

Position Statement

3rd Bellairs Workshop

Thomas Kühne
Darmstadt University of Technology





Who am I?

- Where have I been?
 - » TH Darmstadt
 - » Staffordshire University
 - » University of Kaiserslautern
 - » University of Mannheim
 - » TU Darmstadt
- What are my interests?
 - » metamodeling
 - » language extensions
 - » domain-specific languages/modeling
 - » model-driven development
 - » transformations



Who am I?

- What have I done?
 - » foundations of metamodeling
 - » metamodeling architectures (tools)
 - » domain metamodeling (deep characterization)
 - » stereotype usage
 - » profile definition
 - » architecture stratification



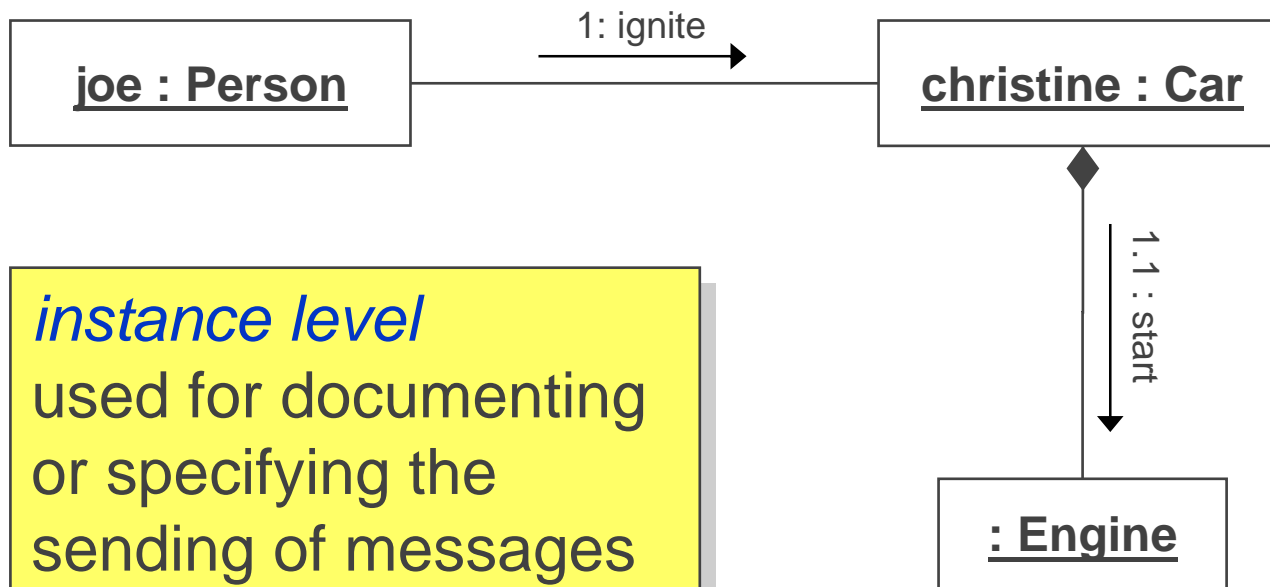
Interesting Problems

- What is an “Abstract Object”?
 - » semantics
 - » difference to objects / classes
- How to avoid “Accidental Complexity”?
 - » language / paradigm limitations
 - » better support



Abstract Objects: Example

Collaboration Instance

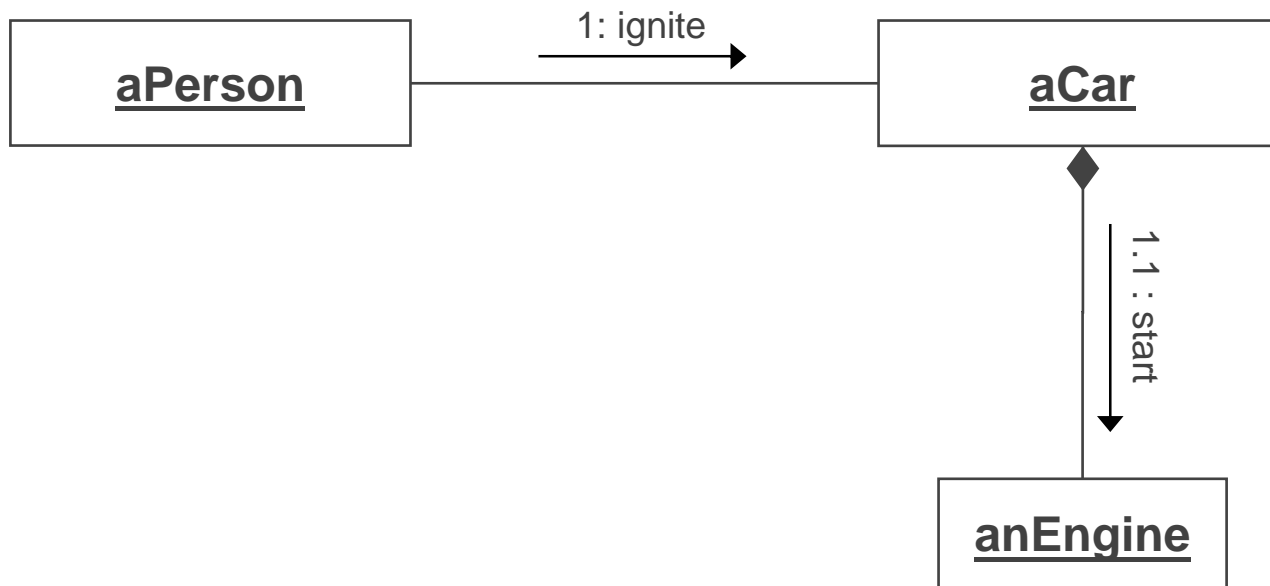


instance level
used for documenting
or specifying the
sending of messages
within an object
scenario



Abstract Objects: Example

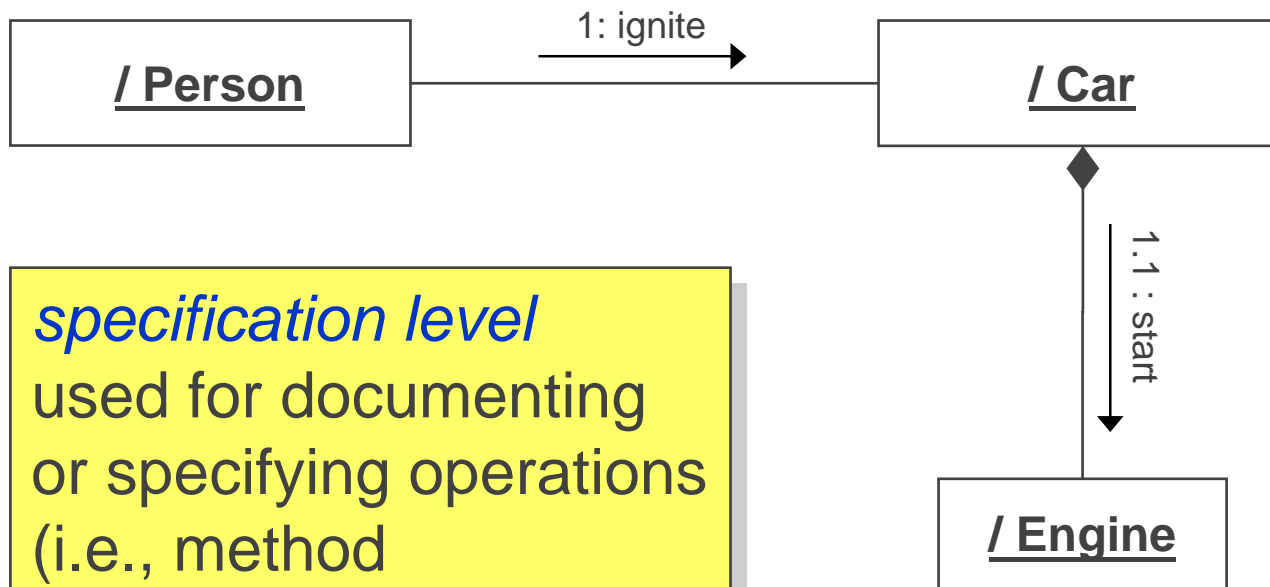
Collaboration Instance





Abstract Objects: Example

Collaboration



specification level
used for documenting
or specifying operations
(i.e., method
implementations)



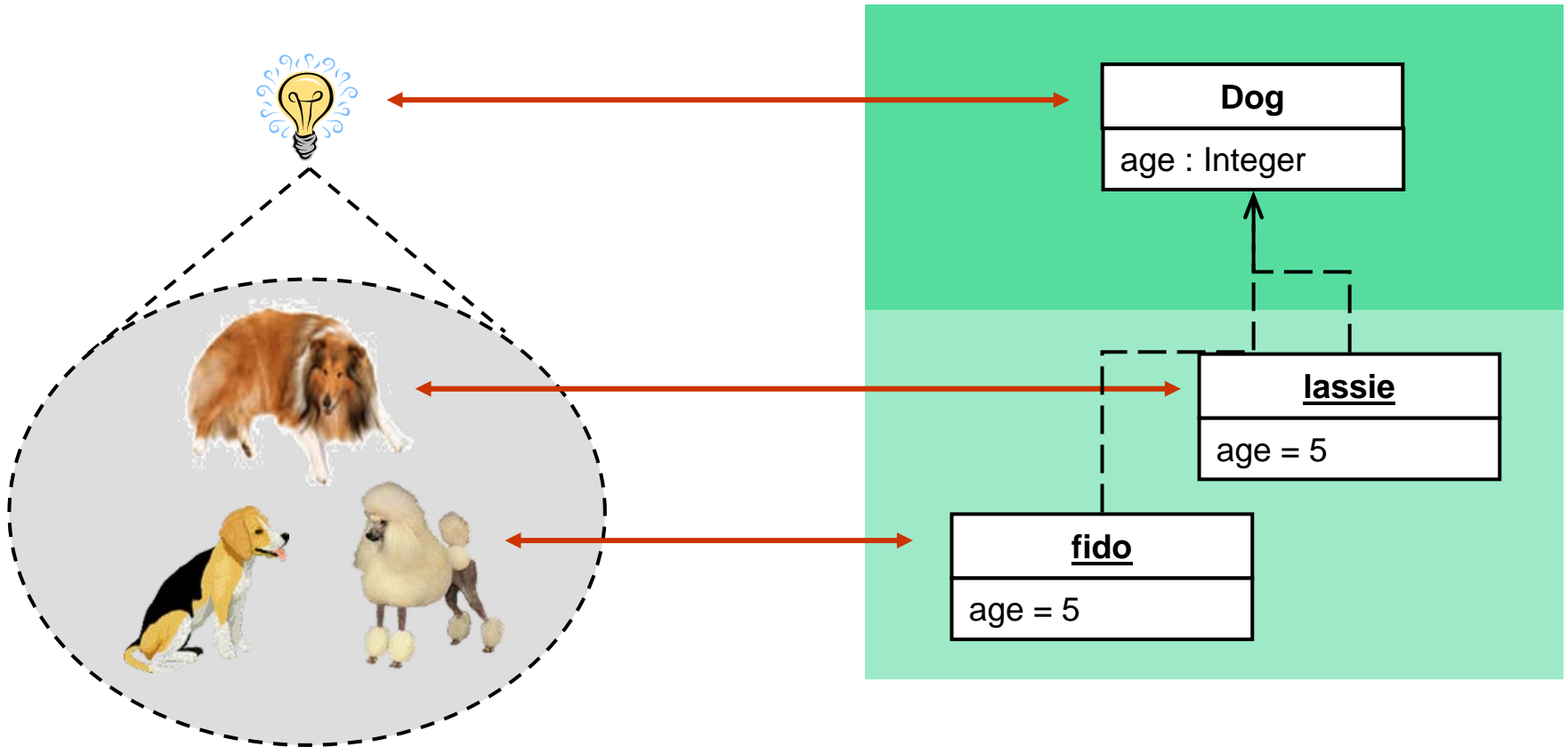
What Are They?

An “Abstract Object” is...

- an instance of an abstract class
- something “in between” classes and objects
 - » → level $M_{1/2}$?
 - » similar to a classifier but not a class
- a placeholder for a pure object
 - » (typed) variable
 - » “hole” in a schema

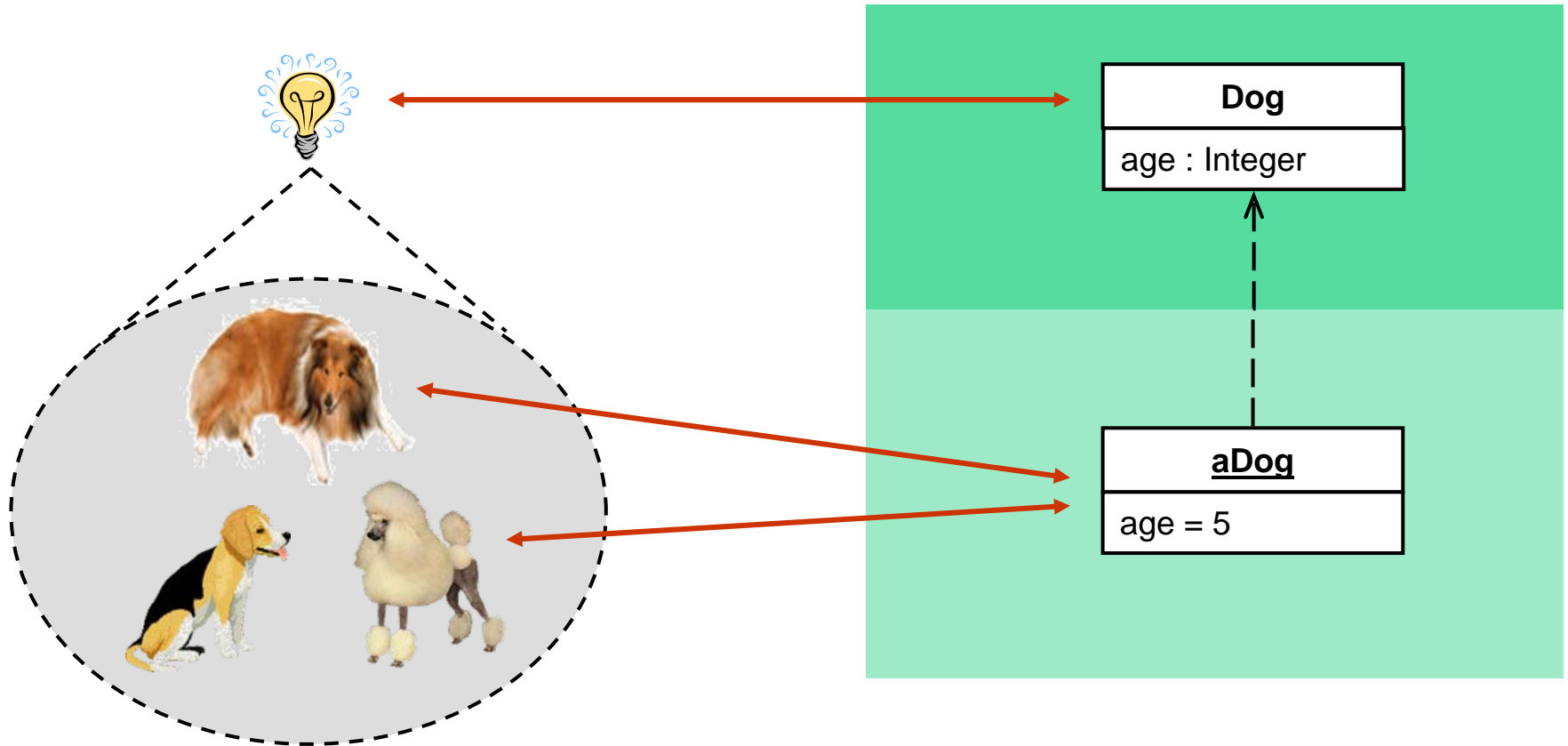


Class / Object Semantics





Class / Object Semantics





What Are They?

“Abstract Objects” are...

- objects which represent more than one element of the universe of discourse

Object

- » **age** is a (injective) function
- » object structure is isomorphic to (a subset of) the UoD

Abstract Object

- » **age** is a relation
- » object structure is homomorphic to (a subset of) the UoD



Accidental Complexity

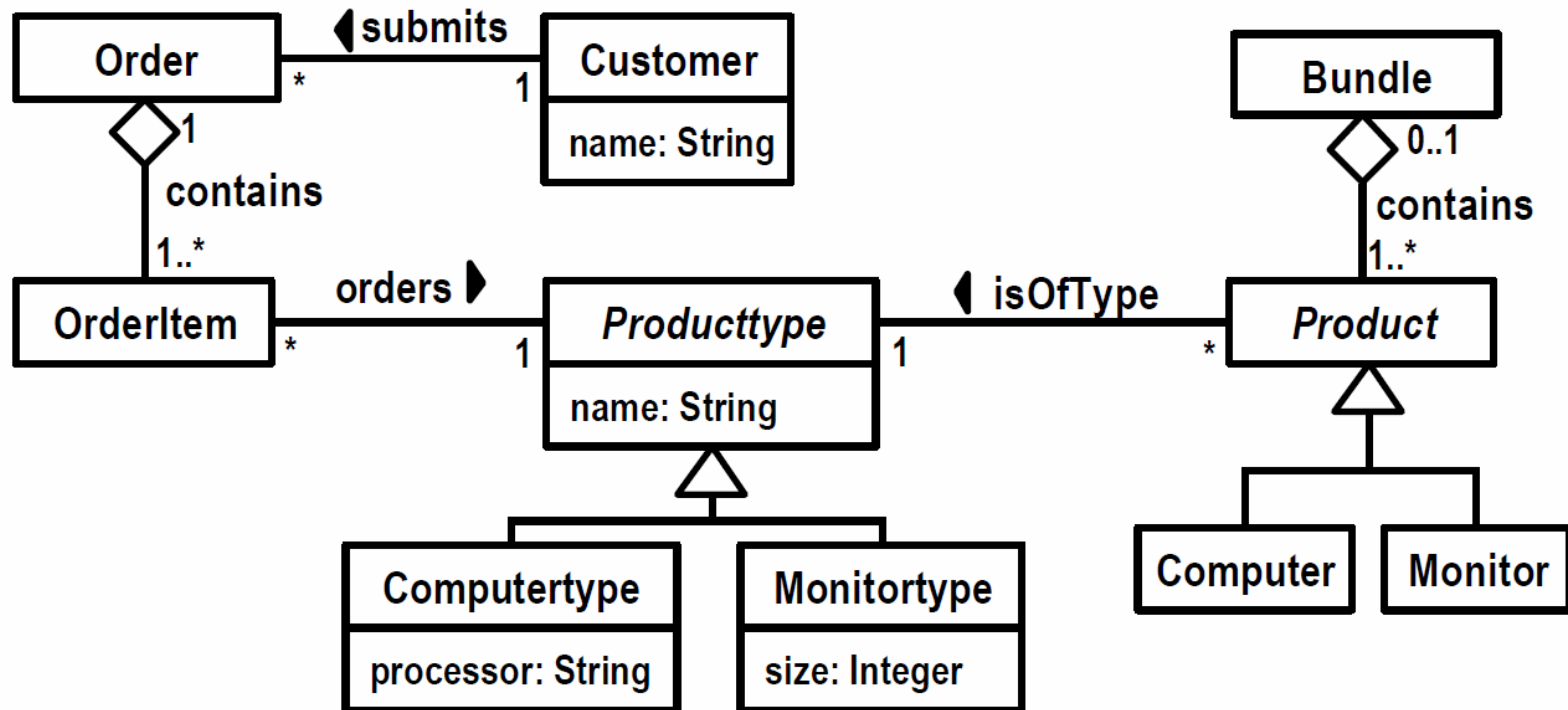
Complexity of a model may come from two sources

- the modeled original is inherently complex
→ **inherent complexity**
- the modeling paradigm / notation is adding complexity
→ **accidental complexity**
 - » mismatch of problem & solution
 - » structural complexity worse than notational complexity



Example (Types)

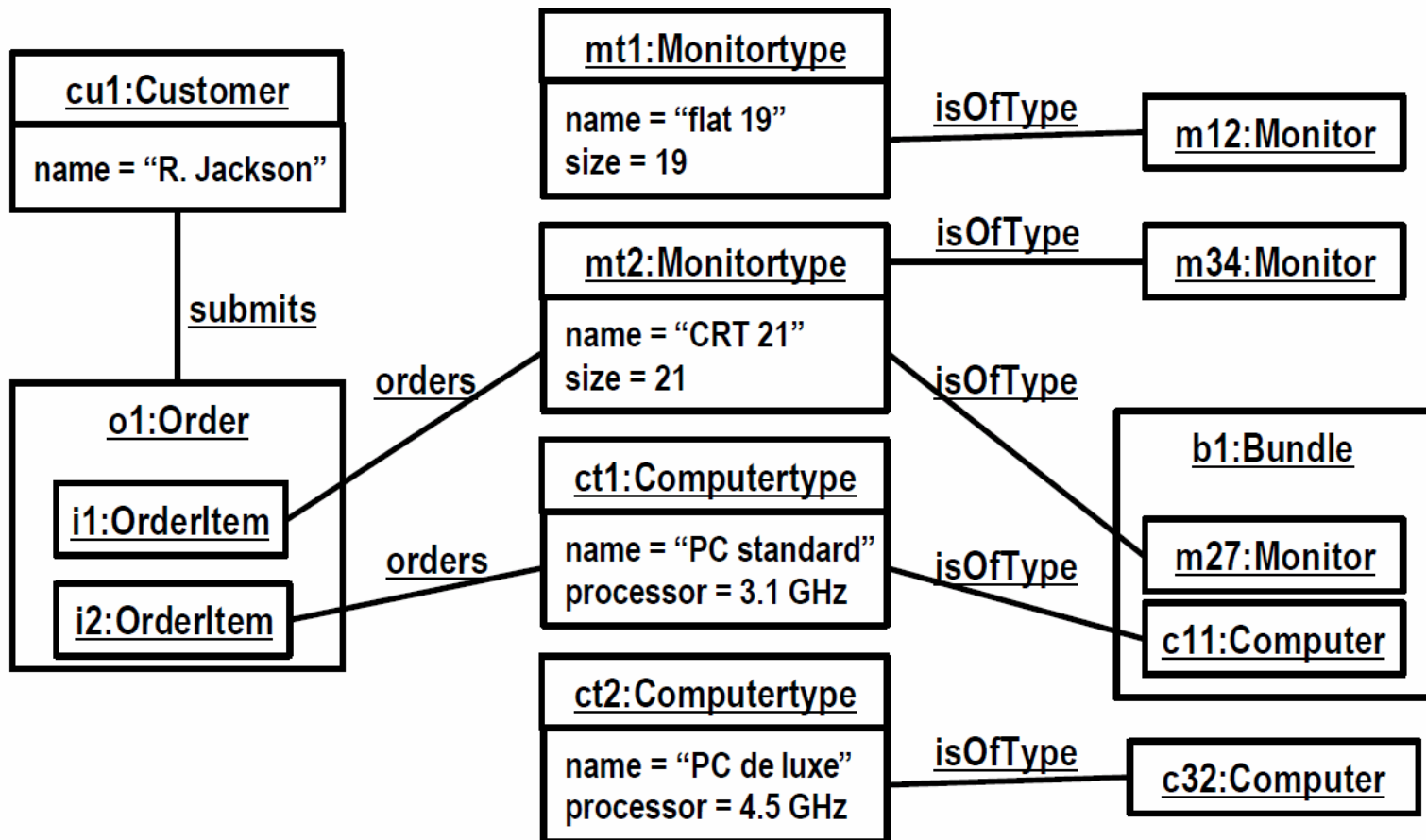
- Computer hardware sales ([Engels et al. 2005])





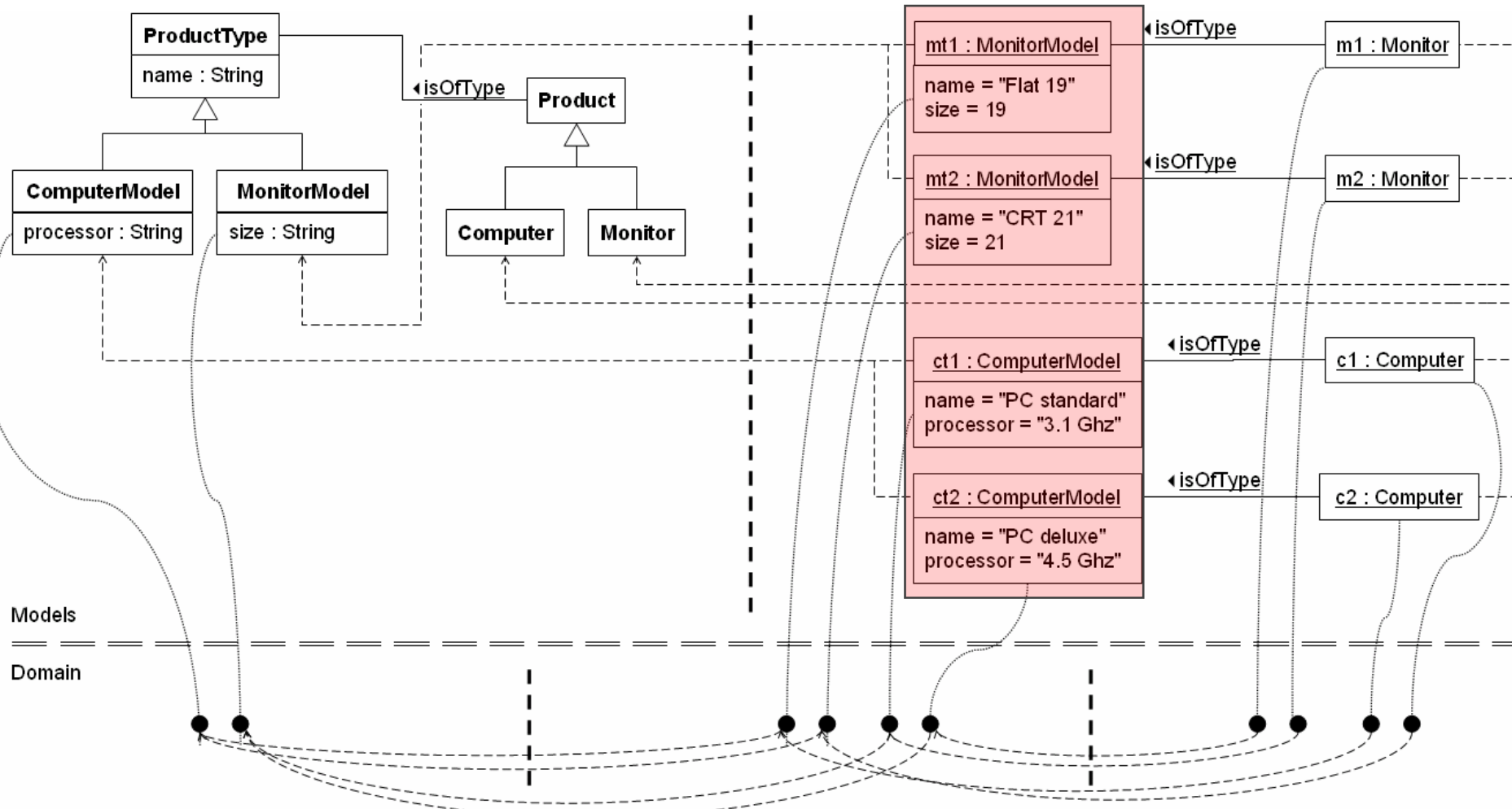
Example (Instances)

- Computer hardware sales ([Engels et al. 2005])



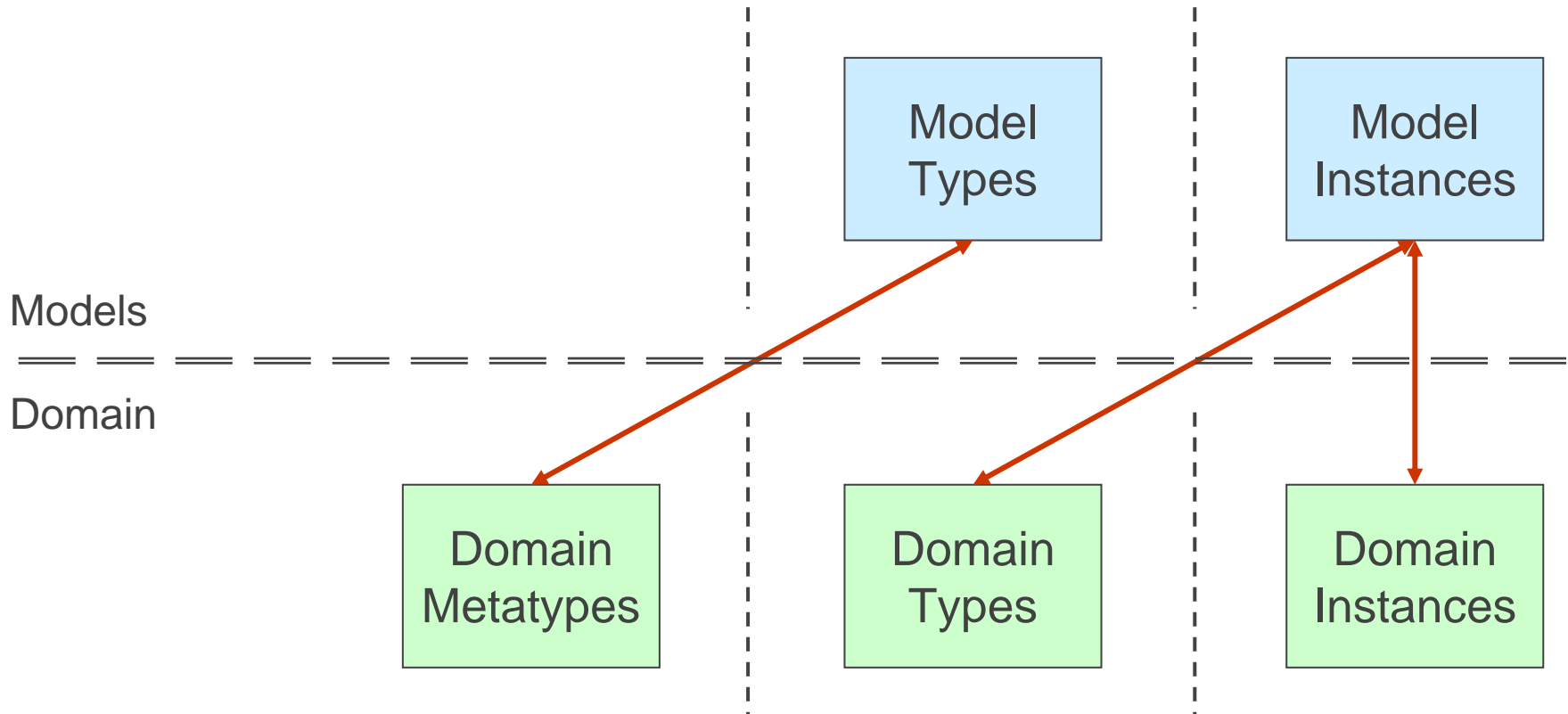


Example (Types & Instances)



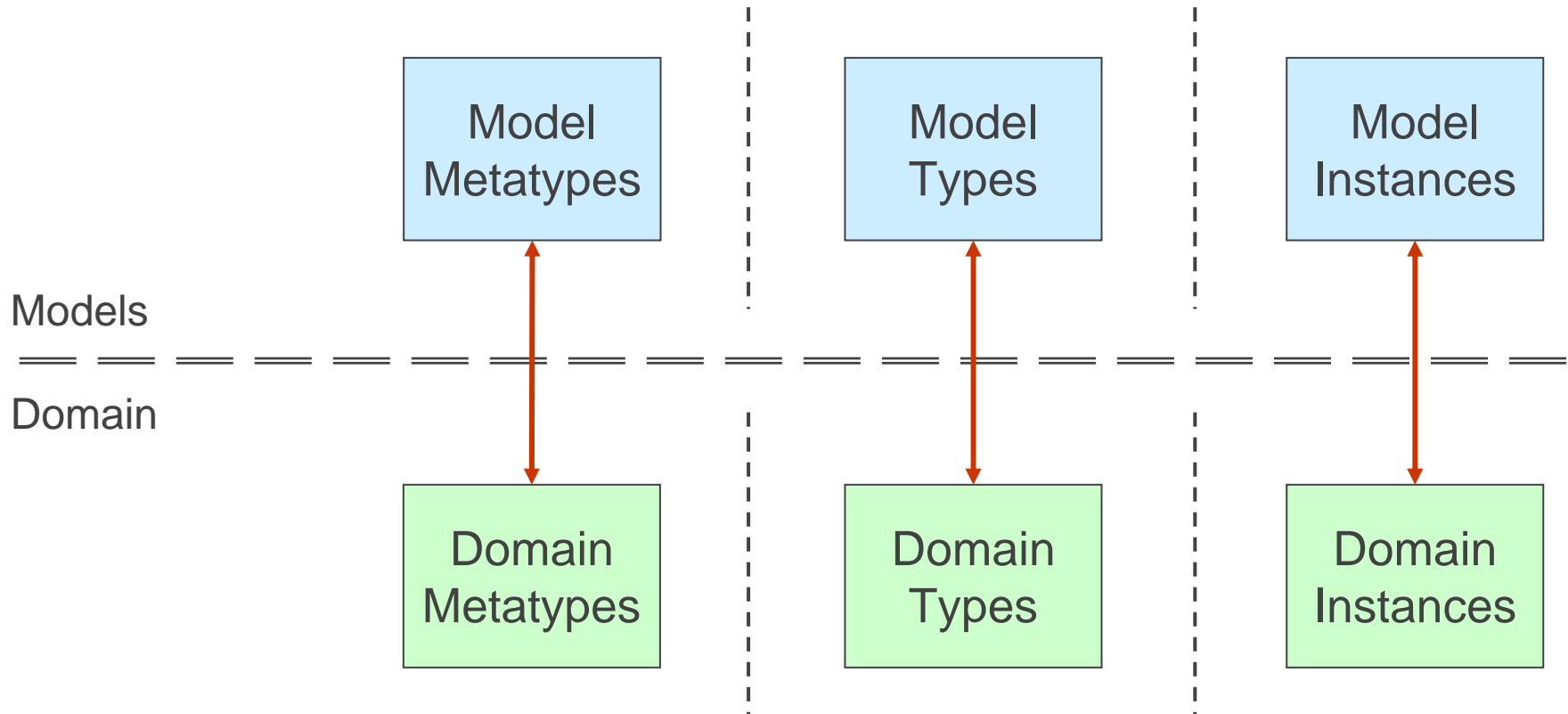


Level Compression



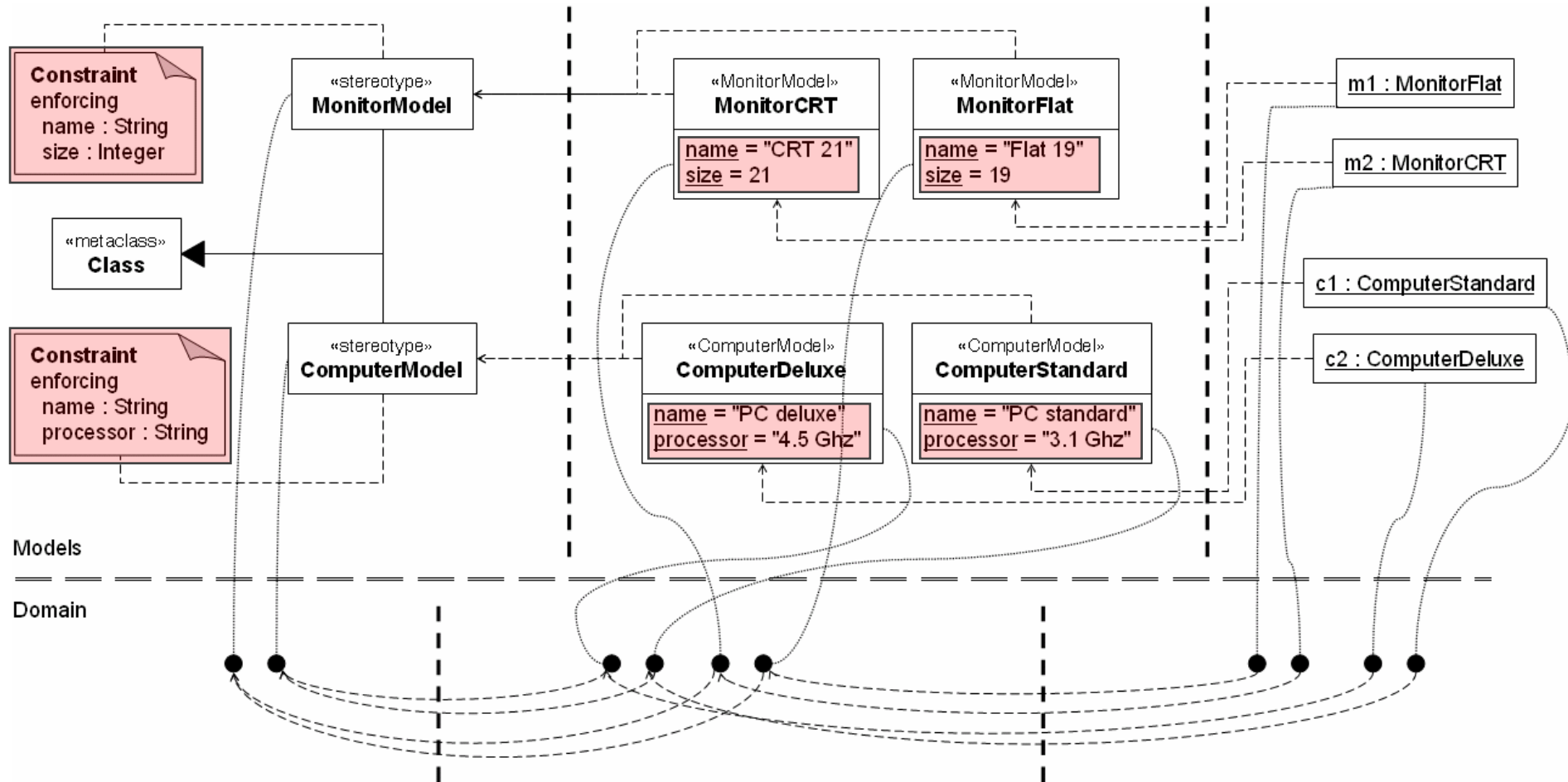


Direct Mapping



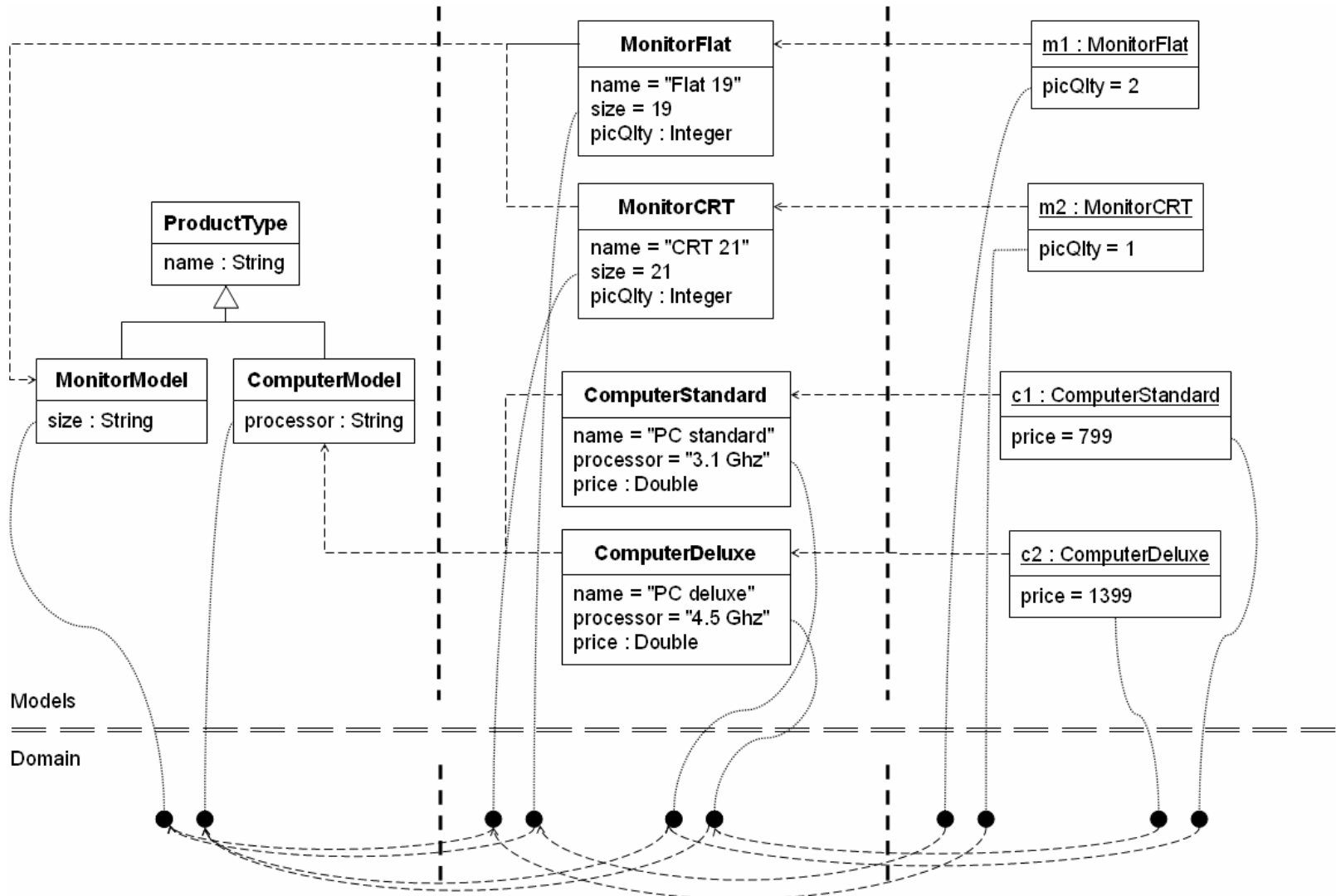


Levels Match (Stereotypes)



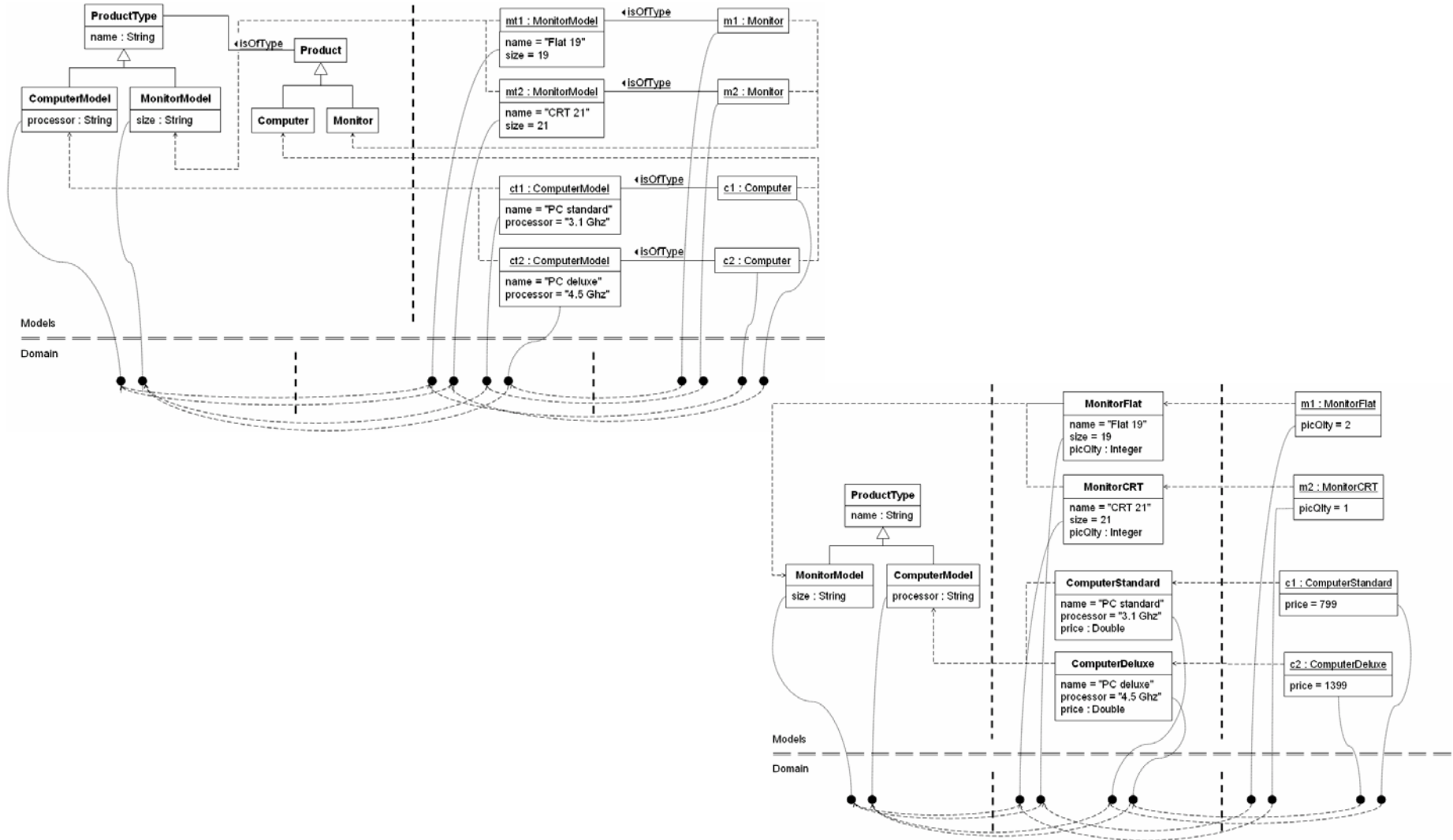


Levels Match (Metatypes)





Comparison





Goals

When do I consider the workshop a success?

- is there a problem to my “abstract object” solution? (→ “Abstract Object” = “Role” only?)
- examples for accidental complexity
- interesting discussions
- direct influence on publication activities