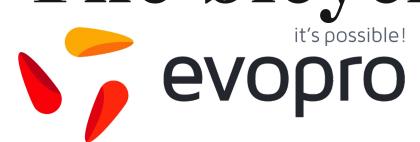
The bicycle challenge in DMLA, where validation means correct modeling



Gergely Mezei, Dániel Urbán, Sándor Bácsi (DAAI, Budapest University of Technology and Economics, Budapest, Hungary) **BME** Zoltán Theisz (evopro Systems Engineering Ltd., Hauszmann Alajos str. 2, Budapest, Hungary)

Step-by-step evolution of a concept



>>



>>







Something

"Ncycle" (bicycle, unicycle, ...)

- Has wheel, seats, ... - Has weight
- Bicycle
- Two wheels, one seat, ... - Has weight

Mountain bike

- Constraints on wheels, seats - Weight is in a range

Model XZ362

- Concrete wheel, seat model - Weight is set

My "Black Thunder" - Concrete, physical bicycle - Fully concretized entity

The DMLA approach



Core "The hardware"

- Data structure ASM State: snapshot of the model
- Model nodes, edges, attributes (entities)
- Labeled directed graph
- Entities have labels entities are 4-tuples
 - ID: unique ID
 - reference to meta element Meta:
 - Value: concrete values
 - Attributes: list of contained entities

<u>Management</u>

- Derived functions obtaining information
 - Shared functions snapshot evolution

Bootstrap2 Bootstrap3 Bootstrap "The operating system" • Set of entities - enabler of multi-level meta-modeling Flexible and swappable Multi-purpose meta hierarchy SlotDef ConstraintContainer ComplexEntity **Primitive** Bool **OpDefinition** Constraint Statement Number **OpSignature Expression** String Type

DMLAScript

"The programming language"

- Hides tuples, more user-friendly
- Entities & relations (Context illusion for related tuples)
- Operations (User-friendly operation language)
- Xtext-based
- Fully modeled by 4-tuples
- Described by Abstract Syntax Tree (AST) built from entities (statements, expressions, if, for, variable, ...)
- OperationDefinition with signature constraints
- (return type, parameters, ...)
- OperationCall

Validation

- All entities support validation based on formulae
- Alpha: meta against instance /e.g. type conformance/
- Beta: meta against entities (in-context check) /e.g. cardinality/
- Gamma: all instances of a certain entity /e.g. unique serial number/
- Validation mechanism:
 - 1. Loop over all entities
 - 2. Obtain meta by the Meta ASM function
 - 3. Fetch all alphas hierarchy chain up to Base
 - 4. Combine alphas (meta, instance) by AND

5. Combine entity validations by AND

• Fluid levels

Fluid multi-level metamodeling

+AST elements

- Stepwise refinement of domain concepts is decoupled
- Meta Instance is interpreted between two entities
- Entities can refer to other entities on any levels
- Consequence of real multi-level modeling
- Entities are instantiated individually

BicycleEntity: ComplexEntity

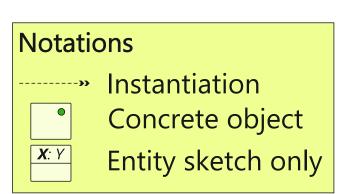
ComplexEntity.Children

- Partial instantiation
 - Stepwise refinement: attributes are entities -> also independent
 - Some of the features remain untouched, others are concretized
 - Entity instantiation = copy or concretize slots

Slots

- General placeholder for data (e.g. fields/properties)
- Constraints attached to slots
 - Type constraint
 - Cardinality
 - Operation signature
 - Must Fill Once
 - Self-described & extendable
- ComplexEntity.Children
- Stepwise concretization/constraining

Patterns



SellingAct: BicycleEntity > SoldBicycle: ComplexEntity.Children{T: \$Bicycle, C:1..1} > SellingPrice: Complexentity.Children{T: \$Number, C:1..1} **ComplexEntity.Children**

P0: Prohibition of features or their relation can be simply left out since validation will fail if disallowed entities occur in the model.

P1: Gradual type constraining is supported by restricting constraints on slots. P2: Create new slots by dividing general purpose slots, when

new features are needed. Keep the original slot if adding new

features may be required later or omit it otherwise. P3: Mandatory slots are modeled by cardinality 1..1. They must be kept all along the whole instantiation chain. Optional slots are modeled by cardinality 0..1. They can be omitted on any level. Optional-mandatory slots are modeled by cardinality 0..1 and the MustFillOnce constraints. They can be omitted on

P4: Inheritance between entities is imitated by instantiation

any level supposing their value has been set earlier.

operation Bool ID::BicycleEntityAlpha(ID instance) if (GetAttribute(instance, \$BicycleEntity.AbstractEntity)==null) { if(!(CallCheckPhysicalOnMetaHierarchy(instance, instance))) return false; return true; operation Bool CallCheckPhysicalOnMetaHierarchy(ID searchRoot, ID instance) { Object method = GetAttributeValue(instance, \$BicycleEntity.CheckPhysical); if(method!=null && !call searchRoot::method()) { return false; } ID meta = call \$Meta(instance); if(meta== \$BicycleEntity) return true; return CallCheckPhysicalOnMetaHierarchy(searchRoot, meta);

P10: Custom validation can be driven by flags. If the flag is presented, the validation is turned off, if the flag is omitted, the validation is switched on.

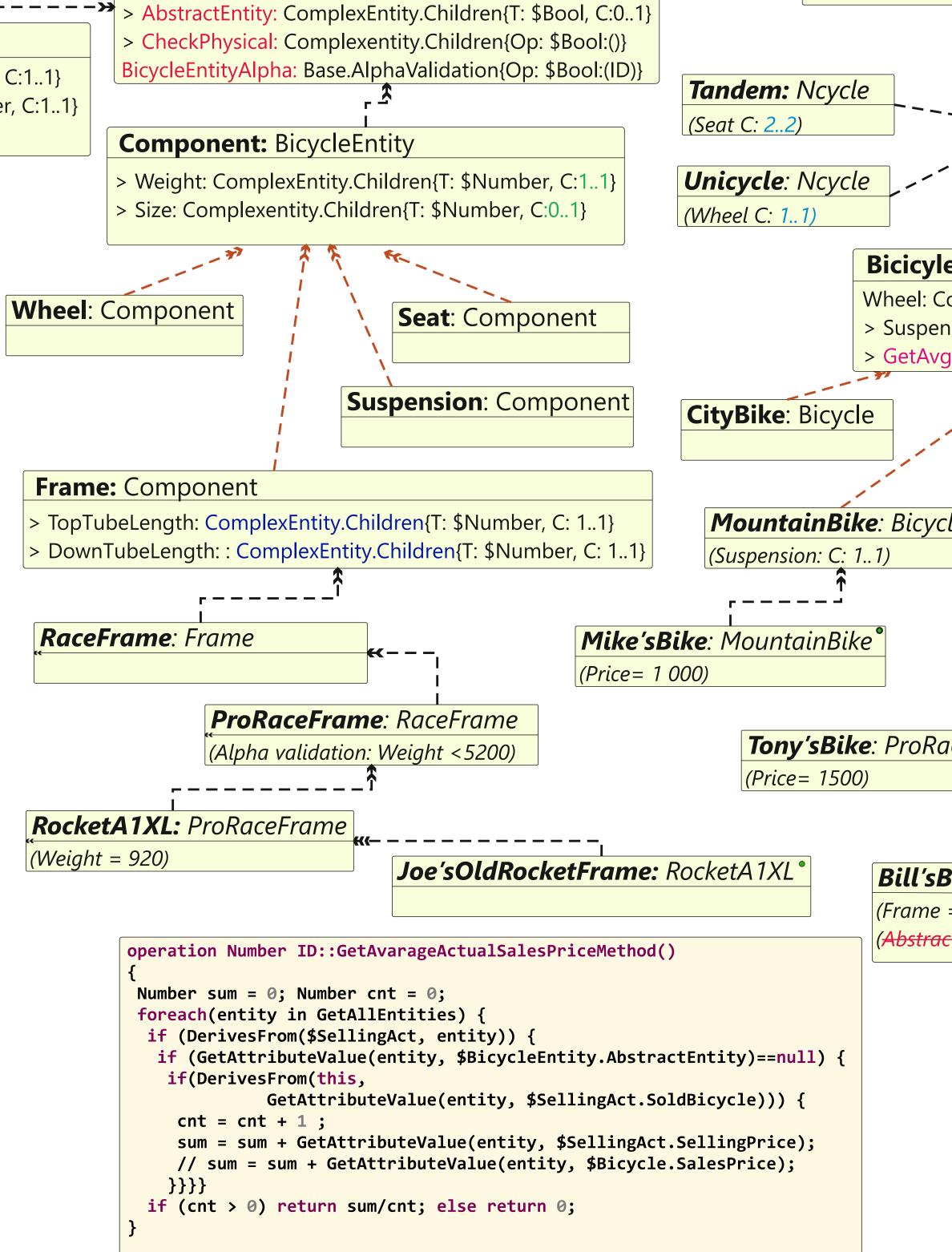


DMLA Webpage:

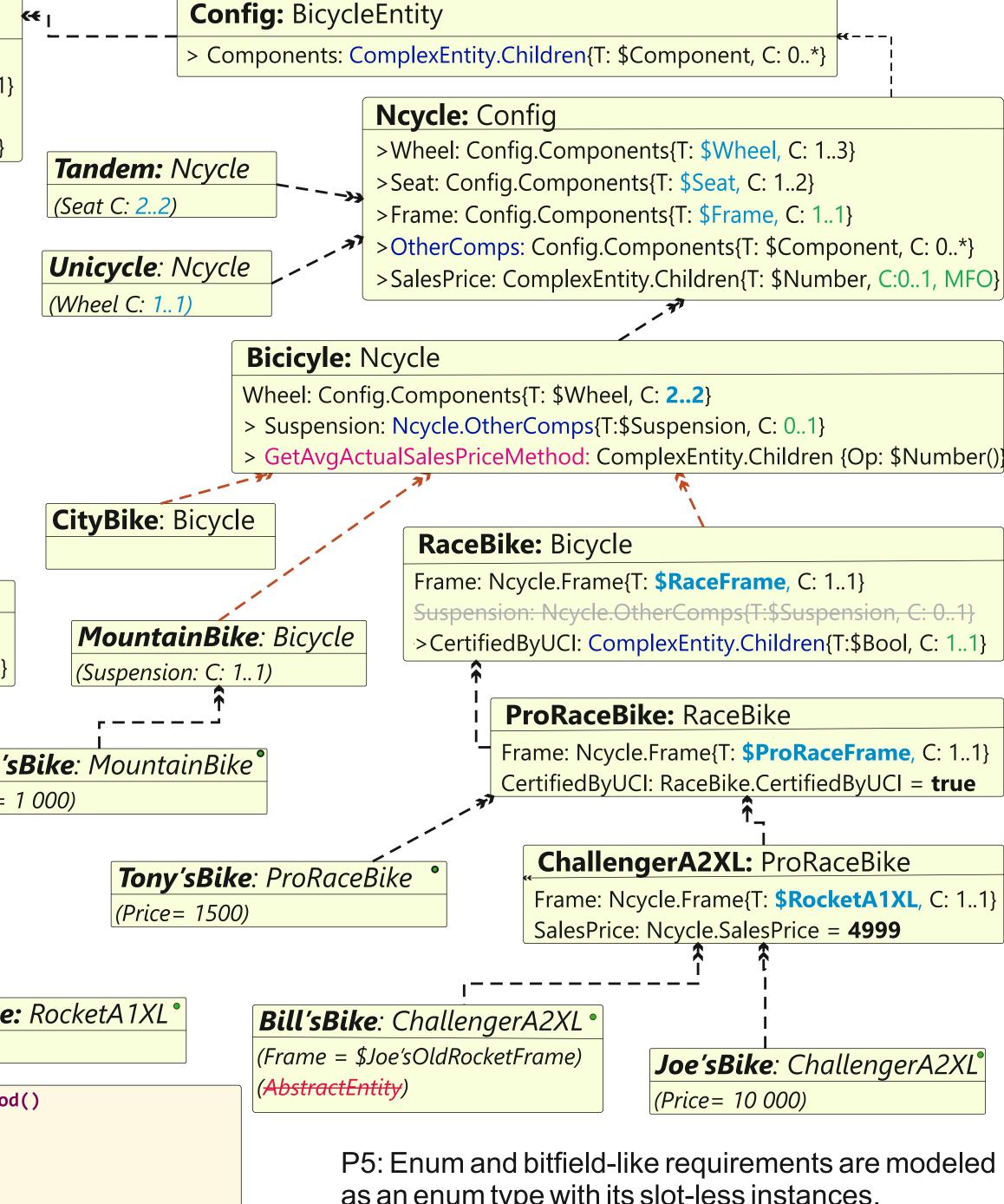
http://www.aut.bme.hu/Pages/Research/VMTS/DMLA

The Bicycle challenge:

http://www.wi-inf.uni-duisburg-essen.de/MULTI2018



P11: Derived properties are added to entities as operations. In case of summation, the instantiation chain can be used in a layer-transparent fashion.



as an enum type with its slot-less instances.

P6: Slots can represent signature-driven operation definitions at all concretization levels.

P7: Alpha formula completes an entity's type semantics beyond meta-hierarchy.

P8: Global validation requirements are satisfied by gamma formulas.

P9: Soft validation, i.e., filtering features are supported by operations attached to the entities.