

**Budapest University of Technology and Economics**  
**Department of Automation and Applied Informatics**  
**Applied Computer Science Group**

---

# Graph Transformation: What can and what cannot be proven?

Levels of Formality

# Offline Validation

---

- Motivation
  - Backgrounds
    - Typed attributed graphs
    - Production, GTS
    - Negative Application Conditions (NACs)
    - Concurrency theorem
    - Termination
  - Termination criteria
    - E-Based Composition
  - Summary
-

# Motivation-1

---

- Transformation tools with sophisticated control flow
    - Attribute Constraints
    - Branches
    - LHS and RHS Constraints
  - Examples
    - Object-Relational Mapping
-

# Motivation -2

---

**Definition 2.8** A graph transformation system  $GTS = (P)$  terminates if there is no infinite sequence of direct graph transformations  $G_0 \Rightarrow G_1 \Rightarrow \dots$  applying rules from  $P$  starting from any input graph  $G_0$ , with respect to the control structure of the given graph transformation system.

- Undecidable in general
  - Other solutions: algorithm for special cases
    - Execution units
    - Layered GTS
-

# Motivation -3

---

- Practical applications
  - Have special structure/characteristics in the rules
  - Have rich control and constraint features
  - Need a criterion connected with the rules  
MORE DIRECTLY

The termination criteria are not prepared for all the specialties and structure that may occur, and that make the transformation decidable!

---

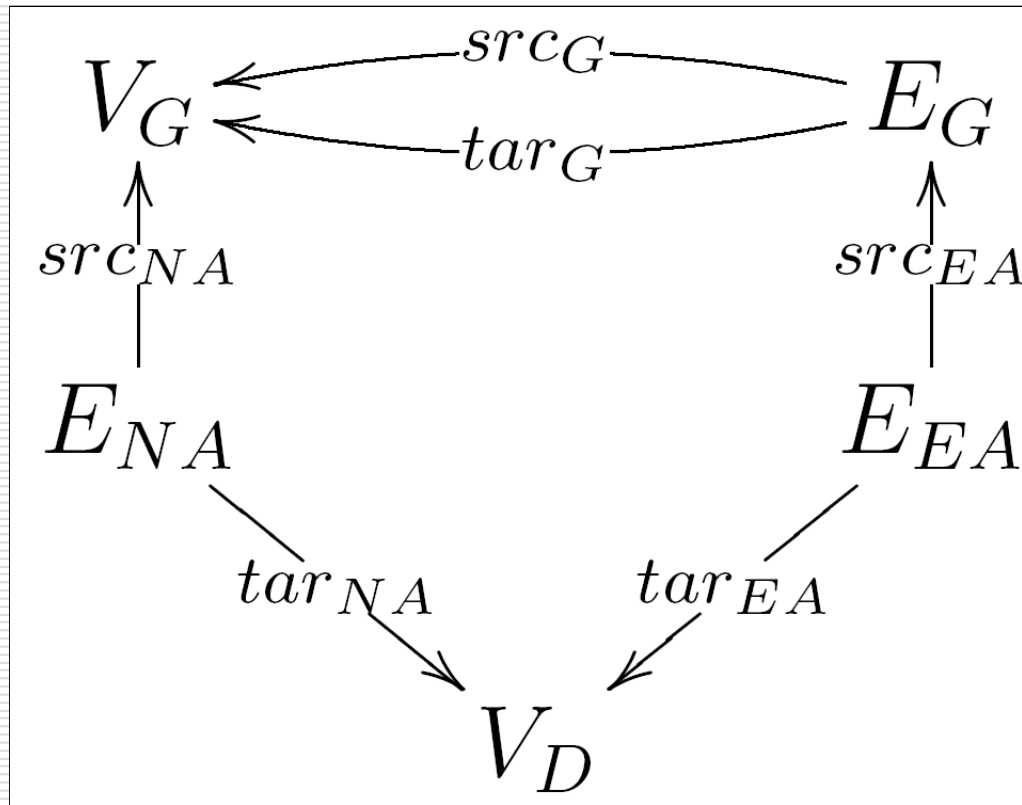
# Motivation - 4

---

- We need a criterion that ...
    - ...is a paper and pencil method
    - ...is applicable for any constraint/attribute constructs
    - ...is equivalent to our initial termination definition in practical cases
    - ...directly corresponds to the rules (usability for engineers)
-

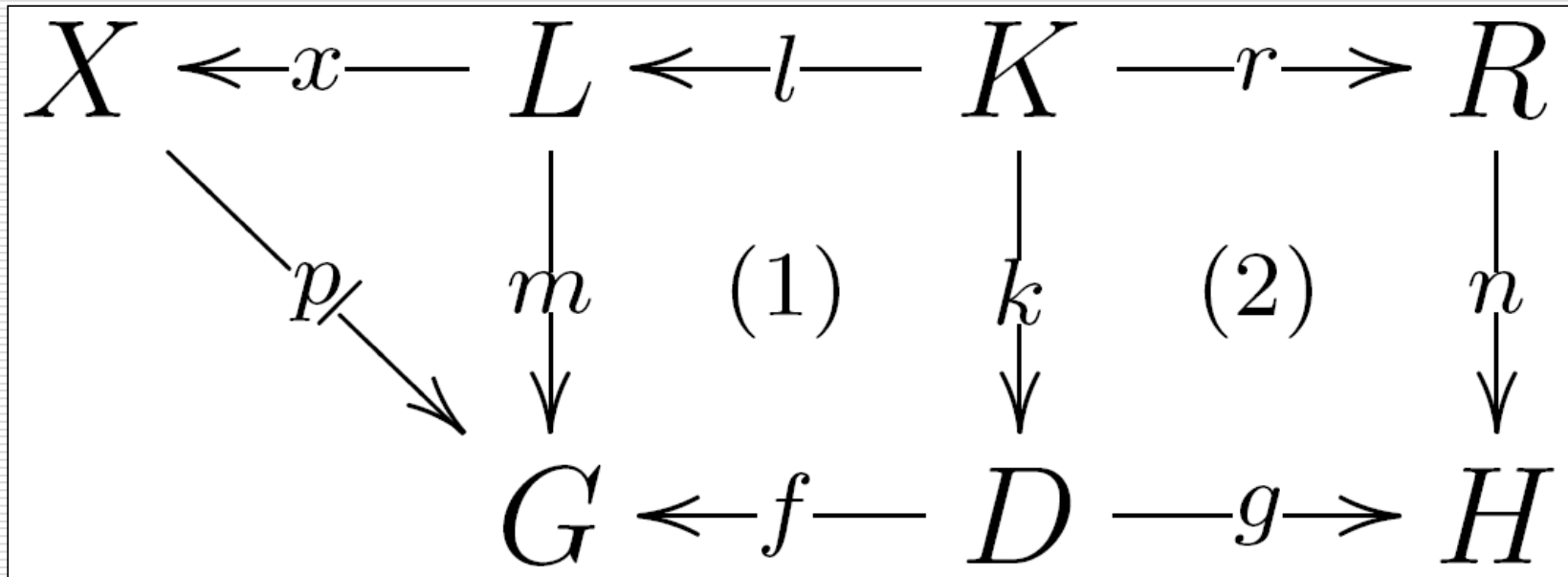
# Typed attributed graphs

---



# Productions, DGTs, and NACs

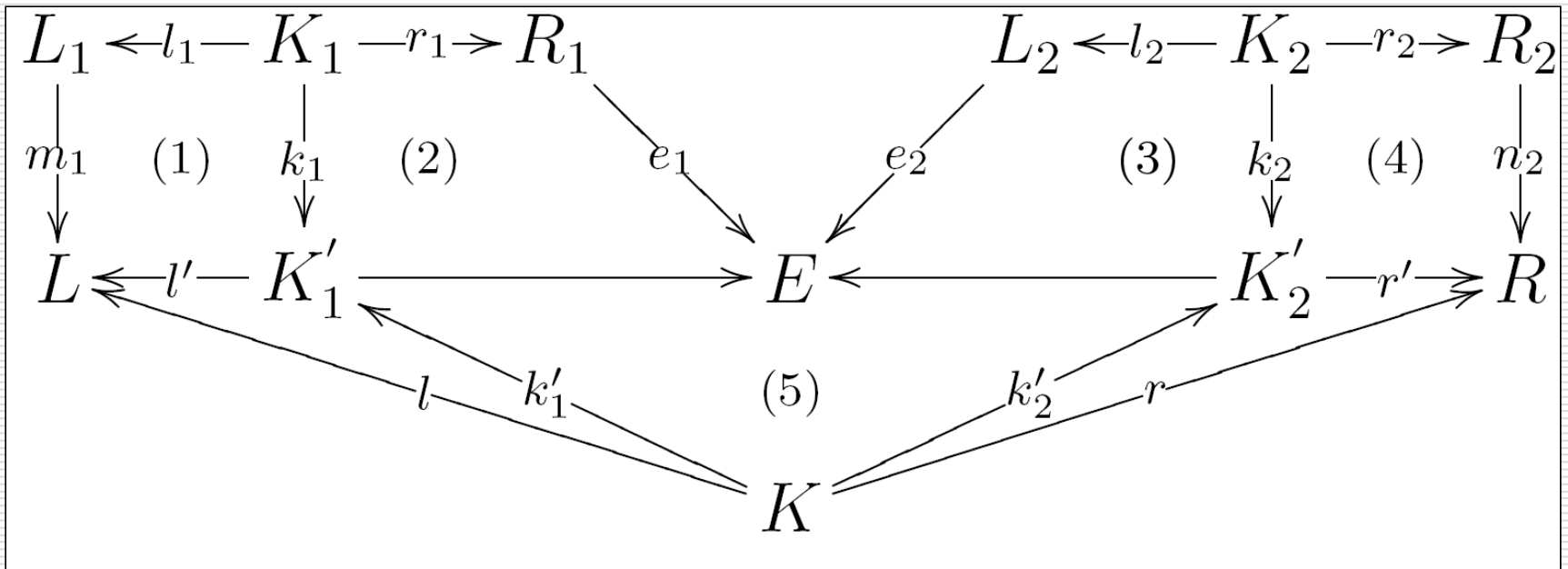
---



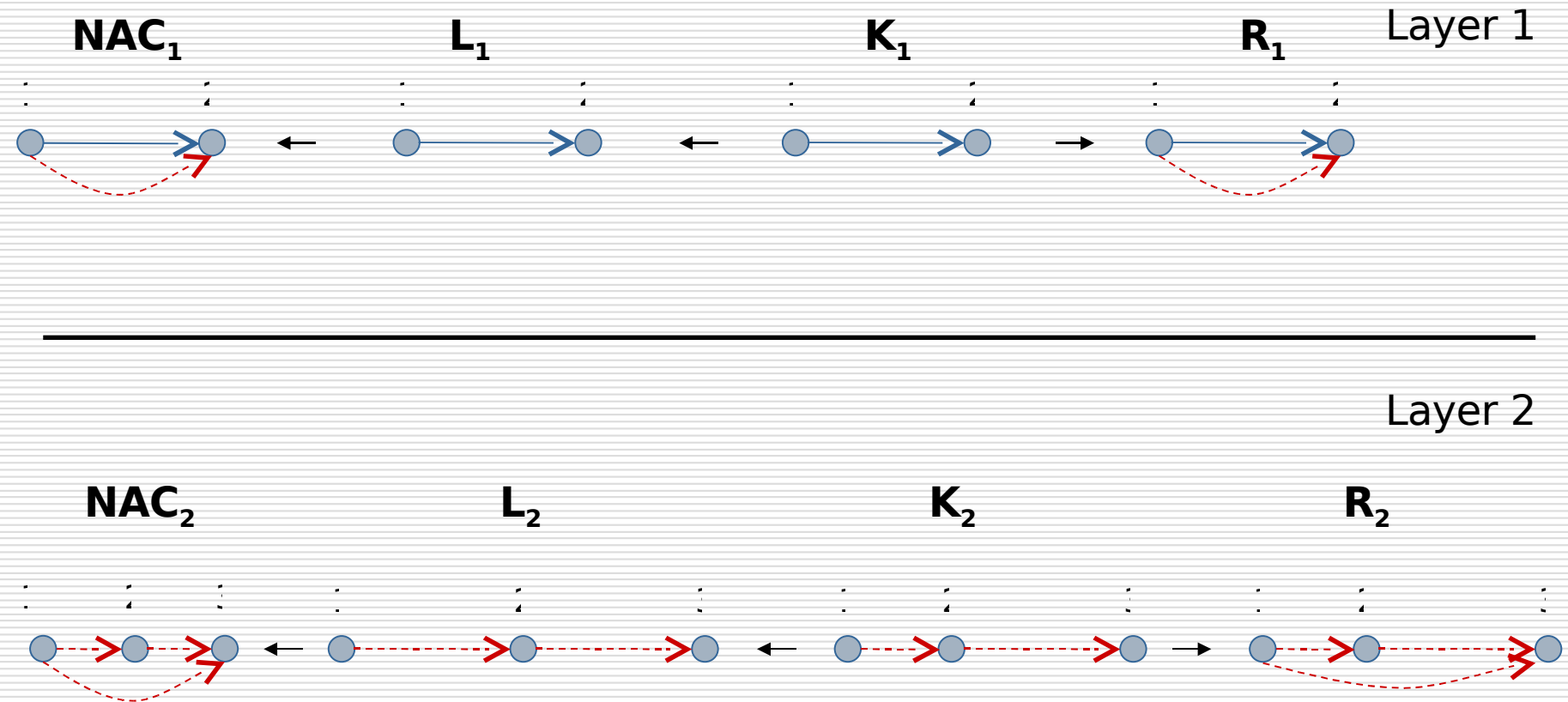


# E-Concurrent Production

---



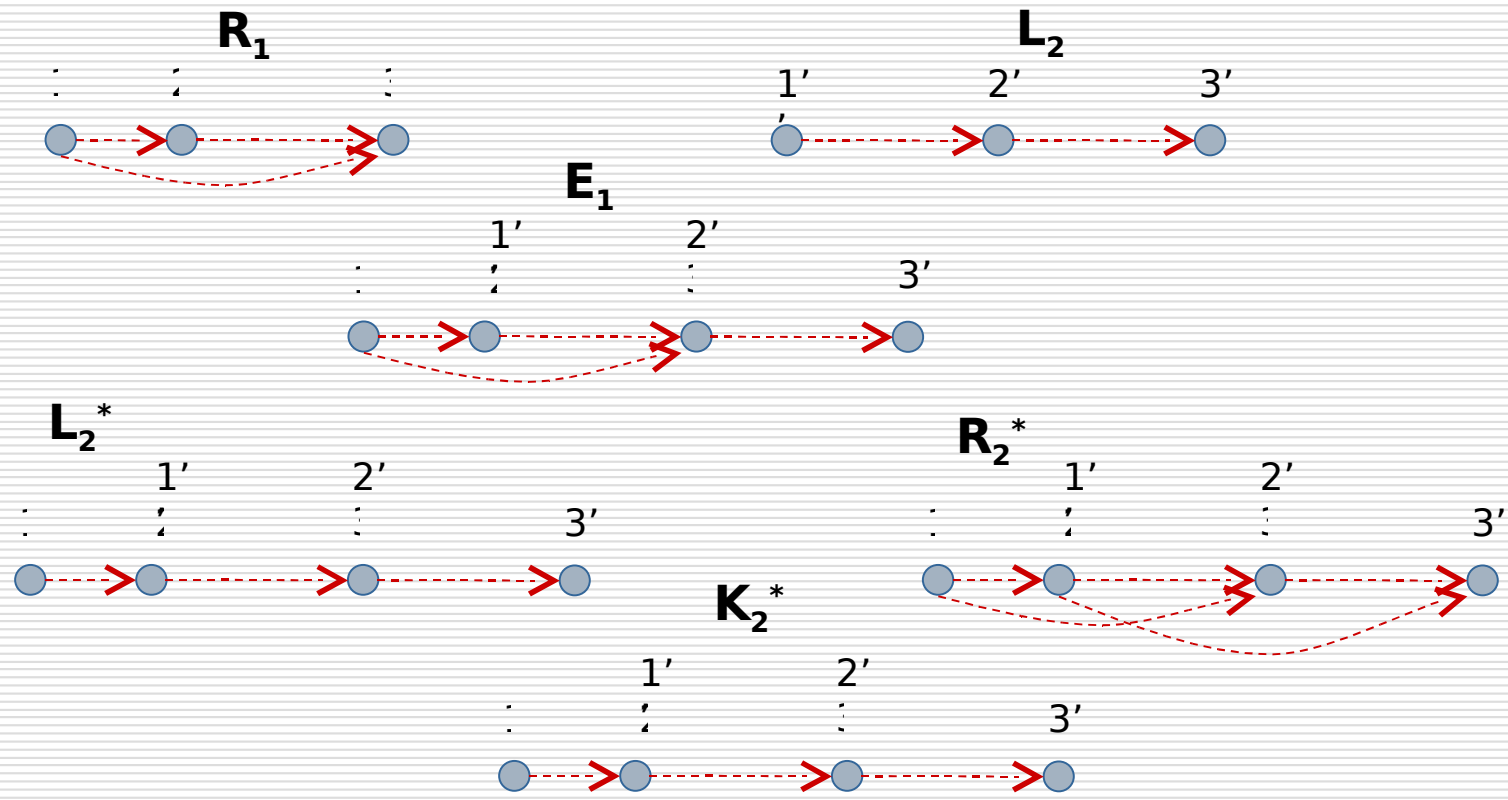
# Transitive Closure



E.g.: Inheritance hierarchy (blue)

# E-Concurrent Production

---



---

Constraints: E-Based Composition

# Cumulative LHS Series

---

**Definition 3.2** Consider a possibly infinite sequence of graph productions  $p_i$ , ( $i = 1, 2, \dots$ ) and a sequence of E-dependency relations  $((E_i, e_i^*, e_{i+1}))$  leading to a sequence of their E-based compositions  $(p_i^* = (L_i^* \leftarrow K_i^* \rightarrow R_i^*))$  with  $p_1^* = p_1$  and  $p_n^* = (p_1 *_{E_1} p_2) *_{E_2} \dots *_{E_n} p_n$ .

A cumulative LHS series of this sequence is the graph series  $L_n^*$  consisting of the left-hand side graphs of  $p_n^*$ . Moreover, a cumulative size series of a production sequence is the nonnegative integer series  $|L_n^*|$ .

---

# Termination

---

**Theorem**      *A GTS = (P) terminates if for all infinite cumulative LHS sequences  $(L_i^*)$  of the graph productions created from the members of P, it holds that*

$$\lim_{i \rightarrow \infty} |L_i^*| = \infty.$$

*Note that we assume finite input graphs and injective matches.*

**Theorem**      *If a GTS = (P) terminates and we have only a finite number of input graphs up to isomorphism, then there are no infinite cumulative LHS sequences  $(L_i^*)$  of graph productions created from the members of P.*

**Lemma**      *If  $L_i^* \not\cong L_{i+1}^*, \forall i$  for every cumulative LHS series, then the GTS terminates. If each graph appears only finitely many times in all cumulative LHS series, the GTS still terminates.*

---

# Summary

---

- Existing approaches
    - algorithms that can be applied in tools
    - work for non-injective matches
  - The concurrency theorem-based approach
    - can treat infinite rule sequences
    - is not an algorithm, cannot be applied in tools, but patterns can be recognized
    - works for injective matches only
    - best for systems with rich control structure and complex constraints
  - Extending to constraints
-

# Online Validation

---

- Requirements as input
  - Formalizing with semantically motivated constraints to the rules
  - Algorithmically feasible
-

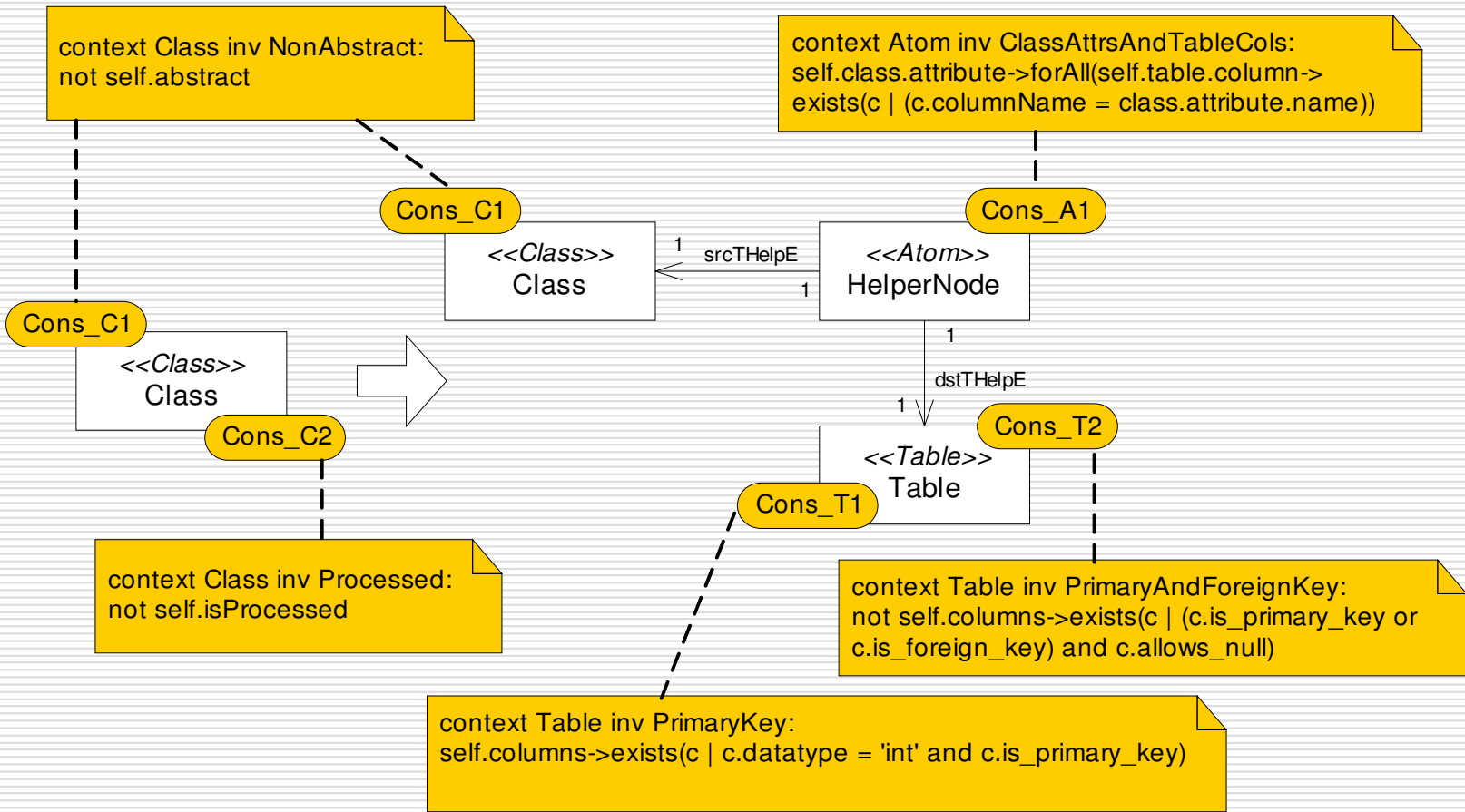
# Online Validation

---

- Requirements
    - Each table has primary key,
    - Each class attribute is part of a table,
    - Each parent class attribute is part of a table created for its inherited class,
    - Each many-to-many association has a distinct table,
    - Each one-to-many and one-to-one association has merged into the appropriate tables,
    - Foreign keys not allow NULL value, and
    - Each association class attribute buried into the appropriate table based on the multiplicities of its association.
-

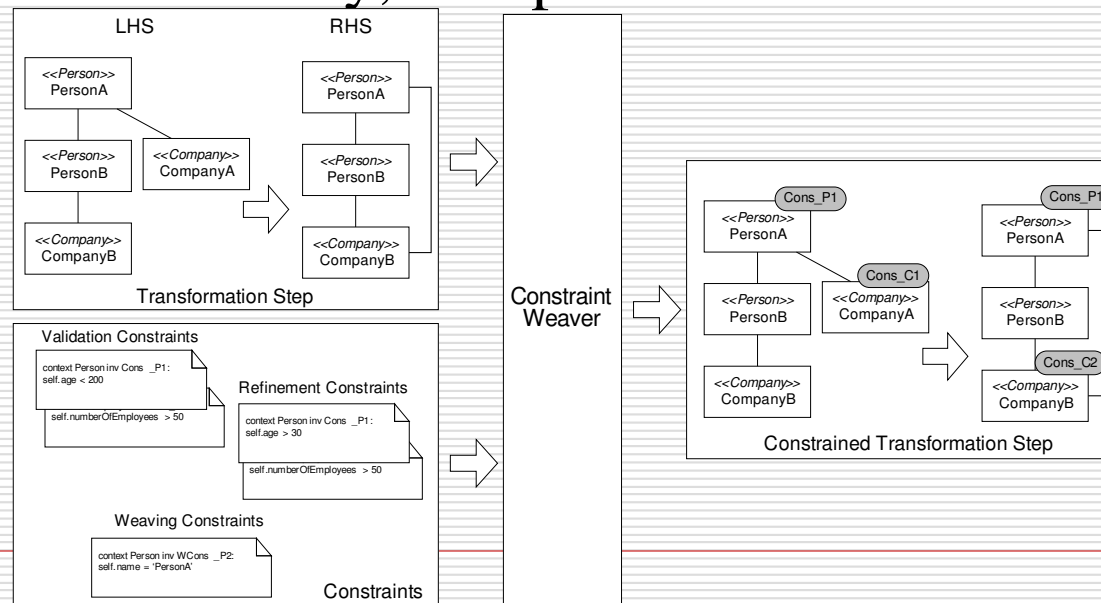


# Online Validated Model Transformation



# Separating Constraints in Validated Model Transformation

- A *refining constraint* complete the conditions required by the structure of LHS of a transformation step.
- A *validation constraint* expresses a semantically motivated constraint without which the transformation would work correctly, except for abortion.



# On Formal Semantics

---

- Mapping to a mathematical domain
    - Mostly executed only on human brains
    - Needs a purpose:
      - complexity depends on abstraction level and
      - data representation
    - Encoding into mathematical domain can be error prone: formality does not save us
      - Validation vs. verification
-

# Summary

---

- ❑ Mostly offline validation methods are not feasible
  - ❑ Online validation tests the actual model only
  - ❑ Combined solutions
  - ❑ Errors are possible in both methods: formality (i.e. mathematics) helps, but is not the key – engineering solution is needed with tests
-

# Thanks for your Attention!

---



# Any Questions?

---

