

CAMPaM 2012 Introduction

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Supélec E3S – Computer Science Department

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- 1 Who are we?
- 2 Our research interests
- 3 Topics of interest for this week
- 4 Criteria of success

Supélec

- French engineering school (“grande école”)
- 460 engineering degrees delivered each year
- Continuing education

Supélec Systems Science

Multi-disciplinary research team

- Power systems, Control Science, Electro-magnetism, Telecommunications, Signal processing
- ... and **Computer science**

Computer Science Department

- Personalization of hypermedia and web queries
- Optimization of high-performance networks
- **Modeling and validation of heterogeneous systems**

System Design

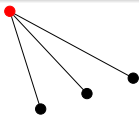
System Design

Starting from an overall specification



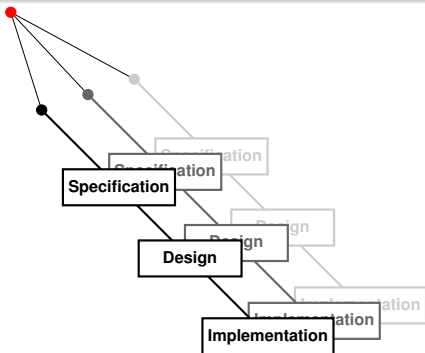
System Design

Decompose into simpler subsystems



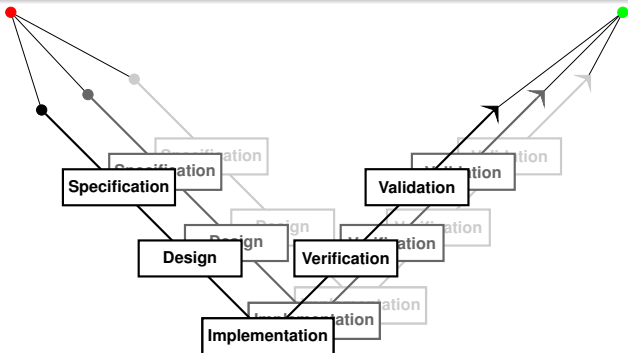
System Design

Refine down to implementation

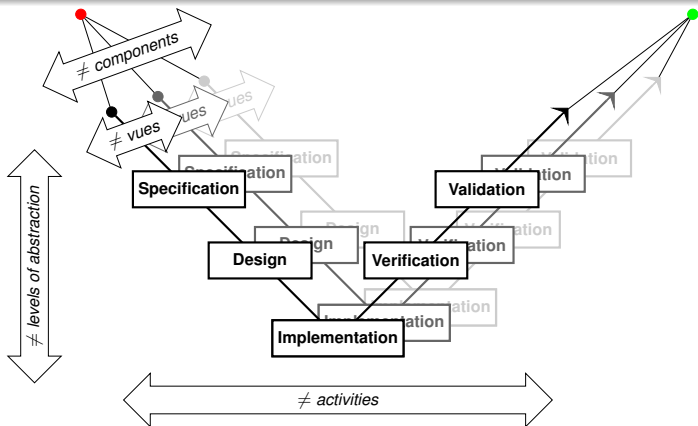


System Design

Recompose components to build the system (integration)

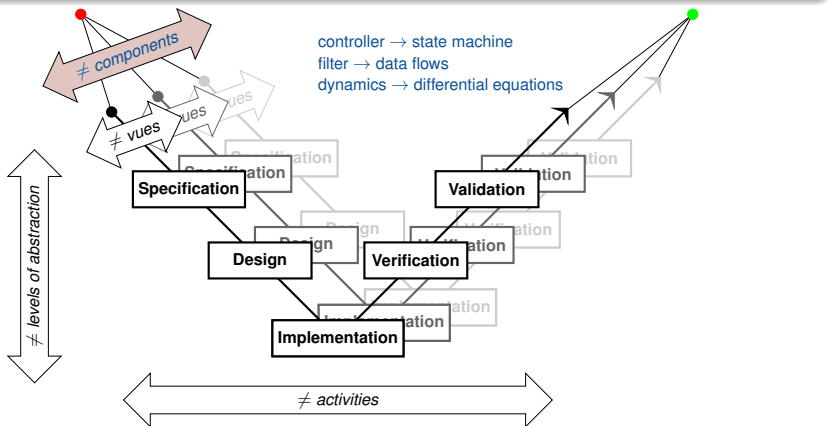


Four sources of heterogeneity



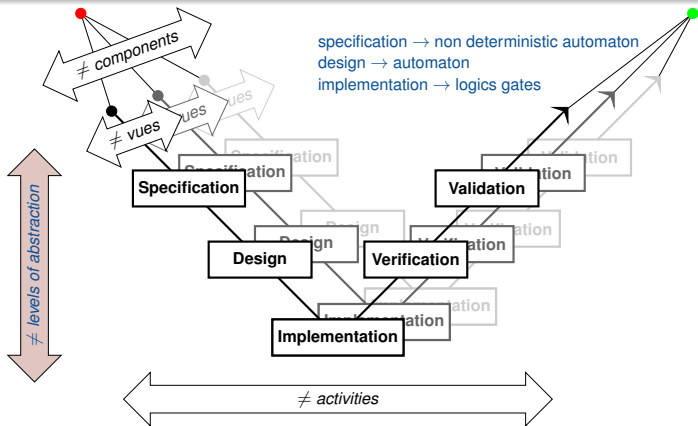
1 - Different components are modeled according to different paradigms

⇒ Issue: combine heterogeneous behaviors



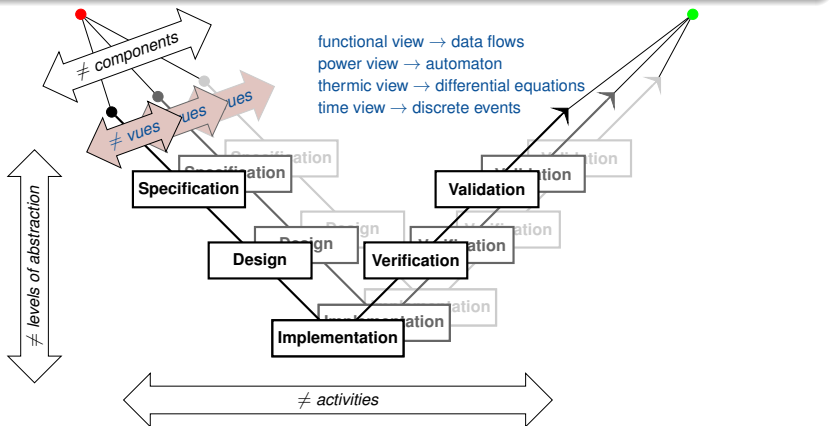
2 - Different formalisms are used at different levels of abstraction

⇒ Issue: conformance of refinements



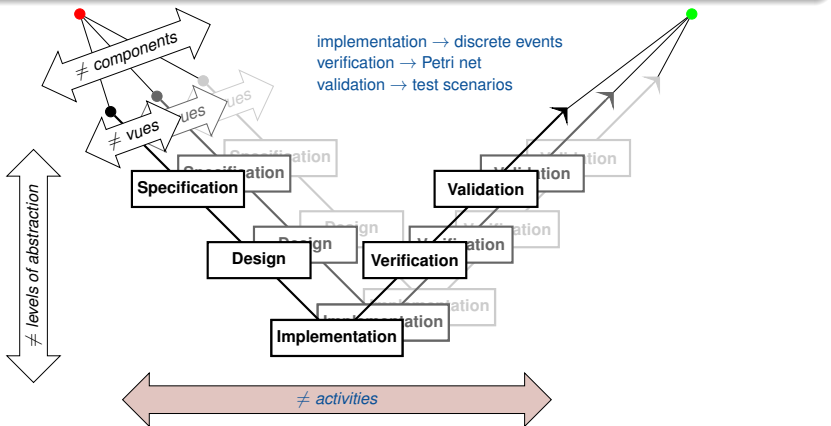
3 - Different views of a component use different paradigms

⇒ Issue: synchronize heterogeneous models



4 - Different activities require different formalisms

⇒ Issue: consistence of different models



Four problems to solve

- 1 Composition of components \Rightarrow combine heterogeneous behaviors
ModHel'X Interface blocks, Semantic adaptation
- 2 Different levels of abstraction \Rightarrow conformance of refinements
Conformance testing, B method
- 3 Superposition of views \Rightarrow synchronize heterogeneous models
VUML (OCL constraints)
- 4 Per activity models \Rightarrow consistence of different models
Validation of model transformations

Transverse Issues

- Extra-functional views constrain the refinement of the functional views
- Decomposition is not necessarily the same in all views/activities
(no one-to-one mapping between components of different views)

Four problems to solve **Our current work**

- 1 **Composition of components** \Rightarrow combine heterogeneous behaviors
ModHel'X Interface blocks, Semantic adaptation
- 2 **Different levels of abstraction** \Rightarrow conformance of refinements
Conformance testing, B method
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Models of computation

- Set of rules for **composing** the behavior of components
- Defines the semantics of the structure of a model
- Modeling languages described as MoCs \Rightarrow common syntax

ModHel'X

- Generic meta-model for describing models
- Generic execution engine for executing models according to any MoC

Semantic adaptation

- Hierarchical heterogeneity
- Semantic adaptation between two heterogeneous models
 - Adaptation of data
 - Adaptation of control
 - Adaptation of time

Modular Modeling Language Definition

Build custom modeling languages by assembling off-the-shelf aspects:

- Structure (meta-model, data types)
- Elementary behaviors (Turing machines, state machines, Petri nets)
- Control (instantaneous broadcast, (a)synchronous communications)
- Time (discrete, continuous, with duration, triggering)

Multi-Purpose Modeling Language Definition

Most modeling languages definitions are specific to an activity

A multi-purpose modeling language definition should be usable for:

- Simulation
- Code generation
- Glue code generation for adaptation
- Verification

- Have a nice week ;-)
- Create connections between teams working on similar topics
- Start new projects
- Publish joint paper(s)