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TOWARDS DEEP REACTIONS IN MULTI-LEVEL, MULTI-VIEW MODELING

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INTRODUCTION





MULTI-LEVEL MODELING





SUM BASED MULTI-VIEW MODELING









REACTIONS





Consistency specification rules The Reactions Language

MOTIVATING EXAMPLE*

COLLABORATION COMPARISION CHALLENGE(MULTI 2022)





O0 Level

Multi-level Model Melanee

*Thomas Kühne and Arne Lange. 2022. Melanee and DLM: a contribution to the MULTI collaborative comparison challenge. In Proceedings of the 25th International Conference on Model Driven Engineering Languages and Systems: Companion Proceedings (MODELS '22).

MOTIVATING EXAMPLE*

COLLABORATION COMPARISION CHALLENGE(MULTI 2022)





01 Level

*Thomas Kühne and Arne Lange. 2022. Melanee and DLM: a contribution to the MULTI collaborative comparison challenge. In Proceedings of the 25th International Conference on Model Driven Engineering Languages and Systems: Companion Proceedings (MODELS '22).

MOTIVATING EXAMPLE*



COLLABORATION COMPARISION CHALLENGE(MULTI 2022)



O2 Level

*Thomas Kühne and Arne Lange. 2022. Melanee and DLM: a contribution to the MULTI collaborative comparison challenge. In Proceedings of the 25th International Conference on Model Driven Engineering Languages and Systems: Companion Proceedings (MODELS '22).





Previous Solution with Accidental Complexities

Duplication of elements had to be used as a "trick" to solve the challenge



PROPOSED SOLUTION





CURRENT STATE



Reactions language is primarily designed to support twolevel models, i.e., models with only two classification levels: types and instances.

The language lacks the advanced query capabilities necessary to write precise responses for changes across multiple classification levels

1	reaction NewS400Inserted {
2	after element owner::OwnedElement inserted in owner::Level[
	content]
3	with {
4	affectedEObject.level === 2
5	&& (newValue instanceof Entity)
6	&& (newValue as Entity).directType.name == "S400"
7	}
8	call {
9	insertNewS400(newValue as Entity)
10	}
11	}

3

2

The current version requires developers to manually specify and check the meta-levels of elements, leading to inefficiencies in handling deep models with multiple layers

Reaction to describe the insertion of an OwnedElement into a Level

REQUIREMENTS OF DEEP REACTION





DEEP REACTION LANGUAGE FEATURES





Import of Deep Models using ,'deep'

Support for Deep Types

Restriction of changes to certain levels

Making it Level Aware



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4



Improved the challenge solution by separating it into two models, reducing complexity.

Identified improvements needed in the Reactions language during implementation.

Proposed a deep Reactions language for dynamic change handling in deep models.

Future work focuses on implementing these features in Vitruvius for multi-level modeling.

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THANK YOU!







