

Towards a Traceability Framework for Model Transformations in Kermeta

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► **To cite this version:**

Jean-Rémy Falleri, Marianne Huchard, Clémentine Nebut. Towards a Traceability Framework for Model Transformations in Kermeta. J. Agedal, T. Neple, J. Oldevik. ECMDA-TW'06: ECMDA Traceability Workshop, Jul 2006, Bilbao (Spain), Sintef ICT, Norway, pp.31-40, 2006. <lirmm-00102855>

HAL Id: lirmm-00102855

<https://hal-lirmm.ccsd.cnrs.fr/lirmm-00102855>

Submitted on 2 Oct 2006

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Towards a traceability framework for model transformations in Kermeta

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9 juillet 2006

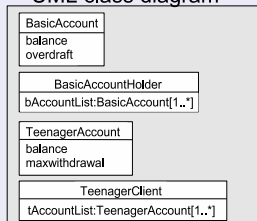
Outline

- 1 Introduction
- 2 Example
- 3 An intuitive model definition
- 4 Kermeta implementation
- 5 Conclusion and future work

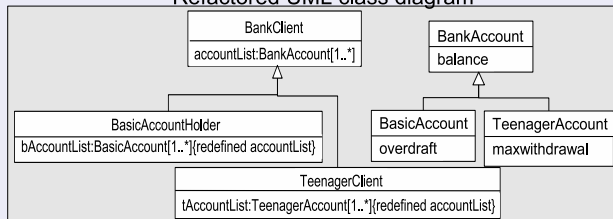
Introduction

Context

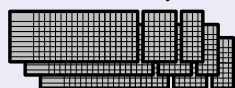
UML class diagram



Refactored UML class diagram



UML2contexts

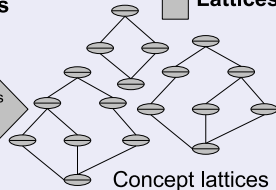


Set of contexts +
relational contexts

InitialContexts2FinalLattices



Lattices2UML



Introduction

Context

- Definition of complex model transformations
- Usage of Kermeta language (imperative syntax)
- Transformations using information from previously applied transformations

Introduction

Context

- Definition of complex model transformations
- Usage of Kermeta language (imperative syntax)
- Transformations using information from previously applied transformations

Goals

- **Need for a traceability framework**

Kermeta

Description

- Developed at the *IRISA/INRIA (Triskell Team)*, Rennes, France
- Object-oriented language
- Object model close to *MOF*
- Meta reflection
- Definition of structure and operational semantics of metamodels
- Integrated in *Eclipse*, compatible with *EMF*

Drawbacks

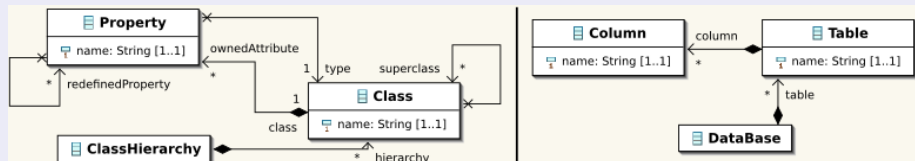
- No natural way to trace model transformations
- Impossible to avoid trace generating code

Example

Principe

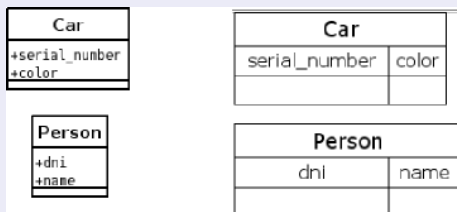
A *UML* class model is transformed into a *Database*

Metamodels

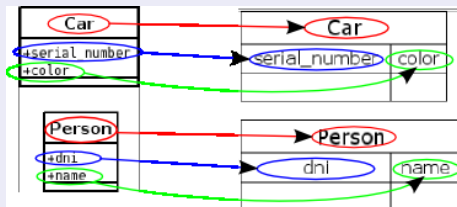


Example

Models



Trace

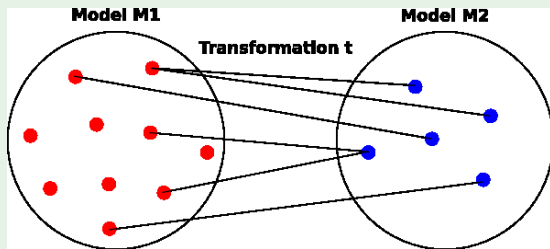


An intuitive model definition

Definition

- A model M is a set of elements.
- Let $M1$ and $M2$ be two models. A model transformation is a relation $t, t \subseteq M1 \times M2$.

Example

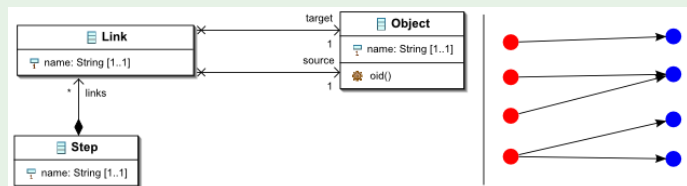


Trace definition

Definition

A step of a trace is a bipartite graph. The nodes are partitioned into two categories : source nodes and target nodes.

Example

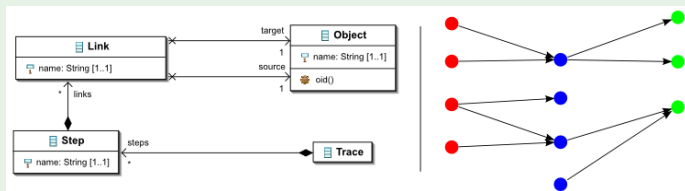


Trace definition

Definition

A transformation trace is a set of bipartite graphs.

Example

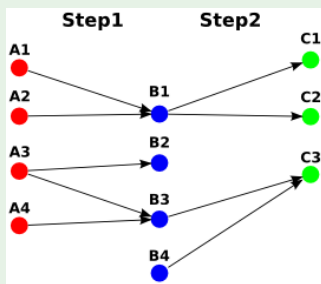


Basic operations

Definition

- $parents(C3) = \{B3, B4\}$
- $allparents(C3) = \{B3, B4, A4, A3\}$

Example



Implementation

Features

- Trace serialization (in *XMI 2.0*, thanks to *EMF*)
- Simple transformation from a trace to Graphviz's dot language (*AT-T*), in order to allow trace visualization

Constraints

- Trace generating code should be as short as possible, and only a small part of it should be placed in the transformation code
- Developers must be able to access to the elements of their choice through the trace
- Developers must be able to select the elements they want to trace

Serialization

Problems

- An element can't be contained by two elements
- During execution, developers need references

Current approach

- Use of references of model elements during execution
- Elements referenced are stored in the models
- Reduced clones are stored in the serialized trace

Transformation code

```

/**
 * Transform a minuml model to a mindb model
 */
operation transform(source: ClassHierarchy): DataBase is do
    result := DataBase.new // Initialize the target model

    trace.initStep("minuml2mindb") // Trace Generating Code

    source.hierarchy.each{ cls | // Iterate on every class of the source model
        var table: Table init Table.new // Create a Table
        table.name := String.clone(cls.name) // Copy the name of the Class to the table
        result.table.add(table) // Add the table in the target model

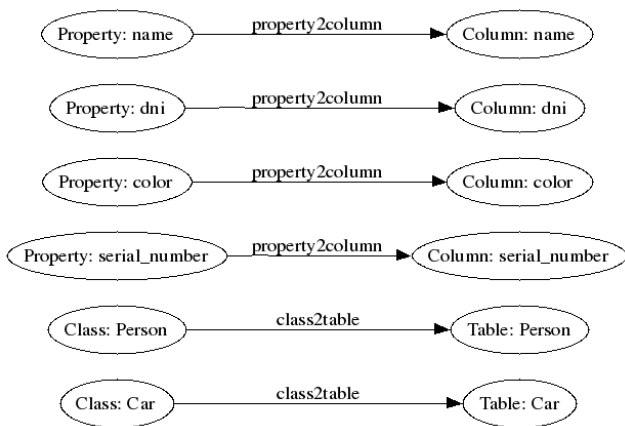
        trace.add_link("minuml2mindb", "class2table", cls, table) // Trace Generating Code

        cls.ownedAttribute.each{ prop | // Iterate on every Property of the Class
            var col: Column init Column.new // Create a new Column
            col.name := String.clone(prop.name)
            table.column.add(col) // Add the Column to the relative Table

            trace.add_link("minuml2mindb", "property2column", prop, col) // Trace Generating Code
        }
    }
end

```


Sample trace



Conclusion and future work

Conclusion

- An intuitive model definition
- A framework in the Kermeta language
- Difficulty to trace with an imperative syntax

Future work

- Composite links
- Graph-based trace definition

Open question

- Traceability is a cross-cutting concern
- Using aspects to cope with traceability in imperative transformation languages?