

Modelo, luego  
existo

- René Descartes



# Ingeniería del Software dirigida por modelos

## Versión para incrédulos

Jordi Cabot – ICREA Research Professor at UOC

@softmodeling

[modeling-languages.com](http://modeling-languages.com)



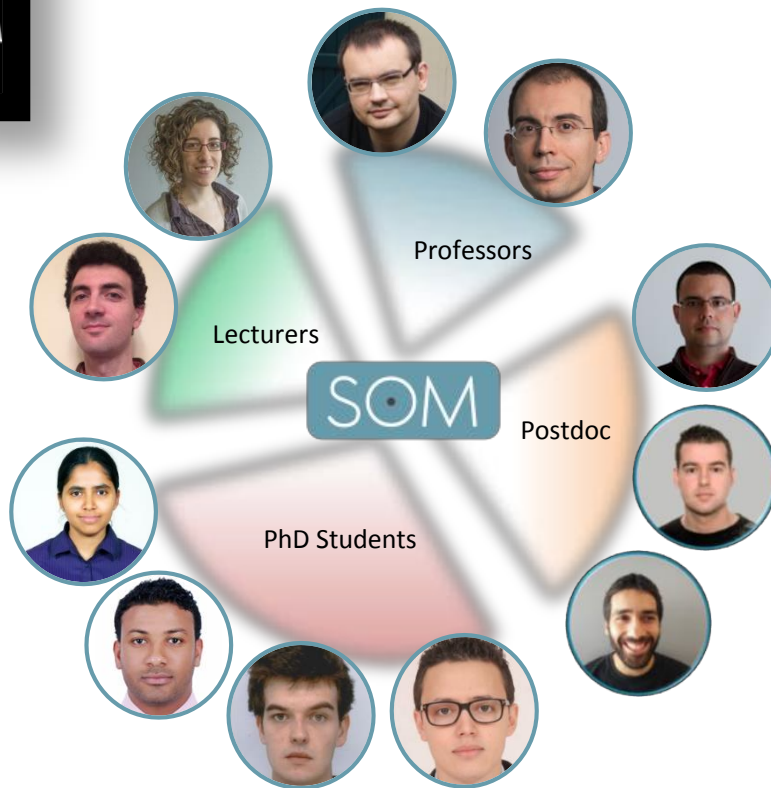
A nighttime aerial view of San Francisco, California, showing a dense urban landscape with numerous illuminated buildings. The Transamerica Pyramid is a prominent feature in the background, illuminated against the dark sky. The overall scene is dark, with city lights providing the primary illumination.

# SOM Research Lab

Software runs the world. Models run the software



# El equipo

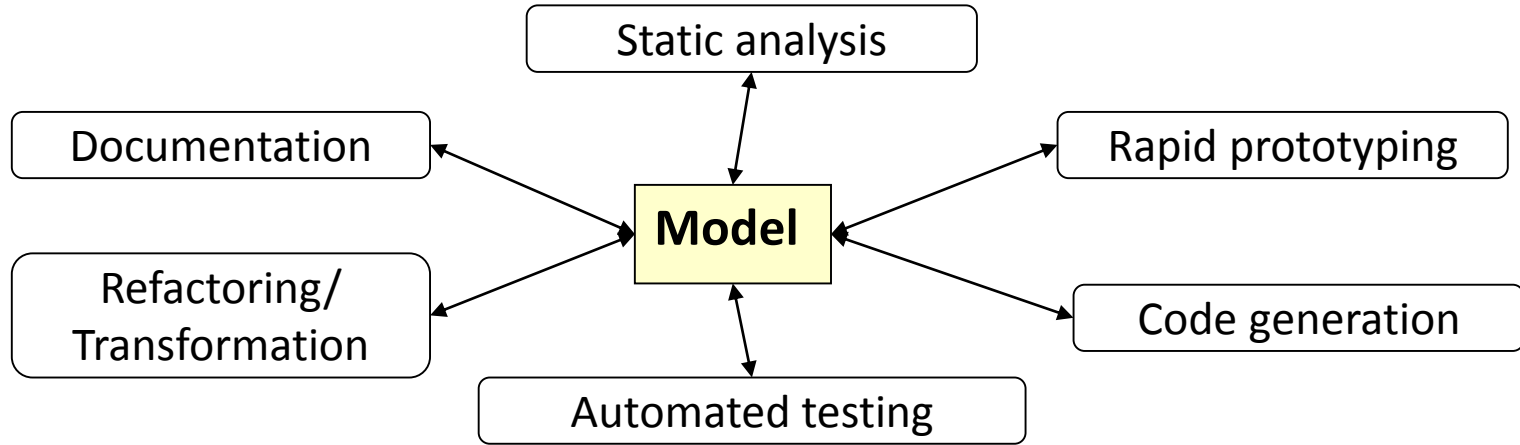




# Nuestra misión

Interested in the broad area of systems and **software engineering**, especially promoting the rigorous use of software **models and engineering principles** in all software engineering tasks.

# IDM = Modelos como parte central de la Ingeniería del Software

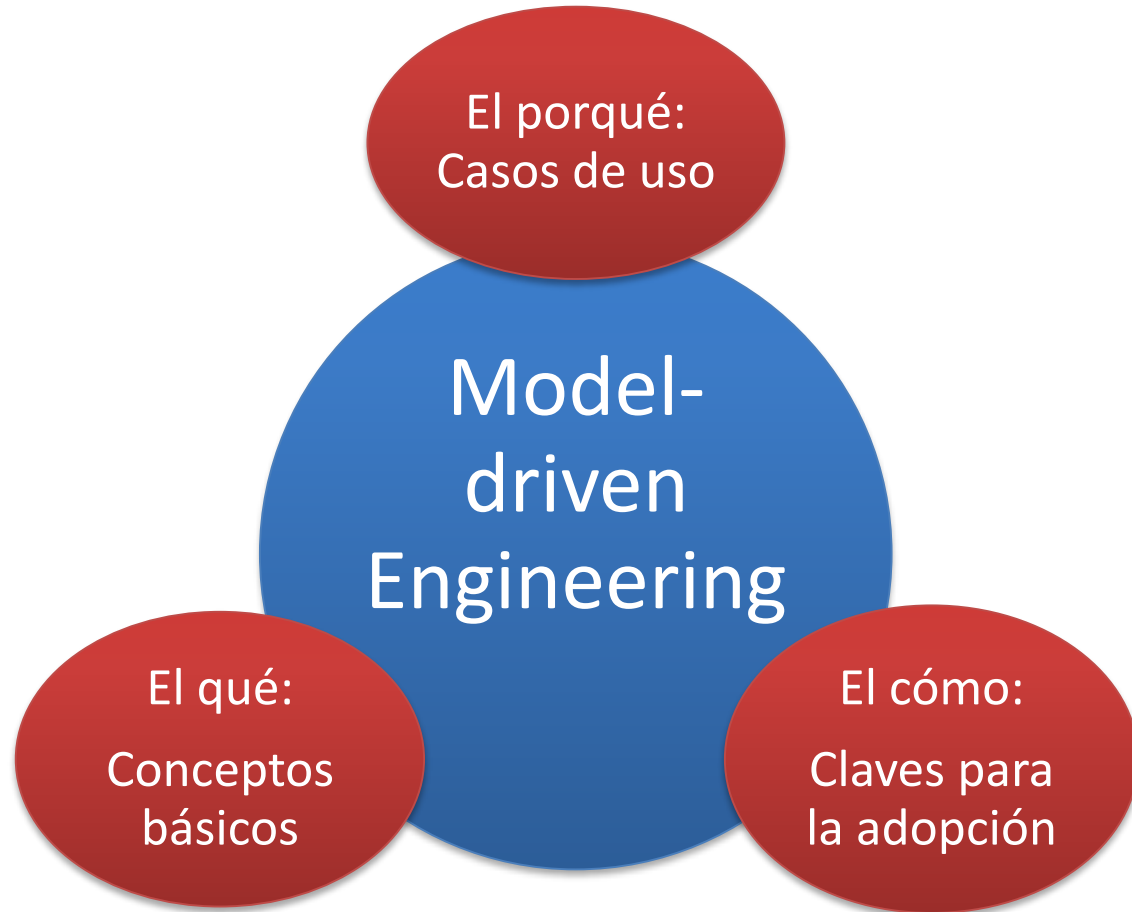


[Illustration by Bernhard Rumpe]

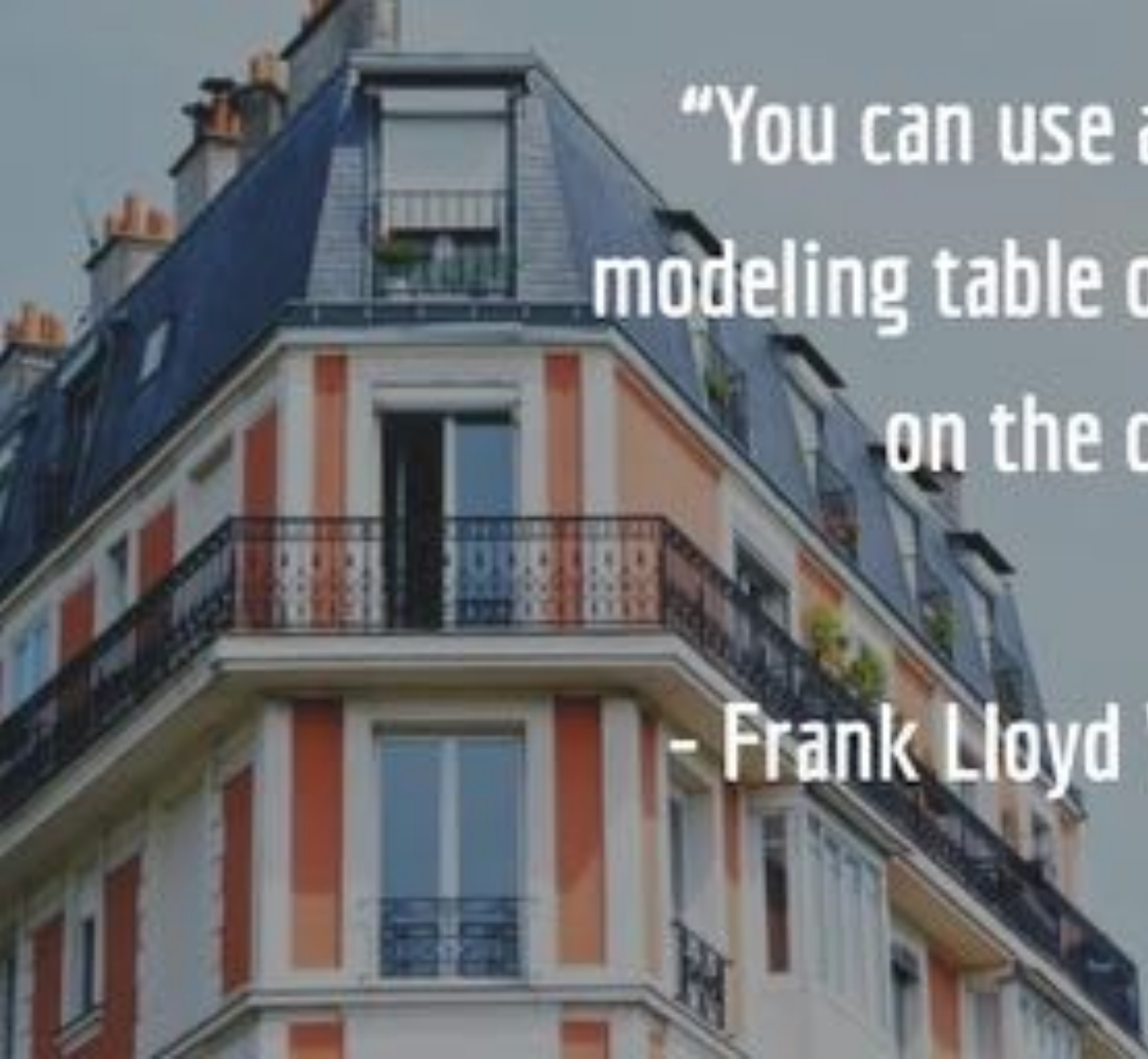


**Modelas y punto!!!**







A photograph of a multi-story apartment building with a mansard roof, characteristic of Haussmannian architecture. The building features a mix of white and light orange facade panels, black wrought-iron balconies, and several dormer windows. The sky is a clear, pale blue.

“You can use an eraser on the modeling table or a sledgehammer on the code site.”

- Frank Lloyd Wright (kind of)

Programadores



MODELLIERUNG



The entire history of software engineering is that of  
the rise in levels of abstraction

- Grady Booch

**OBJETIVO: Escribir cada  
vez menos código**





django



YEOMAN



GRAILS

METEOR

THE FASTEST WAY TO BUILD APPS

MDE es la formalización (culminación?) de este proceso



(common-sense) code generation

**Pareto rule en la generación  
de código:**

**Modelando un 20% puedes  
generar 80% del código**



## Beneficios MDE (bien hecho)

+productividad

2X – 8X

+calidad

1.2X – 4X

+Mantenimiento

80%

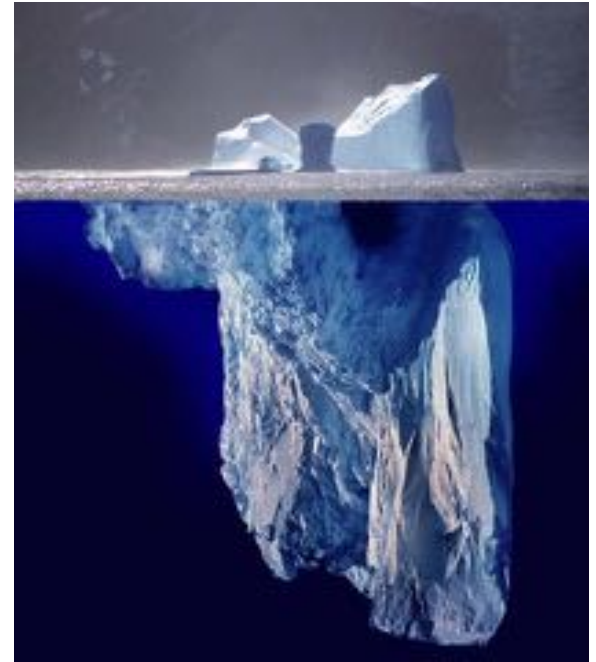
....

# MDE es >> que generación de código

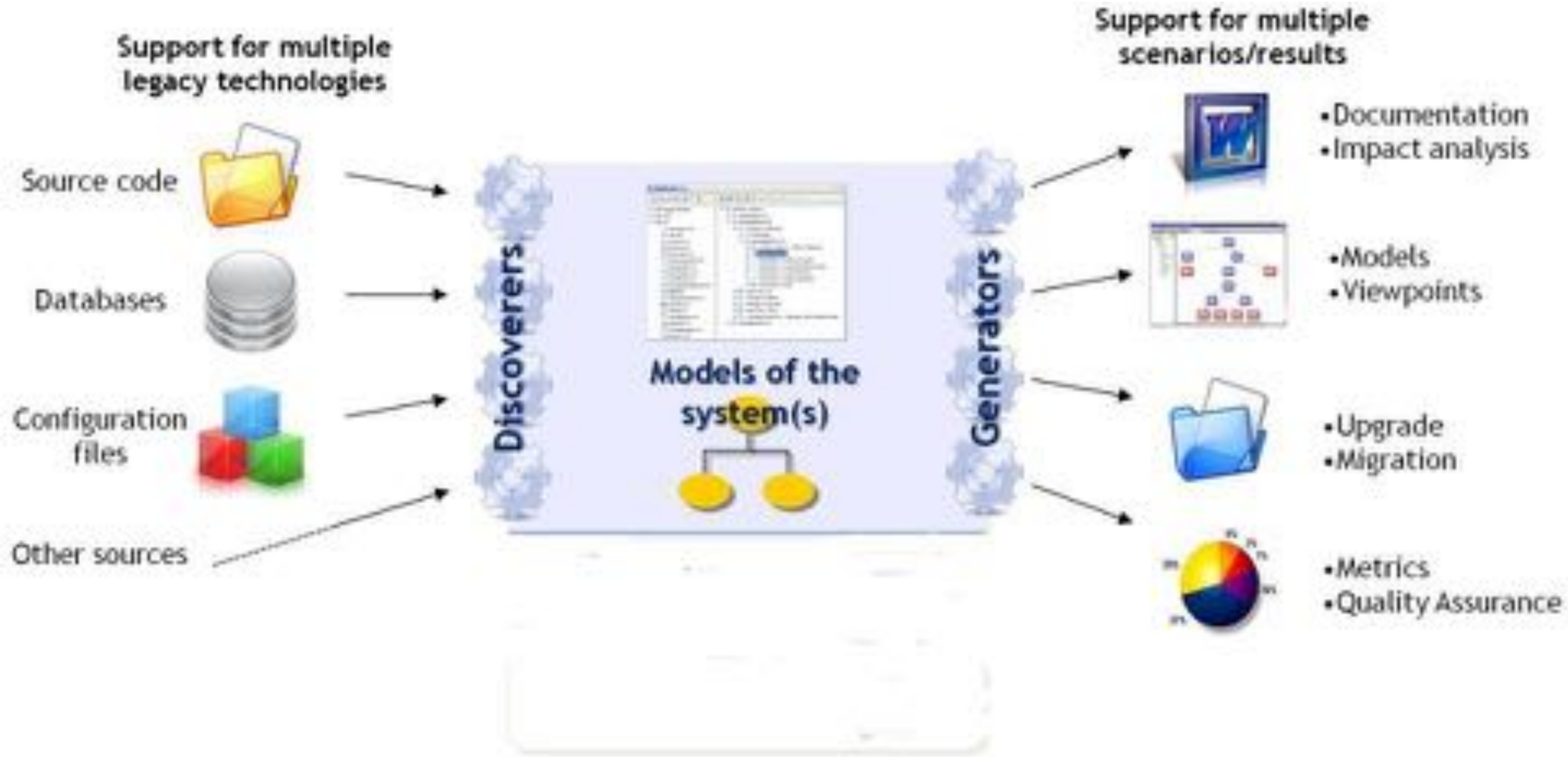


MDD  
(software  
development)

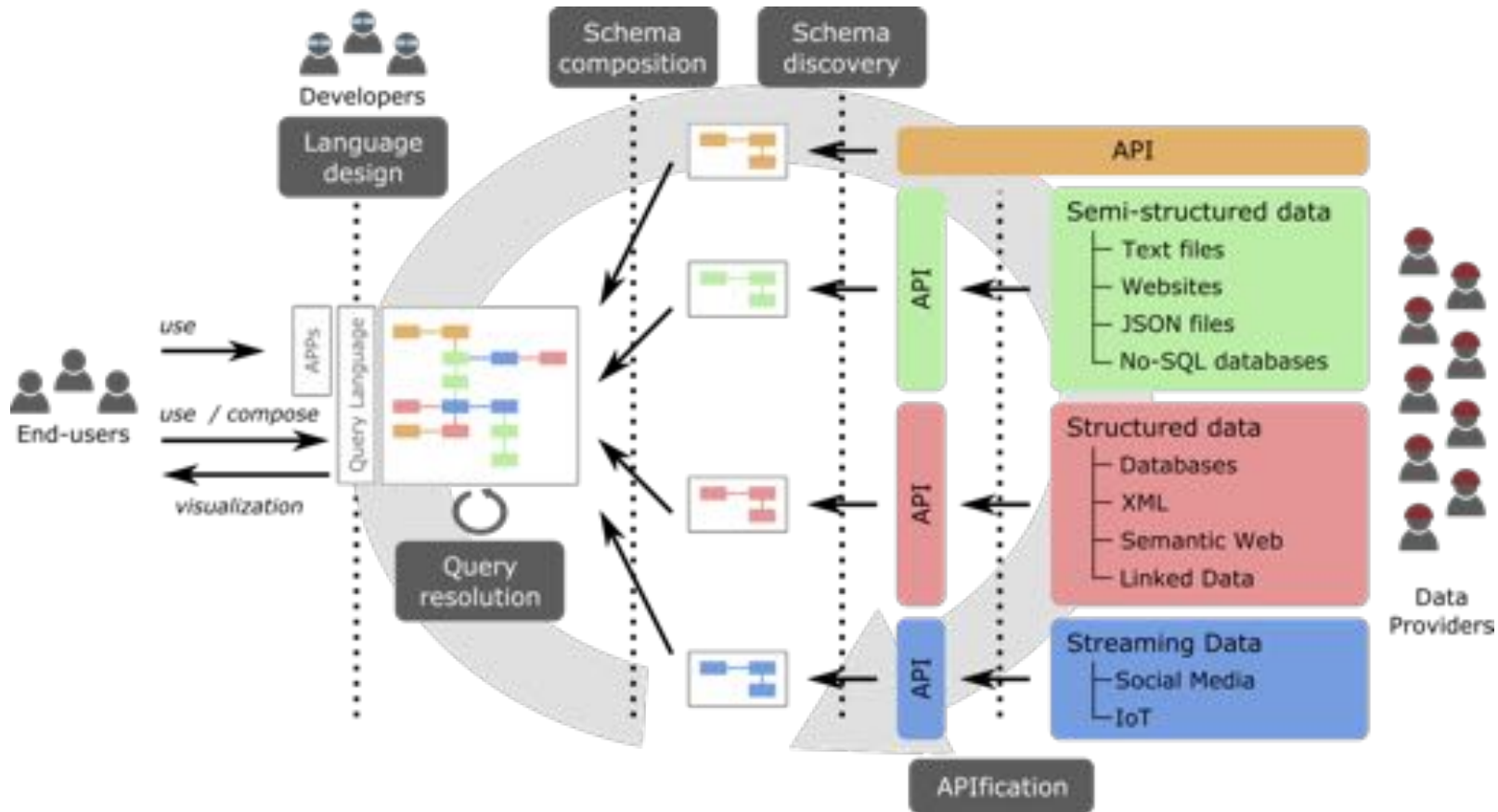
MDE  
(software  
engineering)



# MDE es modernización de Software



# MDE es Open Data



**What If I  
told you**

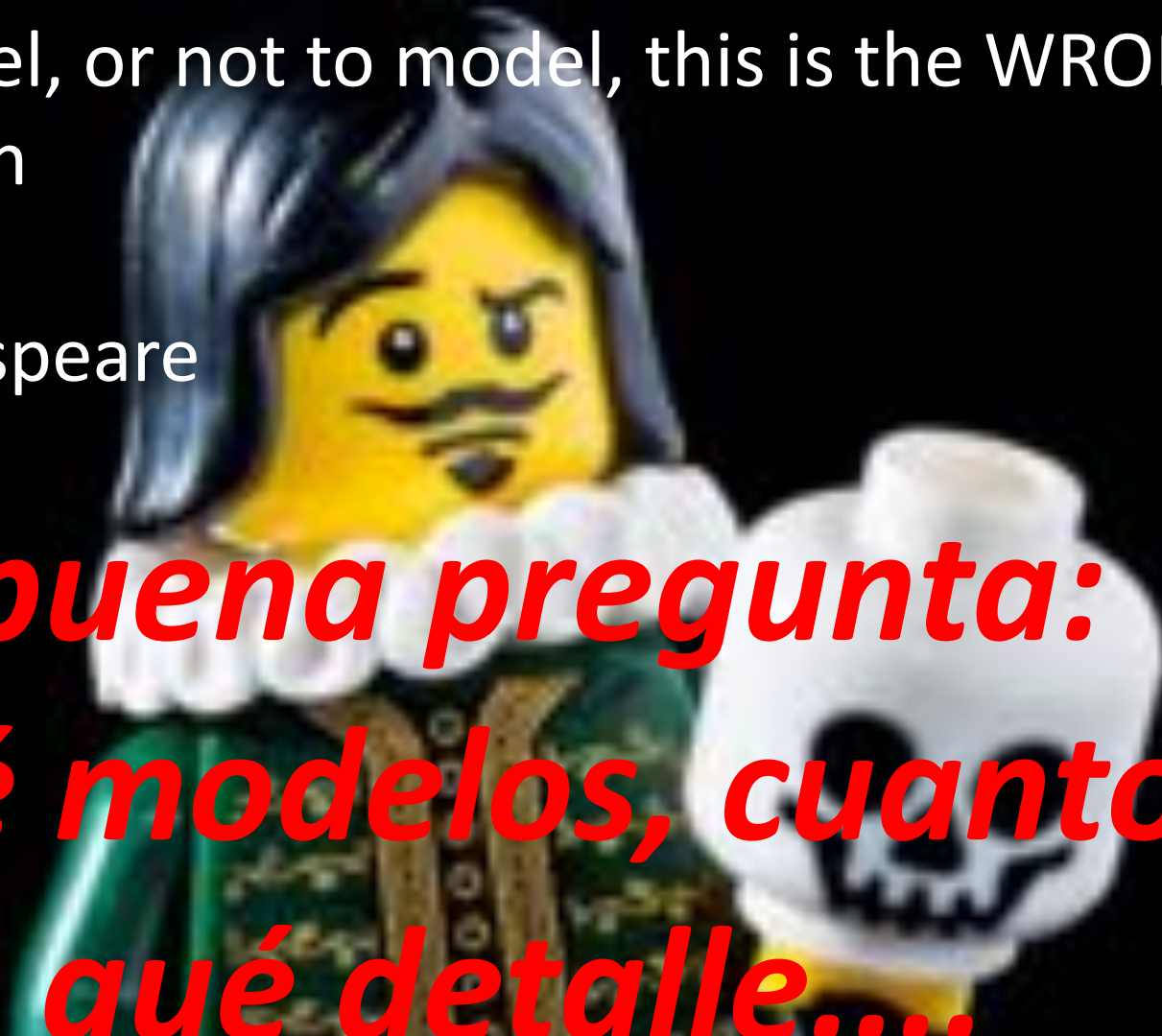
**MODELS  
ARE  
COMING!!!**



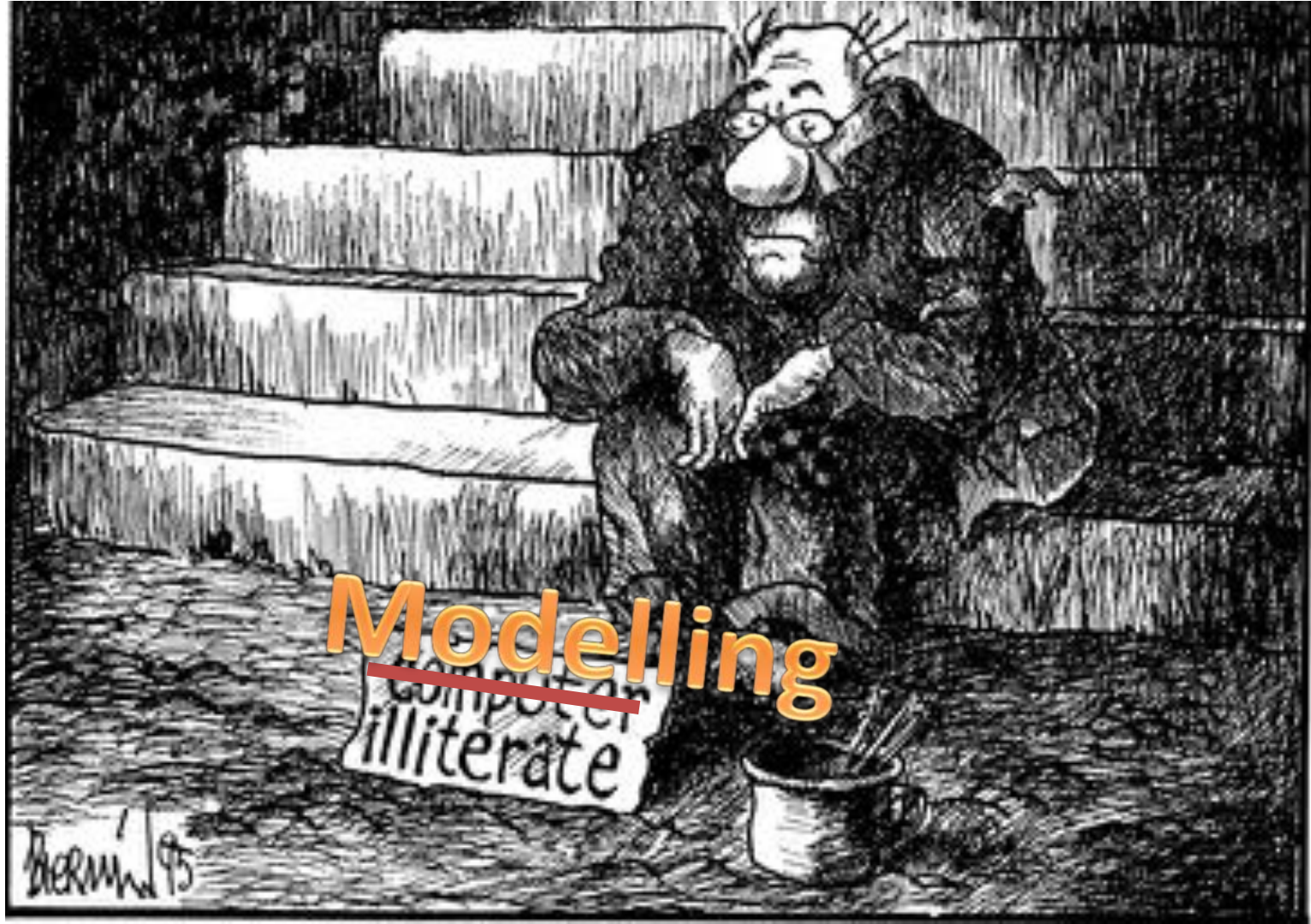
To model, or not to model, this is the WRONG question

- Shakespeare

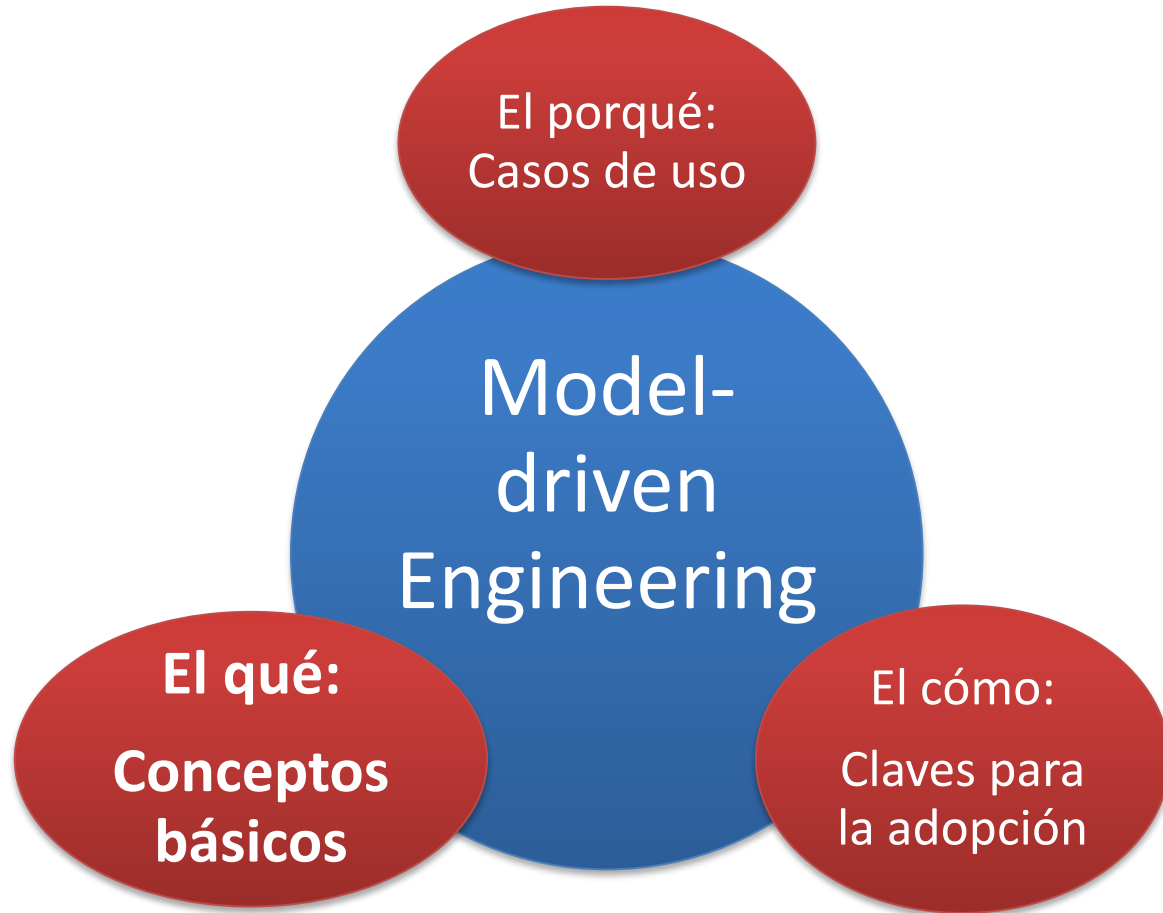
***La buena pregunta:  
qué modelos, cuantos,  
con qué detalle....***







Modelling



A great book to stick your nose in!

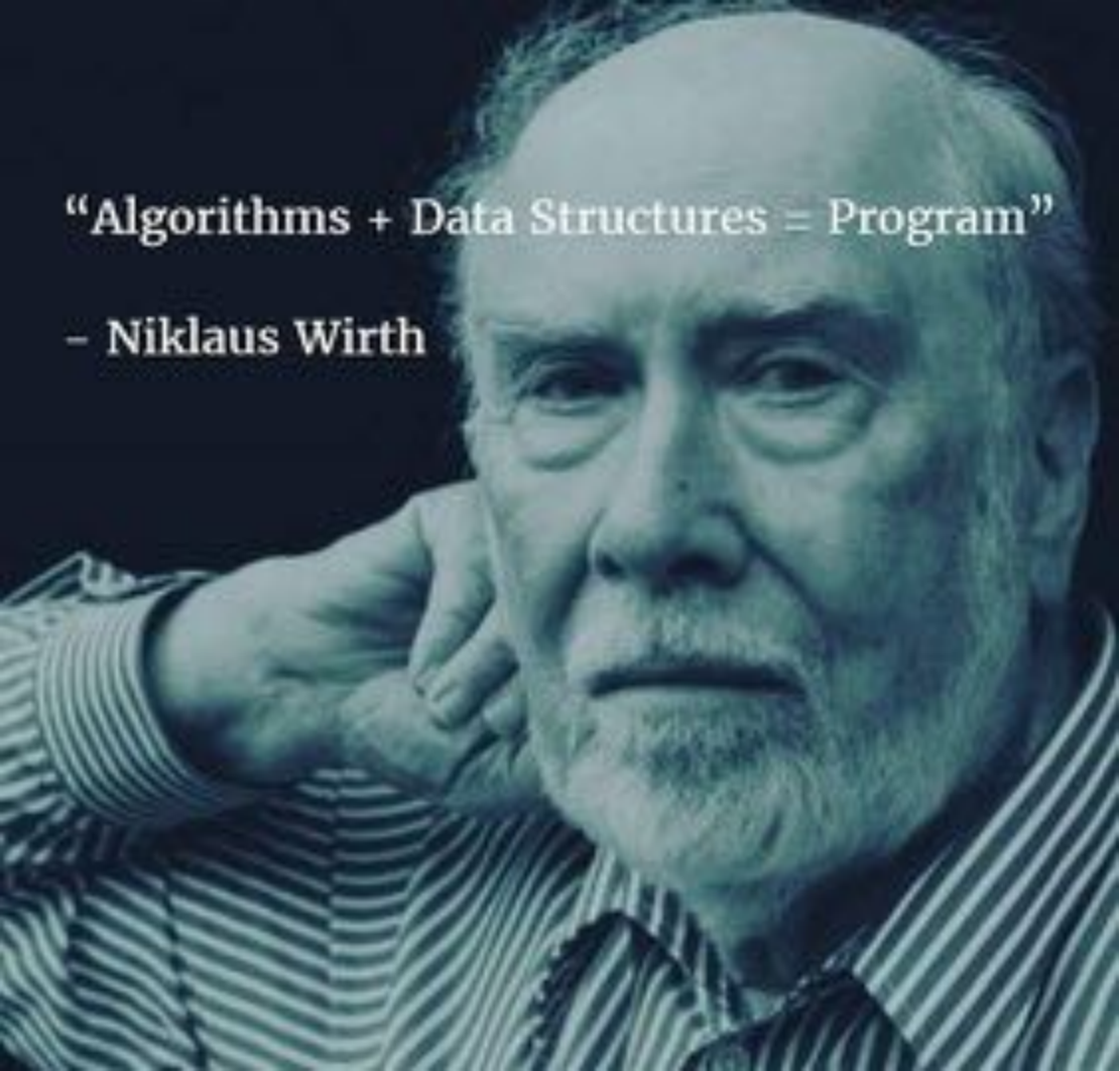
# Software modeling FOR DUMMIES<sup>®</sup>

*A Reference  
for the  
Rest of Us!*

10 years of  
research  
crammed into 3  
slides

By SOM Research Lab



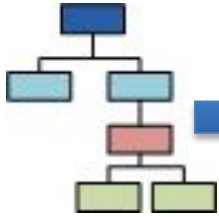
A portrait of Niklaus Wirth, an elderly man with a white beard and mustache, wearing a striped shirt and tie. He is resting his chin on his hand, looking thoughtfully towards the camera. The image has a blue tint.

“Algorithms + Data Structures = Program”

- Niklaus Wirth

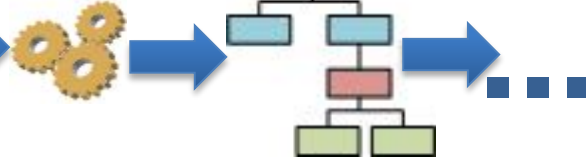
**La ecuación MDE:  
Models +  
Transformations =  
Software**

Original model

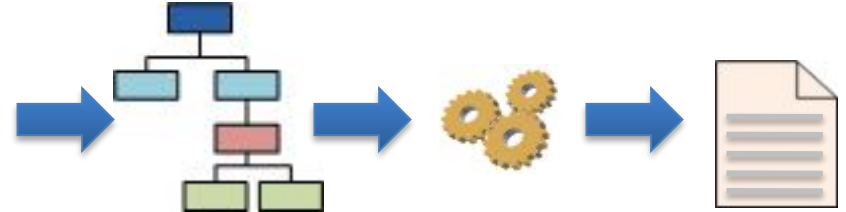


**Model-to-model Transformation**

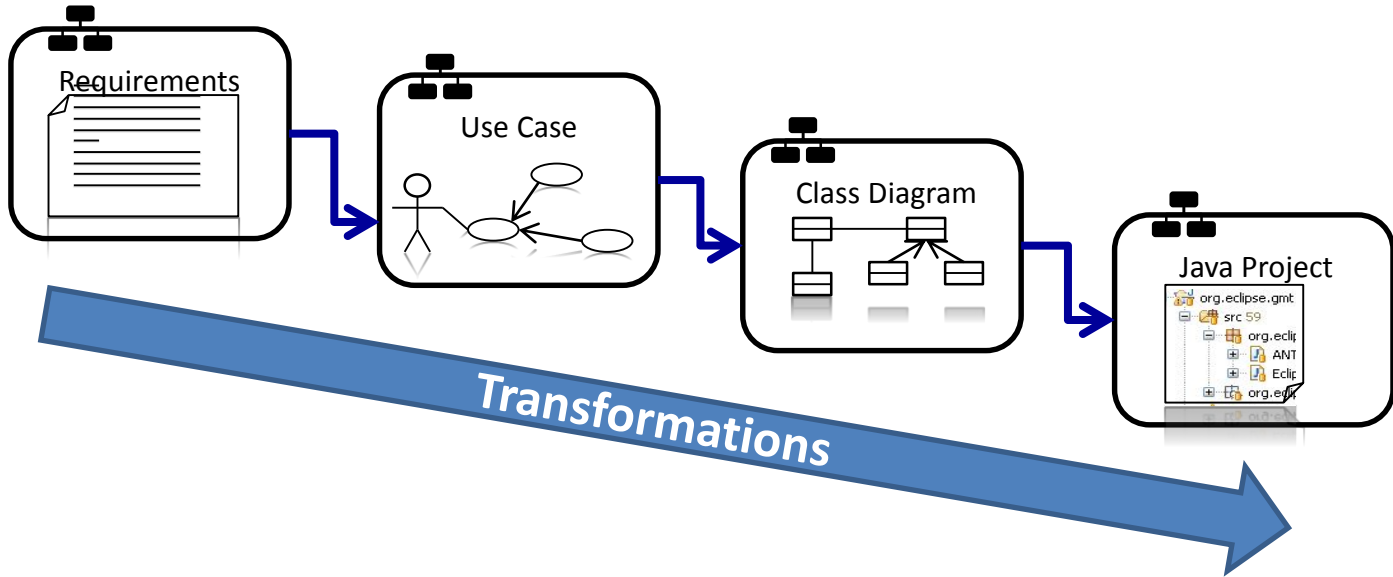
1<sup>st</sup> refinement



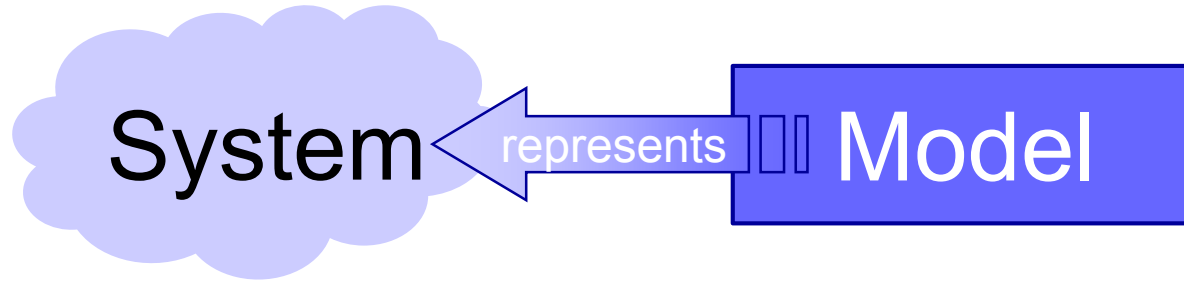
n<sup>th</sup> refinement



**Model-to-text Transformation**



# Qué es un modelo?



---

**Mapping Feature**

Un model se basa en el original (=system)

**Reduction Feature**

Un modelo refleja sólo las propiedades relevantes del original

**Pragmatic Feature**

Un modelo tiene que poder usarse en el original en un escenario concreto

---



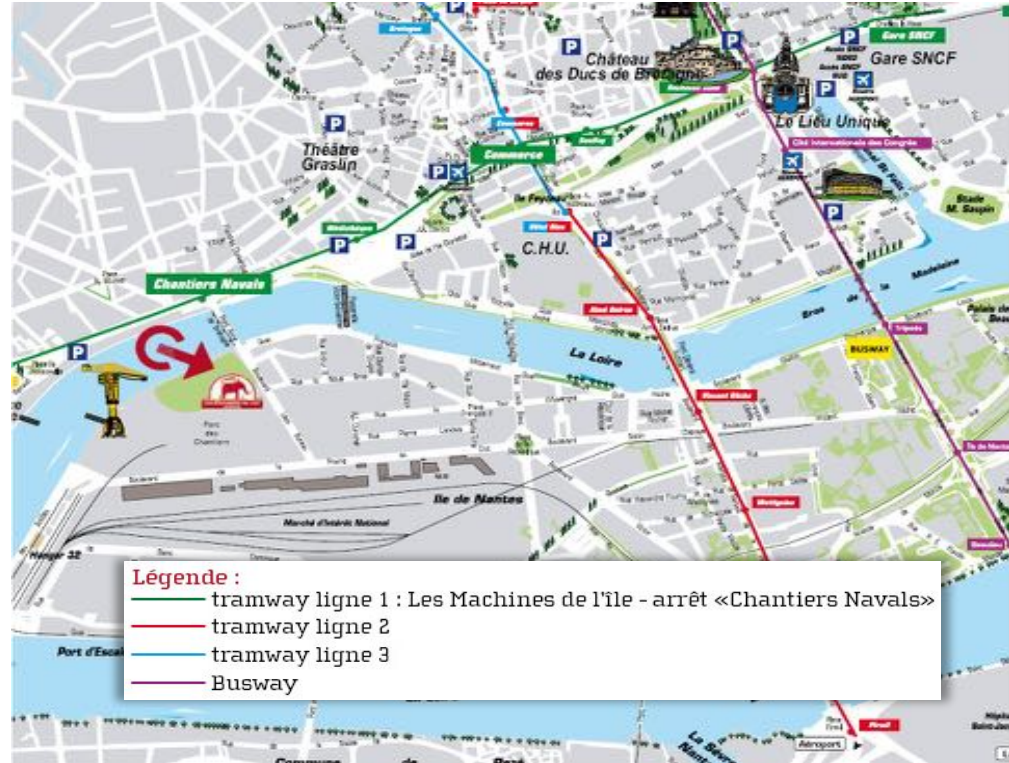
# Un modelo

Ciudad de Nantes = “system” a modelar

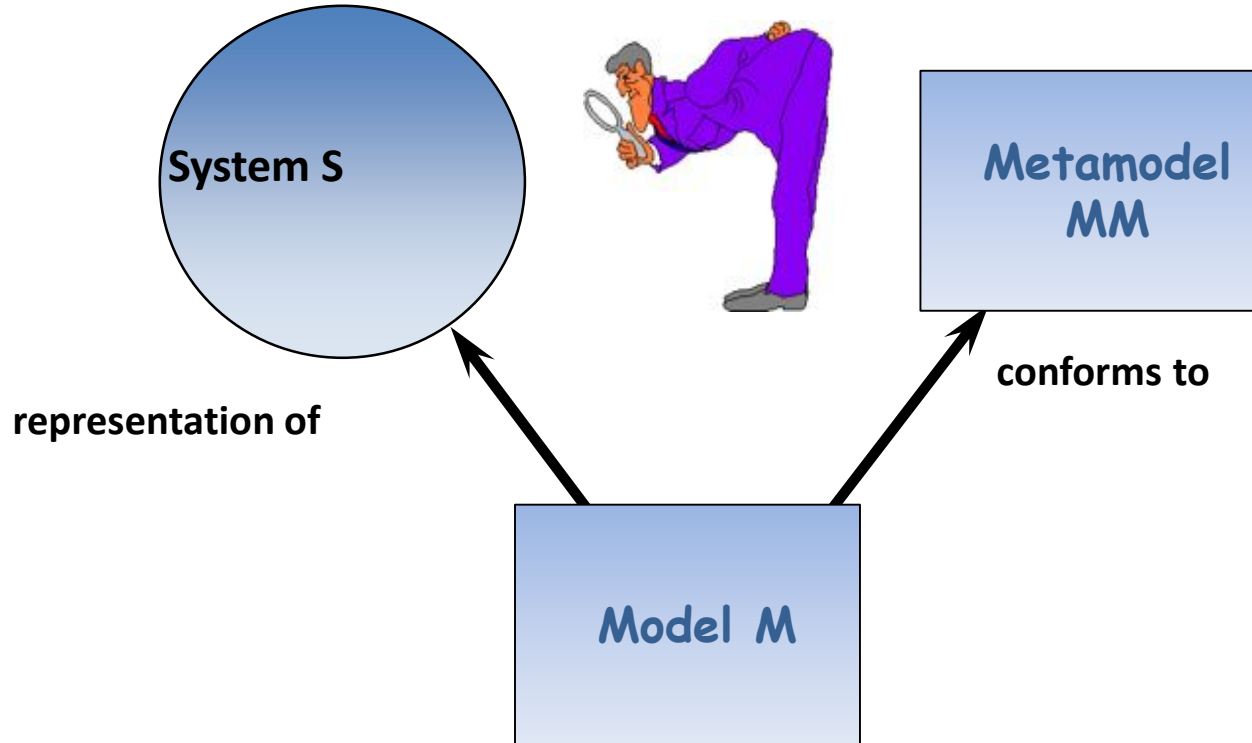
Un mapa es de hecho un modelo del sistema

La leyenda del mapa es la gramática / metamodelo

Existen diferentes tipos mapas: transporte, alcantarillado,... que dan “vistas” diferentes de la ciudad

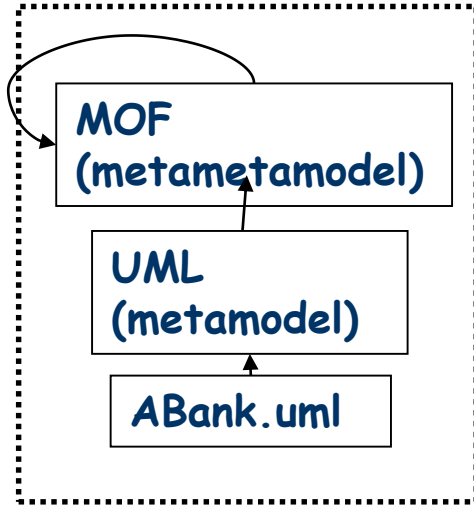


# Models & Metamodelos

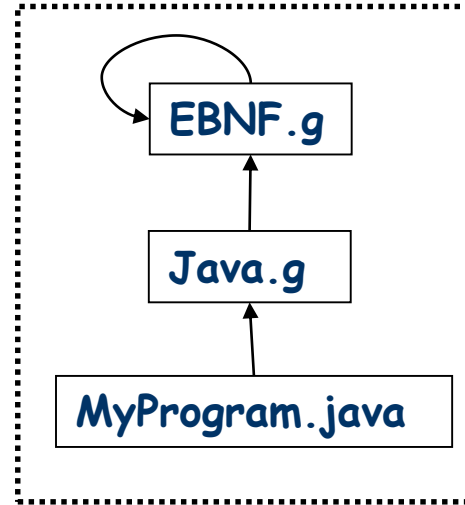


# Muy parecido al mundo de la programación

MDE



Grammarware



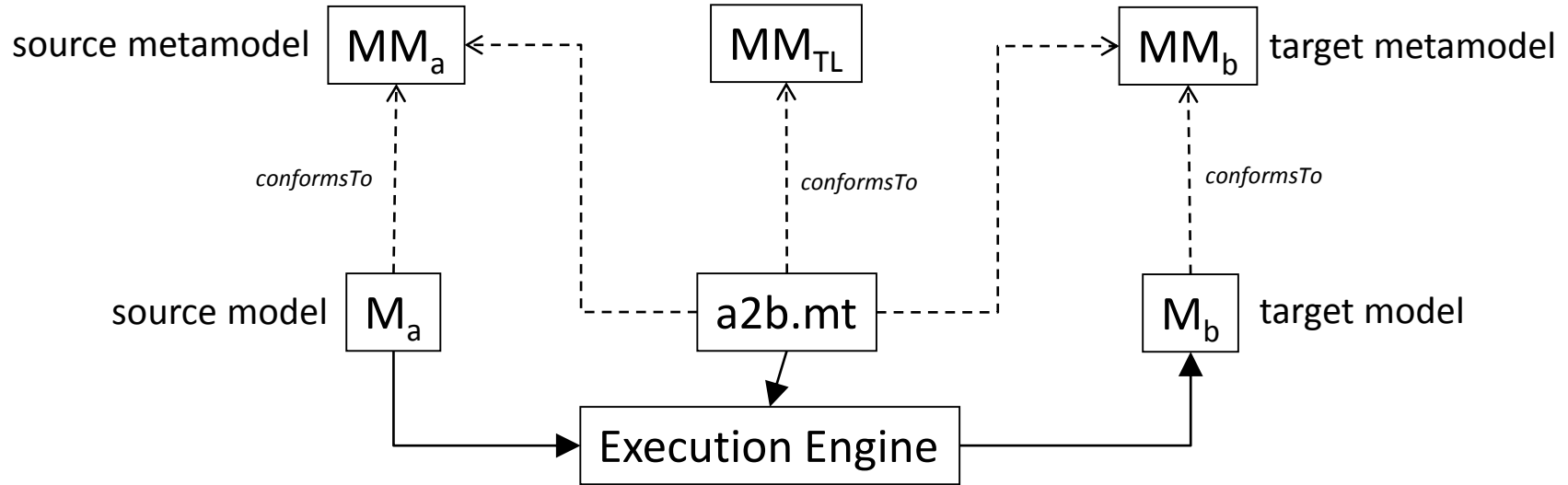
# Qué lenguaje usar



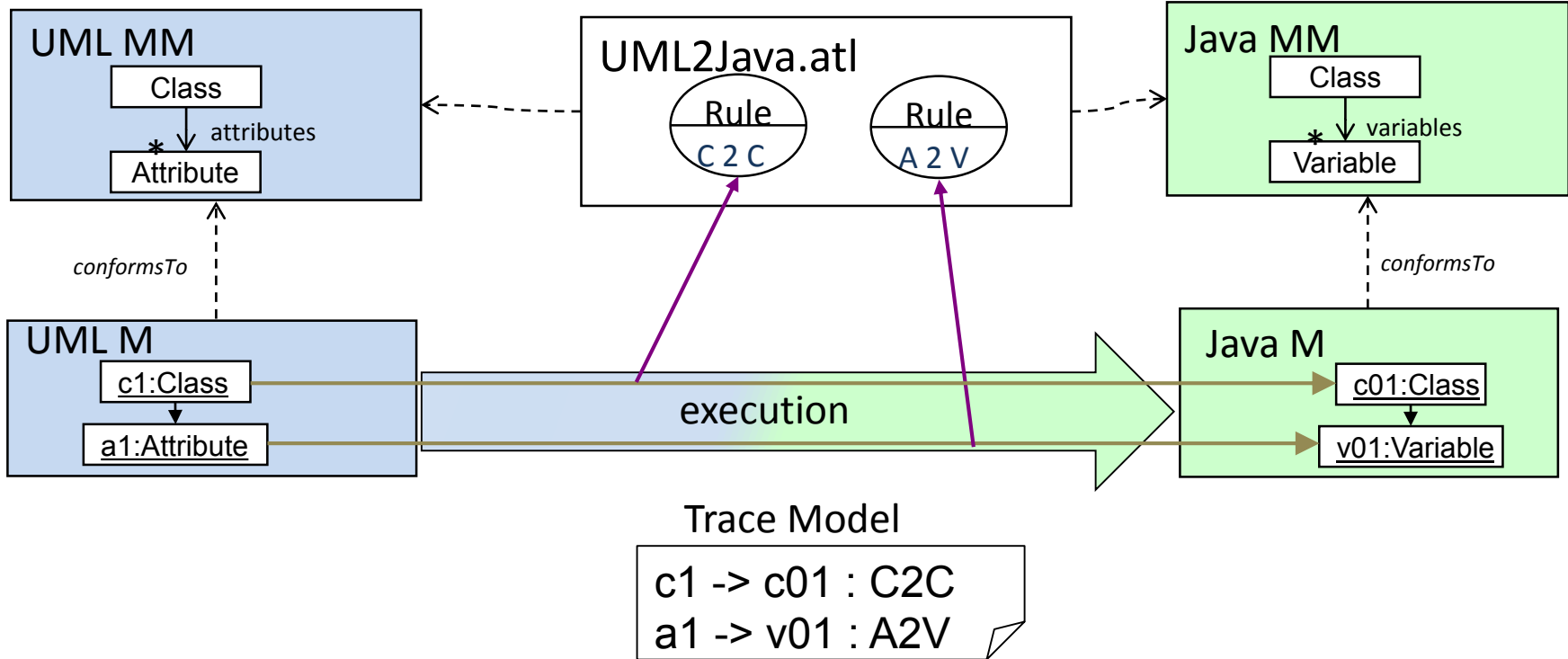
O construye tu propio Domain-Specific Language

# Transformación de modelos

Model-to-Model Transformation Pattern

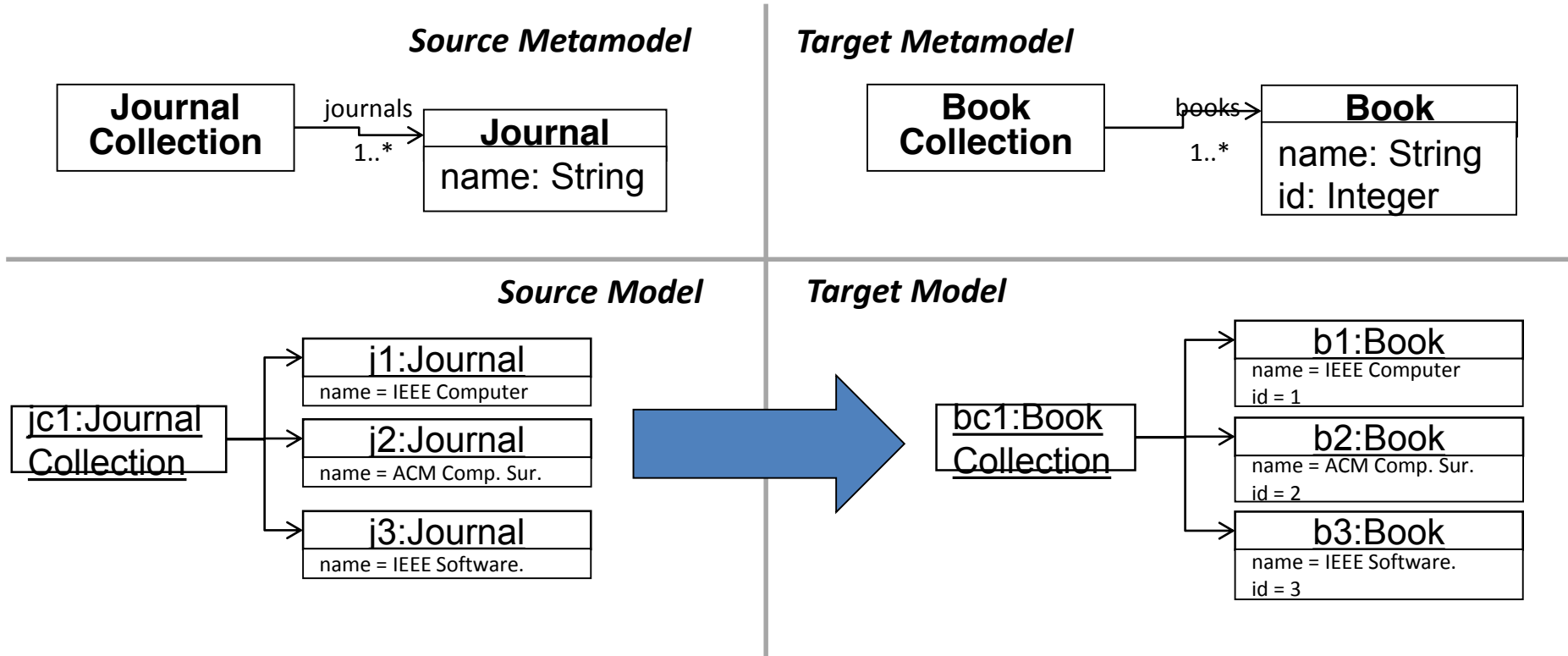


# M2M Transformation example





# Example #1 – Publication 2 Book



```
module Publication2Book;
create OUT : Book from IN : Publication;
```

Header



```
rule Collection2Collection {
  from
    jc : Publication!JournalCollection
  to
    bc : Book!BookCollection(
      books <- jc.journals
    )
}
```

Source Pattern

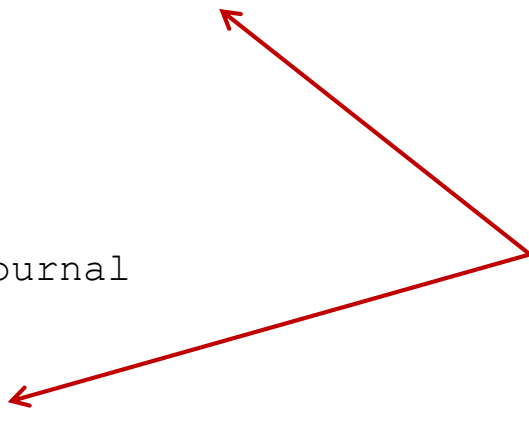


Target Pattern



```
rule Journal2Book {
  from
    j : Publication!Journal
  to
    b : Book!Book (
      name <- j.name
    )
}
```

Binding

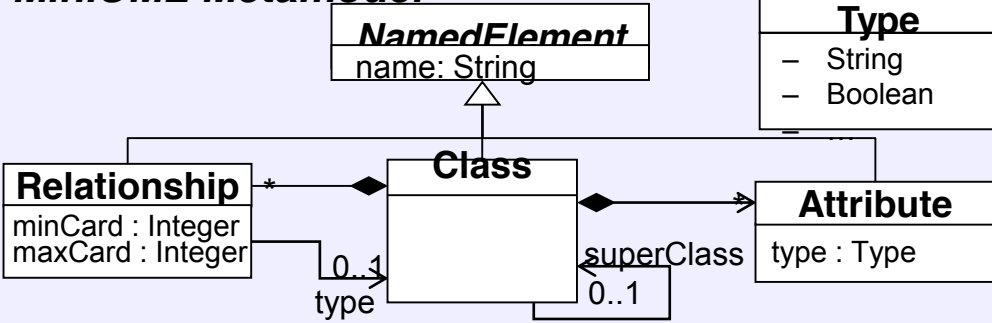


Matched Rule



# Transformación modelo a texto

## MiniUML Metamodel



## MiniJava Grammar

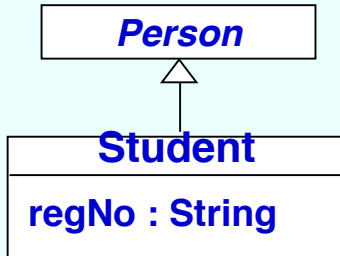
```
ClassDec := Modifier "class" Identifier ["extends"  
Identifier] ClassBody;
```

```
AttributeDec := Modifier Type Identifier";";
```

```
MethodDec := Modifier ReturnType Identifier "("  
ParamList ")" "{" MethodBody "}";
```

```
Identifier := {"a"-"z" | "A"-"Z" | "0"-"9"};
```

## MiniUML Model



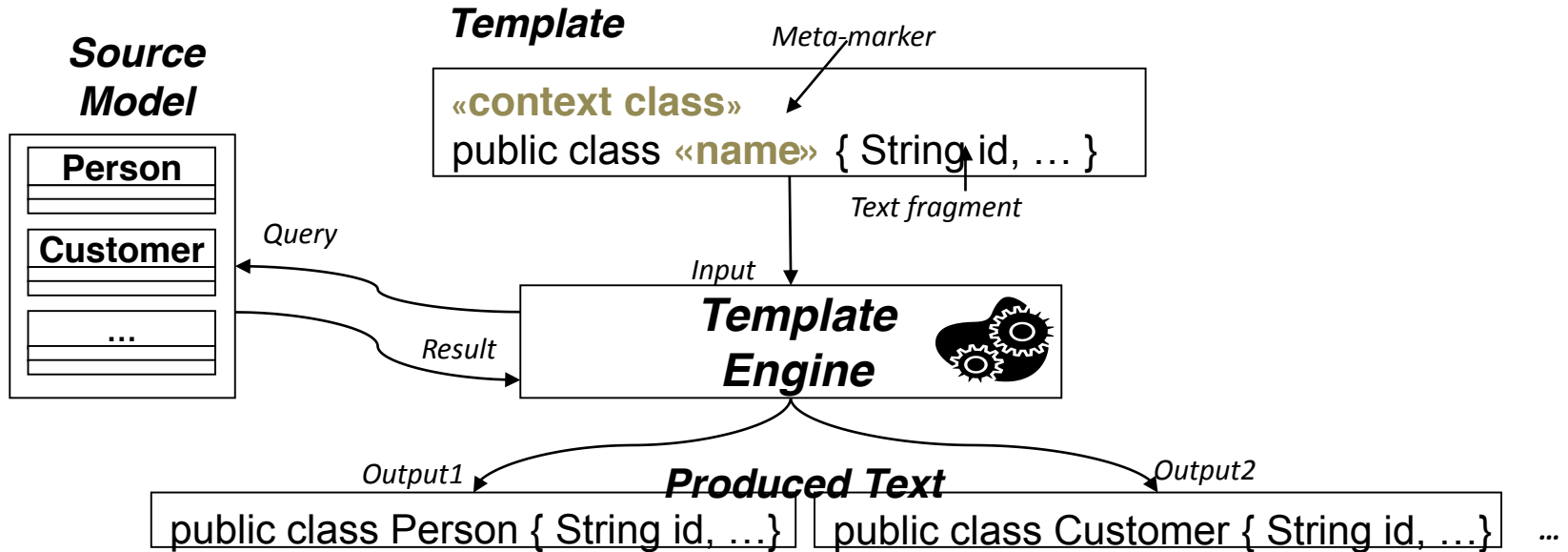
Model2Text



## MiniJava Code

```
class Student extends Person{  
  private String regNo;  
  public void setRegNo(...){...}  
  public String getRegNo(){...}  
}
```

# M2T : Motor de templates



# Acceleo

Open output file

```
[template public javaClass(aClass : Class)]
```

```
[file (aClass.name.toUpperFirst()+'.java', false, 'UTF-8')]
```

```
package entities;
```

Static Text

```
import java.io.Serializable;
```

Query

```
public class [aClass.name/] implements Serializable {
```

```
[for (att : Attribute | aClass.atts) separator ('\n')]
```

```
[javaAttribute(att)/]
```

```
[/for]
```

Template Call

```
[for (op : Operation | aClass.ops) separator ('\n')]
```

```
[javaMethod(op)/]
```

```
[/for]
```

```
}
```

```
[/file]
```

```
[/template]
```

Close output file

```
[template public javaMethod(op : Operation)]
```

```
public [op.type/] [op.name/]() {
```

```
// [protected (op.name)]
```

```
// Fill operation implementation
```

```
[returnStatement(op.type)/]
```

```
// [protected]
```

Protected Area

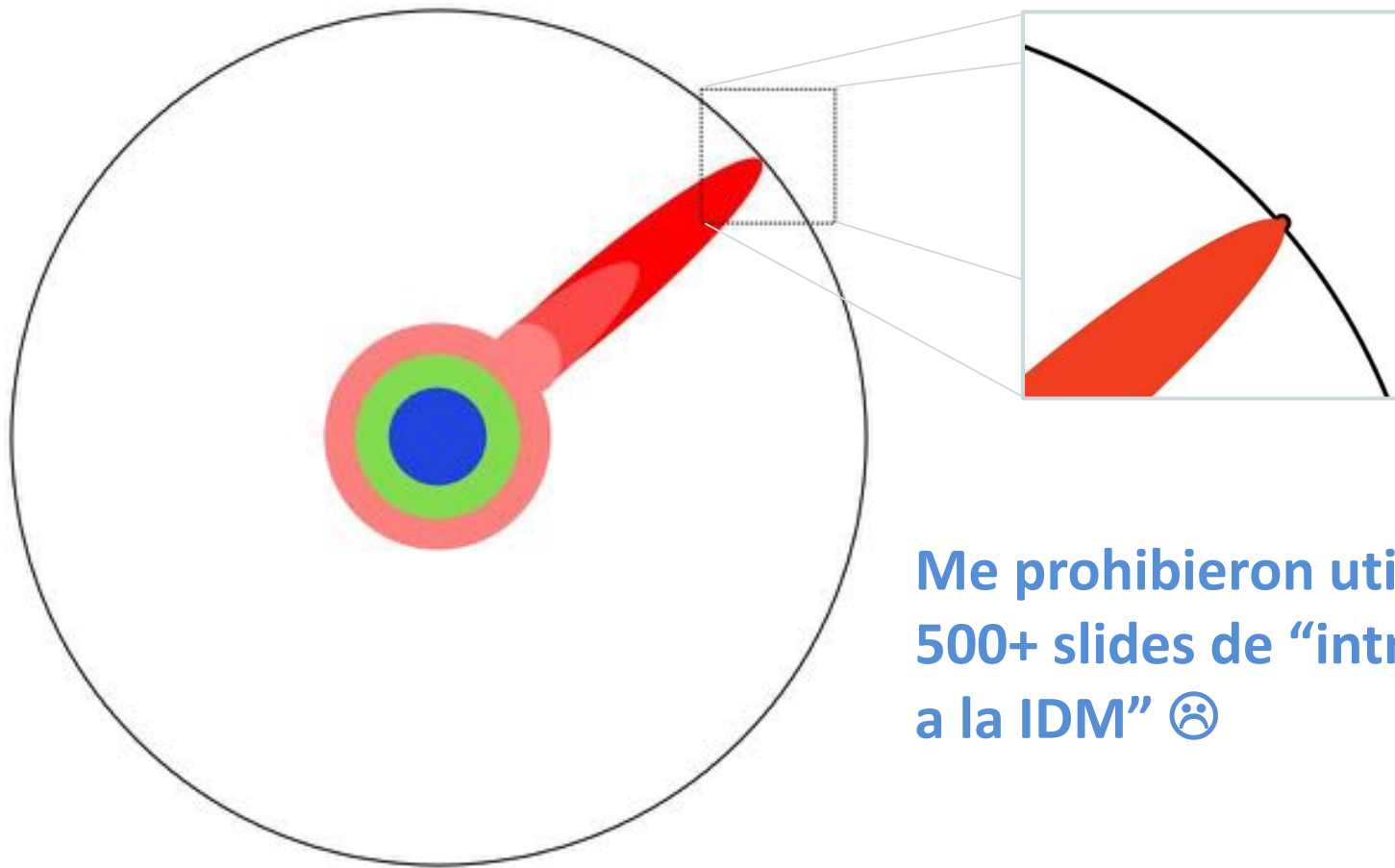
```
}
```

```
[/template]
```

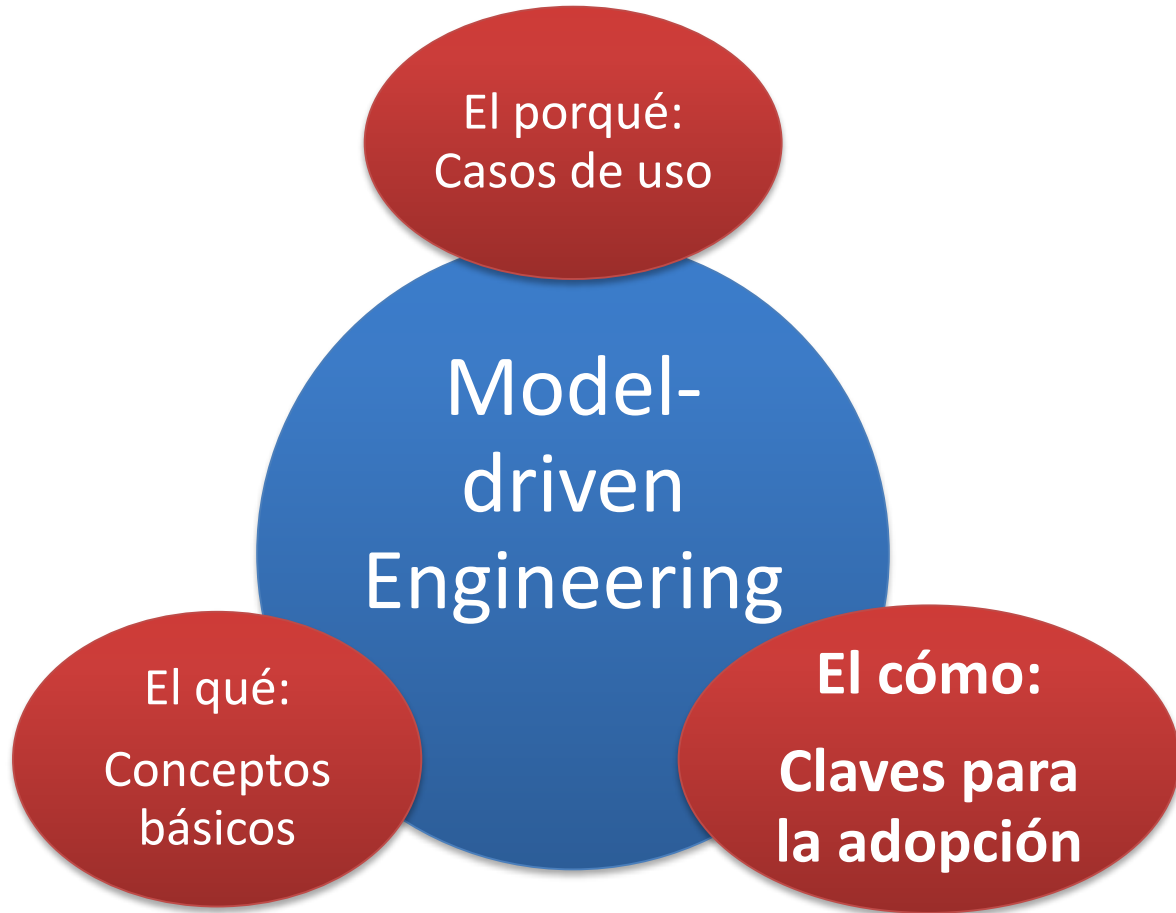
# Y aún hay más

- NoSQL
- Rest
- JSON
- Verificación / testing
- Versionado
- Colaboración





Me prohibieron utilizar mis  
500+ slides de “introducción  
a la IDM” 😞





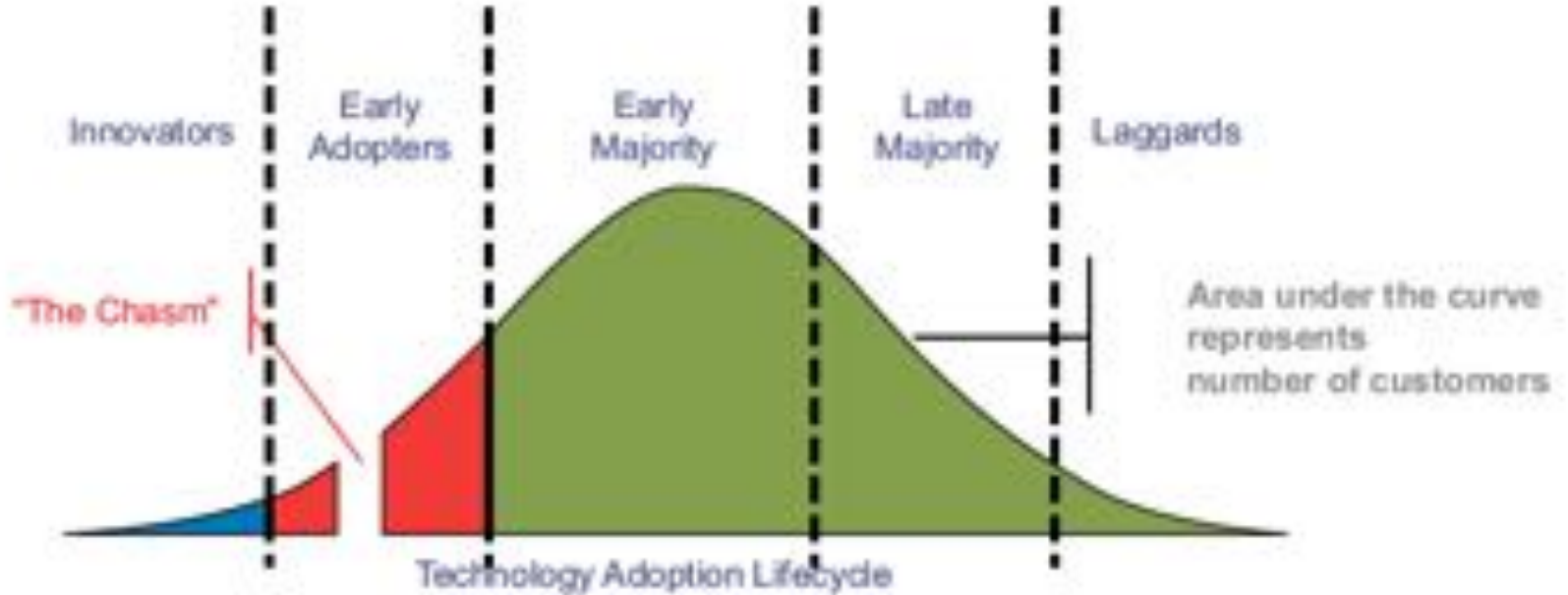
**PERO lo lleva  
diciendo desde  
1985**

“Modeling will be commonplace in  
three years time.”

– Stephen J. Mellor

# Adopción MDE

Adoption Lifecycle



# Adopción MDE

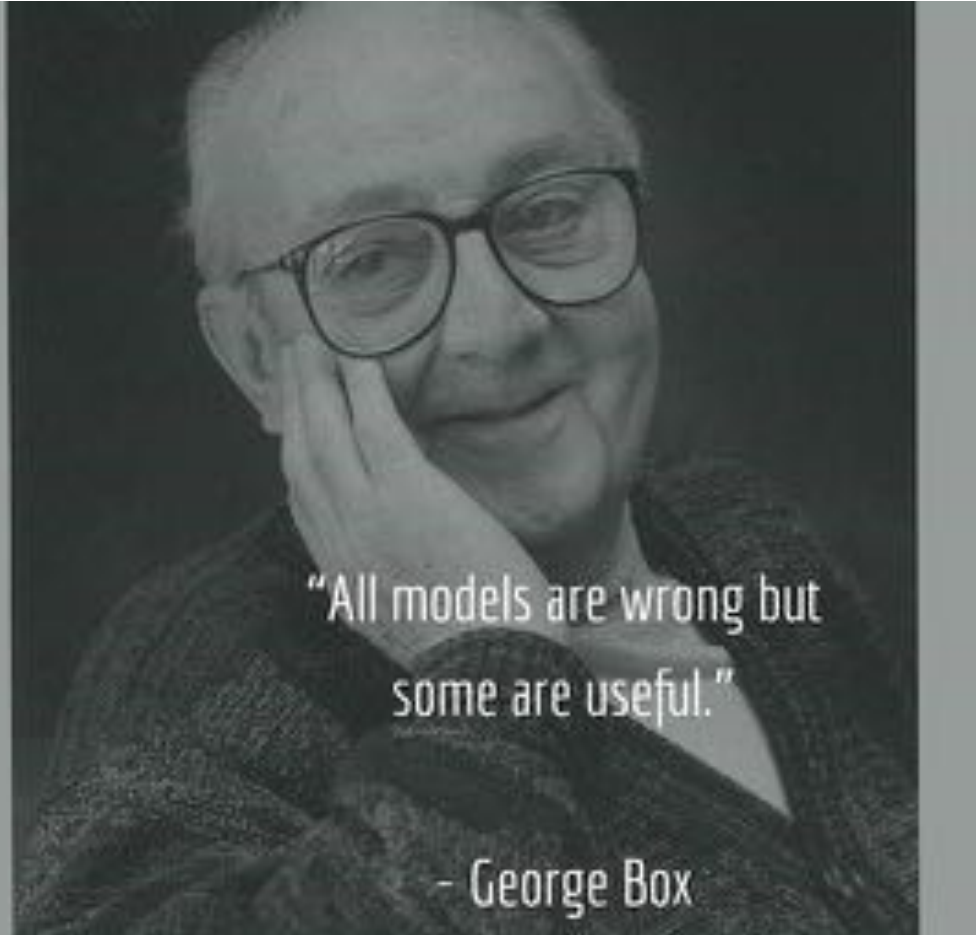


No existe una  
poción mágica





# Depende, de qué depende...



"All models are wrong but  
some are useful."

- George Box

## Depende del proyecto:

- Objetivo
- Tecnología
- Equipo
- Tamaño
- Dominio

# Consejo: Evalúa tu equipo



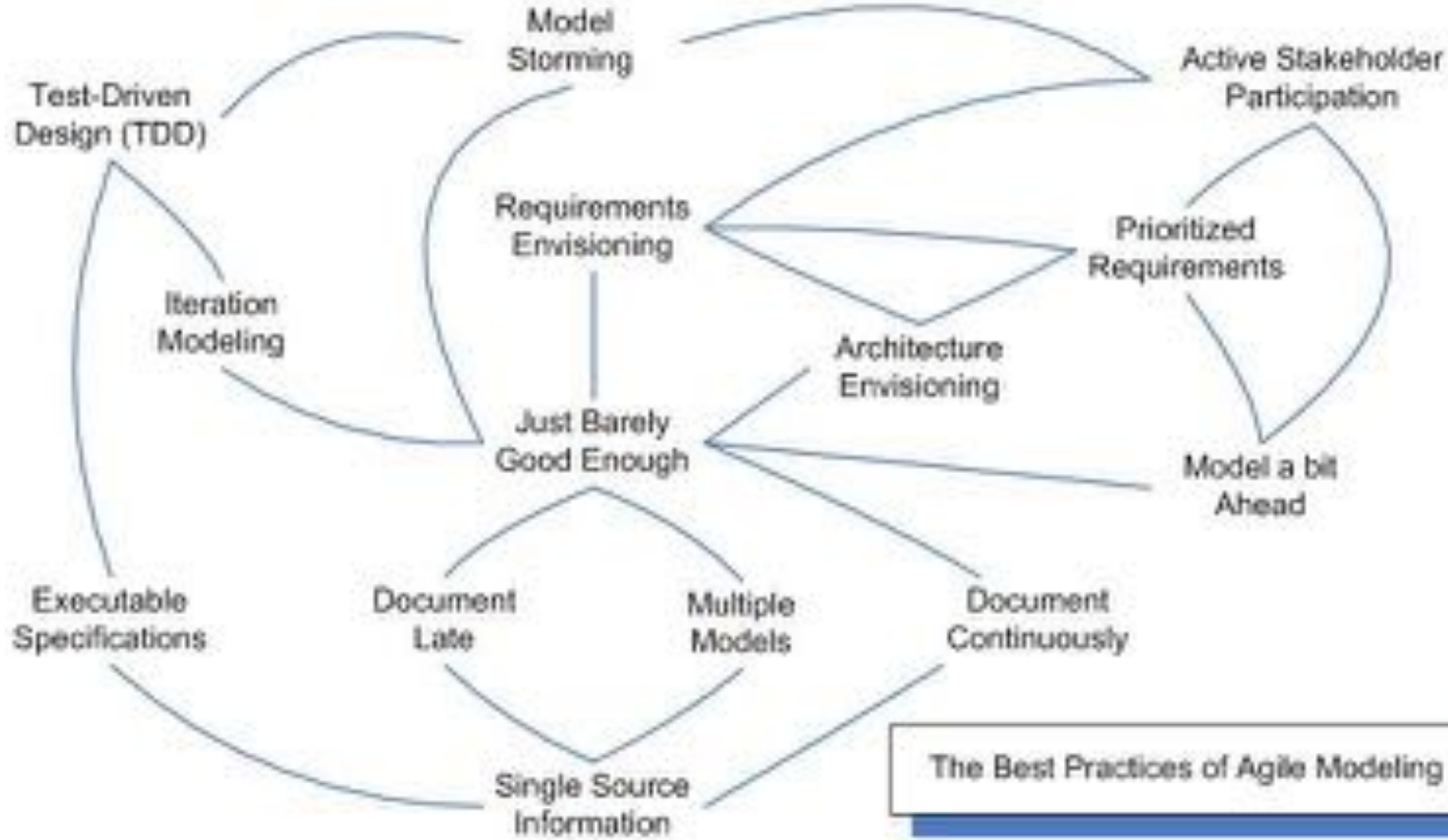
**Socio-technical  
Congruence:  
MDE requiere  
nuevos roles,  
nuevas tareas...**

# Consejo: Educa a tu equipo



**Y incluye personas  
que lo hayan  
hecho antes en tu  
1er proyecto**

# Consejo: Sé ágil

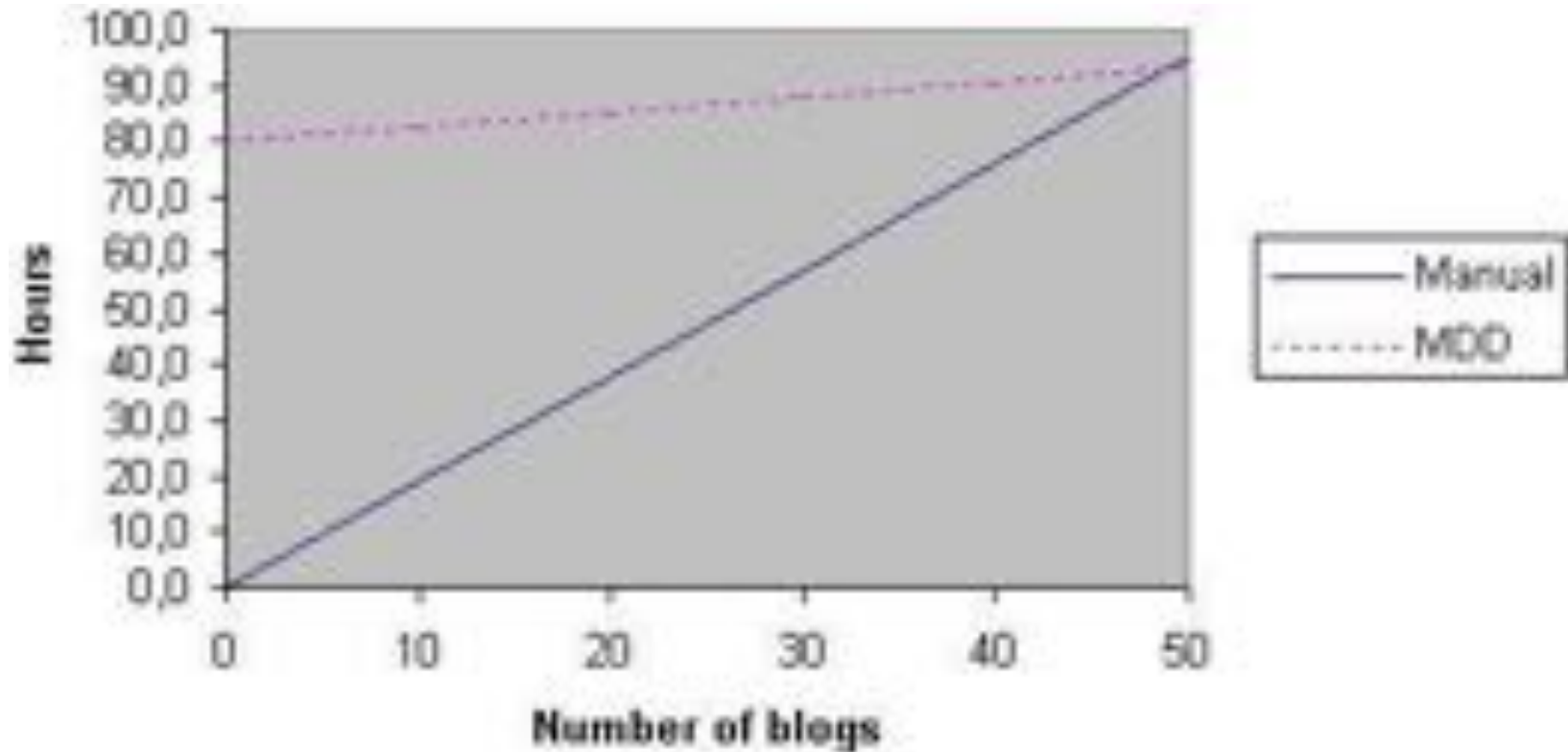


Consejo: “Start small”



**Size DOES  
matter**

# Consejo: Ten paciencia





# Consejo: Que Management te dé su apoyo



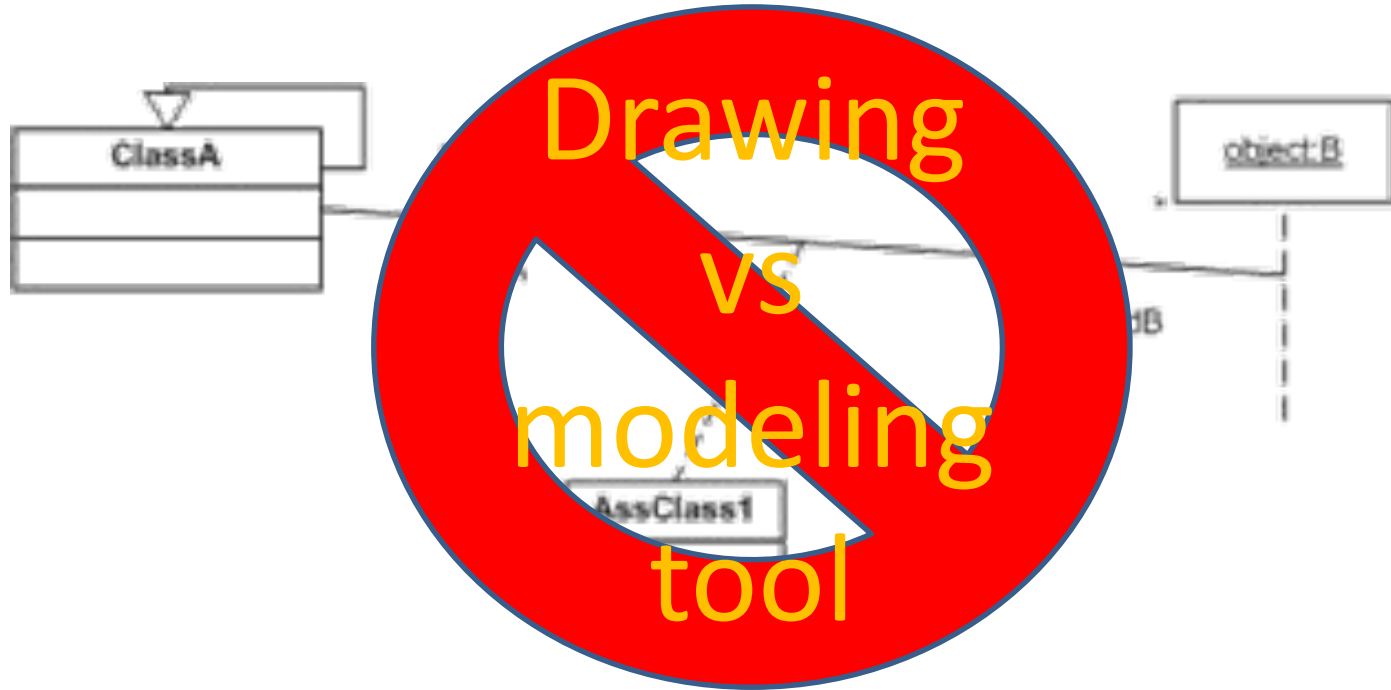
**No puede ser sólo  
un experimento  
que te “dejen”  
hacer**

# Consejo: Los experimentos con gaseosa



**Ej: UML es suficiente para la gran mayoría de proyectos**

# Consejo: Escoge una herramienta de verdad





# Papyrus

- Una herramienta abierta (open-source) basada en Eclipse para modelaje con UML, SysML y DSLs basados en UML
- Potente consorcio industrial detrás (sostenibilidad)



# Papyrus: plataforma



...



**NEVER ATTRIBUTE TO MODELING**



**WHAT CAN BE ADEQUATELY EXPLAINED  
BY YOUR INCOMPETENCE**



A person's hands are visible holding a white rectangular sign. The sign has the word "MORE!" repeated three times in a large, bold, dark red font, stacked vertically. The background is a blurred bokeh of warm colors, including reds, oranges, and yellows, with some green and blue spots. The lighting is bright, highlighting the hands and the sign.

**MORE!**  
**MORE!**  
**MORE!**

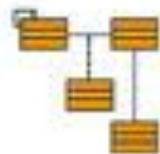


MORGAN & CLAYPOOL PUBLISHERS

# Model-Driven Software Engineering in Practice

Marco Brambilla  
Jordi Cabot  
Manuel Wimmer

*SYNTHESIS LECTURES ON SOFTWARE ENGINEERING*



## MDE4EDU - Towards a Corpus of Use-Cases for Model-Driven Engineering Courses

We have embarked on a project to find (and/or define) good use cases for teaching several flavours of model-driven /model-based engineering. Do you want to join us?

Posted by: [Jordi Cabot](#) 10/10/2016



## Big Models mad

Fast Storage. On-demand Loading any scale EMF Mod

## NeoEMF: a multi NoSQL Persistence Framework for Very Large Models

In this post we present our latests updates on NeoEMF, our solution to store and access

Posted by: [Gwendal Daniel](#) 1/10/2016



## SiriusCon 2016



## GoJS



Let's work  
together  
(PhDs,  
Postdocs,  
consulting,  
tech  
transfer...)

jordi.cabot@  
icrea.cat



@softmodeling