# Metamodelling and Model-Driven Engineering

Department of Informatics University of Oslo

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#### **Outline**

- Metamodelling
- Model-Driven Engineering (MDE)
- Reasons to use metamodelling and MDE
- Challenges

# History

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#### Metamodelling

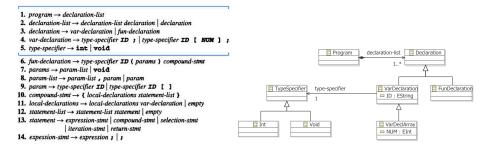
What is metamodelling?

- Analysis and construction of artefacts and concepts for modelling a predefined class of problems
- Metamodelling results in a metamodel
- A metamodel is an abstraction of the properties of conforming models
- Hence, a metamodel reflects a problem domain

#### Metamodelling

#### What is a metamodel?

- A metamodel primarily describes the legal structure of models
- Typically defined as a class model
- Resembles a grammar specification to some extent
- Semantics (both static and behavioural) may be seen as part of the metamodel (broader view)



#### Metamodelling

That is the relation between metamodels and models?

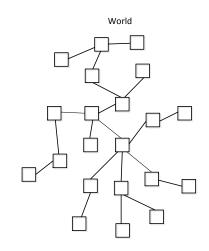
- A metamodel describes a language a set of models
- A model conforms to its metamodel
- Models are either executable or used as source for code generation (behavioural semantics/translational semantics)

General purpose versus domain-specific (a class of problems)

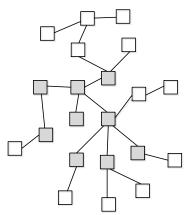
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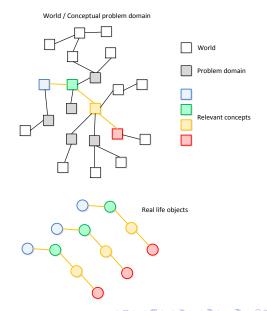


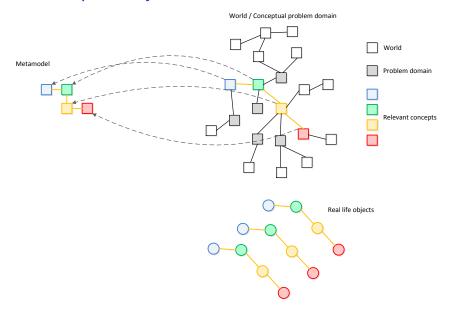
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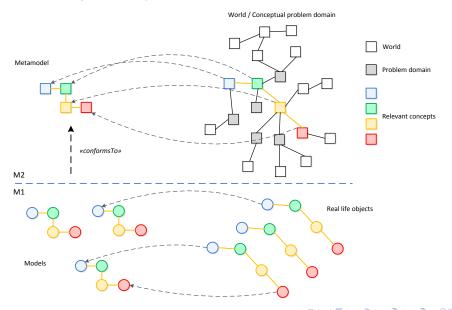


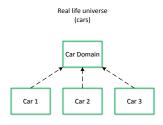
#### World / Conceptual problem domain

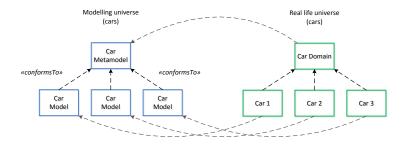


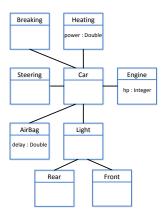


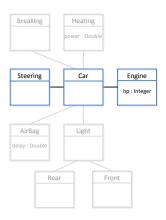


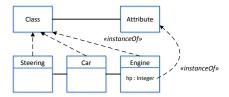


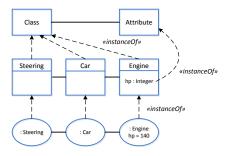


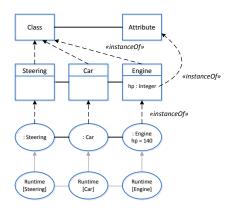


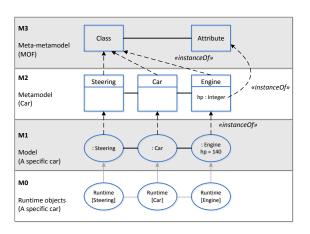








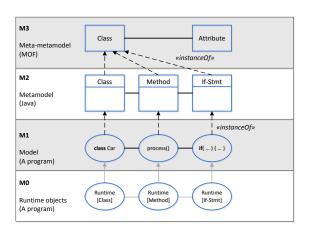




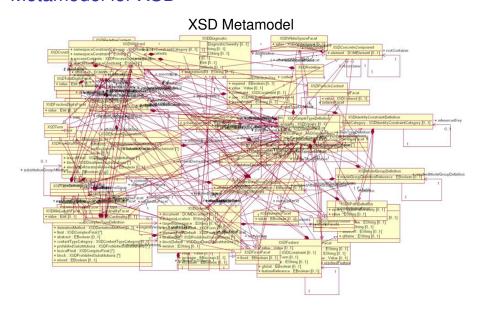
#### MOF versus BNF/EBNF

M3 Meta-metamodel (MOF)	BNF/EBNF
M2 Metamodel (Car)	Grammar
M1 Model (A specific car)	Model / program
M0 Runtime objects (A specific car)	Runtime

#### MOF GPL example



#### Metamodel for XSD

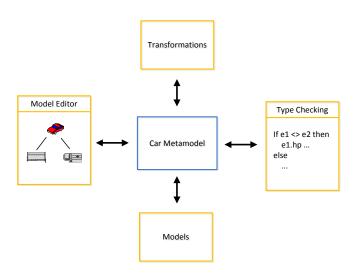


# Model-Driven Engineering (MDE)

- Models and metamodels are central artefacts
- Metamodels used to, e.g. formalise languages (modelling and programming) and domain knowledge
- Tools and editors are defined relative to a metamodel
- Transformations are defined relative to one or more metamodels
- Important principles are automatic code generation, abstraction of details and robustness through reuse
- Composition of metamodels is required for code generation, consistency checking, addressing evolution and reuse

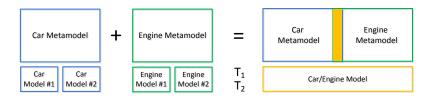
#### Artefacts in MDE

#### Metamodels, models and tools



#### Operations in MDE

Composition/weaving and transformations, etc.



#### Language Artefacts

- Language structure (constructs)
  - Abstract syntax
  - Static semantics, e.g. OCL constraints
- Presentation (interface)
  - Graphical symbols (concrete syntax)
  - Textual concrete syntax
- Meaning (semantics)
  - Behavioural semantics (e.g. in the form of methods or operations)
  - Translational semantics (using transformations to, e.g. a GPL)
  - Denotational semantics (mapping to mathematical objects)

#### Why use metamodelling, DSLs and MDE?

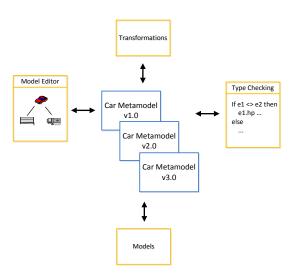
- Small languages possible to focus on aspects or system concerns separately
- Higher abstraction level
- High degree of automation, e.g. code generation
- Rise in productivity
- Easier communication between stakeholders (model as a communication device)
- Object-oriented definition of structure
- Reuse through inheritance and composition/transformation mechanisms
- Possible to create generic tools (e.g. model editors)

### Challenges

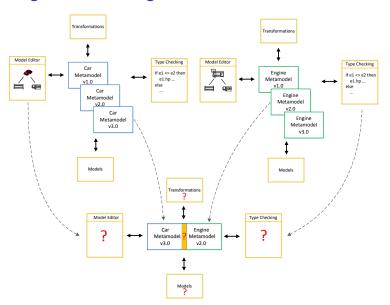
- Metamodels evolve due to changing requirements and domains
- Changing metamodels (including composition) compromises compatibility with existing models, tools and transformations
- Challenge: how to reuse and compose (integrate) metamodels and models
- Challenge: how to address evolution, where existing models, tools and transformations can be reused (e.g. by automatic revision)
- Challenge: how to improve metamodelling (how metamodels, languages and systems are created and modelled)

#### Challenge: changing metamodels

Including composition and weaving



# Challenge: addressing evolution and tool reuse



### Summary

- A metamodel describes or formalises a language (broader view: semantics included as part of metamodel)
- A model conforms to its metamodel
- Models are either executable or transformed/mapped to entities defining the semantics
- Metamodels and models are key artefacts in MDE together with tools
- Metamodelling and MDE support describing problems at higher abstraction levels - using models
- Advantages are increased productivity and reuse