

# GMODEL - A LANGUAGE FOR MODULAR META MODELLING

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*It is increasingly recognised that domain specific modelling languages hold the key for improving productivity and quality in software design, development, configuration, interoperability, and operation. Although there are a number of languages that can be used for specifying the abstract syntax of a modelling language, none of these languages provides optimal support for modular specifications of sets of complementary modeling languages. Gmodel is a language that has been designed from the ground up for the purpose of meta modelling. It addresses modularity and extensibility as primary concerns, and is based on a small number of language elements that have their origin in graph theory.*

## 1. INTRODUCTION

**ToDo** ▶ a general introduction to topic, introduce terms DSL etc...◀

Designing and implementing domain specific modelling languages for industrial use is only practical if the tooling used for language design and implementation is sufficiently robust and easy to use. At this point in time (2009), the number of tool chains that can be used for language design and implementation is growing, but easy integration of languages that have been developed with different tool kits is not yet a reality.

**ToDo** ▶ cite some examples of interoperability problems◀

**ToDo** ▶ an example that motivates the need for tool chains and interoperability...◀

The design of a domain specific modelling language involves the specification of an abstract syntax based on familiar and established domain terminology, the design of one or more concrete syntaxes, and the design of ergonomic model editors for each of the concrete syntaxes. Concrete syntax is mainly relevant for humans and model editor design, whereas abstract syntax is also relevant for all other tools (beyond editors) that process model-based artefacts.

Interoperability hinges on the ability of tools in a tool chain to exchange model-based artefacts, which entails the ability to read modelling language definitions and models. In this context a shared abstract syntax for articulating language definitions is essential, and consequently there is a need for a meta language that can serve as the glue in model-based tool chains.

Experience shows that software vendors want to - and need to - compete in terms of implementations. No single meta language can address all interoperability issues. Therefore, in order to be relevant, any shared meta language must be extensible, and

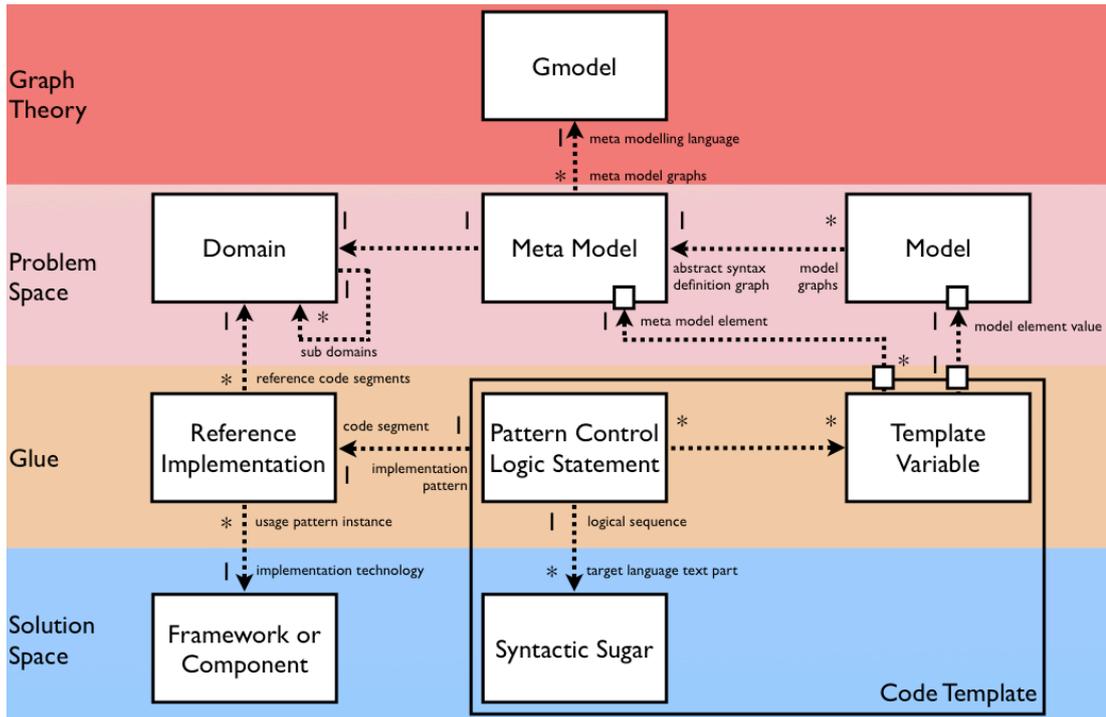


FIGURE 1. Gmodel in the context of the development of domain specific languages

should only be viewed as the substrate on top of which practical interoperability solutions can be built - and not as the ultimate solution for all interoperability needs.

Choosing graph theory as the main source of terminology for Gmodel has three very nice effects:

- It is a universal representation that does not imply any particular implementation for language structures - unlike an object-and-slot based approach.
- It minimizes the risk of confusing meta modelling concepts with concepts in the language that is being modelled or with concepts of the languages used in the solution space - especially in verbal discussion about language design.
- It simplifies the exploitation of existing software and powerful algorithms for graph based computations and transformations

Section 2 in this paper positions Gmodel in the context of the KISS initiative, section 3 introduces the Gmodel language elements, section 4 describes the instantiation semantics for graphs and constraints related to best practices for modelling language design, and section 5 contains a set of use cases that illustrate the context for which Gmodel has been conceived.

## 2. MOTIVATION

The motivation for developing Gmodel is closely linked to the five core values of the KISS initiative:

- (1) *We strive to automate software construction from domain models; therefore we consciously distinguish between building software factories and building software applications*

The decision to use terminology from graph theory is a conscious one, intended to minimize terminological overloading between meta modelling and modelling.

- (2) *We work with domain-specific assets, which can be anything from models, components, frameworks, generators, to languages and techniques*

Gmodel is a valuable asset for the specialized task of designing modelling languages.

- (3) *We support the emergence of supply chains for software services, which implies domain-specific specialization and enables mass customization*

Gmodel enables the creation of highly modular meta models and models. Beyond that it also provides the means for participants in a supply chain to specify architectural constraints for artefacts produced (to order) by their suppliers.

- (4) *We see Open Source test beds and reference implementations as driving the interoperability required for economically viable software supply chains and as a catalyst for Open standards*

The implementation is open source and is subject to the evolutionary forces in the open source software ecosystem.

- (5) *The methodologies we use conform with the values of the Agile Manifesto*

The design involves a minimal set of language elements. A closer analysis of the use cases for modelling language design and the use cases for modelling in section [x] shows that the language elements included in Gmodel are essential for achieving good modularity and extensibility.

**2.1. Striving for simplicity.** The specification of an abstract syntax of a language boils down to the specification of language elements and the allowable links between them - some of which may be navigable in both directions, and some only in one direction. Hence an abstract syntax specification is isomorphic to a *graph* where language elements correspond to *vertices*, links between language elements correspond to *edges*, and the role of a vertex in a link corresponds to an *edge end*. These elementary graph theoretical concepts form the basis of Gmodel, and allow users of Gmodel to tap into a wealth of graph theoretical knowledge without the need for encoding this knowledge in some other terminology. Beyond graphs Gmodel is equipped with a minimal set of additional concepts that are useful for meta modelling (generalization/specialization and properties) and dependency management (module references).

**2.2. Modularity and separation of concerns.** Gmodel also strives for further features that are related to good separation of concerns:

- Fractal decomposition
- Modularity as a first class concept in all language designs
- Relationships between models as first class language design concepts

**ToDo** ► *stuff below requires citations to back up...* ◀

Poor separation of concerns lies at the root of most software maintainability problems, even though every modern programming language provides at least one mechanism for modularizing specifications. But it seems that the mechanisms available are insufficient for practical purposes. After more than a decade of object oriented dominance in software development paradigms it is useful to step back and to take stock.

Objects turned out to be too small for achieving reuse, and led to the development of frameworks and components. Large frameworks are very expensive to develop, and for the most part have proved impractical to use.

These shortcomings have led to a number of complementary or rather compensatory approaches and techniques.

Firstly, the use of configuration files has become pervasive. In many organizations the amount of decisions that are managed in poorly designed configuration files or configuration databases is alarming. It is not uncommon to address the symptoms with generative techniques, but often this just means that the problem is shifted to a new set of poorly designed abstractions. Configuration files can be viewed as domain specific languages with ad-hoc designs.

Observation: What is really lacking is a set of best practices - a paradigm - for designing domain specific modelling languages, such that configuration files don't continuously remain the poor cousins of "real" source code.

Secondly, aspect orientation is attempting to tackle separation of concerns head-on. The problematic part in this case lies in the level of abstraction at which aspects are introduced. Tooling for aspect oriented programming operates at the level of code, and there is no established set of best practices for defining useful complementary aspects.

Observation: Given that in the context of software the term coding is often used interchangeably with programming, it is instructive to compare the dictionary definitions of *to code* and *to model* to understand the not-so-subtle difference in intent:

**ToDo** ► *We need to tease out the issue that the key development aspects of 'software engineering' are 'language engineering' and then bridging the gap between the notation and the implementation platform. Coding can then be viewed as having to deal with someone else's representation (program notation or otherwise). Modelling can then be viewed as dealing with a representation that is fit for purpose.* ◀

**to code:** express (a statement or communication) in an indirect or euphemistic way

**to model:** devise a representation, especially a mathematical one of (a phenomenon or system)

Gmodel is designed for modelling, and not for coding. It is intended for use in conjunction with a number of best practices for language design that lead to

- good separation between language definitions, and
- good separation between the artefacts modelled in these languages.

A good meta language does not magically separate concerns, but it can be designed to minimize the effort required of the language designer to cater for modularity. Further incentives for modularization can be built into graphical editors for Gmodel and languages developed with Gmodel, for example by optimizing the usability of model browsers and diagramming tools for the scenario of sufficiently modularized models.

There are several important relationships between language definitions (graphs) in Gmodel:

**equivalence relationships:** two language definitions are deemed equivalent if their graphs are isomorphic in the mathematical sense, and if the values of the properties attached to the elements of the graph are equivalent.

**refinement relationships:** a language element at one level expands into an entire (corresponding) language definition at a more detailed level.

**sub-model relationships:** the use of refinement relationships leads to relationships at a detailed level that correspond to higher level relationships between language elements that have refinements (have been expanded into a sub-language definition).

**semantic relationships:** two languages are related by a semantic mapping that describes how the elements in one language are represented in the other. For example classes are represented by objects, state machines are represented by traces. Jorn ► *is this not the "instantiation" relationship?* ◀

**2.3. architecture and agile collaboration.** Keeping up consistent software design quality over extended periods of time is always difficult, even in when the software development team is collocated in one site. The larger a software supply chain (say a geographically distributed software product development team and external suppliers in the form of technology vendors), the more difficult it is to prevent degradation of the quality of software design over time.

The reasons for software design degradation in large systems have a lot to do with the topics discussed above, poor separation of concerns within general purpose languages, and the difference in intent between coding and modelling. In a coded solution the design intent is not explicit or easily accessible, and essential knowledge needed to maintain and evolve the design often is scattered across a group of people. The big picture of an initial top down design that may have existed when the system was conceived rapidly loses its value, as the implementation moves ahead and the design is only updated at the code level based on very pragmatic and localized considerations.

In a model driven solution, the design intent is captured in models that are always in sync with the implementation, therefore the risk of design degradation is much reduced. However, as the discussion of configuration files shows, only well-designed modelling languages that achieve a good separation of concerns have this positive effect on maintainability. This highlights the timelines of the KISS objective to agree on a set of fundamental principles and best practices for designing domain specific modelling languages.

Gmodel allows graphs to be partitioned into subgraphs, and forces the language designer to articulate the allowed dependencies between subgraphs before any edges can be defined that cross the boundaries between two subgraphs. In fact, the allowed dependencies between the subgraphs of a graph constitute a separate architectural artefact, such that modification of the artefact can be managed via off the shelf or open source version control software and role based access control.

From the perspective of the person who models a subgraph, the constraints implemented within Gmodel prevent the creation of any subgraph structures that violate the architecture of allowable dependencies defined at the level of the containing graph. Hence, in case there is a valid reason for changing the architecture, the modeller of the subgraph needs to discuss and agree the intended change with the owner of the containing graph (the owner of the architecture), so that the latter can update the graph model accordingly. Only once the architecture is updated, is the modeller of the subgraph able to create edges that meet the new architecture definition.

Likewise, the owner of a graph can not remove allowable subgraph dependencies from the active version of the graph until all corresponding dependencies between subgraphs have been removed. The latter action can either be conducted automatically by the modelling tool (if the graph owner has write privileges to the relevant subgraphs), or in consultation with relevant subgraph owners.

These Gmodel features for architecture management can be used to enforce appropriate collaboration between owners of graphs and subgraphs, and thereby enable model driven designs to scale much better than coded designs.

### 3. THE LANGUAGE ELEMENTS OF GMODEL

**ToDo** ► *We need to fit some examples. One familiar example like "class models" and something very non-standard. We'll define the example languages in concrete terms using Gmodel.* **Jorn**  
 ► *Until we have a working Gmodel API implementation (not far off) this can be done using a simple Ecore based implementation of Gmodel and corresponding model instances.* ◀ *The examples need to include an illustration of how the development process works (e.g. refinement or modularity etc). Then we deconstruct the examples in terms of gModel and show how gModel underpins: the models; the links between the models in the development process; the language definitions; the relationship between the models and the language definition; the relationship between the models and gModel (we can also mention that all this applies to gModel in terms of itself). Lastly we exhibit some feature of gModel that would be difficult using another approach (such as in Ecore).* ◀

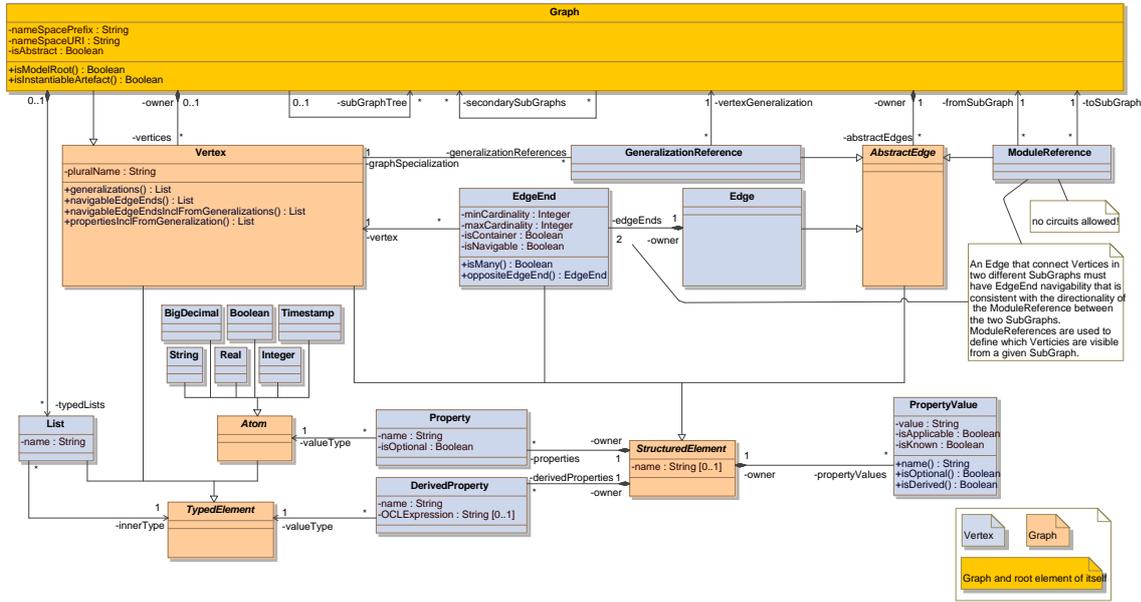


FIGURE 2. The structural overview of the modelling elements available in Gmodel

Figures 3 and 4 show how Gmodel has been encoded in itself to achieve a first implementation.

## 4. INSTANTIATION SEMANTICS

### 4.1. Features for modelling of graphs.

**Graph:** A graph consists of a collection of vertices and a collection of edges. In Gmodel the links between a graph and the vertices and edges constituting the graph are encoded as physical containment - a graph artefact contains or includes vertices and edges, and no vertex or edge can exist independently from a containing graph.

This concept is equivalent to the containment concept in the UML, which also demands lifetime-dependency between container and contained parts. Since the term container or containment heavily used in many contexts in software engineering, Gmodel uses the term owner to refer to containment in the strict sense involving lifetime-dependency as described above. Each element in Gmodel must have exactly one active owner at a given point in time. The graph artefact that encodes Gmodel is a special case (and the only such case) where the owner of a graph is the graph itself.

**Vertex:** A vertex is the source and the target of any number of edges.

**Edge:** An edge has two edge ends that connect the edge to two vertices.



FIGURE 3. Encoding of graphs and vertices



FIGURE 4. Encoding of edges

**Edge end:** An edge end is connected to a vertex and determines whether the vertex is visible from the vertex connected to the edge end at the other side of the edge.

**Sub graph tree:** The content of a graph (vertices and edges) can be organized into a sub graph tree, which is a decomposition of the graph into non overlapping sets of sub graphs. Each graph (or sub graph) is only contained exactly once in a sub graph tree structure. This leads to the containment semantics needed for physically modularizing graphs.

**Secondary sub graphs:** The sub graph tree may also contain sub graphs that (independently from containing sub sub graphs) reference further sub graphs. Thus secondary sub graphs provide the mechanism needed to represent overlapping sets of sub graphs.

## 4.2. Fundamental features for meta modeling.

### 4.2.1. Generalizations.

**Generalization:** A graph may refer to one or more generalizations. All generalizations of a graph are graphs as well.

**Is abstract:** A graph has a property to indicate whether it can be instantiated or whether it only serves as an abstract generalization that has instantiable specializations.

**Abstract edge:** An abstract edge is an abstract generalization of an edge.

### 4.2.2. Element.

**Element:** All vertices (or graphs) in the encoding of Gmodel are either direct or indirect specializations of Element. Each element is an instance of a metatype, which provides the basis for distinguishing meta levels. In Gmodel there is no artificial limits to the number of meta levels. Hence any concrete (non-abstract) graph can be used in the role of a meta model, and Gmodel can be used to create "instantiate" a graph (a meta model).

**Structured element:** In Gmodel there is a conscious distinction between structured elements that may have properties (vertex, abstract edge, and edge end) and the other elements that may not have properties. Structured elements constitute first-class meta modelling concepts whose properties are used as a template that determines which property values are available when a vertex (or Graph) is instantiated.

**Typed element:** Vertices, atoms, and lists may be used as inner types in lists, and are therefore encoded as specializations of a common generalization called typed element.

**Property:** Properties are part of the definition of a structured element. A property can be defined as optional, which means that a property does not necessarily apply to all instances of a structured element.

**Property value:** The metatype of a property value is always a property. Property values constitute the items that can be set in Gmodel after a structured element has been instantiated. If a property has been defined as optional, then this means that there may be some instances of a structured element where the property is not applicable and hence the associated property value is set to the state of not-applicable. When setting a property value Gmodel only accepts the state of not-applicable if the property is defined as optional. The other two states of

a property value (unknown and known) are permissible both for optional and mandatory properties.

#### 4.2.3. *Atom.*

**Atom:** Every property refers to exactly one value type. All permissible value types are atomic in the sense of not containing substructures that are accessible in the form of properties. Atoms constitute the insulation layer between the problem space (which is modelled) and an underlying solution space (the platform or implementation technology that is being abstracted away by models). Gmodel comes with an extensible predefined set of atoms. Users are able to plug in additional (domain specific) atoms as required. Property values are always instances of atoms. Instances of atoms are serializable and are they are persisted as part of a graph in all the places where they are referred to by a property value (via the metatype of the property value and the value type of the metatype).

#### 4.2.4. *Edge end.*

**Minimum cardinality:** The minimum cardinality of the associated vertex. This property is only relevant when the graph is used in the role of a meta model.

**Maximum cardinality:** The maximum cardinality of the associated vertex. This property is only relevant when the graph is used in the role of a meta model.

**Is container:** Only one of the two edge ends associated with an edge can act in the role of container. If an edge is used to model containment, then there needs to be navigability from the container to the contained part. This property is only relevant when the graph is used in the role of a meta model.

**Is navigable:** Is used to indicate in which way the associated edge can be navigated. This property is only relevant when the graph is used in the role of a meta model.

### 4.3. **Features to support modularity.**

#### 4.3.1. *Graphs.*

**Graphs are specialized vertices:** When a graph owns a large number of vertices and edges, partitioning the graph into smaller sub graphs is essential for human understandability and for the practical aspect of managing modifications to the graph. Additionally there is the practical aspect of providing a mechanism that allows a hierarchical drill-down perspective into set of sub graphs. In Gmodel this is achieved by encoding a graph as a specialization of a vertex, such that an element that appears as a vertex in a graph, may at the same time be expanded into a sub graph that contains further vertices and edges.

This approach avoids the need to introduce an additional - in many ways artificial - concept for modularity. Graphs in the role of specialized vertices together with the sub graph tree constitute the foundation for modularity in Gmodel.

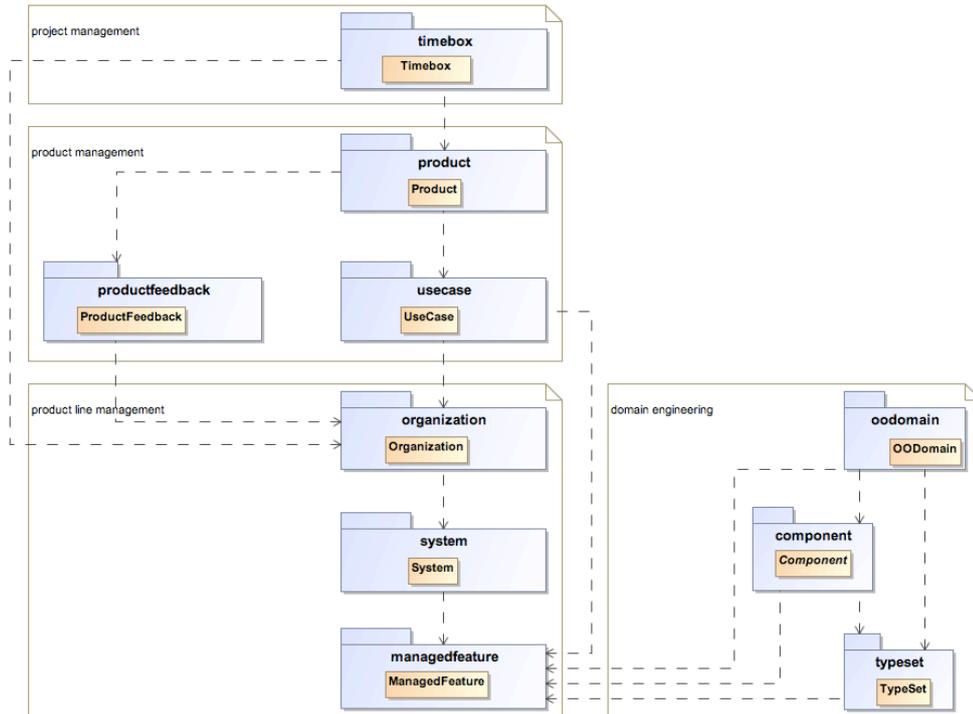


FIGURE 5. Example of a modular graph consisting of several sub graphs

In practice the role of some graphs is exclusively one of sub graph owner and architecture owner for these sub graphs.

**Instantiable artefacts:** Non-abstract graphs are the only elements in Gmodel that can be instantiated as independent physical artefacts. This means that Gmodel does not allow the creation of any non-graph elements outside the context of a graph (in the role of owner). Gmodel starts treating a non-abstract graph as an independent physical artefact as soon as the graph is referenced via a sub graph tree link from another graph. A graph may only be removed from the sub graph tree when it no longer contains any vertices (and by implication any edges). Gmodel discontinues treating a graph as an independent physical artefact as soon as it is no longer referenced from any graph in the sub graph tree.

Lastly vertices and edges are only allowed to be added to a graph that is not referenced in a sub graph tree if the graph itself constitutes the top element in the sub graph tree. Taken together this constitutes a policy that imposes modularity at exactly one level of granularity (the graph) by guaranteeing that all non-empty graphs are independent physical artefacts.

This policy differs noticeably from the two prevailing policies applied by software modelling tools, namely the policy of making modularity an optional aspect that

the modeller may chose to ignore (which is commonly used applied by tools that don't shield the user from file system level abstractions), and the policy of enforcing modularity at the level of atomic model elements (which is commonly applied in repository based tools that abstract away the file system).

#### 4.3.2. *Dependency management between graphs.*

**Secondary sub graphs:** Only very few graphs encountered in practice in software engineering can be fully represented in a sub graph tree containing non-overlapping sub graphs. This leads to the concept of secondary sub graphs which allow the representation of overlapping sets of sub graphs. This feature is essential for actively managing the complexity in any non-trivial model.

In software engineering most modelling and programming languages provide mechanisms for defining and restricting visibility between elements. In Gmodel secondary sub graphs are used to model visibility between graphs and to model which references between vertices owned by different sub graphs are considered allowable from an architectural perspective. Note that the sub graph tree reference between a graph and its contained sub graphs points to vertices (sub graphs) that are also owned by the graph (via the owner vertices link between graph and vertex).

**Repositories:** Gmodel abstracts away file system level abstractions as far as possible. Instead of files, the user interacts with Gmodel via a repository concept. The Gmodel repository concept builds on the sub graph tree feature. Every graph in a sub graph tree may be nominated as a repository, in which case the graph in question holds a reference to a server and a folder in a file system.

The graphs that are physically stored in a repository are all the graphs in the sub graph tree of the repository with the exception of those that are repositories themselves and their respective sub graph trees. This means that Gmodel repositories may be geographically distributed as required to provide optimal performance for users working (primarily) on specific models in a specific location. Within a Gmodel repository each graph is stored as a file in a folder structure that mirrors the sub graph tree.

Repositories impose a number of constraints on the links between graphs that are essential for the ability to handle very large graphs. The most basic constraint relates to the navigability of edges between vertices owned by two different sub graphs, which is restricted to be uni-directional. In conjunction with the feature of module references this constitutes a mechanism that pro-actively prevents circuits that include vertices and edges from more than one physical graph artefact. In other words circuits are allowed locally (within a single graph) but not on any wider scale.

**Product repositories:** A product repository is a repository that stores internally consistent sets of versions and variants of graph artefacts, that is such a set of artefacts constitutes the source specification of a deployable product release.

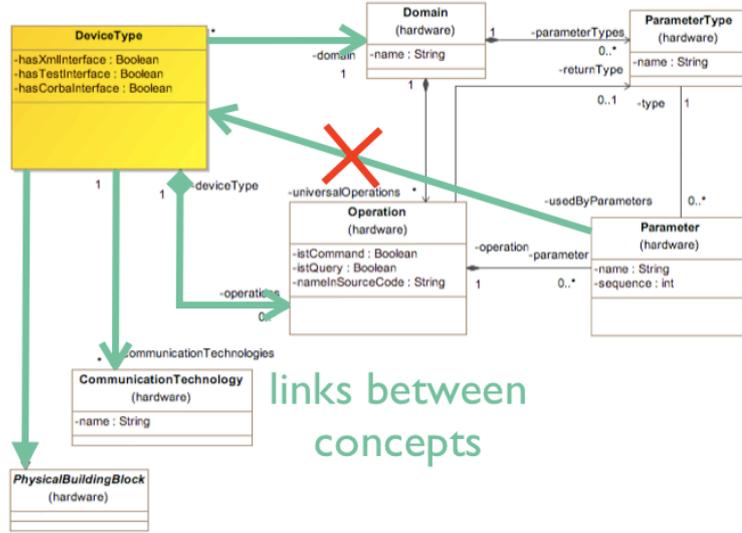


FIGURE 6. Example of unidirectional edges across two sub graphs

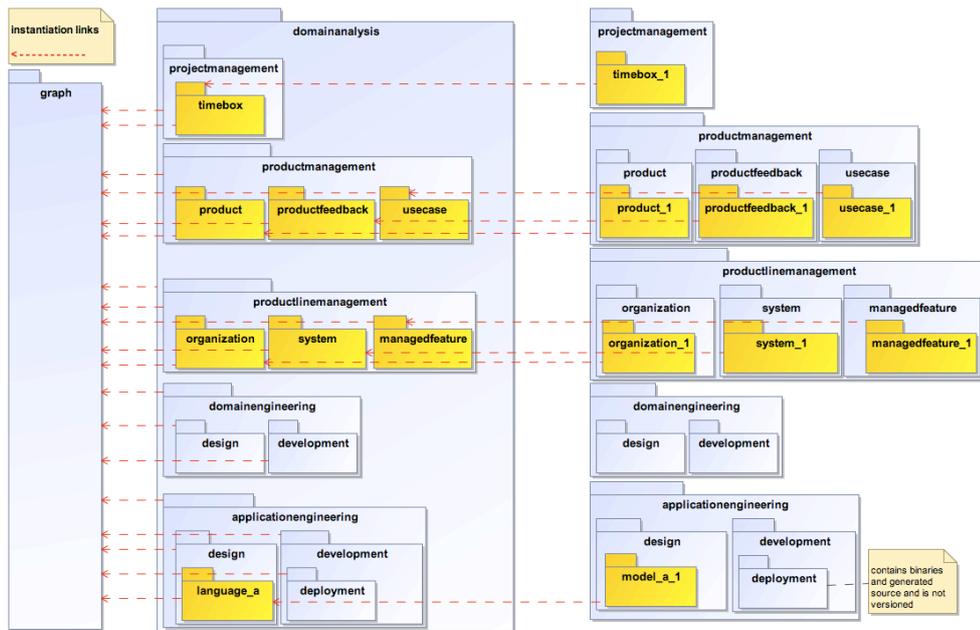


FIGURE 7. Instantiation links between graph, DSL definitions, and DSL models

**Project repositories:** A repository that stores versions and variants of the work of a project team. The content of a project repository is always an extract from a product repository. While a user is modifying a graph artefact, he or she has an exclusive lock on the artefact. A [graph] artefact may be part of multiple projects, but may only be modified in one project at a time.

Once an artefact has been modified as part of a project, any second or further project requesting to modify the artefact is provided with the latest version (across all project repositories) of the artefact. This approach encourages frequent integration of results between projects that, and it discourages the common practice of modifying artefacts in any number of projects, and worrying about integration later.

*At the level of traditional code based specification (as opposed to model based specifications) such a restrictive approach would be unrealistic due to the poor separation of concerns in such specifications. Highly modular model based specifications however allow for a very good separation of concerns, and hence minimise the need for several modellers to work on the same artefact at the same time. If variants of an artefact are consistently expressed via explicit language elements for delta-modelling, then all copy and paste practices become obsolete, and there is no longer any need for sophisticated diff and merge tooling.*

**Module references:** Achieving good overall modularity in the sense of loose coupling between modules requires not only features that allow modules to be created, but also features that enable architects to articulate allowable dependencies between modules.

In Gmodel the owner of a graph is also known as the *architecture owner*. This terminology reflects the architectural significance of the owner for all the sub graphs it contains. A graph in the role of architecture owner contains one or more module references between sub graphs that are either part of the architecture owner's sub graph tree or its collection of secondary sub graphs. Module references indicate constraints for the dependencies that may exist between the sub graphs owned by or referenced by the architecture owner.

A dependency between two sub graphs amounts to an edge between a vertex owned by one of the sub graphs and a vertex owned by the other sub graph. As described earlier, such cross-graph edges are only navigable in one direction, and the module references defined in the architecture owner (a) determine whether such a cross-graph edge is allowed at all, and (b) indicate the allowable navigability (and by implication visibility) of edges between the sub graphs in question.

Since the sub graph tree provides a practically unlimited ability to nest sub graphs, architecture management becomes a distributed task, and architecture definitions are very closely tied to the graphs that these definitions apply to. Overall the rules around Gmodel repositories and module references are intended to provide fractal scalability: modelling is only possible in an architectural context, and any graph plays the role of architecture owner for its sub graphs. In order to ensure that architecture definitions can never get out of sync with the graphs they apply to, module references can only be removed once there are no remaining cross-graph edges between the corresponding sub graphs.

#### 4.3.3. *Extensibility.*

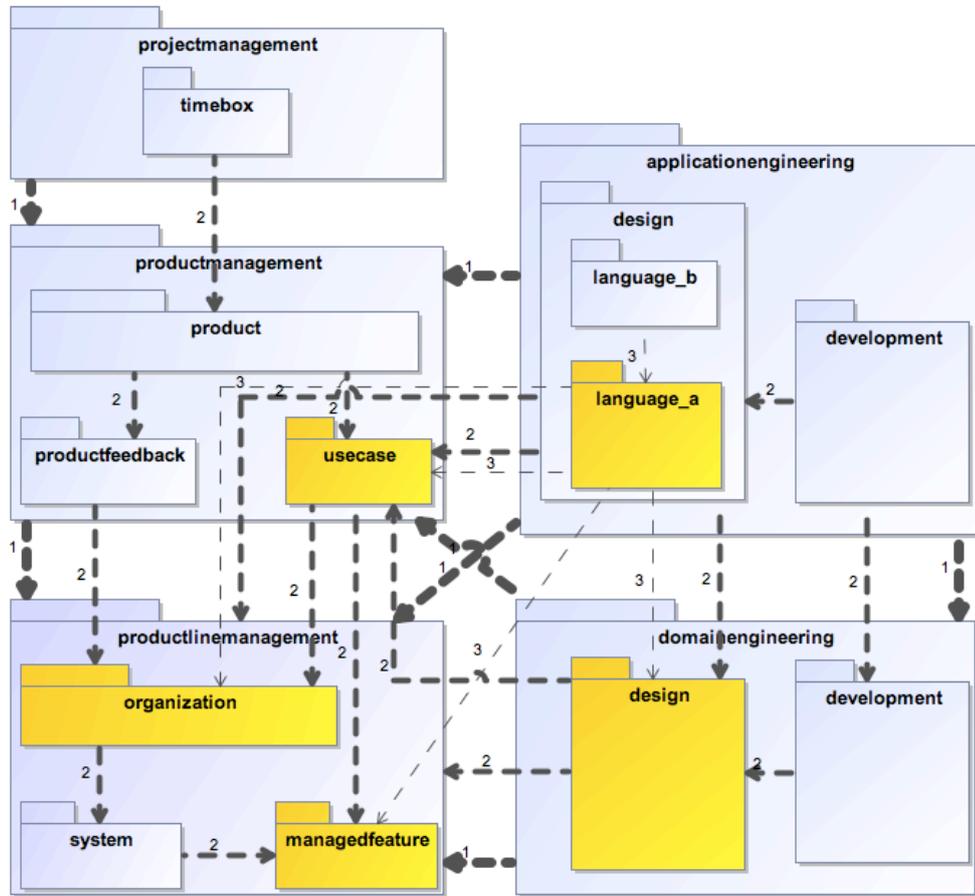


FIGURE 8. Example of module references at different levels in a sub graph hierarchy

**Specializations of the Gmodel graph:** Gmodel is intended to be extensible.

This feature is motivated by the realization that any de-facto standard for meta languages will have to provide powerful and easy to use features to extend the meta language in order to become attractive for use by organizations that currently have to rely on idiosyncratic meta languages that are not widely used, or on languages such as EMF Ecore that were not designed for meta modelling but have been shoehorned into the meta language role.

When Gmodel is used to instantiate a graph that is linked to the Graph element in Gmodel via a generalization reference, then this graph is treated as an extension of Gmodel. That is, the graph is treated as residing on the same meta level as Gmodel. Such an extension of Gmodel may then include further vertices and edges beyond what is provided in Gmodel, as well as specializations of vertices, abstract edges, typed elements, and structured elements.

One usage scenario for such extensions is the scenario where a meta language is needed that can act in a pivot role for interoperability between multiple meta

languages. Other usage scenarios include specialized functionality for manipulating graphs in specific domains or integration with specific version management software.

## 5. SIGNIFICANT USE CASES

#### 5.0.4. *Terminology.*

**Artefact:** the unit of persistent storage used in GraphRepositories

**ArchitectureOwner:** The ArchitectureOwner of a Graph is the parent of the Graph in the subGraphTree

**CurrentModelRoot:** The CurrentModelRoot is the ModelRoot that is part of the state of an in memory instance of Gmodel and it reflects the artefact that the user is currently working with

**GraphRepository:** a facility for persistent storage of Graph artefacts that enforces all semantics associated with subGraphTrees, secondarySubGraphs, and ModuleReferences in Gmodel

**ModelRoot:** A ModelRoot is a Graph that has the role of an Artefact. (Not all Graphs are a ModelRoot but all ModelRoots are Graphs)

**ProductRepository:** A GraphRepository that stores Versions and Variants of deployable Products

**ProjectRepository:** A GraphRepository that stores Versions and Variants of the work of a ProjectTeam. The content of a ProjectRepository is always an extract from a ProductRepository

**Visibility:** The Visibility from the CurrentModelRoot includes all those Elements that are accessible in accordance to the ModuleReference rules defined in the ArchitectureOwner of the CurrentModelRoot

### 5.1. instantiate Gmodel as a Graph in Graph.gmodel.

**Purpose:** definition and validation of the InstantiationSemantics (encoding) for Graphs

**Pre conditions:** the LanguageDesigner has expressed a draft of Gmodel in Ecore and has written this use case

**Post conditions:** The metatype of any Graph is a Graph with the name of "Graph" encoded in a PropertyValue, and there is a "Graph.gmodel" artefact that contains the Graph "Graph"

**Frequency of use per day per system:** 1.0E-4

**Main Flow:**

Actor	Step
ProductArchitect	1. implements the "owner vertices" references between the classes Graph and Vertex with containment semantics (lifetime dependency)
ProductArchitect	2. implements functionality to instantiate a Graph and its properties and propertyValues
ProductArchitect	3. requests Gmodel to instantiate a new Graph where the propertyValue called name is set to "Graph"
Gmodel	4. instantiates a Graph (in memory) where the propertyValue name is "Graph" and where the propertyValues pluralName, nameSpaceURI, nameSpacePrefix, and isAbstract are set to the values requested by the ProductArchitect (as defined in the Ecore draft of Gmodel)
ProductArchitect	5. requests Gmodel to instantiate further Graphs that are vertices owned by the ModelRoot "Graph" (Vertex, AbstractEdge, Atom, Type, StructuredElement, and Element - as defined in the Ecore draft of Gmodel, with all the propertyValues as defined in the Ecore draft)
Gmodel	6. instantiates further Graphs that are owned by "Graph" as requested by the ProductArchitect that have propertyValues set to the values requested by the ProductArchitect
ProductArchitect	7. requests Gmodel to instantiate Vertices that are owned by the ModelRoot "Graph" (List, BigDecimal, Boolean, Timestamp, String, Real, Integer, Property, EdgeEnd, Edge, Generalization, PropertyValue, and ModuleReference - as defined in the Ecore draft of Gmodel, with all the propertyValues as defined in the Ecore draft)
Gmodel	8. instantiates Vertices that are owned by "Graph" as requested by the ProductArchitect that have propertyValues set to the values requested by the ProductArchitect
	9. execute use case <i>store Graph [store the Graph named "Graph"]</i>
ProductArchitect	10. implements the full functionality of two of the specializations of AbstractEdge (Edge and Generalization)
	11. execute use case <i>load GraphRepository [load the GraphRepository containing Graph.gmodel] (At this point in the bootstrap process only a prototypish loadGraphRepository use case implementation is required)</i>

Actor	Step
ProductArchitect	12. requests Gmodel to instantiate all the Abstract-Edges (Edges and Generalizations) that are shown in the Ecore draft of Gmodel
Gmodel	13. instantiates Edges and Generalizations that are owned by "Graph" as requested by the ProductArchitect
	14. execute use case <i>store Graph [store the Graph named "Graph"]</i>
	15. execute use case <i>define Atoms as external Artefacts in Graph.gmodel</i>
	16. execute use case <i>create a ModuleReference with Gmodel</i>

## 5.2. define Abstract Syntax.

**Purpose:** definition of abstract syntax of a domain specific language

**Pre conditions:** the Gmodel editor is open and a ProjectRepository has been selected

**Post conditions:** a Graph that contains a meta model has been stored

**Frequency of use per day per system:** 0.1

**Main Flow:**

Actor	Step
Gmodel Editor	1. displays the SubGraph tree of the ProjectRepository
LanguageDesigner	2. requests the creation of a meta model at the appropriate location in the SubGraph tree
Gmodel Editor	3. creates a Graph with the name supplied by the LanguageDesigner
Gmodel Editor	4. obtains an exclusive lock on the new Graph for the LanguageDesigner
Gmodel Editor	5. displays the modeling perspective for for the new Graph
LanguageDesigner	6. defines the Elements of the domain specific language
LanguageDesigner	6. links the new Elements as required to existing Elements that are within visibility
Gmodel Editor	7. commits the Graph to the ProjectRepository
	8. execute use case <i>define Abstract Syntax</i>

**Alternate flow:** 8a

**Condition:** LanguageDesigner choses to exit Gmodel editor

**Frequency of use per day per system:** 0.1

Actor	Step
Gmodel Editor	1. closes editor window 2. <i>End of use case</i>

**Exception:** 3a

**Condition:** name of the Graph is not unique within name space

**Frequency of use per day per system:** 0.02

**Message:** name of the Graph must be unique within name space

Actor	Step
	1. Continue with: <i>define Abstract Syntax [Step 2.]</i>

### 5.3. create a ModuleReference with Gmodel.

**Purpose:** enable Gmodel to enforce ModuleReference constraints defined in the ArchitectureOwner of a Graph

**Pre conditions:** the use case "define Atoms as external Artefacts in Gmodel" has been executed

**Post conditions:** the ModuleReference "SGA-;SGB" has been stored in the ArchitectureOwner of SGA

**Frequency of use per day per system:** 1.0

**Main Flow:**

Actor	Step
ProductArchitect	<ol style="list-style-type: none"> <li>1. implements the full functionality of the ModuleReference specialization of AbstractEdge</li> <li>2. execute use case <i>load GraphRepository</i> [<i>load a GraphRepository</i>]</li> <li>3. execute use case <i>model a Graph</i> [<i>model a Graph "GTest"</i>]</li> <li>4. execute use case <i>model a Graph</i> [<i>model a Graph "SGA" as a subGraph of "GTest" such that it has a Vertex "SGAV1"</i>]</li> <li>5. execute use case <i>model a Graph</i> [<i>model a Graph "SGB" as a subGraph of "Gtest" such that it has a Vertex "SGV1"</i>]</li> <li>6. execute use case <i>model a Graph</i> [<i>model the Graph "GTest" to instantiate a ModuleReference "SGA-<math>\dot{}</math>SGB"</i>]</li> <li>7. execute use case <i>store Graph</i> [<i>store Graphs "GTest", "SGA", and "SGB"</i>]</li> <li>8. execute use case <i>model a Graph</i> [<i>model the Graph "SGA" such that an Edge from "SGAV1" to "SGBV1" is instantiated</i>]</li> <li>9. execute use case <i>store Graph</i> [<i>store Graph "SGA"</i>]</li> </ol>

**Exception:** 4a

**Condition:** "SGA" is already a subGraph of "GTest"

**Frequency of use per day per system:** 0.01

**Message:** Graph [name] is already a subGraph of [name]

Actor	Step
	1. <i>End of use case</i>

**Exception:** 5a

**Condition:** "SGB" is already a subGraph of "GTest"

**Frequency of use per day per system:** 0.01

**Message:** Graph [name] is already a subGraph of [name]

Actor	Step
	1. <i>End of use case</i>

**Alternate flow:** 6a

**Condition:** the GmodelUser forgets to define a ModuleReference "SGA- $\dot{}$ SGB" in "GTest"

**Frequency of use per day per system:** 0.01

Actor	Step
	1. Continue with: <i>create a ModuleReference with Gmodel [Step 8.]</i>

**Exception:** 6b

**Condition:** the "SGA- $\iota$ SGB" ModuleReference already exists in "GTest"

**Frequency of use per day per system:** 0.01

**Message:** The ModuleReference [name] is already defined

Actor	Step
	1. Continue with: <i>create a ModuleReference with Gmodel [Step 8.]</i>

**Exception:** 8a

**Condition:** no ModuleReference "SGA- $\iota$ SGB" is defined in "GTest"

**Frequency of use per day per system:** 0.01

**Message:** An Edge between [Vertex1. name] and [Vertex2.name] can't be instantiated as it violates the architecture defined in [ArchitectureOwner of Vertex1]

Actor	Step
	1. <i>End of use case</i>

#### 5.4. define Atoms as external Artefacts in Graph.gmodel.

**Purpose:** enabling LanguageDesigners to extend Gmodel with further Atoms as required

**Pre conditions:** a first working implementation of Gmodel is available

**Post conditions:** the "Graph" Graph that represents Gmodel refers to external Atom Artefacts "BigDecimal.atom", "Boolean.atom", "Timestamp.atom", "String.atom", "Real.atom", "Integer.atom"

**Frequency of use per day per system:** 0.0010

**Main Flow:**

Actor	Step
ProductArchitect	1. implements the functionality to delete Elements from "Graph", and functionality to instantiate Atoms as independent external ".atom" artefacts outside of a Graph
ProductArchitect	2. requests Gmodel to store the following Vertices (BigDecimal, Boolean, Timestamp, String, Real, Integer) as ".atom" artefacts in a GraphRepository located at [location name]
Gmodel	3. creates ".atom" files for BigDecimal, Boolean, Timestamp, String, Real, and Integer (but does not keep any representation in memory) in the GraphRepository [location name]
ProductArchitect	4. modifies the Graph.gmodel artefact in a text editor such that all Properties reference the ".atom" artefacts rather than the Atoms defined within Graph.gmodel
	5. execute use case <i>load GraphRepository [load the GraphRepository containing Graph.gmodel]</i>
ProductArchitect	6. requests Gmodel to delete the following Vertices (BigDecimal, Boolean, Timestamp, String, Real, Integer) from the "Graph" Graph
Gmodel	7. deletes the requested Vertices from "Graph"
	8. execute use case <i>store Graph [store "Graph" in Graph.gmodel]</i>

### 5.5. explore subGraphTree.

**Purpose:** expansion of the subGraphTree

**Pre conditions:** a GraphRepository has been loaded and this use case may have been executed zero or more times

**Post conditions:** the LanguageDesigner has navigated to a selected ModelRoot one level down in the subGraphTree

**Frequency of use per day per system:** 1000.0

**Main Flow:**

Actor	Step
Gmodel	1. returns the list of subGraphs of the CurrentModelRoot for which the GmodelUser has at least one of the CRUDX rights
Gmodel User	2. requests to expand one of the subGraphs returned by Gmodel
Gmodel	3. sets the CurrentModelRoot to the selected subGraph
	4. execute use case <i>explore subGraphTree</i>

**Alternate flow: 2a**

**Condition:** the user requests to [Read—Update—Delete—Execute] one of the subGraphs returned by Gmodel and has appropriate Permissions

**Frequency of use per day per system:** 1000.0

Actor	Step
Gmodel	1. sets the CurrentModelRoot to the selected subGraph
Gmodel	2. performs the requested action
	3. Continue with: <i>explore subGraphTree [Step 4.]</i>

**Exception: 2b**

**Condition:** the Gmodel User requests to [Read—Update—Delete—Execute] one of the subGraphs returned by Gmodel and does not have appropriate Permissions

**Frequency of use per day per system:** 100.0

**Message:** Lacking permission for the [Read—Update—Delete—Execute] action on [CurrentModelRoot]

Actor	Step
	1. Continue with: <i>explore subGraphTree [Step 1.]</i>

**5.6. instantiate a ModelRoot.**

**Purpose:** creating a new ModelRoot and adding it to the subGraphTree

**Pre conditions:** a GraphRepository has been loaded

**Post conditions:** a new ModelRoot is attached to the in memory subGraphTree and is the CurrentModelRoot

**Frequency of use per day per system:** 50.0

**Main Flow:**

Actor	Step
Gmodel User	1. requests Gmodel to instantiate a ModelRoot of metatype [metatype name]
Gmodel	2. instantiates a ModelRoot with [name] (supplied by the GmodelUser) of metatype [metatype name]
Gmodel	3. attaches the new ModelRoot as an element of the subGraphTree at the CurrentModelRoot
Gmodel	4. makes the newly instantiated ModelRoot the CurrentModelRoot

### 5.7. load GraphRepository.

**Purpose:** instantiating an in memory representation of the content of a GraphRepository

**Pre conditions:** an artefact named "Graph.gmodel" and an artefact named [location name].gmodel exist in the location [location name]

**Post conditions:** Gmodel has the subGraphTree (and optionally all Graphs) contained in the GraphRepository at [location name] in memory

**Frequency of use per day per system:** 50.0

**Main Flow:**

Actor	Step
Gmodel User	1. requests Gmodel to load the GraphRepository at [location name] into memory
Gmodel	2. loads Graph.gmodel and [location name].gmodel into memory
Gmodel	3. traverses the structure that corresponds to the subGraphTree hierarchy of [location name].gmodel to load all Graphs contained in the GraphRepository into memory

**Alternate flow:** 2a

**Condition:** the metatype of the ModelRoot of [location name].gmodel is not Graph but a specialization (direct or indirect via a series of generalization/specialization Edges) of Graph

**Frequency of use per day per system:** 1.0

Actor	Step
Gmodel	1. loads Graph.gmodel and [location name].gmodel into memory
Gmodel	2. traverses the generalization/specialization Edges between the metatype of the ModelRoot of [location name].gmodel and Graph.gmodel and loads all the meta meta models encountered in this traversal into memory
	3. Continue with: <i>load GraphRepository [Step 3.]</i>

**Alternate flow:** 3a

**Condition:** the LanguageDesigner chose the option to only load the subGraphTree

**Frequency of use per day per system:** 5.0

Actor	Step
Gmodel	1. traverses the structure that corresponds to the subGraph hierarchy of [location name].gmodel to load the subGraphTree structure of the GraphRepository into memory
	2. <i>End of use case</i>

## 5.8. model a Graph.

**Purpose:** definition of the Elements of a Graph

**Pre conditions:** some GmodelEditor has loaded a GraphRepository

**Post conditions:** a Graph that contains Elements has been instantiated in memory

**Frequency of use per day per system:** 1000.0

**Main Flow:**

Actor	Step
Gmodel User	1. requests Elements to be added to the CurrentModelRoot
Gmodel	2. adds the new Elements to the CurrentModelRoot or one of the Elements contained in the CurrentModelRoot

**Alternate flow:** 1a

**Condition:** the Graph that the GmodelUser wants to model does not yet exist in the loaded GraphRepositoryTree

**Frequency of use per day per system:** 100.0

Actor	Step
Gmodel User	1. requests the instantiation of a new ModelRoot [name] at the CurrentModelRoot
	2. execute use case <i>instantiate a ModelRoot</i>
	3. Continue with: <i>model a Graph [Step 1.]</i>

**Alternate flow:** 1b

**Condition:** the Graph that the GmodelUser wants to edit is not part of the first-level Elements in the SubGraphTree of the CurrentModelRoot

**Frequency of use per day per system:** 500.0

Actor	Step
	1. execute use case <i>explore subGraphTree [explore SubGraphTree to change the CurrentModelRoot to the appropriate location]</i>
	2. Continue with: <i>model a Graph [Step 1.]</i>

### 5.9. store Graph.

**Purpose:** persistent storage of a Graph

**Pre conditions:** Gmodel has a Graph with name [name] in memory and this Graph is a ModelRoot

**Post conditions:** the [name] Graph has been stored (persisted) in the artefact [name].gmodel, and the [name] Graph remains in memory

**Frequency of use per day per system:** 1000.0

**Main Flow:**

Actor	Step
Gmodel User	1. requests Gmodel to store (persist) the in memory Graph with name [name] using the artefact name "[name].gmodel"
Gmodel	2. stores (persists) the in memory Graph with name [name] using the artefact name "[name].gmodel" in the GraphRepository structure that corresponds to the subGraph hierarchy of the [name] Graph

## 6. COMPARISON WITH OTHER APPROACHES

**ToDo** ► *summary of the shortcomings of existing tooling* ◀

6.1. **Outlook.** In a further paper we will outline the work in progress on building interoperability solutions with Gmodel. We invite modelling language designers to experiment with Gmodel, to contribute useful Gmodel extensions, and - by all means - to design and implement alternative meta languages, so that the merits and drawbacks of various approaches can be a discussed in a constructive dialogue.