CVL to Clafer transformation

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Overview

1. Clafer

2. CVL (Common Variability Language)

3. CVL to Clafer transformation

Chapter 1

Clafer

Introduction to Clafer

<u>Cla</u>ss, <u>fe</u>ature, <u>r</u>eference

A general-purpose lightweight modeling language with first-class support for feature modelling, which prefers unification over hybridity; developed at the GSD Lab, University of Waterloo and MODELS group at IT University of Copenhagen.

Design goals:

- Concise notation for feature modeling and meta-modeling;

- mixes feature models and meta-models;

- minimal number of concepts;

- uniform semantics.

Introduction to Clafer

A set of concepts:

- type definitions: a class or a feature (no distinction!);

- features: attributes or role names of association
              and composition relationships;

- constraints: Alloy-based constraints limit the variability;

- …

RPGGame in Clafer example

abstract RPGGame

    xor Players

        Singleplayer

        Multiplayer

    or Enemies?

        Villain

        Dragon

    or Environment?

        Door

        Goal

        Key

        Trap

    [Key => Door]

or WinCondition

    TakeAllGoals

    KillAllEnemies

[WinCondition.TakeAllGoals => Environment.Goal]

[WinCondition.KillAllEnemies => Enemies]

[Environment.Goal => no WinCondition.KillAllEnemies]

Generating instances for RPGGame with Alloy

Game : RPGGame
[Singleplayer]
[Key]
[Trap]

Game	Game	Game	Game	Game	Game	Game
Players	Players	Players	Players	Players	Players	Players
Singleplayer	Singleplayer	Singleplayer	Singleplayer	Singleplayer	Singleplayer	Singleplayer
Environment	Enemies	Enemies	Enemies	Enemies	Enemies	Enemies
Door	Dragon	Villain	Villain	Dragon	Villain	Villain
Goal	Environment	Environment	Environment	Environment	Dragon	Dragon
Key	Door	Door	Door	Door	Environment	Environment
Trap	Key	Key	Goal	Goal	Door	Door
WinCondition	Trap	Trap	Key	Key	Key	Goal
TakeAllGoals	WinCondition	WinCondition	Trap	Trap	Trap	Key
	KillAllEnemies	KillAllEnemies	WinCondition	WinCondition	WinCondition	Trap
			TakeAllGoals	TakeAllGoals	KillAllEnemies	WinCondition
						TakeAllGoals

Multiple-Objective Optimization with Clafer Moo Visualizer
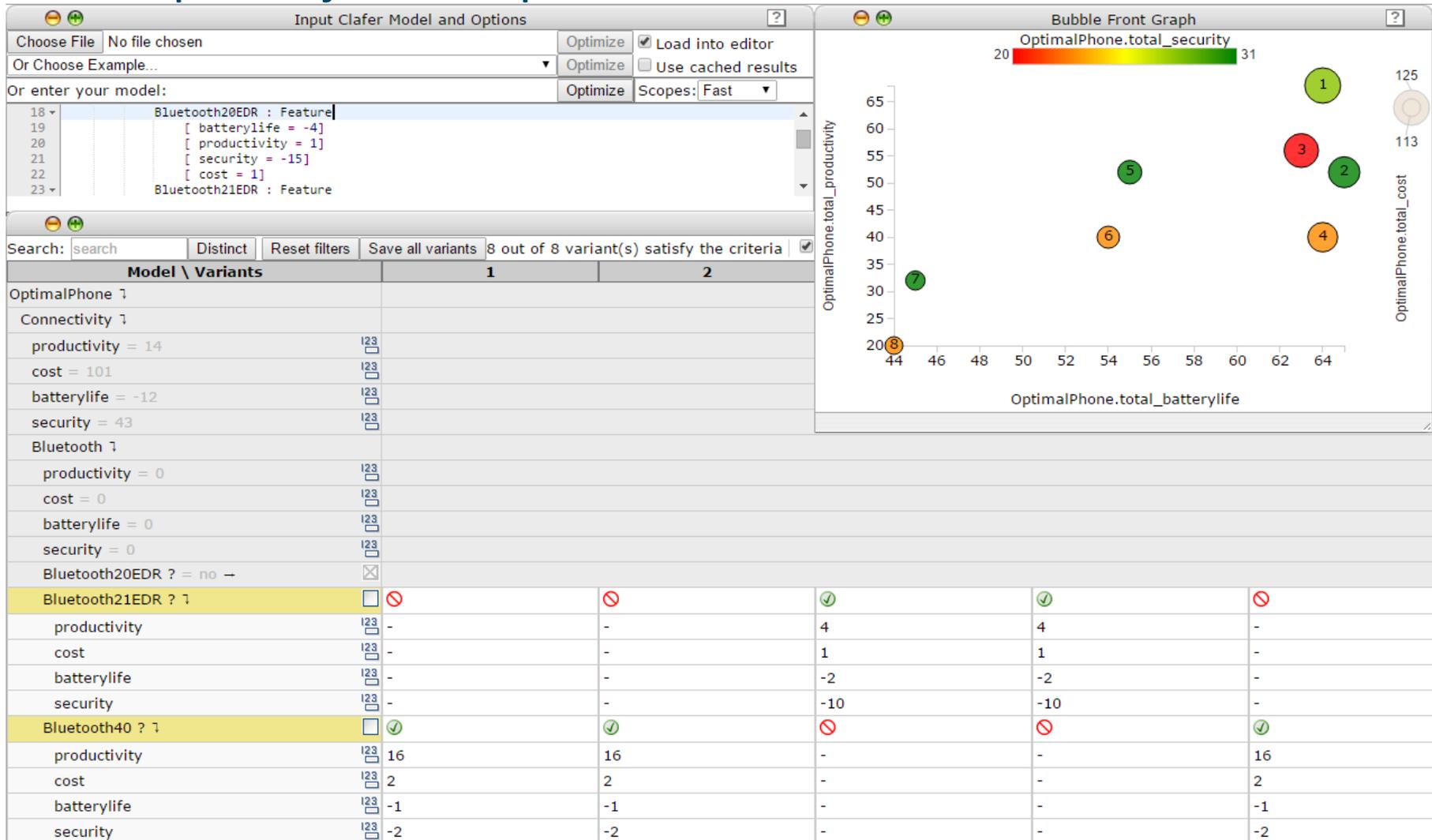
total_productivity : integer = sum Feature.productivity   << max OptimalPhone.total_batterylife >>
total_batterylife : integer = sum Feature.batterylife   << max OptimalPhone.total_productivity >>
total_security : integer = sum Feature.security   << max OptimalPhone.total_security >>
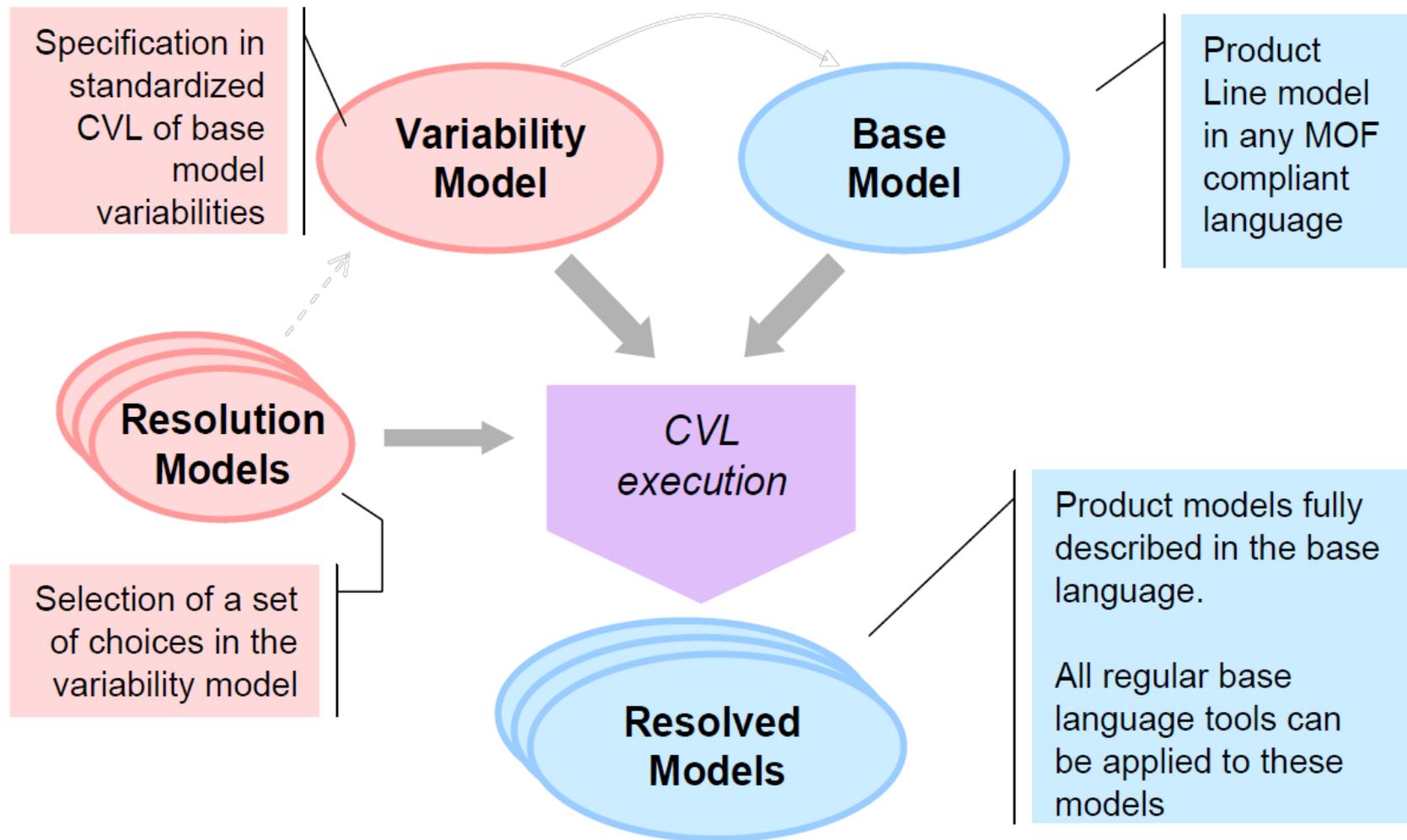total_cost : integer = sum Feature.cost   << min OptimalPhone.total_cost >>

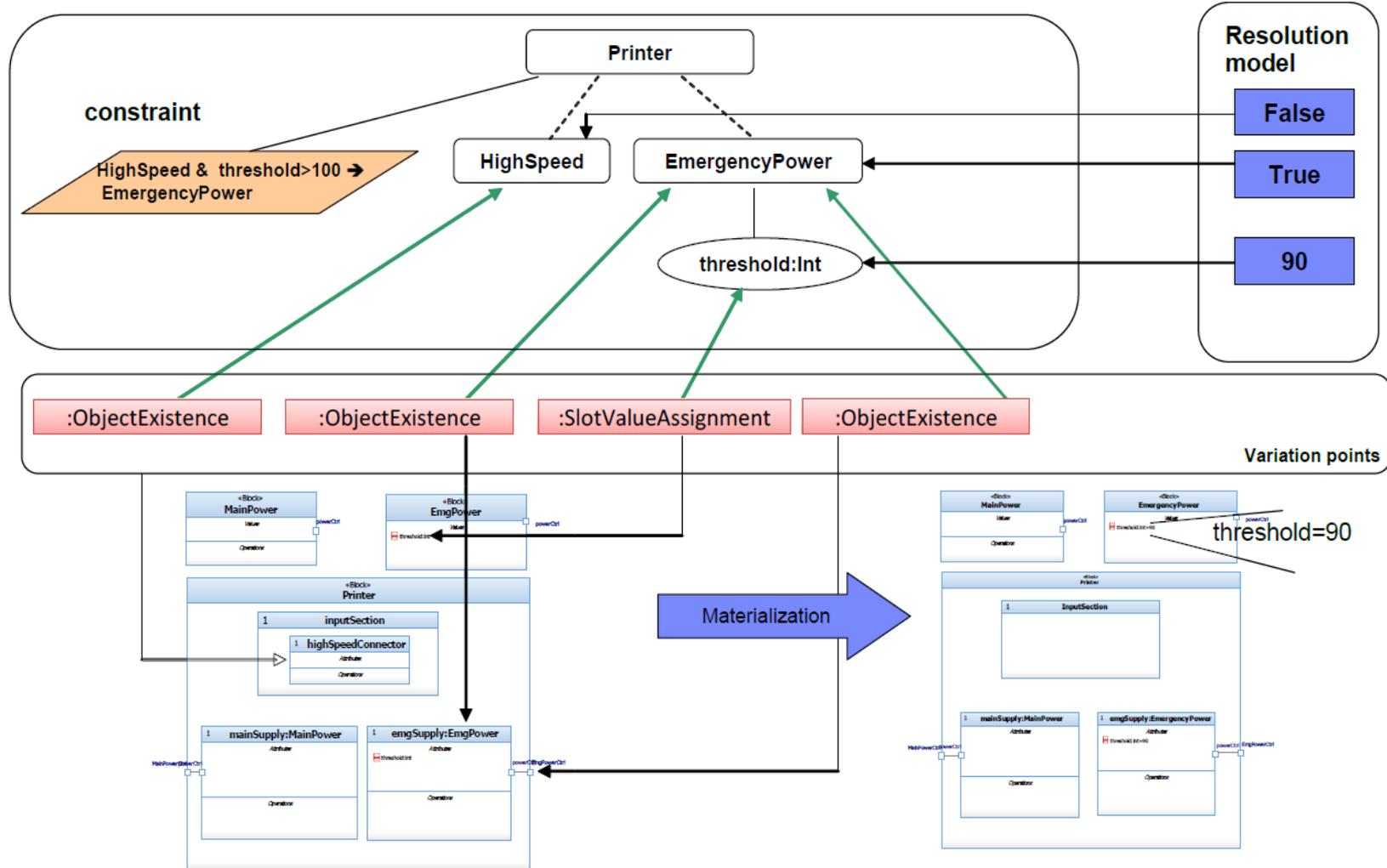Chapter 2
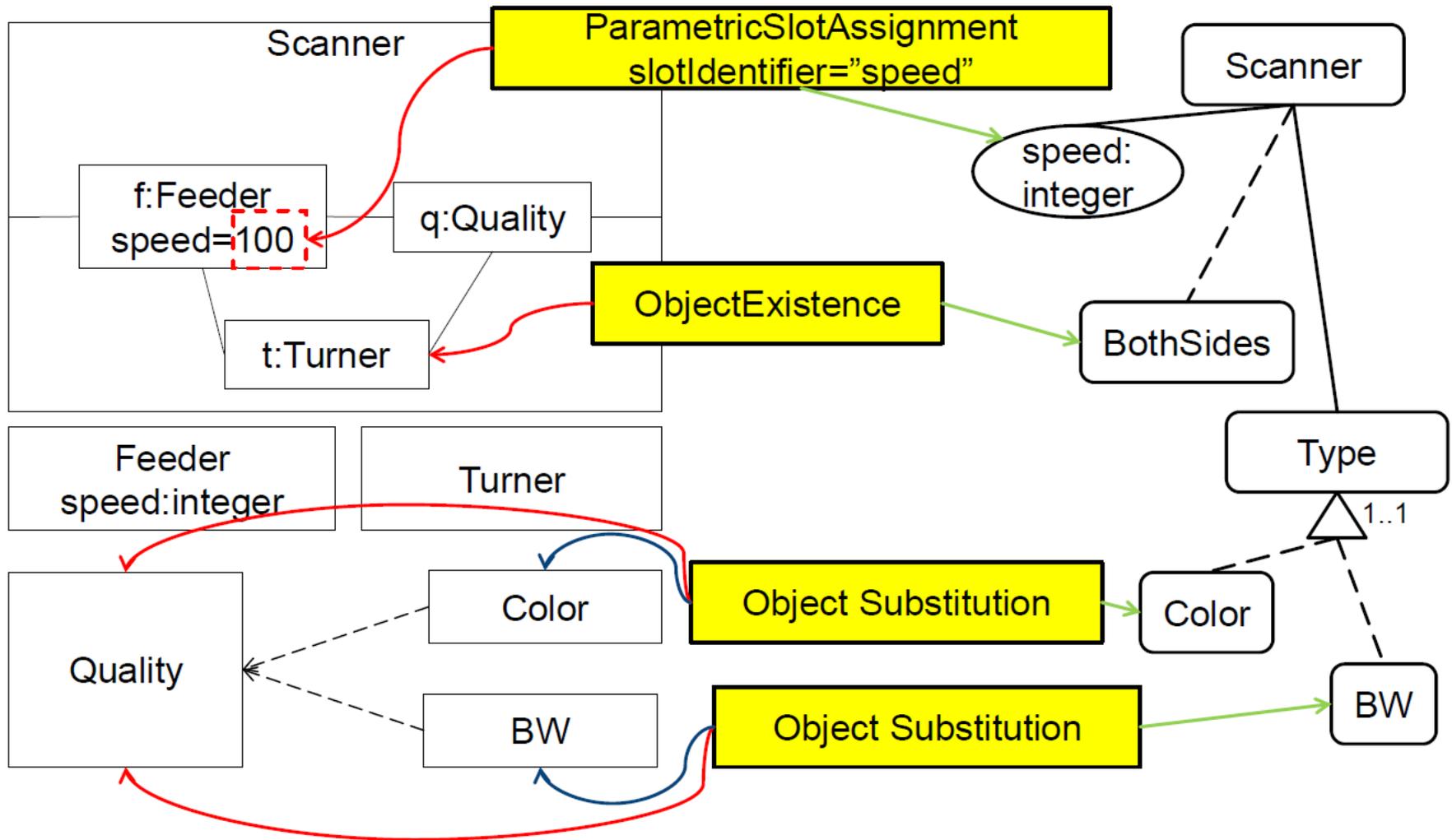
CVL (Common Variability Language)

Introduction to CVL
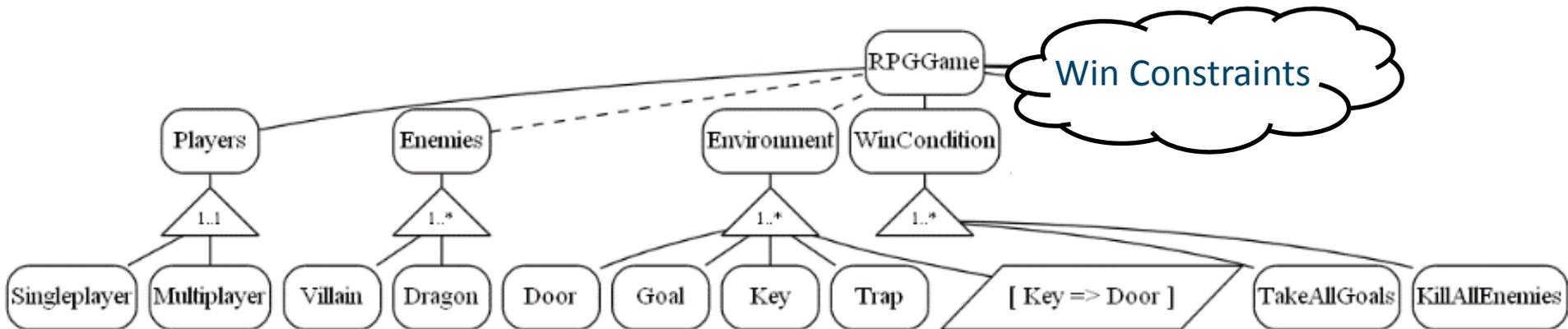

IBM, FOKUS, F., Thales, Services, T. C., August 2012. Common Variability
Language (CVL). See the CVL Revised Submission section online at
http://www.omgwiki.org/variability/doku.php.

Introduction to CVL
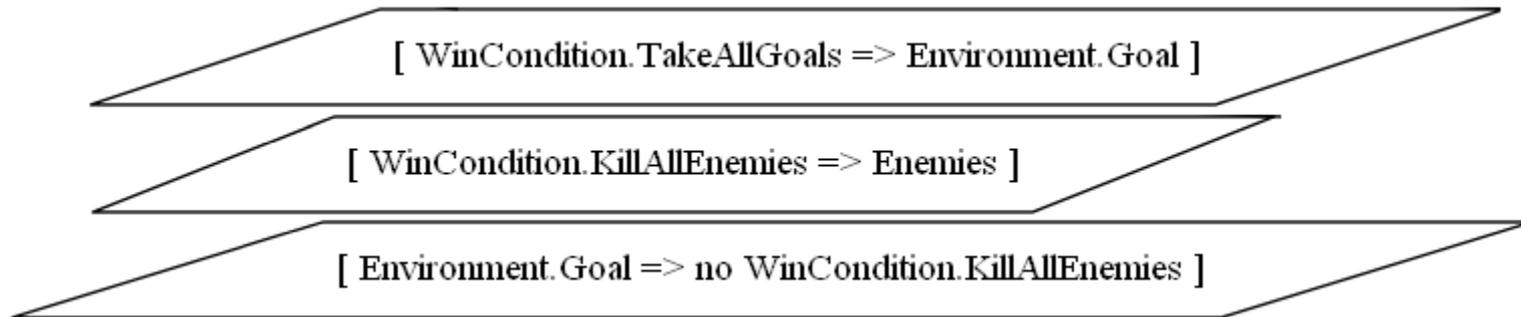

IBM, FOKUS, F., Thales, Services, T. C., August 2012. Common Variability Language (CVL). See the CVL Revised Submission section online at http://www.omgwiki.org/variability/doku.php.
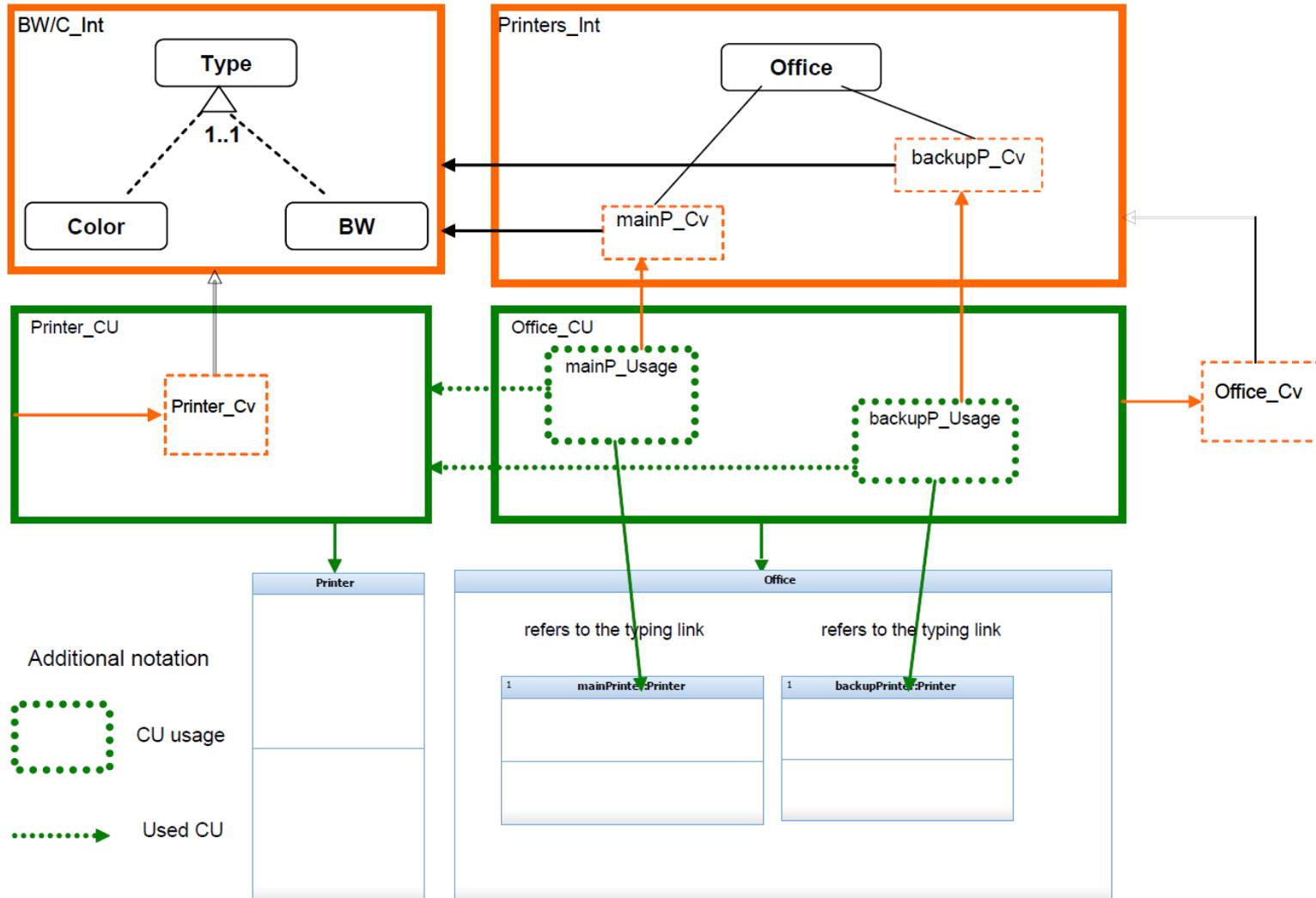
Introduction to CVL

RPGGame in CVL example

Win Constraints

Win Constraints:

[WinCondition.TakeAllGoals => Environment.Goal]

[WinCondition.KillAllEnemies => Enemies]

[Environment.Goal => no WinCondition.KillAllEnemies]

Generated with Clafer Compiler and GraphViz.

CVL has more features (composition, interface, …)

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Language (CVL). See the CVL Revised Submission section online at
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Chapter 3

CVL to Clafer transformation

Steps

Preparation

- identify a reasonable set of common features for both CVL, Clafer and their constraint languages

- create an abstract and concrete syntax of CVL in AToMPM

Transformation

- AToMPM CVL **=Export=>** metaDepth CVL **=ETL=>** metaDepth Clafer **=EGL=>** Clafer

Verification

- verify by a reverse transformation using Clafer Compiler

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Thank you for your attention!

Comments and questions are welcome.