

# Perspectives on Model Transformation Reuse

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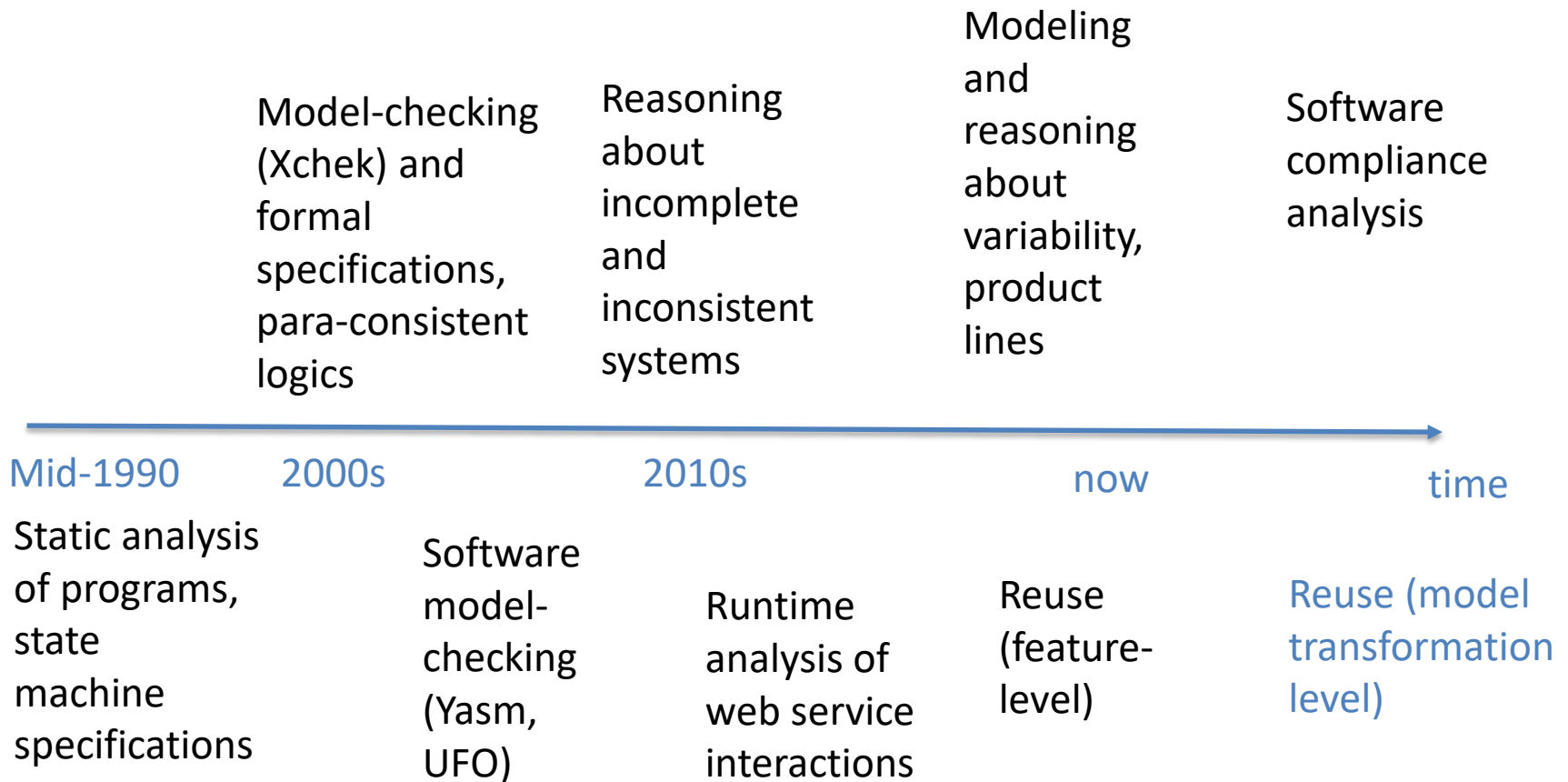


June 2, 2016

Integrated Formal Methods (iFM'16)



# A Brief and Partial Research History

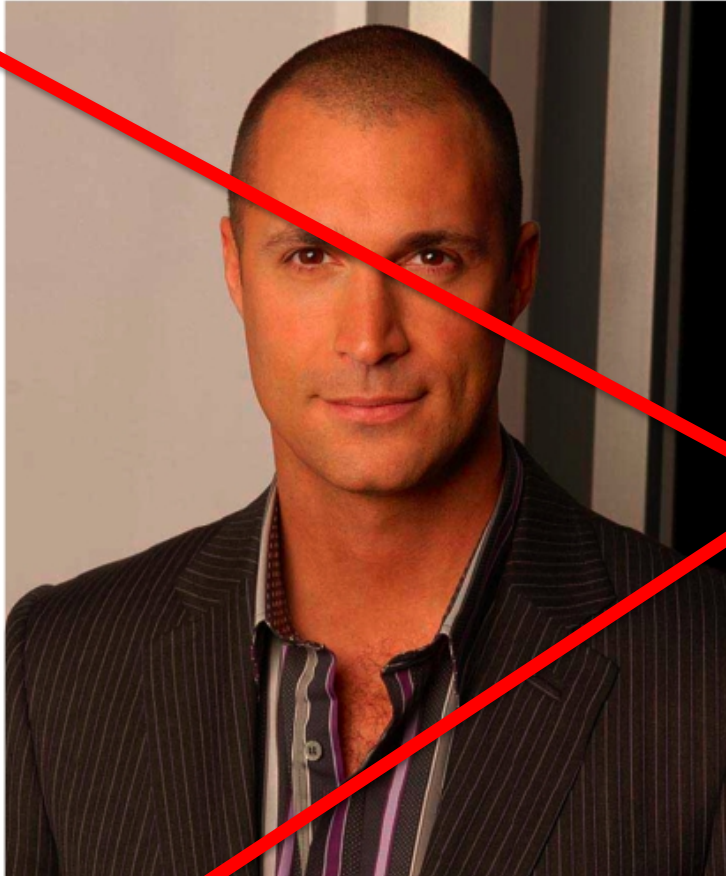




# Perspectives of Model Transformation

## Reuse

# Googling “Model”



# Model: “Purposeful abstraction”

Ideally, property-preserving!!!

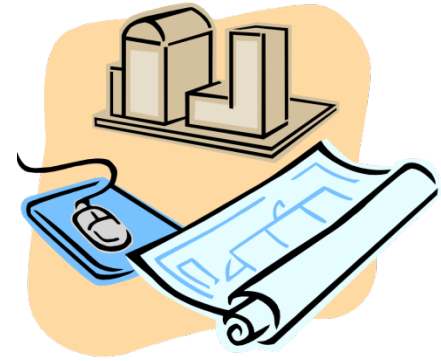


Original



Models

# Why Models?



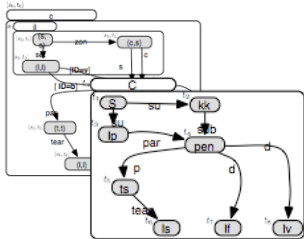
- Traditional Engineering Approach
  - Abstract & Precise
  - Amenable to analysis
  - Complexity:  $\text{Model} \ll \text{System}$
- Pre-development and pre-deployment analysis
  - Early detection -> cheaper fixes
- $\text{Cost} < \text{Benefit}$

# Software Engineering Models

Abstraction

Structure

Purposeful  
Reasoning



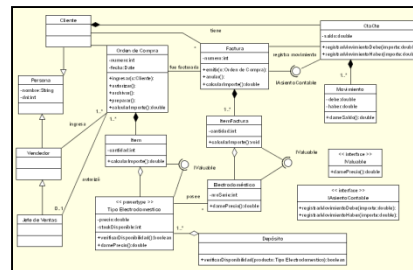
Behaviour



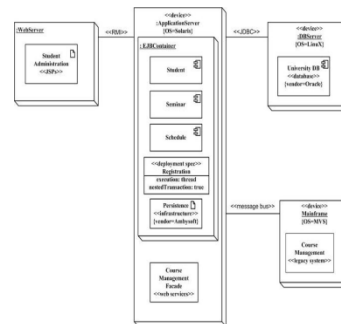
Concepts



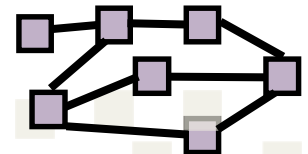
Requirements



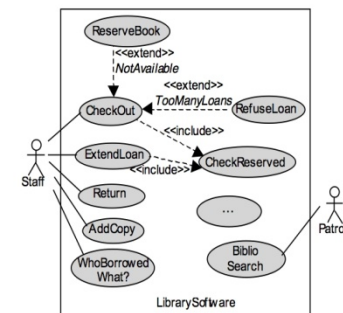
Static Design



Deployment



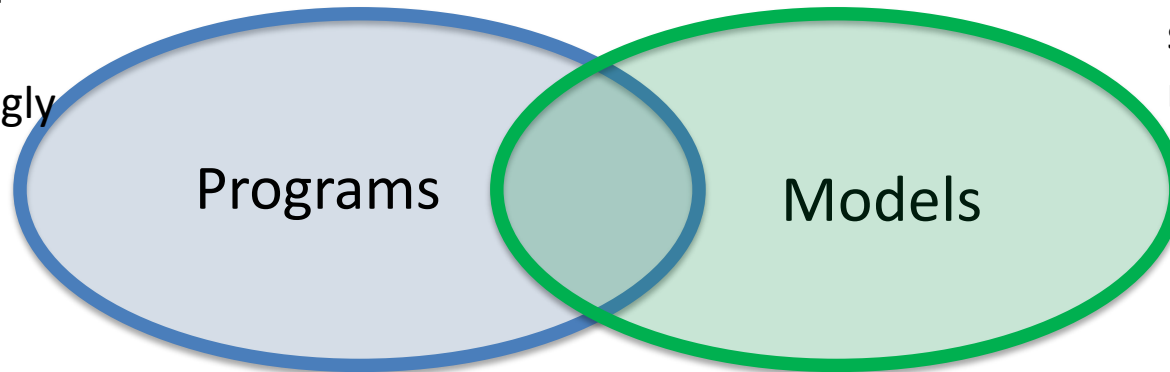
Architecture



Use Cases

# Models vs Programs

- Executable
- Present in abundance “in real world”
- Complex data structures and control flow
- Typically strongly typed



- Higher level of abstraction (“for a purpose”)
- Confirms to the strongly-typed meta-model

## Goals:

Quality

Speed of development

Understandability

## (Formal) Methods:

Specification

Analysis



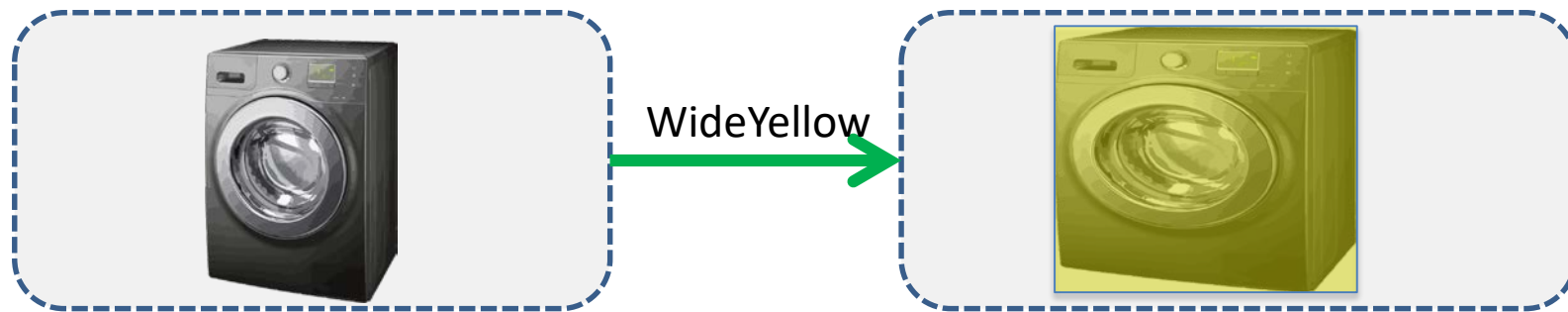
# Transformations



\* requisite cute picture of animals

# Why Transformations

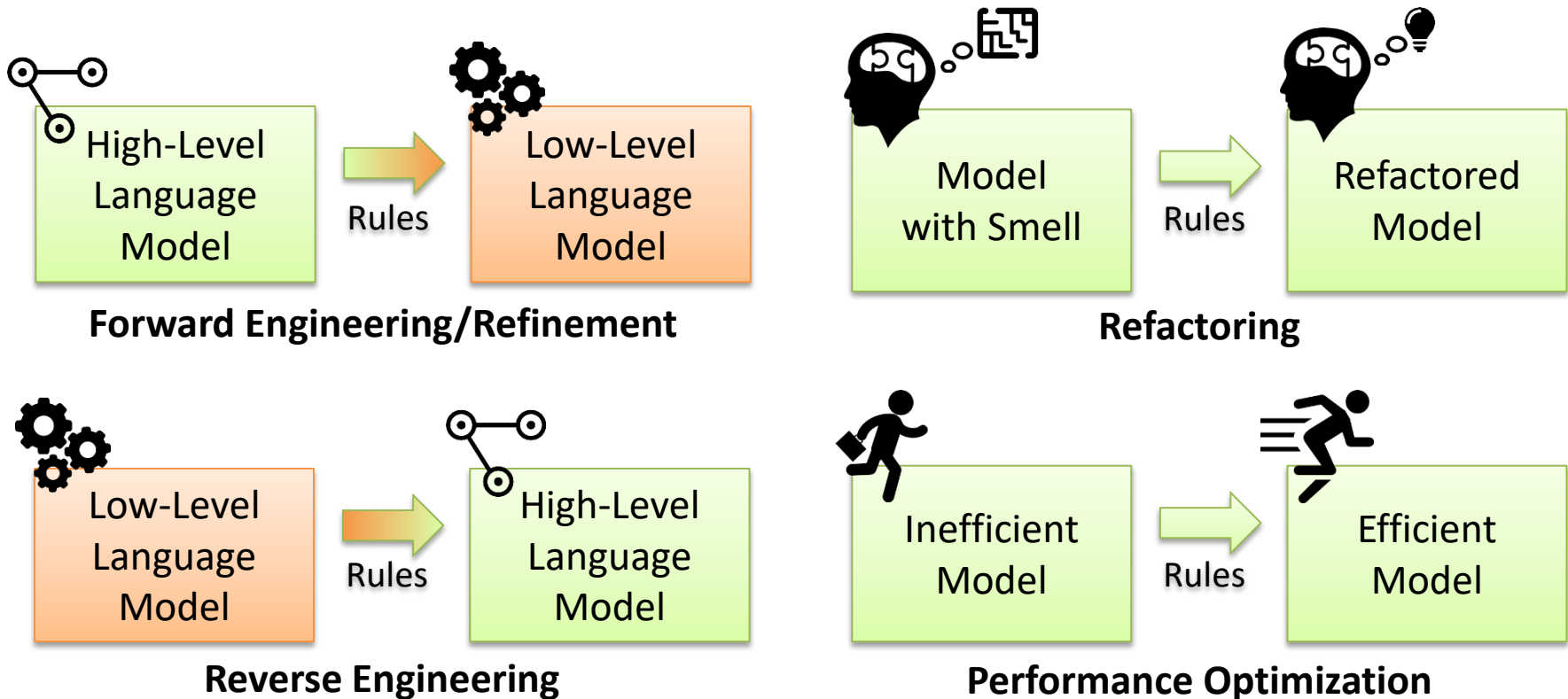
- Use to convert one artifact into another



- Automates mundane tasks and ensures quality
- Enables raising level of abstraction in software development

# Model Transformations

Key enabler of model driven development



# Characteristics of Model Transformations

In principle, an arbitrary program

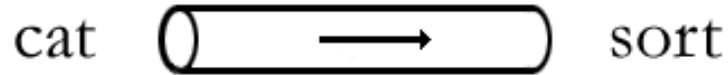
Transformation

In practice:

Strongly typed (by input and output models)

One-step task with **specific intent**

Aimed to be chained together, like Unix pipes



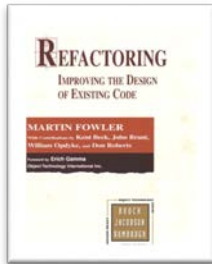
A UNIX pipe provides one-way communication  
between two processes on the same computer

Often implemented in languages which allow  
easy graph manipulation

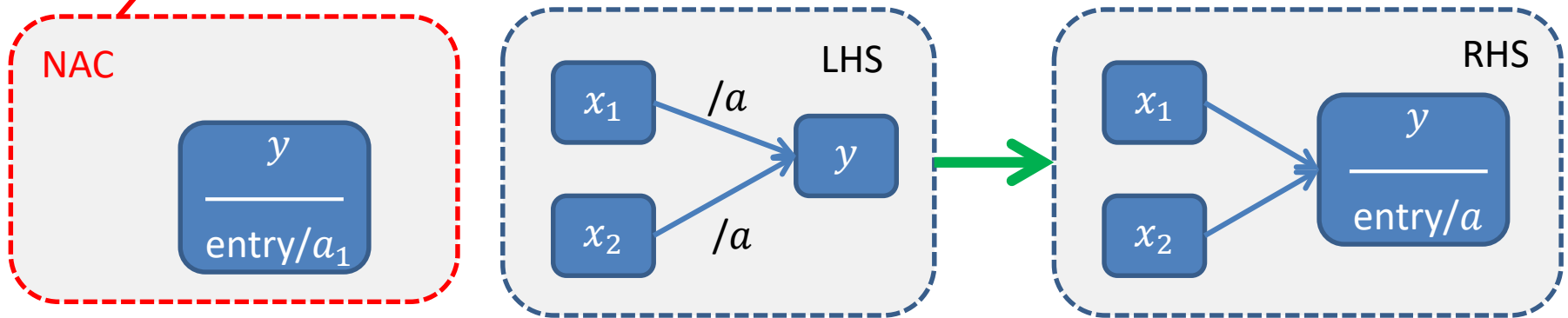
# Example: State Machine Refactoring Transformation

- Transformation **FoldEntry**

- Simplifies state machine
- Moves common actions on input transitions to the entry action of the target state



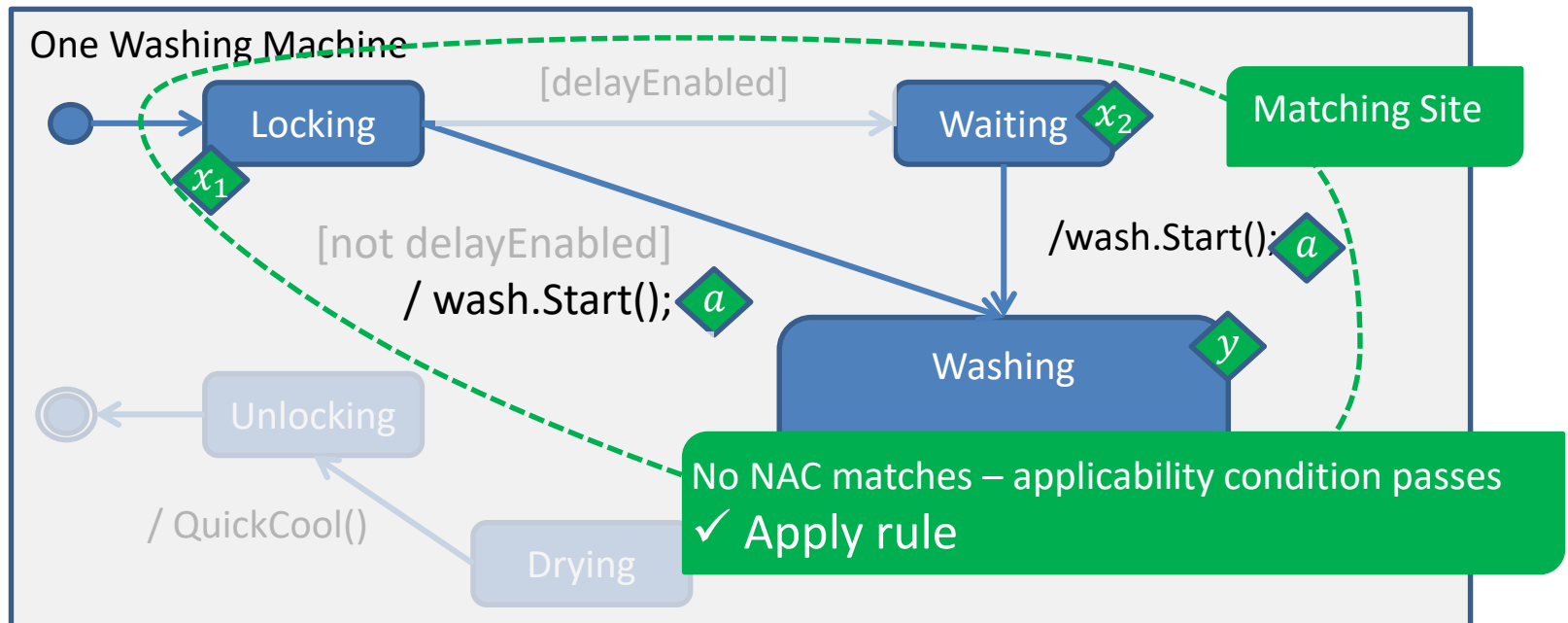
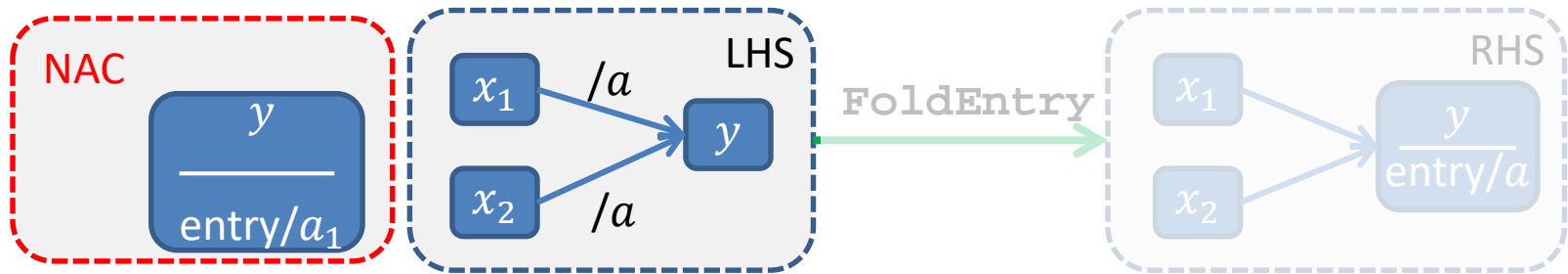
- Using **Negative Application Condition** in rule:



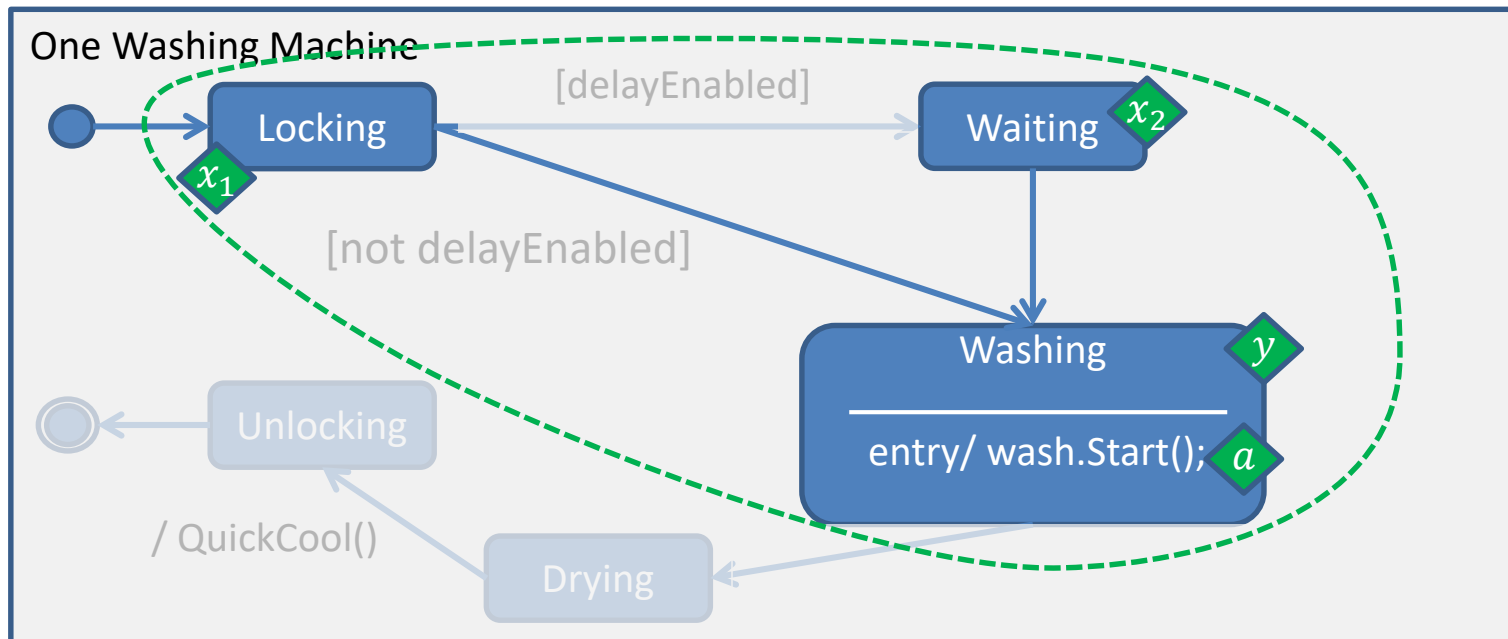
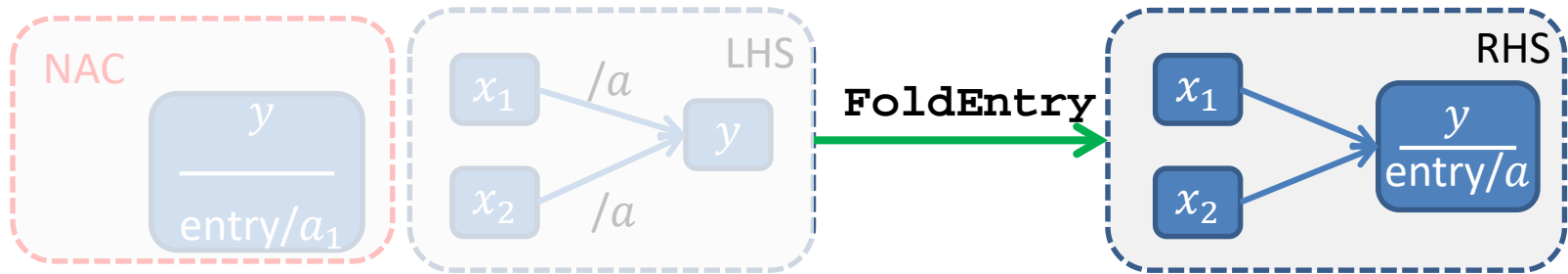
Applicability Condition:

Apply the rule if the LHS matches and no NAC matches

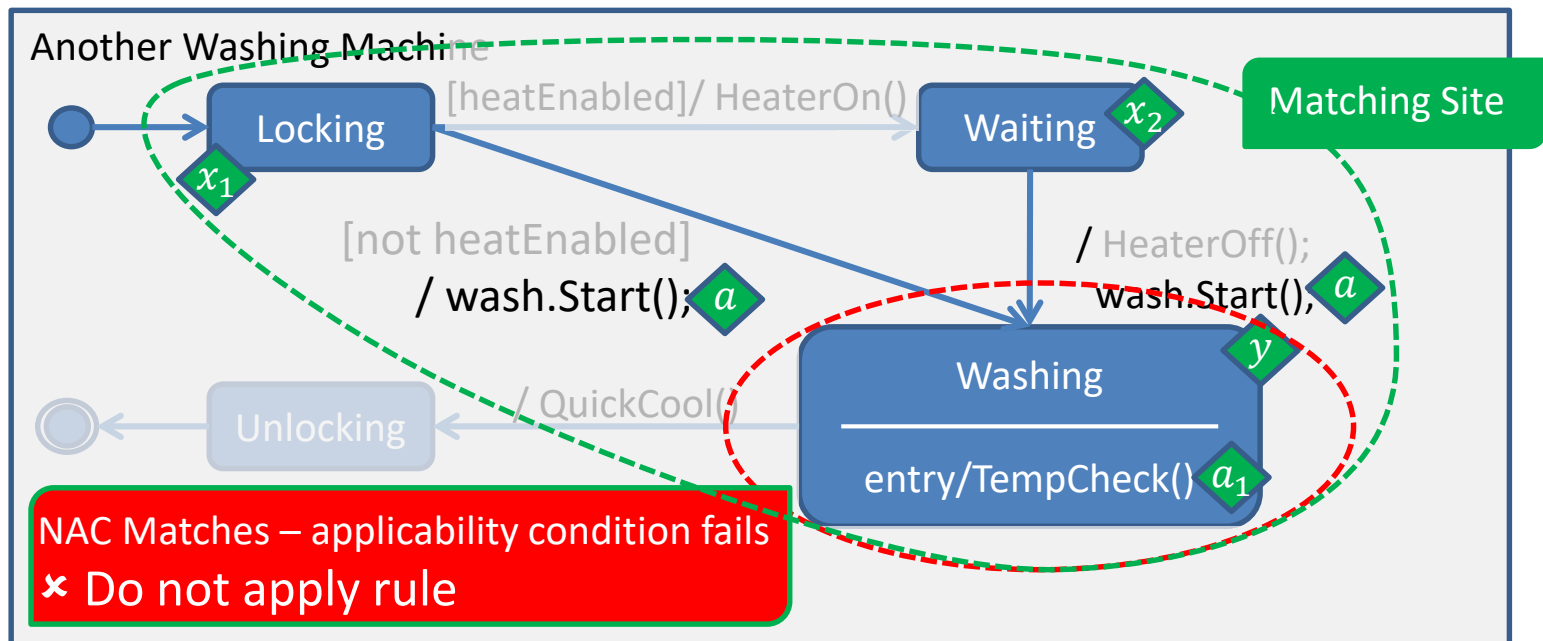
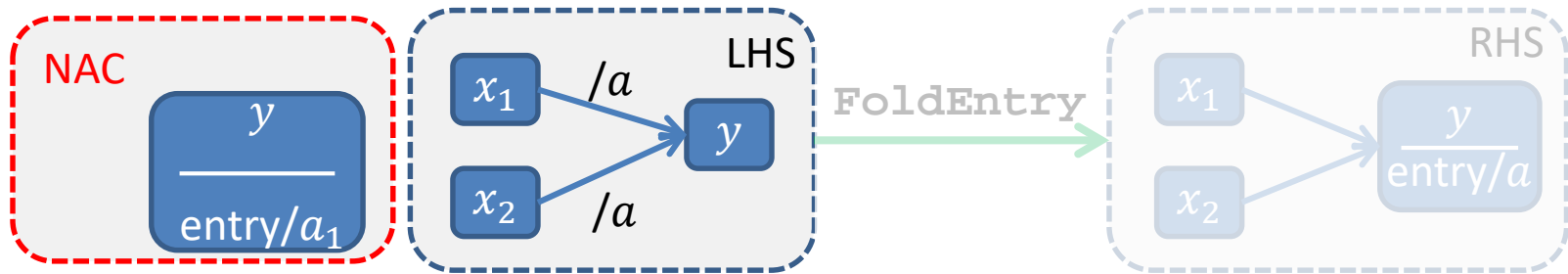
# Applying FoldEntry – Example 1



# Applying FoldEntry – Example 1



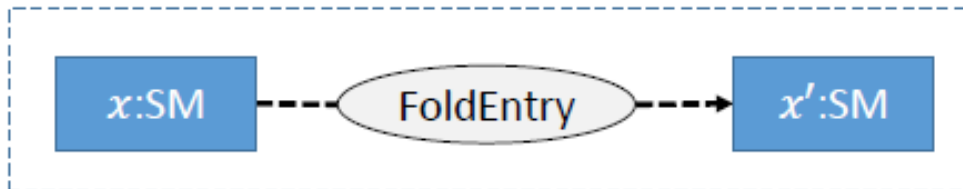
# Applying FoldEntry – Example 2



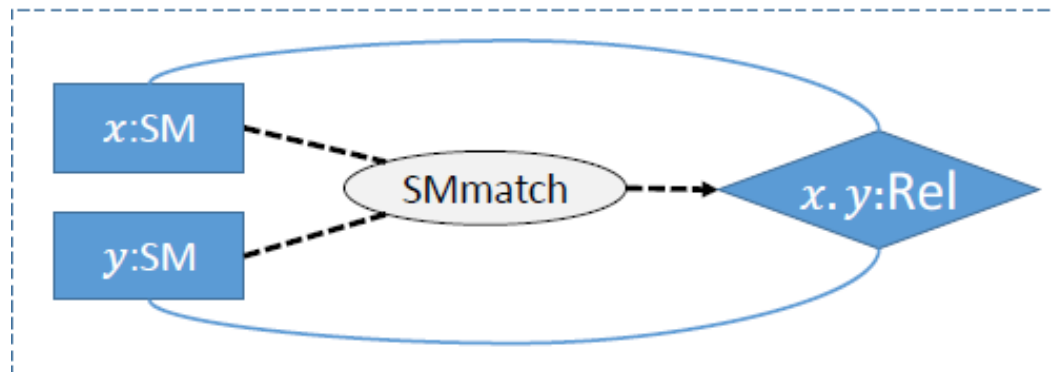


# Transformation Signatures

- Single model to single model



- Two state machines to a mapping (or relationship)





# Perspectives of Model Transformation

Reuse

# Reuse Transformations

- Why?
  - Same reason as program reuse:
    - Reduce effort
    - Accelerate development
    - Increase quality
- Where?
  - Within same process
  - Across processes



# How to Reuse?

Transformation reuse  
vs  
general software reuse



- Adapt, generalize, “reinvent” program reuse techniques
- Create novel modeling-specific approaches



# Perspectives of Model Transformation Reuse

MSC



HEREFORD  
STEIKHÚS

# WHALE MENU

## STARTER

*Lobster soup with Cognac*

## MAIN COURSE

*Whale peppersteak served with fried vegetables, potato and pepper sauce*

## DESSERT

*Icelandic Skyr Herefordstyle*

**Price kr. 5.900**

# PUFFIN MENU

## STARTER

*Smoked Puffin with fresh salad and raspberry vinegar*

## MAIN COURSE

*Grilled breast of Puffin served with fried vegetables, potato and malt sauce*

## DESSERT

*Icelandic Skyr Herefordstyle*

**Price kr. 5.900**

# ~MENU DU JOUR~

- Motivation
  - Models and Transformations
  - Why Reuse
- Transformation Reuse
  - PL adaptations: subtyping and mapping
  - MDE-specific approaches: lifting and aggregating
- Future perspectives

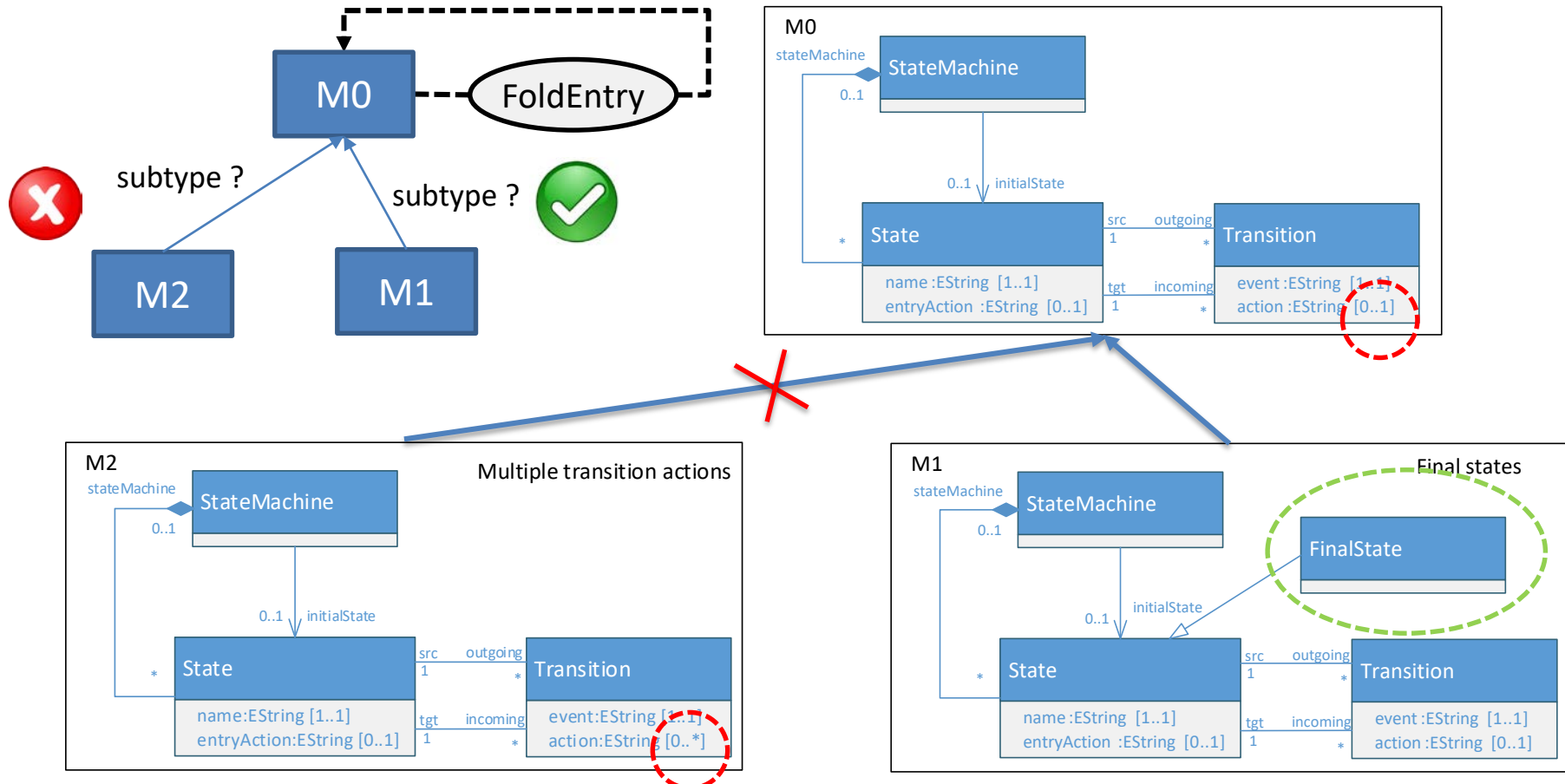
# Adaptation: Subtyping



# Simple Subtyping: PL

- *Int* is a subtype of *Real* since  $\llbracket Int \rrbracket \subseteq \llbracket Real \rrbracket$
- So function *Name: Real*→*String* can be applied to *Int* inputs
  - *Name* (3.14) = “3.14”
  - *Name* (3) = “3”

# Simple Model Subtyping



So, FoldEntry can be reused for M1 but not for M2

# Coercive Subtyping: PL

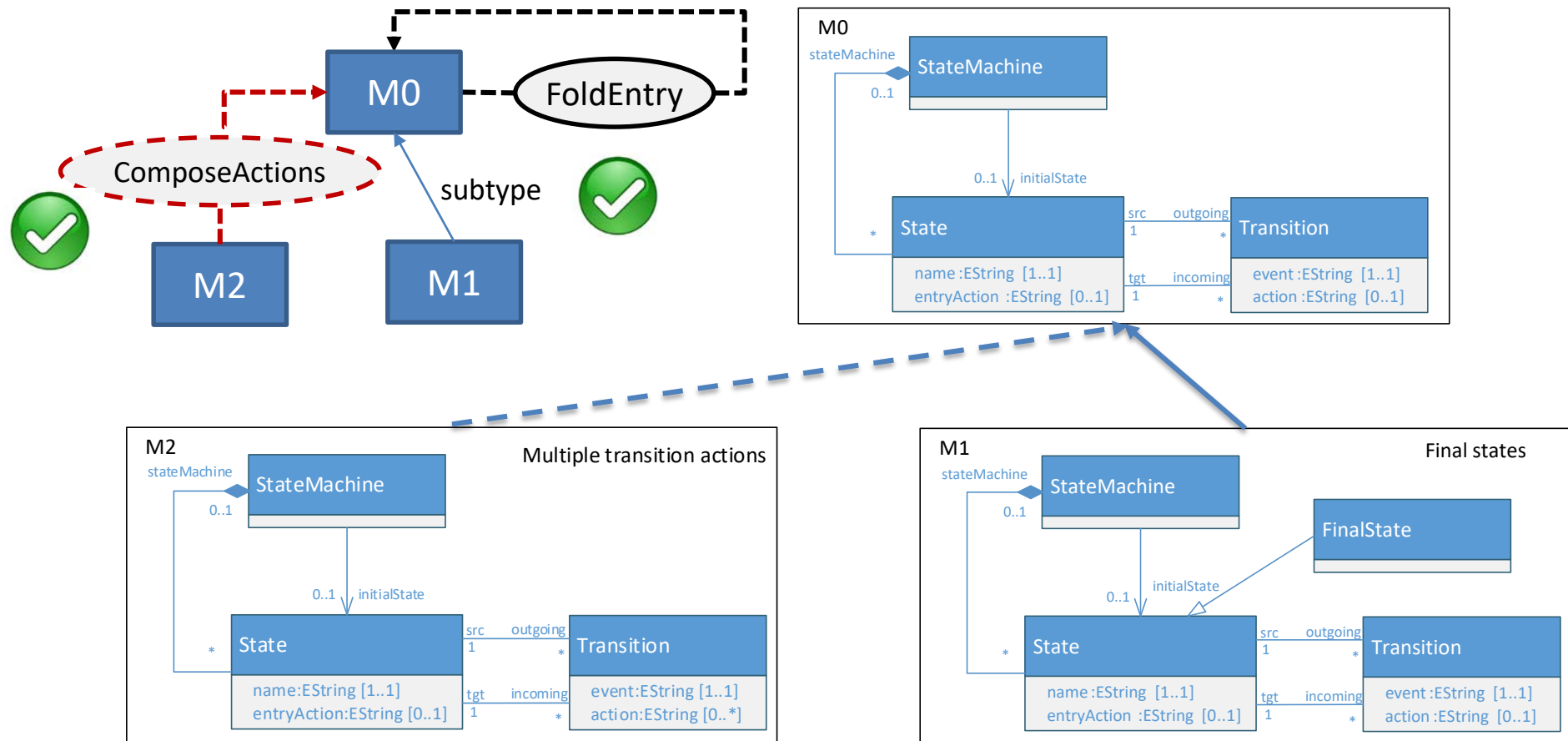
Requires an explicit conversion function



Example:

- a conversion function  $Int2Str: Int \rightarrow String...$ 
  - ... allows any *Int*-valued input to be coerced into a *String* value
- function  $cat: String \times String \rightarrow String$ 
  - $cat("hello", "world") \mapsto "hello\ world"$
  - $cat("high", 5)$ 
    - $\rightsquigarrow cat("high", Int2Str(5))$
    - $\mapsto "high\ 5"$

# Coercive Model Subtyping



So, FoldEntry can be reused for M1 and M2

# Adaptation: Mapping



# Programming Language *MAP*



- *Map*  $\langle F \rangle (L)$

Apply function  $F$  to elements of list  $L$

- Example:

Function *Double*:  $Int \rightarrow Int$

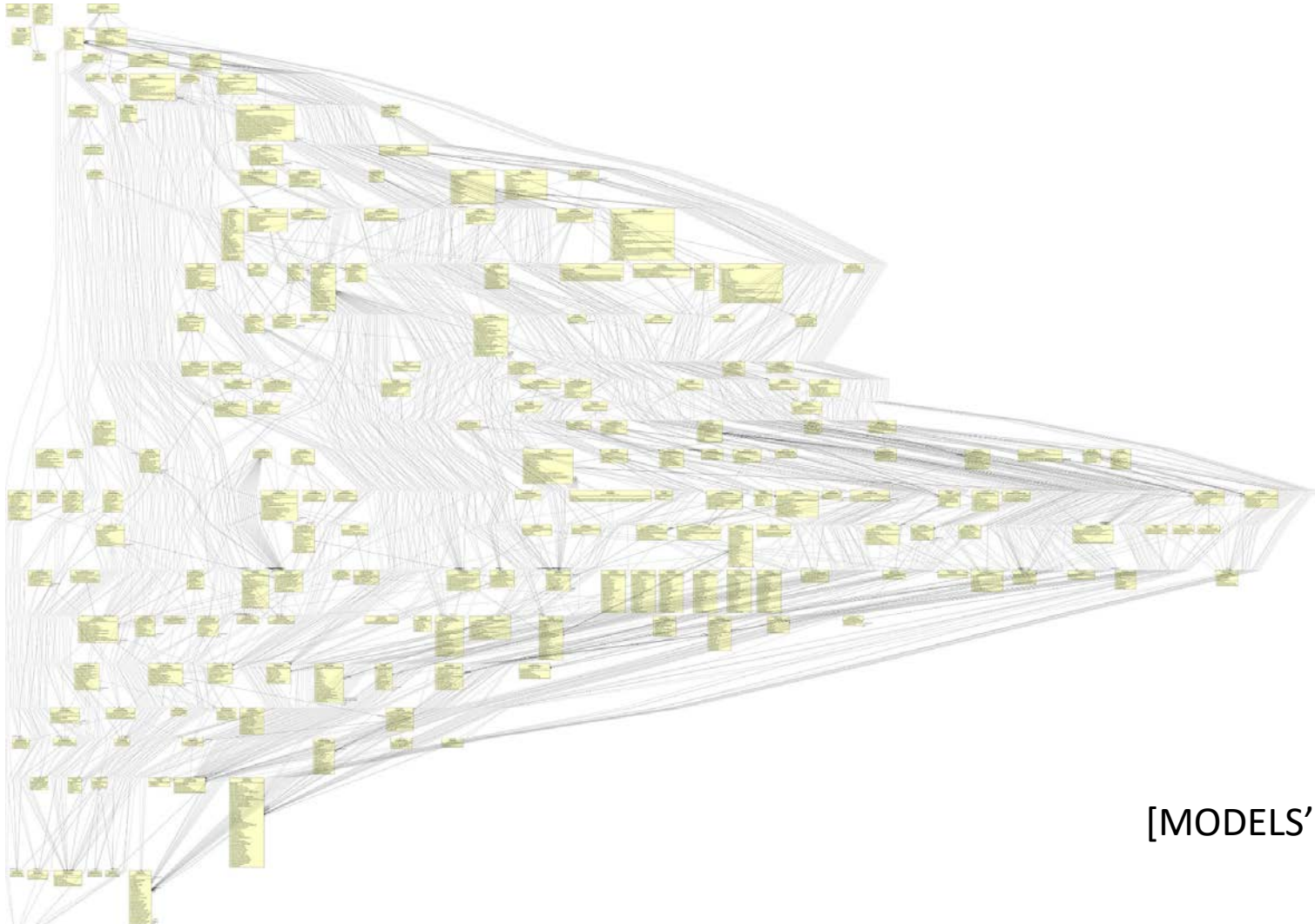
*Double* (2)  $\mapsto 4$

*Map*  $\langle Double \rangle ([1, 2, 3, 4])$

$\mapsto [2, 4, 6, 8]$

# Goal: apply *Map* to megamodels

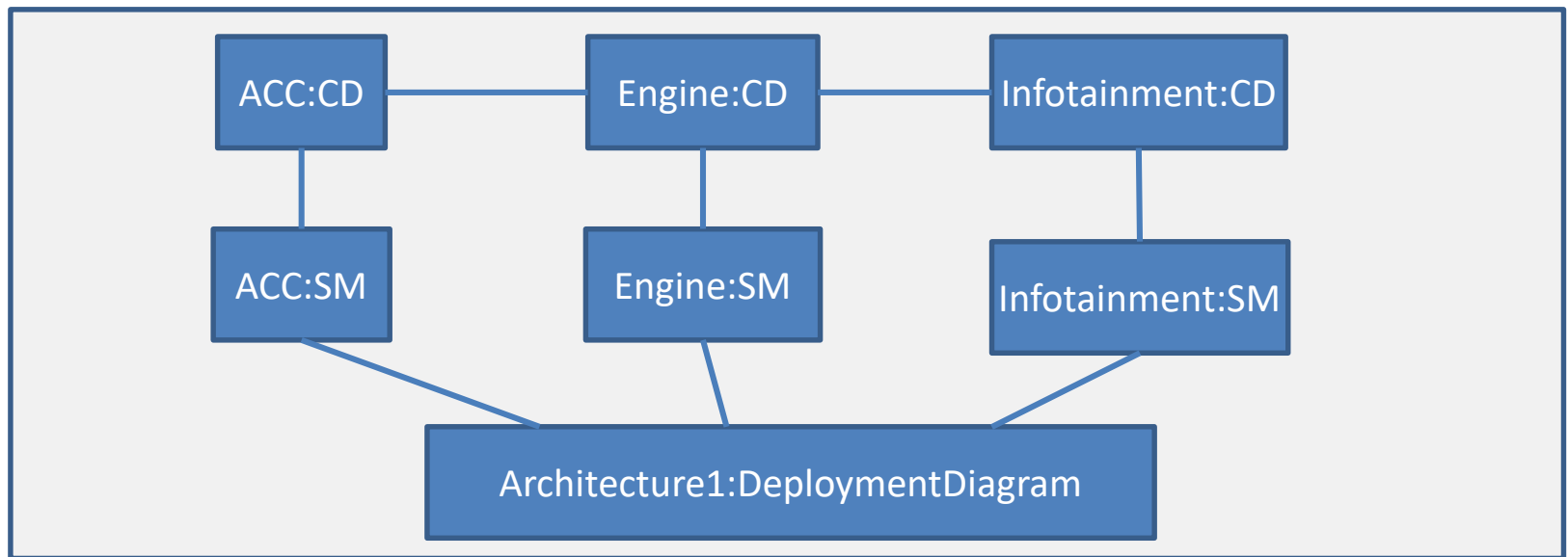
A Megamodel is not just a really big model!



[MODELS'15]

# Megamodels

Represent models and their relationships at a high level of abstraction to facilitate **model management**.



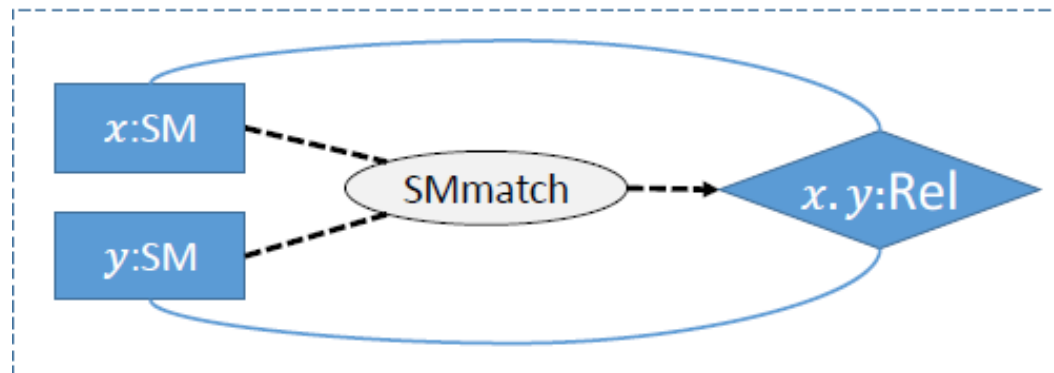
Context: Large software projects  $\Rightarrow$  proliferation of model artifacts  
– Need to manage this “accidental complexity”



# Map for Megamodels

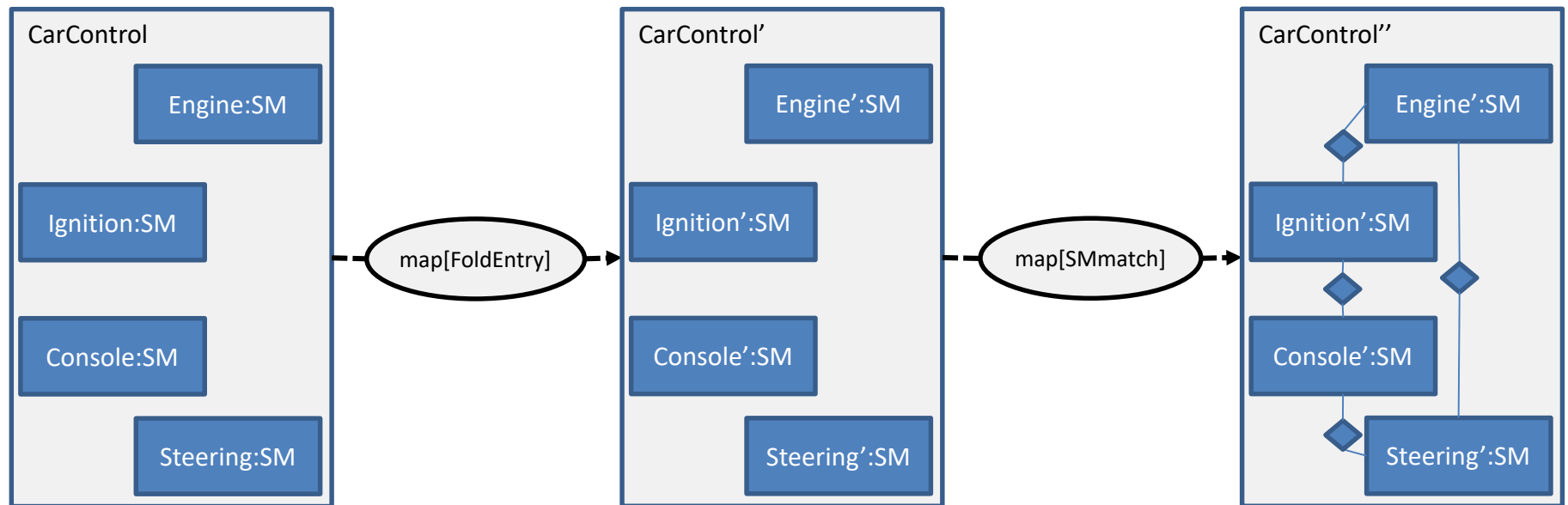
## Key Challenges for *Map*

1. Must correctly manipulate **entire graphs of related models** rather than just **sets of models**.
  - Graph edges (i.e., relationships) have content
2. Must work with transformation signatures
  - Transformations accept graphs of models and relationships as input and output

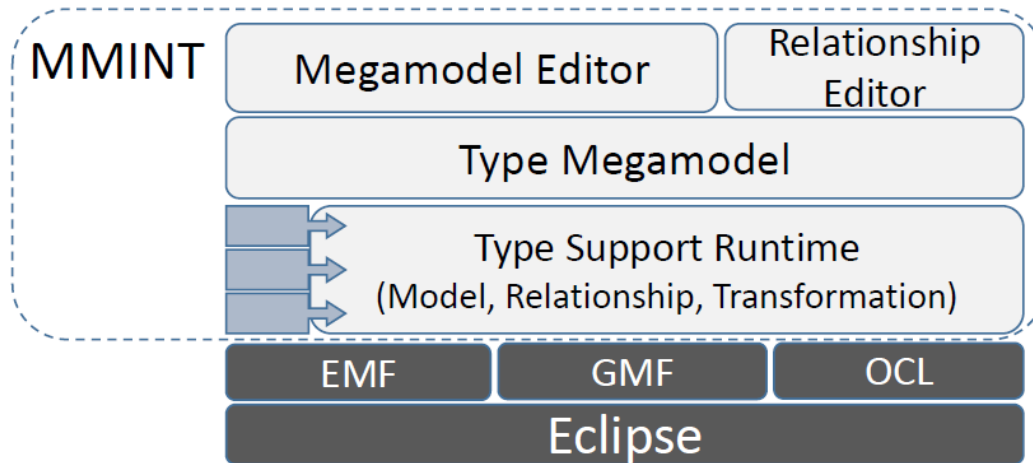


# Map Applied to Megamodels

1. First apply **FoldEntry** refactoring
2. Then apply **SMmatch** transformations to find state machine correspondences



# Tooling: MMINT



- Model Management INTeractive workbench  
<https://github.com/adissandro/MMINT>
- Support for strongly typed models:
  - simple and coercive subtyping
  - lazy coherence checking for coercion
  - type downcasting when model conforms to subtype
- Support for megamodels
  - map / reduce /filter



# Summary of Adaptation Approaches

Subtyping

Mapping

Other

Generic programming

Model concepts

# ~MENU DU JOUR~

- Motivation
  - Models and Transformations
  - Why Reuse
- Transformation Reuse
  - PL adaptations: subtyping and mapping
  - MDE-specific approaches: lifting and aggregating
- Future perspectives

# Novel Approaches: Lifting



lift

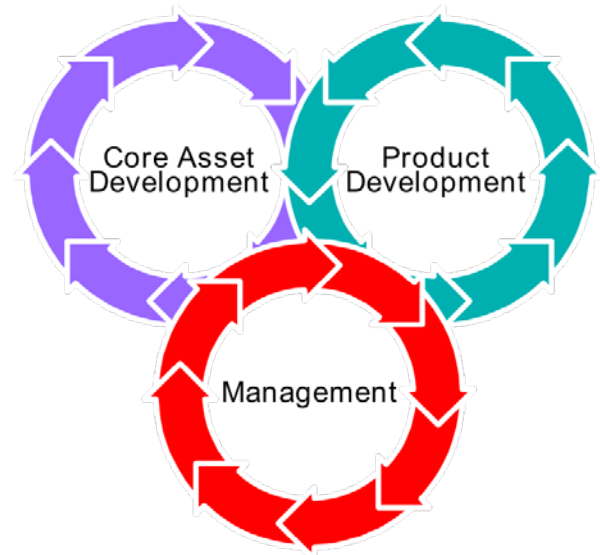
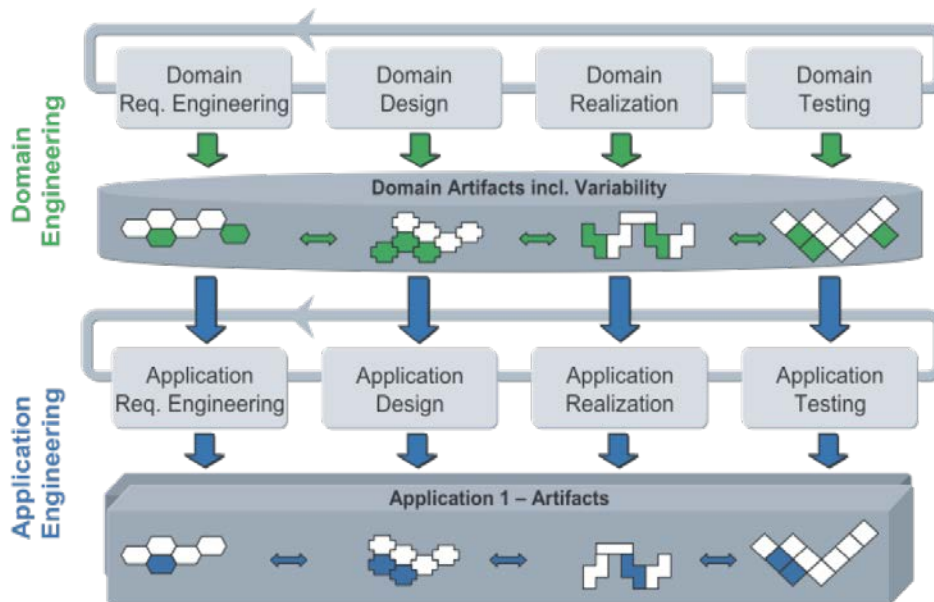
# A slight aside: Product Lines

- Goal: Help develop, manage, reuse a large number of similar but different artifact variants (products)
- Example: Washing Machine Co.



# Software Product Line Engineering

a discipline that promotes planned and predictive software reuse



K. Pohl et al., Software Product Line Engineering: Foundations, Principles, and Techniques, 2005

P. C. Clements and L. Northrop, Software Product Lines: Practices and Patterns, 2001



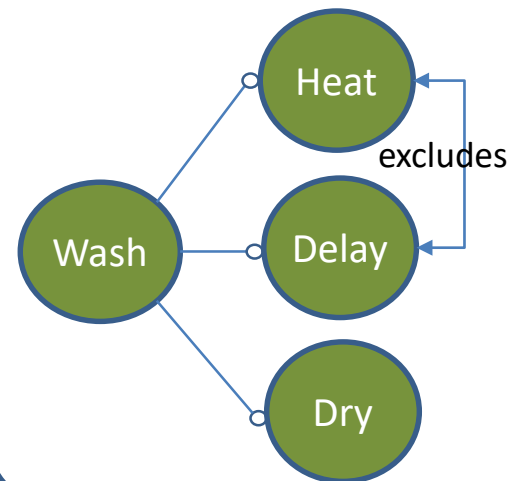
# Product Line Structure + Terminology

- Product line (annotative) represented by
  - Domain Model – combined parts from all products, annotated by features (presence conditions). A.k.a. 150% representation.
  - Feature Model – shows possible features and restrictions for product combinations
- Example: Washing Machine Co.

Domain Model

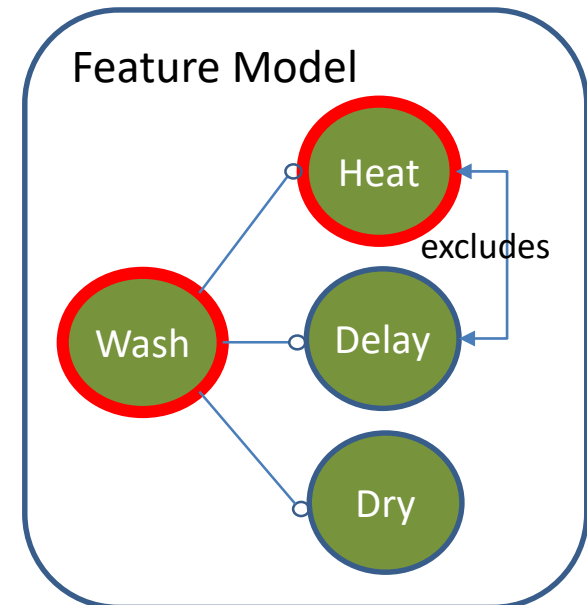


Feature Model



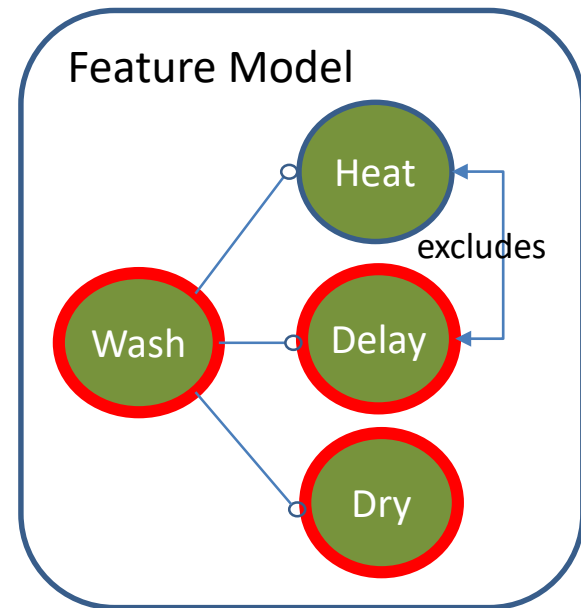
# Product Line Configuration – Example 1

- +Heat product
  - Feature configuration: {Wash, Heat}



# Product Line Configuration – Example 2

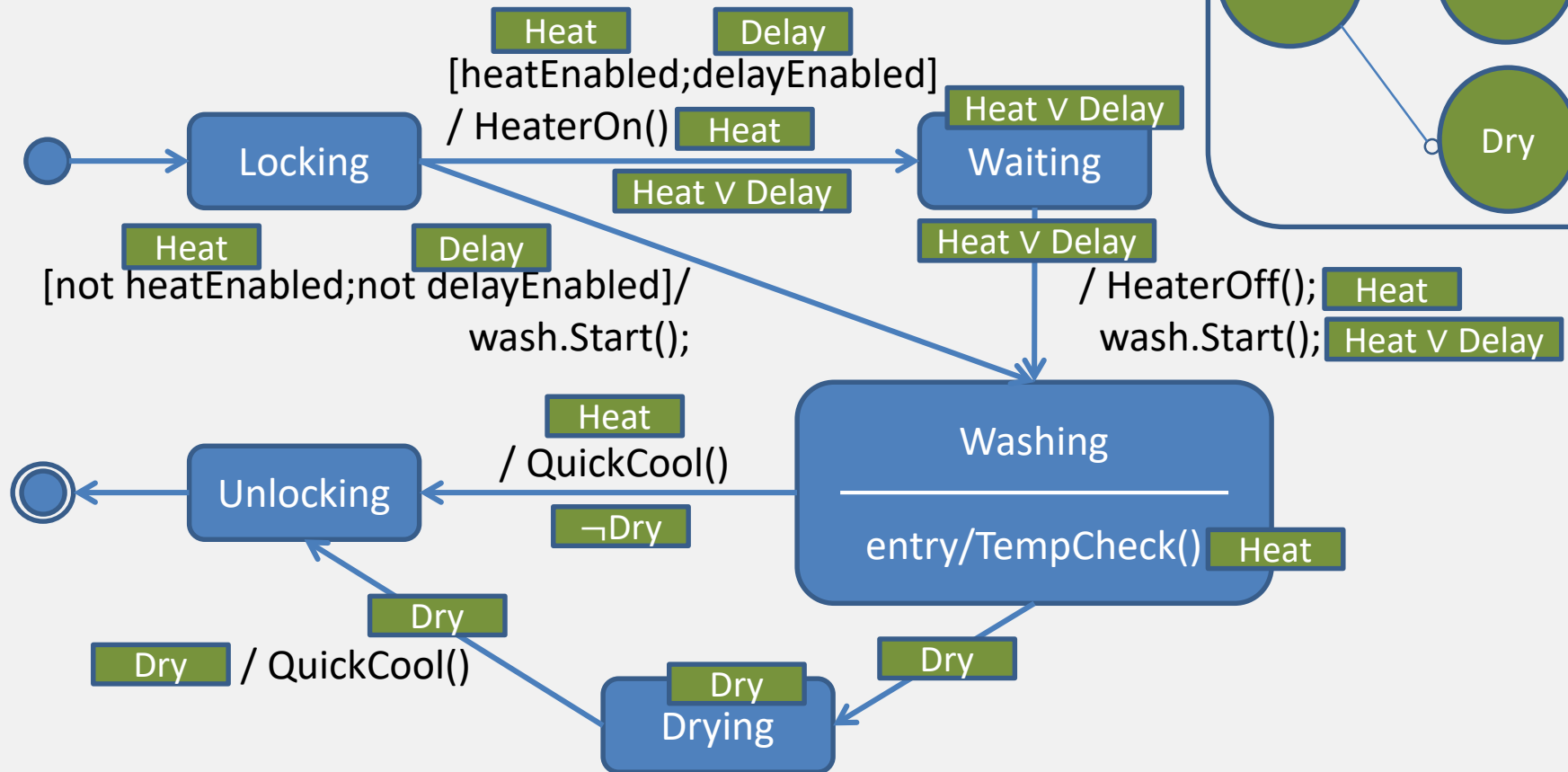
- +Dry/Delay product
  - Feature configuration: {Wash, Dry, Delay}



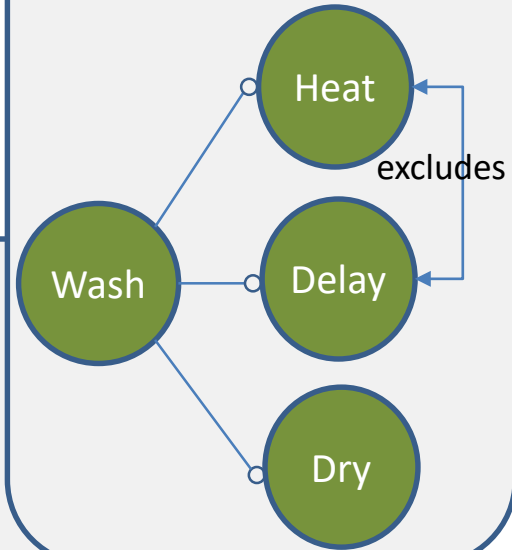
# Washing Machine Product Line

Presence Conditions

Domain Model

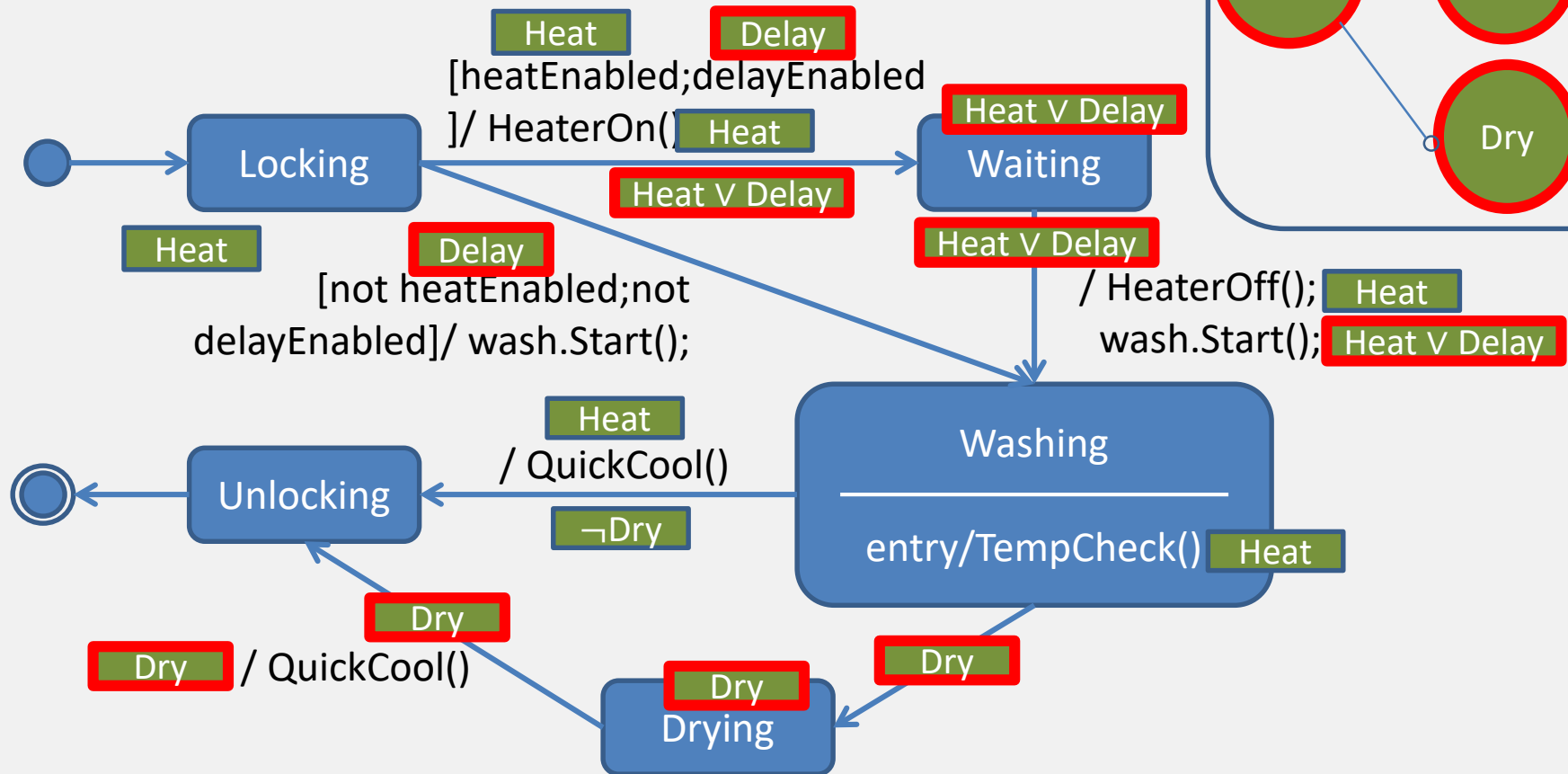


Feature Model

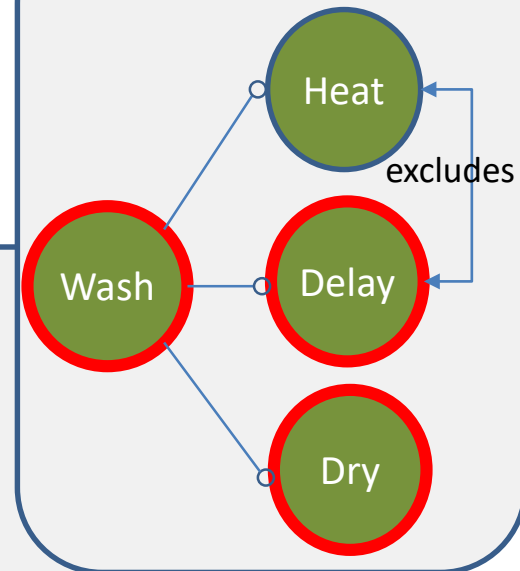


# Washing Machine Product Line: Configuring a Product

Domain Model

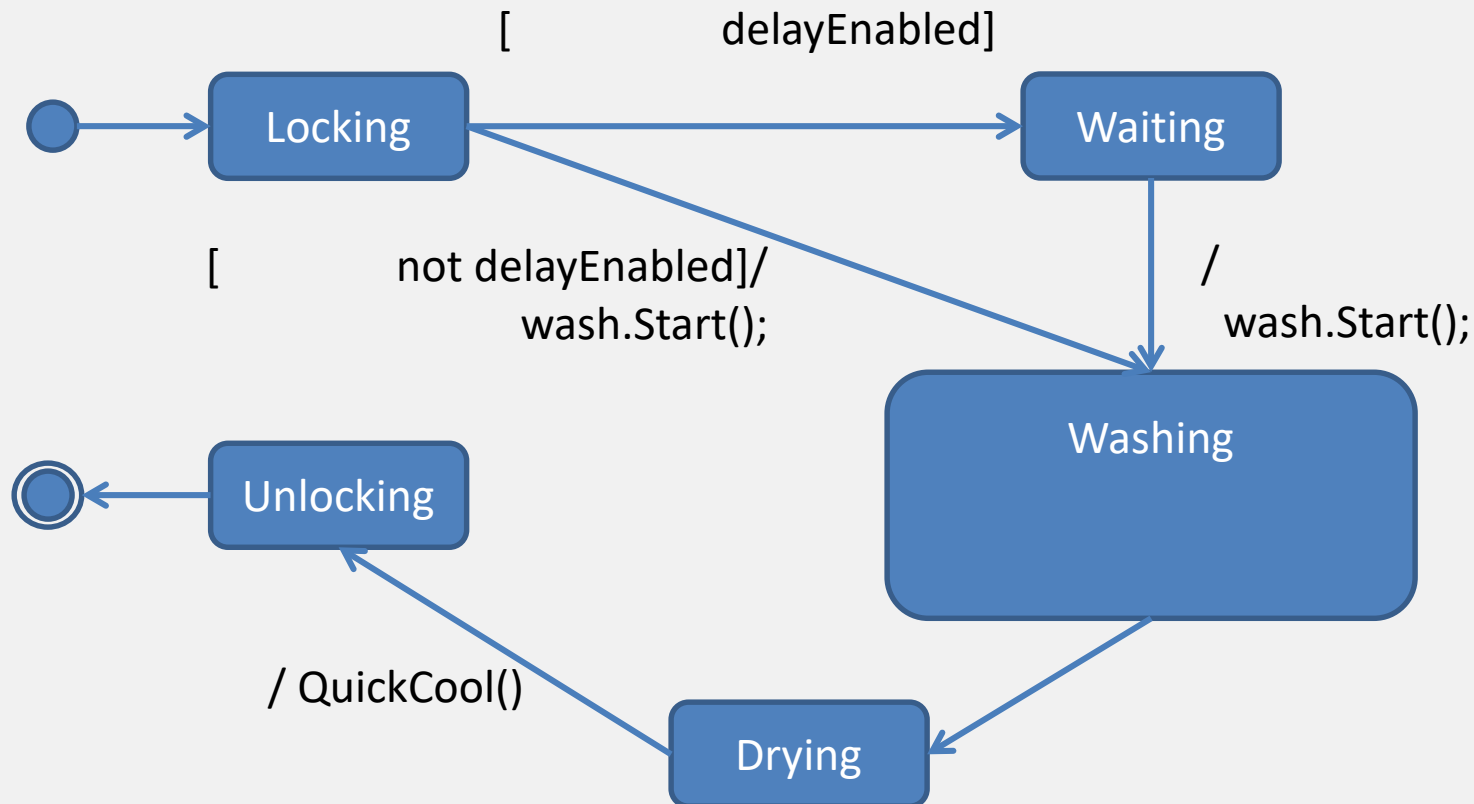


Feature Model



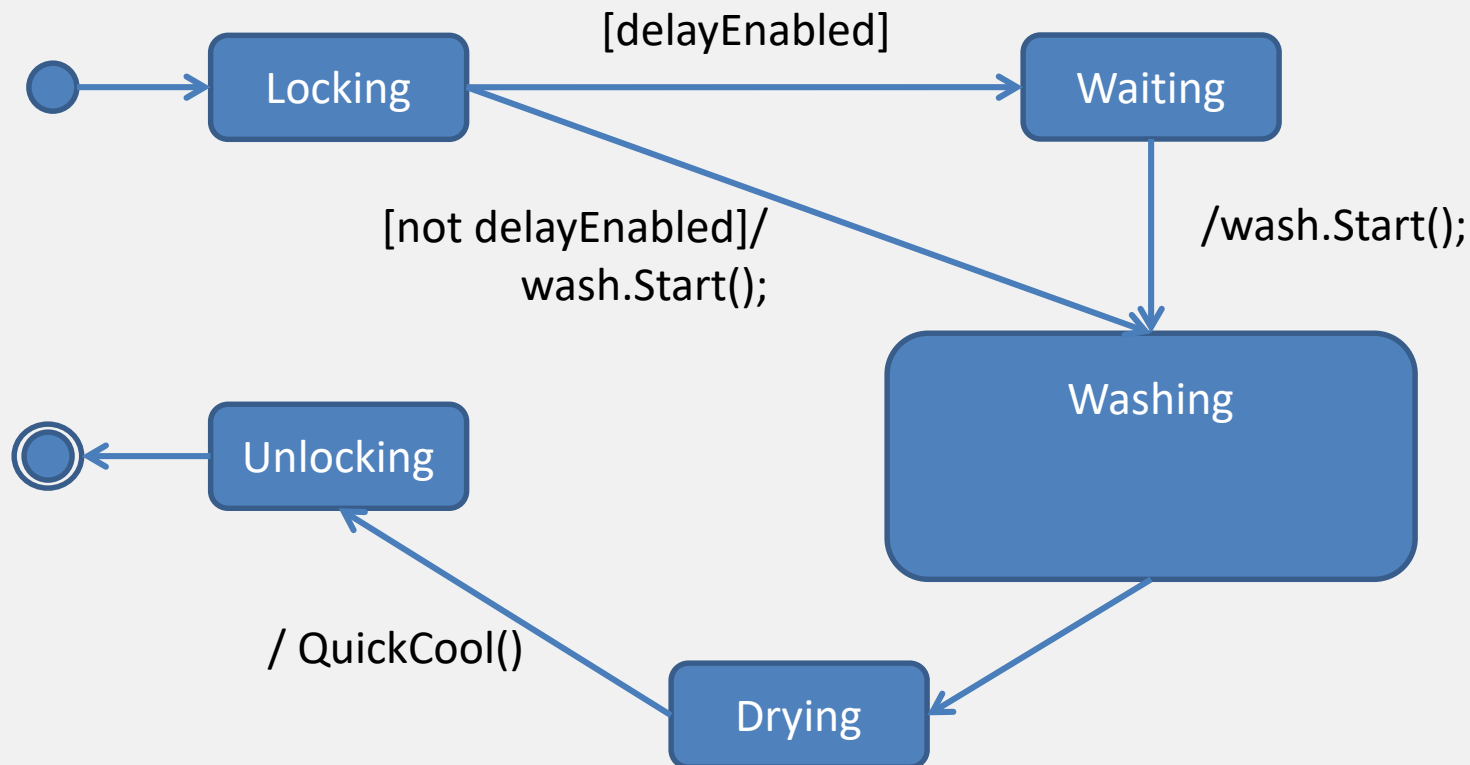
# Result: +Dry/Delay State Machine

+Dry/Delay Variant

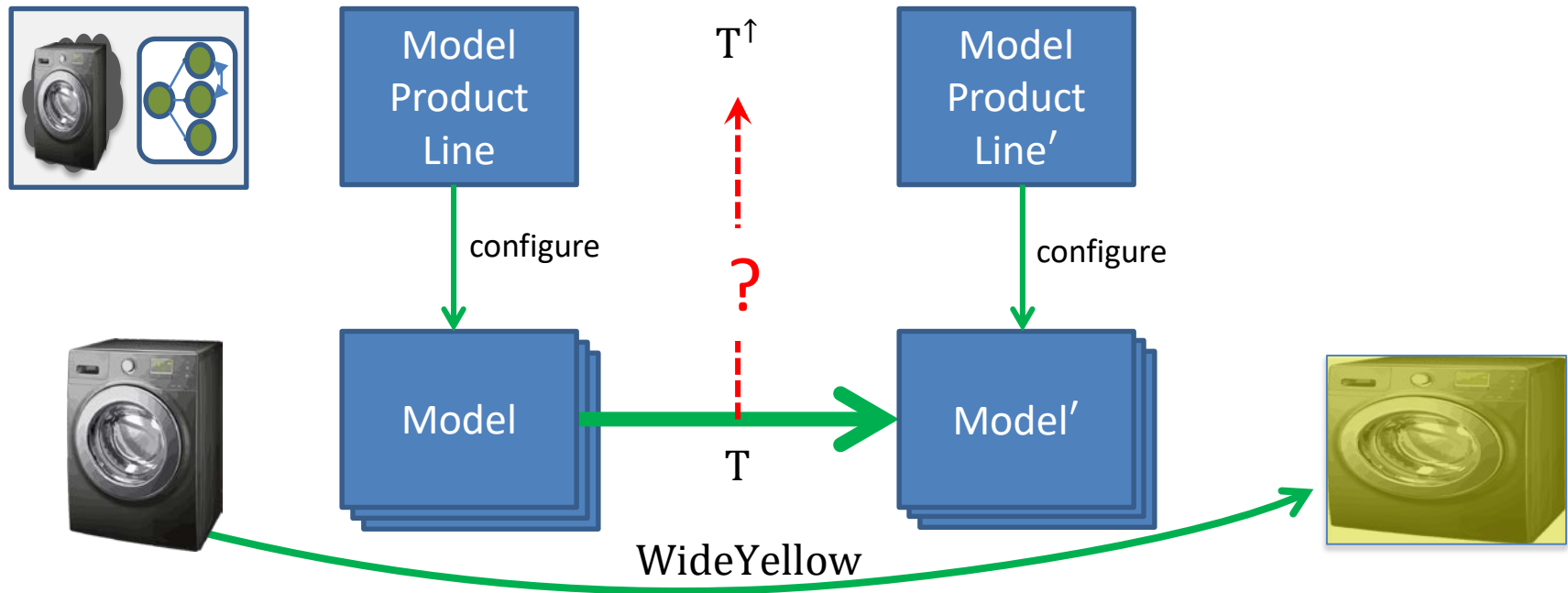


# Result: +Dry/Delay state machine

+Dry/Delay Variant



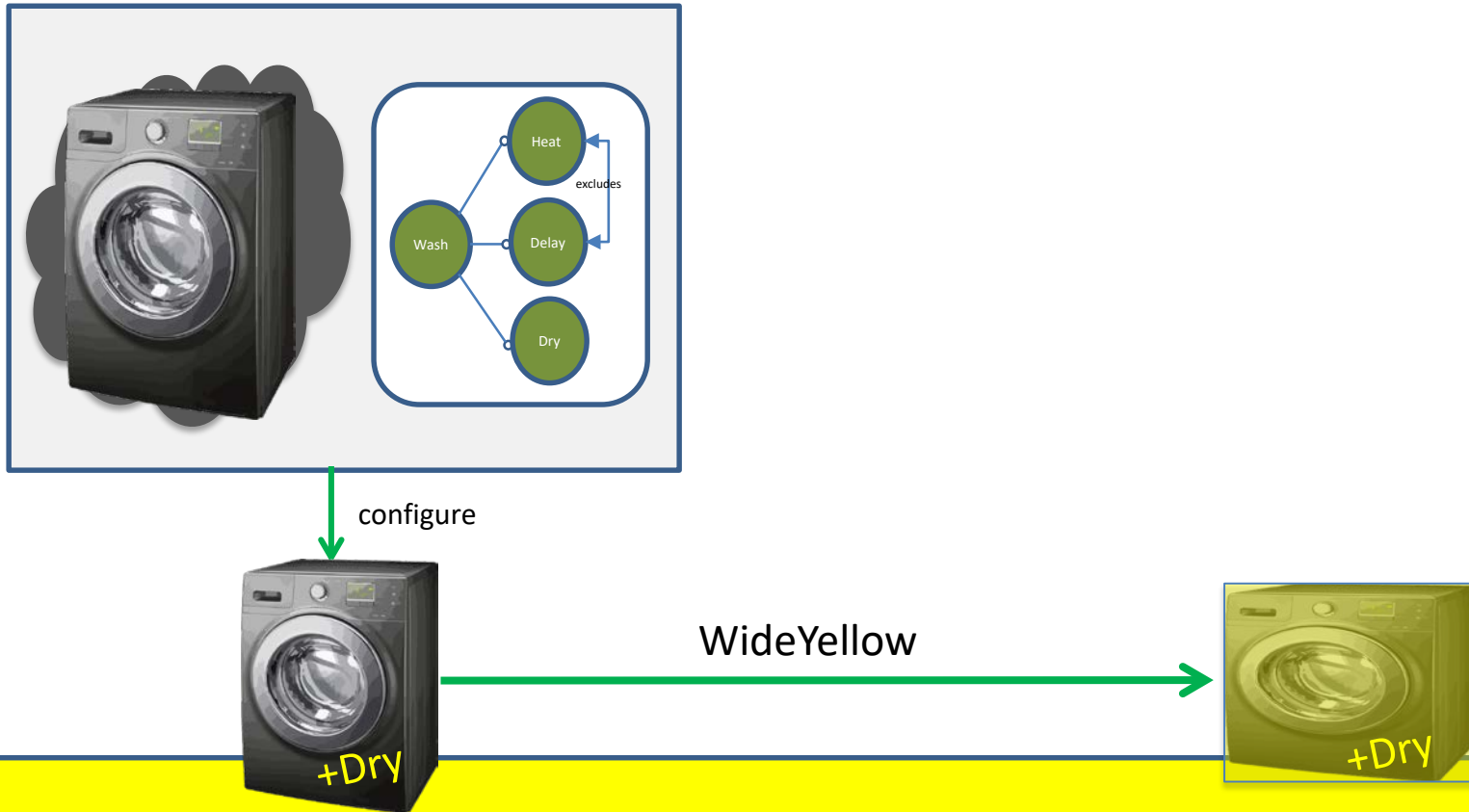
# Our Goal: Reuse Transformation Defined for Products for Entire PLs



- **Key problem:** Transformations written for models cannot be used directly with product lines of models
- Ideally we should **lift** them to product lines - but how?

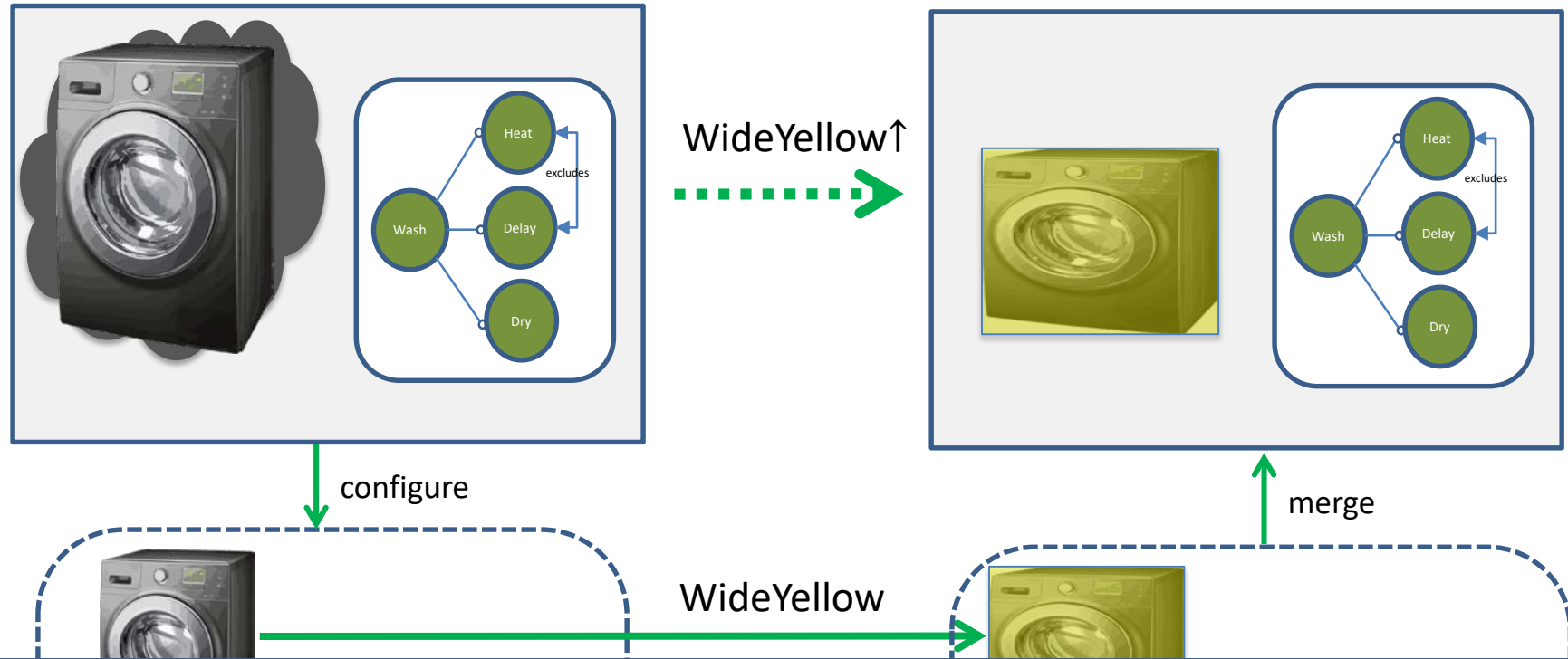


# Idea 1 – Avoid Lifting Transformation



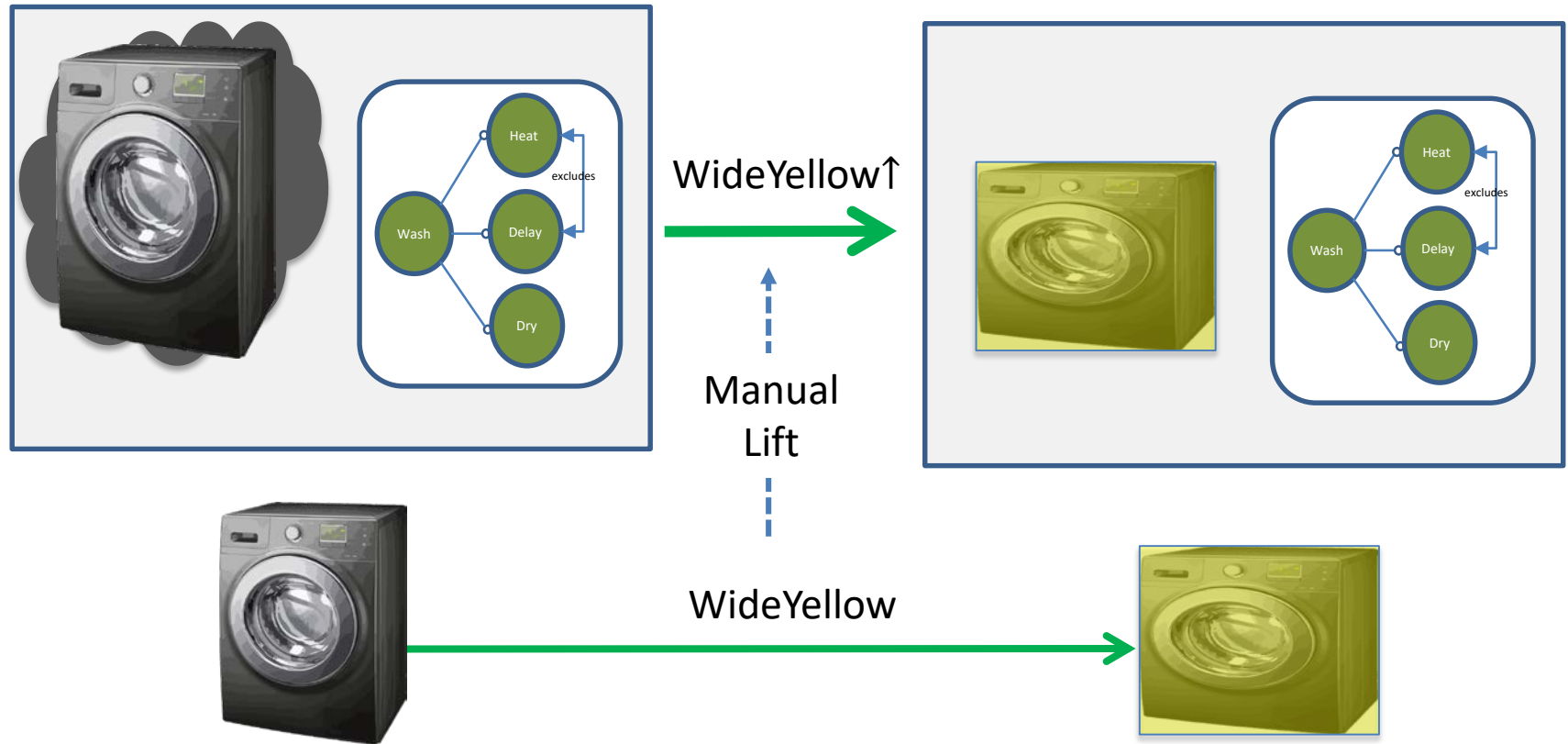
- Problems:
  - Must keep track of transformations to apply
  - Can't do analysis of transformation's effect on product line
  - No reuse!

# Idea 2: Configure All Products and Merge



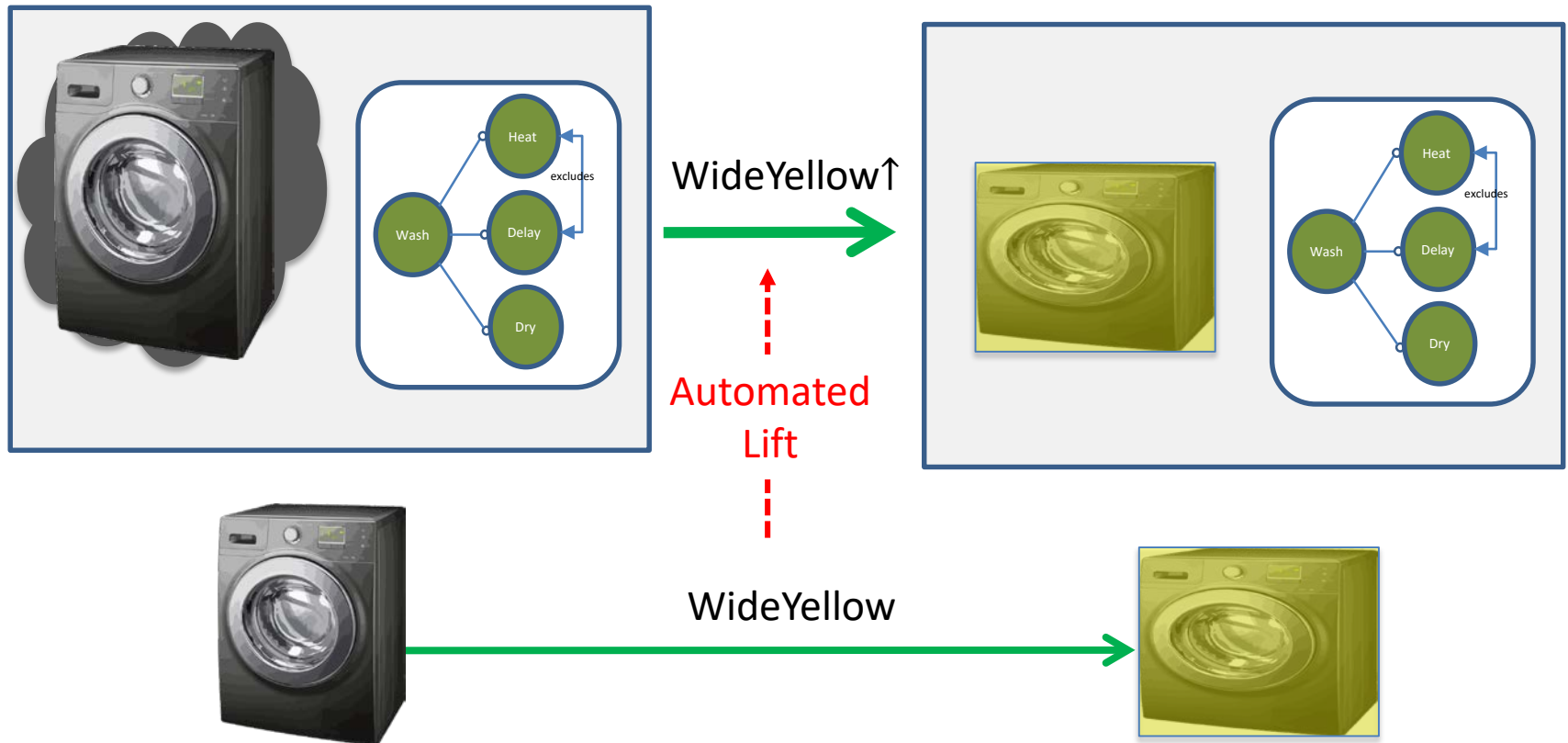
- Problems:
  - Expensive: may be many products!
  - Merge is non-trivial
  - Still not (much) reuse

# Idea 3: Manually Lift by Re-developing Transformation



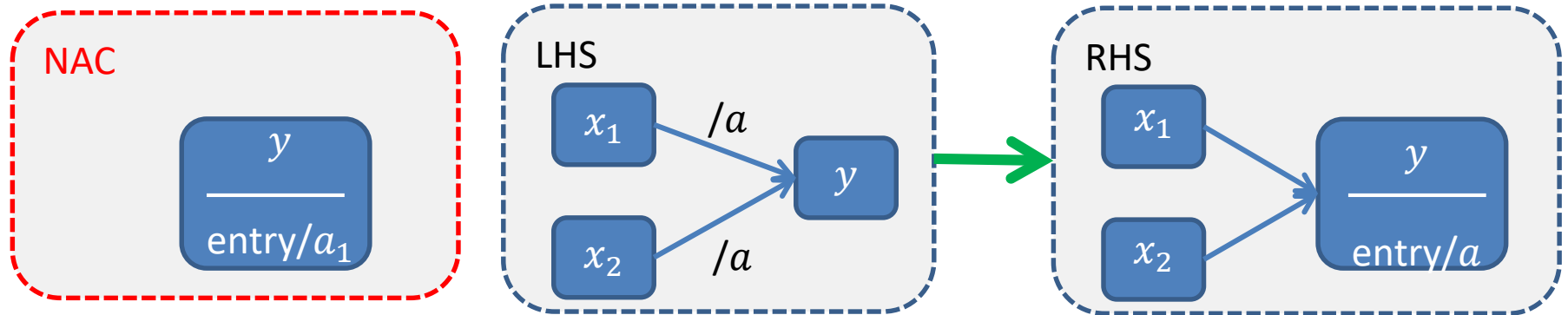
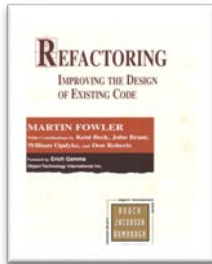
- Problems:
  - Requires extensive effort
  - Error-prone

# Idea: Automate the Lift

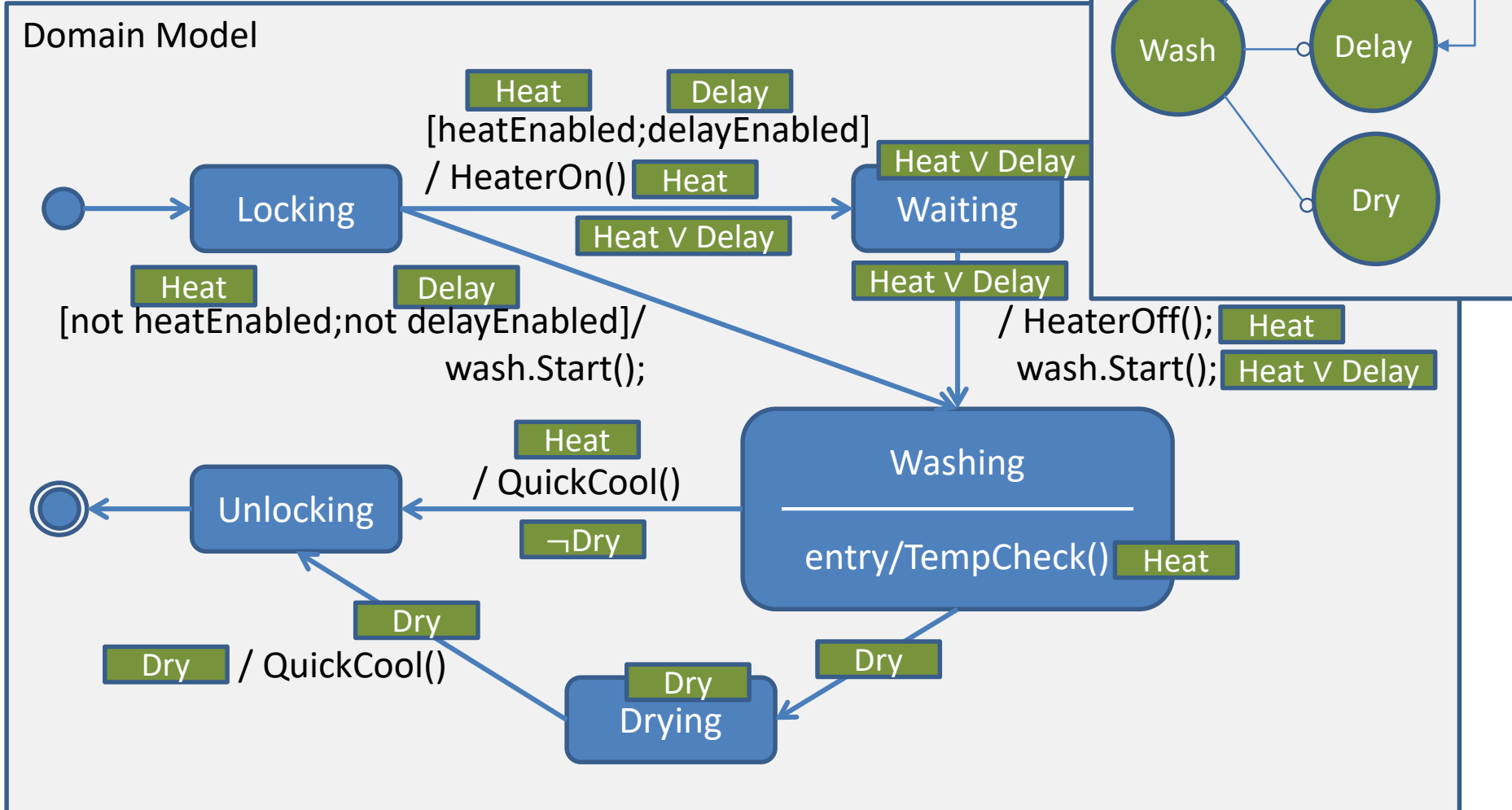


- ▶ Benefits
  - ▶ Low cost
  - ▶ Eliminates manual effort
  - ▶ Guarantees correctness

# FoldEntry Transformation

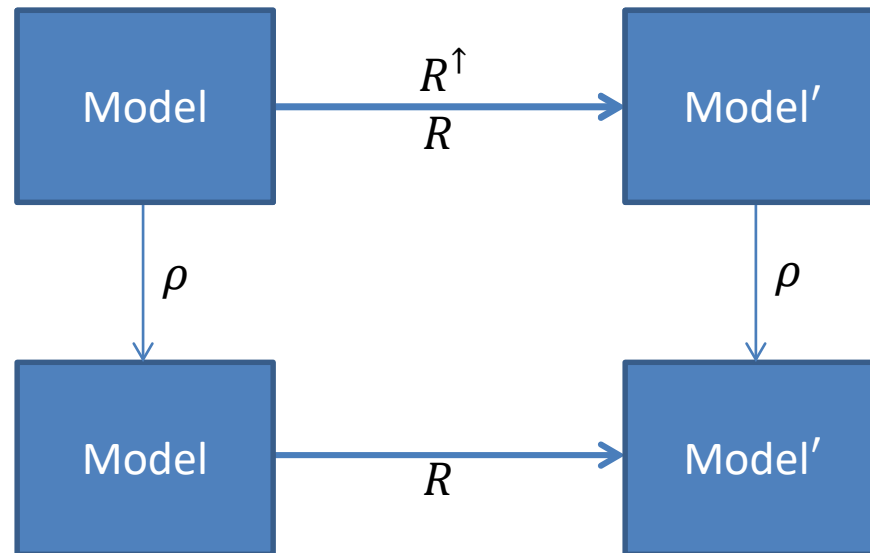


# Goal: Apply **FoldEntry** to a Product Line



# Correctness Criteria

Same set of valid configurations



This does not prevent from...

- ... changing the domain model, or
- ... changing the feature model, or
- ... reducing the number of products

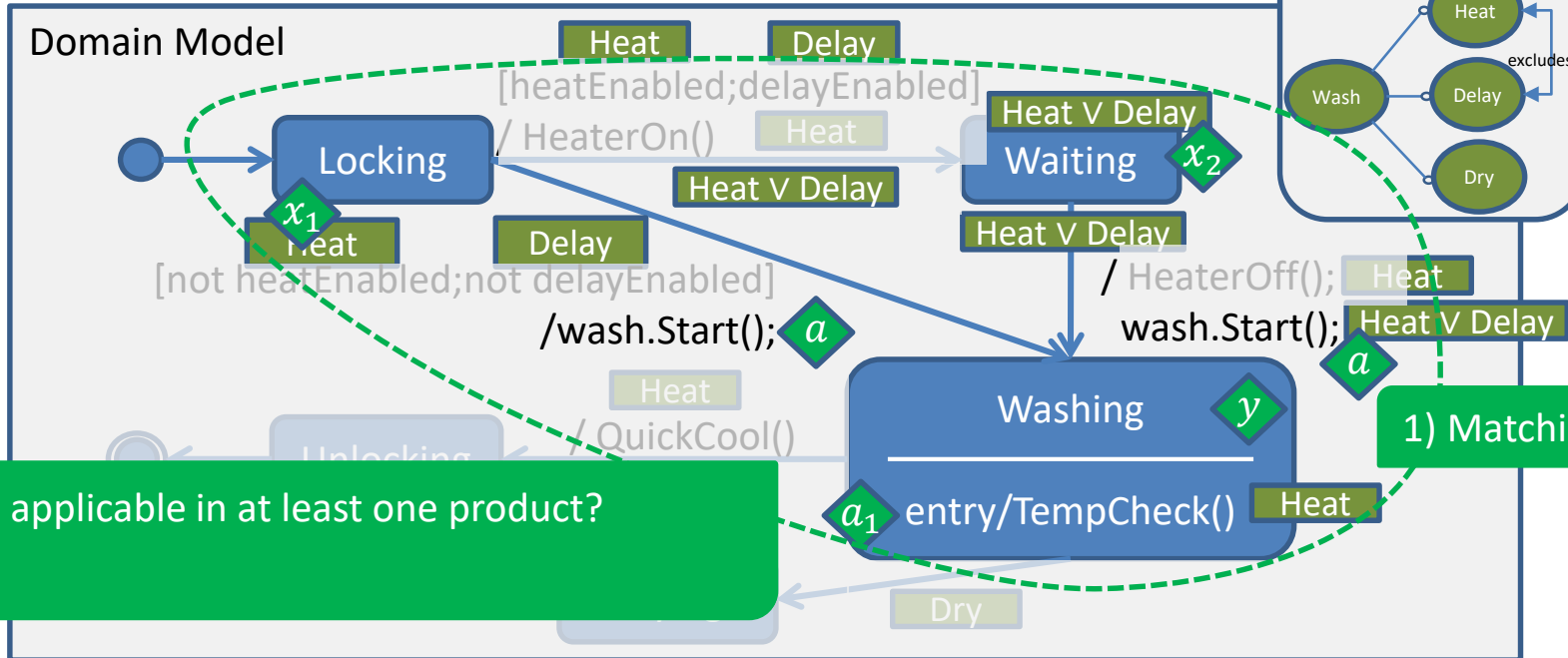
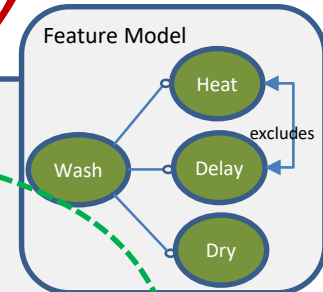
[ICSE'14]

# Lifting Algorithm Sketch

1. Find matching sites in the domain model
2. Reinterpret rule applicability condition
  - Rule must be applicable in **at least one product**
    - requires a SAT check
3. Reinterpret how to apply the rule
  - Modify domain model and presence conditions so rule **effect only occurs in applicable products**

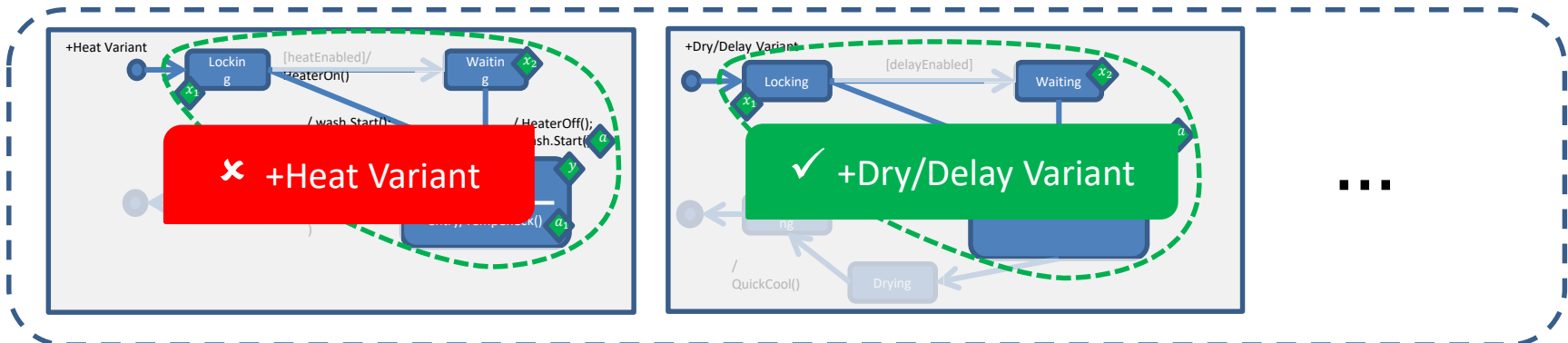


# Applying FoldEntry<sup>↑</sup>

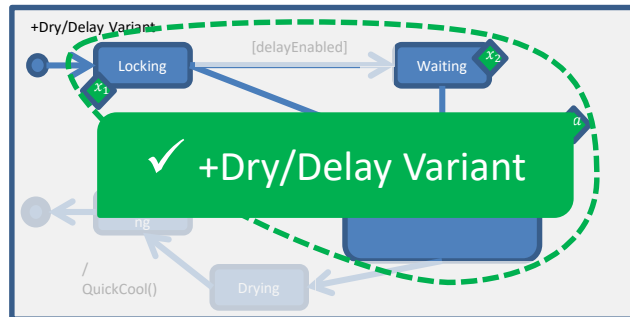
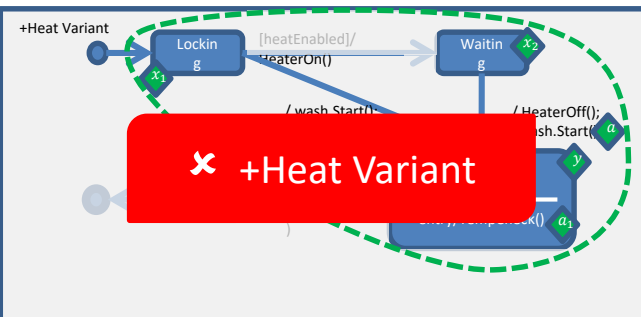
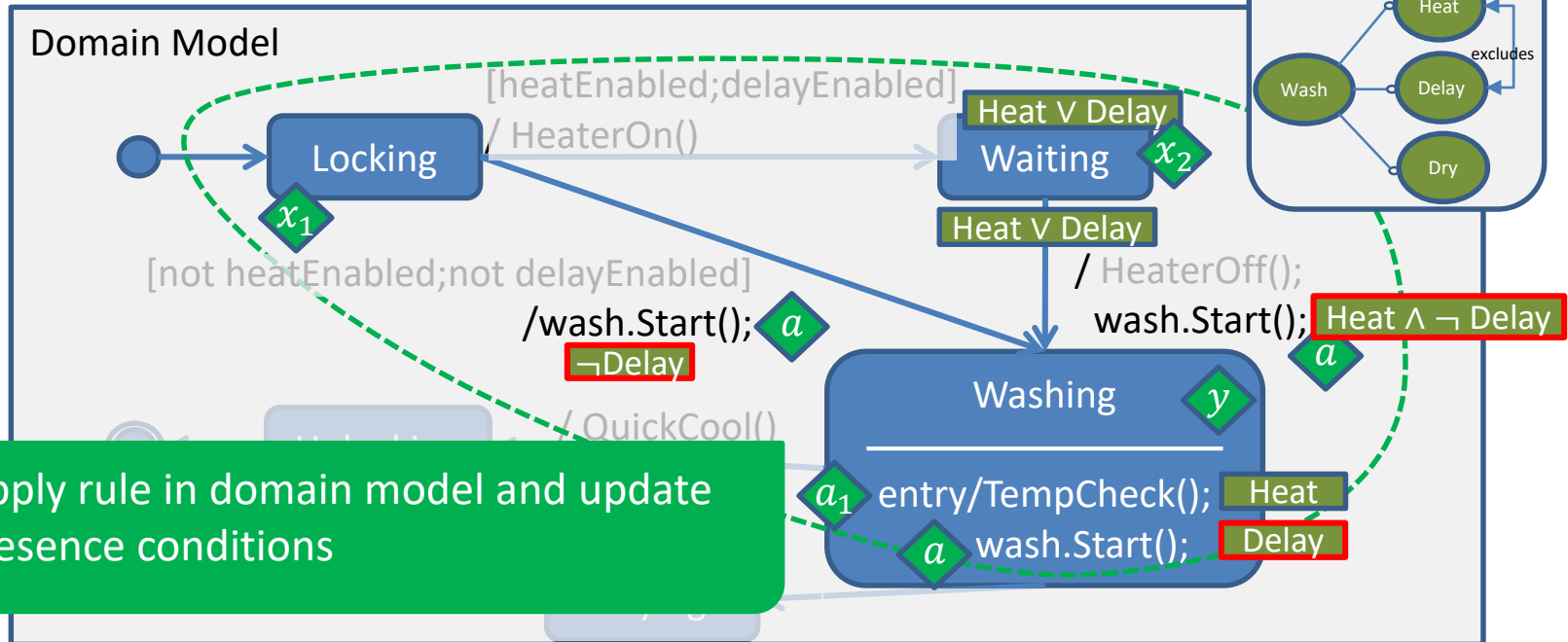


1) Matching Site

2) Rule applicable in at least one product?



# Applying FoldEntry<sup>↑</sup>



# Properties of Lifting Algorithm

- Correctness
  - Lifting satisfies the correctness condition
- Termination
  - Lifting preserves rule set termination
- Confluence
  - Lifting preserves rule set confluence ...
    - ... up to product line equivalence

# Prototype Implementation

Henshin Graph Transformation Engine  
(modified)



Model Management Interactive(MMINT)

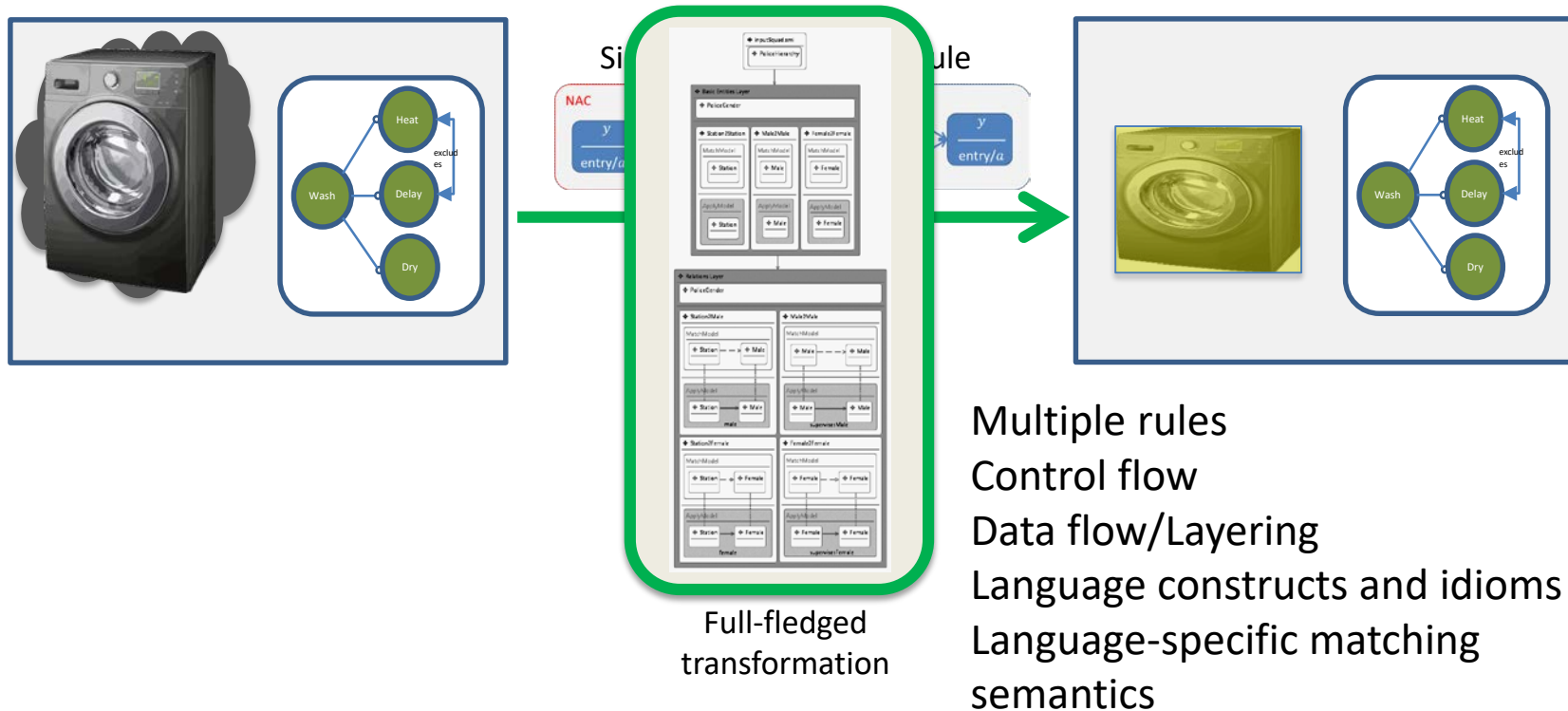


Eclipse Workbench

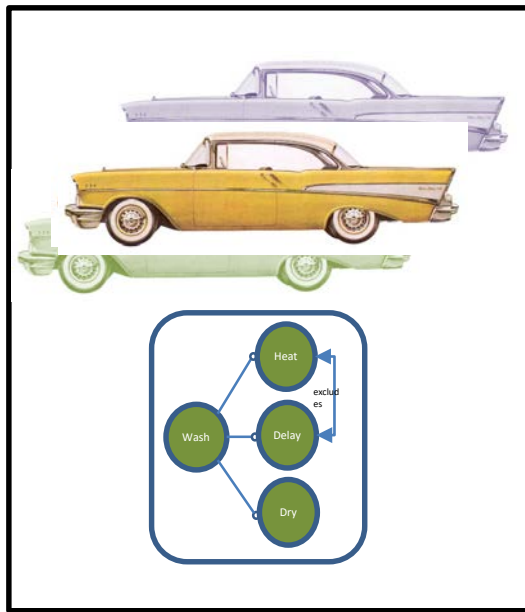
Z3 SMT Solver

- Modified the Henshin [Arendt et al.] graph transformation engine to ...
  - ... use the lifting semantics for rule execution
  - ... use Z3 [Microsoft] for SAT checks via MMINT

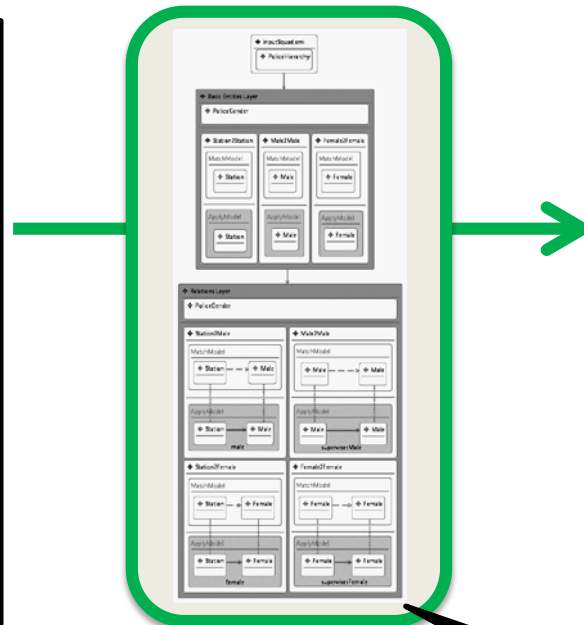
# Lifting Complete Transformation Languages



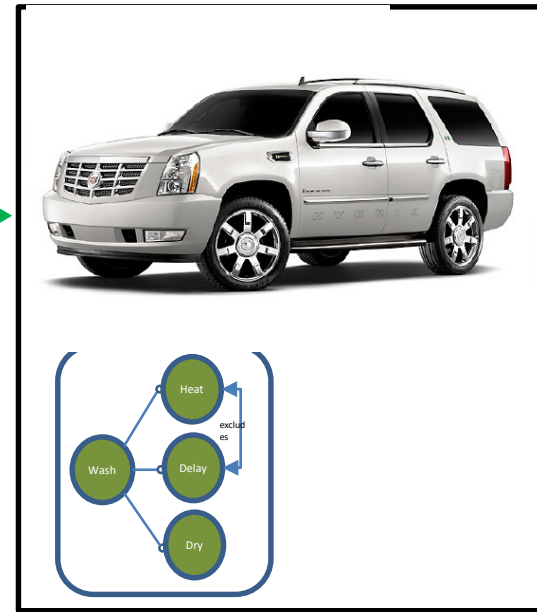
# Lifting Complete Transformation Languages



Proprietary GM Metamodel



GM-to-AUTOSAR  
[Selim et al., SoSyM'15]



AUTOSAR

DSLTrans  
[Lucio et al., SLE'10]

[ICMT'15]



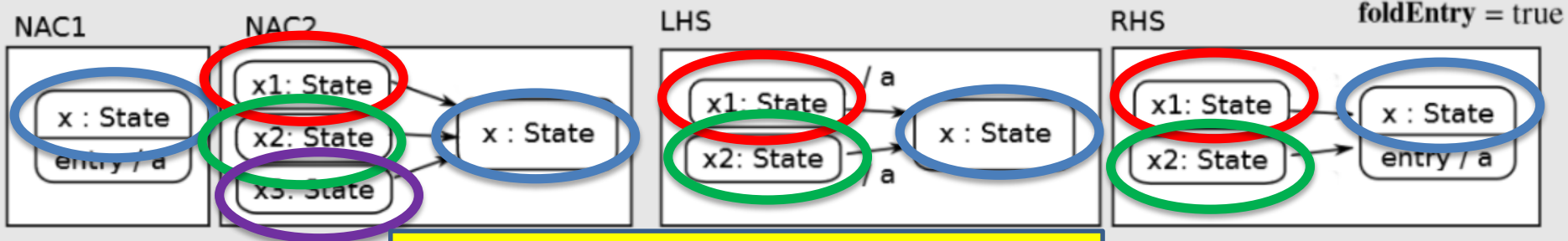
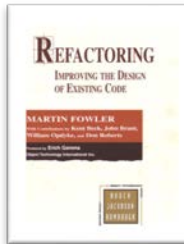
# Novel Approaches: Aggregating

Capture and leverage variability in the transformation itself

1. Reuse transformation fragments to create transformations with variability
2. Use variability-based transformations to reuse intermediate execution artifacts

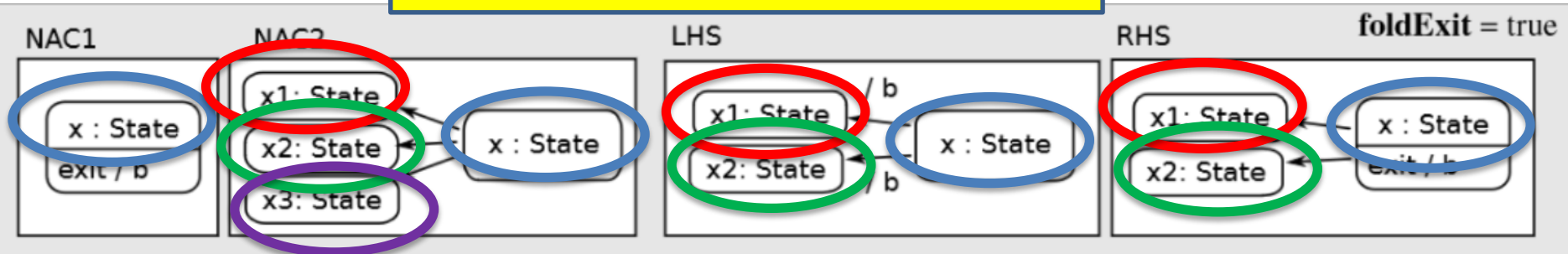
# Some Similar Transformations

Large transformation systems often have similar but slightly different rules



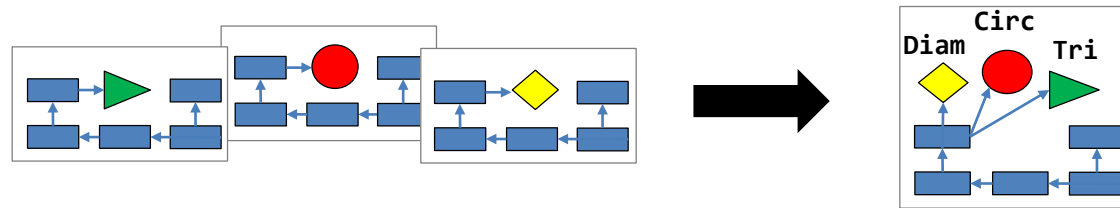
Problems:

- Hard to read / reuse / modify
- Issues with performance



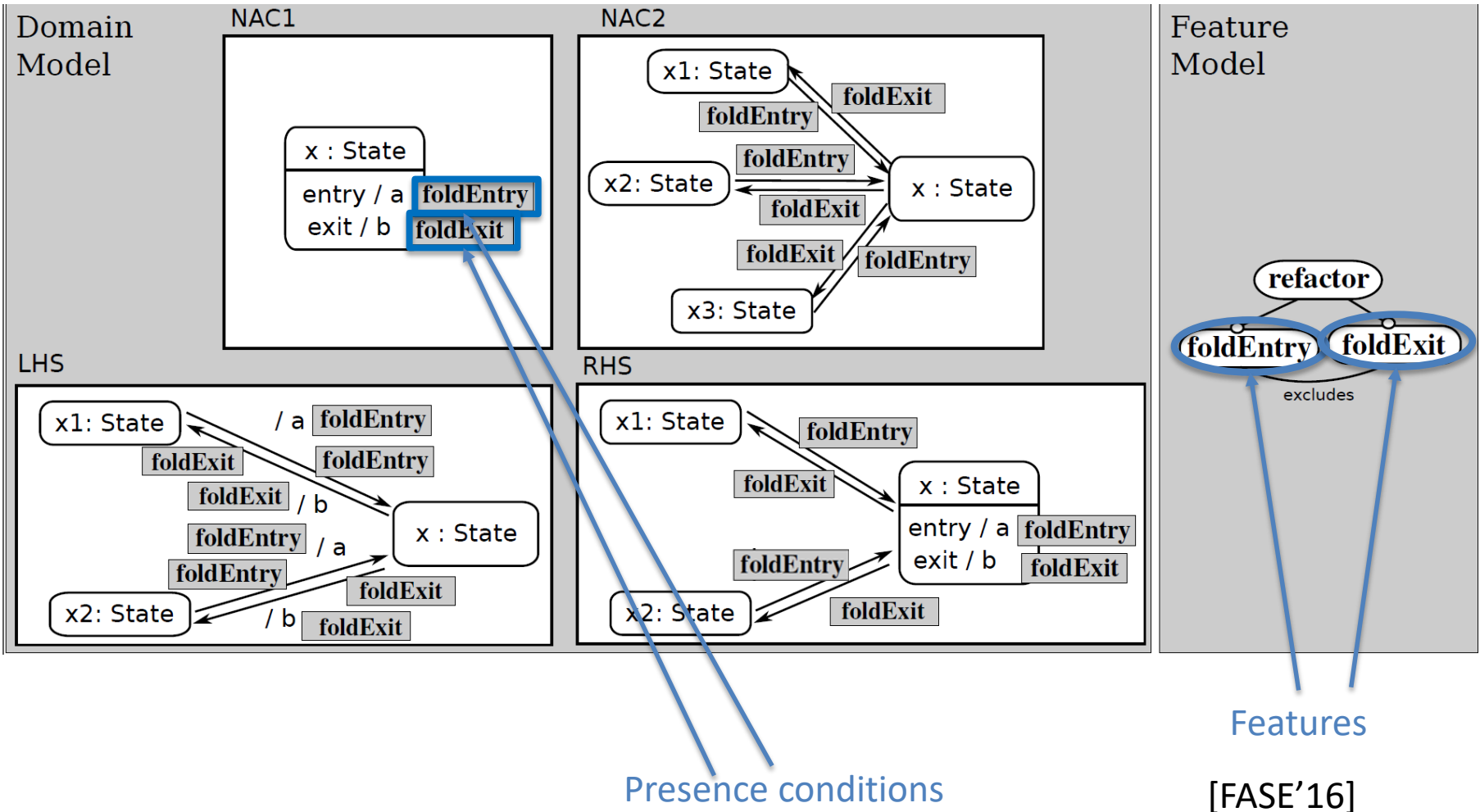


# RuleMerger: From similar to variability-based rules

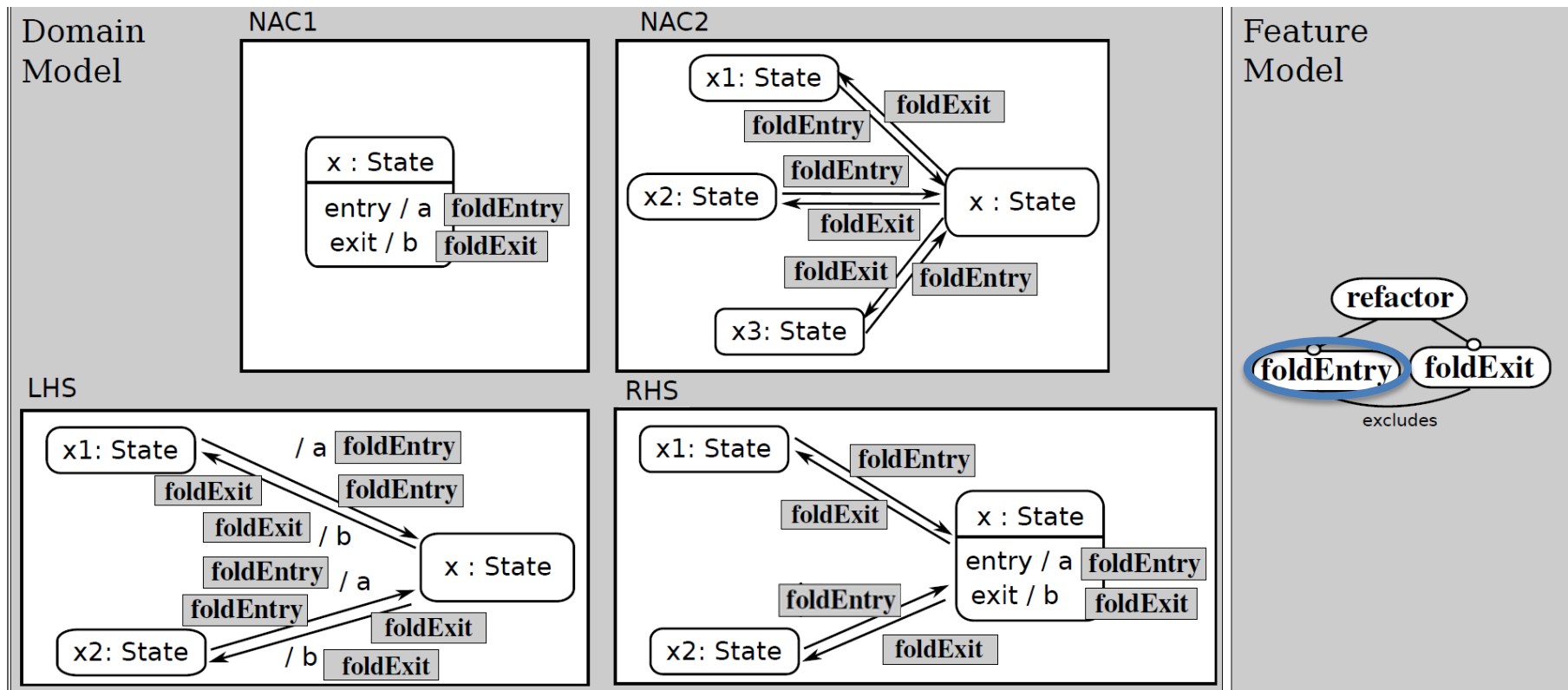


- Merges similar rules to produce a “150% rule”
  - Rule with variability
  - Configuration yields original rules
- Uses clone detection and clustering techniques
- Enables compact specification with improved performance

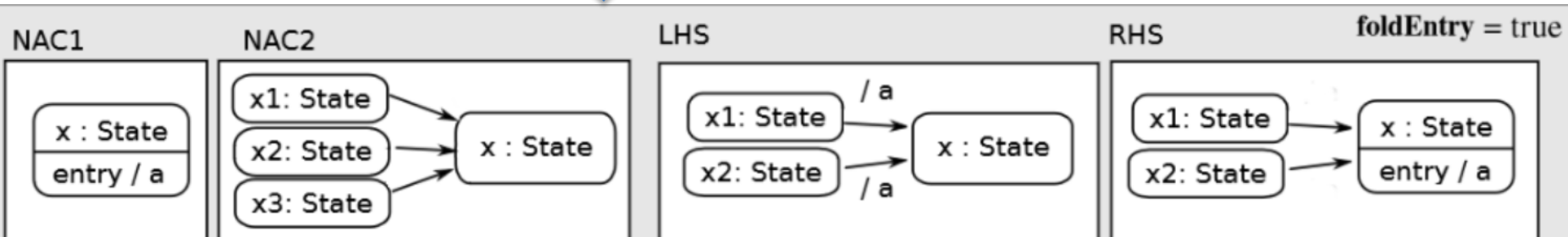
# Identify commonalities, unify variabilities: FoldLabel



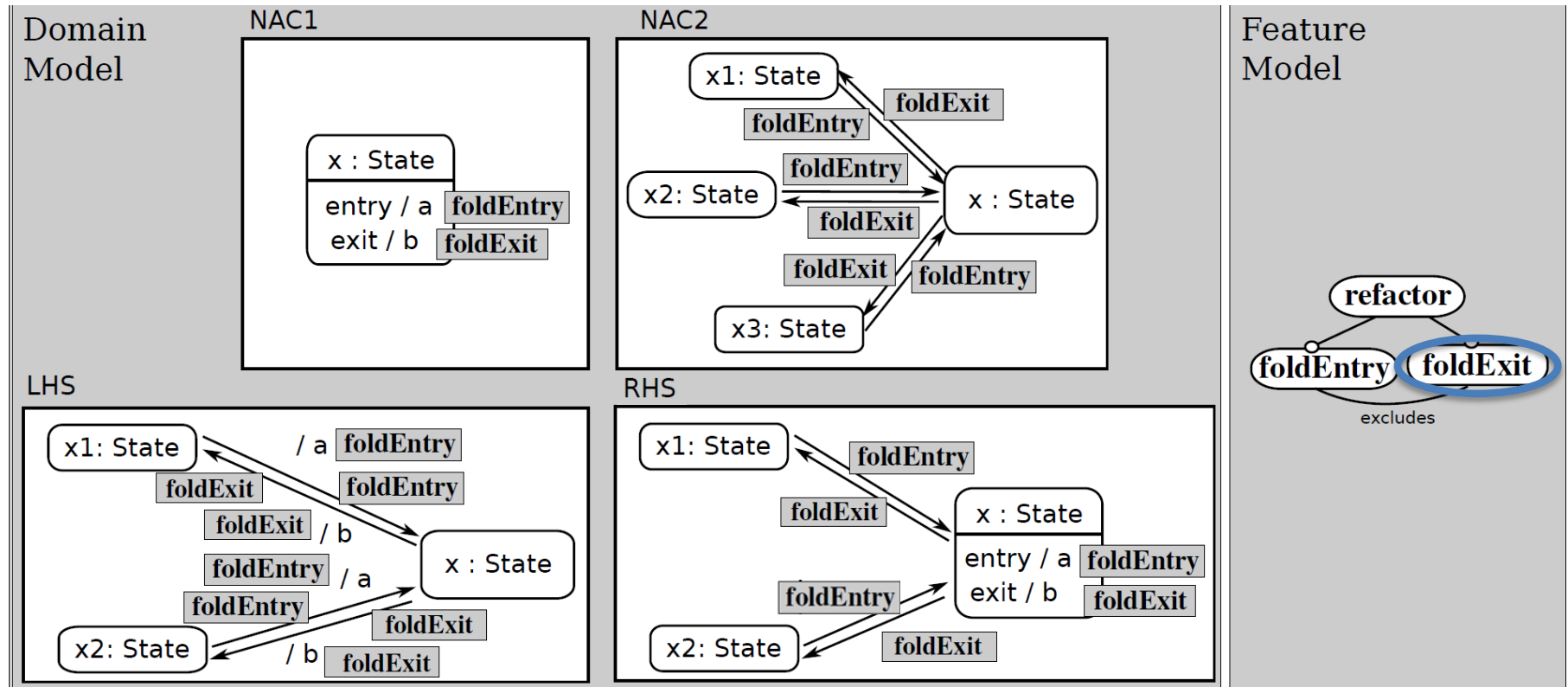
# Select foldEntry to obtain FoldEntry rule



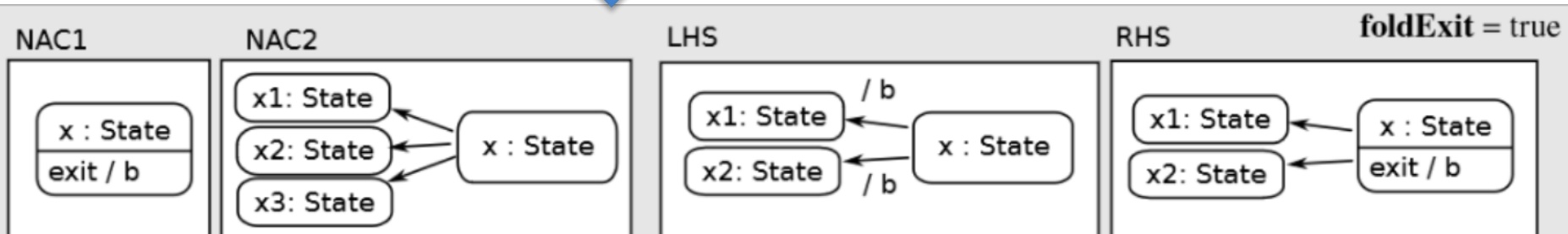
Configuring



# Select foldExit to obtain FoldExit rule



Configuring



# Transformations with Variability

- More compact
- Easier to maintain
- Significantly better performance (see later)



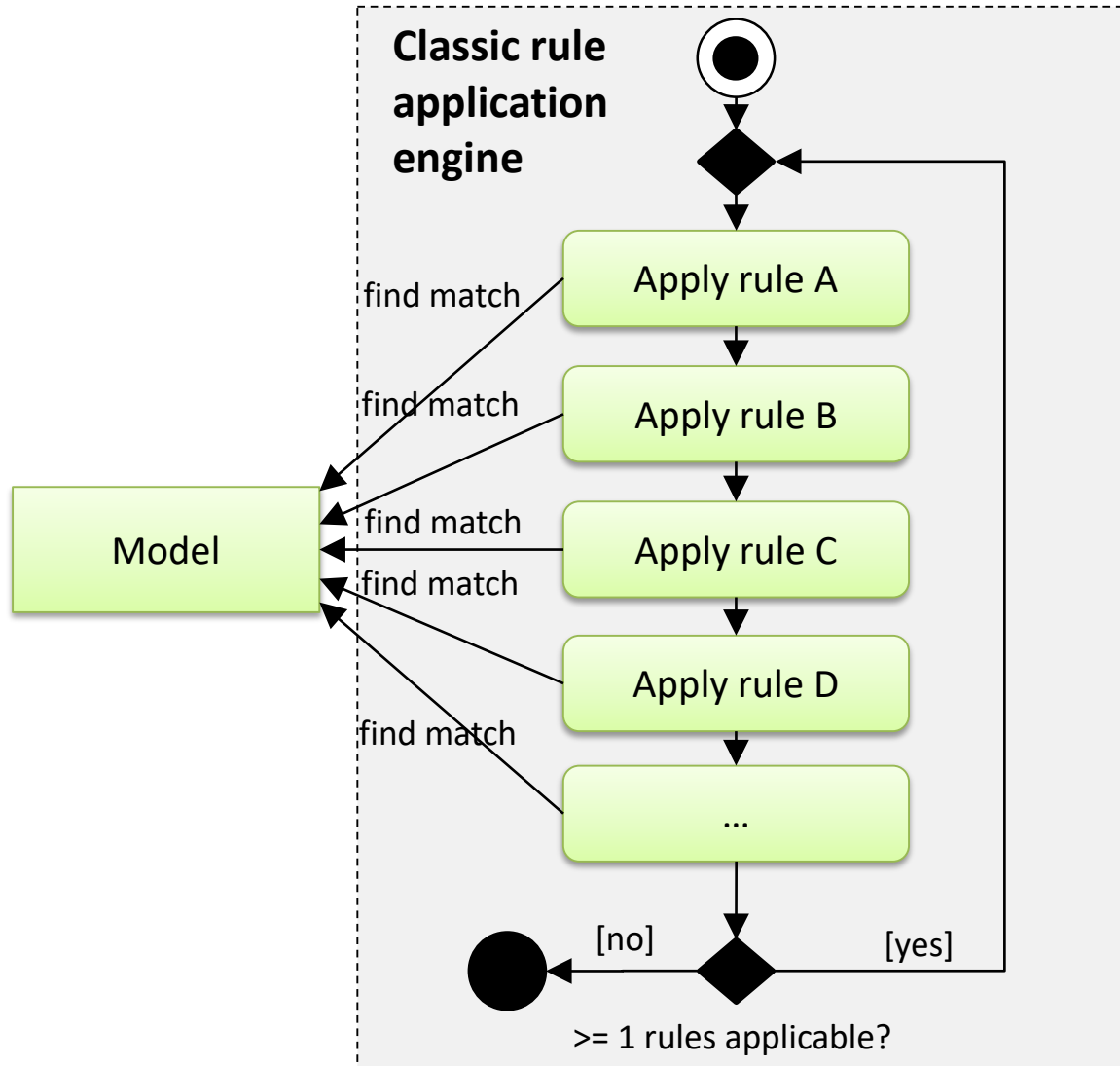
# Novel Approaches: Aggregating

Capture and leverage variability in the transformation itself

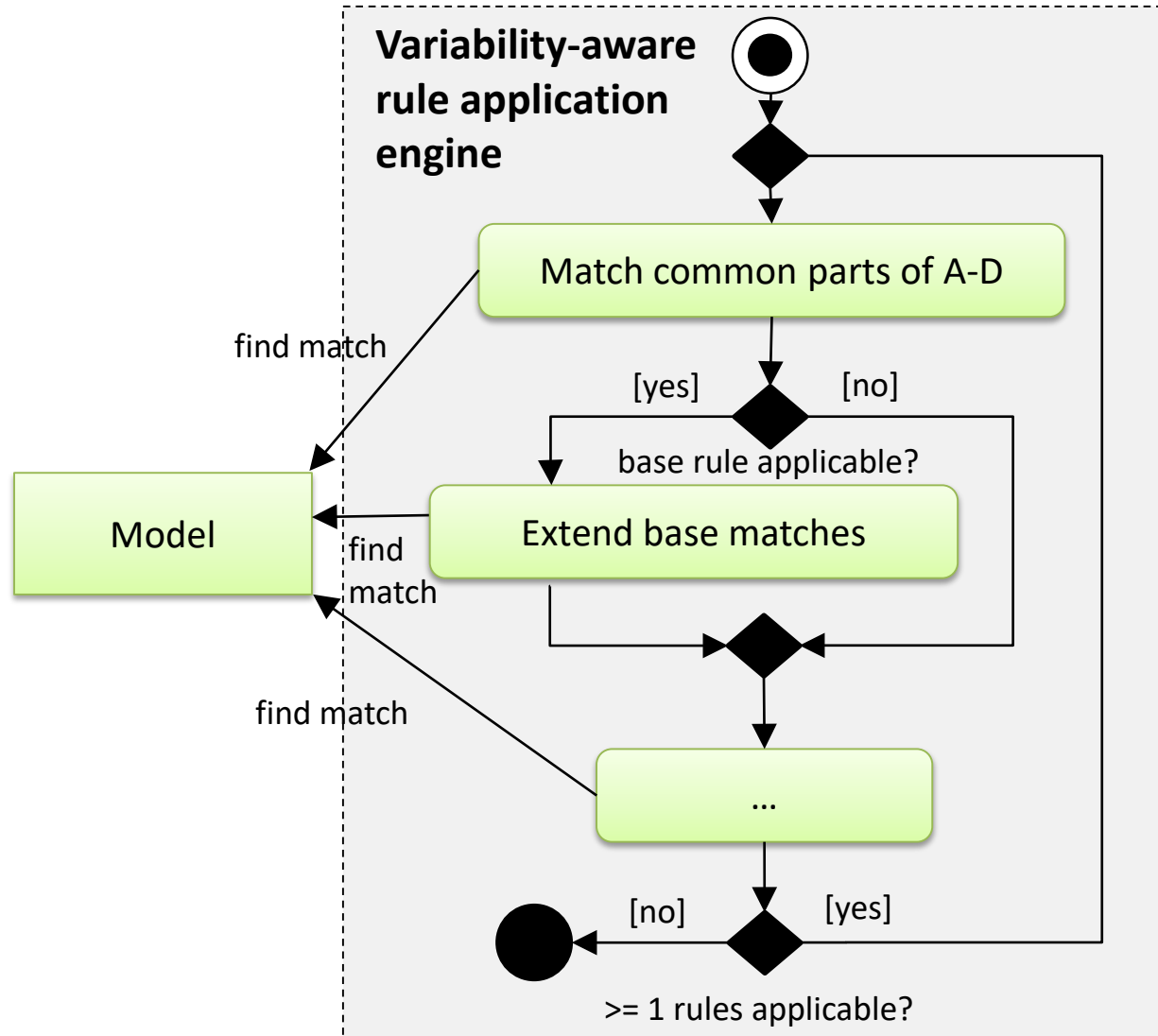
1. Reuse transformation fragments to create transformations with variability
2. Use variability-based transformations to reuse intermediate execution artifacts



# Implicit Variability Is Bad for Performance



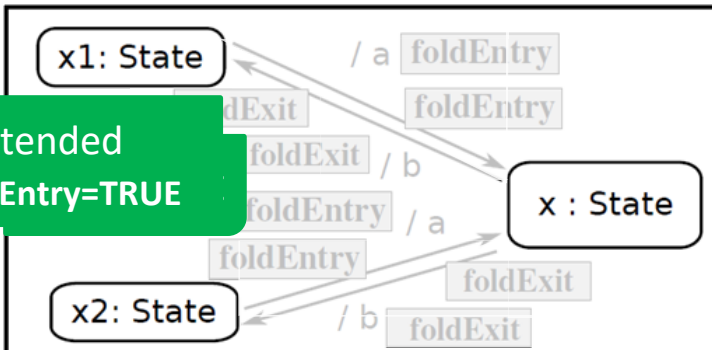
# Goal: Consider Variability During Rule Application



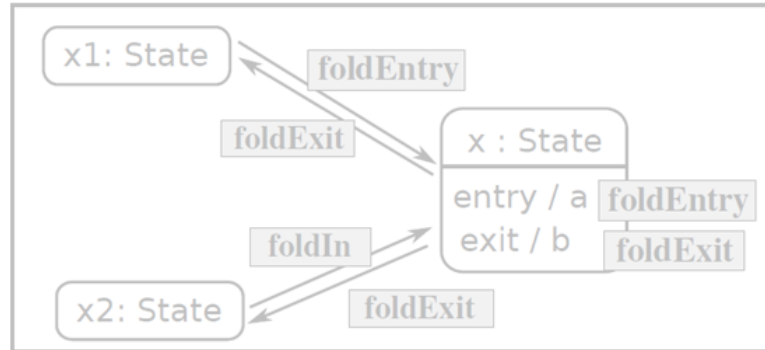


# Applying FoldLabel – Example

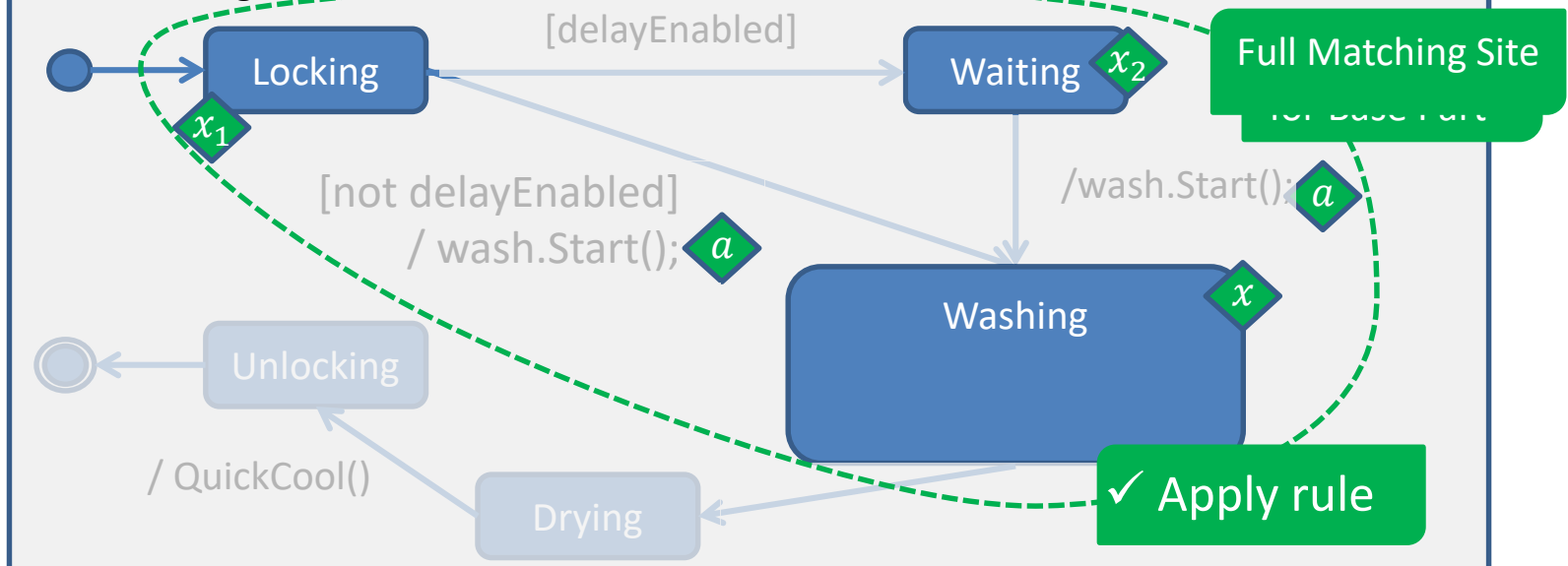
LHS



RHS

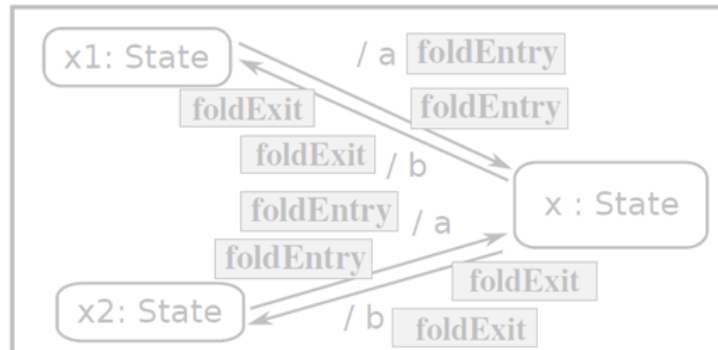


One Washing Machine

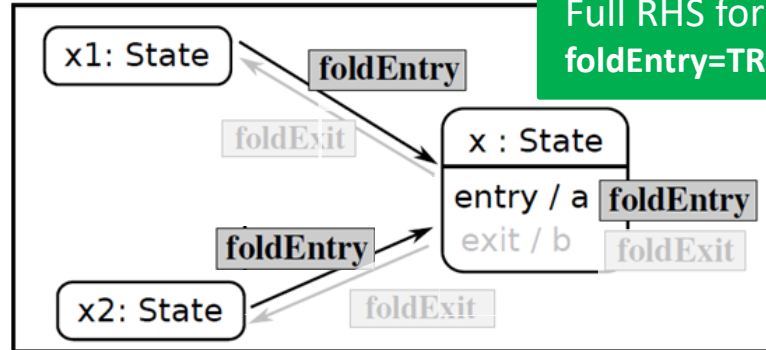


# Applying FoldLabel- Example

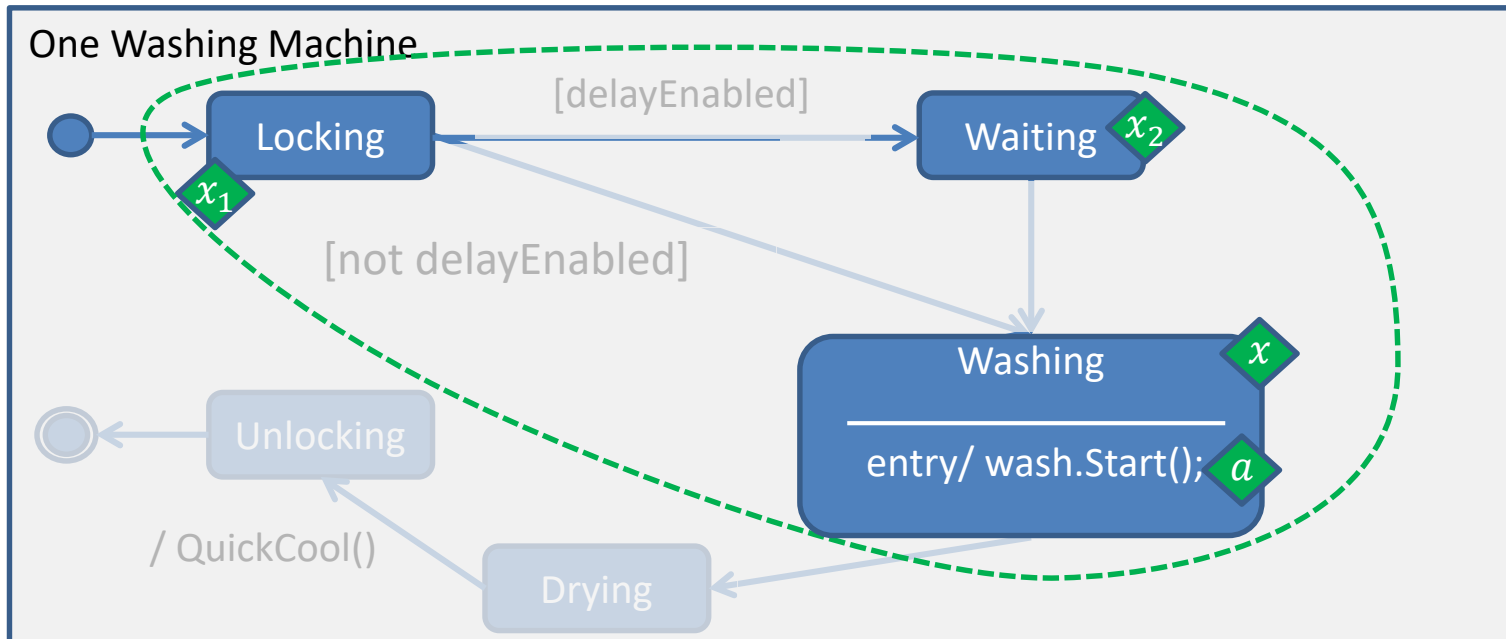
LHS



RHS

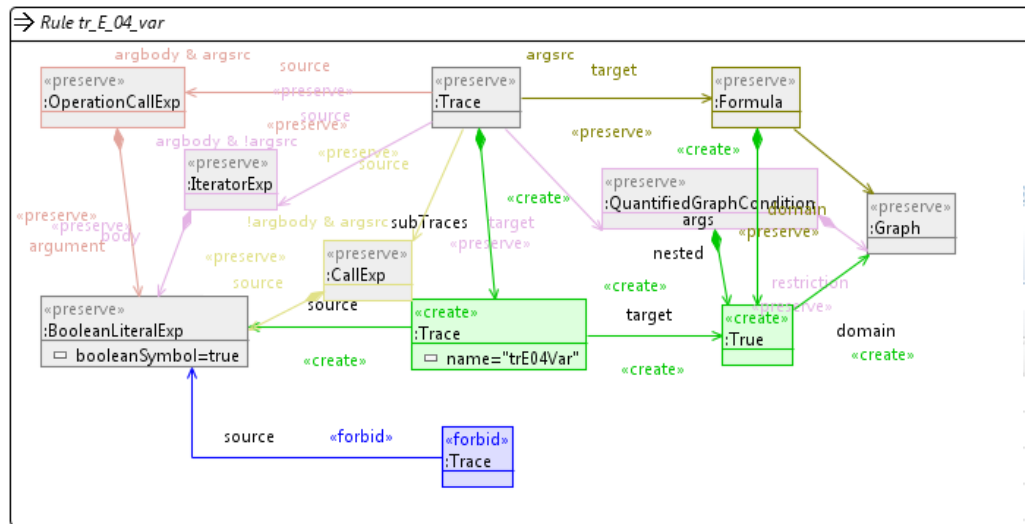


One Washing Machine



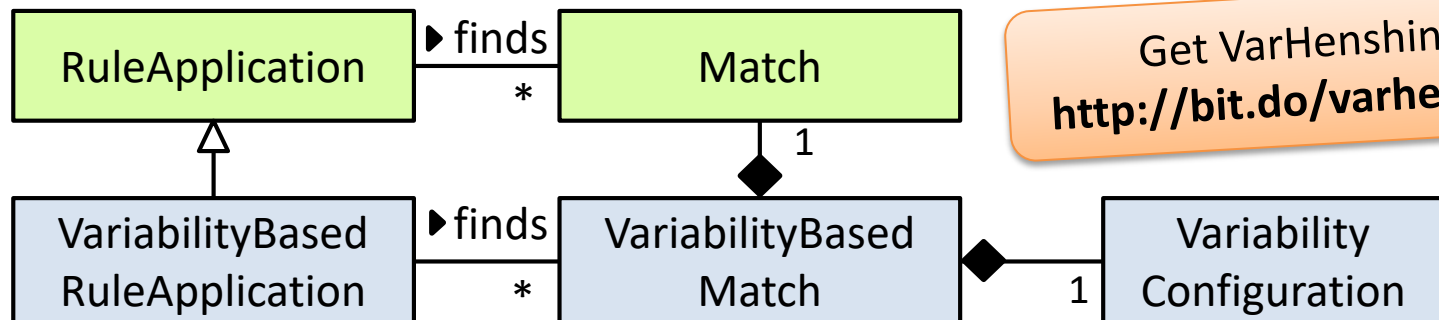
# Tool Support: VarHenshin

- To **specify** variability-based rules, extended the Henshin editor



Javadoc Declaration Properties	
Property	Value
Action	preserve
Index	
Presence Condition	def(argsrc) & def(argbody)
Source	_:Trace [Lhs]
Target	_:OperationCallExp [Lhs]
Type	source :EObject

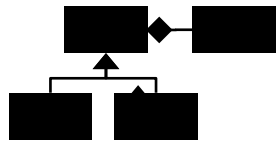
- To **apply** variability-based rules, extended the Henshin interpreter API



Get VarHenshin:  
<http://bit.do/varhenshin>



# Evaluation



**Materials**



**Set-up**

- 3 rule sets from different domains
  - Edit operation recognition [Bürdek 2015]
  - Model constraint translation [Arendt 2014]
  - Transformation benchmark [Varró 2006]
- Measured performance, scalability, and compactness
  - Input parameters optimized for performance

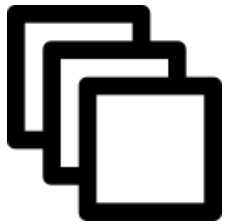
# Merged Rules Improve Performance!!!



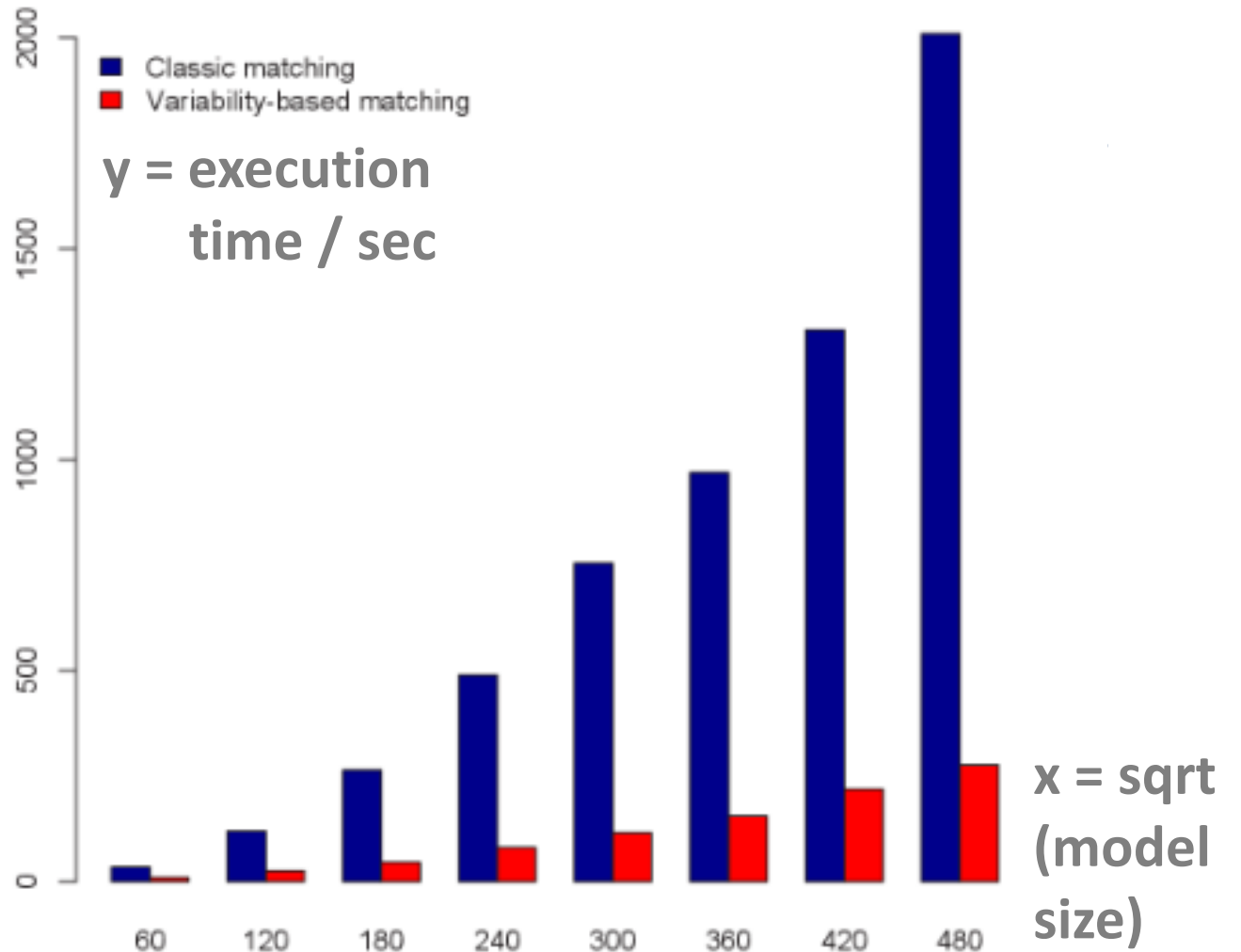
Performance



Scalability



Compactness



[FASE'15, FASE'16]



# Novel Approaches: Summary

## Lifting transformations

From individual products to product line

## Aggregating

Reuse transformation fragments

Reuse intermediate execution artifacts

- Other approaches
  - Transformation composition (by chaining and weaving)
  - Transformation reuse across families of related domain-specific languages [DeLara et. al., SOSYM'15]

# ~MENU DU JOUR~

- Motivation
  - Models and Transformations
  - Why Reuse
- Transformation Reuse
  - PL adaptations: subtyping and mapping
  - MDE-specific approaches: lifting and aggregating
- Future perspectives
- Coffee



# Some Future Perspectives



- Transformation Intent
- Applying MDE techniques to programs



# Transformation Intent

Recall:

Transformations are aimed to accomplish a one-step task with **specific intent**

So reuse objective is to **preserve this intent**

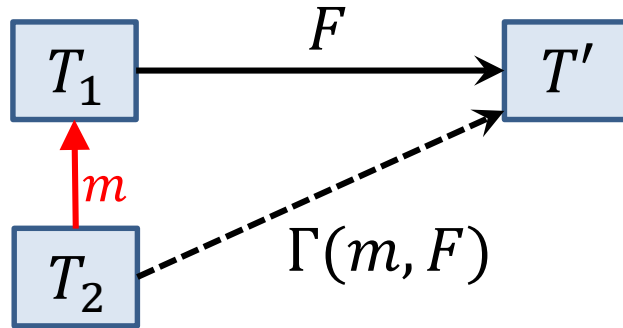
Subtyping: same intent of trans on subtype inputs

Mapping: same intent of trans for collections

Lifting: same intent of trans for product lines

Aggregation: same intent of fragment in each transformation

# General Intent Preservation



$F$ : a transformation

$m$ : type mapping

$\Omega$ : set of transformations of interest

Transformation reuse mechanism  $\Gamma$  ...

... constructs new trans  $\Gamma(m, F)$  given type mapping  $m: T_2 \Rightarrow T_1$

Is **sound** for set of transformations  $\Omega$  iff

$\forall F \in \Omega \cdot \Gamma(m, F)$  has same intent of  $F$

Is **complete** for set of transformations  $\Omega$  iff

$\forall F, F' \in \Omega \cdot (F' \text{ has same intent as } F) \Rightarrow \exists m \cdot F' = \Gamma(m, F)$

Current research: how to check/guarantee  $\Gamma$  is sound and/or complete for  $\Omega$ ?

[AMT'15, ICMT'16]

# Adapting MDE Techniques to Programs (lifting)

A terrific body of work by Christen Kaestner on reinterpreting various code analyses – one at a time – on 150% code models (with #ifdefs)

## Problem:

Given an analysis method on programs, reinterpret (lift) it on 150% representations of programs, together with proofs of correctness (that the method gives correct analysis on each variant)

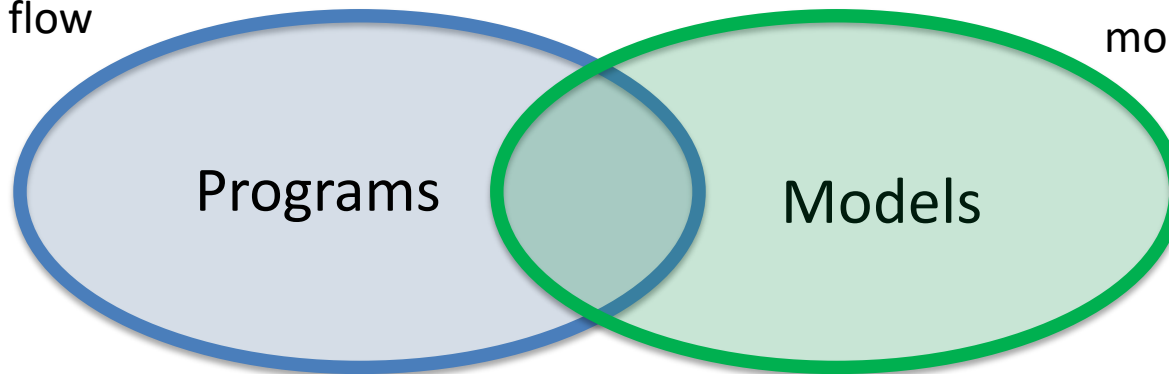
## Current work:

Trying to lift analysis behind UFO [CAV'12] - a combination of over- and under-approximation

# A parting thought

- Executable
- Present in abundance “in real world”
- Complex data structures and control flow

- Higher level of abstraction (“for a purpose”)
- Presence of meta-models



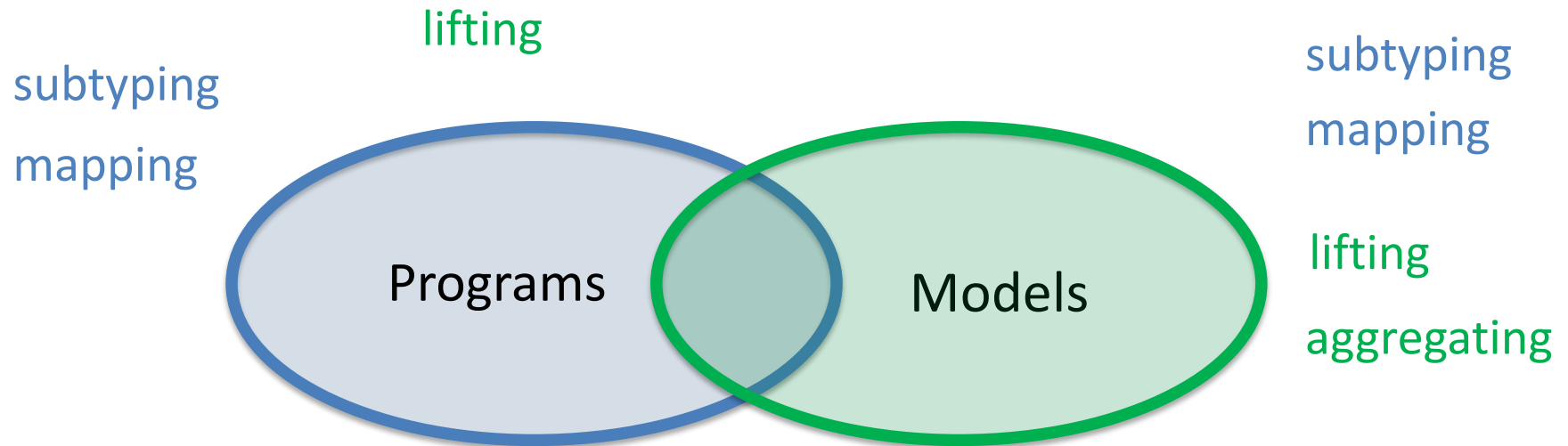
## Goals:

Quality  
Speed of development  
Understandability

## (Formal) Methods:

Specification  
Analysis

# Perspectives on Model Transformation Reuse



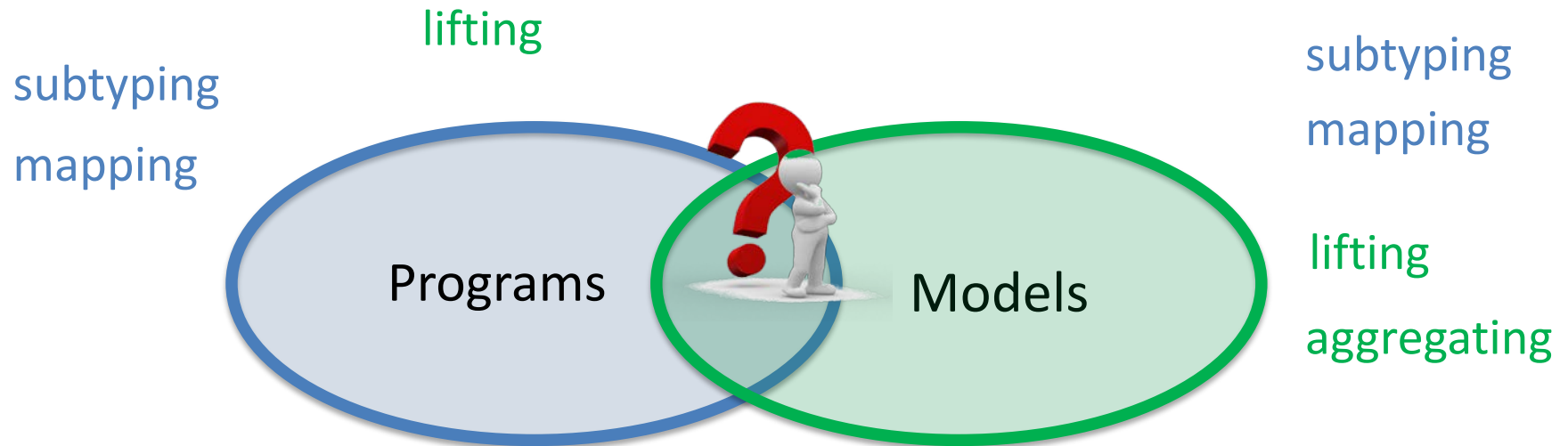
## Goals:

- Quality
- Speed of development
- Understandability

## (Formal) Methods:

- Specification
- Analysis

# A parting thought: Synergy



## Goals:

Quality

Speed of development

Understandability

## (Formal) Methods:

Specification

Analysis

# Acknowledgements

**Many thanks for colleagues  
in Toronto...**



**...and elsewhere in the world**

- Gehan Selim









# References

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