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ESSEN

Offen im Denken

Association Types

Motivation, Specification and Implementation with the XModeler^{ML}©

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LE₄MM

- Growing need for the possibility to specify association types
 - Different kinds of associations show clear **semantic differences**
 - Improve comprehensibility by distinguishing different kinds of associations in the **concrete syntax** of a DSML
 - Association types may help with **model analysis** (vs. analyzing by name)
- Also: recurring pattern of dependencies between associations

Illustration

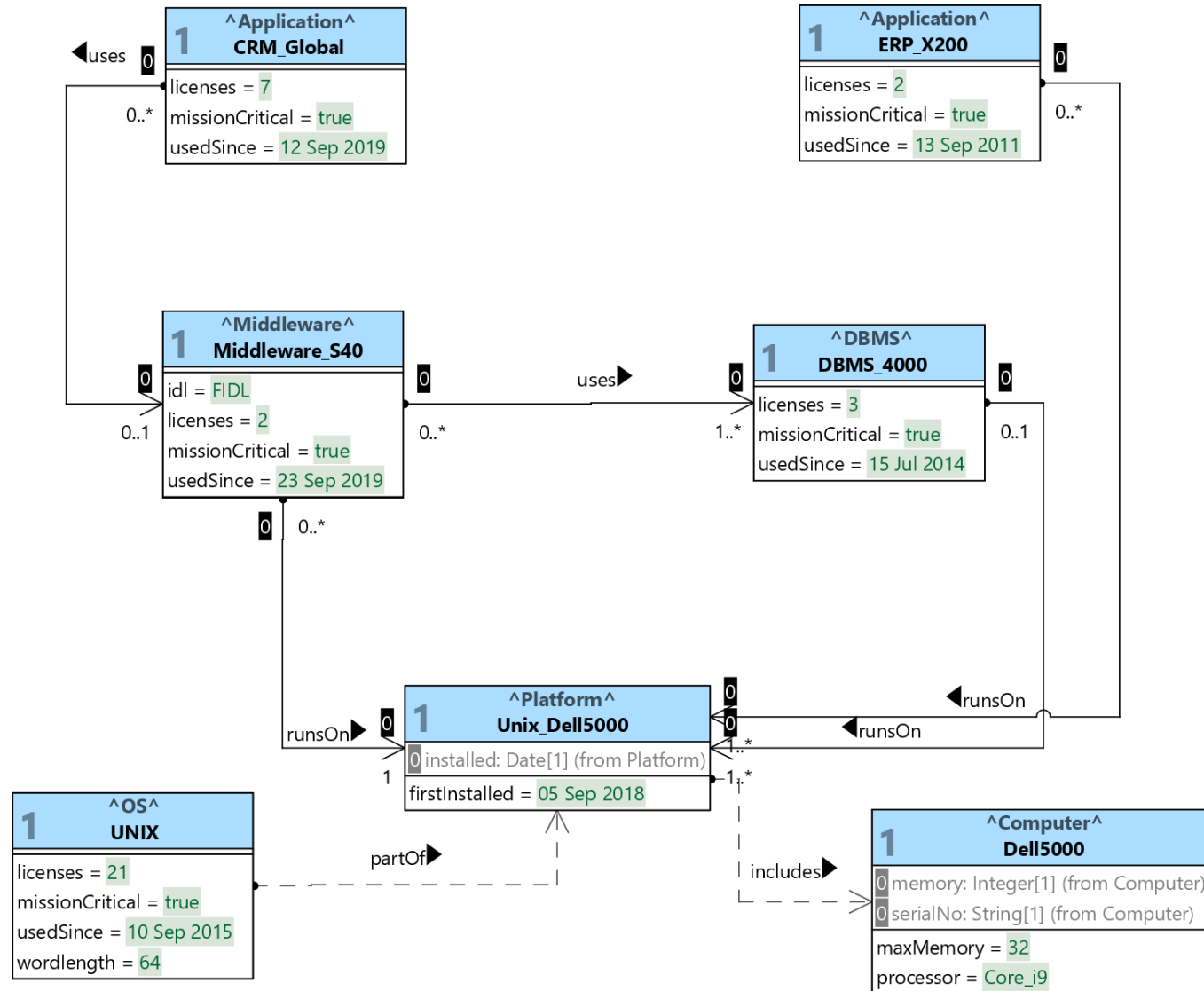
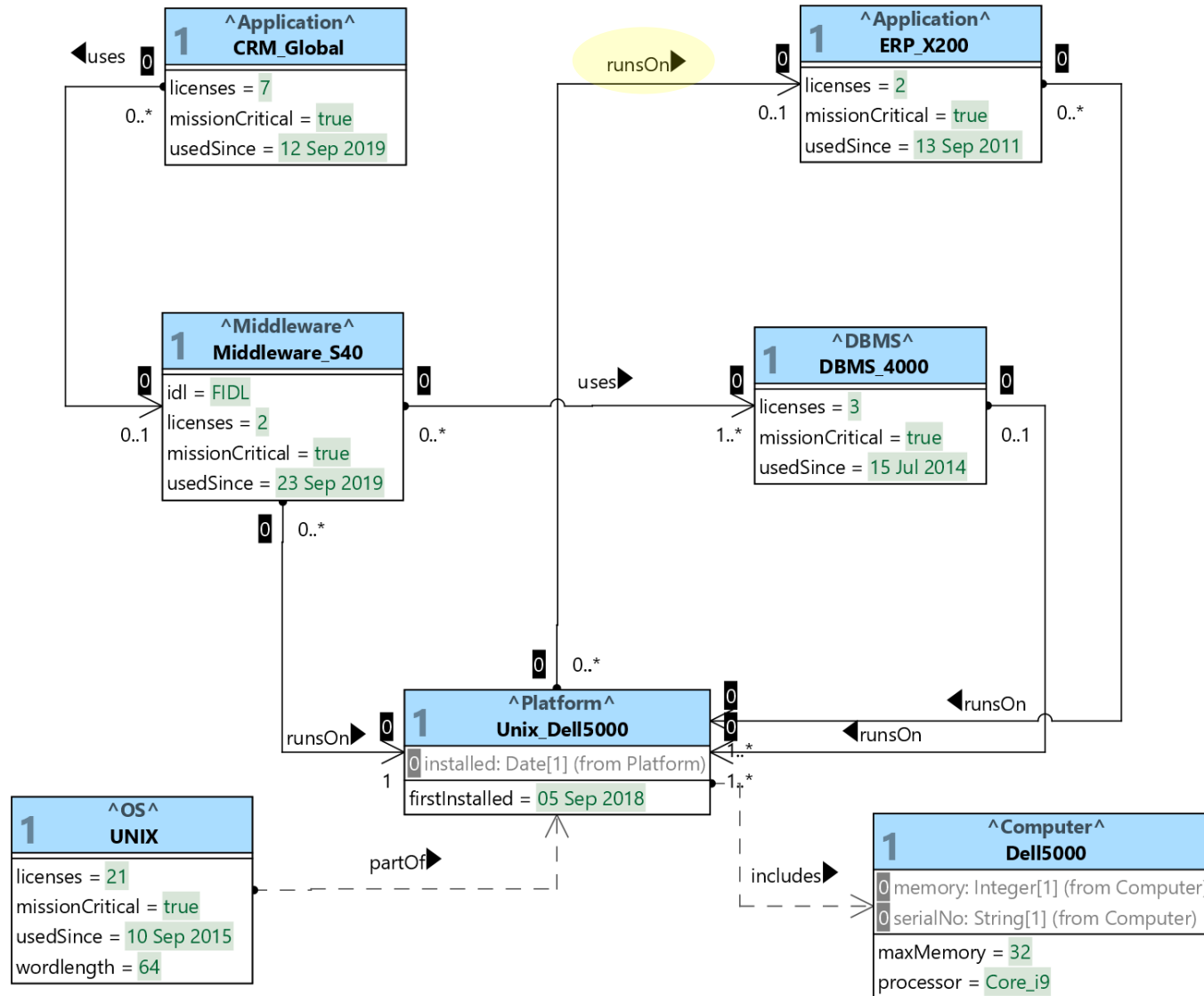


Illustration: Without AssociationType



- Intrinsic associations are not sufficient
- Association types as an abstraction over the properties shared by a set of similar associations
- hence, enable domain-specific association types
- For simplicity, (in contrast to UML), we focus on binary associations and stateless links.



How many (meta) levels of association types are needed?

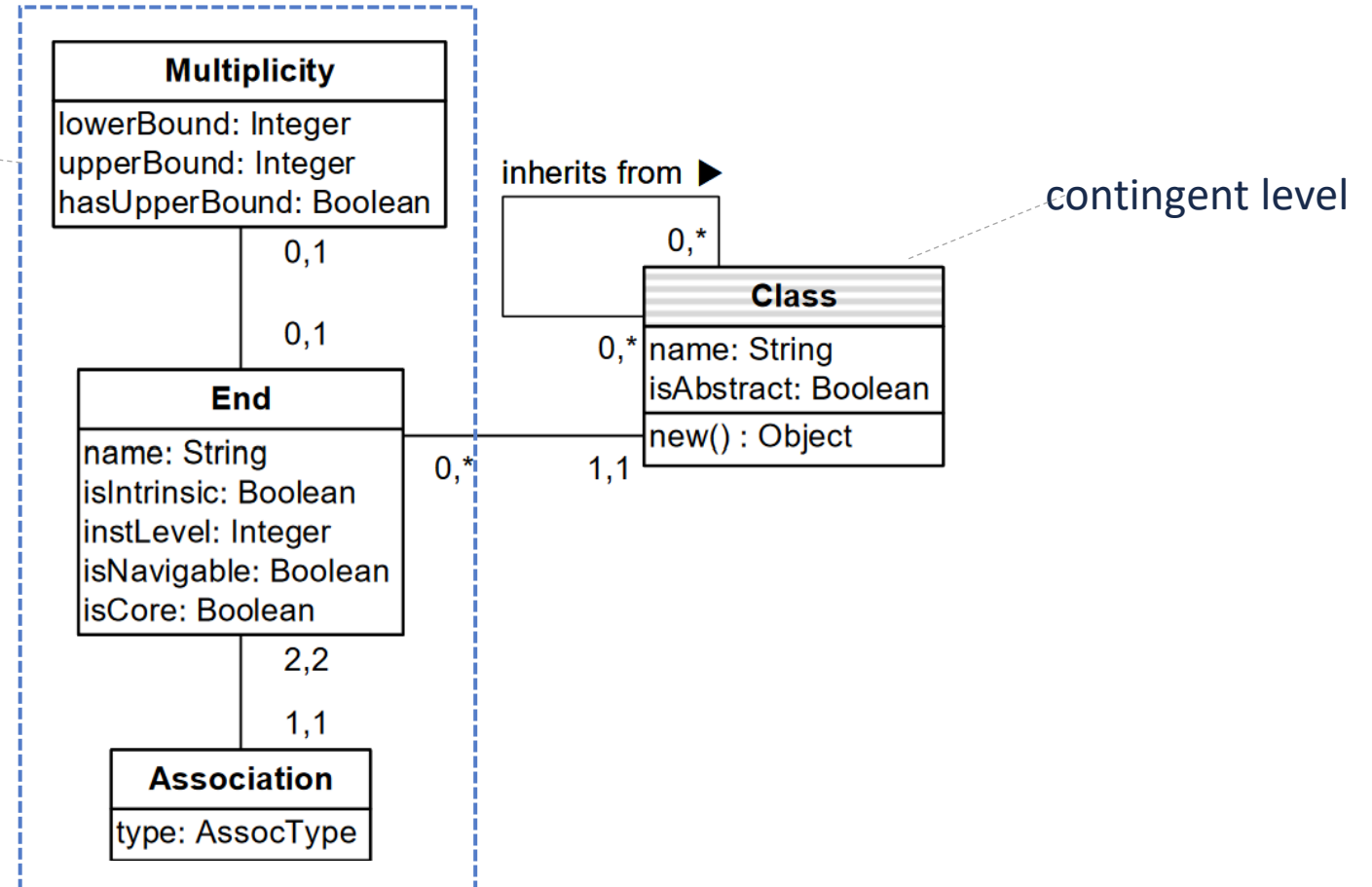
- **S2:** Restrict permissible set of classes
- **S3:** (Under-)specification of multiplicities should be possible
- **S4/5:** allow for restricting set of permissible associations by user-defined constraints that refer to the state of associated classes / linked objects
- **S6:** enable the definition of dependencies between associations

Previous Implementation of Associations

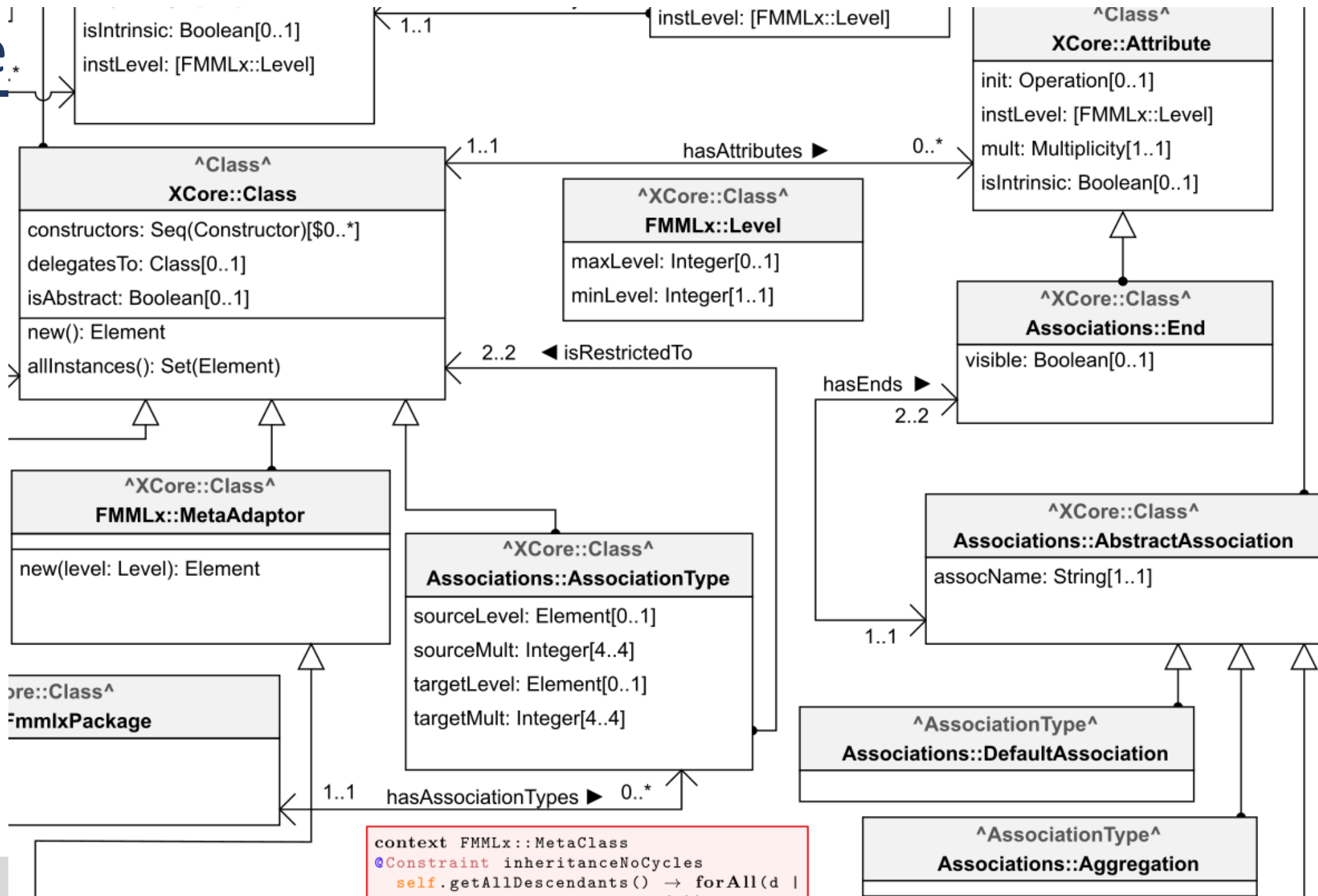
Association does not inherit from **Class**. Therefore the instantiated associations are not classes and not instantiable.

A **link** is not an instance of an association. There is neither a class Link. Links behave like slots with a **reference** on the linked object. For the non-navigable direction, there is no reference.

L1



- preliminary decision: at first, support for association types at AL3 only
 - AL3 (meta-level, the class `AssociationType`)
 - AL2 (association types)
 - AL1/AL0 unchanged
- Note that ALn corresponds to Ln-1
- However, convenient extension of further levels of association types should be possible (req. S7).
- Association levels do not necessarily imply instantiation
- Association levels independent from class levels
- The existing class `Association` (AL2) is migrated to new Association Type “`DefaultAssociation`” on AL2



```

context FMMLx::MetaClass
@Constraint inheritanceNoCycles
self.getAllDescendants() -> forAll(d |
  ...
)
  
```

Implementation

- New Association Types on AL2 restrict the association according to requirements (S2/3)
 - Participating **classes** can be restricted to instances on a given **level**
 - **Cardinality** can be restricted by a 4-tuple, as source and target can be restricted individually
- Each restriction can be set to a **non-restrictive** value
- A **concrete syntax** can be defined on AL2 (associations) and AL0 (links)

Add Association Type

Association Type Name: runsOn

Source Class Path: Software

Source Class Level: 1-?

Source Class Mult: [0,null,0,null]

Target Class Path: Platform

Target Class Level: 1-?

Target Class Mult: [0,null,0,null]

Association Color: #334db3

Association Stroke Width: 3

Association Dash Array:

Link Color: #8a9fef

Link Stroke Width: 3

Link Dash Array: 3,3

Navigable Source End Decoration (Association): arrow

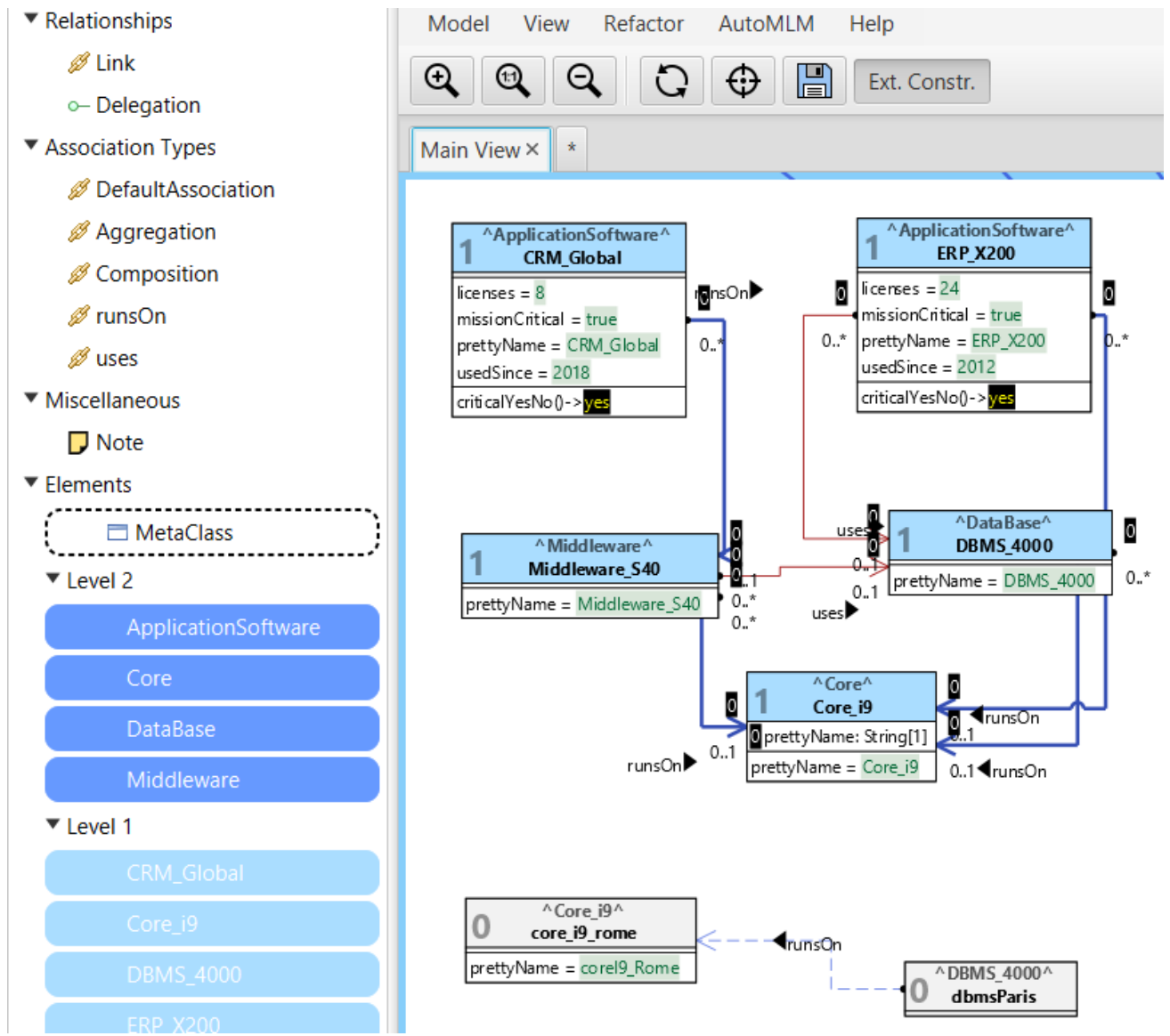
Navigable Target End Decoration (Association): arrow

Navigable Source End Decoration (Link): arrow

Navigable Target End Decoration (Link): arrow

OK Cancel

Demo (introductory example with assoc types)



- The introduction of association types ultimately reflects the core idea of multi-level modeling, which is to promote reuse, integrity, and flexibility through additional abstraction.
- Current implementation provides a testbed for further investigating the utility of association types and for refining respective requirements.
- Implementation issues
 - currently specification of graphical notation rather restricted
 - also, definition of constraints could be in part more user-friendly
- Future Work:
 - If Association Types are defined, should it be prohibited to use default associations?
 - Change operations need to be added



Download of the XModeler^{ML} and Screencast

<http://www.le4mm.org>