

DAIMLERCHRYSLER



„Modellierung operationaler Aspekte von Systemarchitekturen“

Master Thesis presentation

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Agenda



- Goals
- Model-Driven Software Development
- Pro-active Infrastructure (PAI)
- Operational Aspects
- PAI Operational Model
- DSL for the Operational Model
- Model Transformations
- Implementation with Eclipse Tools
- Demo
- Conclusion
- References

Goals



- Analyse **modeling approaches** for operational aspects
- Evaluate existing **technology** for domain-specific modeling
- Implement **prototype** modeling solution

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Model-Driven Software Development



Goals:

- Reduce software development **time**
- Reduce software **complexity**
- Increase software **quality**
- Increase software **reusability**

Key aspects:

- Use **models** as primary development artifacts based on DSL
- **Transform** abstract models into less abstract models (or source code)
- Provide **Infrastructure** (tools, processes, components)

Model-Driven Software Development



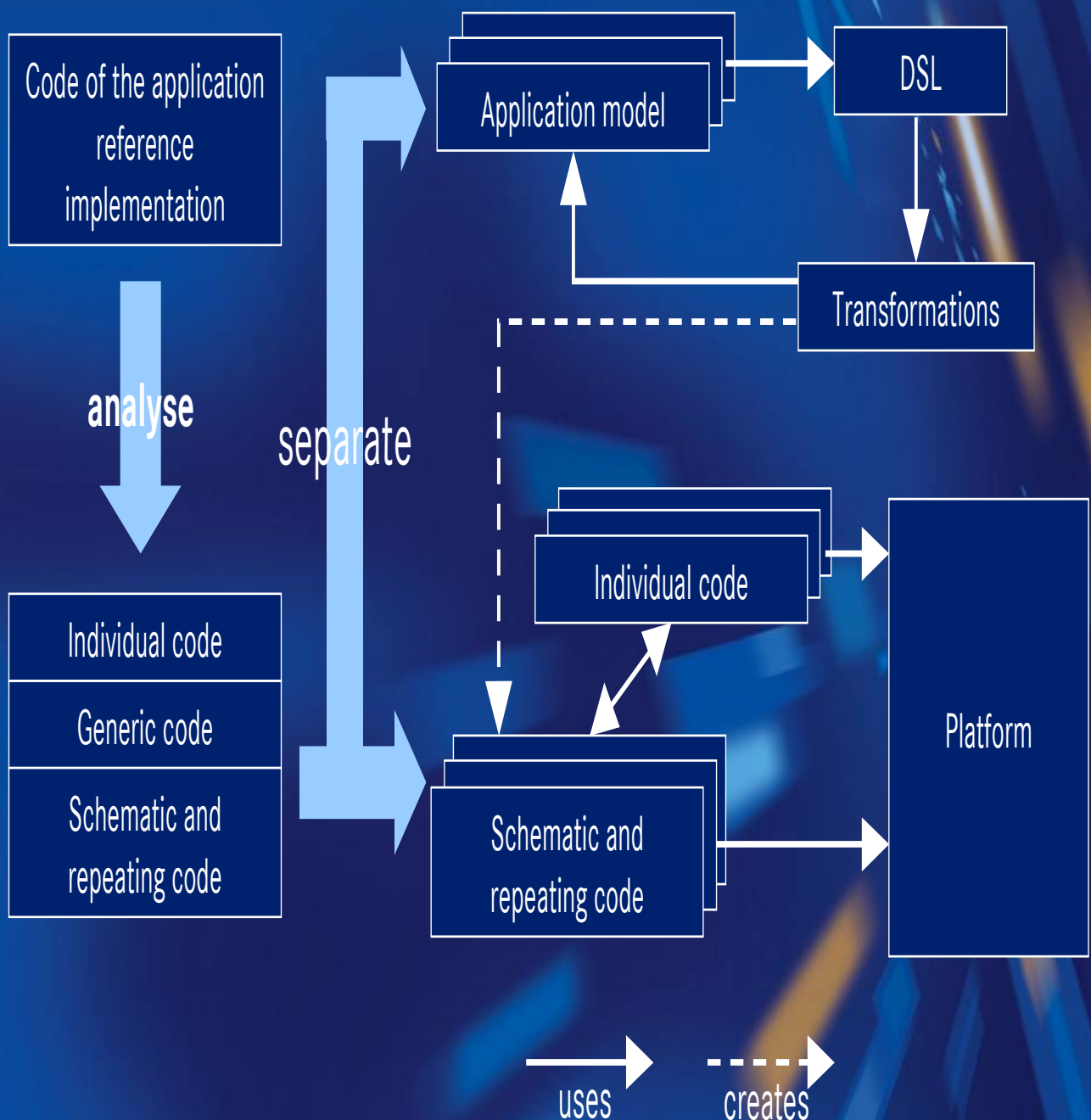
Main paradigms:

- Model-Driven Software Development
 - Use abstract but formal models based on DSLs
 - Use transformations to generate less abstract models or code

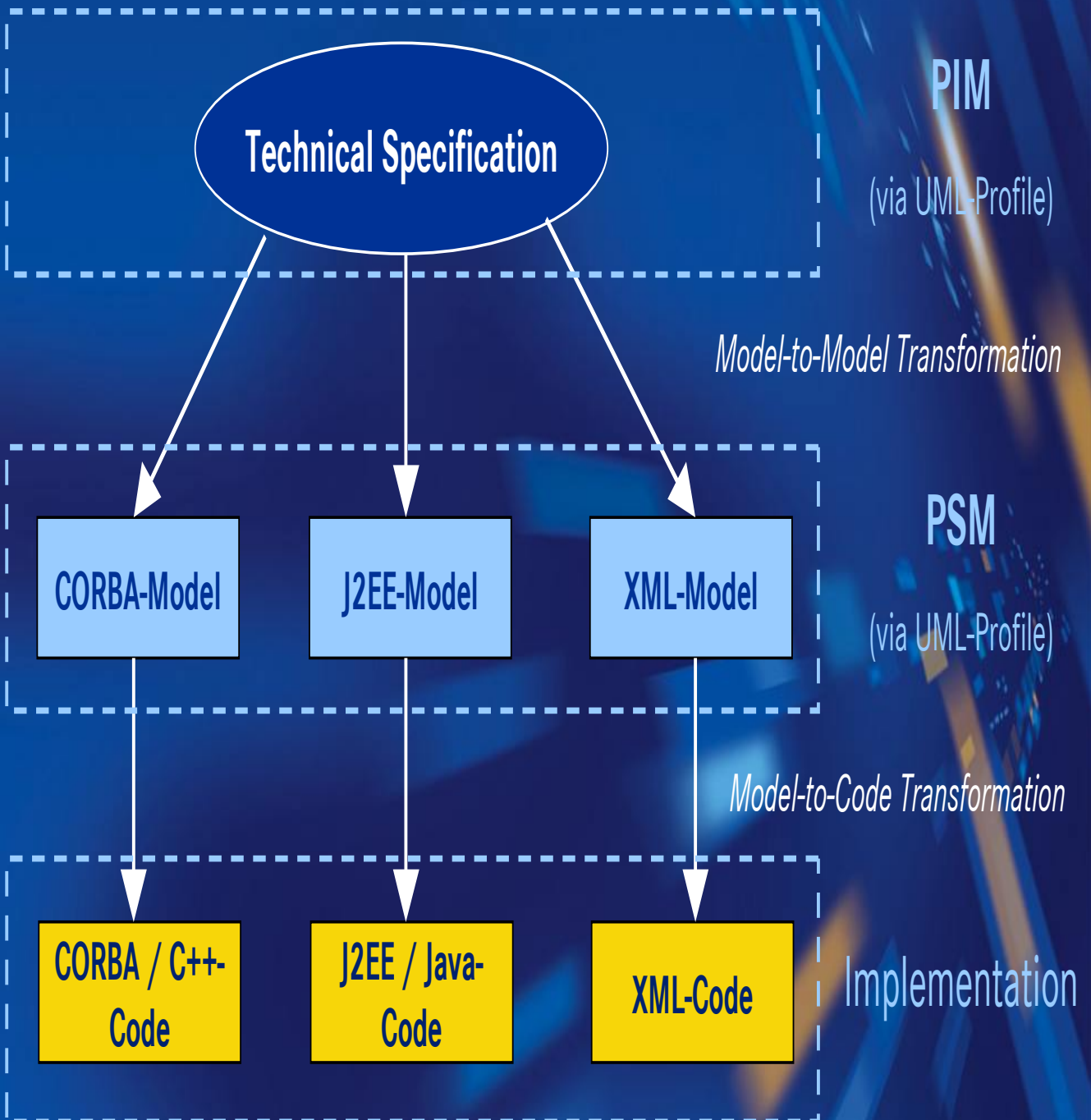
- Model-Driven Architecture (MDA)
 - Standardization of Model-Driven Software Development by OMG
 - Usage of OMG standards (MOF, UML, XMI, OCL, QVT)
 - Focus on interoperability and portability

- Software Factories
 - Microsofts vision of Model-Driven Software Development
 - Rejects OMG standards, uses own DSL Metamodel
 - Focus on tooling support

Model-Driven Software Development



Model-Driven Architecture



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Pro-active Infrastructure

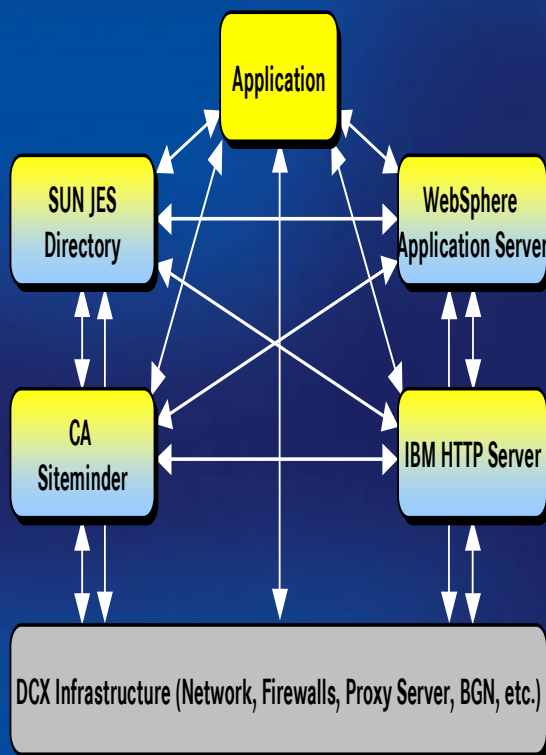


”Pro-active Infrastructure is a DCX standardized IT infrastructure foundation to optimize the development and in particular the operations of custom applications within the DaimlerChrysler group.“

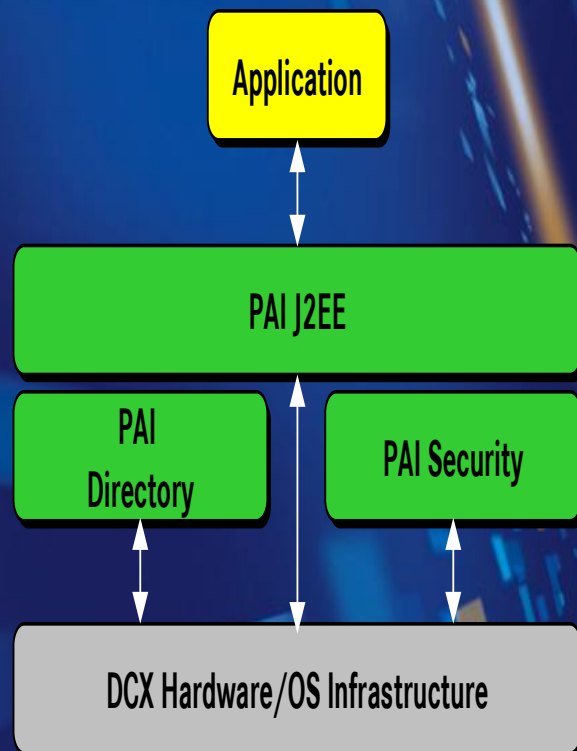
Pro-active Infrastructure



Before the usage of PAI



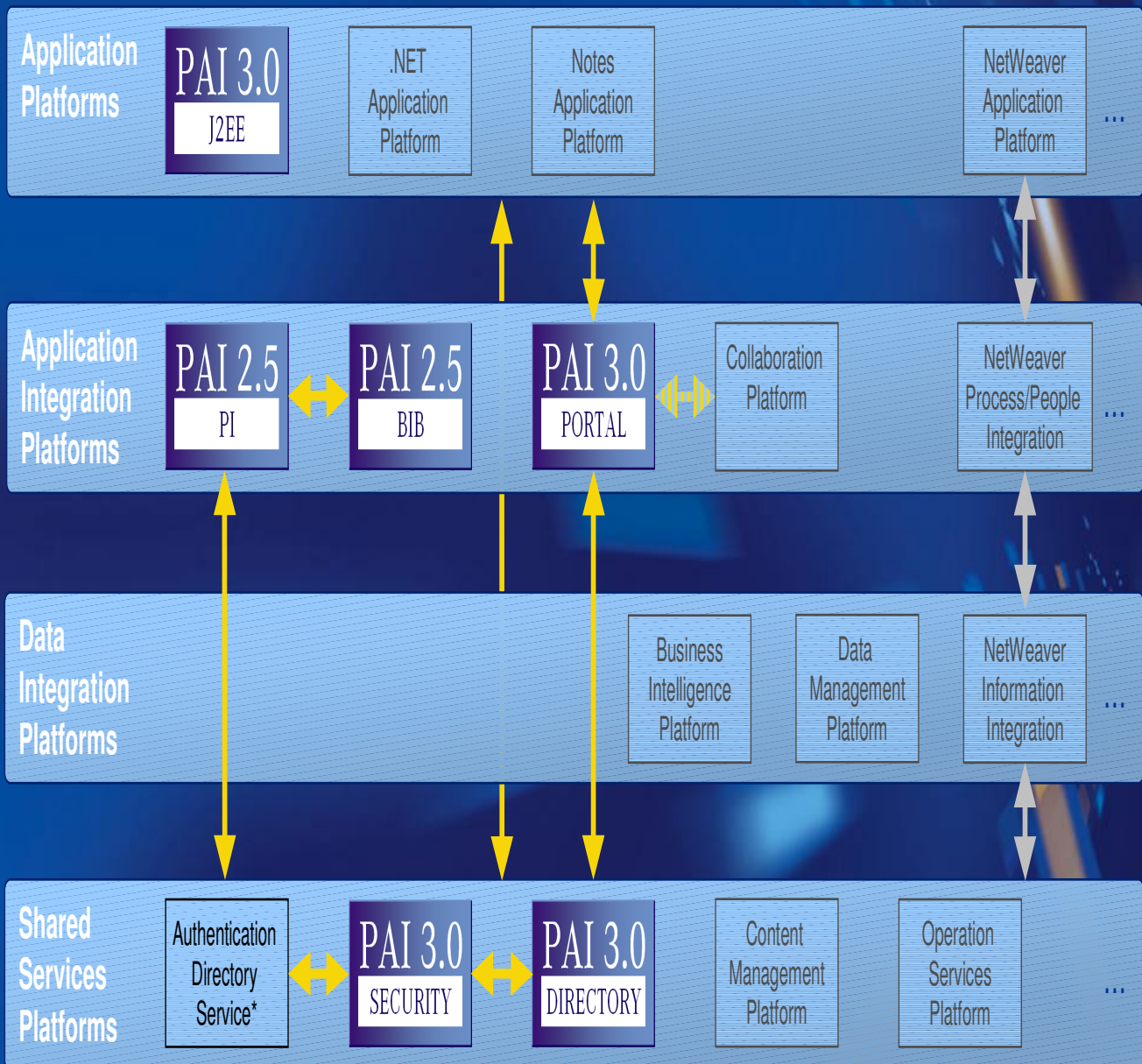
After the usage of PAI



Infrastructure & Middleware integration issues need to be addressed on an application project level

Standardized, Integrated & Release Managed Platforms for all application projects to minimize complexity and provide standardized solutions.

Pro-active Infrastructure



* provided by PAI Security and Directory Providers

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Operational Aspects



Software Architecture is divided into two categories:

Functional Aspects

- Structures of software components
- Interaction between components
- Definition of interfaces
- Dynamic behaviour of components



Operational Aspects

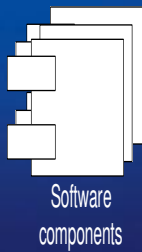
- Network organisation
- Distribution of components
- Service level requirements
- Systems Management

IBM Architecture Description Standard defines conventions for notation, terminology and semantics for the architecture of an IT system

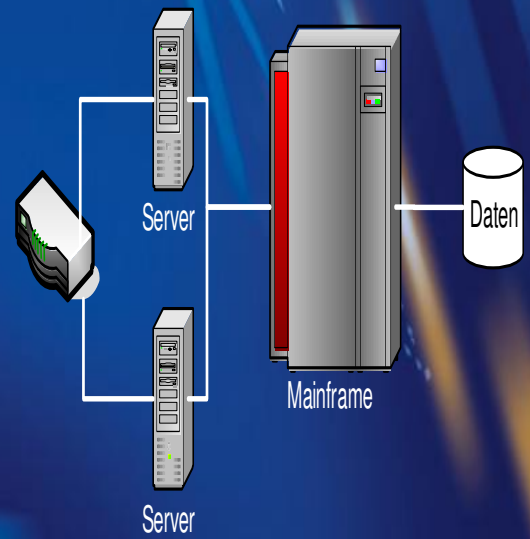
Operational Aspects



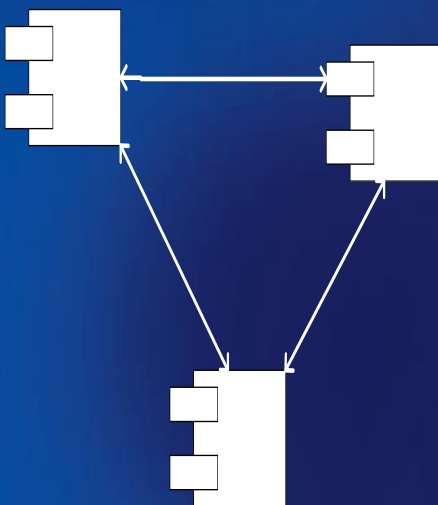
Developed software



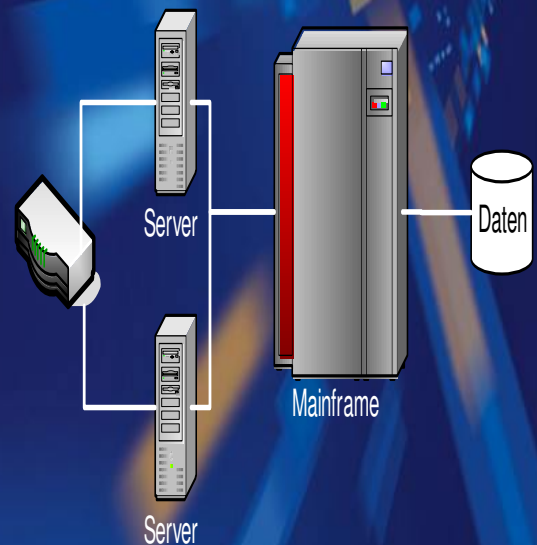
IT infrastructure



Software architecture and design



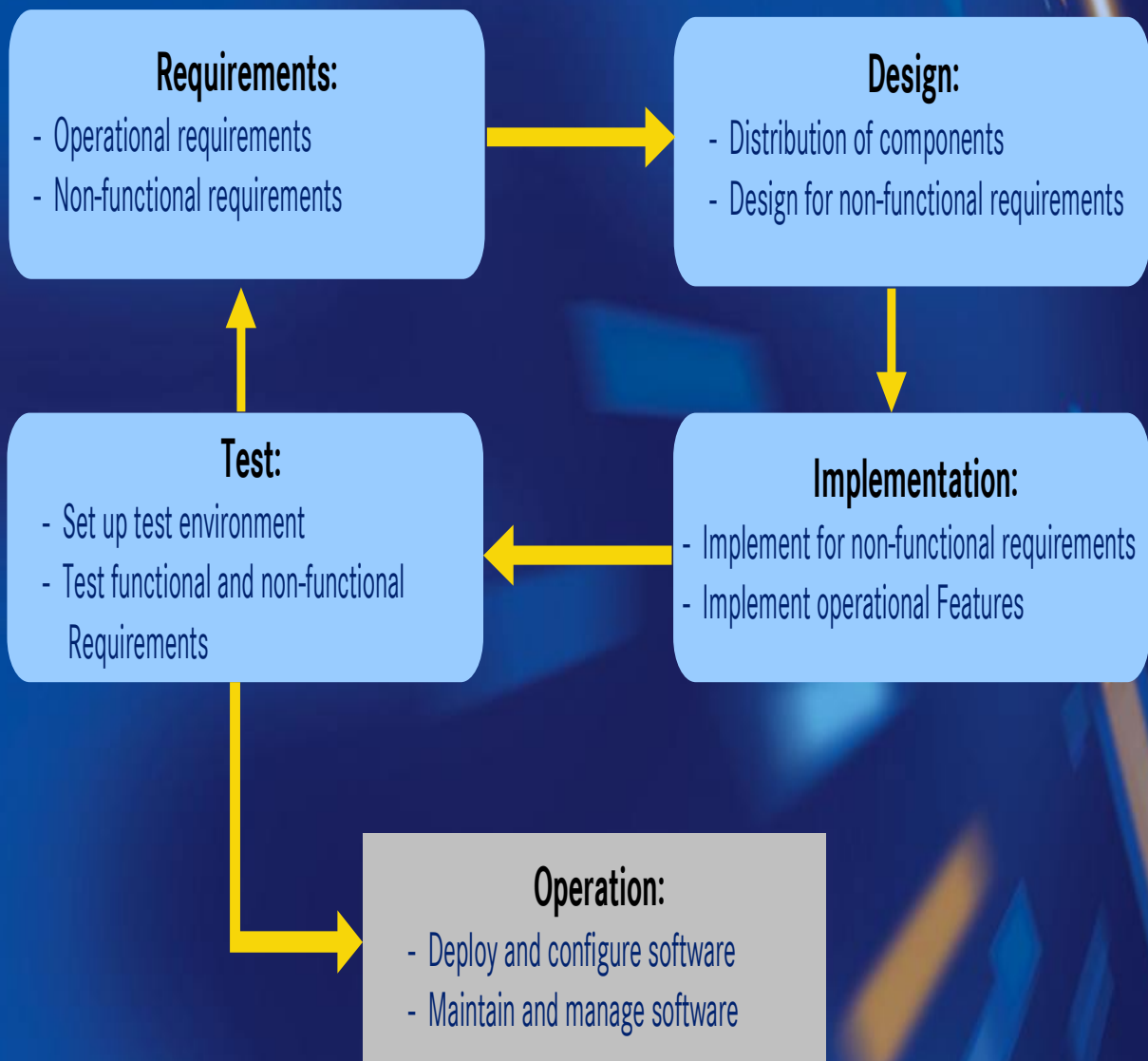
IT infrastructure



Operational Aspects



- Vital for the development and operation of large scale applications
- Need to be addressed in all phases of software development:



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PAI Operational Model



Operational Model (OM) used for operational aspects within PAI:

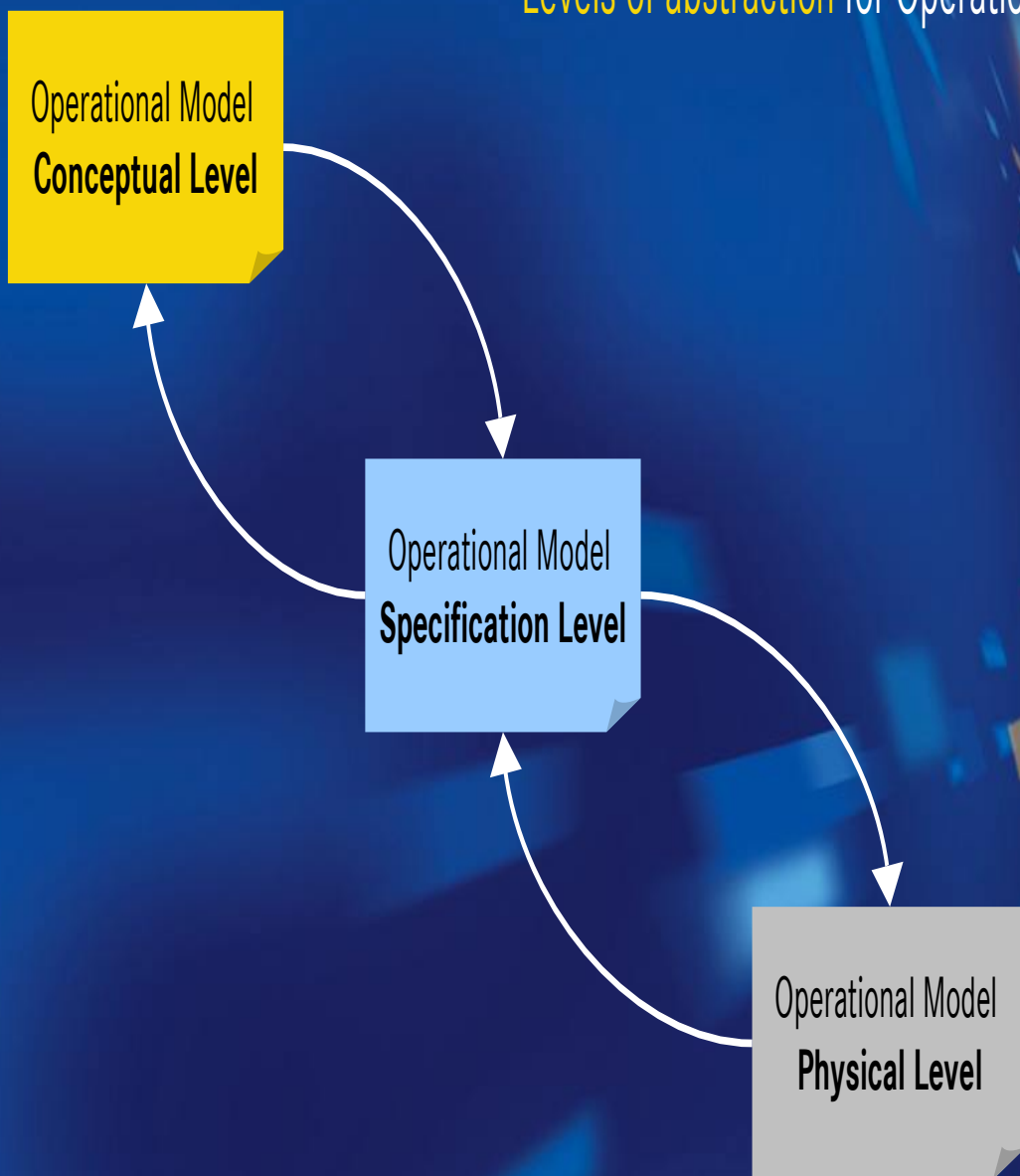
- Part of IBM Global Services Method
- Defines:
 - Distribution of components over
 - Nodes of the IT infrastructure and the
 - Connections required for the interactions of the components in order to achieve
 - Functional and non-functional requirements
- Contains:
 - One or more relationship diagrams
 - One or more walkthrough diagrams
 - Detailed description of nodes and connections
 - Description of how functional and non-functional requirements will be met
 - Description of the systems management strategy
- Devided into two / three different levels of abstraction...

PAI Operational Model



abstraction

Levels of abstraction for Operational Model



PAI Operational Model



Operational Model
Conceptual Level

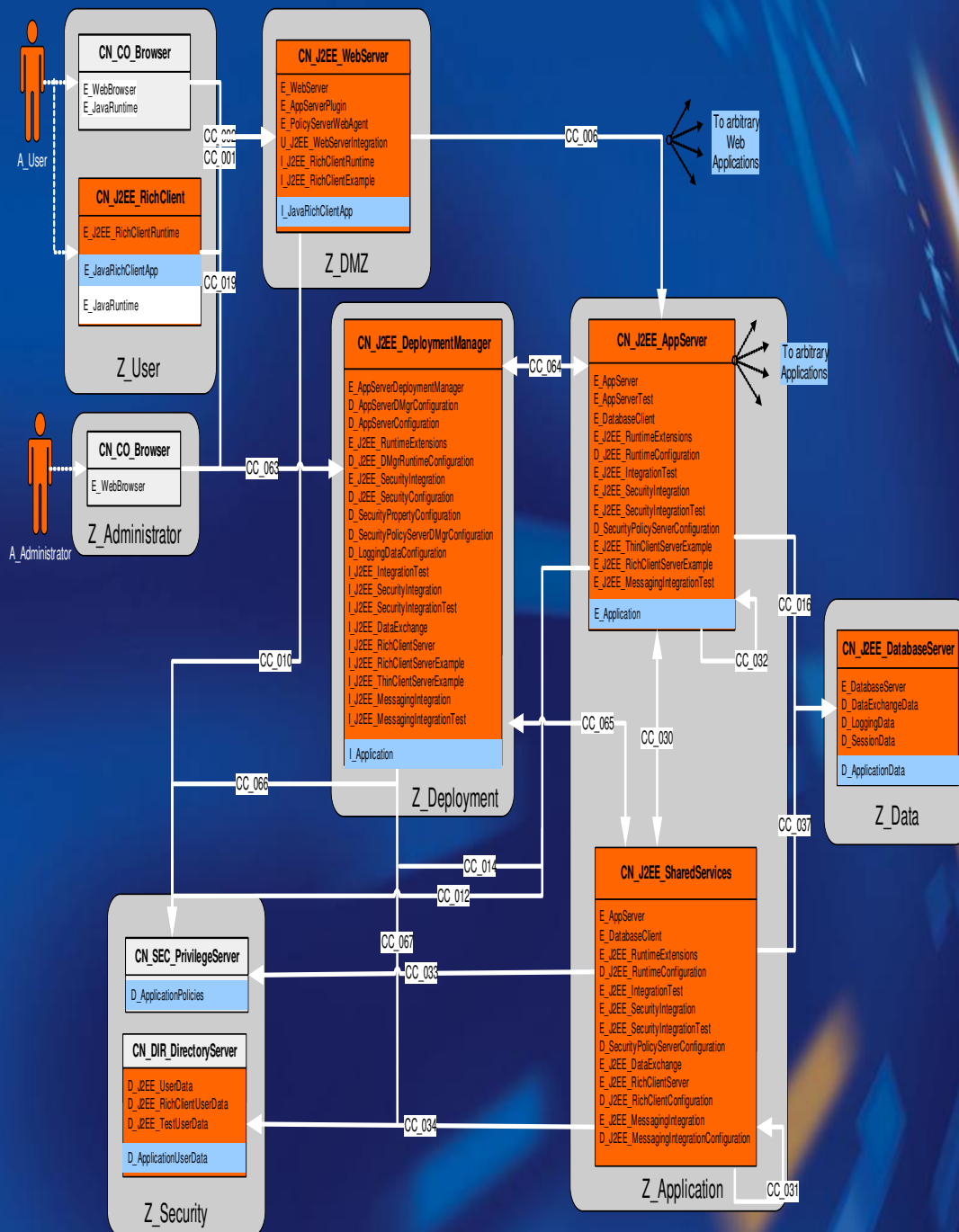
Operational Model **Conceptual Level (CL)**

- defines the set of conceptual nodes (CN) and functional relations between them
- specifies the zoning
- defines deployment units (DU) for each CN
- no product information, no physical specifications

Operational Model
Specification Level

Operational Model
Physical Level

PAI Operational Model



PAI Operational Model



Operational Model
Conceptual Level

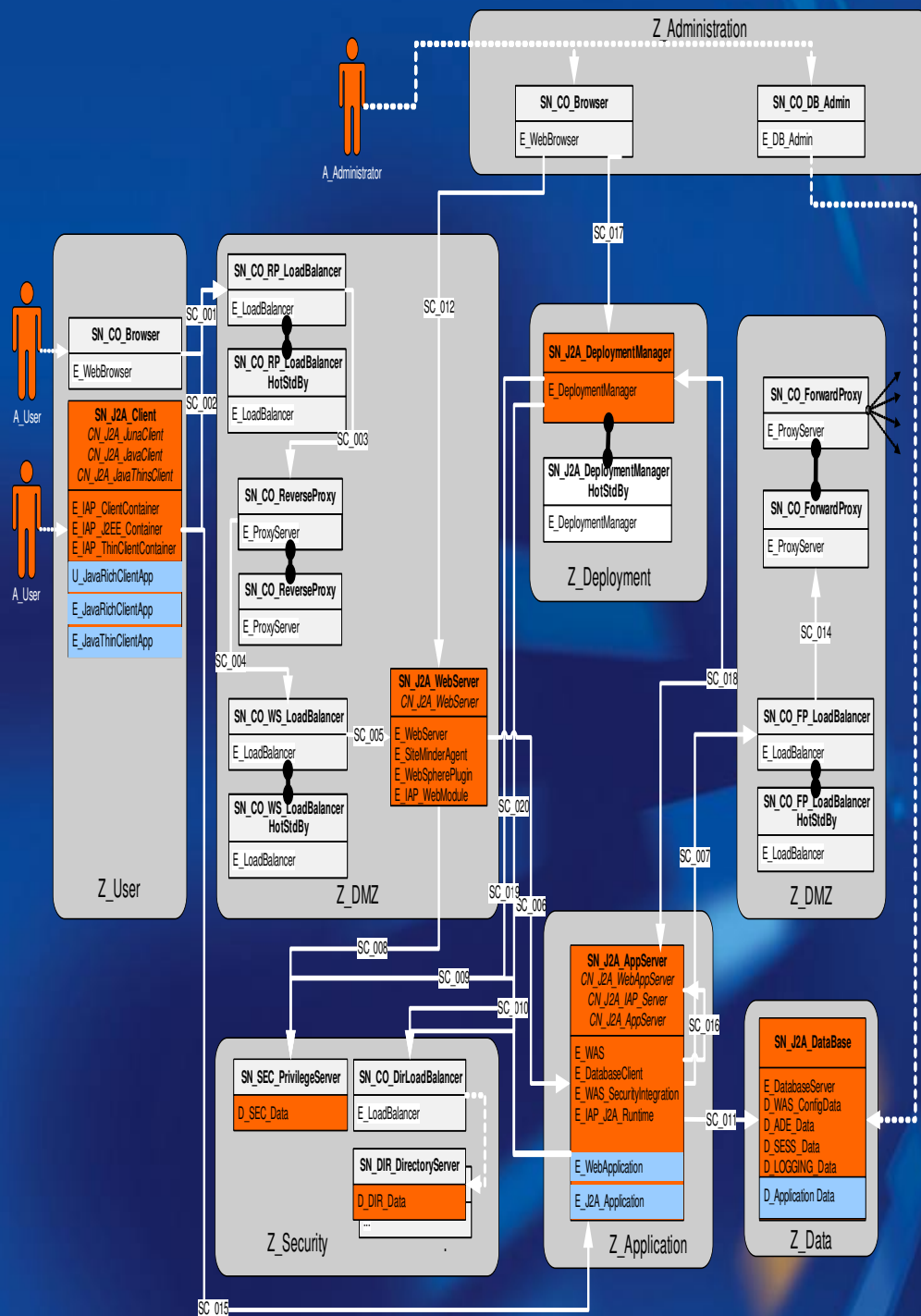
Operational Model **Specification Level** (SL)

- Specific instance of conceptual level
- Defines the products and major versions to use
- Specifies the type of CN's (cluster, HW pattern, ..)
- No hostnames, no information about real instances

Operational Model
Specification Level

Operational Model
Physical Level

PAI Operational Model



PAI Operational Model



Operational Model
Conceptual Level

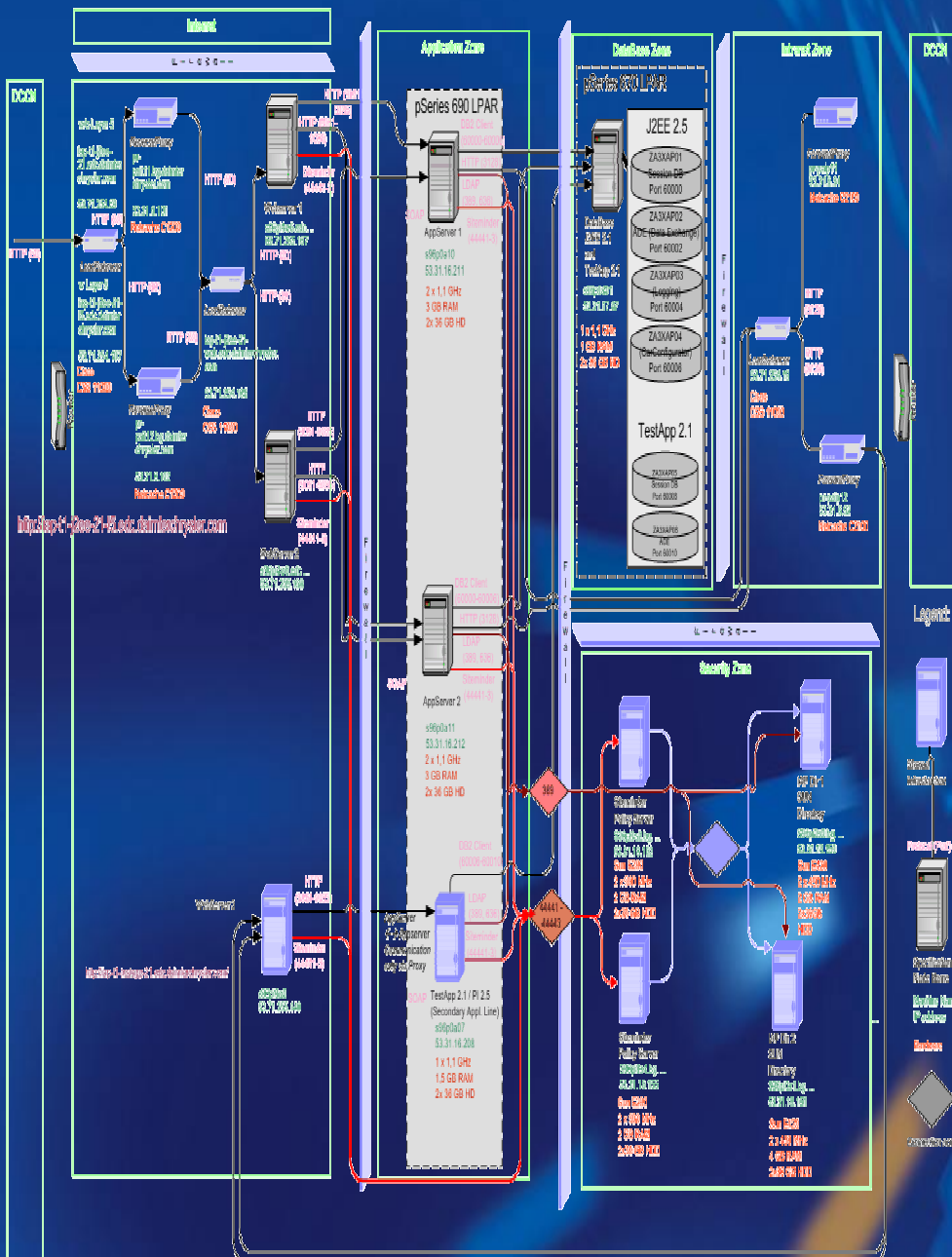
Operational Model
Specification Level

Operational Model
Physical Level

Operational Model **Physical Level** (PL)

- Defines all aspects required for setting up the environment in a real hosting environment
- IP's, hostnames, ports, FW
- Machine specification, references to asset management

PAI Operational Model



PAI Operational Model



Other operational artifacts:

- Operational Description (OD):
 - XML-based document
 - Central repository for operational information
 - Contains data from Operational Model of all levels
 - Detailed configuration parameters for base products and PAI components
 - Used for PICS

- Platform Installation and Configuration Solution (PICS)
 - Automated installation and configuration of PAI J2EE Platform
 - Based on predefined solutions and user-guided wizard
 - Uses OD as major input

PAI Operational Model



Current state:

- Operational Model only used in **informal** way (Visio diagrams, Word files...)
- No **consistency** checks possible
- No **standard notation** so far for Operational Model
- Only rarely used by PAI projects (due to lack of tools?)

- Operational Description for J2EE has around 3000 lines of XML
- **Complex** and not human readable
- Difficult to **maintain**

→ Modeling approach could solve some problems here!

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DSL for the Operational Model



Domain Specific Languages:

- Used to define the **key aspects** of a specific domain
- Enriches models with **semantic**
- Captures the knowledge of the **domain expert**
- Already widely used (SQL, FORTRAN, etc.)
- Key item for model-driven software development

Ingredients:

- Abstract Syntax
 - Static Semantic
 - Dynamic Semantic
 - Concrete Syntax
- Metamodel
- Model transformations

DSL for the Operational Model



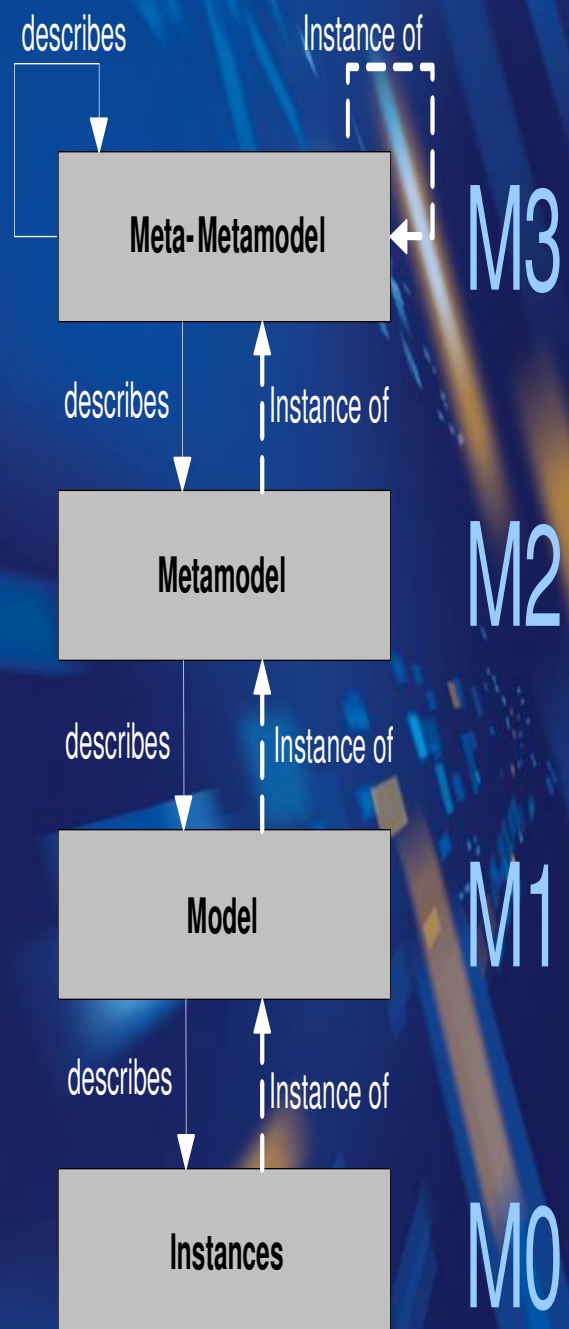
Metamodeling

- 4 layers defined by Meta-object Facility (MOF)
- Java Code on **M0** (as instance of UML-model)
- UML-Models on **M1**
- UML-Metamodel on **M2**
- MOF on **M3**

Possible metamodels for DSL:

1. Extend UML-Metamodel in M2 with **profiles** (stereotypes, tagged values)
2. Create new M2 metamodel based on MOF
3. Create new M2 metamodel based on other M3 metamodel

→ DSL as new M2 metamodel based on MOF



DSL for the Operational Model



Metamodeling approach:

- Analyse existing models
- Extract key elements
- Model key elements in metamodel
- Use modeling techniques known from UML modeling

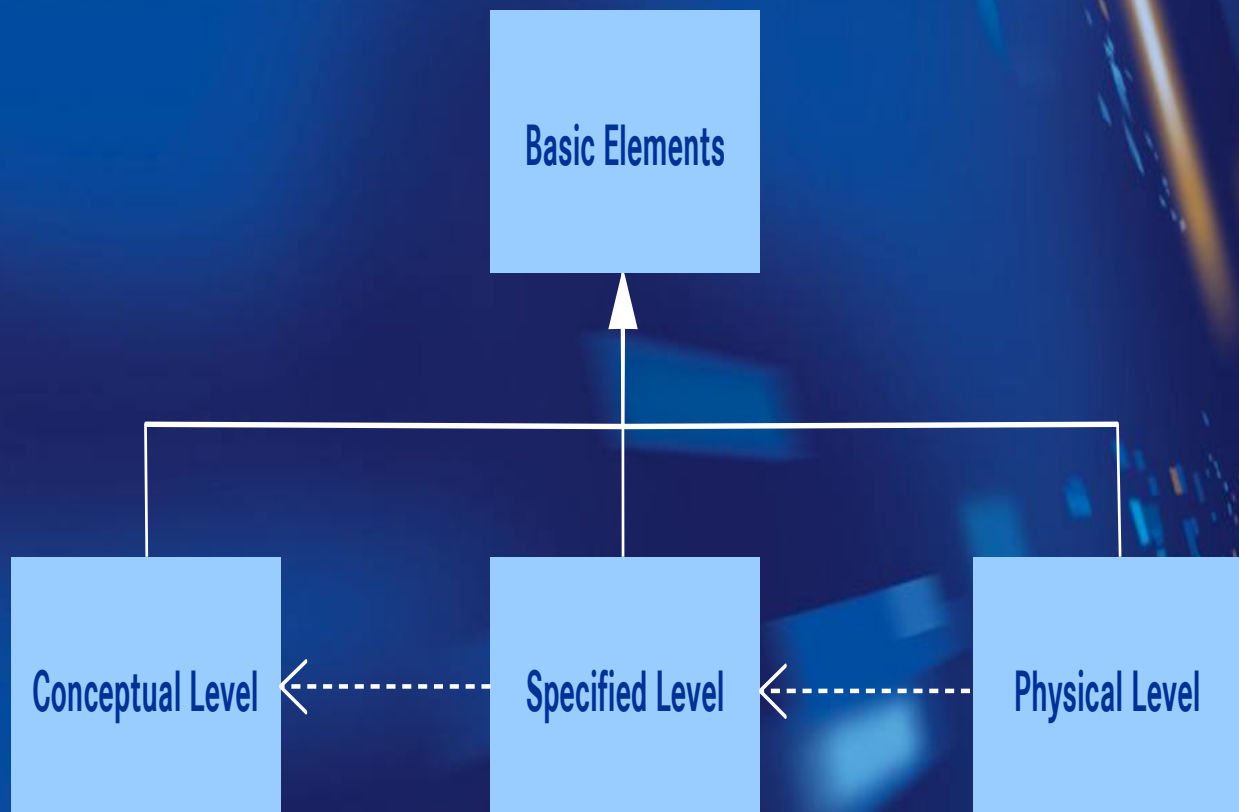
Best-practices:

- Keep it simple
- Iteratively check and extend metamodel against model
- Model containment in one single element (direct or indirect)

DSL for the Operational Model



Structure of the Metamodel:

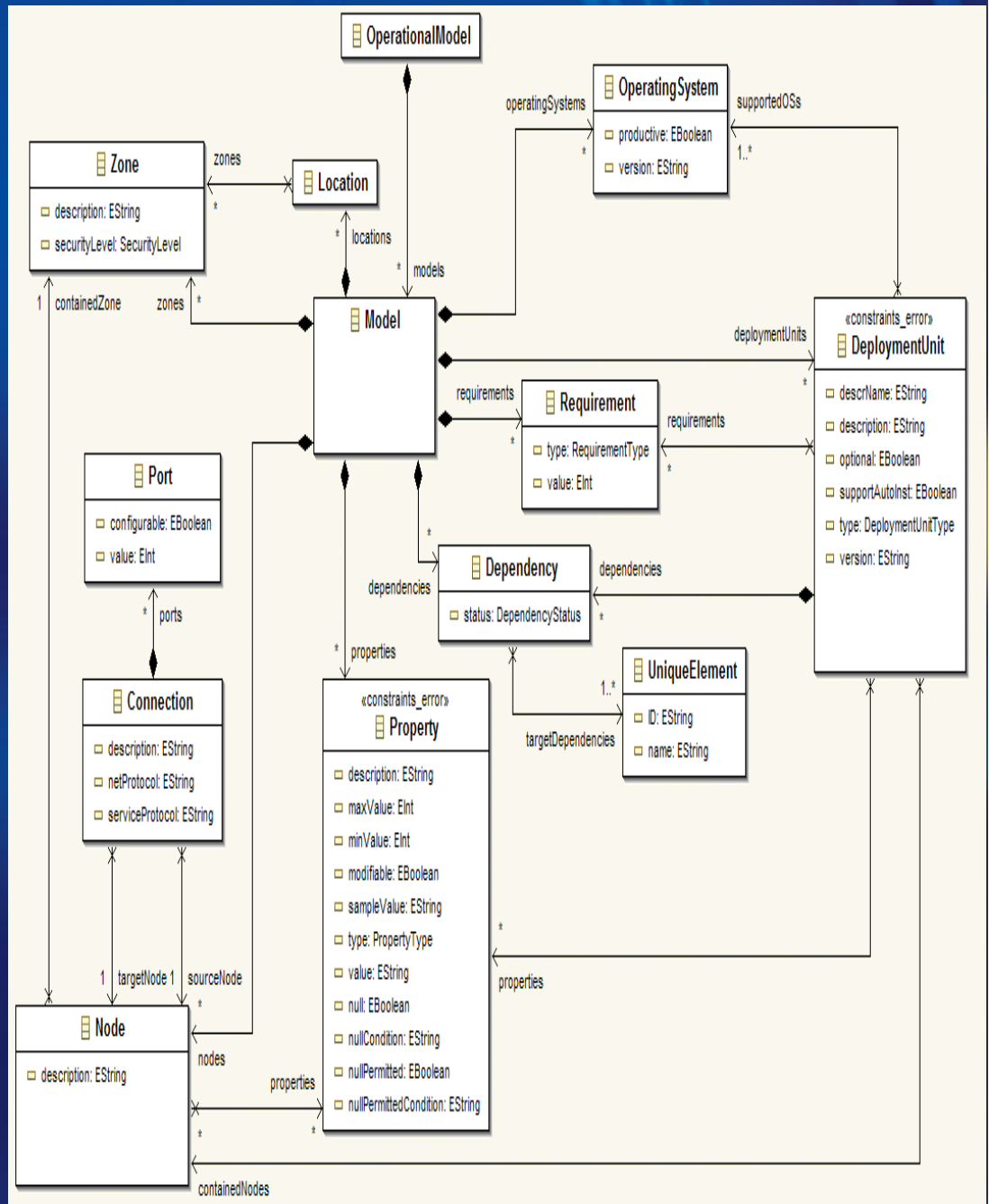


DSL for the Operational Model



Metamodel

Basic elements

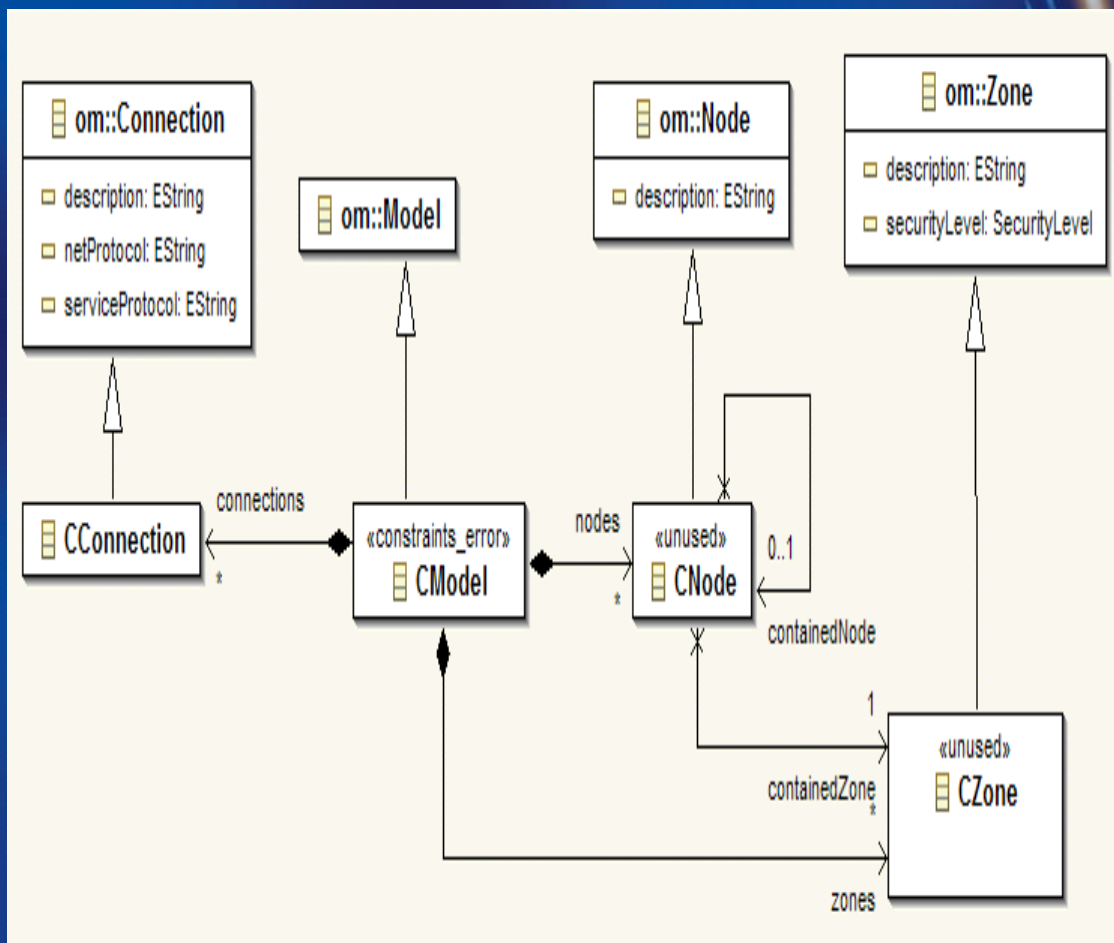


DSL for the Operational Model



Metamodel

Elements of conceptual level

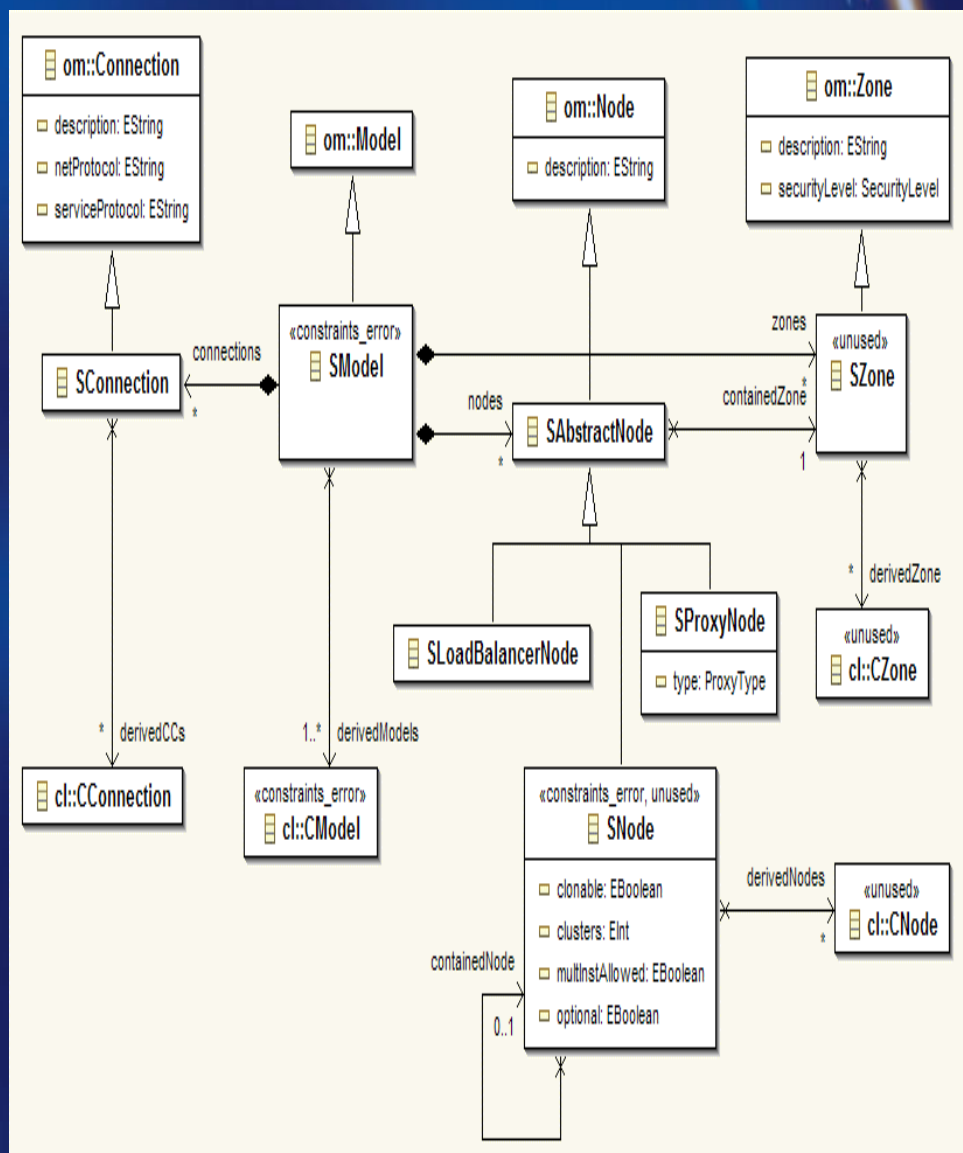


DSL for the Operational Model



Metamodel

Elements of specification level

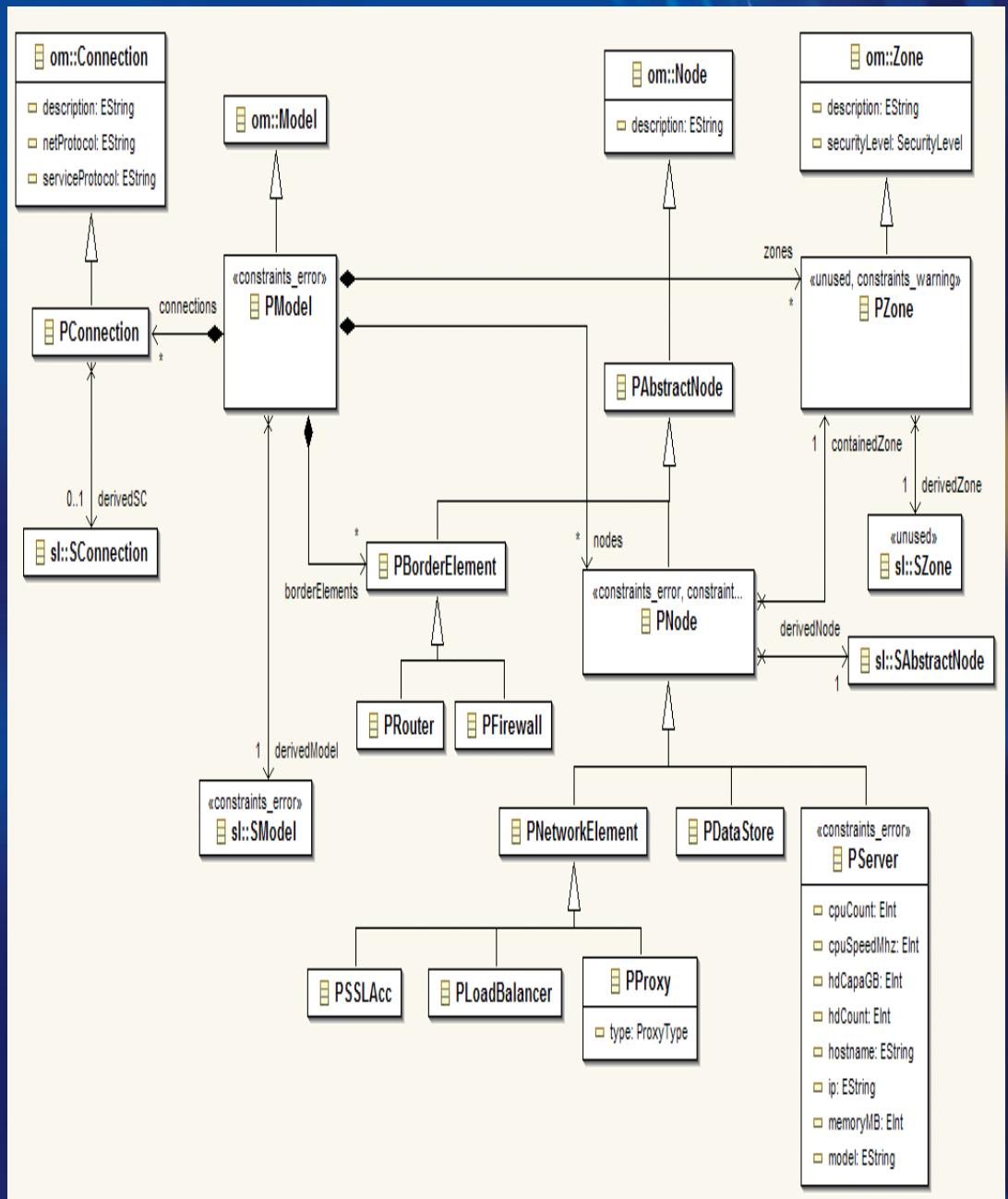


DSL for the Operational Model



Metamodel

Elements of physical level



DSL for the Operational Model



Semantics:

- Semantics define the **meaning** of a language
- Static semantics define the well-formedness of a model
- Static semantics can be expressed as **constraints** in the metamodel
- Dynamic semantics define the meaning of elements of the metamodel
- Dynamic semantics expressed on forms of **transformations**

DSL for the Operational Model



Static Semantic with OCL

- Object Constraint Language (OCL) is a **declarative, side-effect free** language for the definition of constraints on a model (or metamodel)
- Can be applied on M1, M2 or M3

Example for the Operational Model metamodel:

```
context sl::SNode
inv:
  self.deploymentUnits->select(du | not du.supportedOSs
    ->exists(os | os.ID = self.operatingSystem.ID))
  ->union(
    self.derivedDUs->select(du | not du.supportedOSs
      ->exists(os | os.ID = self.operatingSystem.ID))
  )
```

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Model Transformations



Why model transformations?

- Capture the **semantics** of the metamodel
- Reduce modeling **complexity** and **effort**
- Ensure **consistency** between models

Model Transformations vs. Text Transformations (XSLT)

- Validation of transformation rules based on metamodel
- Only valid models are generated
- Reduced complexity
- Support for synchronisation of models

Model Transformations



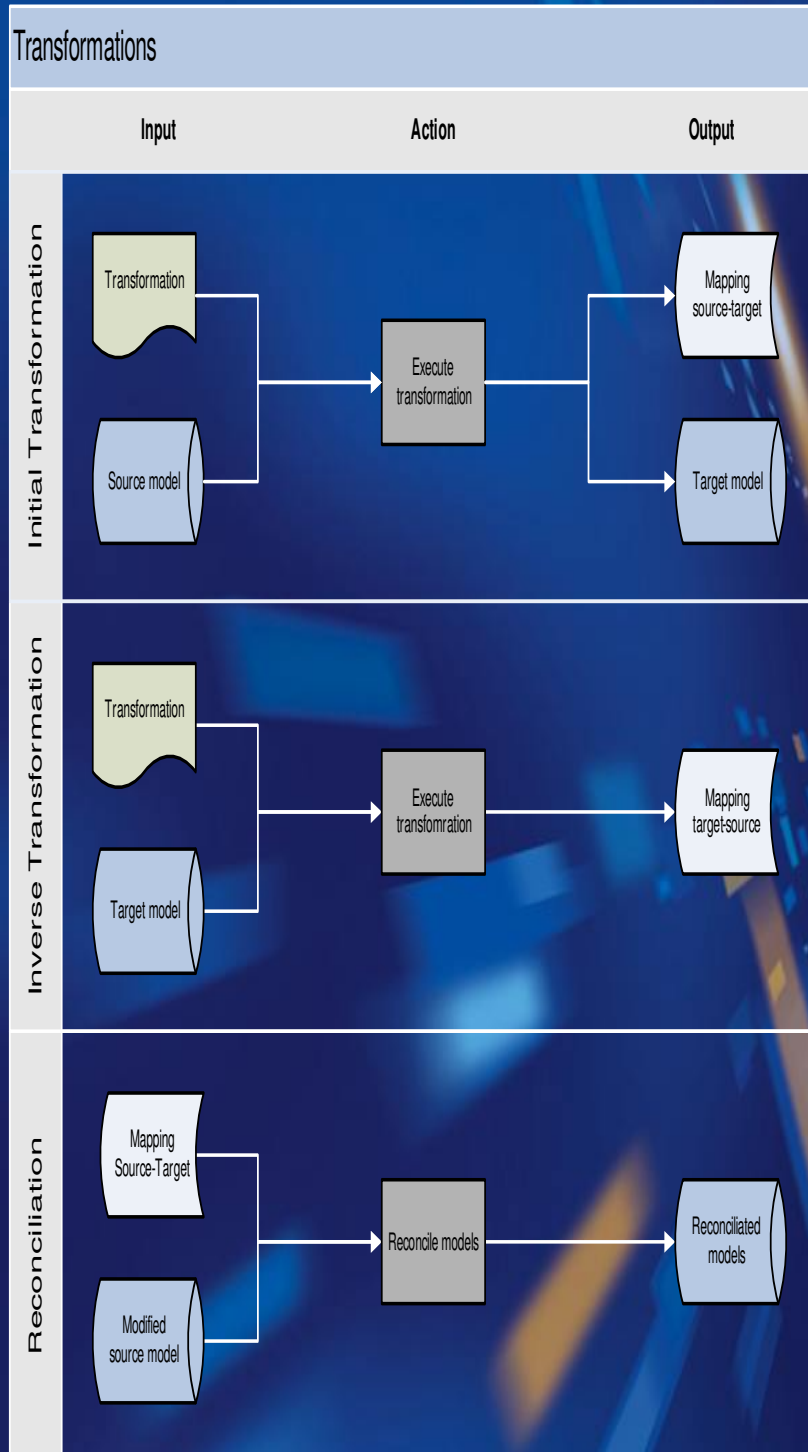
IBM Model Transformation Framework

- Based on EMF metamodels
- Bidirectional Transformations
- Reconciliation of transformed models
- Based on RFP on QVT (Query, View, Transformation)
- Available as Eclipse Plugin

Model Transformations



Workflow model transformations



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Implementation with Eclipse Tools



Eclipse Tooling Landscape:

- Eclipse:
 - extensible Rich-Client Framework and IDE

- Eclipse **Modeling** Framework (EMF):
 - modeling framework and code generation facility for building tools and other applications based on a structured data model

- Eclipse **Graphical Editing** Framework (GEF):
 - framework for creating rich graphical editors based on existing application model

- Eclipse **Graphical Modeling** Framework (GMF):
 - provides a generative component and runtime infrastructure for developing graphical editors based on EMF and GEF

Implementation with Eclipse Tools



Tasks:

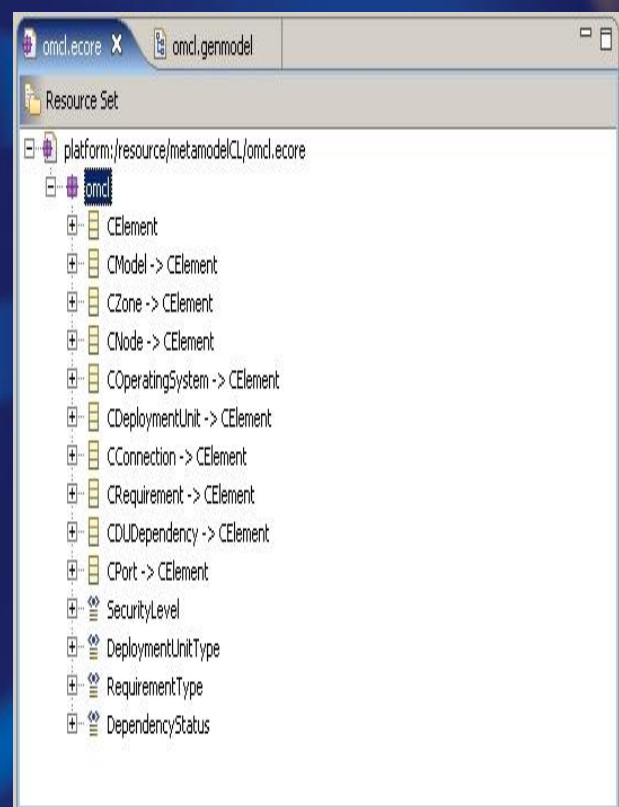
1. Create metamodel in EMF (*abstract syntax*)
2. Add constraints in OCL to the metamodel (*static semantic*)
3. Create GMF editor definition from metamodel (*concrete syntax*)
4. Generate metamodel and editor code
5. Adjust generated code
6. Run editor in Eclipse

Implementation with Eclipse Tools



1. Create metamodel in EMF

- EMF metamodel is **Ecore** → similar to EMOF or UML class diagram
- Eclipse EMF provides simple Ecore editor
- EMF metamodel can be imported from Rational UML model, annotated Java classes, or XML
- Graphical Editor can be used from GMF or e.g. Omondo EclipseUML



Implementation with Eclipse Tools



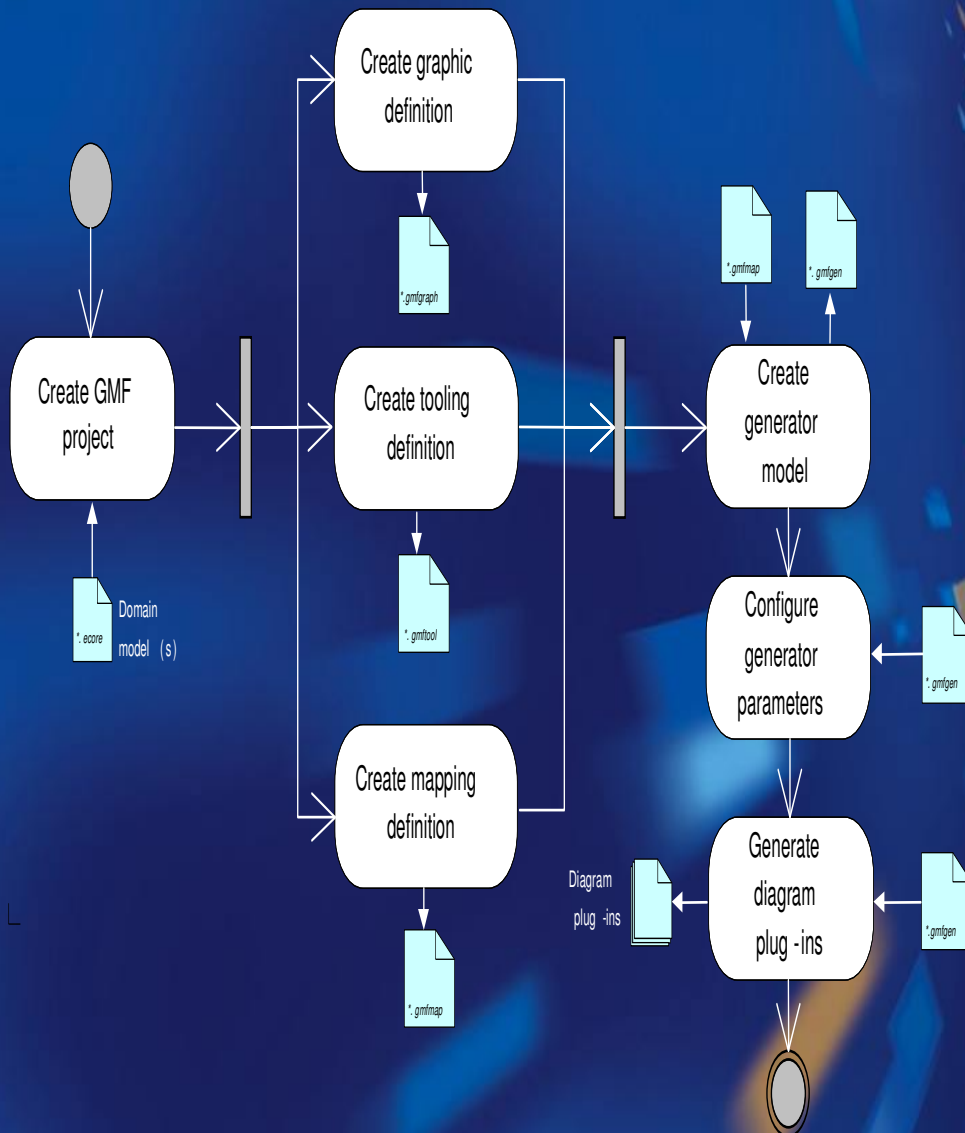
2. Add constraints to metamodel

- No native „constraint“ element in Ecore metamodel!
- In UML, annotations are used to visualize constraints
- *EAnnotation* elements can be used to add constraints to metamodel
- Constraints expressed in OCL
- Validation of constraints by external tool (e.g. Kent OCL Library)

Implementation with Eclipse Tools



3. Create GMF editor from metamodel



Implementation with Eclipse Tools



3. Create GMF editor from metamodel

A) Graphical definition (gmfgraph):

- Define Figure Gallery based on simple shapes (rectangle, rounded rectangle, polygon, ellipse, polyline, etc.) or custom shapes based on programmatic GEF figures
 - Define graphical nodes for the specific editor
 - Map graphical nodes to elements of the figure gallery (can be external figure gallery as well)
- No direct relation to metamodel
- Can be reused for different editors

Implementation with Eclipse Tools



3. Create GMF editor from metamodel

B) Tooling definition (gmftool):

- Define tools required for editor:
 - Menu contributions
 - Context menu
 - Toolbar
 - ...
 - Minimum tooling definition contains creation tools for the toolbar for each metamodel element
- No direct relation to metamodel
- Can be reused for different editors

Implementation with Eclipse Tools



3. Create GMF editor from metamodel

C) Mapping definition (gmfmap):

- Connect all created models (metamodel, gmfgraph, gmftool)
 - Map metamodel elements to corresponding graphical element and creation tool
 - Define root diagram element
- Direct relation to metamodel
- Can use multiple models
- Create Generator Model from gmfmap

Implementation with Eclipse Tools



4. Generate metamodel and editor code

- Generate Java representation of metamodel from **EMF generator model**
- Generate editor code from **GMF generator model**

→ resulting projects:

1. *Metamodel project* - contains models and metamodel code
2. *Edit project* - contains model editing code (properties, etc.)
3. *Editor project* - contains editor code (wizards, file extension, etc.)
4. *Diagram project* - contains GEF code for diagram editor

All projects are Eclipse Plug-ins and can be launched!

Implementation with Eclipse Tools



5. Adjust generated code

- Source code of plugins is available
- JavaDoc-tags mark generated code parts (`@generated`)
- Changes of code required for special use-cases
- Mark manually changed code parts with `@generated` NOT
- Code generation will not override changed parts

Implementation with Eclipse Tools



6. Run editor in Eclipse

- Generated projects all Eclipse Plugins
- Run plugins withing runtime workbench or export as feature
- Plugins include:
 - Creation wizards
 - Menu extensions
 - Simple model editor
 - GMF graphical editor
 - File extension registration

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Conclusion



- Formal modeling is essential for **managing complexity**
- **Operational aspects** are too complex NOT to be modeled
- Metamodeling approaches based on MOF / Ecore provide solid foundation for the creation of **custom DSLs**
- **Eclipse Tools** (EMF, GEF, GMF, etc.) can be good starting point for the implementation of DSLs

- GMF still in heavy development, major changes to be expected until version 1.0
- Advanced modeling support (multi-user, rights management, change management, versioning, etc.) has to be provided by other tools or to be self-implemented
- For complete modeling solution for PAI Operational Model, some major effort has to be applied, but generative approach makes solution very flexible and changes can be applied easily

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- „Modellierung operational Aspekte von Systemarchitekturen“ – Mirko Bleyh
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The End



Thank you!

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