

# *Language, Models and Megamodels*

## *Tutorial on Megamodelling*

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- What is a model? ...a metamodel? ...a megamodel?
- Why would you need one?
- Relations between models
- Kinds of megamodels
- Mega patterns
- Practical megamodelling

I'm a **language engineer**, so we'll start from a **language perspective**.

# So... What's a Language?

## A language

- is a form of **communication**
- has **structure**
- carries **meaning**
- is/creates **abstraction**



## Kinds:

- Natural
- Artificial
  - Formal

**Software language:** *Artificial language used in software development*

- Programming, Modelling, Data representation, Ontologies, APIs, ...

## Forms:

- **Written**
- **Spoken**
- **Diagrams**

## Purpose:

- **General-Purpose**  
*Can define arbitrary abstractions*
- **Domain-specific**

# What's a model?

*A model is a simplification of a system build with an intended goal in mind.  
The model should be able to answer questions in place of the actual system\**

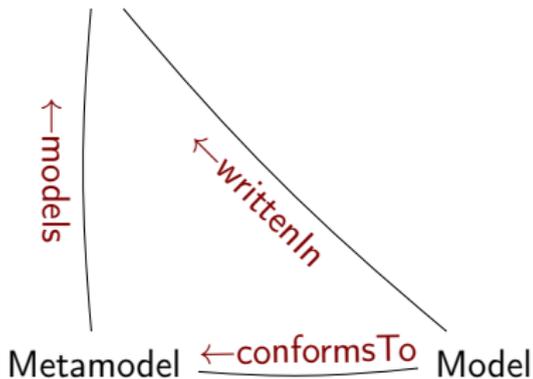
- Typically, a model **represents** a system
- System may be **abstract** or **real**
- May also be used in the sense of a **type/class, example, instance, mold**
- **Descriptive** or **prescriptive**



\* [Bézivin, Gerbé, *Towards a Precise Definition of the OMG/MDA Framework*]

*A metamodel is model of a modelling language*

Modelling Language



Solar System Model Project

**Solar System Model**

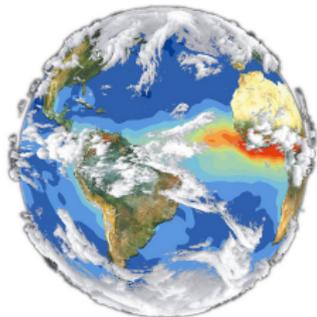
**GRADING GUIDELINES:**  
You will build a Solar System model. It should:

- Include the sun, 8 planets, and Earth's moon. (20 points)
- Include and label top of the following objects: asteroid, comet, meteor, or constellation. (5 points)
- Neatly label each planet's distance from the sun IN MILES and convert to smaller units. (5 points)
- Be creative, colorful, and interesting. (10 points) Label the inner and outer planets. (5 points)
- You are welcome to include anything additional on your model! It will count as extra credit!

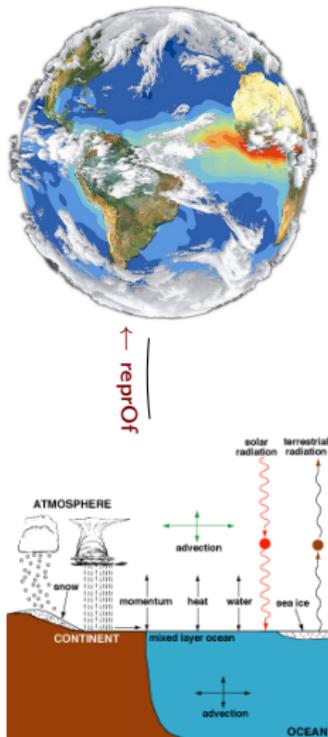
A megamodel is model of a system of models



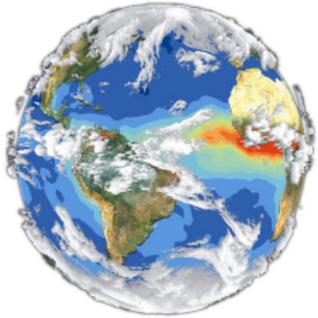
# A Totally Unrelated Example: Climate Modelling



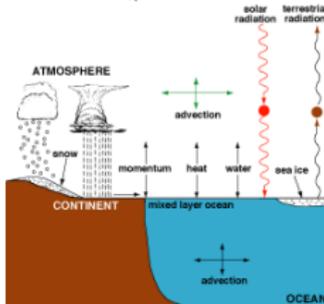
# A Totally Unrelated Example: Climate Modelling



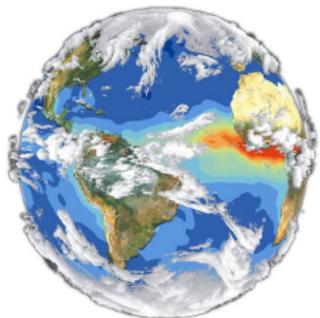
# A Totally Unrelated Example: Climate Modelling



↑  
reprOf



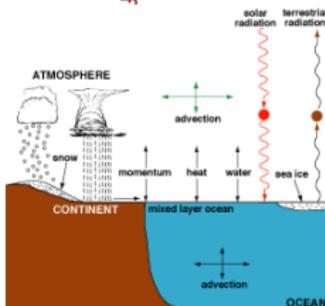
# A Totally Unrelated Example: Climate Modelling



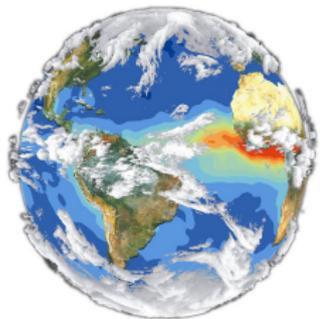
← impacts →



↑ reprOf



# A Totally Unrelated Example: Climate Modelling

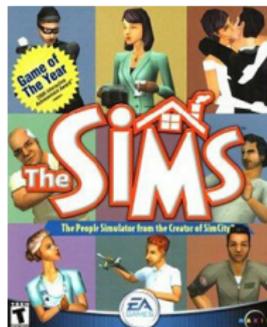
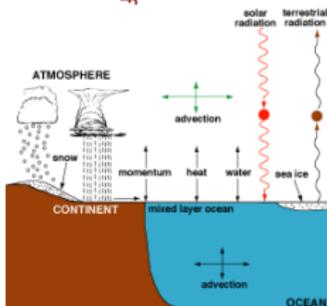


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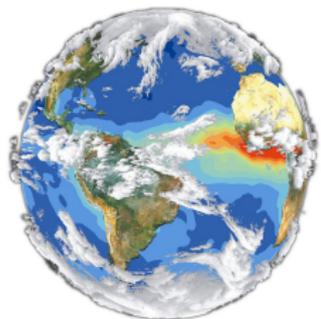


↑ reprOf

↑ reprOf



# A Totally Unrelated Example: Climate Modelling



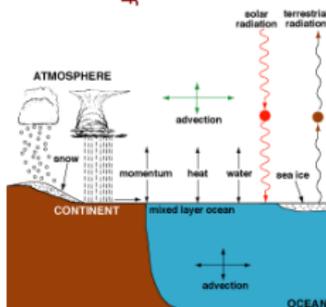
↑ reprOf

← impacts →

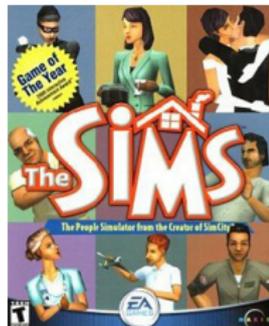


↑ reprOf

impacts? →



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# Why Would You Need a Megamodel?

To **understand** your system:

- Models have implicit relations and assumptions:
  - What **technologies** are in the environment?
  - How does this model **relate** to other models? (e.g. models may show different views of same system)
- Systems of models may very complex
  - Need a **model** to understand them!
- Supporting MDE with model management
- Define software architecture

Things to model:

- Languages
- Technologies
- Programs
- Transformations
- Relations
- ...

Relationships:

- Conformance
- Transformation
- Composition
- Representation
- ...

Ad hoc megamodelling:

- Draw a diagram with models
- Add relations between them
- Relations are in natural language

Focus is on **understanding** and **communicating**.

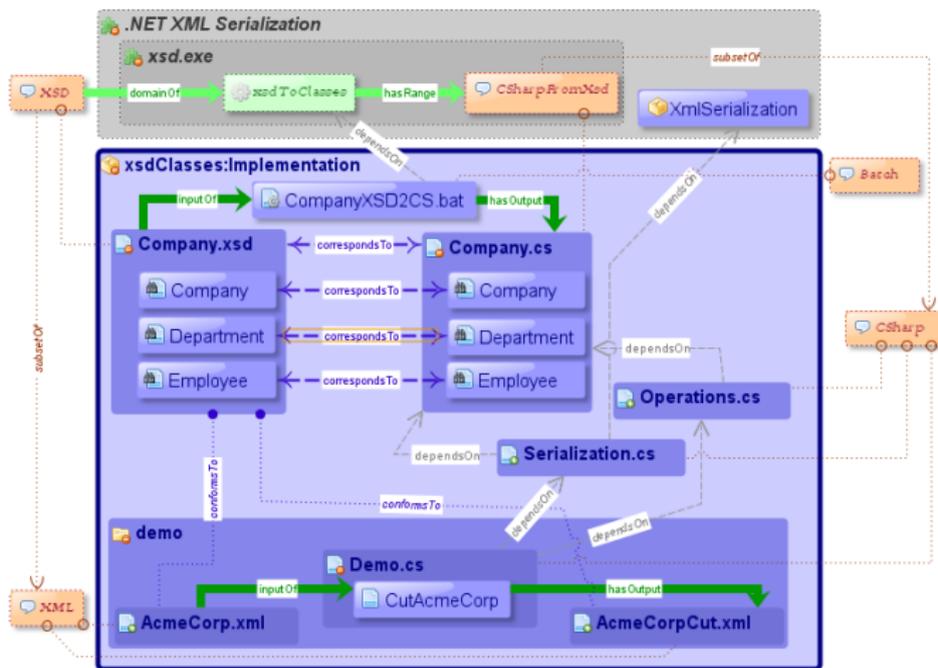


Jean-Marie's relations:

- $\mu$ : representationOf
- $\epsilon$ : elementOf
- $\delta$ : decomposedIn
- $\chi$ : conformsTo

E.g.: *Program is ElementOf Language, Grammar is RepresentationOf Language, Program ConformsTo Grammar, System is DecomposedIn Component*

## Relations in MegaL:



[Favre, Lämmel, and Varanovich, *Modeling the Linguistic Architecture of Software Products*]

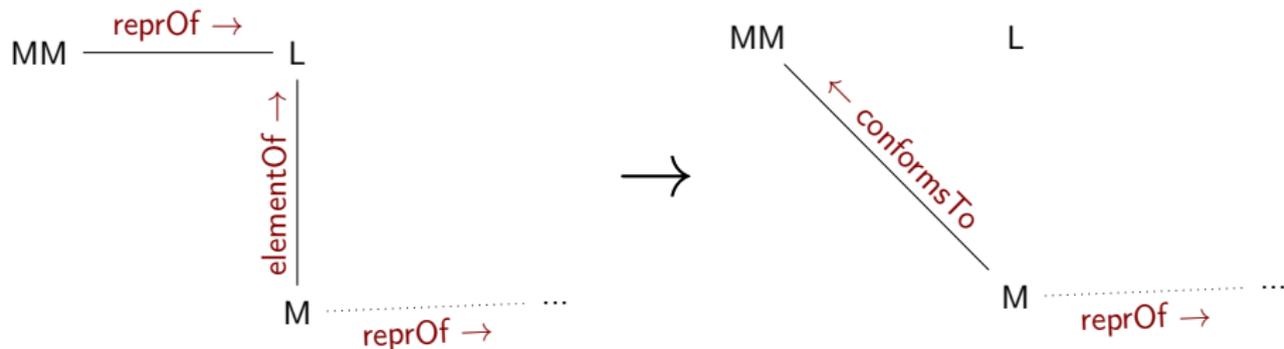
## Relations in MegaL:

- *:Language* **subsetOf** *:Language*
- *:Artifact* **elementOf** *:Language*
- *:Language* **domainOf** *:Function*
- *:Function* **hasRange** *:Language*
- *:FunctionApplication* **elementOf** *:Function*
- *:Artifact* **inputOf** *:FunctionApplication*
- *:FunctionApplication* **hasOutput** *:Artifact*
- *:Artifact* **conformsTo** *:Artifact*
- *:Artifact* **partOf** *:Artifact*
- *:Artifact* **correspondsTo** *:Artifact*
- *:Artifact* **dependsOn** *:Artifact*
- *:Artifact* **dependsOn** *:Language*
- *:Artifact* **realizationOf** *:Function*
- *:Artifact* **definitionOf** *:Language*
- *:Program* **partOf** *:Technology*
- *:Library* **partOf** *:Technology*

[Favre, Lämmel, and Varanovich, *Modeling the Linguistic Architecture of Software Products*]

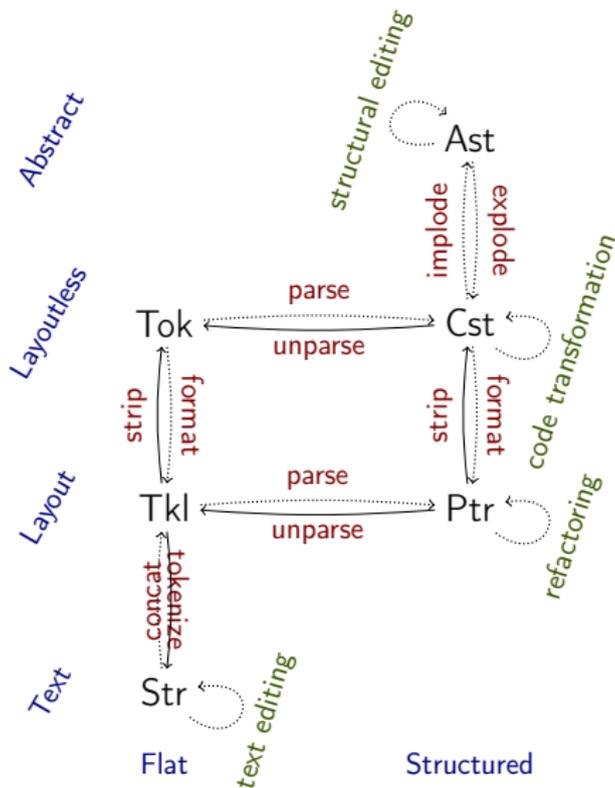
Example:

Specification/Language/Program or Metamodel/Language/Model



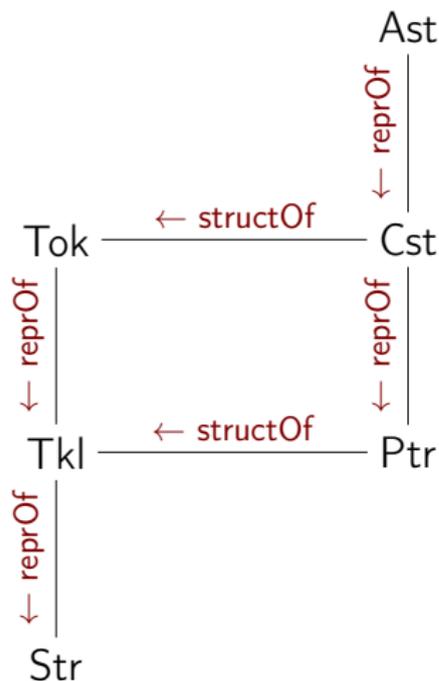
[Favre, *Megamodelling and etymology. A story of words: from MED to MDE via MODEL in five millenniums*]

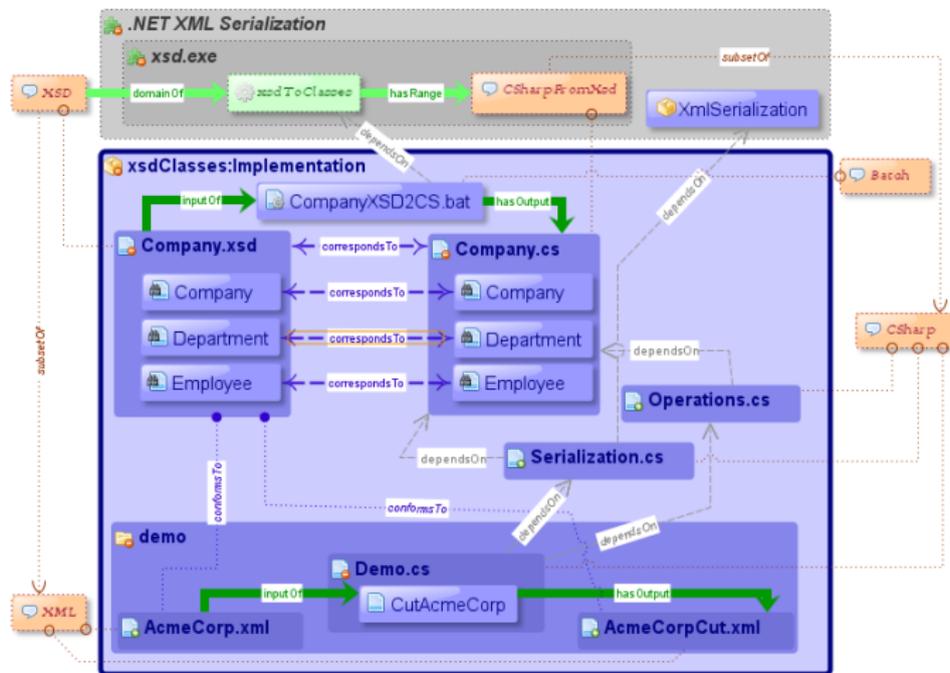
# Practical Megamodelling: Modelling Language Artifacts



[Zaytsev & Bagge: Parsing in a Broad Sense]

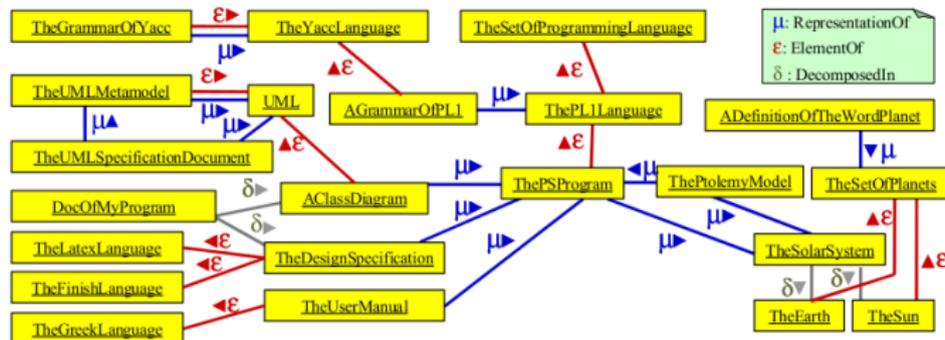
# Practical Megamodelling: Modelling Language Artifacts





[Favre, Lämmel, and Varanovich, *Modeling the Linguistic Architecture of Software Products*]

## Another Example: Astronomical Simulation Software



[Favre, Megamodelling and etymology. A story of words: from MED to MDE via MODEL in five millenniums]

- Language is structured and meaningful communication
- Models abstract over and represent systems
- Metamodels are models of (modelling) languages
- Megamodels are models of systems of models
  - Aimed at understanding (for humans)
  - Makes relationships explicit
  - Identifies roles – and missing models

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