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# Bit and Pieces Again

Presentation for CAMPaM  
workshop

by

Anneke Kleppe

- OCL
- Using OCL in UML
- Semantics: Denotational meta-modeling
- Grasland: Defining languages
- Concrete textual syntax
- Future work
- Sideline: MDA/MDE



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# Part 1

## Object Constraint Language Version 2.0

- What is OCL?
  - Query language on UML models based on set theory and first order logic

## context

```
Program::findType(name: String) :  
Type
```

## body:

```
types->any( t : Type | t.name =  
name )
```

# 2001-2003: OCL version 2



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- OMG only wanted definition of abstract syntax
- We gave them:
  - Abstract syntax
  - Concrete syntax, plus mapping to abstract
  - Semantics
    - Formal by Mark Richters, Hamburg Univ.
    - UML-based by AK.

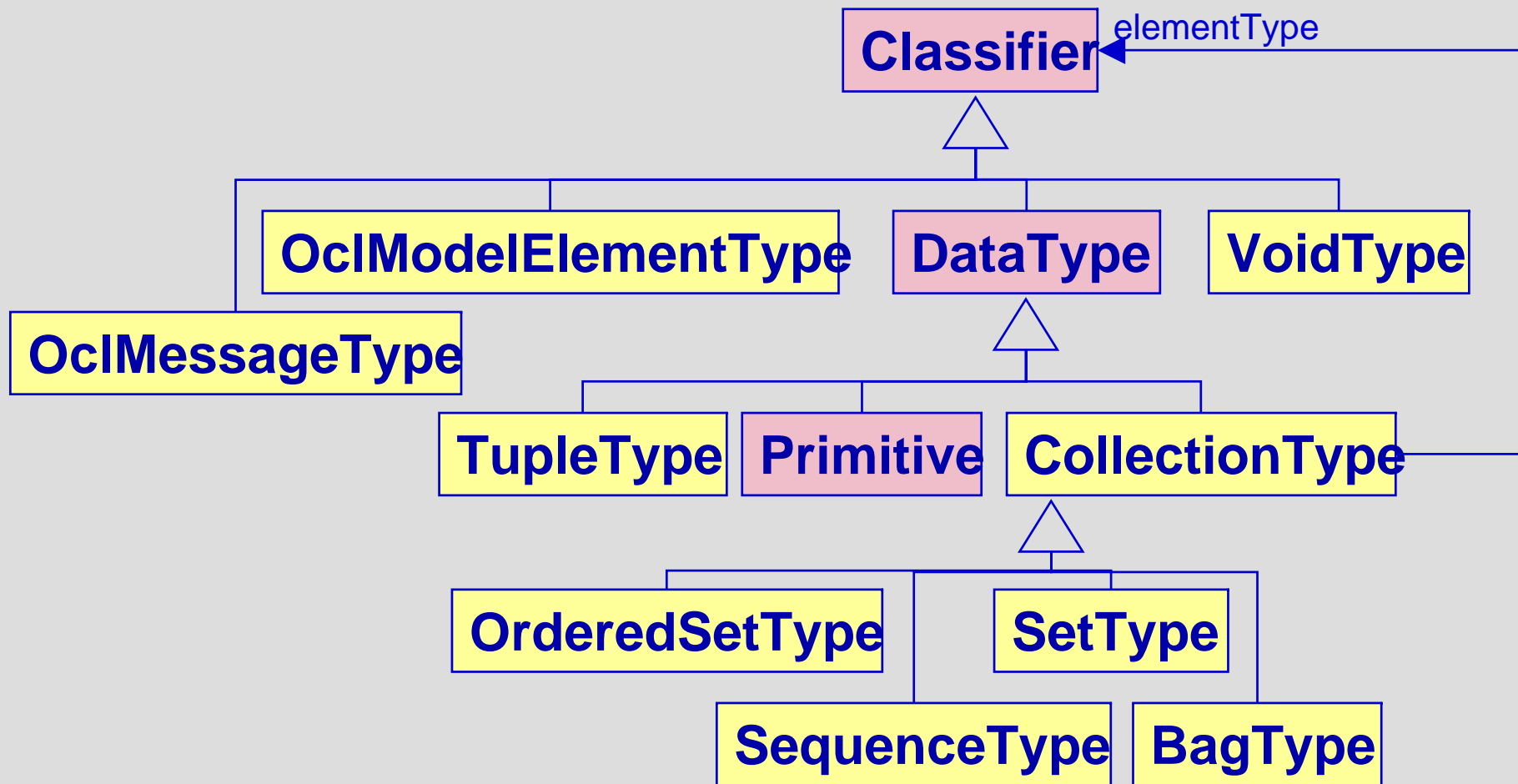
# OCL 2.0 Abstract syntax



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- Defined using meta-model
- Explicitly defines the associations with meta-classes in the UML meta-model

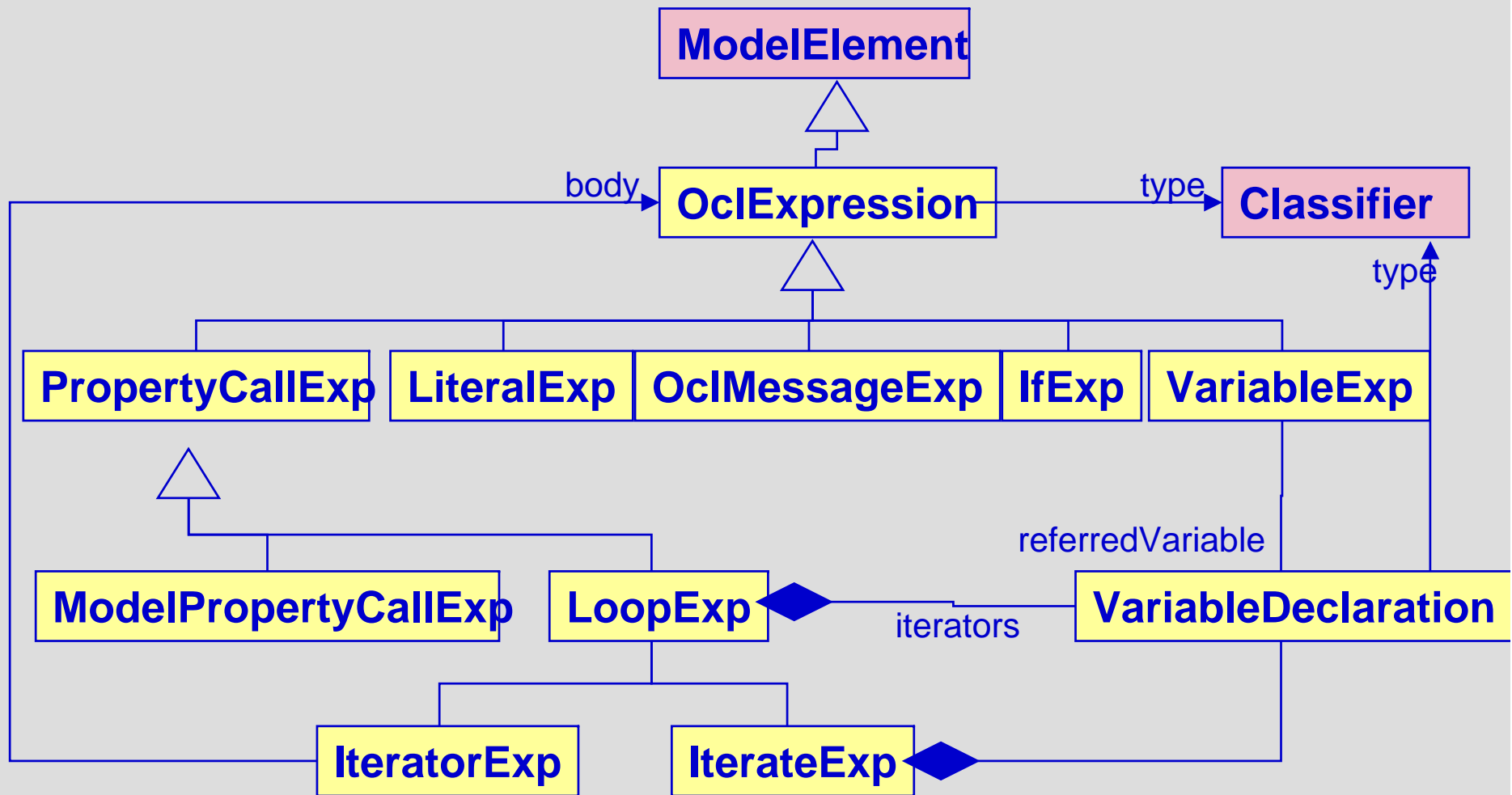
# Types Package



# Expressions PACKAGE



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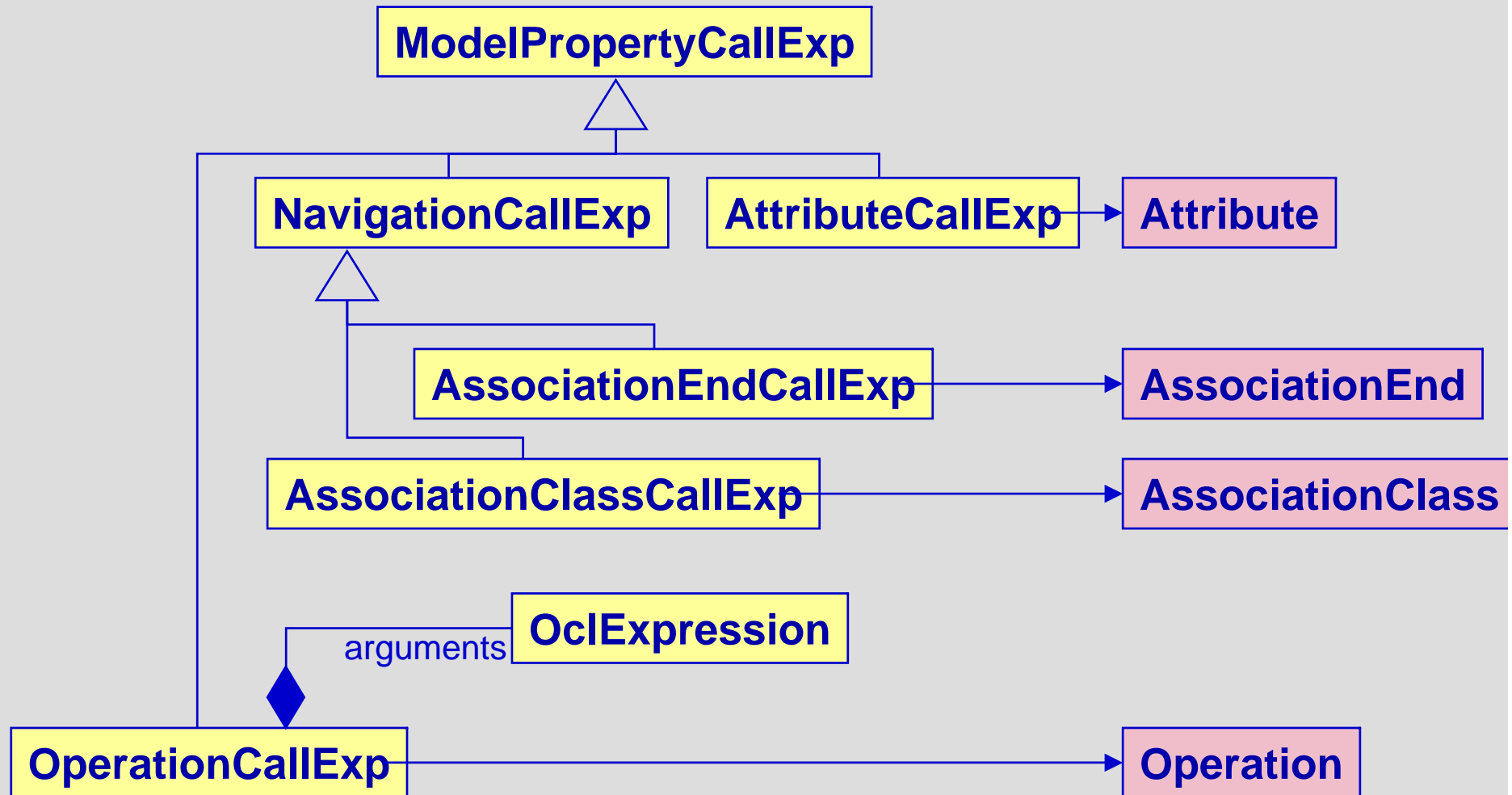




# Direct Integration With UML



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# Abstract vs. Concrete Syntax

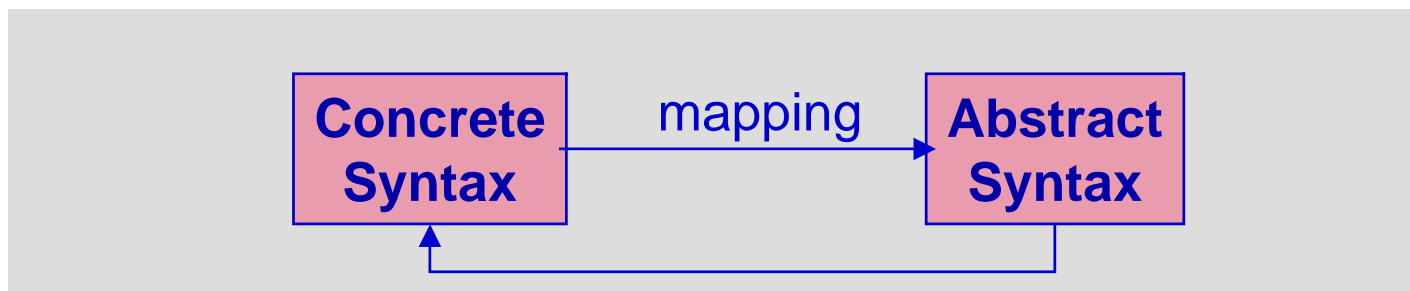


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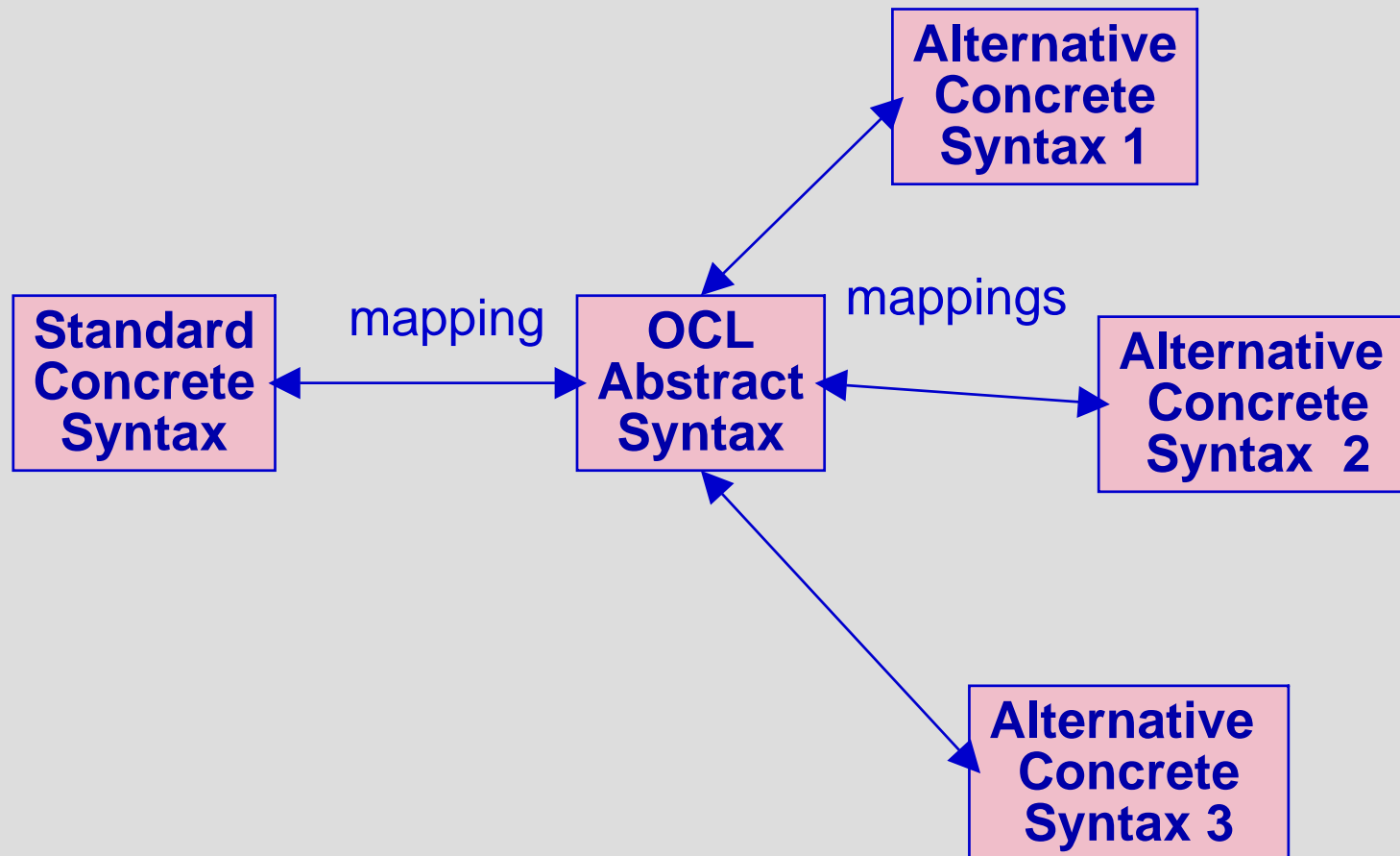
- This is an example of the concrete syntax:

```
context getYoungCustomers() : Set(Customer)  
body: customers->select( c | c.age < 18 )
```

- Formal mapping from concrete to abstract syntax using attribute grammar



# Abstract vs. Concrete Syntax



- Business Modeling Syntax:

```
context getYoungCustomers() : Set(Customer)
```

```
body: customers->select( c | c.age < 18 )
```

```
body: SELECT c : Customer FROM customers  
WHERE c.age < 18
```

- See:

- The Object Constraint Language, Getting Your Models Ready for MDA
- Octopus: an Eclipse based IDE for OCL

- Concrete syntax for OCL files formalized

```
package OclBoek::RandL
```

```
context LoyaltyAccount::points  
init: 0
```

```
context LoyaltyProgram::getServices(): Set(Service)  
body: partners.deliveredServices->asSet()
```

```
context CustomerCard::myLevel : ServiceLevel  
derive: Membership.currentLevel
```

```
endpackage
```



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# Part 2

## Using OCL in UML

# Where to use OCL in UML



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- Anywhere UML talks about Expression
- Specific examples:
  - Pre- and post-conditions
  - Invariants
  - Initial values of attributes and associations
  - Derivation rules
  - Bodies of query operations
  - State invariants
  - Definition of additional attributes and operations
  - Guards in state machines
  - Choice or guard expressions in interaction diagrams
  - Choice expressions in activity diagrams
  - Etc. etc.

# Pre- and Postconditions



- Used to specify operations

```
context Order::place()  
pre : checkOk() and status = OrderStatus::InPreparation  
post: status = OrderStatus::Placed
```

«enumeration» OrderStatus
+ InPreparation:
+ Paid:
+ Placed:
+ Delivered:

Order
+ date: String
+ / extra: Integer
+ / price: Integer
+ number: Integer
+ status: OrderStatus
+ checkOk() : Boolean
+ place()

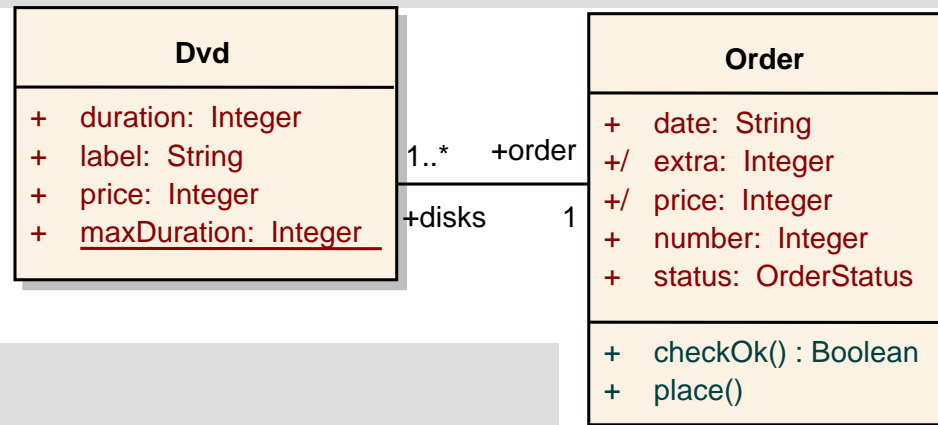


- Used to specify invariants

```
context Order
```

```
inv: price > 0
```

```
inv: disks->isUnique(label)
```



```
context Dvd
```

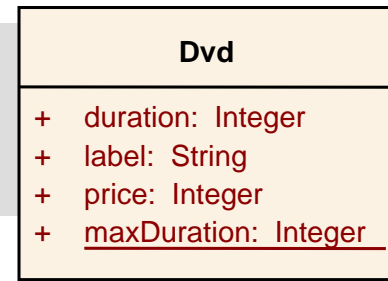
```
inv : duration <= Dvd::maxDuration
```



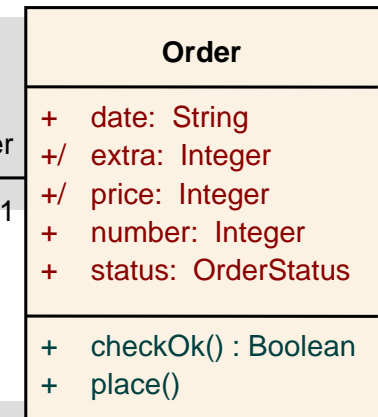
# Initial values and derivation rules

- Used to specify initial values

```
context DVD::label
init: 'default title'
```



1..\* +order  
+disks 1



- Used to specify derived values

```
context Order::price
derive: disks.price->sum() + extra
```

```
context Order::extra
derive: if clips.price->sum() < 15 then 2
      else 0
endif
```

# Body values



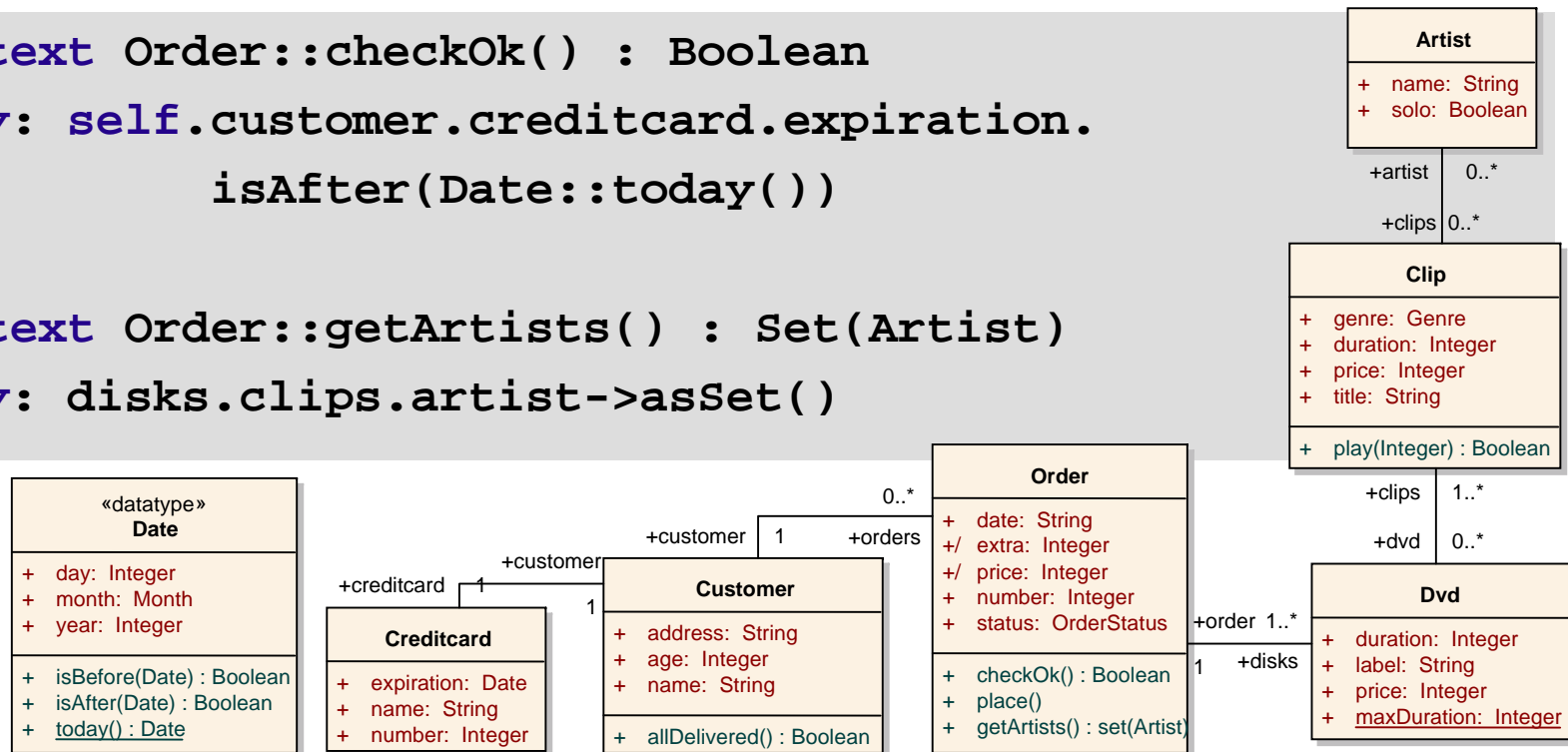
- Used to specify the full body of operations

```
context Order::checkOk() : Boolean
```

```
body: self.customer.creditcard.expiration.  
isAfter(Date::today())
```

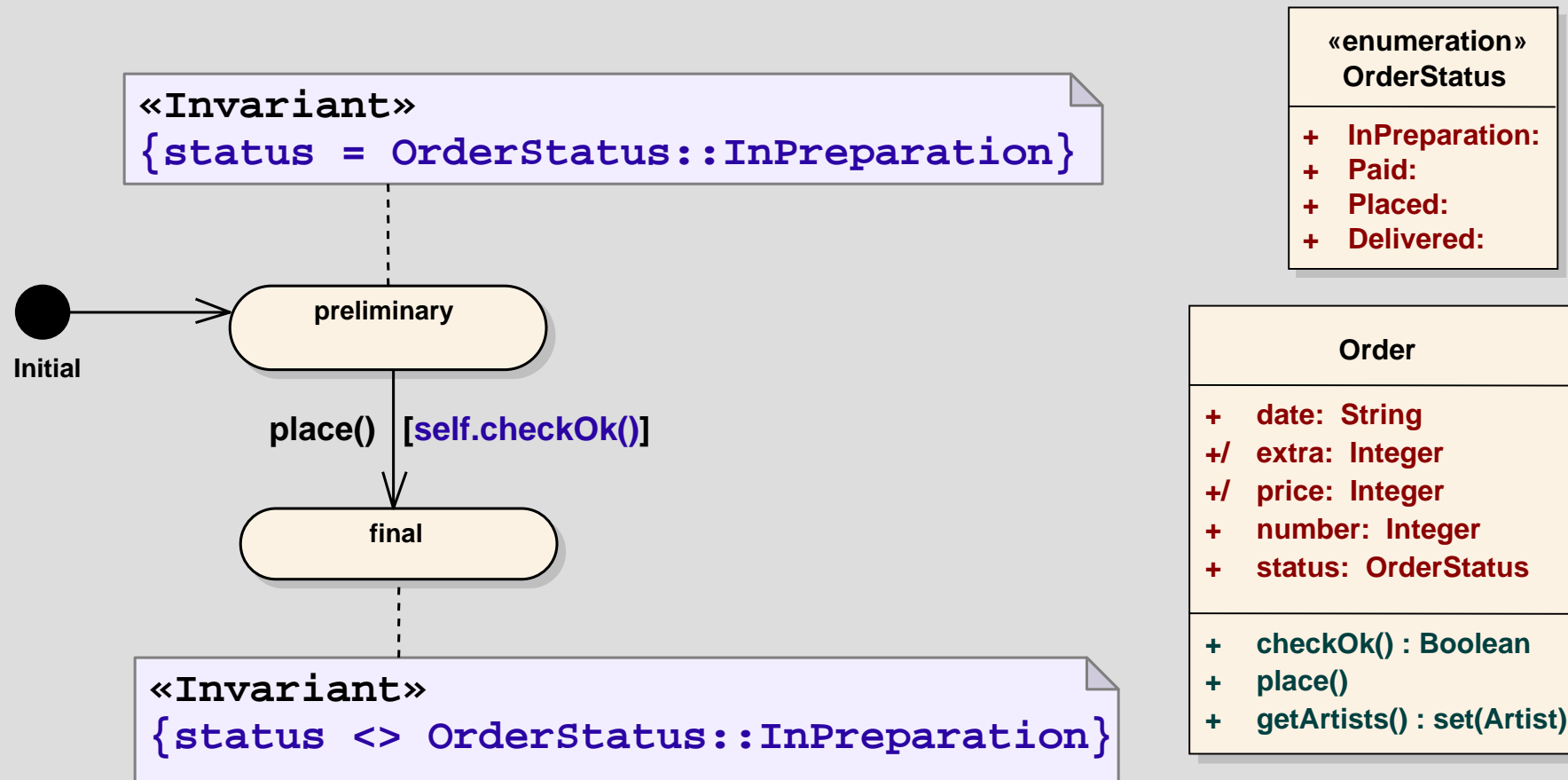
```
context Order::getArtists() : Set(Artist)
```

```
body: disks.clips.artist->asSet()
```

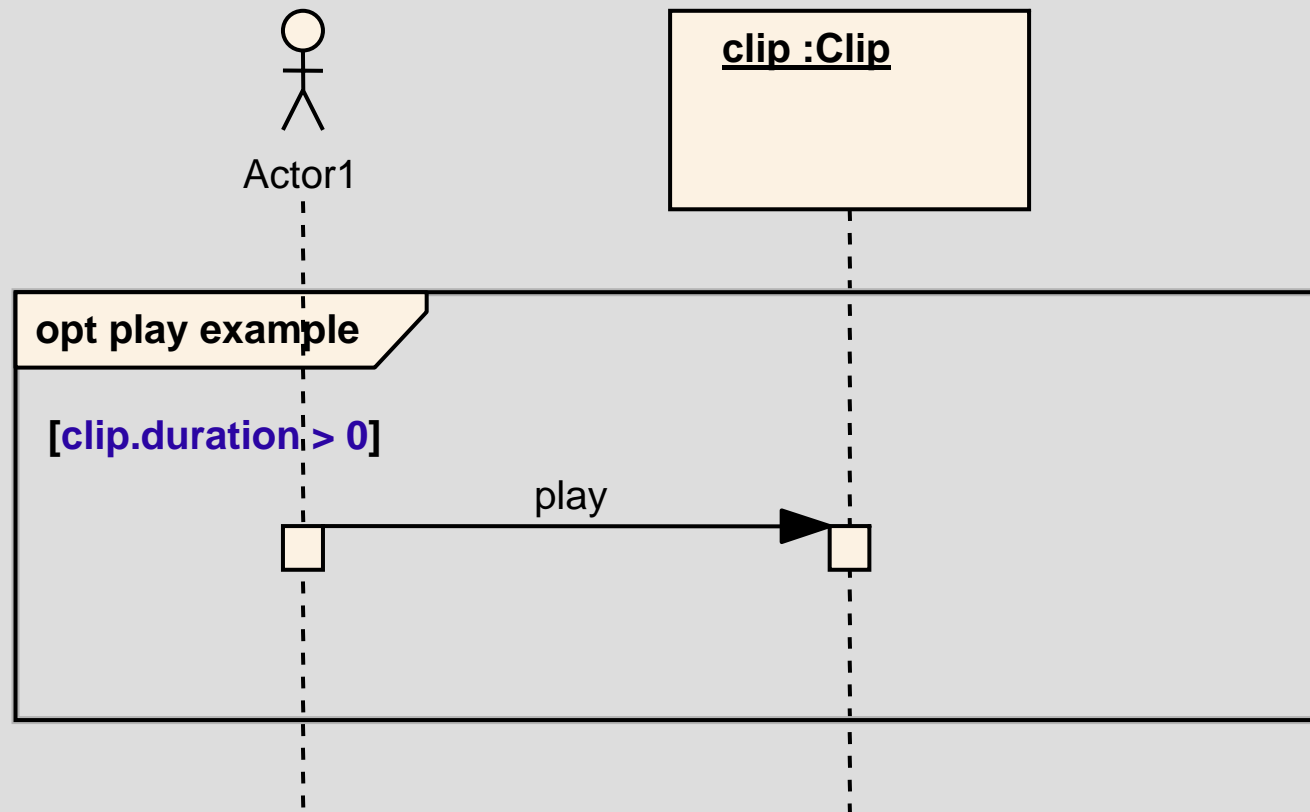




# State charts



# Sequence Diagrams





# Defining additional attributes

```
context Order::price
derive: disks.price->sum() + extra

context Order::extra
derive: if disks.price->sum() < 15 then 2
      else 0

endif
```

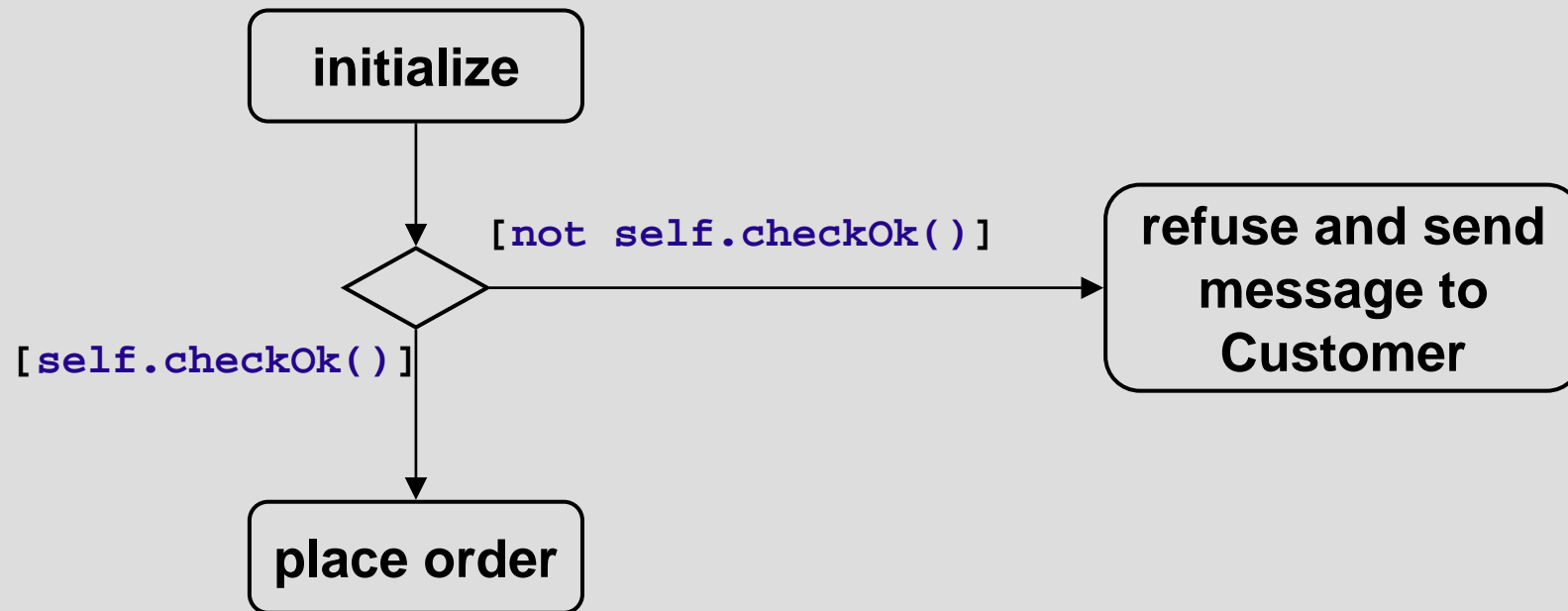
Order
+ date: String
+/ extra: Integer
+/ price: Integer
+ number: Integer
+ status: OrderStatus
+ checkOk() : Boolean
+ place()

```
context Order
def: basePrice : Integer = disks.price->sum()

context Order::price
derive: basePrice + extra

context Order::extra
derive: if basePrice < 15 then 2 else 0 endif
```

# Activity Models





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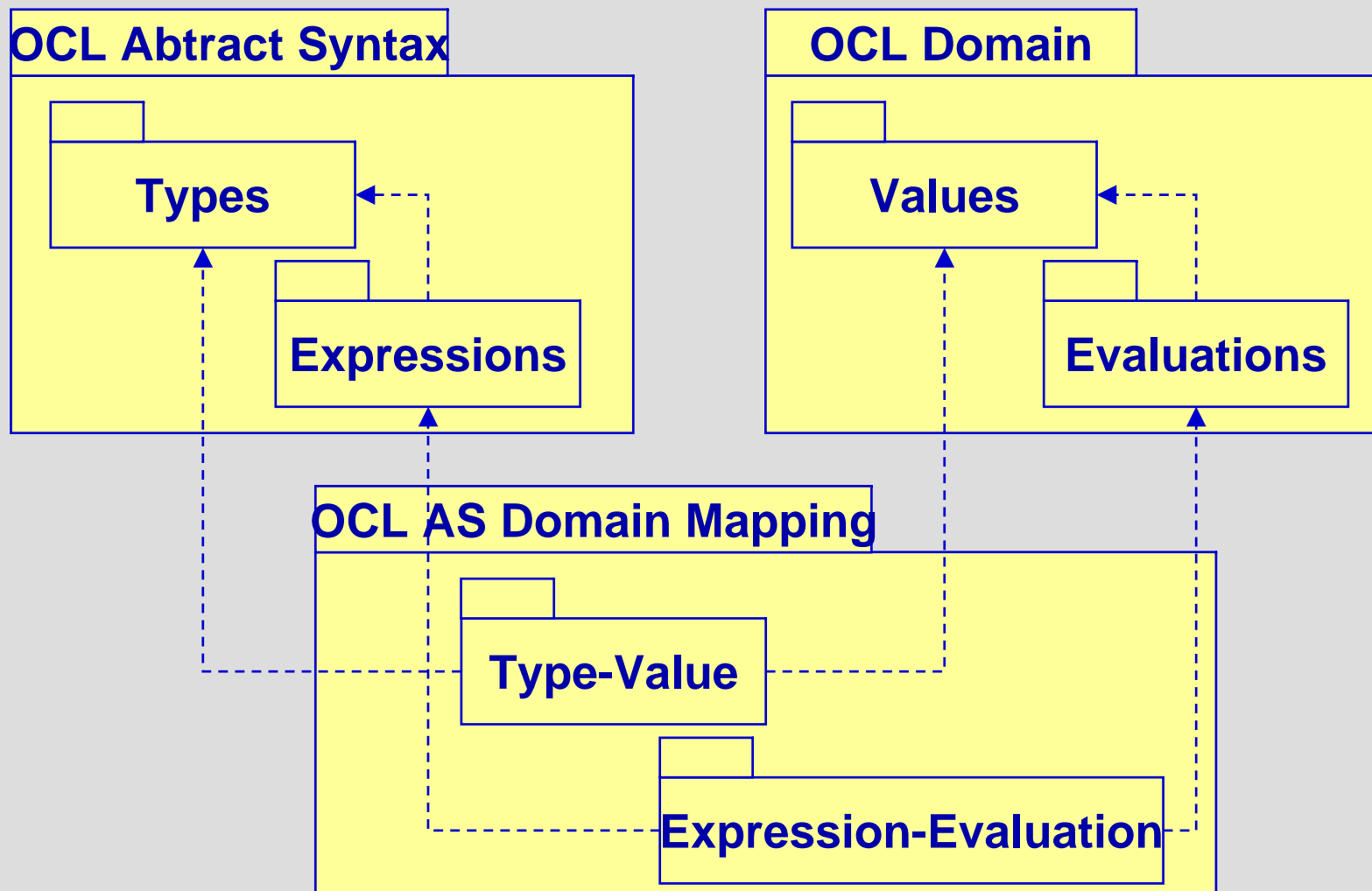
# Part 3

## Defining semantics

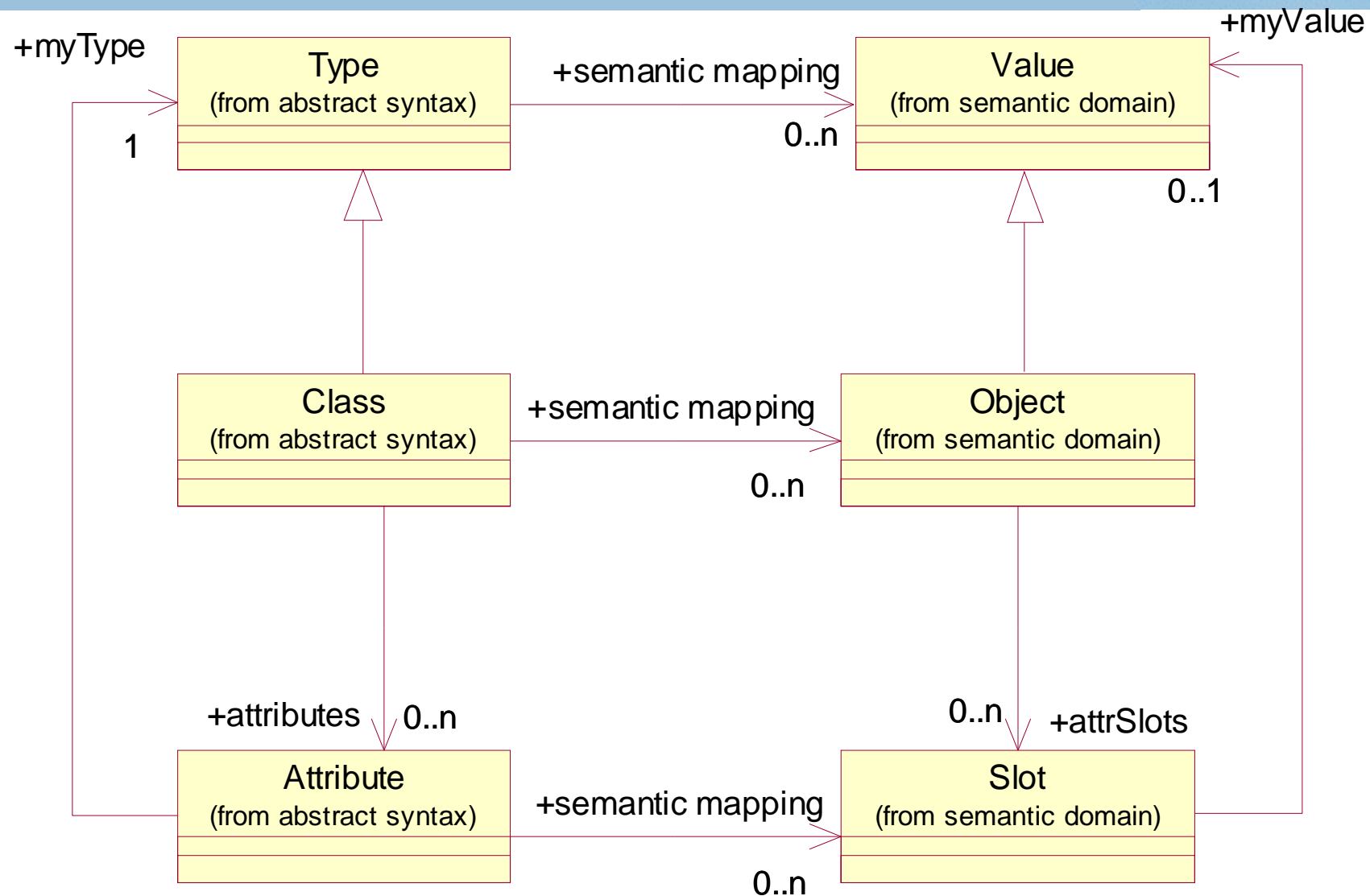


- Denotational metamodeling (pUML group)
  - Build UML model of semantic domain and map the abstract syntax to it using UML associations
  - Report: Unification of static and dynamic semantics of UML  
(<http://www.klasse.nl/research/uml-semantics.html>)

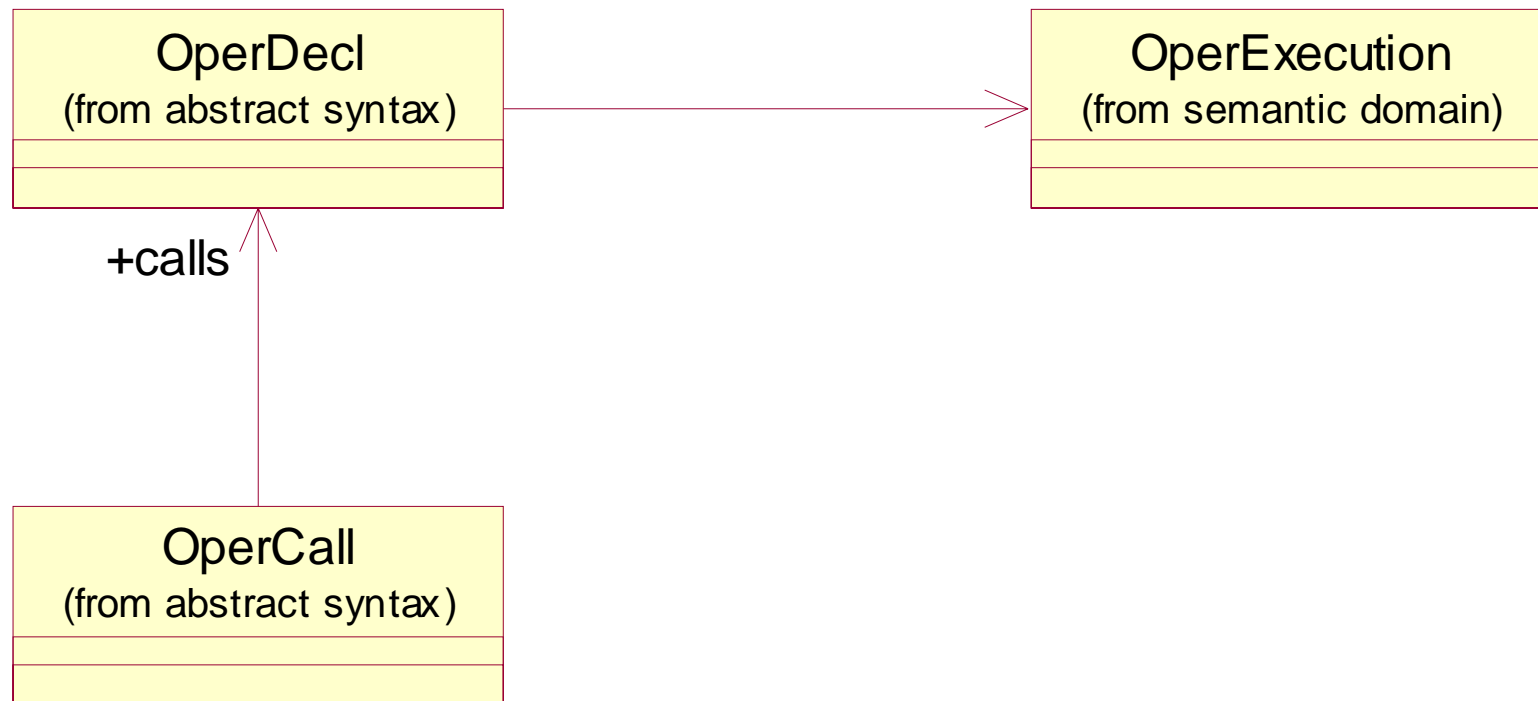
# Semantics for OCL



# Example 1



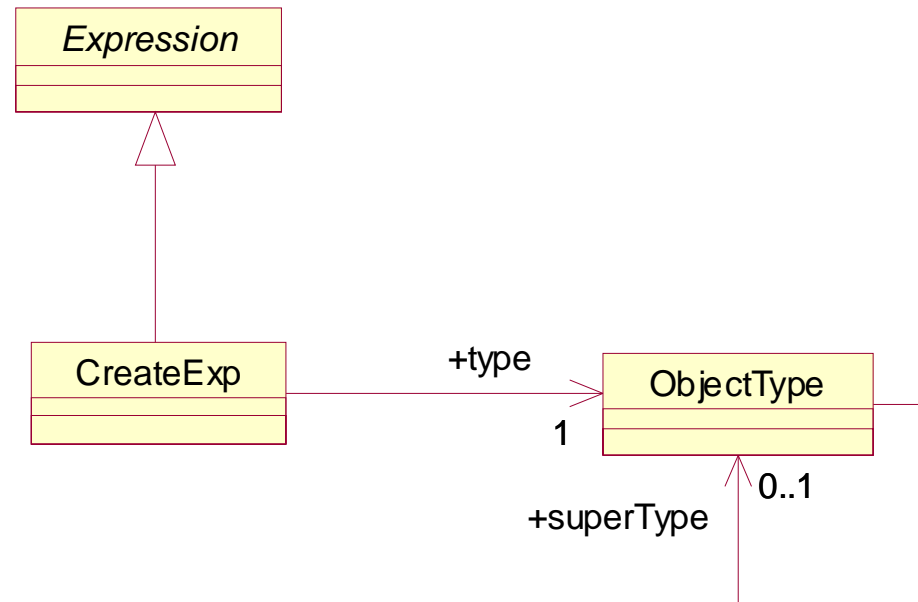
# Example 2



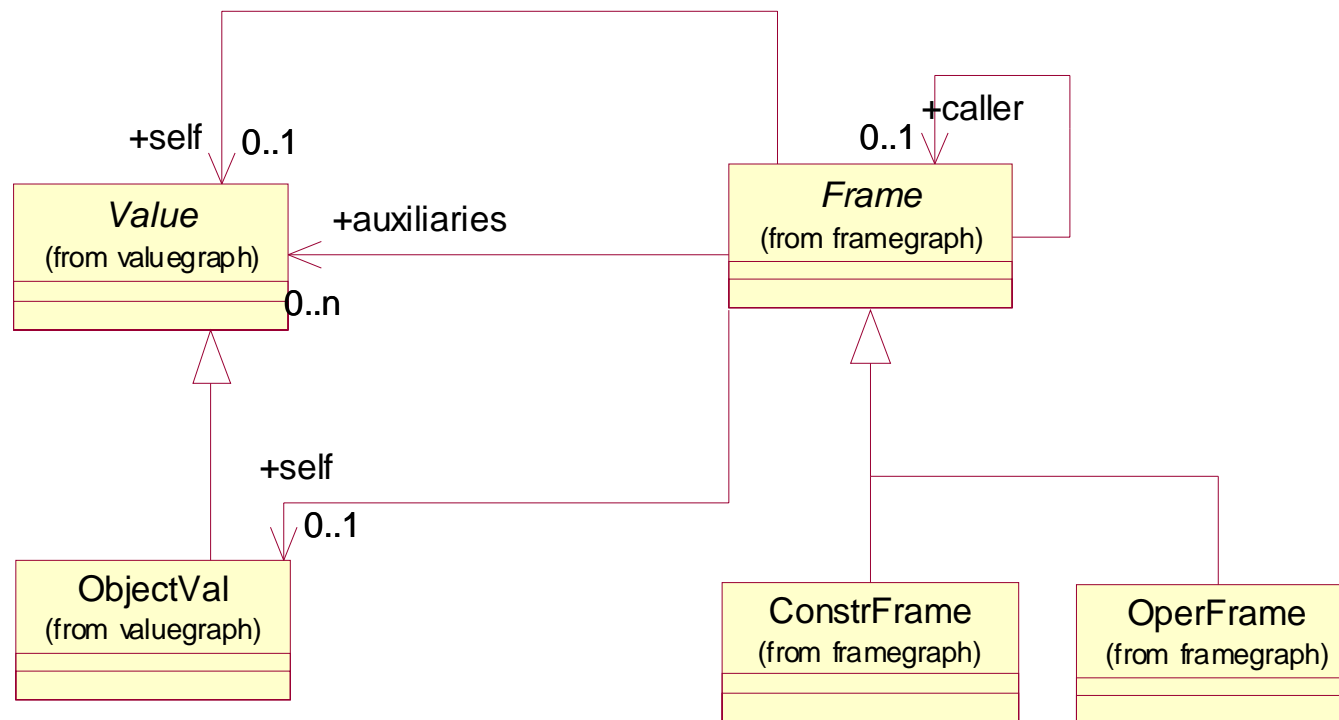
- How to model the dynamics of the semantic domain (SD)?
- Answer J.H. Hausmann: Dynamic Denotational Metamodeling
  - SD model contains operations which are defined by graph transformation rules
  - Needs explicit calling of these operations
- Our answer: Operational Denotational Metamodeling ???
  - TAAL project

- Abstract syntax is captured in program graph
- Semantic domain is captured in execution graph
- Execution graph = value graph + frame graph
  - Value graph: objects and their links
  - Frame graph: info on running processes
- Graph transformation rules specify changes in execution graph
  - Based on occurrences of nodes and edges in both program and execution graph

# Example: abstract syntax



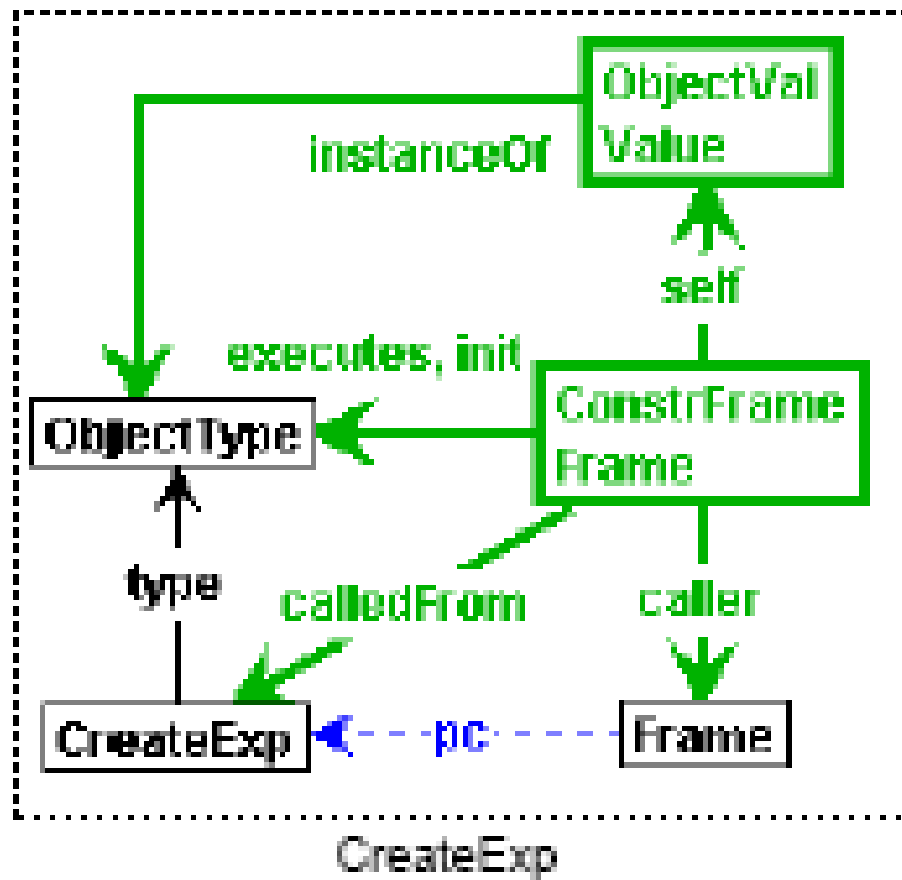
# Example: semantic domain







# Example rule



- Black: required
- Green: created
- Blue: deleted

- Application of rules builds LTS that can be simulated and investigated
- Report at
  - <http://www.cs.utwente.nl/~kastenbe/papers/taal.pdf>
- Paper at FMOODS, June '06, by Kastenbergh, Kleppe & Rensink



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# Part 4

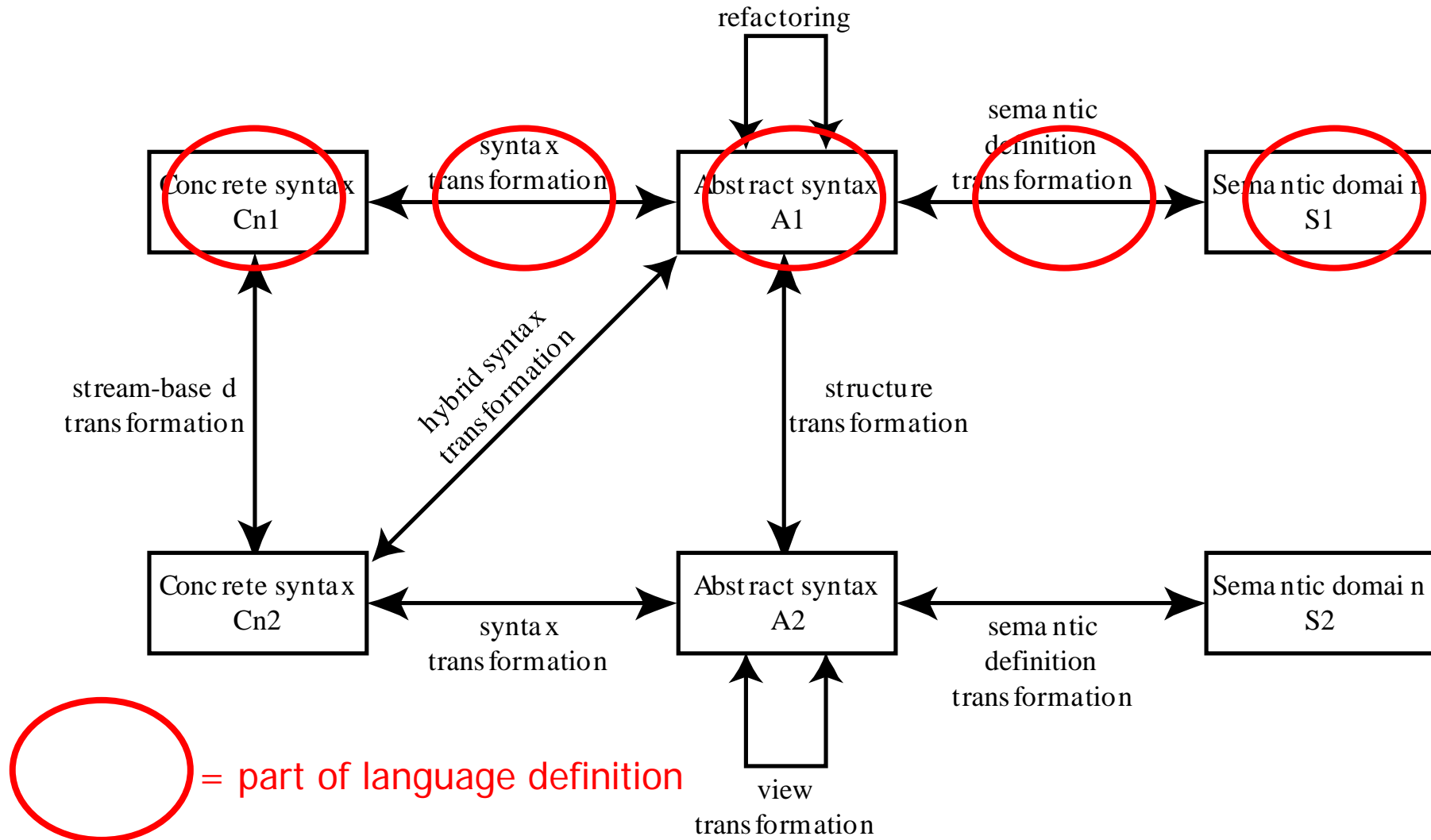
## Defining Languages

- Graphs for Software Language Definitions
- Goal: to develop a formalism for defining software languages using graphs and graph transformations
  - And tool support



- Definition A language is a 5-tuple  $L = \langle AS, CSS, SD, M_S, SM_C \rangle$  consisting of
  - an abstract syntax (AS),
  - a set of concrete syntaxes (CSS),
  - a set of syntax mappings ( $SM_C$ ),
  - a semantic domain (SD),
  - and a semantic mapping ( $M_S$ ).(from paper to appear in ECMDA '06 by Kleppe)

# Mappings and MDA



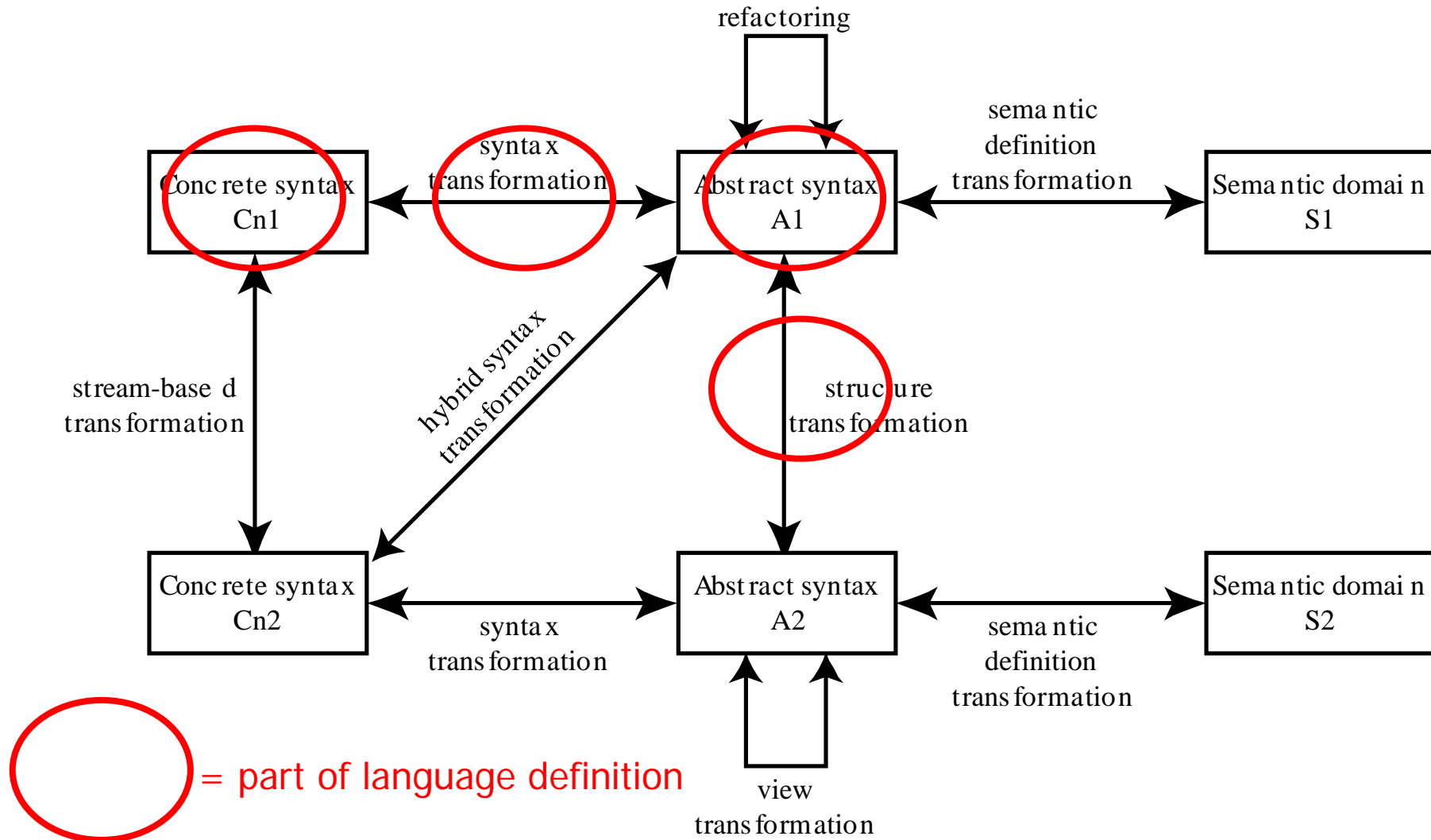
# Two types of semantics



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- Direct: semantic definition transformation
- Translational: structure transformation  
(L1  $\rightarrow$  L2) + semantic definition  
transformation of L2

# Language definition 2





- Metamodel to define CS, AS and SD (restricted form of UML)
  - Metamodel is type-graph of all possible models
- Graph transformations to define syntax and semantic mapping
  - or syntax and structure transformation



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# Part 5

## Concrete textual syntax

# Generating textual CS



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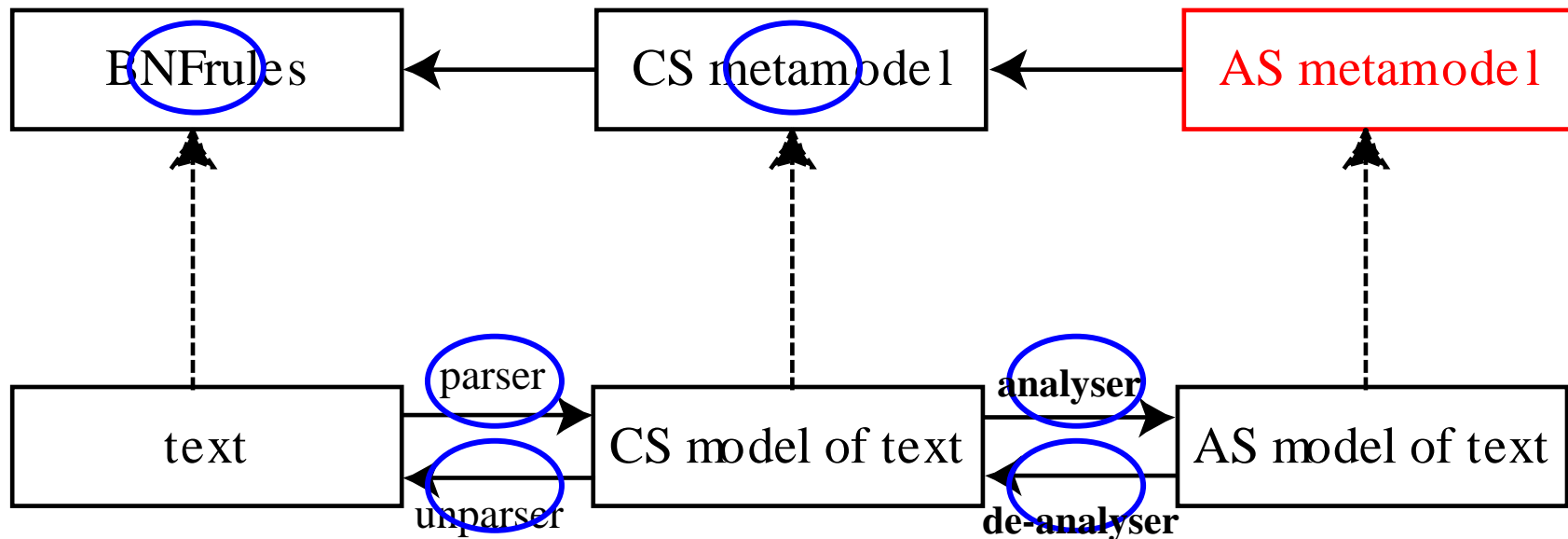
- Algorithm (and implementation) to transform an AS metamodel into a CS metamodel
  - CS metamodel defines a tree or forest
- Algorithm (and implementation) to transform a CS metamodel into parser generator input (JavaCC)
  - LL(n) parser

# Generation of Language-IDE



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- Only input is AS metamodel



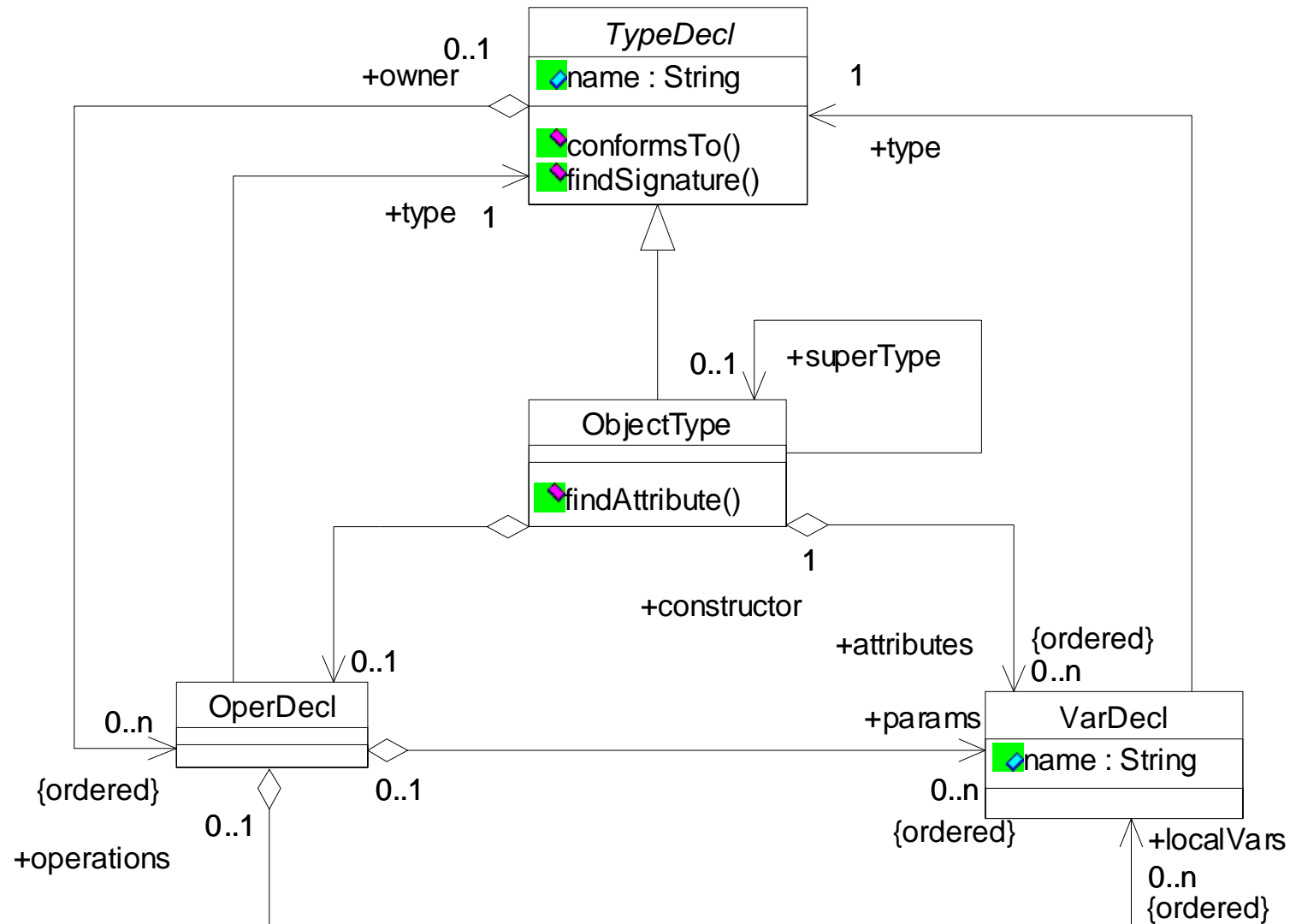
○ is generated

# AS -> CS transformation



- Transformation rules:
  - AS metaclass -> CS metaclass
  - AS composite association -> CS composite association
  - AS non-composite association -> CS composite association to (new) Ref class
  - AS non-primitive attribute -> CS composite association
- Some classes and associations may be hidden
  - Rules needed for analyser to determine their value

# Example AS metamodel

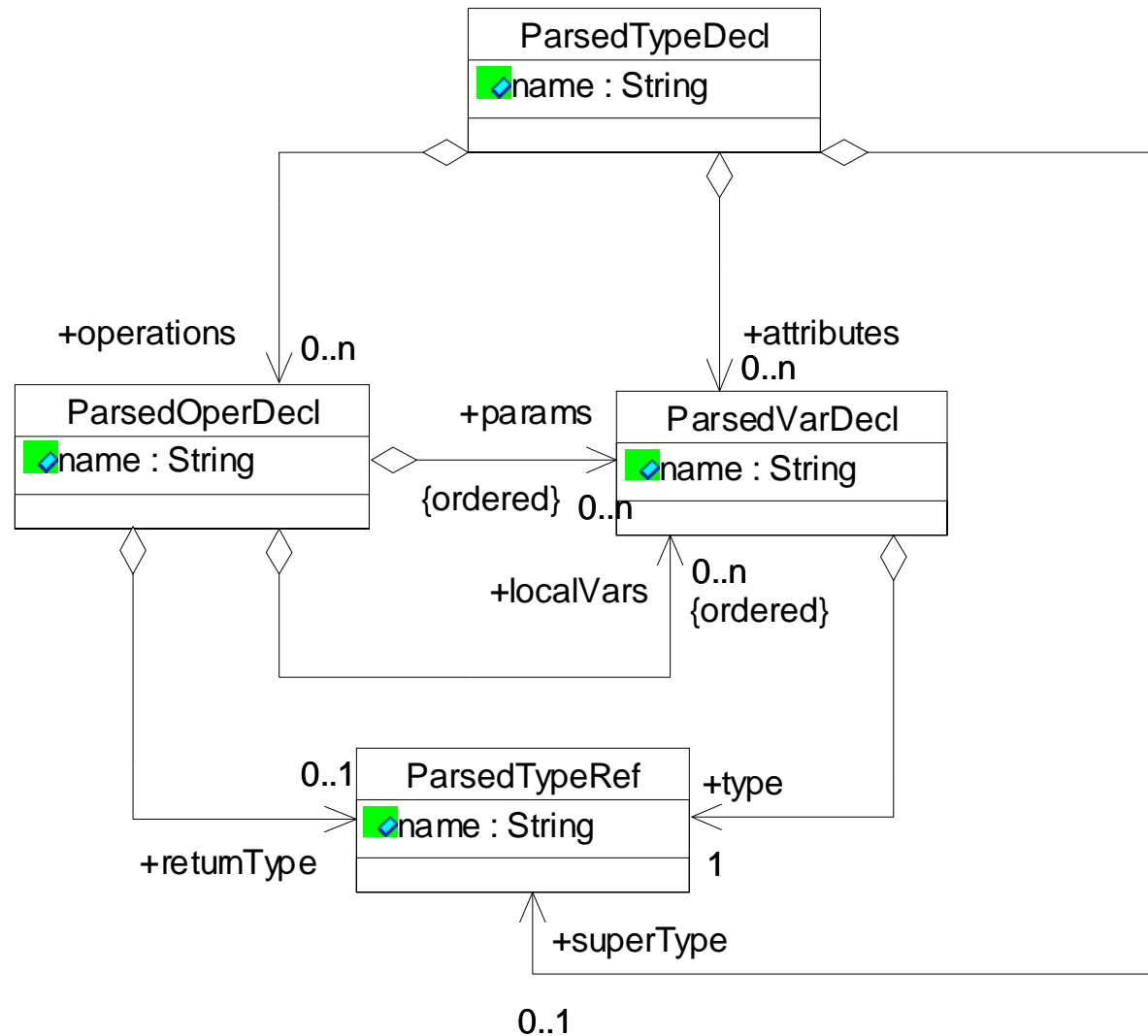


# Restrictions on AS



- No association classes
- No interfaces
- No states
  
- Two-way associations allowed
- Non-composite associations allowed
- Non-primitive attribute types allowed
- Operations?

# Example CS metamodel





# Restrictions on CS for text



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- Only composite associations
- All attributes have primitive type
- No interfaces, states, operations, and other fancy stuff
  
- Tooling uses property file for ordering, and for keywords in BNF rules
  - Class: begin\_class, end\_class
  - Association end: begin\_list, end\_list, separator

# CS to BNF transformation



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- Transformation rules:
  - CS metaclass -> BNF rule
  - CS inheritance -> BNF choice
  - CS (primitive) attribute -> BNF special token for strings, numbers etc.
  - Keywords -> BNF tokens
- Some keywords may be empty or mandatory
  - Lookaheads added
  - Different formats for lists (16?)



# Example Properties file

- TYPEDECL\_ORDER\_1=`name`
- TYPEDECL\_ORDER\_2=`superType`
- TYPEDECL\_ORDER\_3=`attributes`
- TYPEDECL\_ORDER\_4=`operations`
- TYPEDECL\_ATTRIBUTES\_NAV\_END=`SEMICOLON`
- TYPEDECL\_ATTRIBUTES\_NAV\_SEPARATOR=`SEMICOLON`
- TYPEDECL\_BEGIN=`class`
- TYPEDECL\_END=`endclass`



# Example BNF rules

**ParsedTypeDecl\_CS** ::= <TYPEDECL\_BEGIN> <IDENTIFIER>  
[ <TYPEDECL\_SUPERTYPE\_NAV\_BEGIN> ParsedTypeRef\_CS]  
[ParsedVarDecl\_CS (<SEMICOLON> ParsedVarDecl\_CS)\* <SEMICOLON> ]  
(ParsedOperDecl\_CS)\*  
<TYPEDECL\_END>

**ParsedVarDecl\_CS** ::= <IDENTIFIER> <COLON> ParsedTypeRef\_CS [  
    <ASSIGN> ParsedExpression\_CS]

**ParsedTypeRef\_CS** ::= <IDENTIFIER>

**ParsedOperDecl\_CS** ::= <IDENTIFIER>  
    <OPERDECL\_PARAMS\_NAV\_BEGIN> [ParsedVarDecl\_CS (<COMMA>  
        ParsedVarDecl\_CS)\*] <OPERDECL\_PARAMS\_NAV\_END>  
[ <COLON> ParsedTypeRef\_CS]  
[ <OPERDECL\_LOCALVARS\_NAV\_BEGIN> ParsedVarDecl\_CS  
    (<SEMICOLON> ParsedVarDecl\_CS)\* <SEMICOLON> ]



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# Part 6

Future work  
2007 - ...

- Generation of input for visual editor generator
  - Parser often incorporated in editor
  - Separate CS metamodel

- Unit combining
  - Part of AS metamodel (1)
  - Part of SD model (2)
  - Mapping from 1 to 2
- Assumption: any language can be build from a combination of semantic units
- CS(es) added to this combination
- Goal: library of semantics units
- Problem: which combinations are allowed

- Editor
- Parser/analyser
- Deparser/De-analyser
  - For each concrete syntax
- Simulator
  - Based on AS and mapping to SD
- Translator?
  - Based on two AS-es and their mappings???



# Open question



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- For textual languages:
  - Parse (derivation) tree represents application of production rules
  - CS metamodel is type graph of parse trees
- What is a metamodel w.r.t. other languages?