Intensional View Definition with Constrained Incremental Transformation Rules

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Example Overview: UML Class and Object Diagrams



- A single underlying UML model
- Two visual JavaFX¹ views
 - Class diagram
 - Object diagram
- Changing either view changes the UML model
 - Which may also result in changes to the other view

¹ JavaFX provides vectorial graphics support for Java programs

Synchronization: With Incremental Projective Views

Incremental transformations
 Partially bidirectional



UML

- For the example:
 - One ATOL¹ transformation for class diagrams
 - One ATOL¹ transformation for object diagrams

JavaFXJavaFXClassObjectDiagramDiagram

¹ ATOL is a new ATL compiler supporting incremental transformations

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Example: Simplified UML Metamodel



Example: Simplified Vectorial Drawing Metamodel (JavaFX)



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Example: Simplified Vectorial Drawing Metamodel (JavaFX)



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```
unique lazy rule Class {
  from
     : UML! Class
    S
  to
      : JFX!Figure (
    t
      nodes \leftarrow Sequence {r, txt, 1},
      children <-
        s.ownedAttribute -> collect (e |
          this Module . Property (e) . t
    ),
        JFX!Rectangle (
    r
      movable <- true,
      fill <- thisModule.transparentWhite,
      stroke <- thisModule.opaqueBlack
    ),
    txt : JFX!Text (
      text <- s.name,
      fill <- thisModule.transparentWhite,
      stroke <- thisModule.opaqueBlack,
      editable <- true,
      movable <- true
    ),
        JFX ! Line
      stroke <- thisModule.opaqueBlack
    )
```

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Example Projection Rule

- For each Class, generate
 - A Rectangle outline
 - A Text for its name
 - A Line as separator
- For each Property, generate
 - A Text for its name
- For both, generate Figures
 - That connect all created elements together in a tree structure
 - That make it possible to retrieve all target elements necessary to draw a given source element

```
unique lazy rule Class {
  from
     : UML! Class
    S
  to
      : JFX!Figure (
    t
      nodes \leftarrow Sequence {r, txt, 1},
      children <-
        s.ownedAttribute -> collect (e |
          this Module . Property (e).t
        )
unique lazy rule Property {
  from
    s : UML! Property
  to
     : JFX!Figure (
    t
      nodes <- Sequence {txt},
      children <- Sequence {}
    ),
    txt : JFX!Text (
      text <- s.name,
      fill <- thisModule.transparentWhite,
      stroke <- thisModule.opaqueBlack,
      editable <- true,
      movable <- true
```

Example Projection Rule

- For each Class, generate
 - A Rectangle outline
 - A Text for its name
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Problem

- Some views contain information not found in their source models
- Such information may
 - Already exist somewhere and be given as an additional projection transformation input
 - Be unavailable, but follow some pattern
 - i.e., not all possible values are valid



Example: What About Geometric Information?





- micro-layout
 - follows strict rules
- macro-layout
 - may be user specified





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Approach: Intensional Target Model



Approach: Constraint-based Intensional Model Definition

- Recipe
 - Take a *partially* instantiated model
 - i.e., with model element properties having no specific values
 - Add constraints between these properties
 - Use a solver to give them valid values
- The solver's capabilities delimit what applications are possible, for instance, it may
 - Be fast enough for live interactions, or not
 - Only support linear constraints, or more complex ones

Connecting Models to Solvers

• Model element properties are bidirectionally bridged to solver decision variables





Overview of Model Set Exploration



Combining Incrementality & Intensionality

😣 🖨 🗊 UML Class and Object Diagrams	
A	<u>a1 : A</u>
value	value = 5

Example: Class Constraints

- Avoid moving rectangle and text
- Minimize rectangle size
- Prevent rectangle from going above or left of canvas
- Center text horizontally
- Stick text to rectangle top
- Make rectangle larger than text
 + an horizontal margin
- Make the line
 - \circ \quad Go from left to right of rectangle
 - Be horizontal
 - Be just below the text

```
unique lazy rule Class {
  from
    s : UML! Class
  to
    t : JFX!Figure(
         constraints <- Sequence {constraints}
    ).
    r : JFX!Rectangle (...),
    txt : JFX! Text (...),
    1 : JFX!Line (...),
    constraints : Constraints!ConstraintGroup (
      solver <- 'cassowary',
      constraints <-
         let txtCenterX : Real =
             txt.x + txt.width.toConstant() / 2
         in
         let rCenterX : Real =
             r_x + r_width / 2
         in
         Sequence
           r.x.stay('MEDIUM'), r.y.stay('MEDIUM')
           txt.x.stay('MEDIUM'), txt.y.stay('MEDIUM')
           r.width = 0 -- STRONG
           , r \cdot height = 0 -- STRONG
           , r.x >= 0, r.y >= 0, x
           rCenterX = txtCenterX.
           \mathbf{r} \cdot \mathbf{y} = \mathbf{t} \mathbf{x} \mathbf{t} \cdot \mathbf{y}
           r.width >= txt.width.toConstant() +
                this Module . MARGIN * 2,
           r.height >= txt.height.toConstant(),
           1. startX = r.x, 1. endX = r.x + r. width,
           1. startY = 1. endY,
           1. startY = txt.y + txt.height.toConstant()
```

Example: Class Constraints

- Avoid moving rectangle and text
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Conclusion

- The presented approach makes it possible to
 - Declaratively define incremental (partially bidirectional) intensional views
 - Explore these intensional models
- It has been illustrated on a visual view example
 - But is applicable to other kinds of views (e.g., schedule)
- Can be used with multiple solvers at the same time
 - When there are no dependency cycles between bridge variables
- Perspectives:
 - Domain specific abstractions (e.g., geometric abstractions)
 - Possible example extensions: macro-layout constraints
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