

# A comparison of AToMPM and GROOVE

## Model Driven Engineering

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# Overview

- Metamodelling
- Modelling
- Model transformation
- Features
- Project

# Metamodelling

## AToMPM

- Class Diagram formalism
- extended with constraints and actions
- JavaScript

# Metamodelling

## AToMPM example

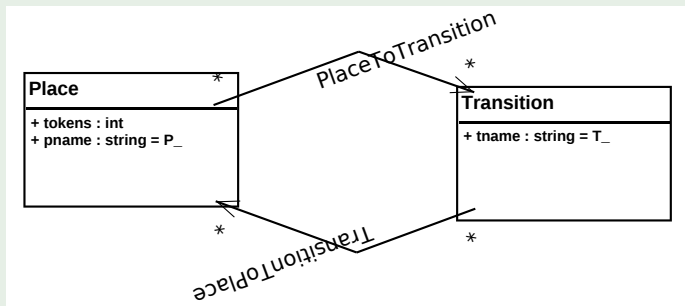


Figure : Petri Net metamodel in AToMPM

# Metamodelling

## GROOVE

- type graph
- optional

# Metamodelling

## GROOVE example

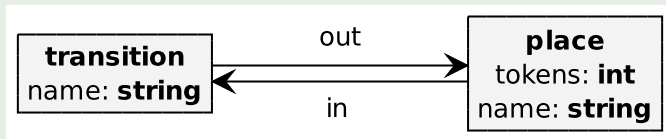


Figure : Petri Net metamodel in GROOVE

# Modelling

## AToMPP

- custom concrete syntax
- constraint verification

## AToMPP example

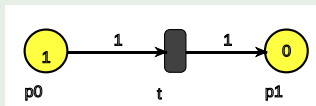


Figure : Petri Net model in AToMPP

# Modelling

## GROOVE

- fixed concrete syntax
- attributes visually represented, part of the graph

## GROOVE example

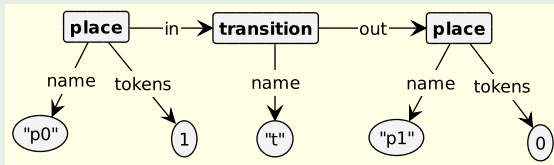


Figure : Petri Net model in GROOVE



# Modelling

## GROOVE example

Compressed visual representation:

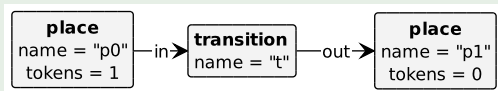


Figure : Petri Net model in GROOVE

# Model transformation

## AToMPM

- Left Hand Side (LHS)
- Right Hand Side (RHS)
- Negative Application Condition (NAC)

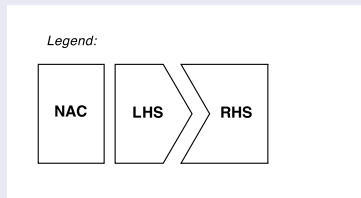


Figure : AToMPM transformation rule legend

# Model transformation

## GROOVE

1 graph with 4 types of nodes:

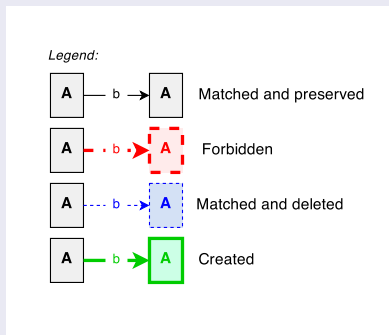
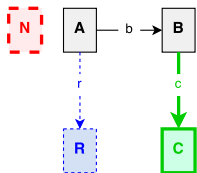


Figure : GROOVE transformation rule legend

# Model transformation

## GROOVE and AToMPM

GROOVE:



AToMPM:

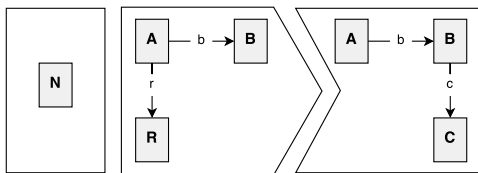


Figure : GROOVE node positions in AToMPM rule

# Model transformation

## GROOVE example

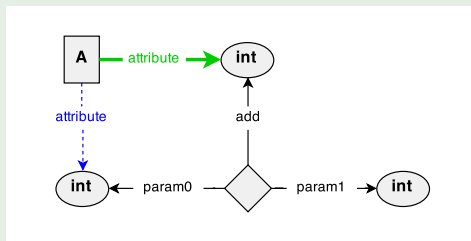


Figure : GROOVE attribute operation

# Model transformation

## AToMPM

application order of transformation rules:

- control language: MoTif
- visual representation of the control flow

## MoTif example

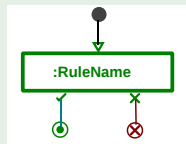


Figure : MoTif example rule

# Model transformation

## GROOVE

application order of transformation rules:

- arbitrary rules
- priorities
- control language: textual

# Features

GROOVE:

- state space exploration

AToMPM:

- custom concrete syntax
- JavaScript and Python
- code generation



# Project

- Implementation of RPGame formalism in GROOVE.
- Equivalent of implementation in AToMPM.
- Analysis of RPGame with GROOVE.