

# (Domain-Specific) Modelling Language Engineering

**Hans Vangheluwe**

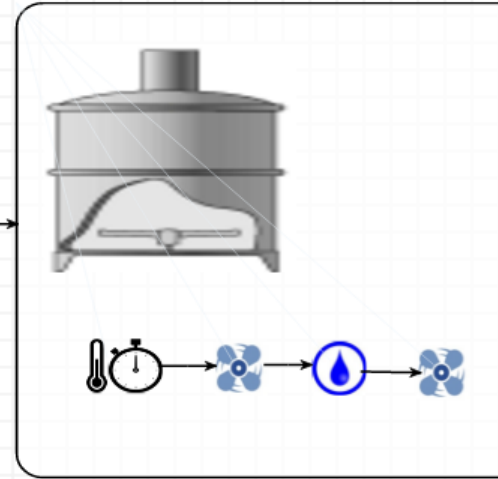
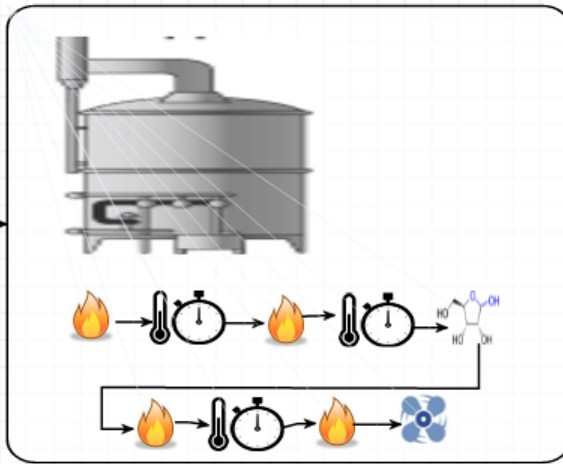
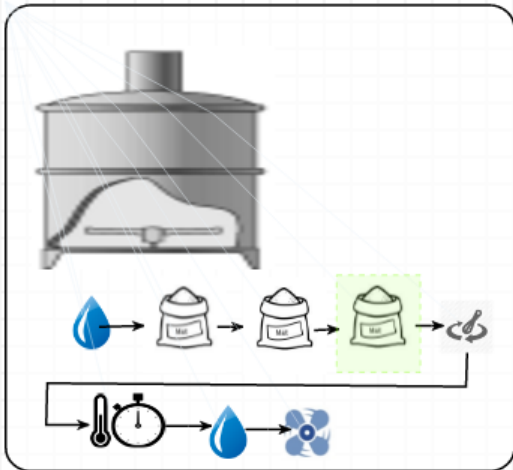
<http://msdl.cs.mcgill.ca/>



**MODEL**  
**EVERYTHING!**

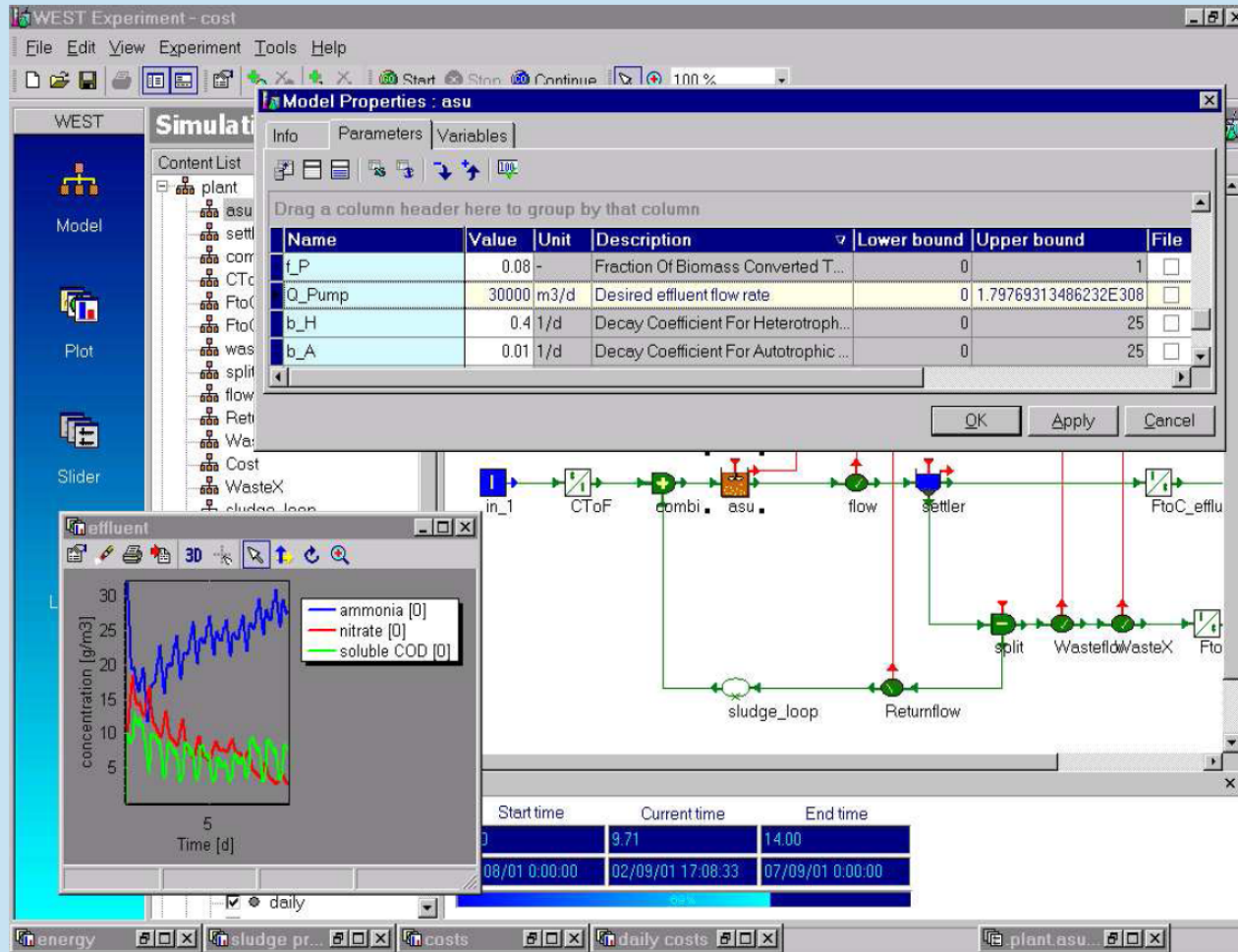
**at the most appropriate level(s) of abstraction  
using the most appropriate formalism(s)  
explicitly modelling workflows**

**Enabler: (domain-specific) modelling language engineering  
including model transformation**





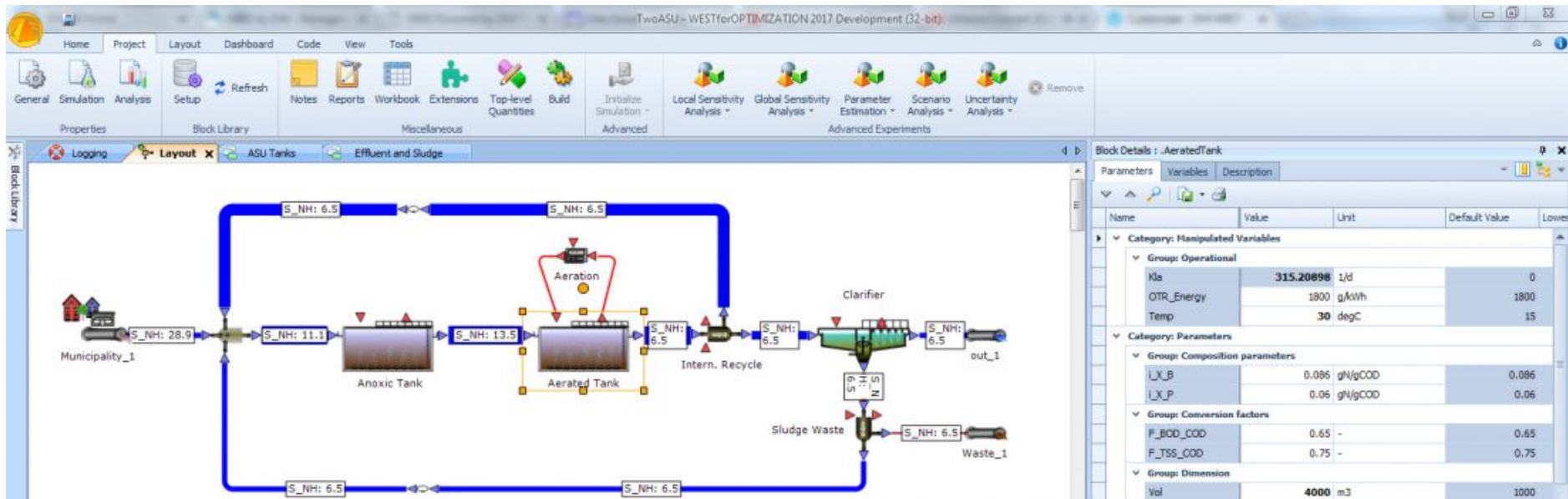
# DS(V)M Environment



WEST: modelling biological wastewater treatment.

Henk Vanhooren, Jurgen Meirlaen, Youri Amerlinck, Filip Claeys, Hans Vangheluwe and Peter A. Vanrolleghem.

Journal of Hydroinformatics 5 (2003) 27-50



<http://www.mikebydhi.com/products/west>

## Why DS(V)M ?

(as opposed to General Purpose modelling)

- **match the user's mental model** of the problem domain
- **maximally constrain** the user (to the problem at hand)
  - ⇒ easier to learn
  - ⇒ avoid errors
- **separate** domain-expert's work from analysis/transformation expert's work

## Anecdotal evidence of 5 to 10 times speedup

Steven Kelly and Juha-Pekka Tolvanen. Domain-Specific Modeling: Enabling Full Code Generation. Wiley, 2008.

Laurent Sfa. The practice of deploying DSM, report from a Japanese appliance maker trenches. In Proceedings of the 6th

OOPSLA Workshop on Domain-Specific Modeling (DSM'06), pp. 185-196, 2006.

# DS(V)M Example in Software Domain

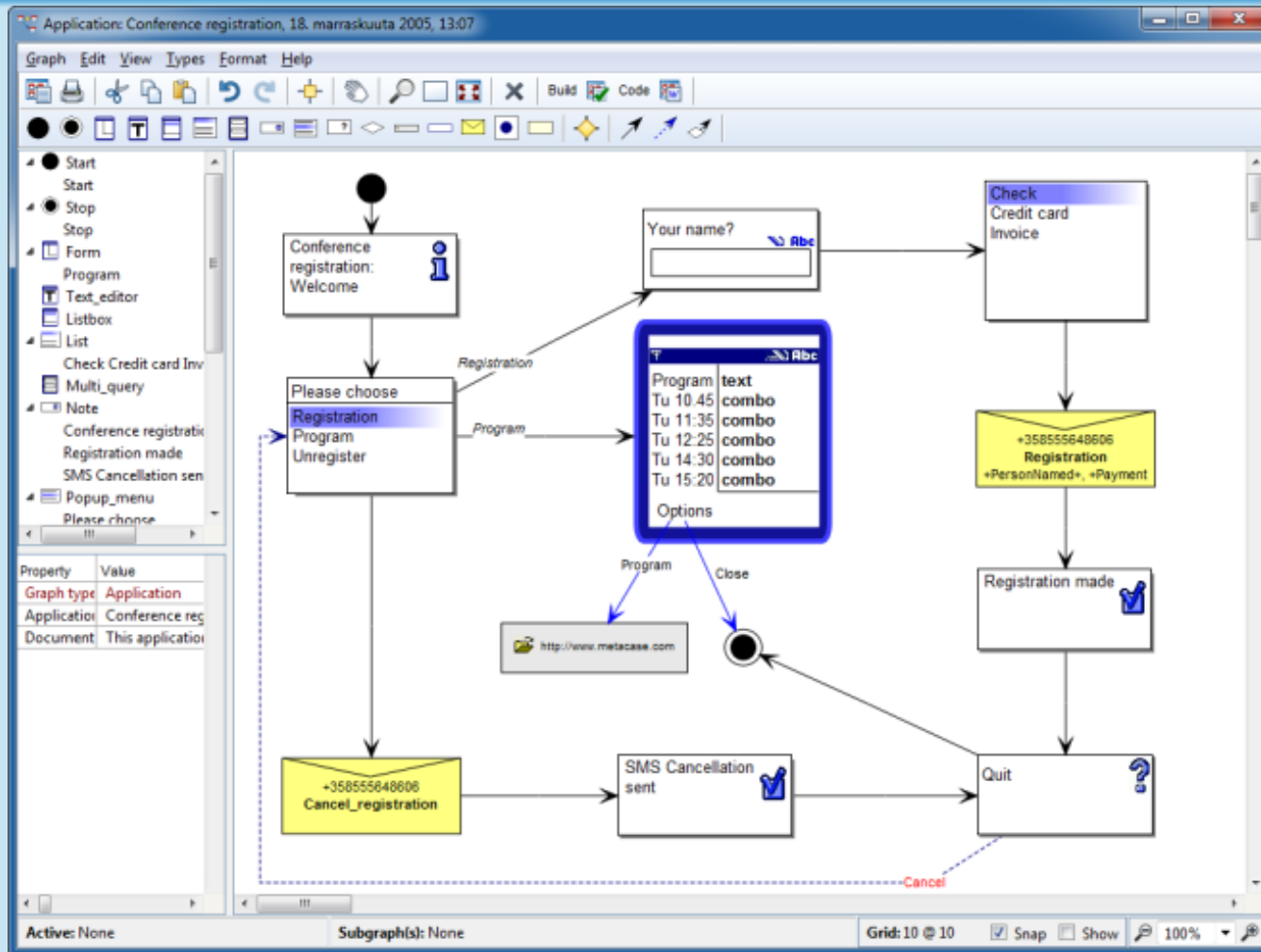
## smart phones, the application



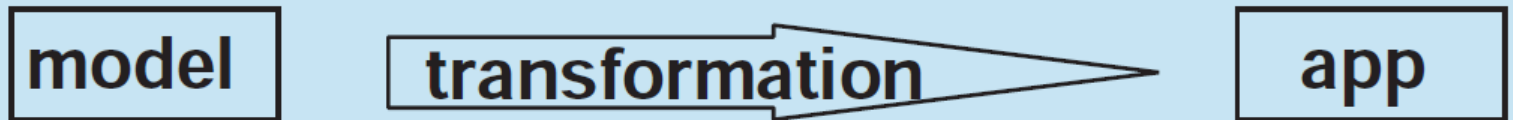
MetaEdit+ ([www.metacase.com](http://www.metacase.com))



# DS(V)M Example: smart phones, the Domain-Specific model



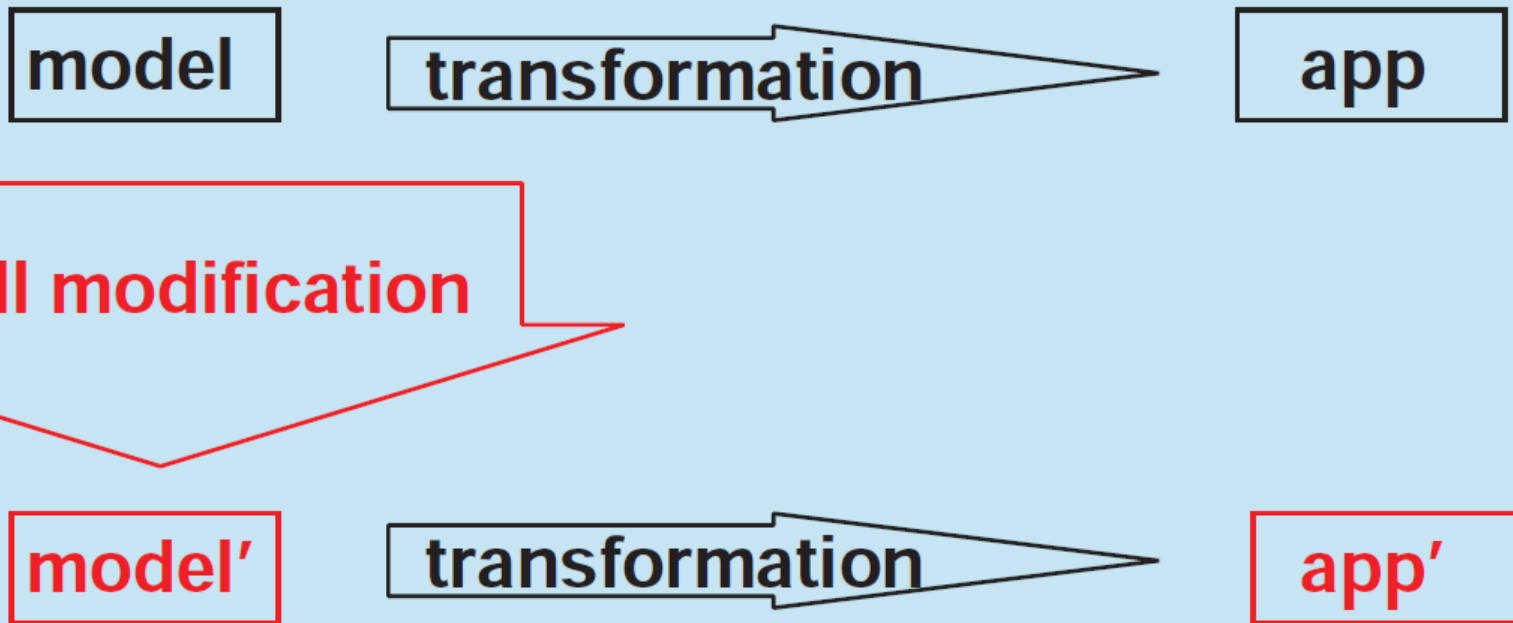
Model-Based Development:  
Modify the Model  
(e.g., based on feature model of product family)



**small modification**

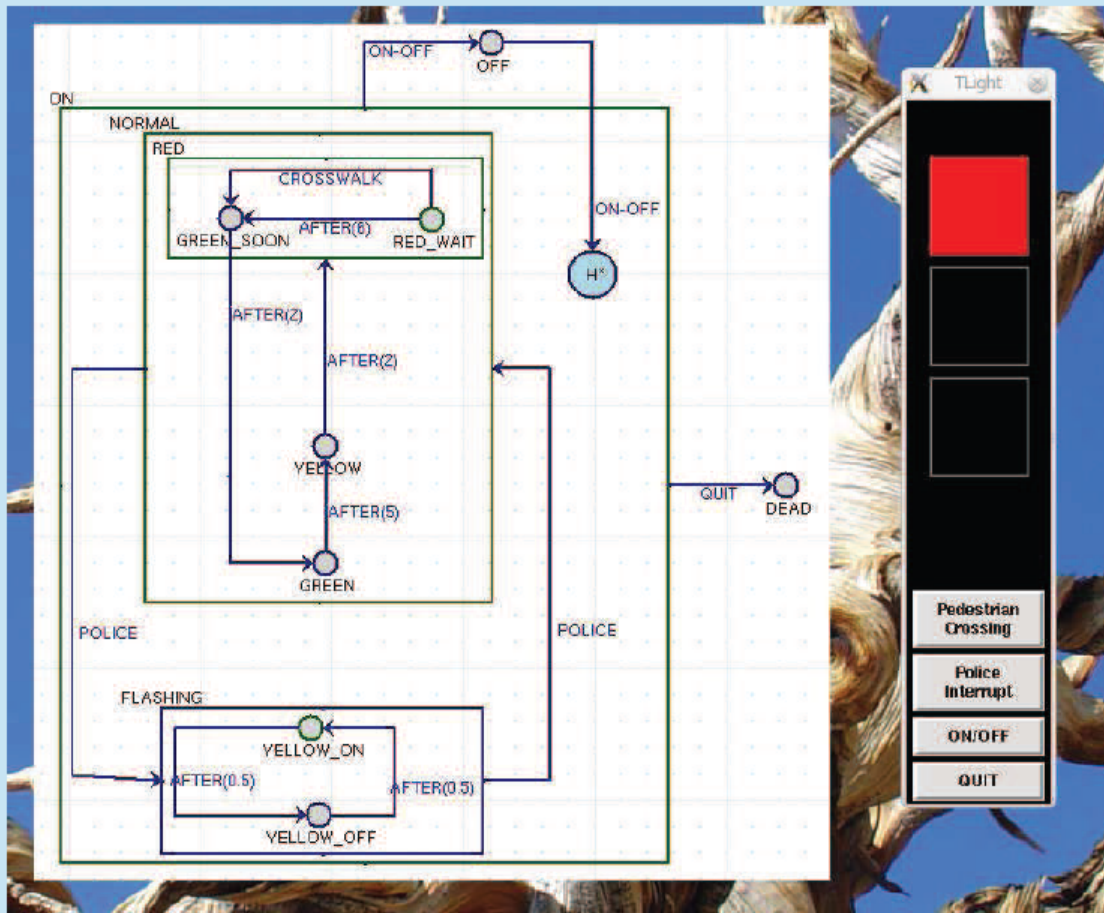


Model-Based Development:  
Modify the Model  
(e.g., based on feature model of product family)

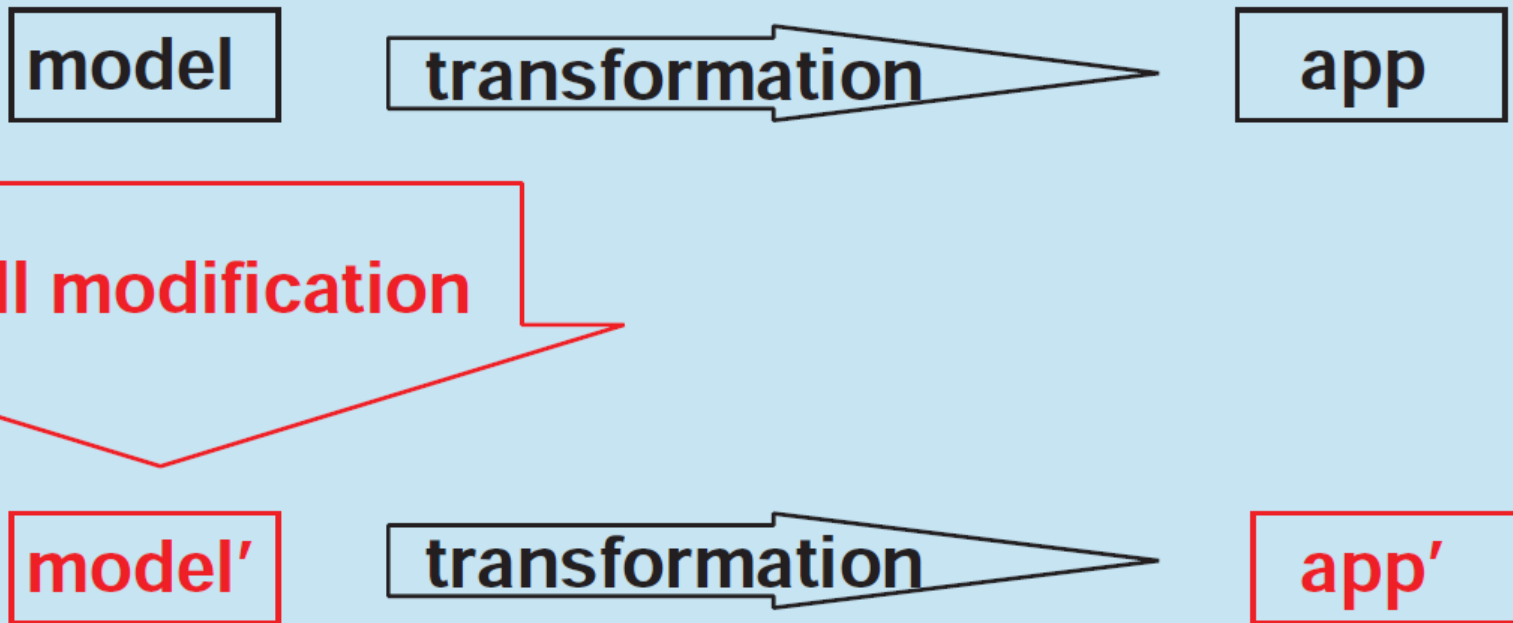


small **modification** in model may lead to large change in **app**  
~ choice of formalism (e.g., Statecharts)

# Statecharts



Model-Based Development:  
Modify the Model  
(e.g., based on feature model of product family)



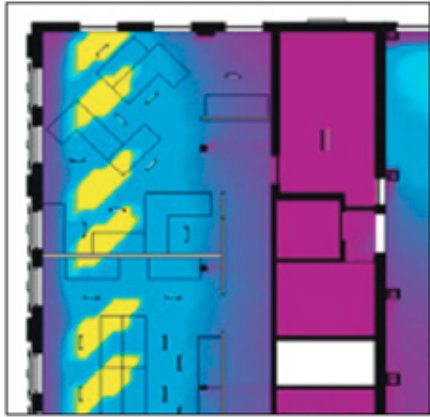
small **modification** in model may lead to large change in **app**  
~ choice of formalism (e.g., Statecharts)



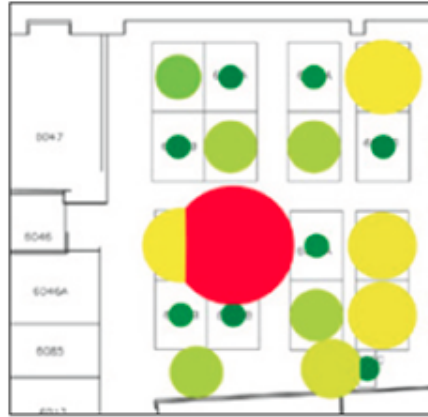


Nagy, Danil, Damon Lau, John Locke, Jim Stoddart, Lorenzo Villaggi, Ray Wang, Dale Zhao and David Benjamin. "Project Discover : An Application of Generative Design for Architectural Space Planning." (2017).

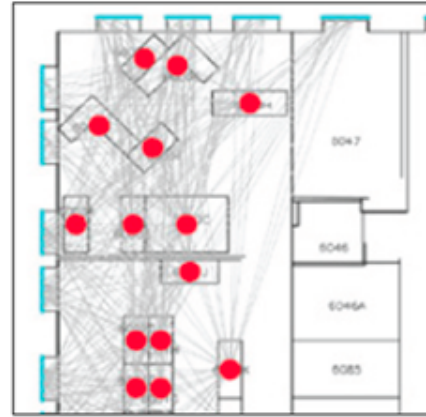
# “fitness”



1. Daylight



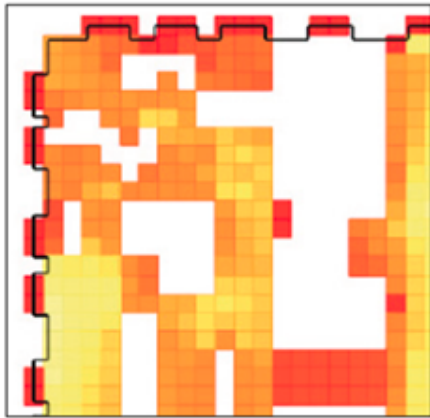
2. Low Visual Distraction



3. Views to Outside



4. Adjacency Preference



5. Circulation



6. Work Styles

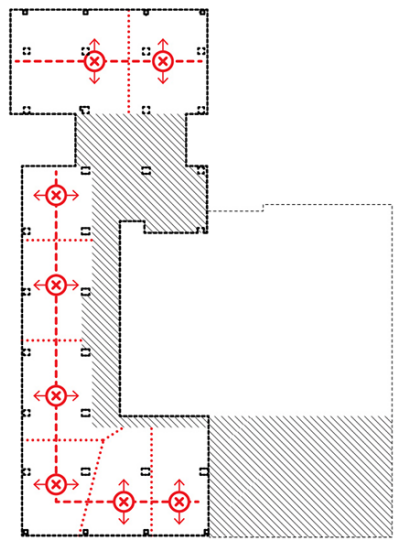


7. Low Acoustic Distraction

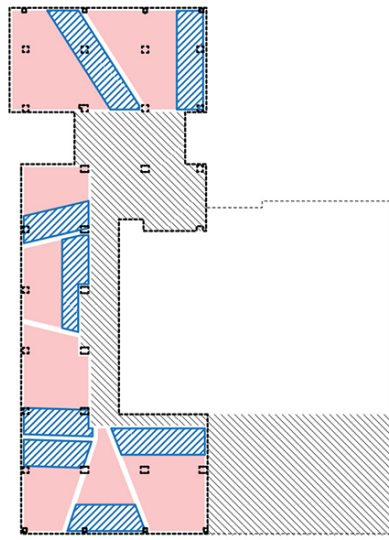


8. Low Density

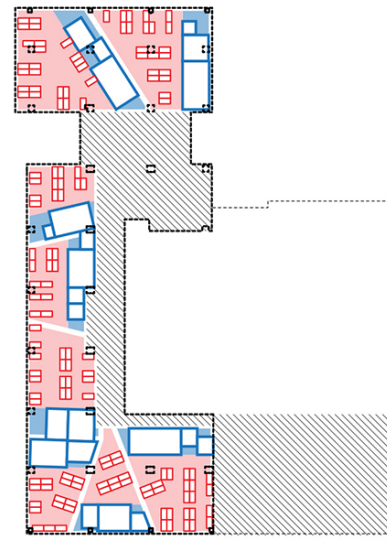




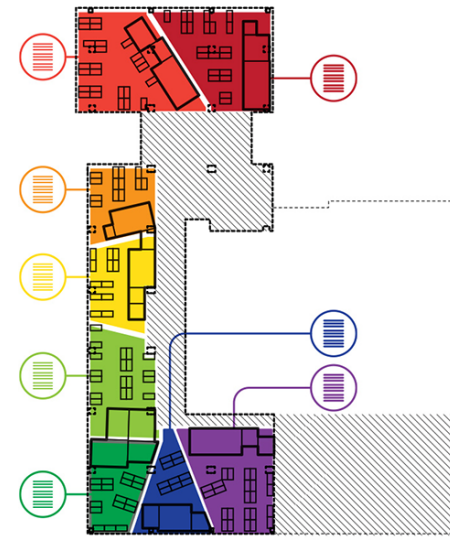
① A variable number of neighborhoods are seeded along spine, and given a parameterized range of motion.



② One edge from each neighborhood is selected to generate zone for amenity clusters.



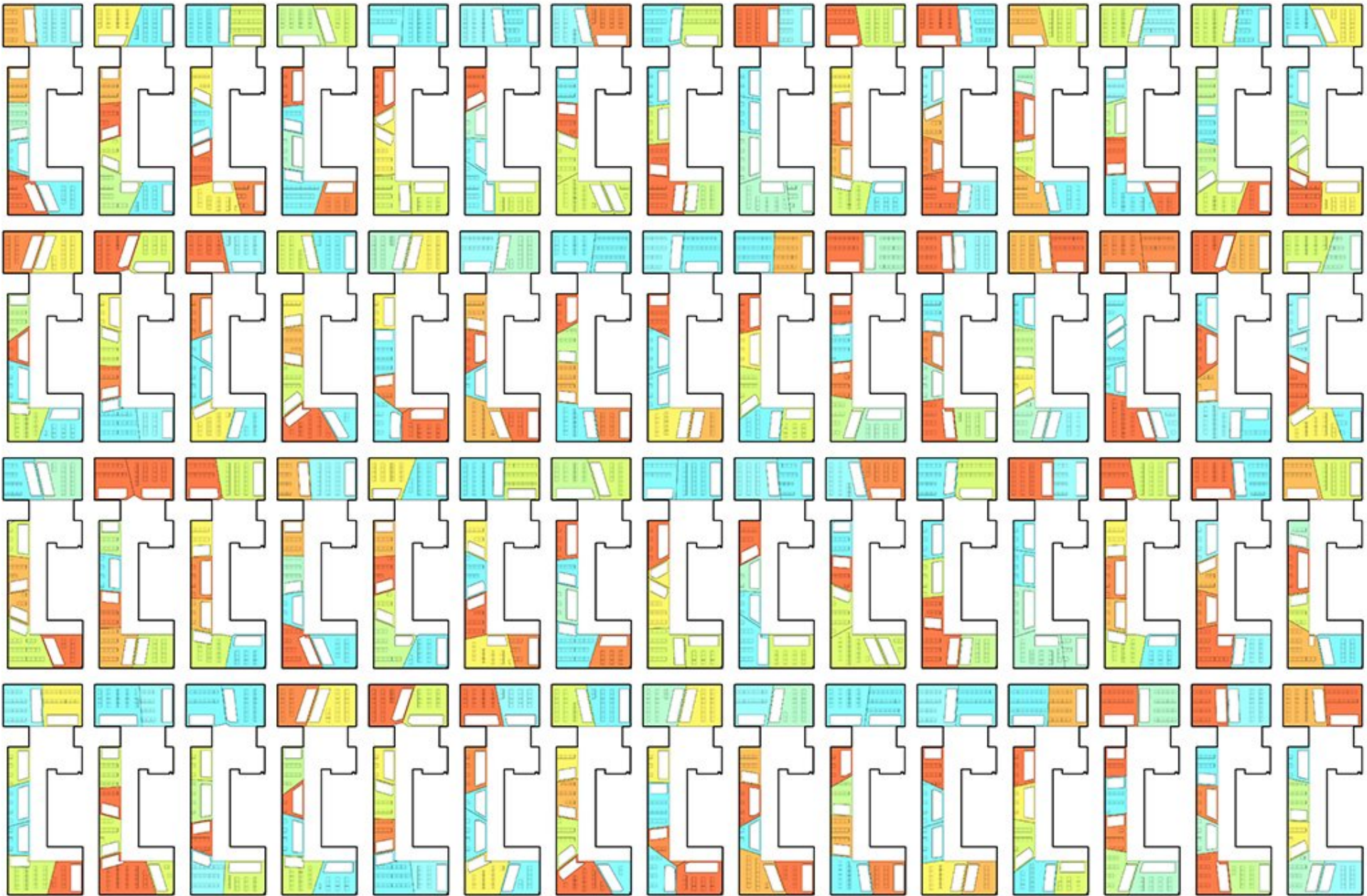
③ Automated "test fit" generates amenity rooms from space matrix and desk layout.



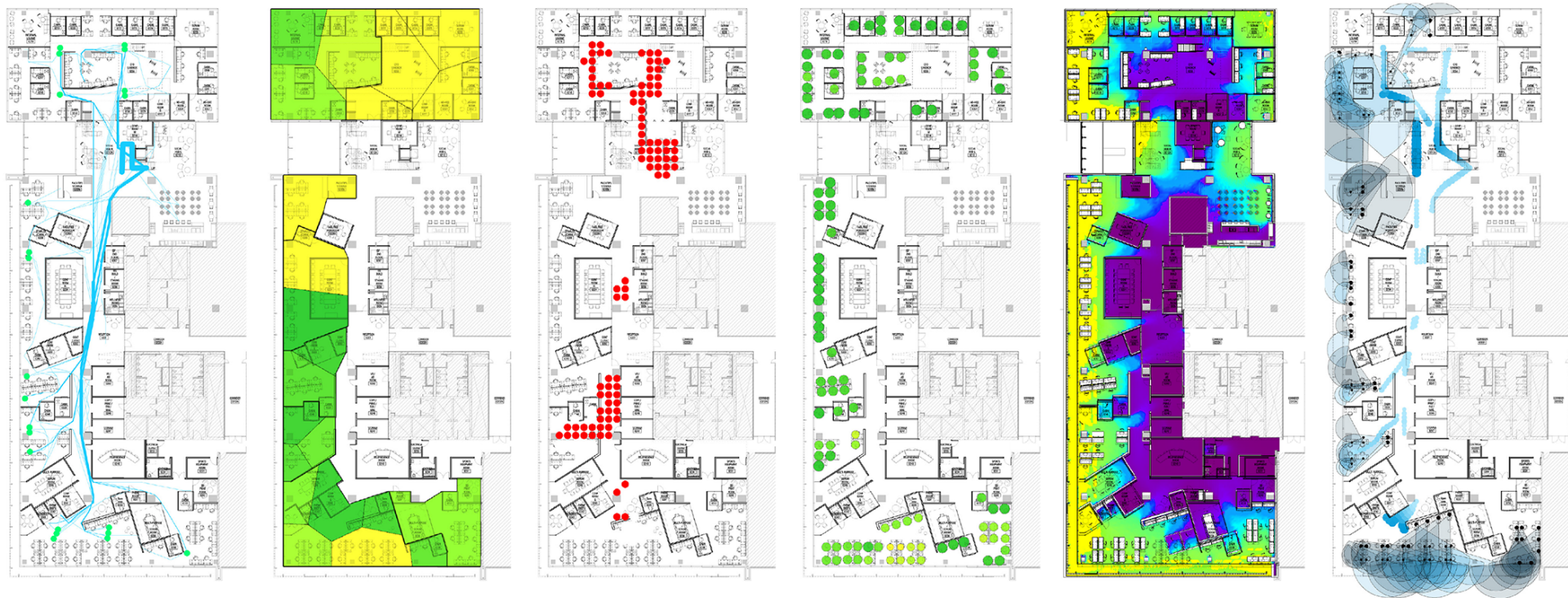
④ Teams are assigned by best-fit algorithm. Neighborhood amenities are assigned by team preferences.

**Figure 1.** Description of specification of geometric model

# generated (evolutionary – e.g., Genetic Algorithms)



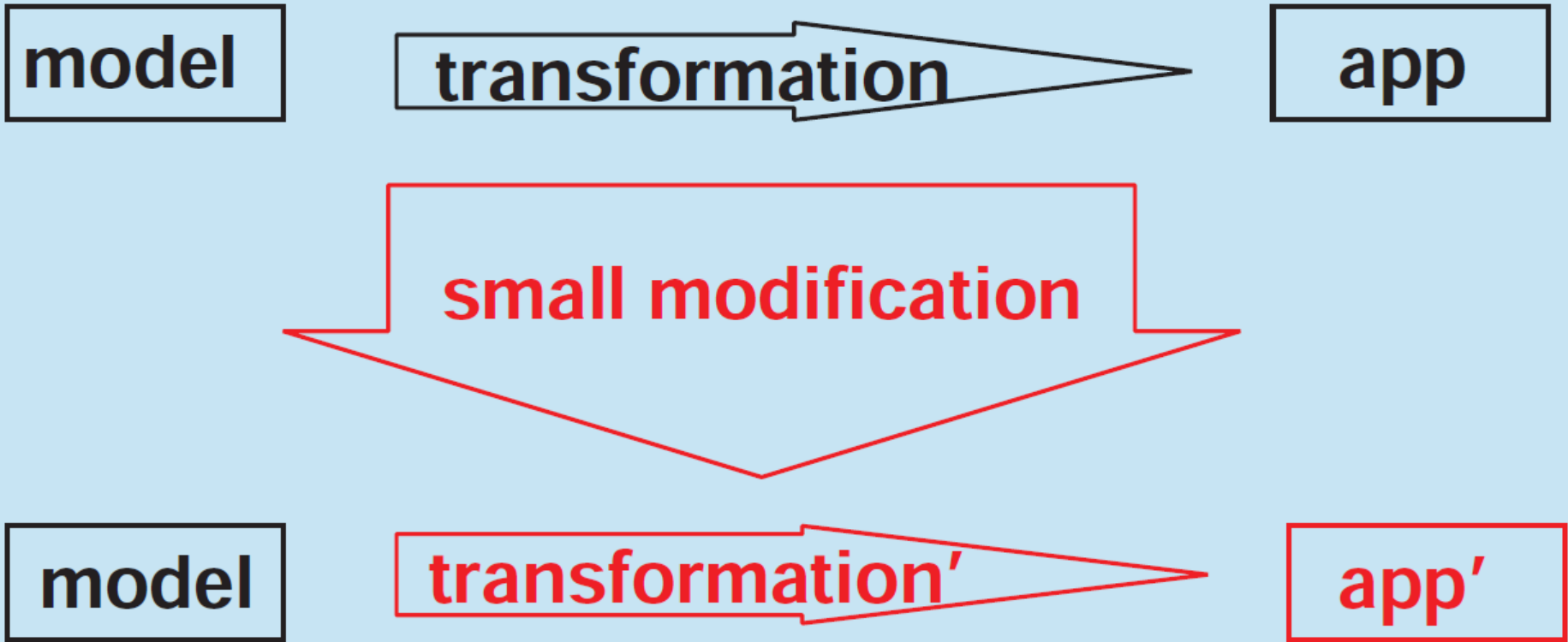
# “fitness” evaluation for each of the generated designs



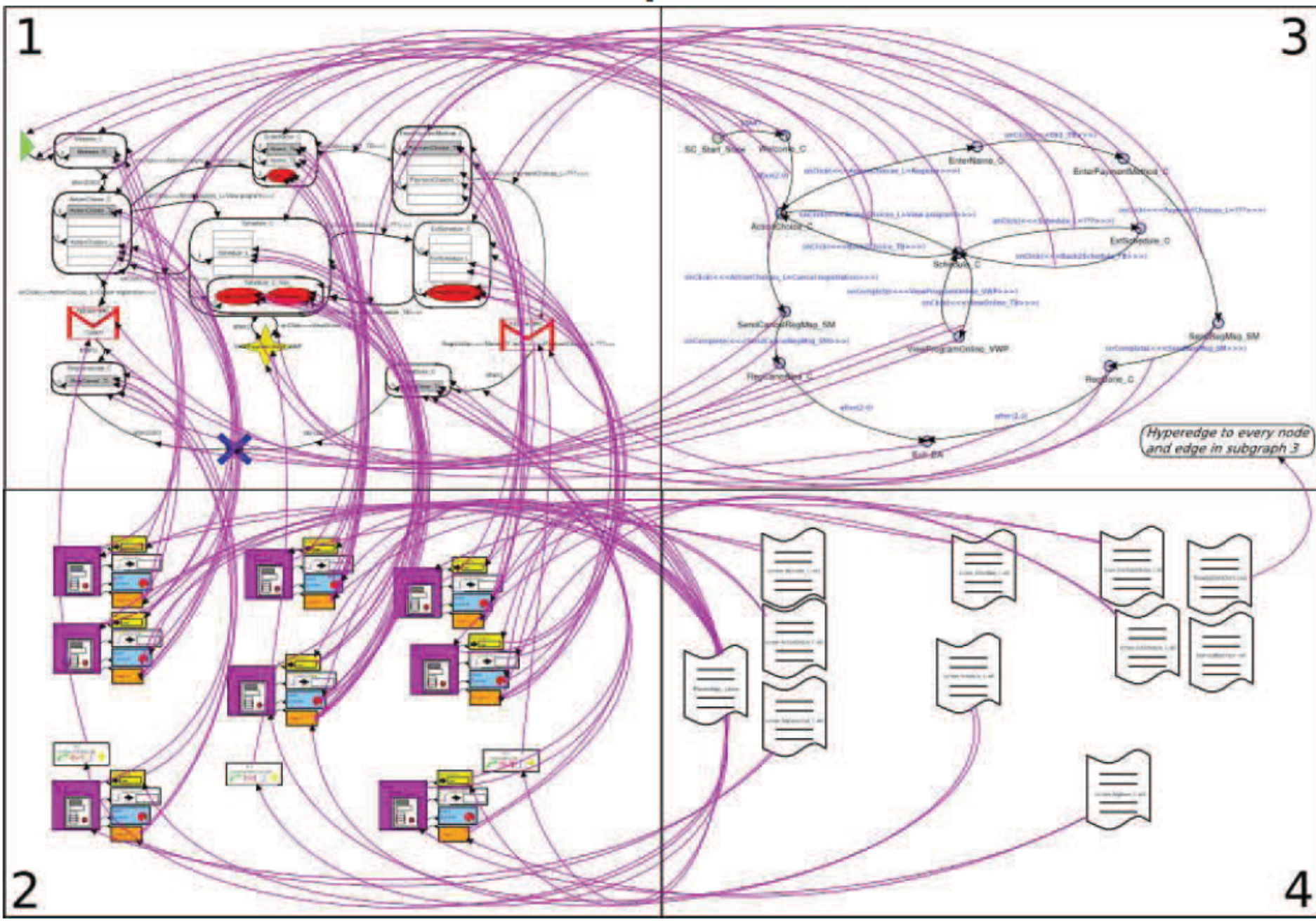
**Figure 2.** Design metrics (from left to right: adjacency preference, work style preference, buzz, productivity, daylight, and views to outside)



Model-Based Development:  
Modify the Transformation  
(e.g., target platform changes, or optimization)



# Can be Multi-Step/Multi-Formalism



## Building DS(V)M Tools Effectively ...

- **development cost** of DS(V)M Tools may be prohibitive!
- $\Rightarrow$  need **Modelling Language Engineering**

Herbert Stachowiak

*Allgemeine  
Modelltheorie*

Springer-Verlag  
Wien New York



## Model Features

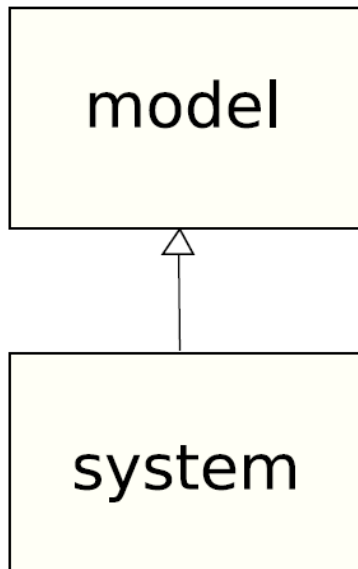
<b>mapping feature</b>	A model is based on an original. <sup>4</sup>
<b>reduction feature</b>	A model only reflects a (relevant) selection of an original's properties.
<b>pragmatic feature</b>	A model needs to be usable in place of an original with respect to some purpose.



Jean Bézivin



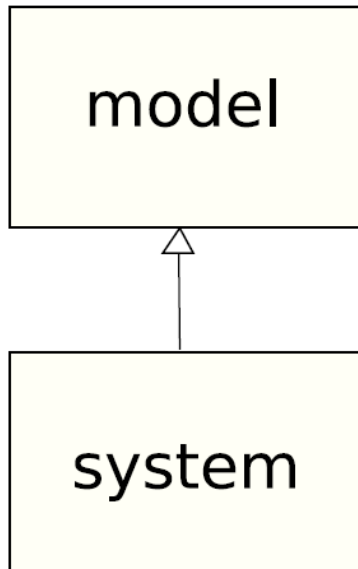
Everything is a model !



Jean Bézivin



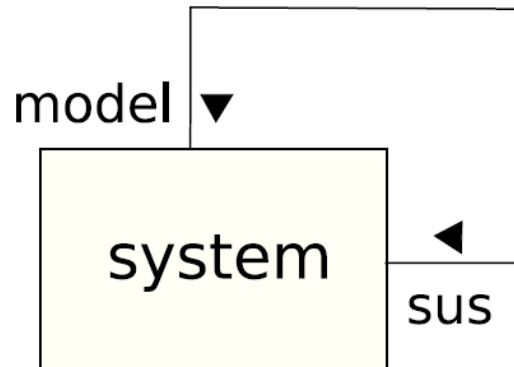
Everything is a model !



Jean-Marie Favre



Nothing is a model !



Jean Bézivin



Everything is a model !

Jean-Marie Favre

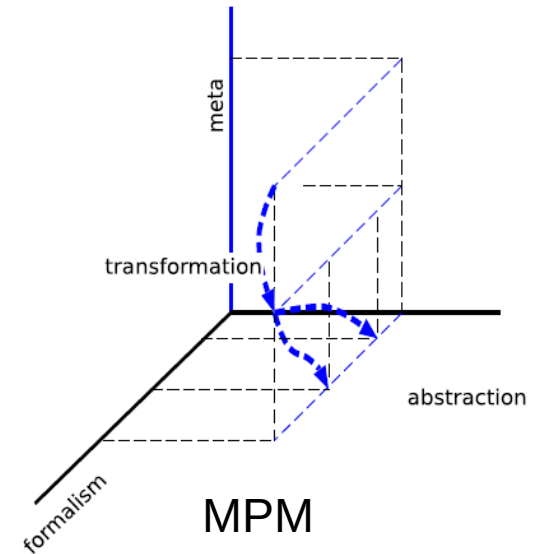
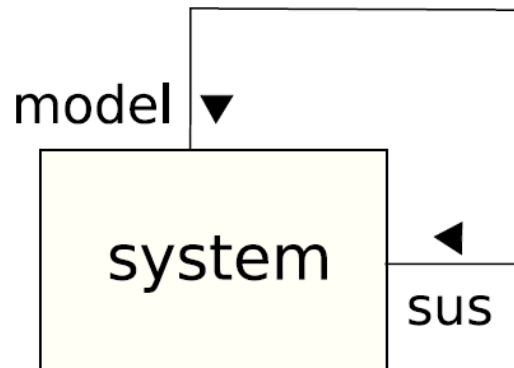
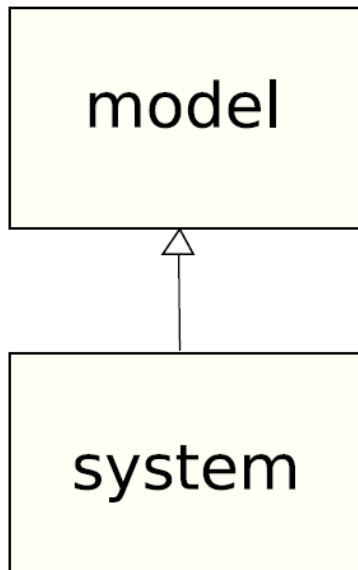


Nothing is a model !

Hans Vangheluwe

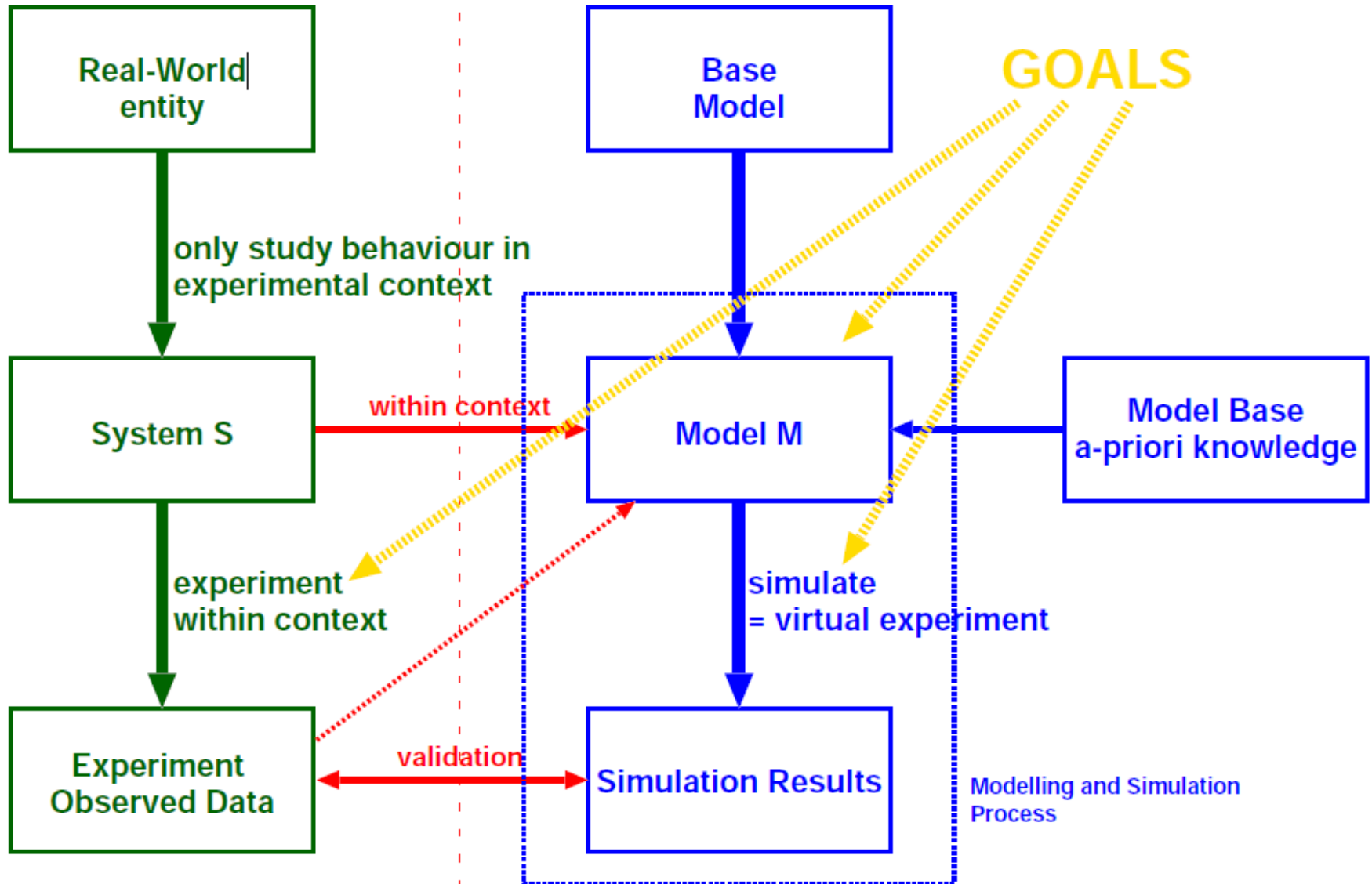


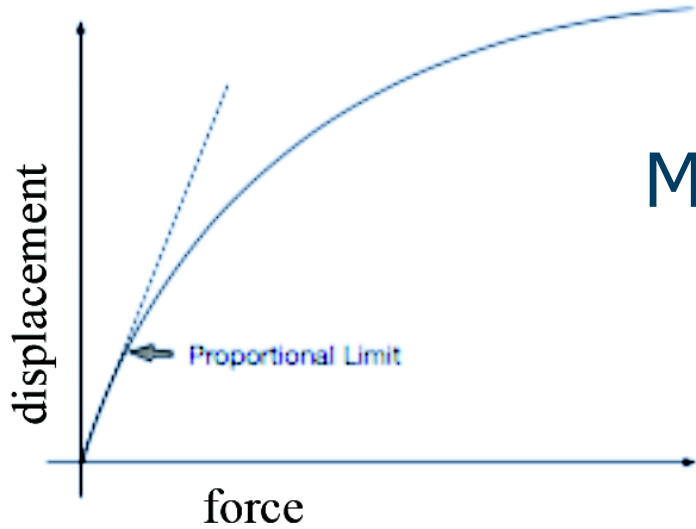
Model everything !



# REALITY

# MODEL





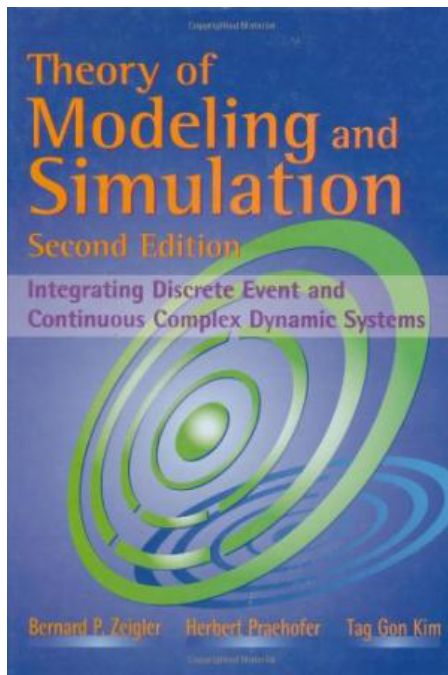
# Model Validity Range



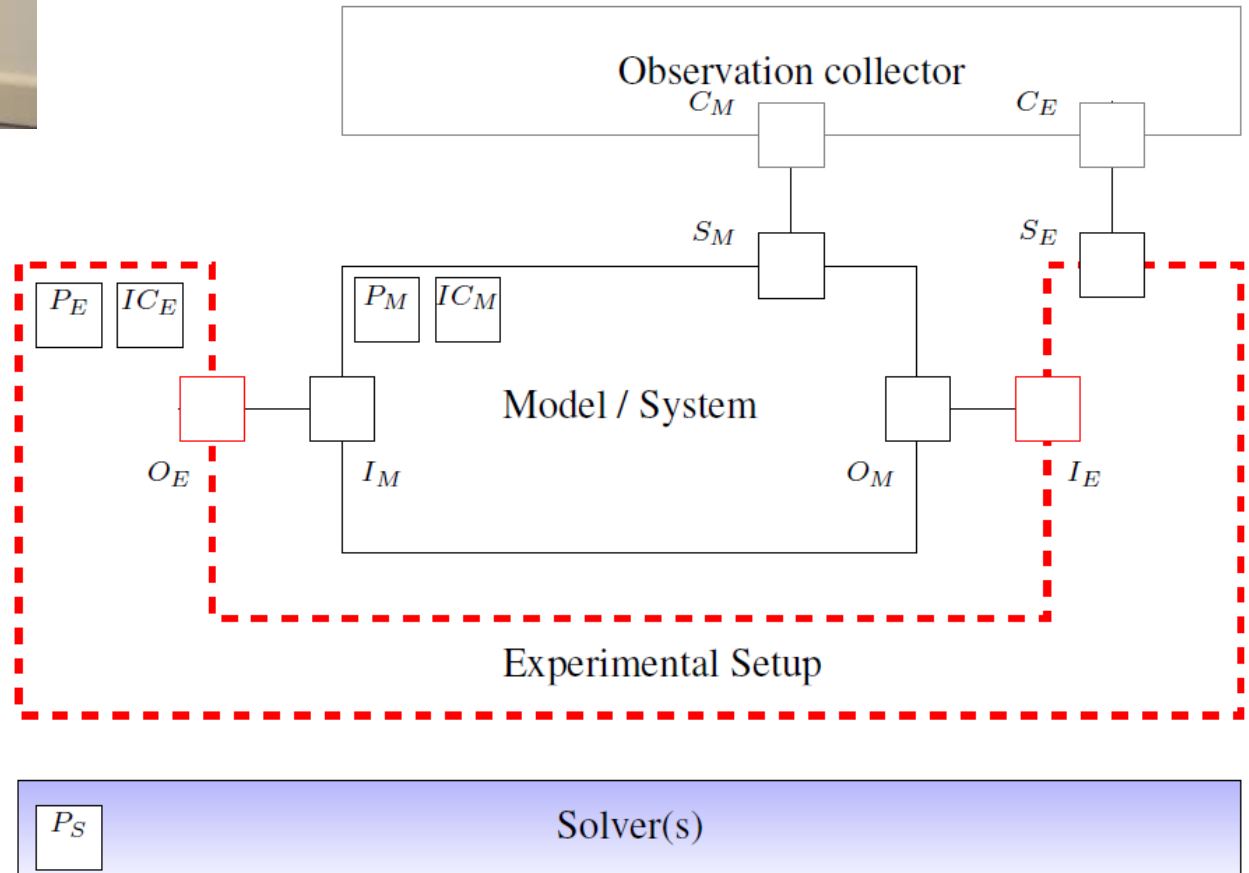
$$F = -kx$$



O.D.		CENTURY STOCK NUMBER	FREE LENGTH		I.D.		RATE		SUGG. MAX. DEFL.		SUGG. MAX. LOAD		SOLID LENGTH		WIRE DIA.		TOTAL COILS	MAT'L	E N D S	F I N I S H
Inches	mm		Inches	mm	Inches	mm	Lbs./in.	N/mm	Inches	mm	Lbs.	N	Inches	mm	Inches	mm				
0.036	.91	10075	.59	15.1	.022	.6	2.6	.46	.15	3.8	.39	1.7	.35	8.9	0.007	0.2	49.0	SST	C	N
0.036	.91	JJ-7	.63	15.9	.024	.6	1.6	.28	.16	4.1	.25	1.1	.25	6.2	0.006	0.2	40.0	SST	C	N
0.040	1.02	2924	.66	16.8	.020	.5	11	2.0	.13	3.2	1.4	6.4	.50	12.6	0.010	0.3	48.5	MW	C	N
0.040	1.02	10778	.69	17.5	.028	.7	1.0	.17	.35	8.9	.35	1.6	.30	7.7	0.006	0.2	49.5	MW	C	N
0.054	1.37	RR-6	.25	6.4	.036	.9	6.2	1.1	.09	2.2	.56	2.5	.16	4.1	0.009	0.2	16.5	SST	C	N
0.054	1.37	10619	.72	18.3	.038	1.0	1.6	.29	.37	9.3	.60	2.7	.32	8.1	0.008	0.2	39.0	MW	C	N
0.057	1.45	70000	.13	3.3	.045	1.1	3.7	.66	.07	1.7	.25	1.1	.04	1.0	0.006	0.2	5.75	MW	C	N
0.057	1.45	70000S	.13	3.3	.045	1.1	3.3	.57	.05	1.3	.17	.74	.04	1.0	0.006	0.2	5.75	SST	C	N
0.057	1.45	70009	.13	3.3	.043	1.1	6.9	1.2	.06	1.5	.40	1.8	.05	1.2	0.007	0.2	6.00	MW	C	N
0.057	1.45	70009S	.13	3.3	.043	1.1	6.0	1.1	.04	1.1	.26	1.2	.05	1.2	0.007	0.2	6.00	SST	C	N
0.057	1.45	70018	.13	3.3	.041	1.0	12	2.1	.05	1.2	.57	2.5	.06	1.4	0.008	0.2	6.13	MW	C	N
0.057	1.45	70018S	.13	3.3	.041	1.0	11	1.8	.03	.88	.37	1.6	.06	1.4	0.008	0.2	6.13	SST	C	N
0.057	1.45	70001	.19	4.8	.045	1.1	2.3	.40	.11	2.8	.25	1.1	.06	1.4	0.006	0.2	8.13	MW	C	N
0.057	1.45	70001S	.19	4.8	.045	1.1	2.0	.35	.08	2.1	.17	.74	.06	1.4	0.006	0.2	8.13	SST	C	N
0.057	1.45	70010	.19	4.8	.043	1.1	4.0	.70	.10	2.5	.40	1.8	.07	1.8	0.007	0.2	8.88	MW	C	N
0.057	1.45	70010S	.19	4.8	.043	1.1	3.5	.61	.07	1.9	.26	1.2	.07	1.8	0.007	0.2	8.88	SST	C	N
0.057	1.45	70019	.19	4.8	.041	1.0	7.4	1.3	.08	2.0	.57	2.5	.08	2.0	0.008	0.2	8.75	MW	C	N
0.057	1.45	70019S	.19	4.8	.041	1.0	6.4	1.1	.06	1.4	.37	1.6	.08	2.0	0.008	0.2	8.75	SST	C	N
0.057	1.45	70002	.25	6.4	.045	1.1	1.7	.30	.15	3.8	.25	1.1	.07	1.7	0.006	0.2	10.3	MW	C	N
0.057	1.45	70002S	.25	6.4	.045	1.1	1.5	.26	.11	2.8	.17	.74	.07	1.7	0.006	0.2	10.3	SST	C	N
0.057	1.45	70011	.25	6.4	.043	1.1	3.1	.54	.13	3.3	.40	1.8	.08	2.1	0.007	0.2	11.0	MW	C	N
0.057	1.45	70011S	.25	6.4	.043	1.1	2.7	.47	.10	2.5	.26	1.2	.08	2.1	0.007	0.2	11.0	SST	C	N
0.057	1.45	70020	.25	6.4	.041	1.0	5.3	.92	.11	2.8	.57	2.5	.10	2.5	0.008	0.2	11.5	MW	C	N
0.057	1.45	70020S	.25	6.4	.041	1.0	4.6	.80	.08	2.0	.37	1.6	.10	2.5	0.008	0.2	11.5	SST	C	N
0.057	1.45	70003	.31	7.9	.045	1.1	1.4	.24	.19	4.7	.25	1.1	.08	2.0	0.006	0.2	12.4	MW	C	N
0.057	1.45	70003S	.31	7.9	.045	1.1	1.2	.21	.14	3.6	.17	.74	.08	2.0	0.006	0.2	12.4	SST	C	N
0.057	1.45	70012	.31	7.9	.043	1.1	2.4	.42	.17	4.2	.40	1.8	.10	2.6	0.007	0.2	13.5	MW	C	N
0.057	1.45	70012S	.31	7.9	.043	1.1	2.1	.37	.12	3.2	.26	1.2	.10	2.6	0.007	0.2	13.5	SST	C	N
0.057	1.45	70021	.31	7.9	.041	1.0	4.1	.72	.14	3.6	.57	2.5	.12	3.1	0.008	0.2	14.3	MW	C	N
0.057	1.45	70021S	.31	7.9	.041	1.0	2.6	.62	.10	2.6	.37	1.6	.12	3.1	0.008	0.2	14.3	SST	C	N



# Experimental (Validity) Frame



Joachim Denil, Stefan Klikovits, Pieter J. Mosterman, Antonio Vallecillo, and Hans Vangheluwe. The experiment model and validity frame in M&S. In Proceedings of the 2017 Symposium on Theory of Modeling and Simulation - DEVS, TMS/DEVS '17, part of the Spring Simulation Multi-Conference, pages 1085 – 1096. Society for Computer Simulation International, April 2017.

## Abstraction Relationship

*foundation*: the *information* contained in a model  $M$ .

Different *questions* (properties)  $P = I(M)$  which can be asked concerning the model.

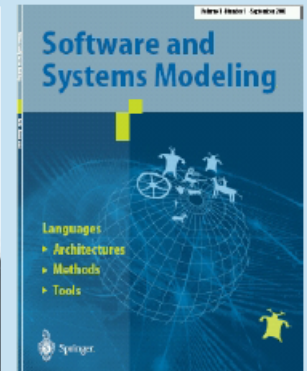
These questions either result in true or false.

*Abstraction* and its opposite, *refinement* are *relative to a non-empty set of questions* (properties)  $P$ .

- If  $M_1$  is an *abstraction* of  $M_2$  with respect to  $P$ , for all  $p \in P$ :  
 $M_1 \models p \Rightarrow M_2 \models p$ . This is written  $M_1 \sqsupseteq_P M_2$ .
- $M_1$  is said to be a *refinement* of  $M_2$  iff  $M_2$  is an *abstraction* of  $M_1$ . This is written  $M_1 \sqsubseteq_P M_2$ .

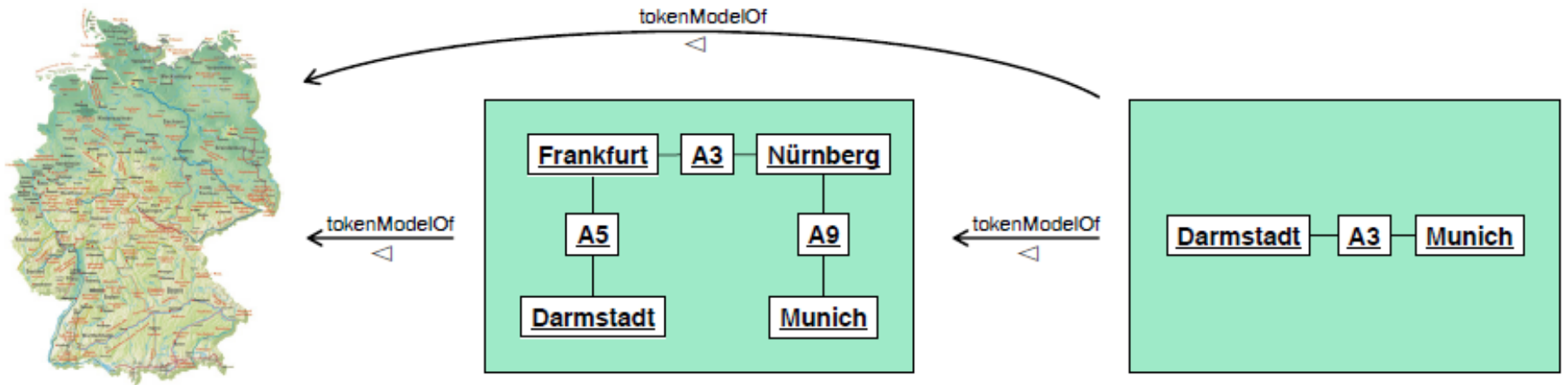
## Dissecting Modelling

Thomas Kühne. *Matters of (Meta-)Modeling*.  
Software and System Modeling 5(4): 369-385 (2006)

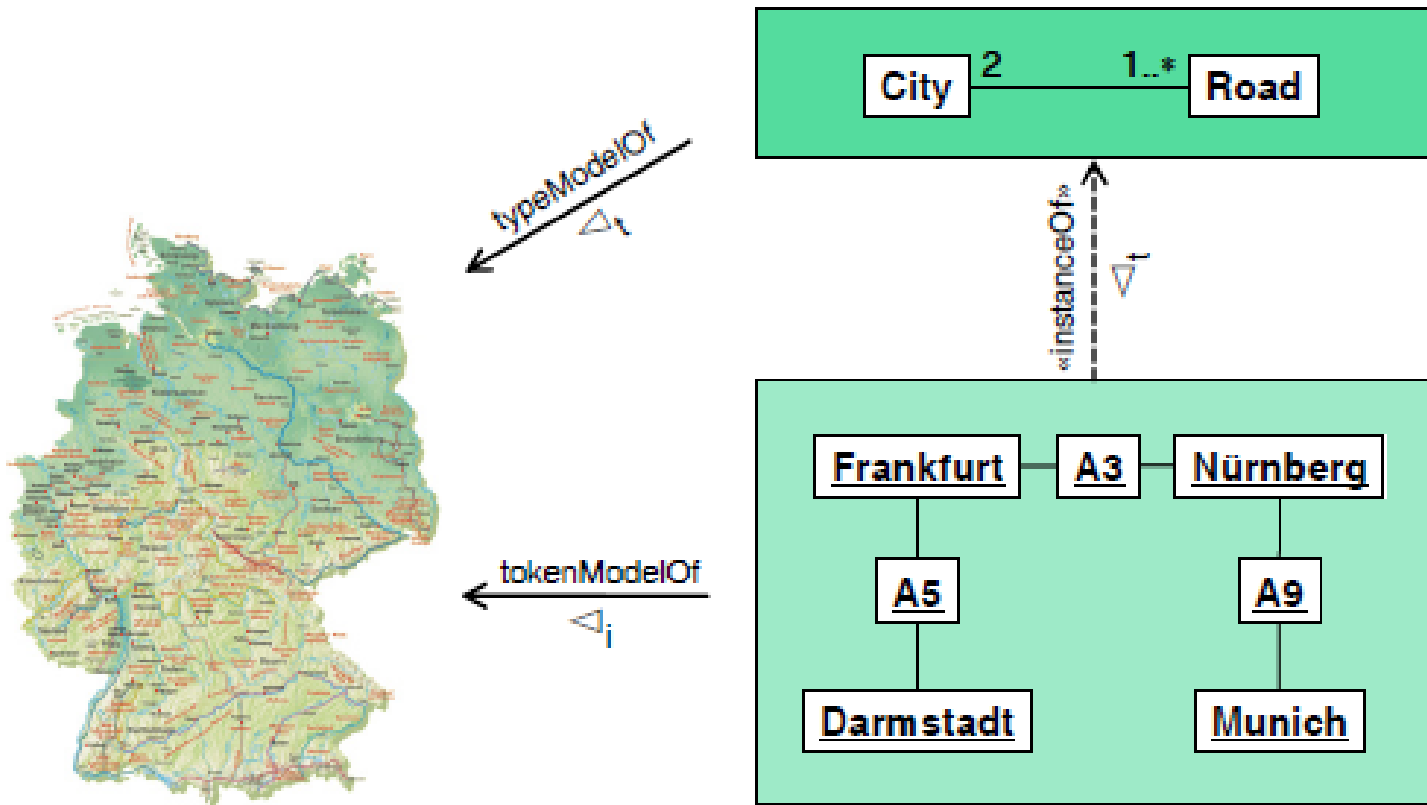




# Token Models



# Rôles a Model may Play



$$\mathcal{S} \triangleleft \mathcal{M}.$$

$$\rho(\mathcal{S}, \mathcal{M}) \rightarrow \mathcal{S} \triangleleft \mathcal{M}$$

$$\alpha = \tau \circ \alpha' \circ \pi$$

$$h(a \oplus b) = h(a) \otimes h(b)$$

$$\pi(e_1) = \pi(e_2) \not\rightarrow e_1 = e_2$$

$$e_1 \sim_{\pi} e_2 \rightarrow \pi(e_1) = \pi(e_2)$$

$$\varepsilon(C) = \{x \mid P(x)\}, \text{ where } P = \iota(C)$$

$$\forall x : \iota(C_{special})(x) \rightarrow \iota(C_{general_1})(x)$$

$$\varepsilon(C_{special}) \subseteq \varepsilon(C_{general}).$$

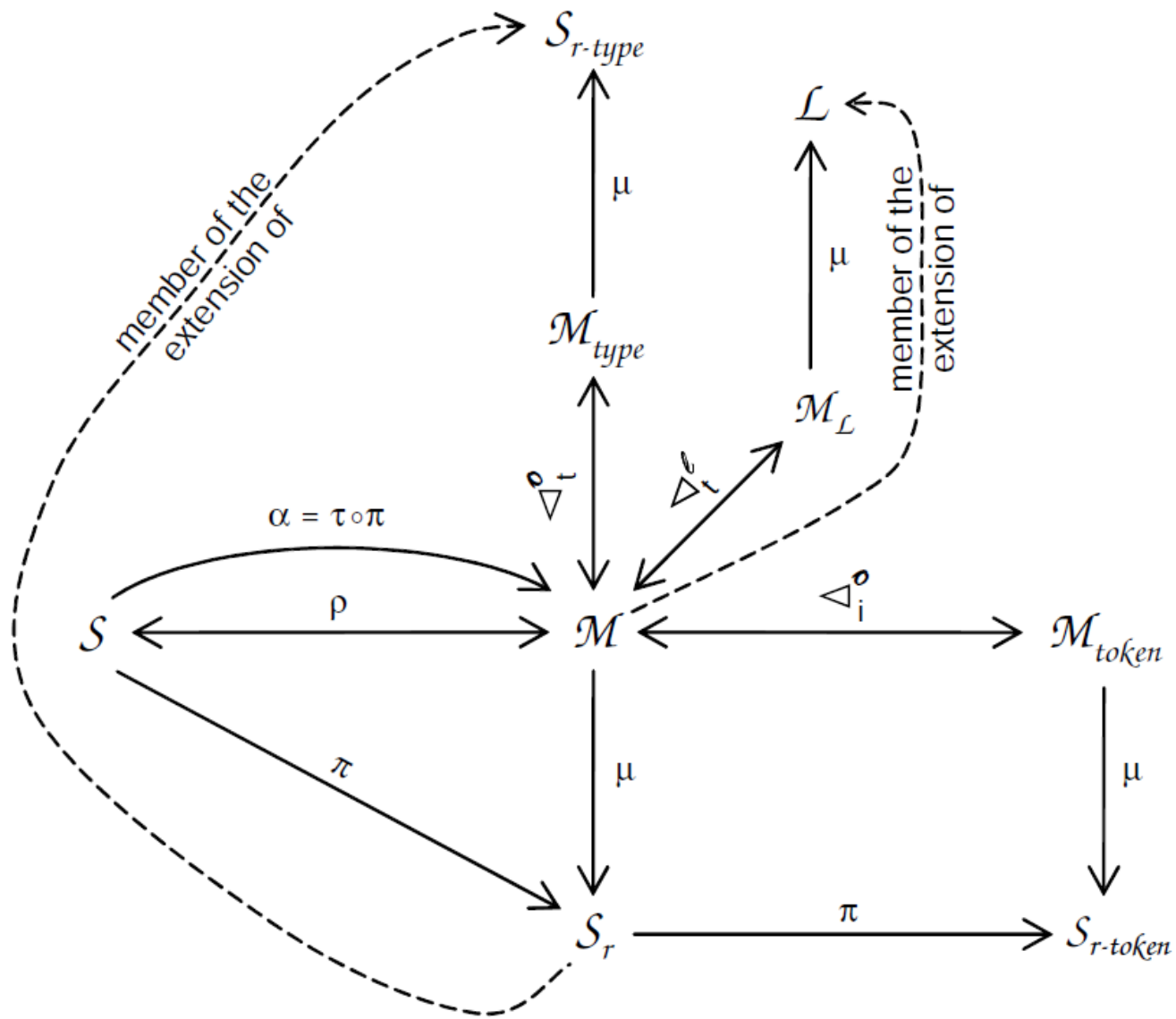
$$e_1 R^n e_2 = \begin{cases} \exists e : e_1 R^{n-1} e \wedge e R e_2, & n > 1 \\ e_1 R e_2 & , n = 1 \end{cases}$$

**acyclic**  $\forall e_1, e_2, n : e_1 R^n e_2 \rightarrow \neg e_2 R e_1$ , and

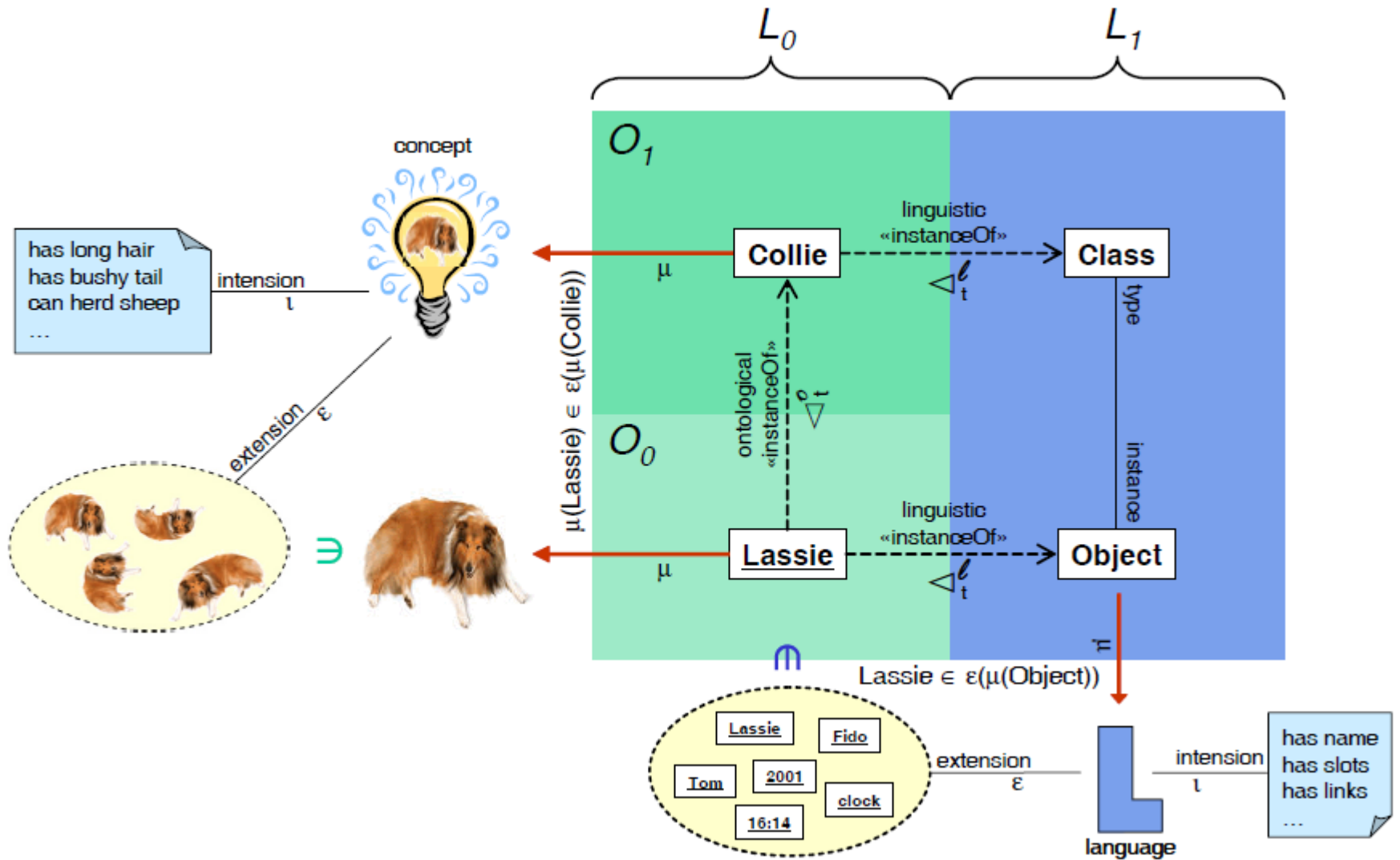
**anti-transitive**  $\forall n \geq 2 : R^n \cap R = \emptyset$ .

**level respecting**  $\forall n, m :$   
 $(\exists e_1, e_2 : e_1 R^n e_2 \wedge e_1 R^m e_2) \rightarrow$   
 $n = m$

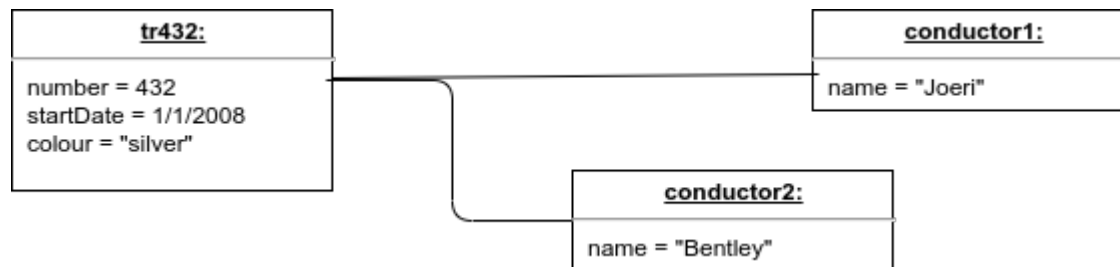
<i>notation</i>	<i>name</i>	<i>description</i>
$\alpha$	abstraction	creates a model from a system using projection ( $\pi$ ) and possibly classification ( $\Lambda$ ) and generalization ( $\Gamma$ ), hence $\mathcal{S} \triangleleft \alpha(\mathcal{S})$ .
$\Lambda$	classification	creates a type model, hence $\mathcal{M} \triangleleft_t \Lambda(\mathcal{M})$
$\Gamma$	generalization	creates a supermodel, hence $\mathcal{S} \triangleleft_t \mathcal{M} \rightarrow \mathcal{S} \triangleleft_t \Gamma(\mathcal{M})$
$\pi$	projection	a homomorphic mapping creating a reduced system from a given system, using selection and reduction of information.
$\rho$	represents	records the intention of a model to represent a system.
$\mu$	meaning	assigns meaning to a model (element). If $\rho(\mathcal{S}, \mathcal{M})$ then one may define $\mu(\mathcal{M}) = \pi(\mathcal{S})$ .
$\triangleleft$	model-of	holds between a system and a model describing the former.
$\triangleleft_i$	token model-of	holds between a system and a model representing the former in a one-to-one fashion. Model elements may be regarded as designators for system elements.
$\triangleleft_t$	type model-of	holds between a system and a model classifying the former in a many-to-one fashion. Model elements are regarded as classifiers for system elements.
$\triangleleft^o$	ontological model-of	indicates that the model controls the <i>content</i> of its elements, hence $\mathcal{S} \triangleleft_t^o \mathcal{M} \Leftrightarrow \mu(\mathcal{S}) \in \varepsilon(\mu(\mathcal{M}))$ and $\mathcal{S} \triangleleft_i^o \mathcal{M} \Leftrightarrow \mu(\mathcal{M}) = \pi(\mu(\mathcal{S}))$ . Assuming $\mu(\mathcal{S}) = \mathcal{S}$ , for systems which do not model anything, we have $\mathcal{S} \triangleleft_i^o \mathcal{M} \Leftrightarrow \mu(\mathcal{M}) = \pi(\mathcal{S})$ and thus $\rho(\mathcal{S}, \mathcal{M}) \rightarrow \mathcal{S} \triangleleft_i^o \mathcal{M}$ (see definition of $\mu$ above).
$\triangleleft^l$	linguistic model-of	indicates that the model controls the <i>form</i> of its elements. This automatically implies $\triangleleft_t^l$ and, hence $\mathcal{S} \triangleleft_t^l \mathcal{M} \Leftrightarrow \mathcal{S} \in \varepsilon(\mu(\mathcal{M}))$

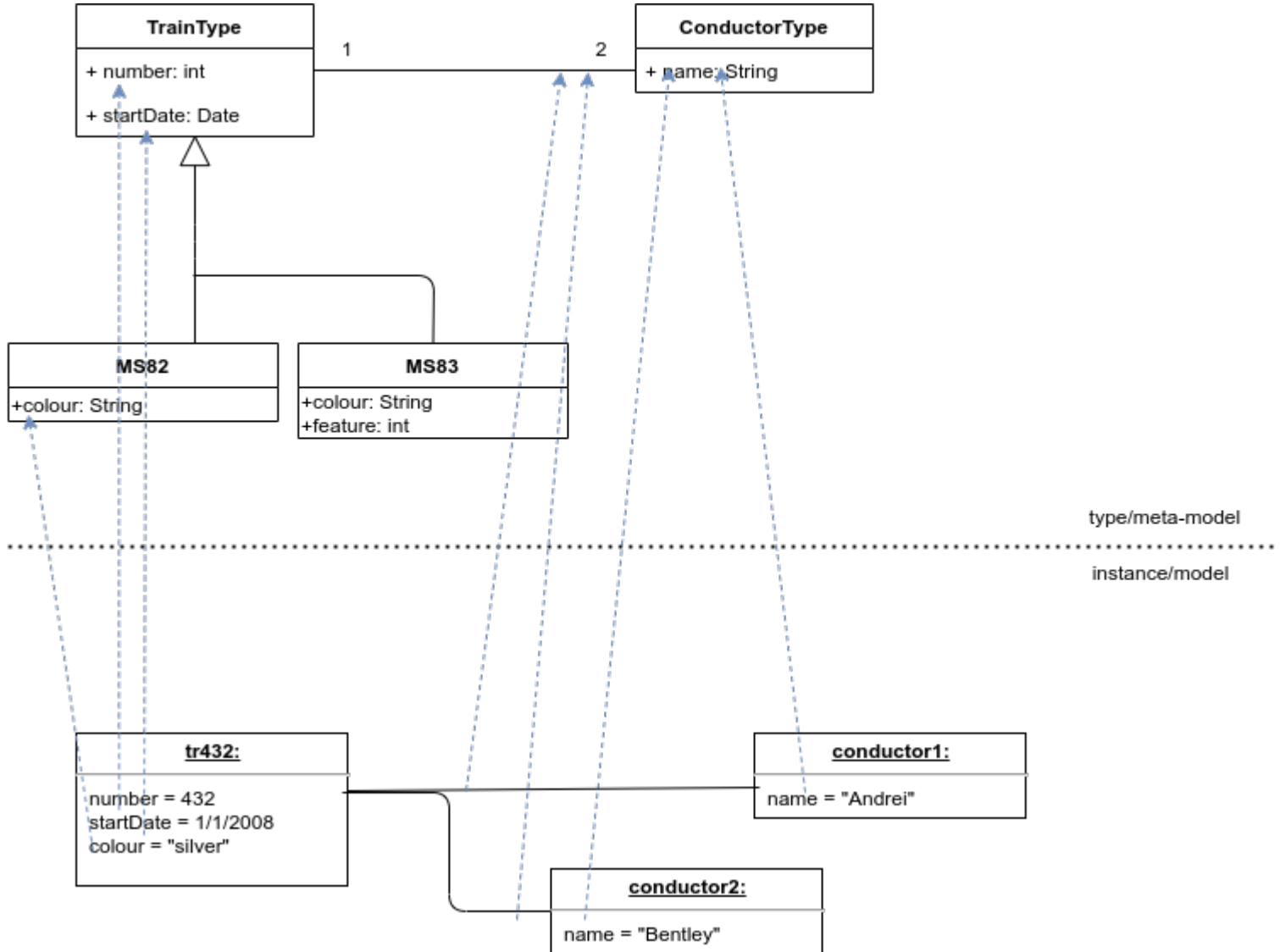


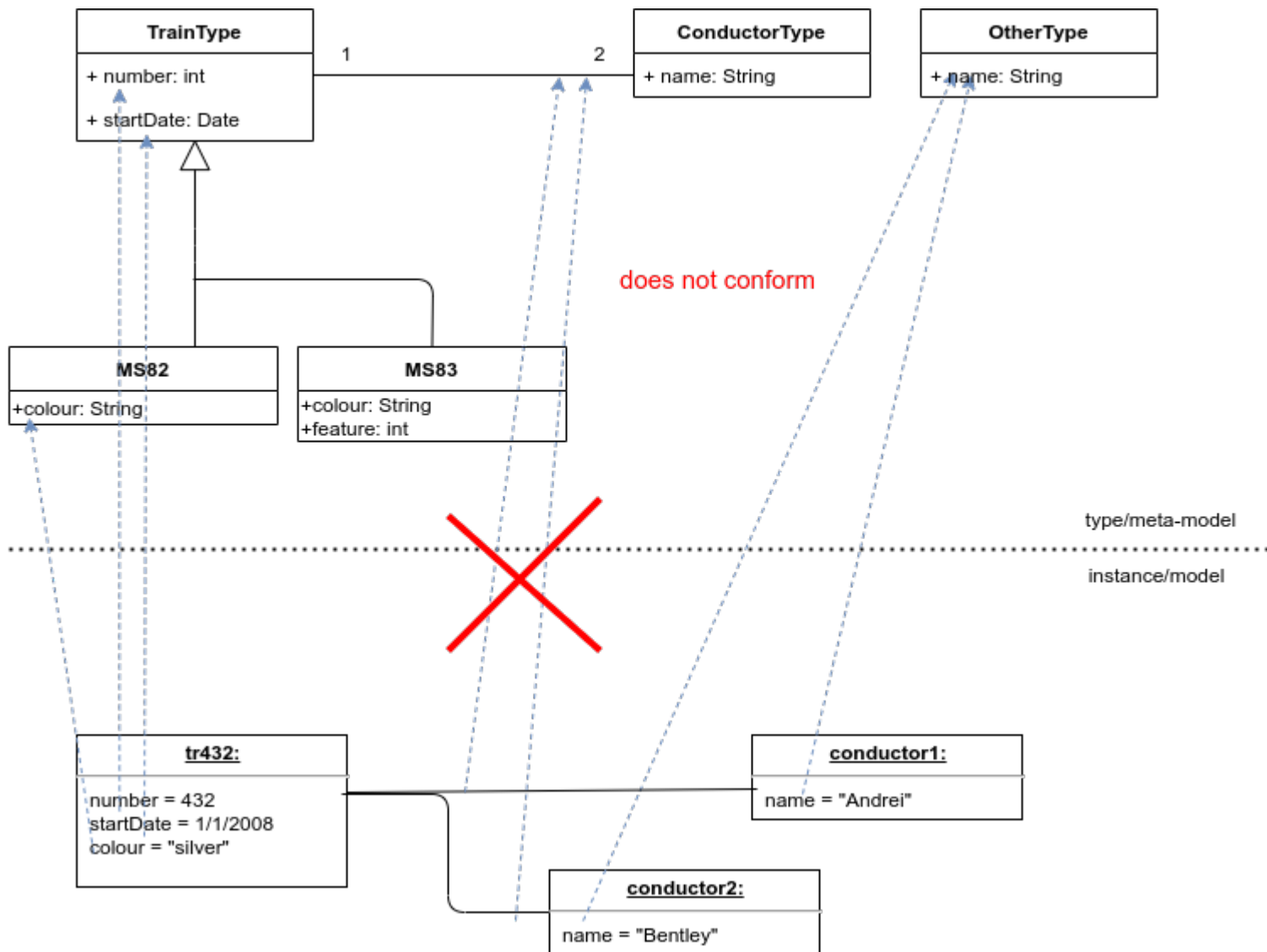
# Ontological vs. Linguistic Conformance/Instatiation

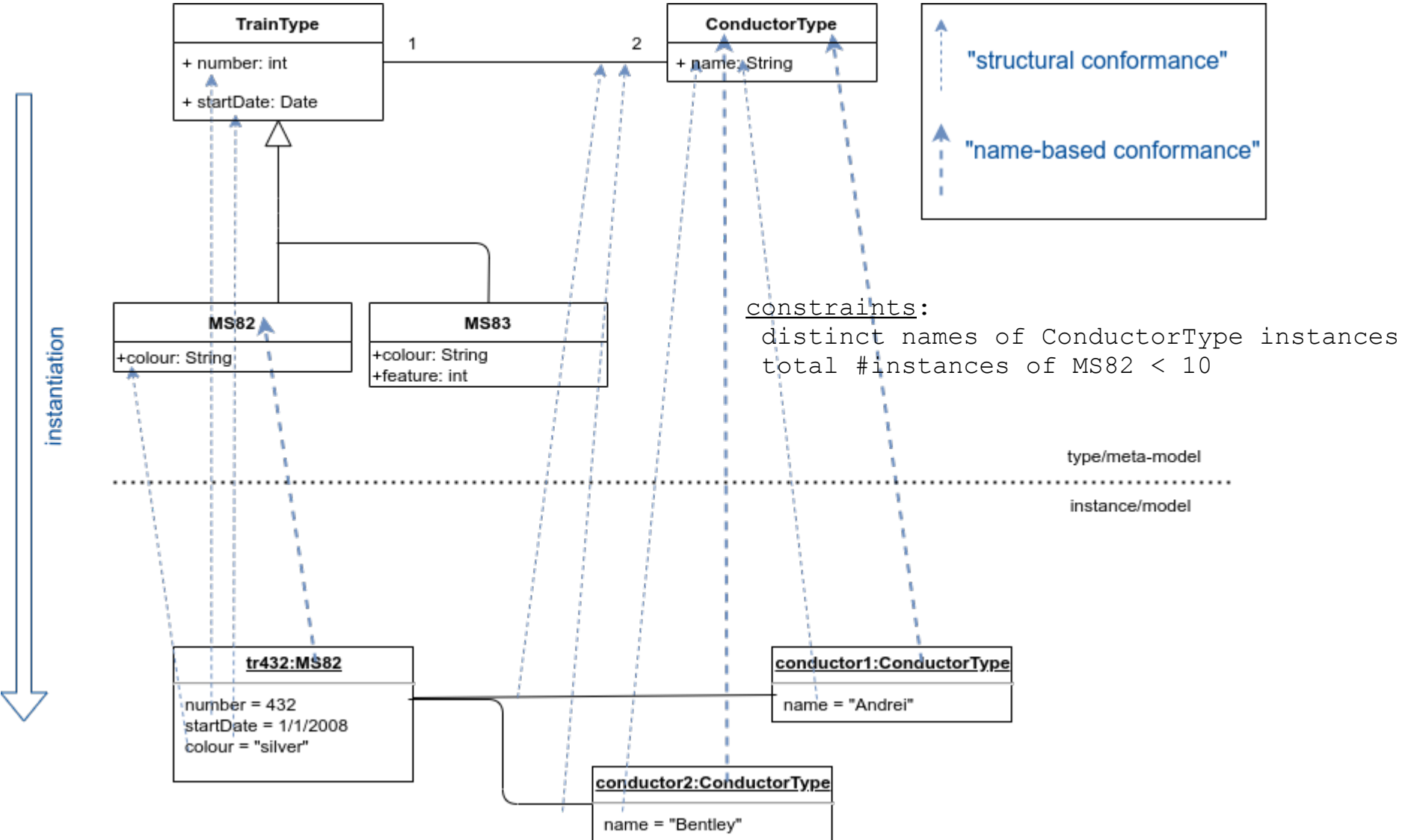


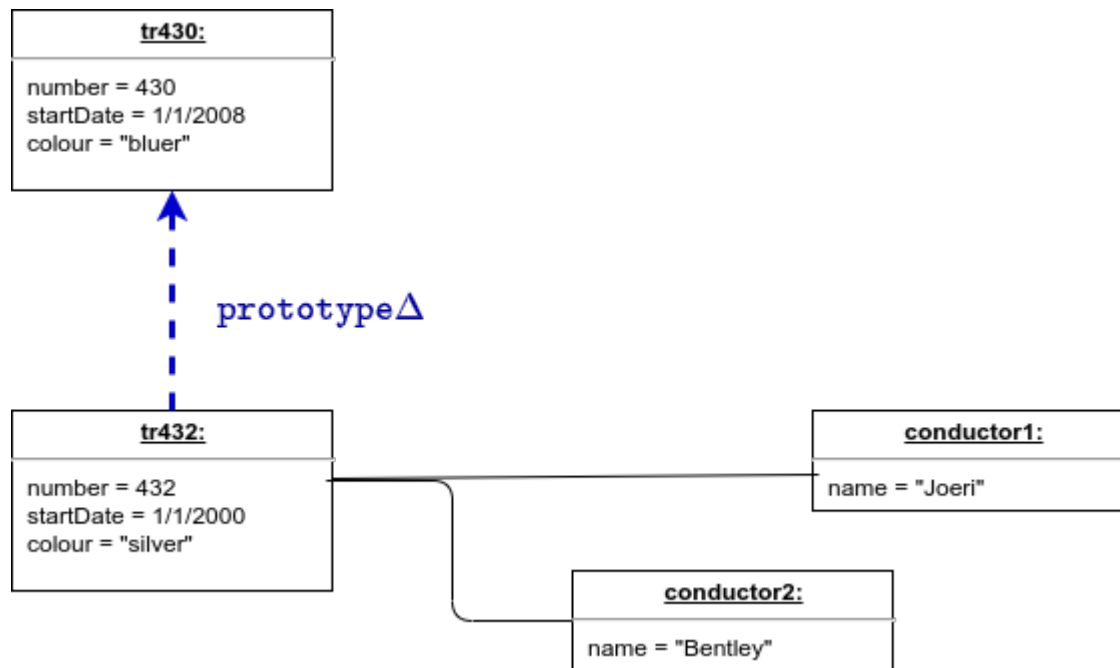












# metaDepth

<http://metadepth.org/>

Textual language for (multi-level) (meta-)modelling

Constraint and operations in the Epsilon Object Language (EOL)

<https://www.eclipse.org/epsilon/>

EOL is similar the UML's Object Constraint Language (OCL)

EOL can be used in metaDepth for:

- Queries within the model (limited to navigation)
- Computation/assignment, for example to give operational semantics

# metaDepth: meta-model

```
Model TrainNet {  
  
  Node Train{  
    train_name : String {id};  
    maxVelocity : int;  
    maxVConstraint: $self.maxVelocity > 0 and self.maxVelocity <= 300$  
    currSegment : Segment[1];  
  }  
  
  Node Segment{  
    currTrain : Train[0..1];  
    nextSegment : Segment[0..1];  
  }  
  
  Node FastTrain : Train {}  
  Node IntercityExpress: Train {}  
}
```

# metaDepth: model

```
TrainNet tn {  
  Train train1 {train_name = "T3456"; maxVelocity = 300; currSegment = seg1;}  
  
  IntercityExpress train2 {train_name = "ICE1234"; maxVelocity = 250;}  
  
  Segment seg1 {currTrain = train1;}  
  Segment seg2 {}  
}
```

Verifying conformance between `tn` and `TrainNet`:

**Constraint fails:** cardinality 0 nota allowed for `currSegment` in `train2`

**Reason:** `train2` is not on a `Segment`



# metaDepth - Epsilon Object Language (EOL)

**Example query:** What are the trains in each segment?

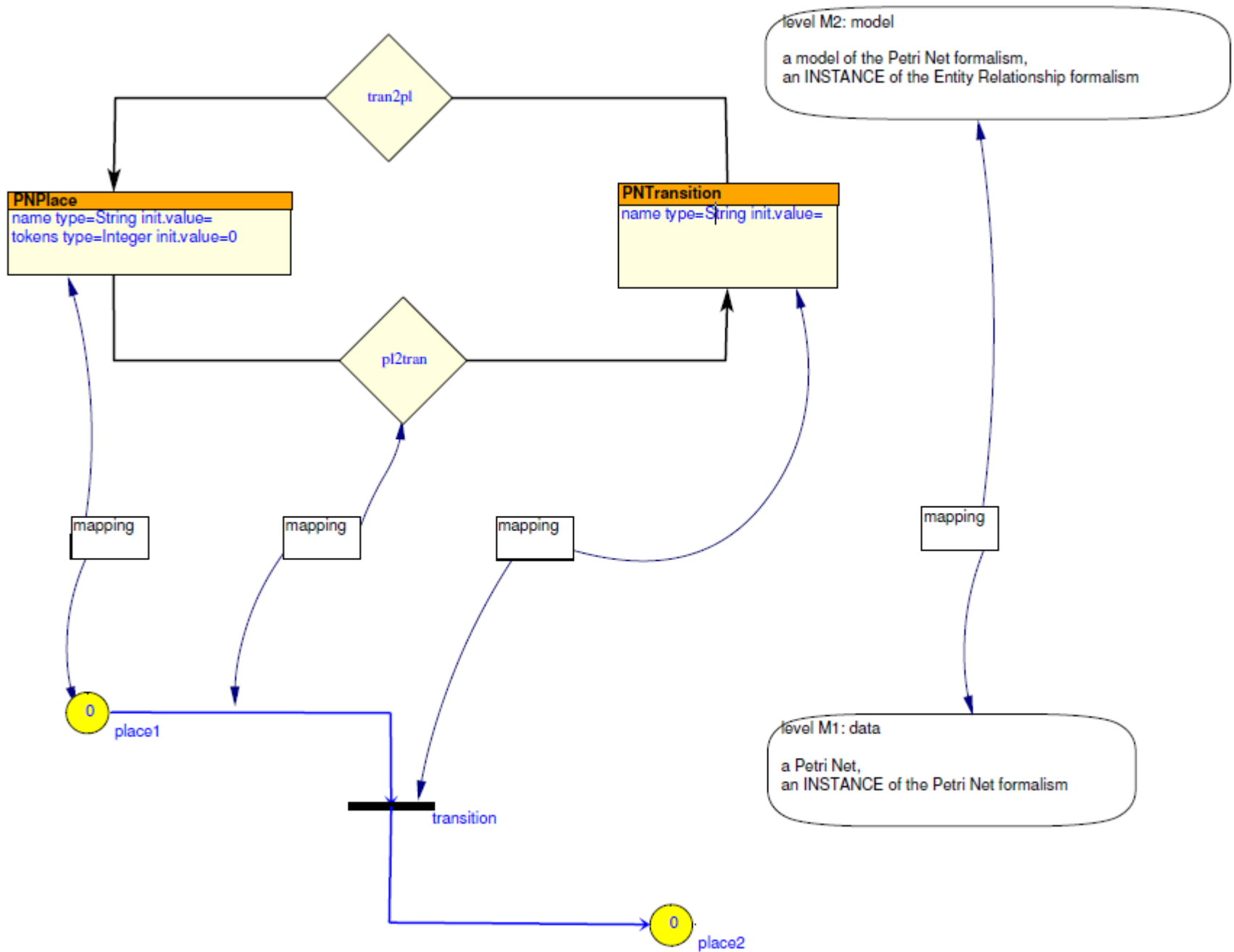
```
operation main(){
  for (s in Segment.allInstances()){
    if (Train.allInstances.excludes(s.currTrain)){
      ('Segment ` + s + "has no train.>").println();
    }
    else{
      ("Segment ` + s + ` has train: `` + s.currTrain.toString + ``").println();
    }
  }
}
```

**Result:**

```
Segment seg2 has no train.
Segment seg1 has train 'train1'
```

**Caveat:** explicit navigation (via . . .), need to know types  
(or be able to query: Types.allInstances())

# Linguistic Conformance: morphism



---

```

Input: model, type_model
1: type_to_elements  $\leftarrow$  populate_types(model, type_model)
2: for el in model do
3:   if not type(el) in type_to_elements then
4:     return False
5:   end if
6:   append el to type_to_elements[type(el)]
7: end for
8: for type in type_to_elements do
9:   if len(type_to_elements[type]) < get_minimum(type) then
10:    return False
11:   end if
12:   if len(type_to_elements[type]) > get_maximum(type) then
13:    return False
14:   end if
15:   for el in type_to_elements[type] do
16:     for attr in get_attributes(el) do
17:       if not type(attr) in get_attributes(type) then
18:         return False
19:       end if
20:       if not type(get_value(attr)) = get_type(type(attr)) then
21:         return False
22:       end if
23:     end for
24:   end for
25:   out_associations  $\leftarrow$  classify_by_type(get_out_associations(el))
26:   for assoc_type in out_associations do
27:     if not(get_in_type(assoc_type) in get_all_types(el)) then
28:       return False
29:     end if
30:     if len(out_associations[assoc_type]) < get_minimum_out(assoc_type) then
31:       return False
32:     end if
33:     if len(out_associations[assoc_type]) > get_maximum_out(assoc_type) then
34:       return False
35:     end if
36:   end for
37:   in_associations  $\leftarrow$  classify_by_type(get_in_associations(el))
38:   for assoc_type in in_associations do
39:     if not(get_out_type(assoc_type) in get_all_types(el)) then
40:       return False
41:     end if
42:     if len(in_associations[assoc_type]) < get_minimum_in(assoc_type) then
43:       return False
44:     end if
45:     if len(in_associations[assoc_type]) > get_maximum_in(assoc_type) then
46:       return False
47:     end if
48:   end for
49: end for
50: return True

```

In Algorithm 1, the linguistic conformance check of the MvK is shown. It checks whether a given model conforms to a given type model. It consists of four checks:

1. (Lines 1-7) Checks whether all elements in the model are typed by an element in the type model. Functions used are:
  - (a) *populate\_types*: returns a mapping between types of the type model, and instances of those type in the model.
  - (b) *type*: returns the type of an element.
2. (Lines 8-14) Checks whether the minimum and maximum cardinality for each type in the type model is satisfied. Functions used are:
  - (a) *get\_minimum*: returns the minimum cardinality for an given type.
  - (b) *get\_maximum*: returns the maximum cardinality for an given type.
3. (Lines 15-24) Checks, for all attributes of all elements in the model, whether a type definition for the attribute can be found in the type model (lines 17-19), and whether the type of the attribute value corresponds to the type defined in the attribute type (lines 20-22). Functions used are:
  - (a) *get\_attributes*: returns all attributes of an element.
  - (b) *get\_value*: returns the value of an attribute.
  - (c) *get\_type*: returns the type of the values which can be assigned to an attribute.
4. (Lines 25-49) Checks, for each incoming and outgoing association of each element of the model, whether, respectively, the incoming and outgoing cardinalities are satisfied. Also checks whether the types of the connected elements correspond to those defined in the association. Functions used are:
  - (a) *classify\_by\_type*: classifies the given elements by their type, and returns a mapping between types and instances.
  - (b) *get\_out\_associations*: returns all outgoing associations of an element.
  - (c) *get\_in\_associations*: returns all incoming associations of an element.
  - (d) *get\_minimum\_out*: returns the minimum number of outgoing associations of a particular type.

---

```

Input: model, type_model
1: type_to_elements  $\leftarrow$  populate_types(model, type_model)
2: for el in model do
3:   if not type(el) in type_to_elements then
4:     return False
5:   end if
6:   append el to type_to_elements[type(el)]
7: end for
8: for type in type_to_elements do
9:   if len(type_to_elements[type]) < get_minimum(type) then
10:    return False
11:   end if
12:   if len(type_to_elements[type]) > get_maximum(type) then
13:    return False
14:   end if
15:   for el in type_to_elements[type] do
16:     for attr in get_attributes(el) do
17:       if not type(attr) in get_attributes(type) then
18:         return False
19:       end if
20:       if not type(get_value(attr)) = get_type(type(attr)) then
21:         return False
22:       end if
23:     end for
24:   end for
25:   out_associations  $\leftarrow$  classify_by_type(get_out_associations(el))
26:   for assoc_type in out_associations do
27:     if not(get_in_type(assoc_type) in get_all_types(el)) then
28:       return False
29:     end if
30:     if len(out_associations[assoc_type]) < get_minimum_out(assoc_type) then
31:       return False
32:     end if
33:     if len(out_associations[assoc_type]) > get_maximum_out(assoc_type) then
34:       return False
35:     end if
36:   end for
37:   in_associations  $\leftarrow$  classify_by_type(get_in_associations(el))
38:   for assoc_type in in_associations do
39:     if not(get_out_type(assoc_type) in get_all_types(el)) then
40:       return False
41:     end if
42:     if len(in_associations[assoc_type]) < get_minimum_in(assoc_type) then
43:       return False
44:     end if
45:     if len(in_associations[assoc_type]) > get_maximum_in(assoc_type) then
46:       return False
47:     end if
48:   end for
49: end for
50: return True

```

- (e) *get\_maximum\_out*: returns the maximum number of outgoing associations of a particular type.
- (f) *get\_minimum\_in*: returns the minimum number of incoming associations of a particular type.
- (g) *get\_maximum\_in*: returns the maximum number of incoming associations of a particular type.
- (h) *get\_out\_type*: returns the type defined for the outgoing multiplicity of an association.
- (i) *get\_in\_type*: returns the type defined for the incoming multiplicity of an association.
- (j) *get\_all\_types*: returns the type of the element, as well as all its subtypes.

Meta-model

↔

model

```
strict Model PetriNets@1 {
  abstract Node NamedElement{
    name : String {id};
  }
  Node Place : NamedElement {
    tokens : int = 0;
    outTrans : Transition[*] {ordered,unique};
    inTrans : Transition[*] {ordered,unique};
    minTokens: $self.tokens>=0$
  }
  Node Transition : NamedElement {
    inPlaces : Place[*] {ordered,unique};
    outPlaces: Place[*] {ordered,unique};
  }
  Edge ArcPT (Place.outTrans, Transition.inPlaces) {
    weight: int = 1;
  }
  Edge ArcTP (Transition.outPlaces, Place.inTrans) {
    weight: int = 1;
  }
  minWeight(ArcTP, ArcPT): $self.weight>0$
  minPlaces:$Place.allInstances().size(>0$
}
```

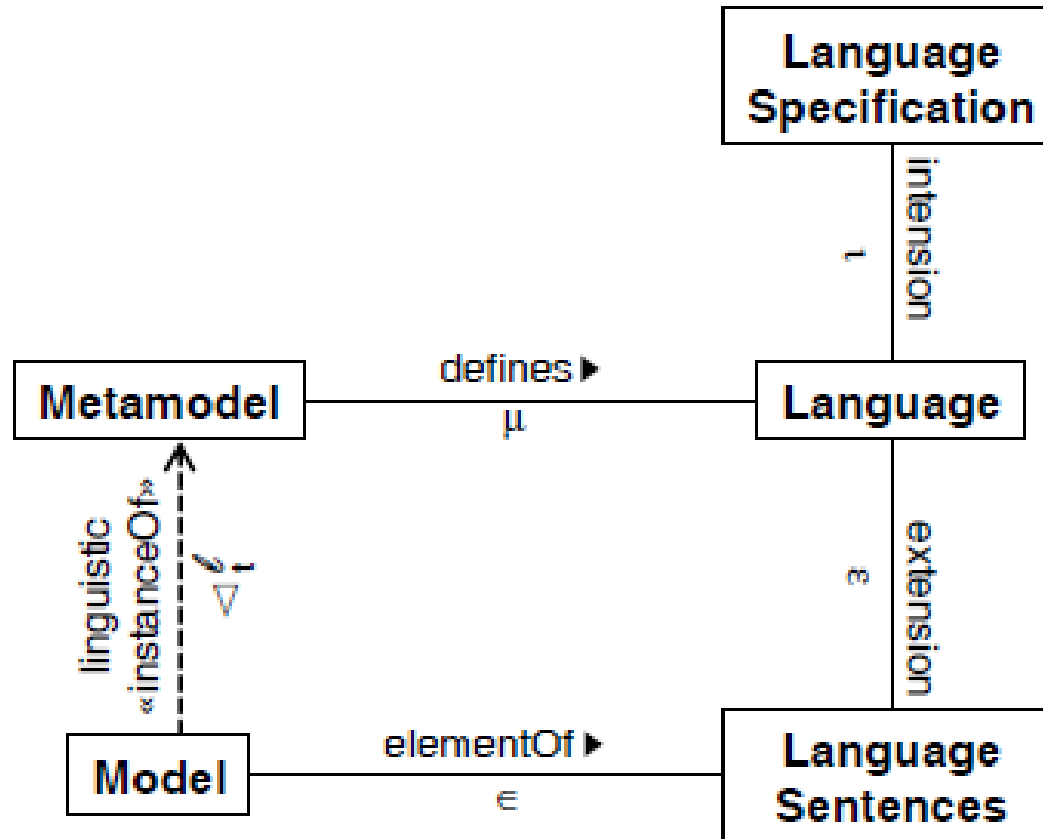
```
load "PetriNets"
PetriNets Test{
  Place p0{name="p0"; tokens=2;}
  Place p1{name="p1"; tokens=0;}
  Place p2{name="p2"; tokens=2;}
  Transition t1{name="t1";}
  ArcPT pt0(p0,t1){weight=1;}
  ArcPT pt1(p2,t1){weight=1;}
  ArcTP tp(t1,p1){weight=2;}
}
```

# MetaDepth

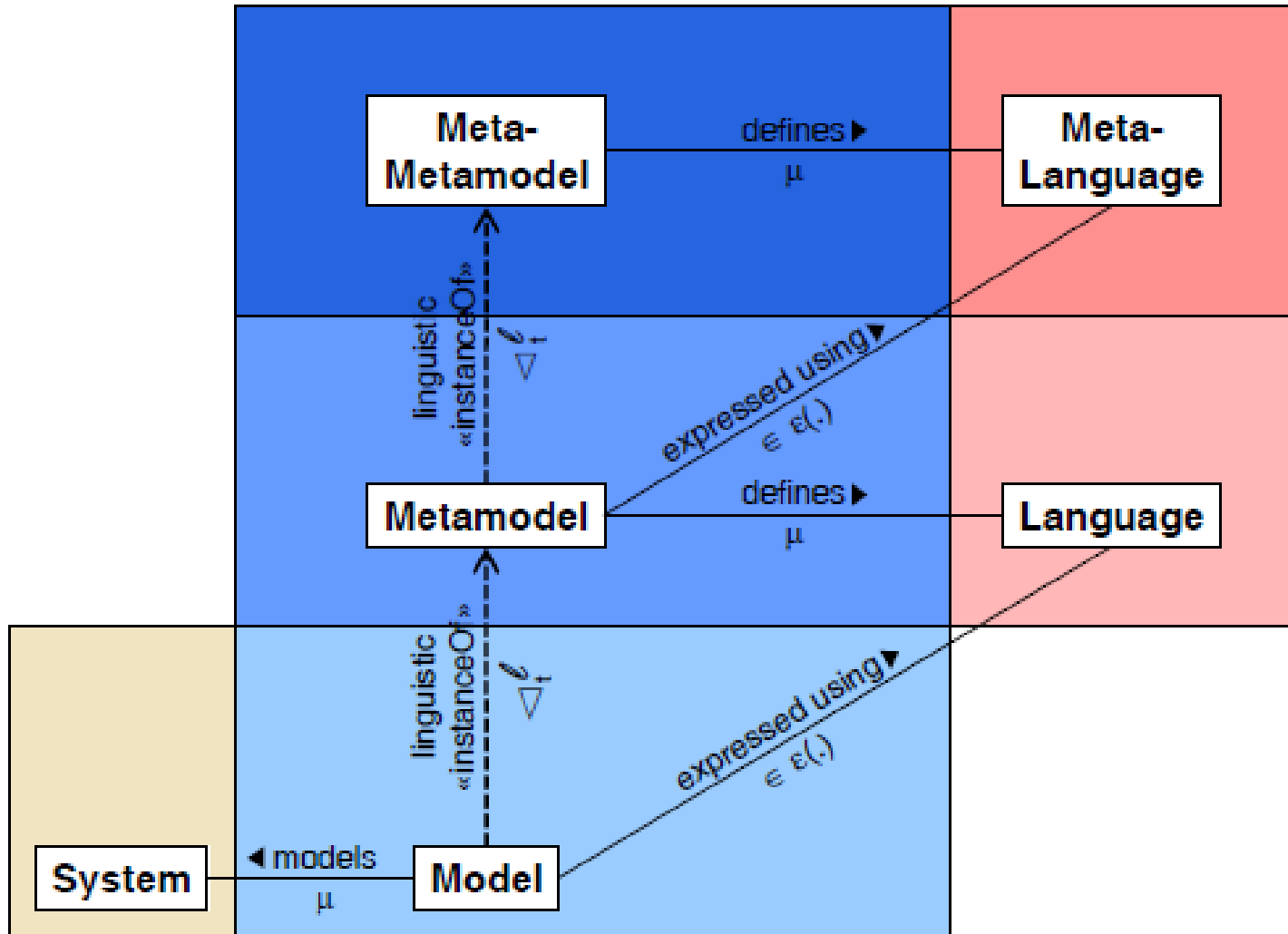
## operational semantics

```
operation main() {
  'Simulating the Petri Net'.println();
  while (Transition.allInstances()->exists(t|t.enabled() and t.fire()) ) {}
}
operation Transition enabled() : Boolean {
  ('checking enabledness of '+self.name).println();
  return self.ArcPT->forall(arc| arc.inPlaces.tokens>=arc.weight);
}
operation Transition fire() : Boolean {
  ('Firing '+self.name).println();
  for (arc in self.ArcPT)
    arc.inPlaces.tokens := arc.inPlaces.tokens-arc.weight;
  for (arc in self.ArcTP)
    arc.outPlaces.tokens := arc.outPlaces.tokens+arc.weight;
  return true;
}
```

# Meta-models as Language Definitions

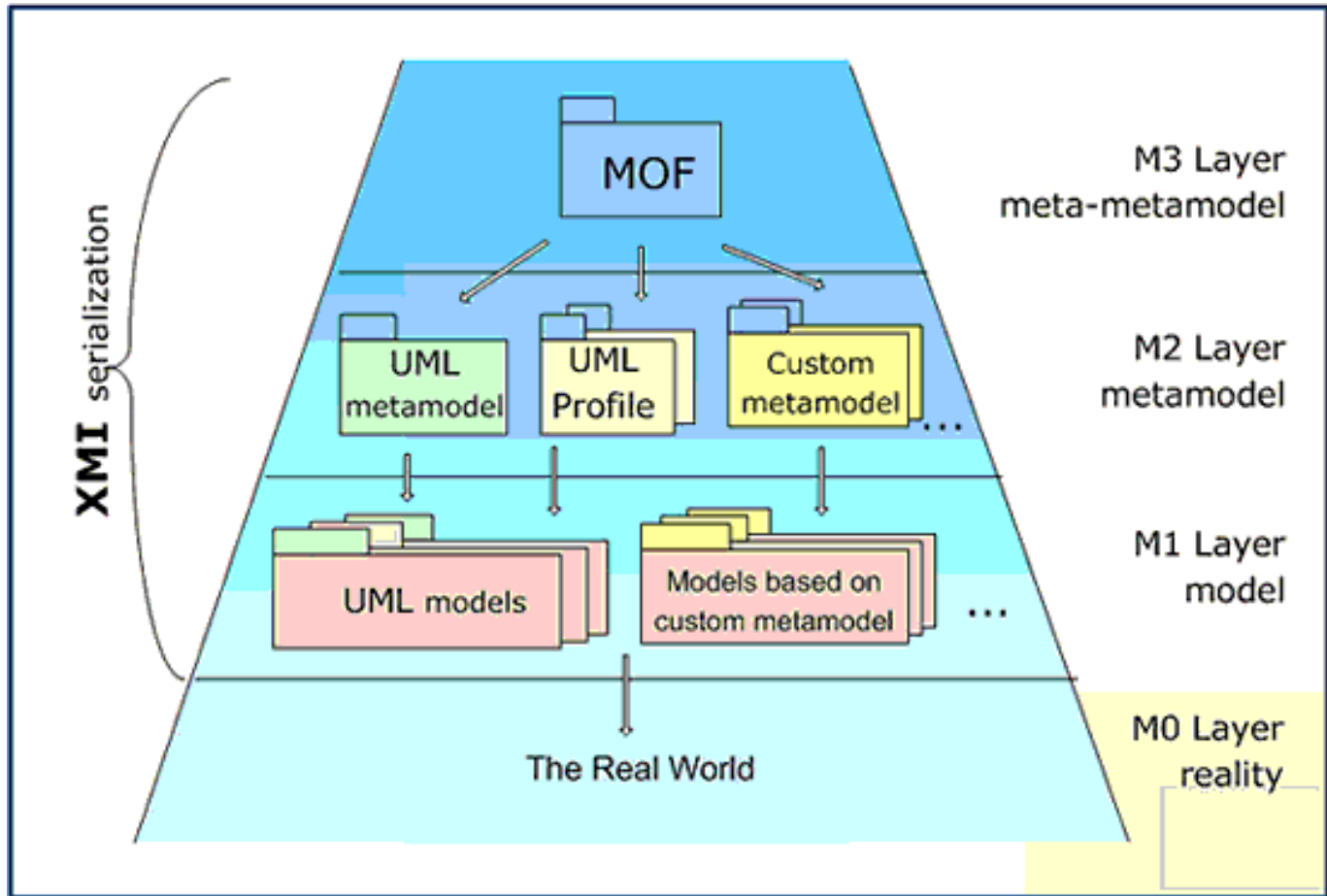


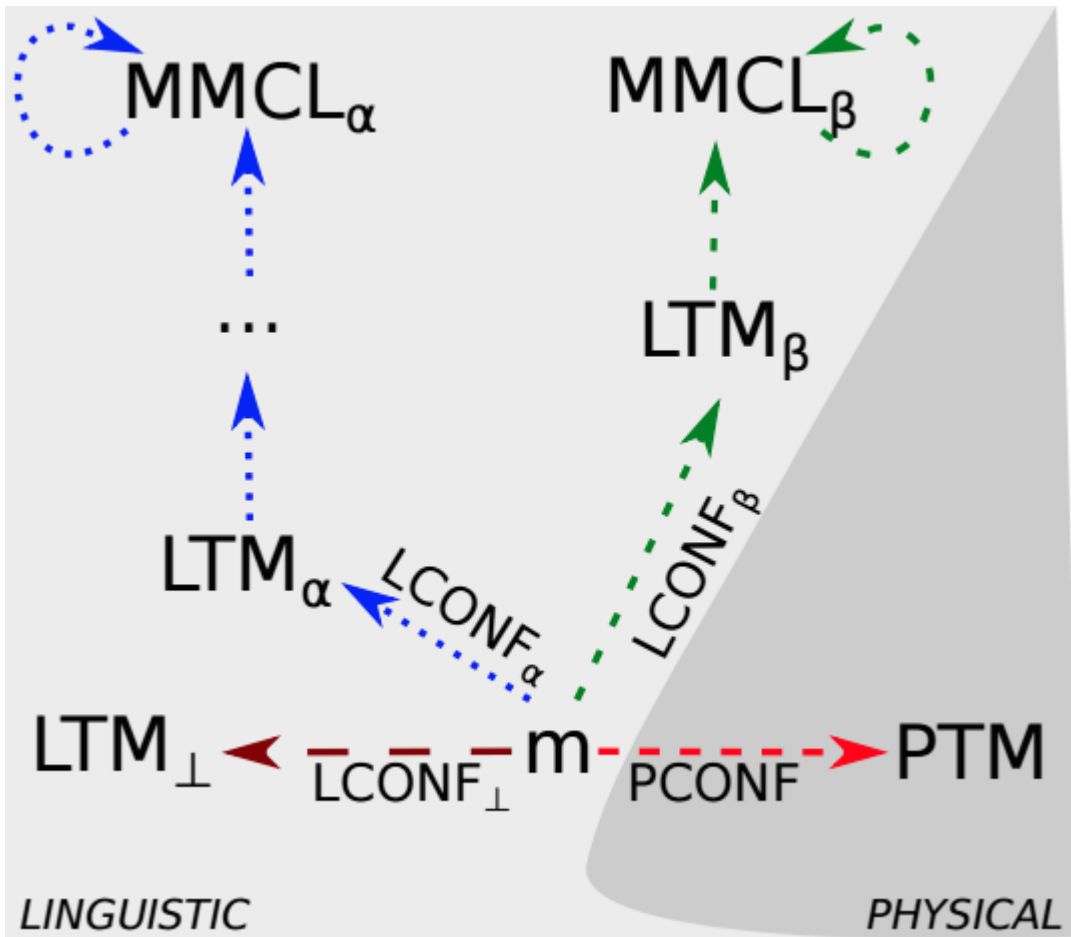
# Language Definition Stack





# Meta-hierarchy – OMG's 4 Layer Architecture





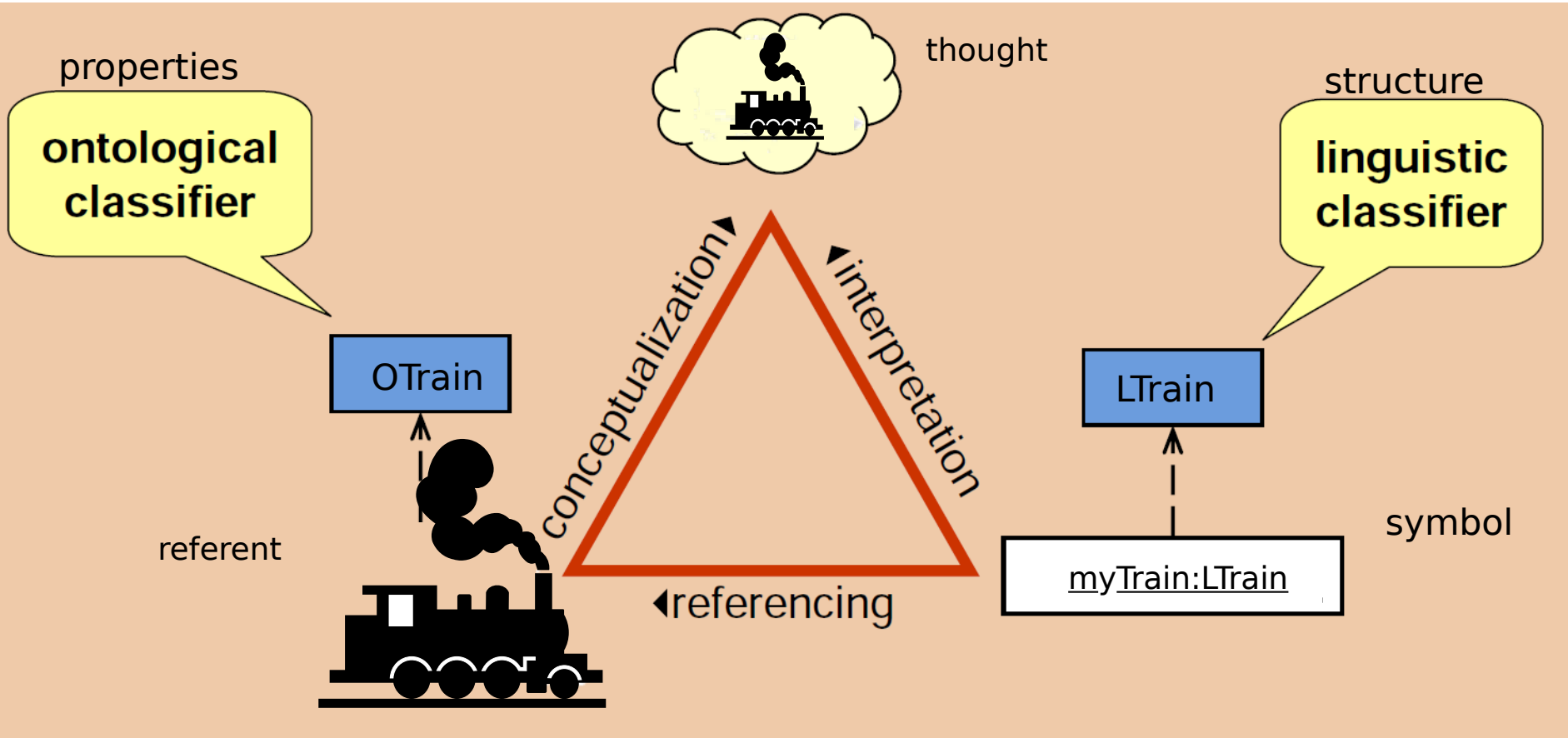
Simon Van Mierlo, Bruno Barroca, Hans Vangheluwe, Eugene Syriani, and Thomas Kuehne. Multi-level modelling in the Modelverse. In The first Workshop on Multi-Level Modelling (MULTI), co-located with the 17<sup>th</sup> International Conference on Model Driven Engineering Languages and Systems (MoDELS), Valencia, Spain, volume 1286 of CEUR Workshop Proceedings , pages 83 - 92, 2014.

Yentl Van Tendeloo, Bruno Barroca, Simon Van Mierlo, Hans Vangheluwe. Modelverse specification. 2016.  
<http://msdl.cs.mcgill.ca/people/yentl/files/Modelverse.pdf>

# Triangle of Meaning

aka triangle of reference or semiotic triangle  
Ogden and Richards in "the meaning of meaning" (1923)

caveat: collaborative modelling only works if collaborators have a shared interpretation



## Syntax, **Semantics**, and all that Stuff

David Harel, Bernhard Rumpe.

*Meaningful Modeling: What's the Semantics of "Semantics"?*

IEEE Computer, vol. 37, no. 10, pp. 64-72, October, 2004.



- “operational” semantics
- “denotational” (transformational) semantics

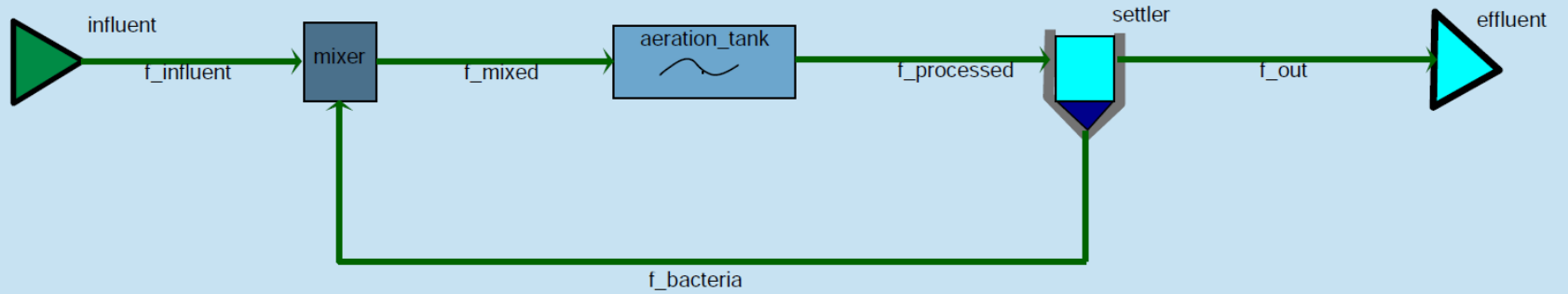
## Operational vs. Denotational (Translational) semantics



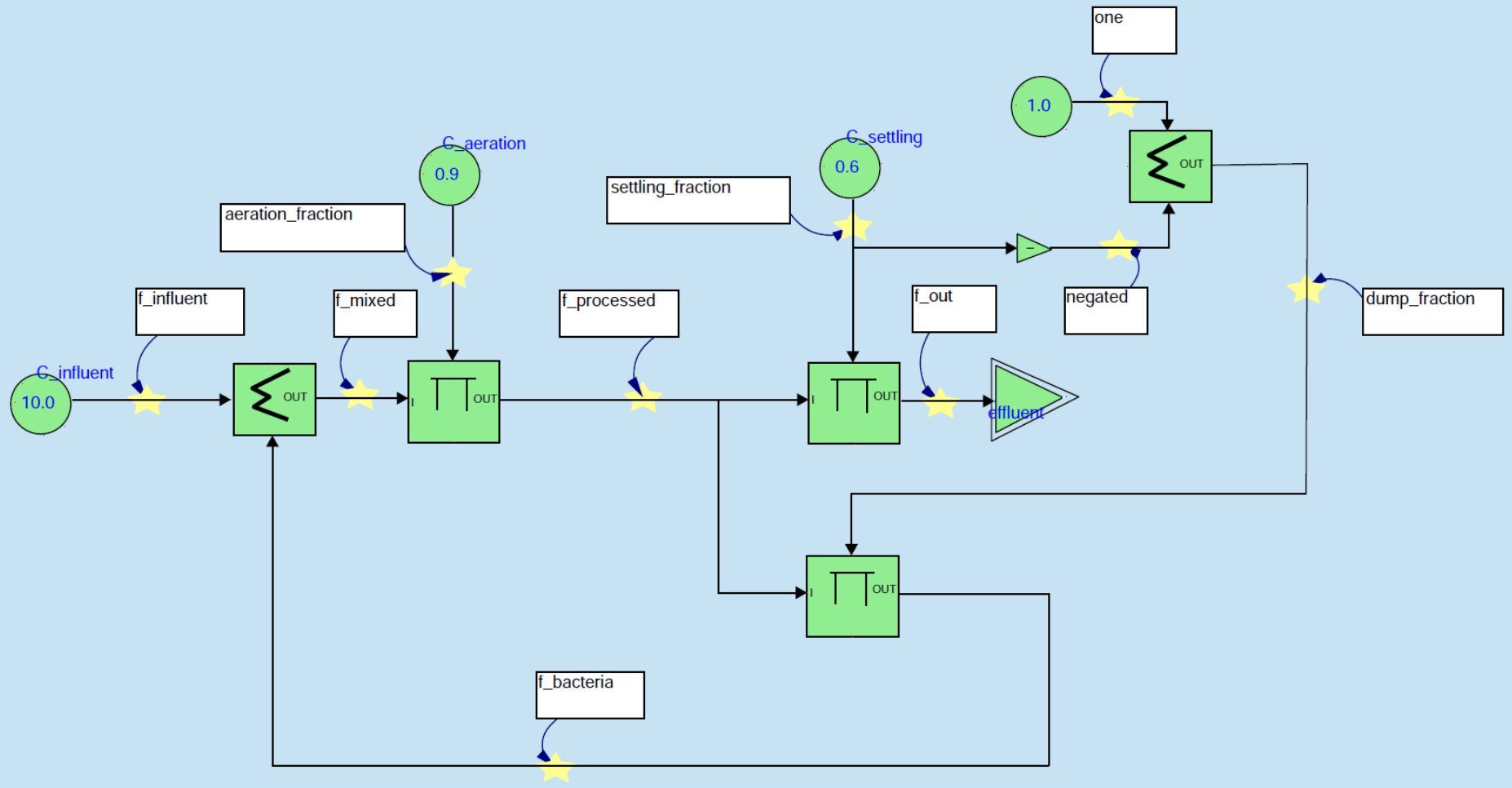
NATO's Sarajevo Waste Water Treatment Plant

[www.nato.int/sfor/cimic/env-pro/waterpla.htm](http://www.nato.int/sfor/cimic/env-pro/waterpla.htm)

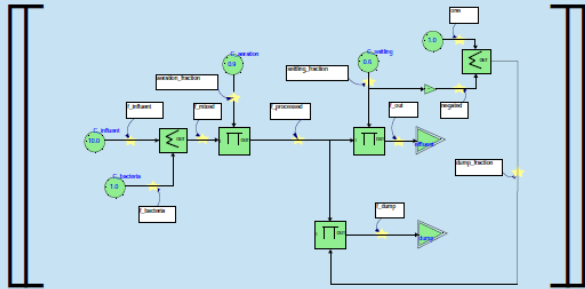
# What does this WWTP model mean?



# ... its meaning (steady-state abstraction): Causal Block Diagram (CBD)



## Meaning of the CBD ... semantic mapping onto algEqns



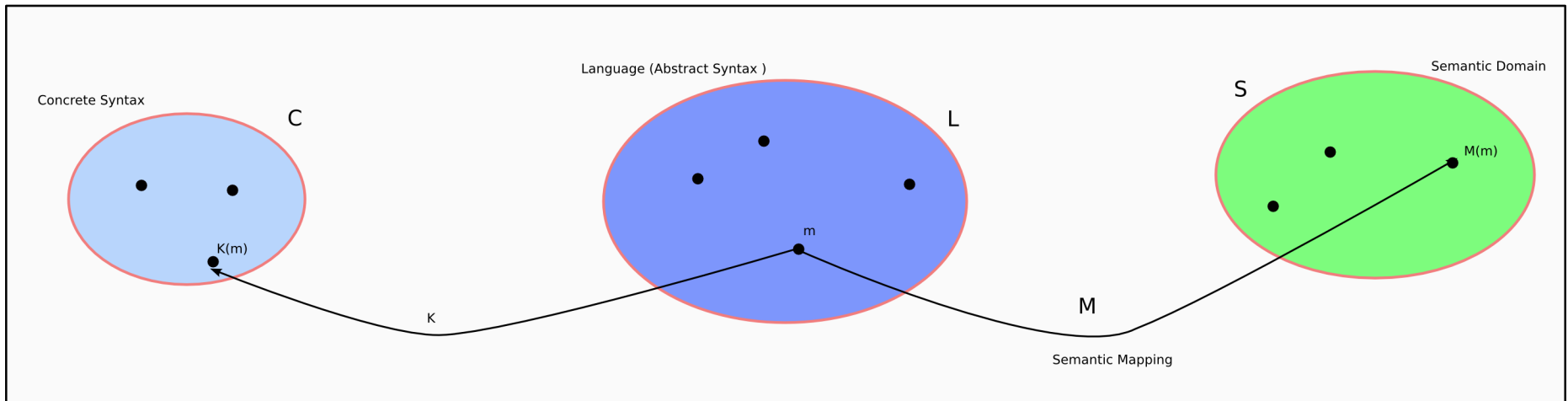
= {

$f\_influent$	=	$C\_influent$
$f\_bacteria$	=	$C\_bacteria$
$f\_mixed$	=	$f\_influent + f\_bacteria$
$aeration\_fraction$	=	$C\_aeration$
$f\_processed$	=	$aeration\_fraction * f\_mixed$
$settling\_fraction$	=	$C\_settling$
$negated$	=	$-settling\_fraction$
$one$	=	$1$
$dump\_fraction$	=	$one + negated$
$f\_dump$	=	$f\_processed * dump\_fraction$
$f\_out$	=	$settling\_fraction * f\_processed$

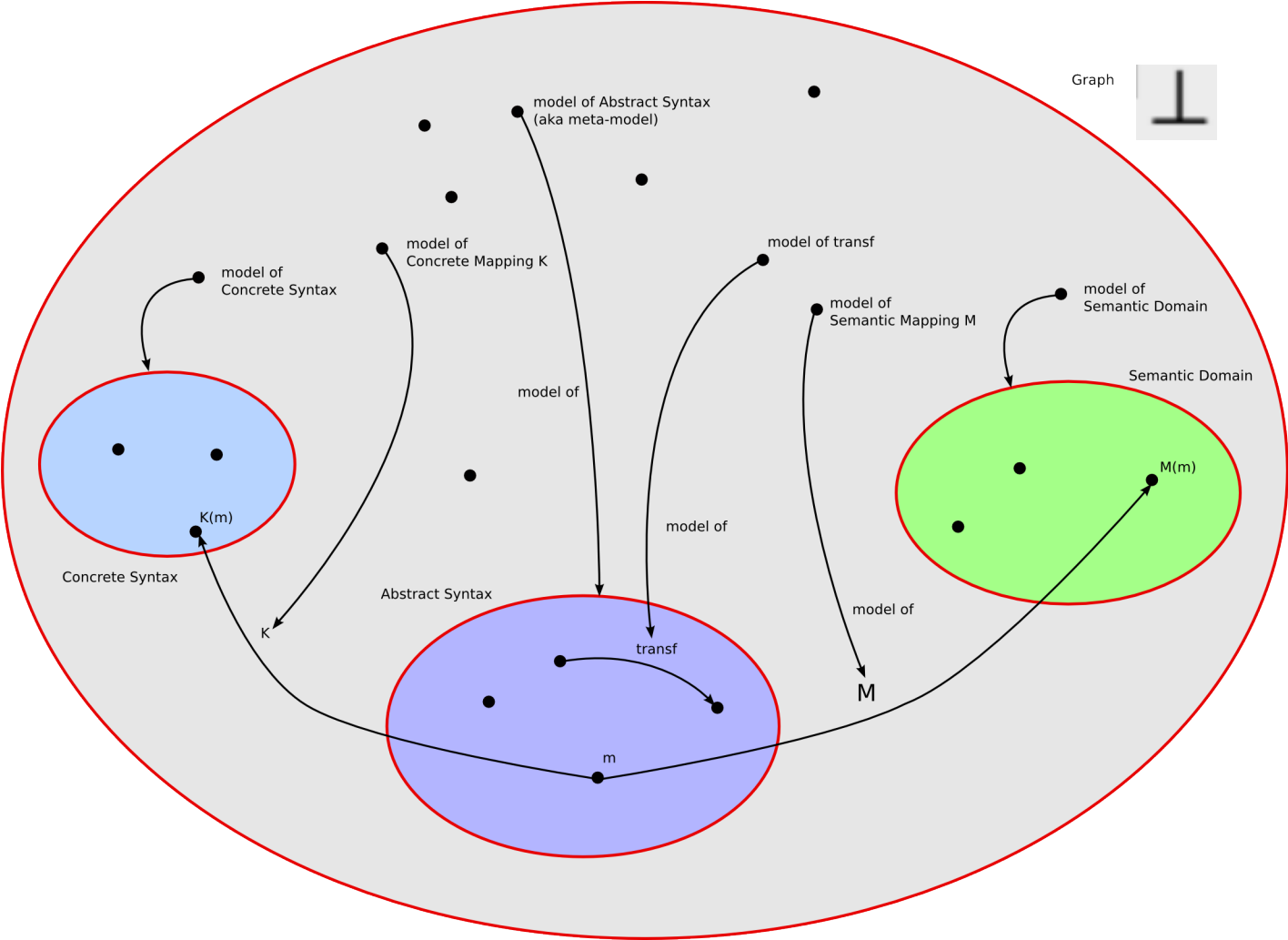


# "linguistic" view on Modelling Languages/Formalisms: Syntax and Semantics

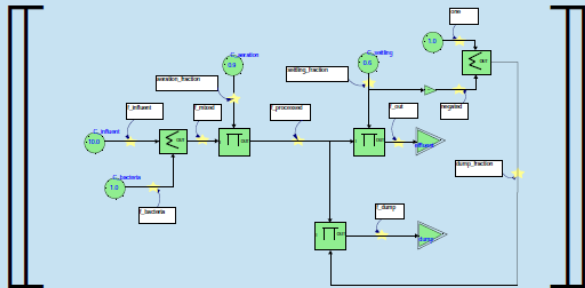
Concrete Formalism F



# Explicit "linguistic" Modelling of Modelling Languages/Formalisms



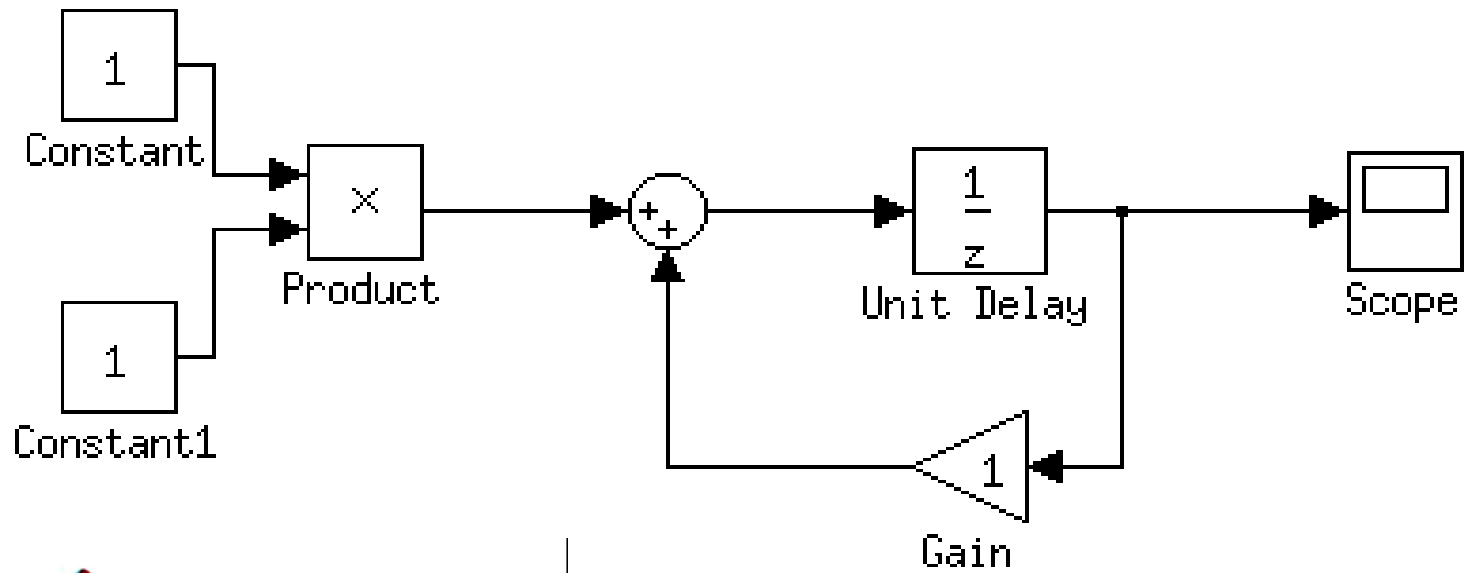
## Meaning of the CBD ... semantic mapping onto algEqns

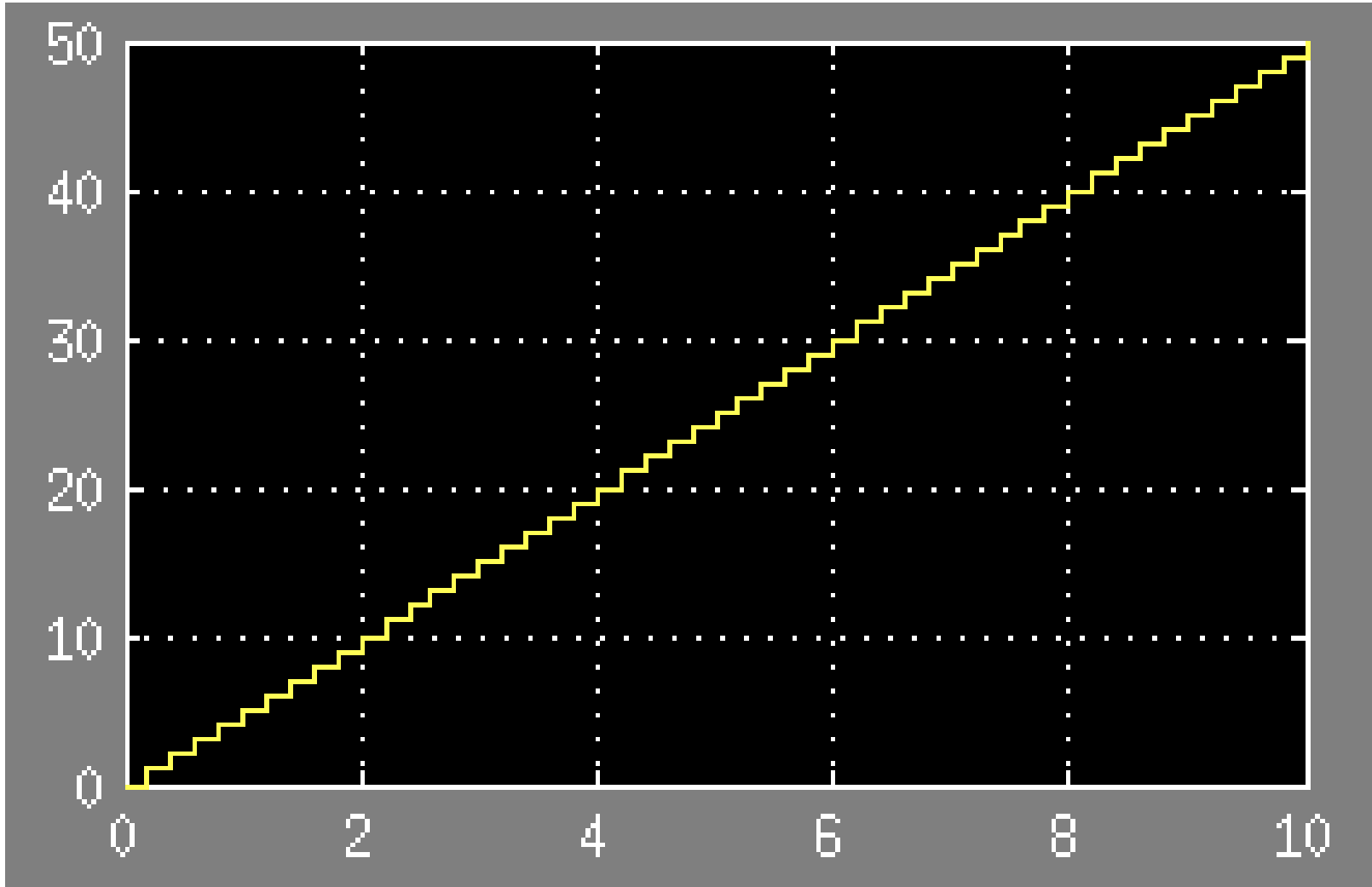


= {

$f\_influent$	=	$C\_influent$
$f\_bacteria$	=	$C\_bacteria$
$f\_mixed$	=	$f\_influent + f\_bacteria$
$aeration\_fraction$	=	$C\_aeration$
$f\_processed$	=	$aeration\_fraction * f\_mixed$
$settling\_fraction$	=	$C\_settling$
$negated$	=	$-settling\_fraction$
$one$	=	$1$
$dump\_fraction$	=	$one + negated$
$f\_dump$	=	$f\_processed * dump\_fraction$
$f\_out$	=	$settling\_fraction * f\_processed$

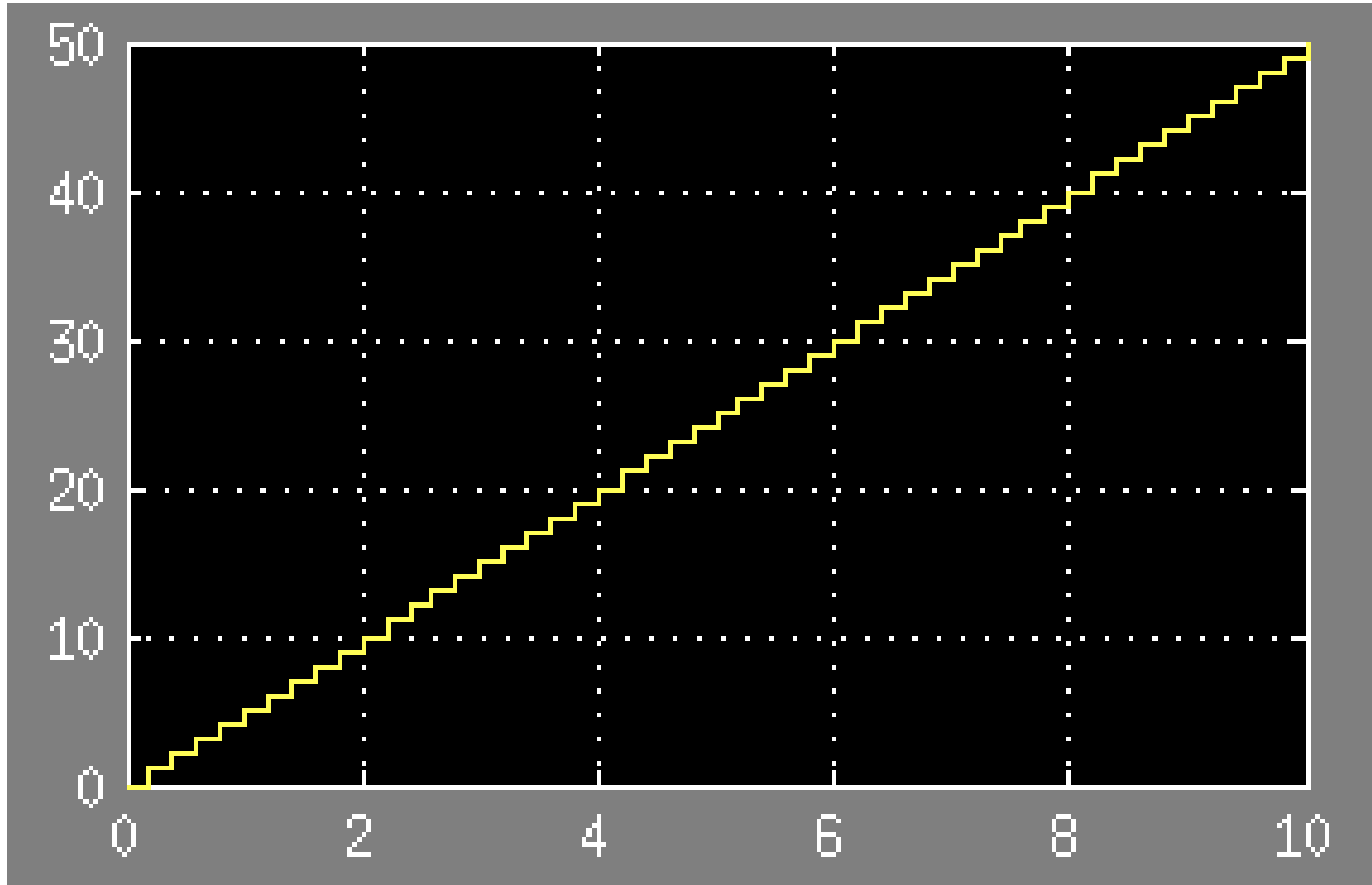
Causal Block Diagrams  
(syntax)



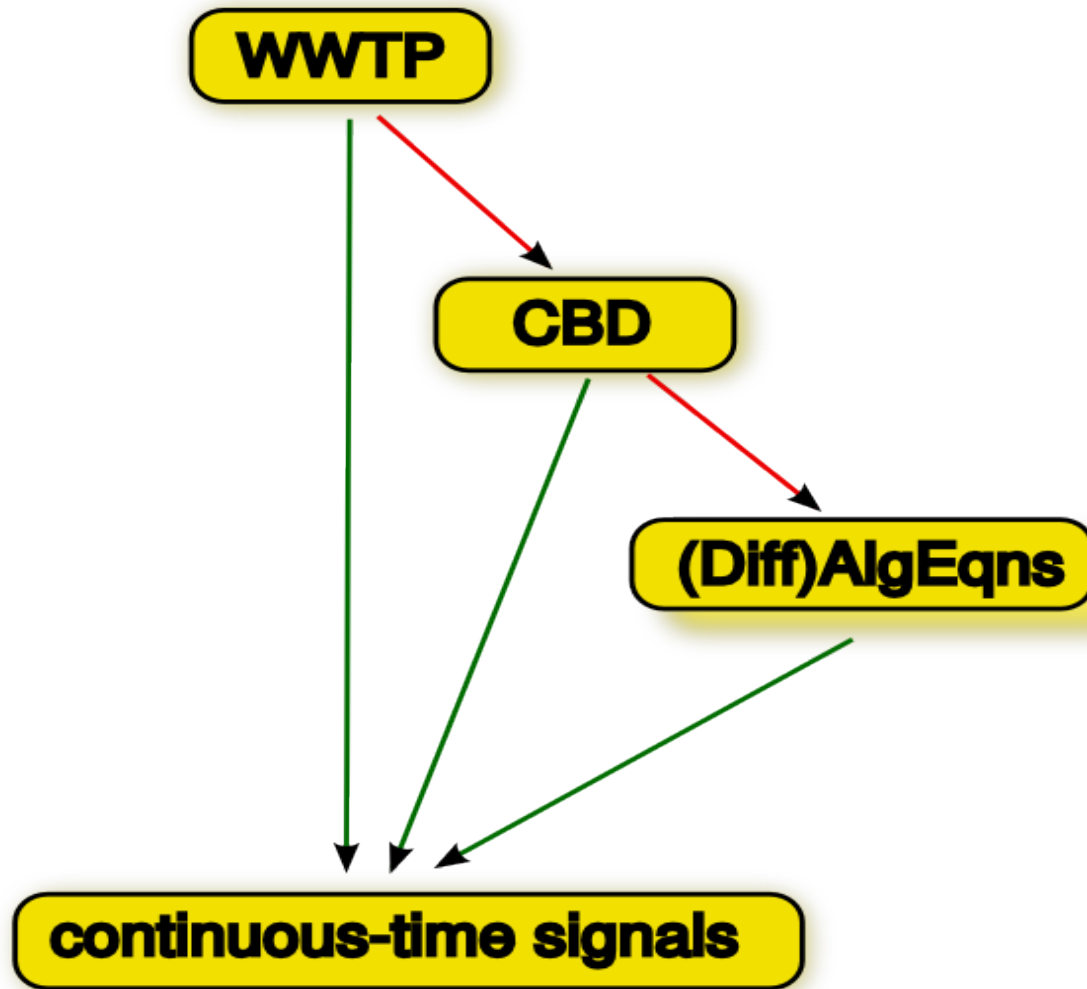


```
logicalTime  $\leftarrow$  0  
while not end_condition do  
  schedule  $\leftarrow$  LOOPDETECT(DEPGRAPH(cbd))  
  for gblock in schedule do  
    COMPUTE(gblock)  
  end for  
  logicalTime  $\leftarrow$  logicalTime +  $\Delta t$   
end while
```

## Causal Block Diagrams (semantics)

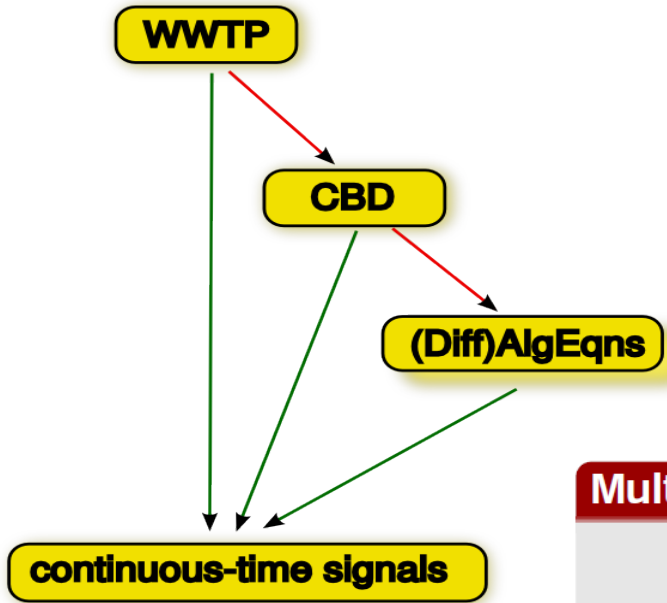


Formalism Transformation Graph (FTG)

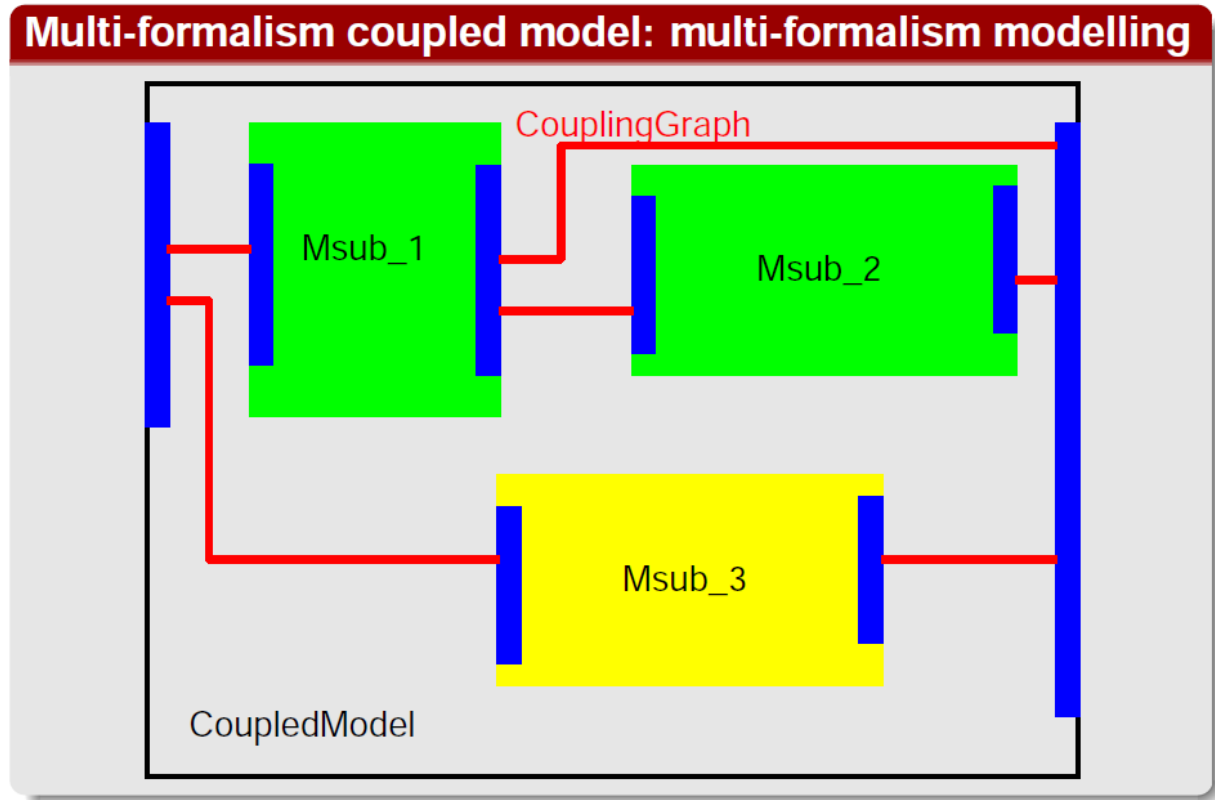


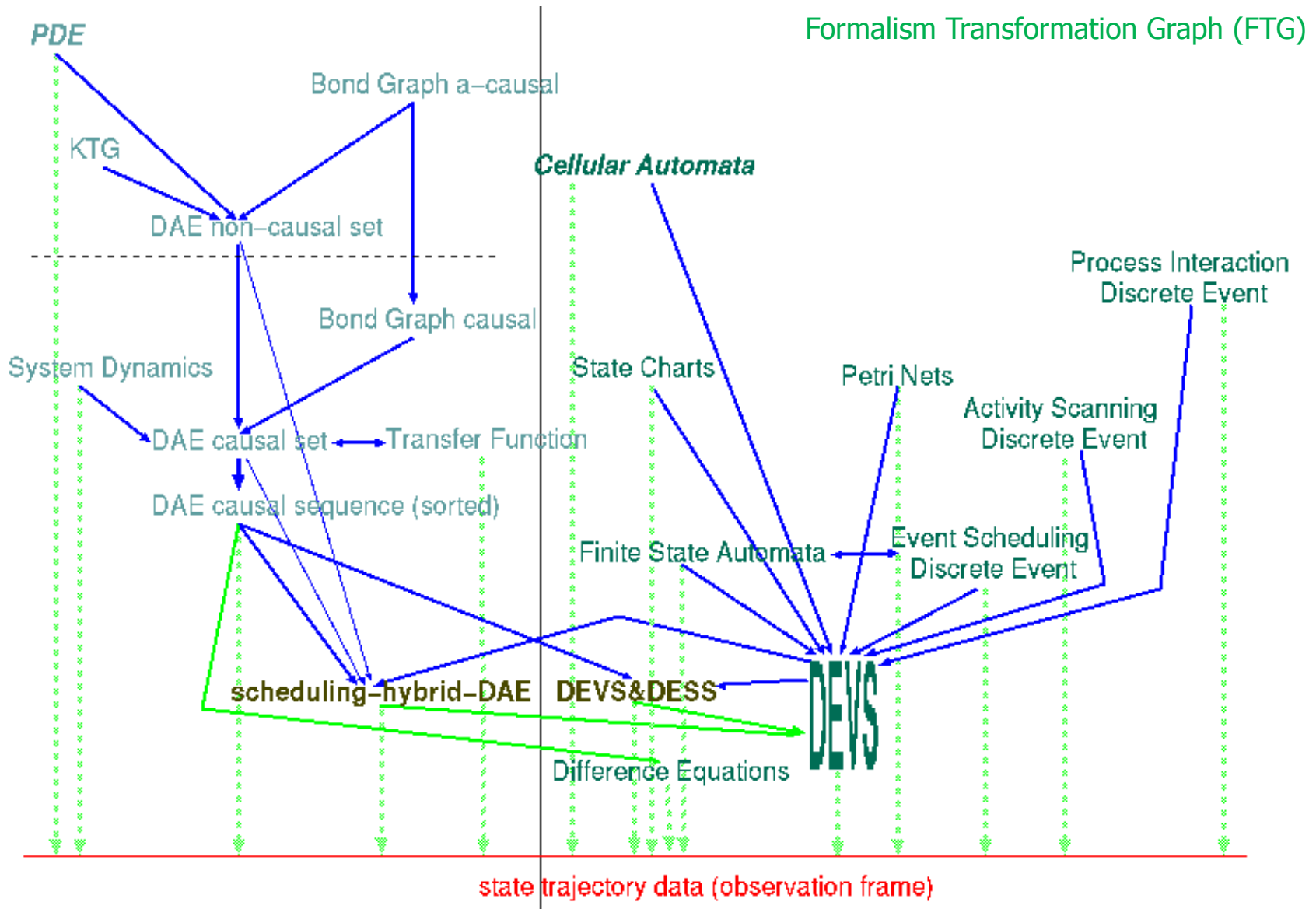


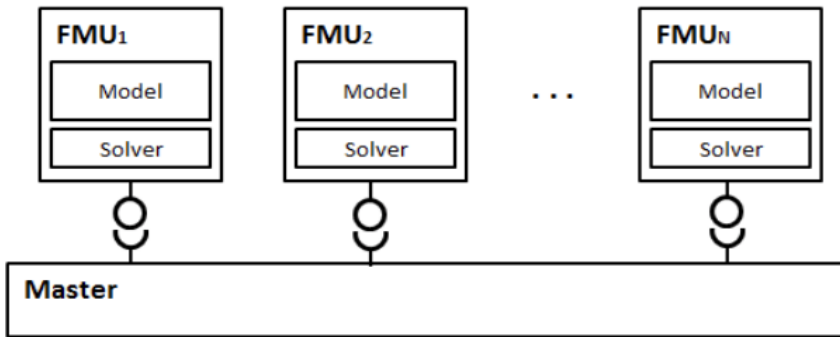
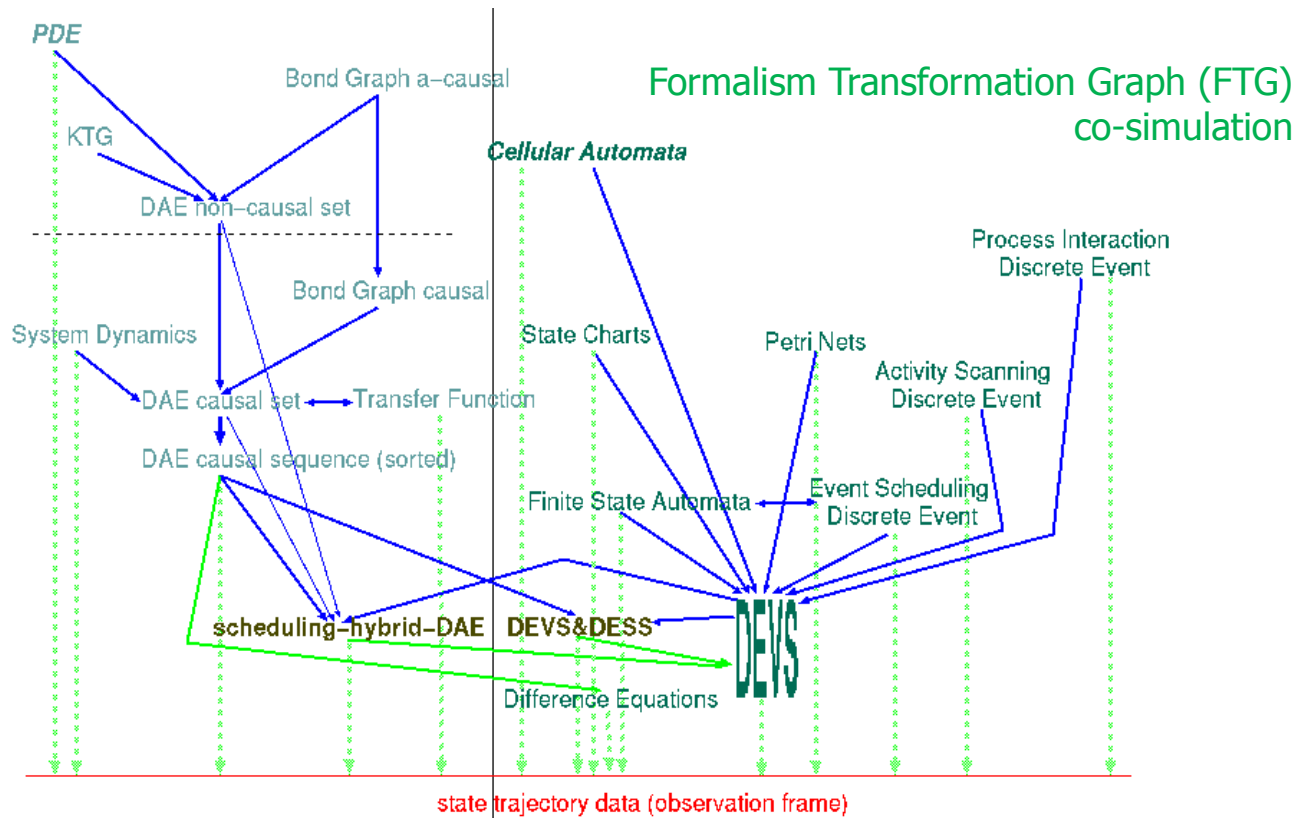
# Formalism Transformation Graph (FTG)



Bran Selic: "fragmentation problem"







Cláudio Gomes, Casper Thule, David Broman, Peter Gorm Larsen, Hans Vangheluwe.  
Co-simulation: State of the art. ArXiv 1702.00686. 2017.

Cornell University Library  
 arXiv.org > cs > arXiv:1702.00686  
 Search or Article ID inside arXiv: All papers > Q > Broaden y  
 (Help | Advanced search)

Computer Science > Systems and Control

**Co-simulation: State of the art**

Cláudio Gomes, Casper Thule, David Broman, Peter Gorm Larsen, Hans Vangheluwe

(Submitted on 1 Feb 2017)

It is essential to find new ways of enabling experts in different disciplines to collaborate more efficient in the development of ever more complex systems, under increasing market pressures. One possible solution for this challenge is to use a heterogeneous model-based approach where different teams can produce their conventional models and carry out their usual mono-disciplinary analysis, but in addition, the different models can be coupled for simulation (co-simulation), allowing the study of the global behavior of the system. Due to its potential, co-simulation is being studied in many different disciplines but with limited sharing of findings. Our aim with this work is to summarize, bridge, and enhance future research in this multidisciplinary area.

We provide an overview of co-simulation approaches, research challenges, and research opportunities, together with a detailed taxonomy with different aspects of the state of the art of co-simulation and classification for the past five years. The main research needs identified are: finding generic approaches for modular, stable and accurate coupling of simulation units; and expressing the adaptations required to ensure that the coupling is correct.

Comments: 157 pages, about 30 figures

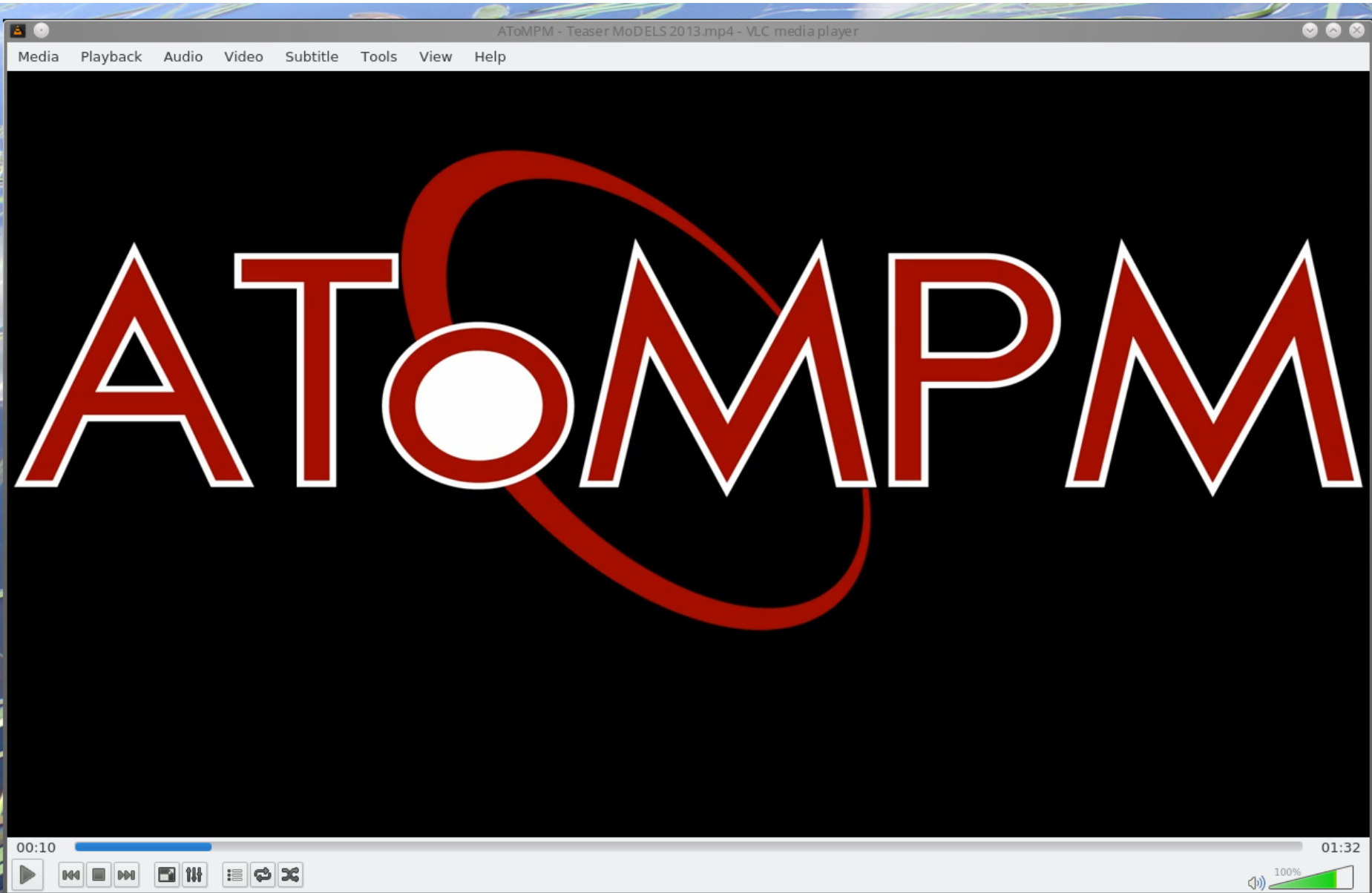
Subjects: Systems and Control (cs.SY)

MSC classes: 65Y10

ACM classes: I.6.1; I.6.7

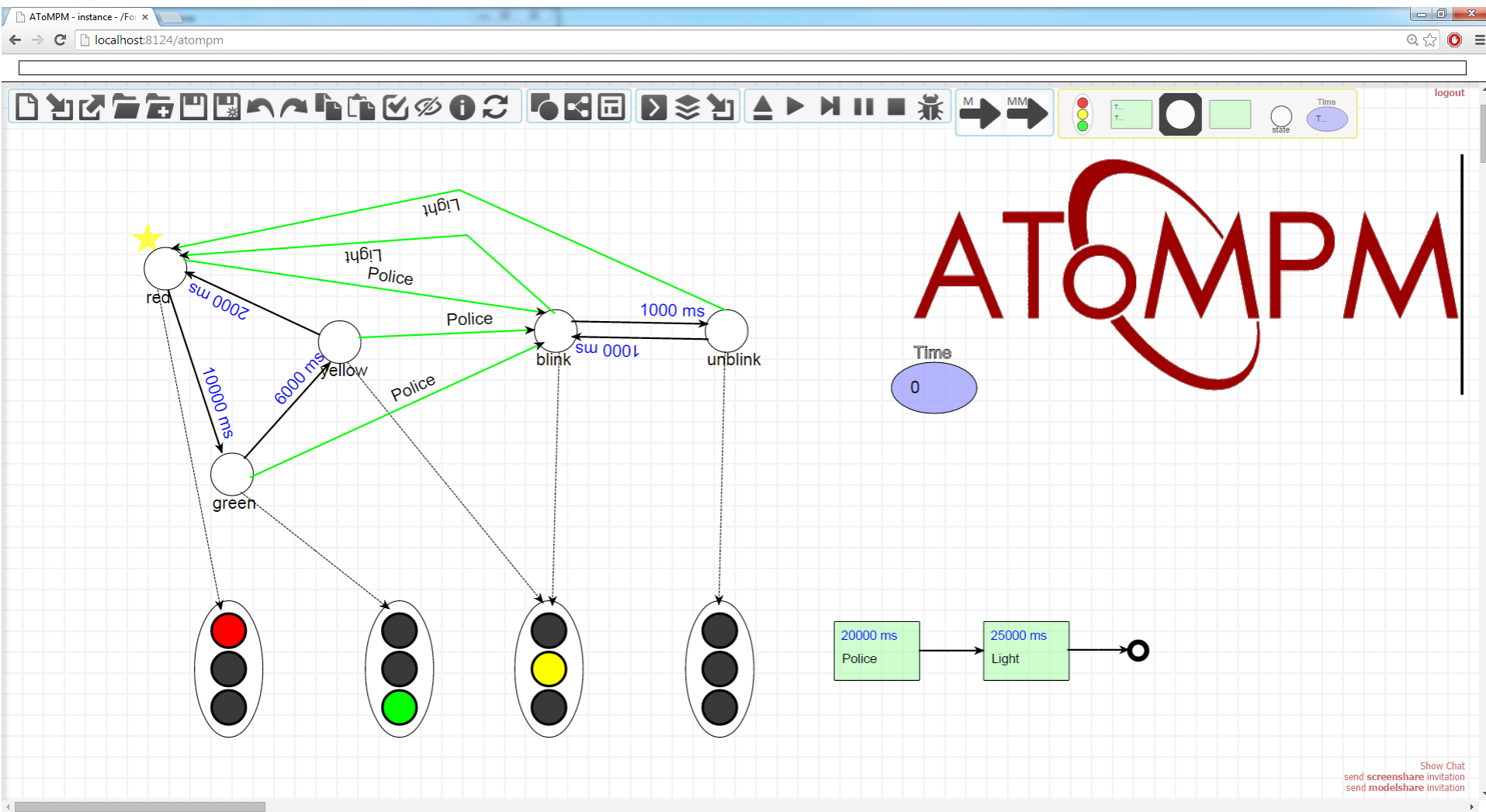
Cite as: arXiv:1702.00686 [cs.SY]

(or arXiv:1702.00686v1 [cs.SY] for this version)



<https://www.youtube.com/watch?v=RYtea2BiQ98>

# (domain-specific) "linguistic" Modelling Language Engineering

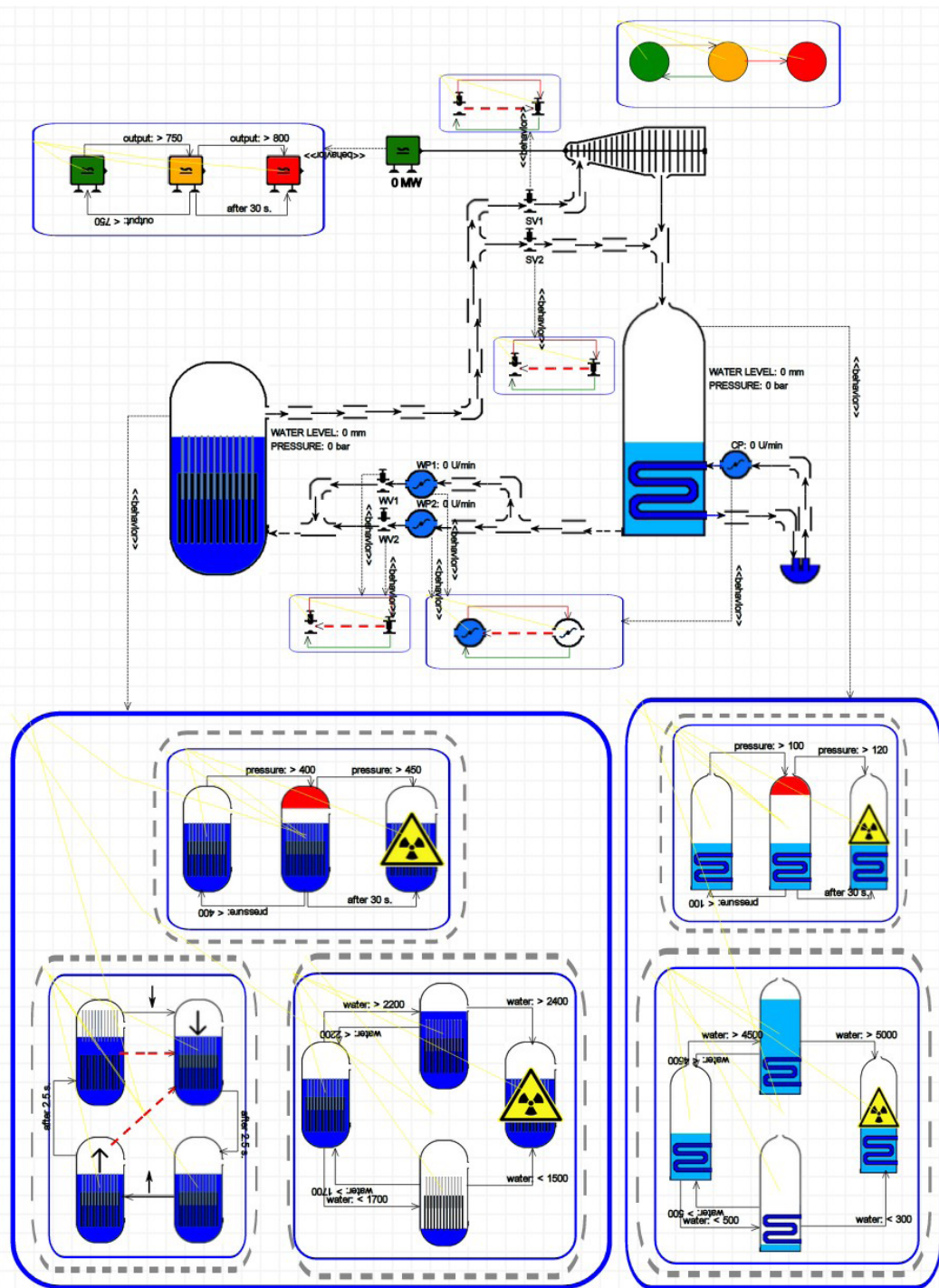


Show Chat  
send screenshare invitation  
send modelshare invitation

Raphael Mannadiar. A Multi-Paradigm Modelling Approach to the Foundations of Domain-Specific Modelling. PhD thesis, McGill Univ., 2012.

Eugene Syriani, Hans Vangheluwe, Raphael Mannadiar, Conner Hansen, Simon Van Mierlo, and Huseyin Ergin. AToMPM: A web-based modeling environment. In Proceedings of MODELS'13 Demonstration Session co-located with the 16<sup>th</sup> International Conference on Model Driven Engineering Languages and Systems (MODELS 2013), Miami, USA, pages 21- 25, 2013.

[https://www.youtube.com/watch?feature=player\\_detailpage&v=RYtea2BiQ98](https://www.youtube.com/watch?feature=player_detailpage&v=RYtea2BiQ98)





**MODEL**  
**EVERYTHING!**

**at the most appropriate level(s) of abstraction  
using the most appropriate formalism(s)  
explicitly modelling workflows**

**Enabler: (domain-specific) modelling language engineering,  
including model transformation**