

PHILIPS

Bootstrapping Domain-Specific Model-Driven Software Development within Philips

Marc Stroucken, Hans Jonkers, Richard Vdovjak
Philips Research



Contents

- Background
- VAMPIRE Approach
- Requirements for MDD

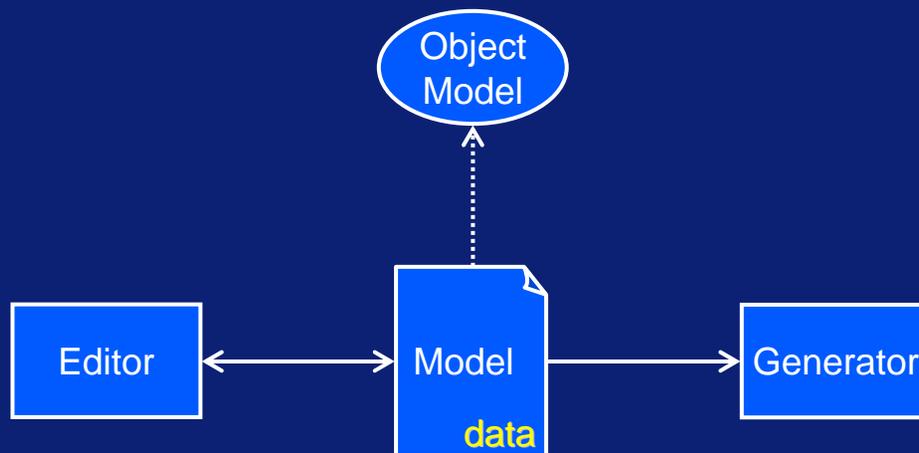
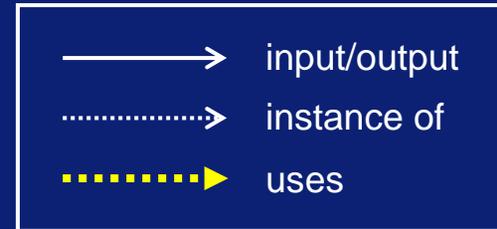


Background

- Research started in 2002
- First working environment in 2003 based on:
 - Microsoft Visual Studio .NET 2002 – C#
 - Altova XML Spy – Authentic – XML
- Developed incrementally: current version 6
- Applications
 - Interface Specification (CBA, ISpec)
 - Documentation generation
 - Strongly-typed C# code generation (performance, memory-footprint)
 - Graphical application design

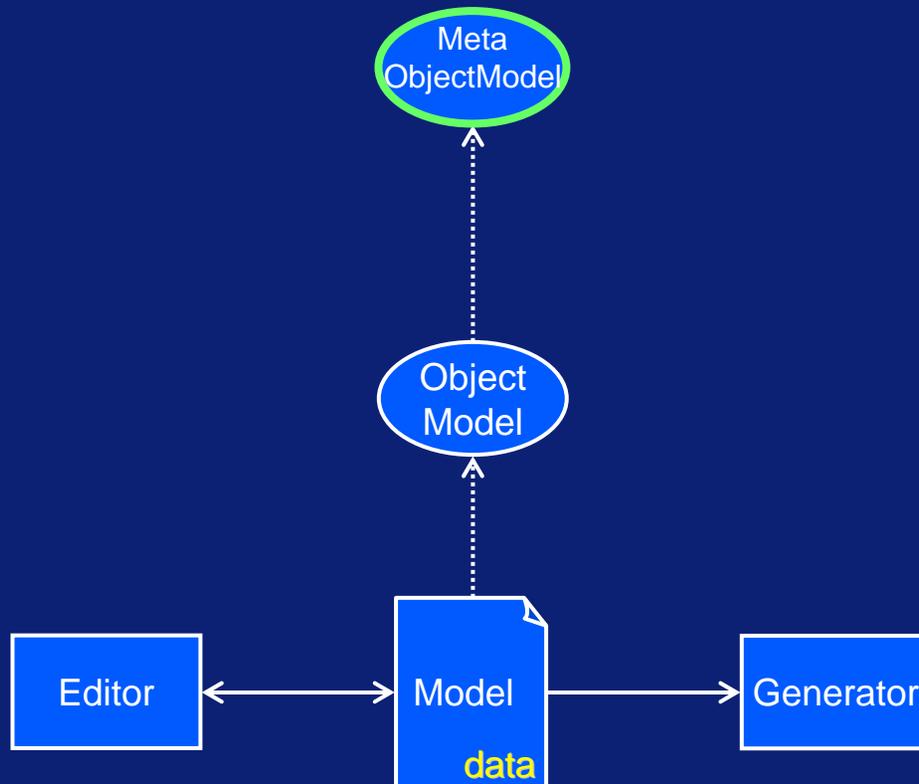
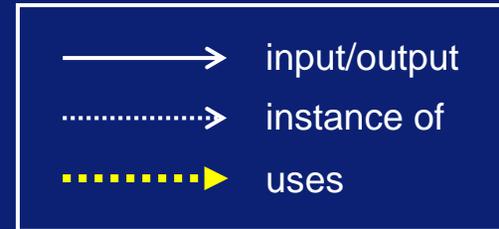
VAMPIRE Approach

Visual **A**gile **M**odel-driven **P**roduct-development
an **I**ntegrated **R**esearch **E**nvironment



Basic Design Pattern
(ObjectModel = DSM)

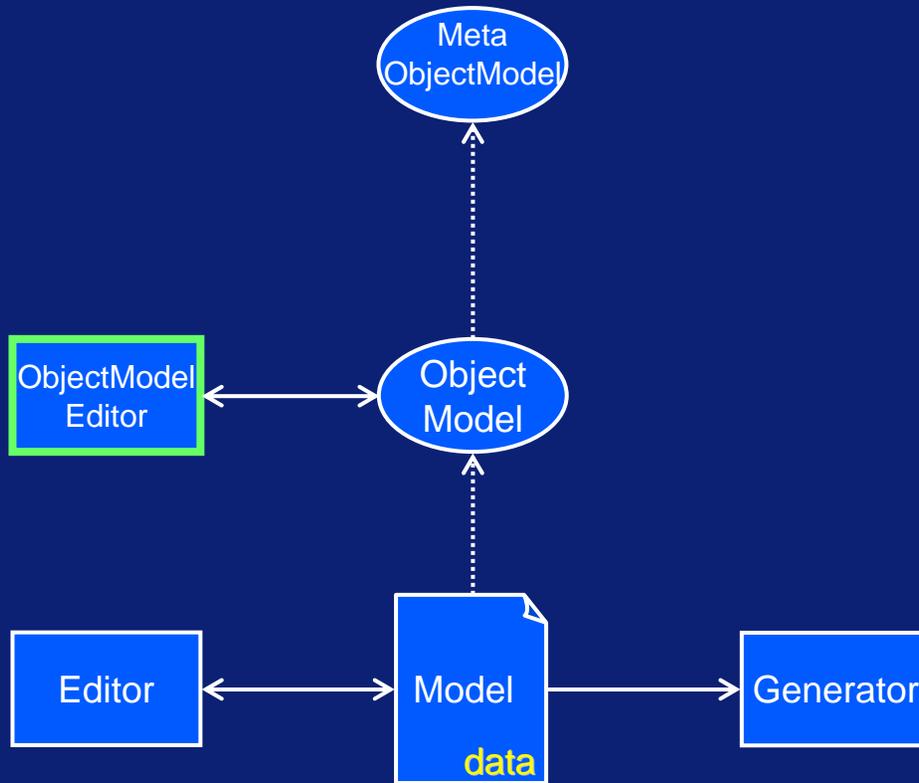
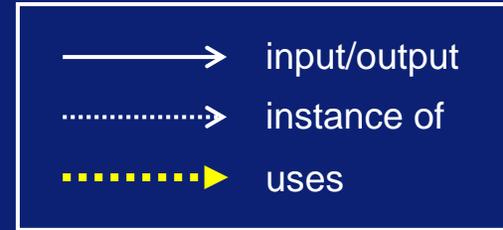
VAMPIRE Approach



ObjectModel as instance of a MetaObjectModel (metametamodel)



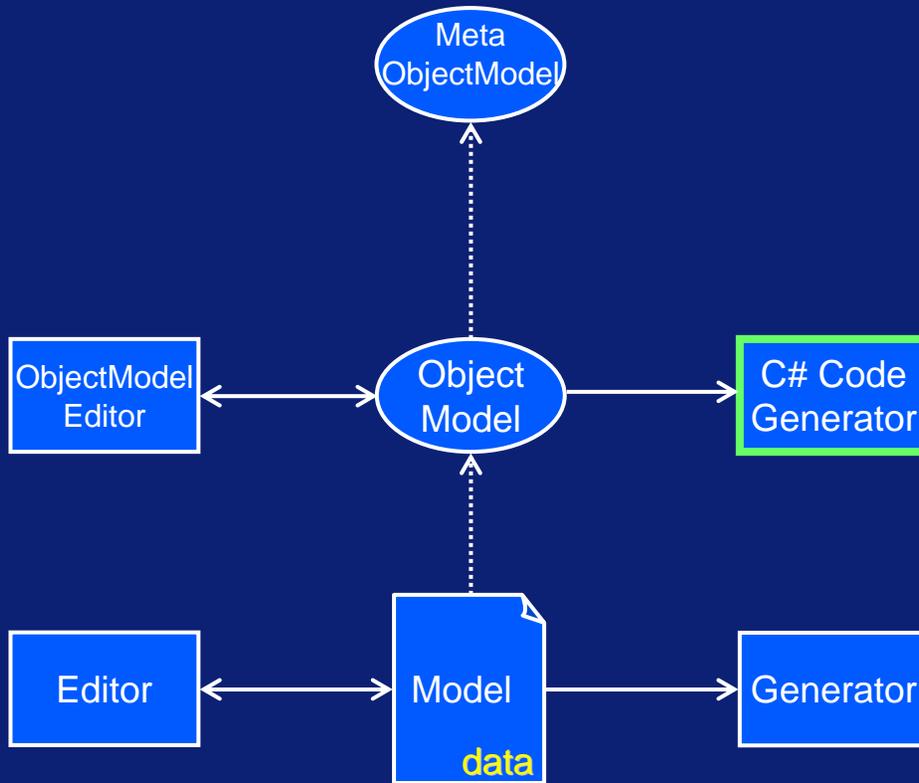
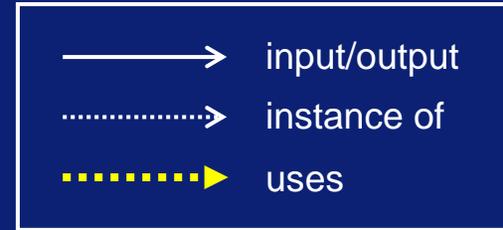
VAMPIRE Approach



ObjectModel Creation



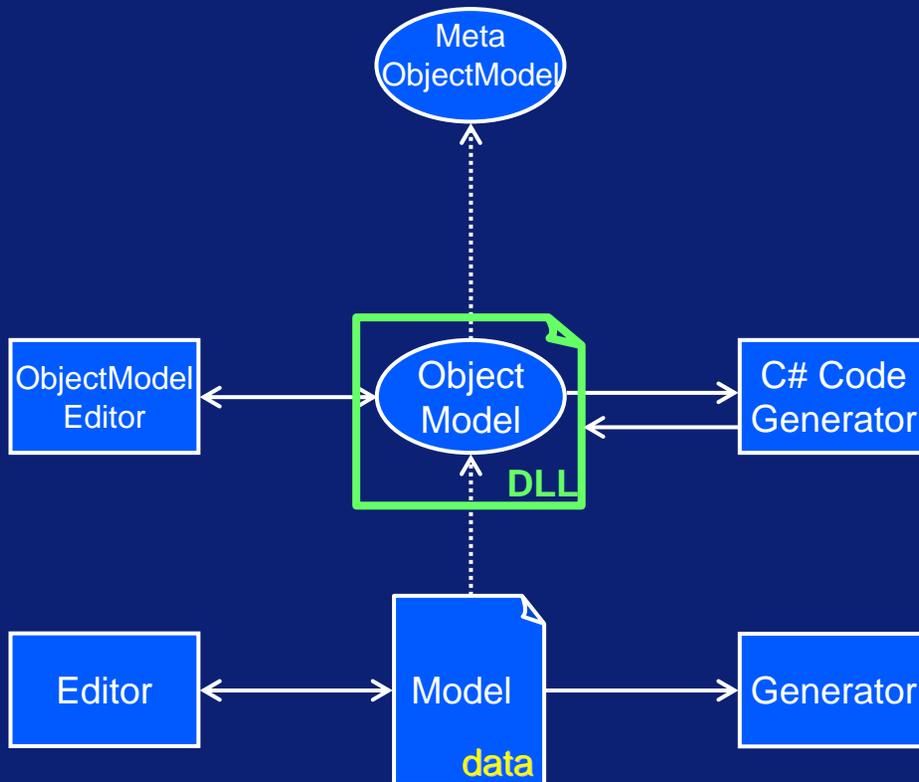
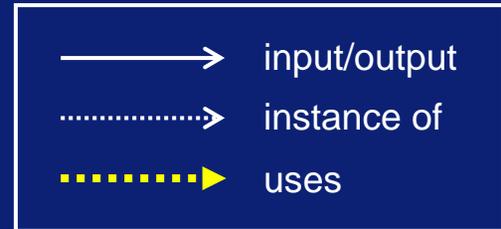
VAMPIRE Approach



Code Generation

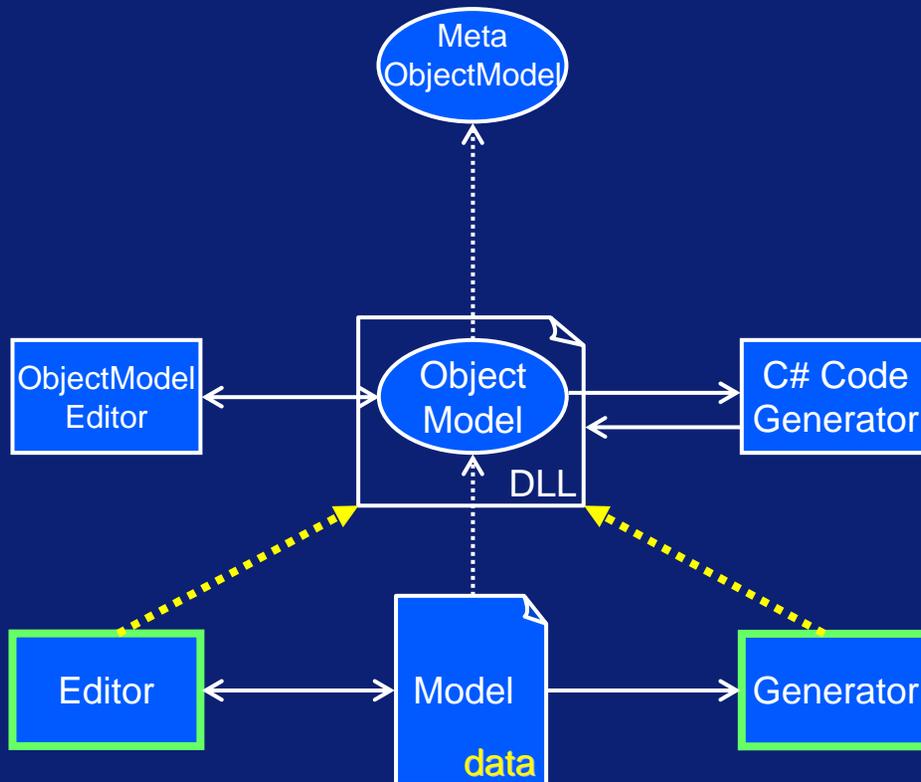
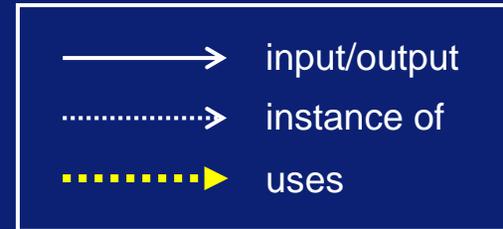


VAMPIRE Approach



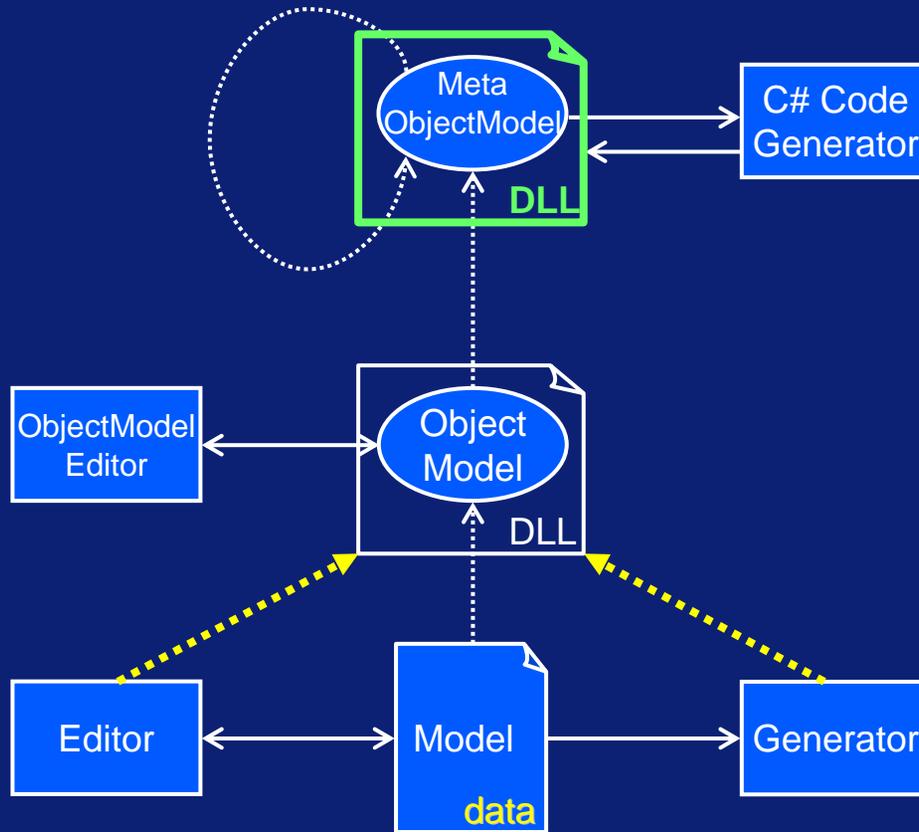
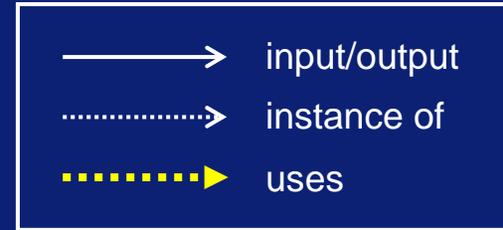
ObjectModel DLL

VAMPIRE Approach



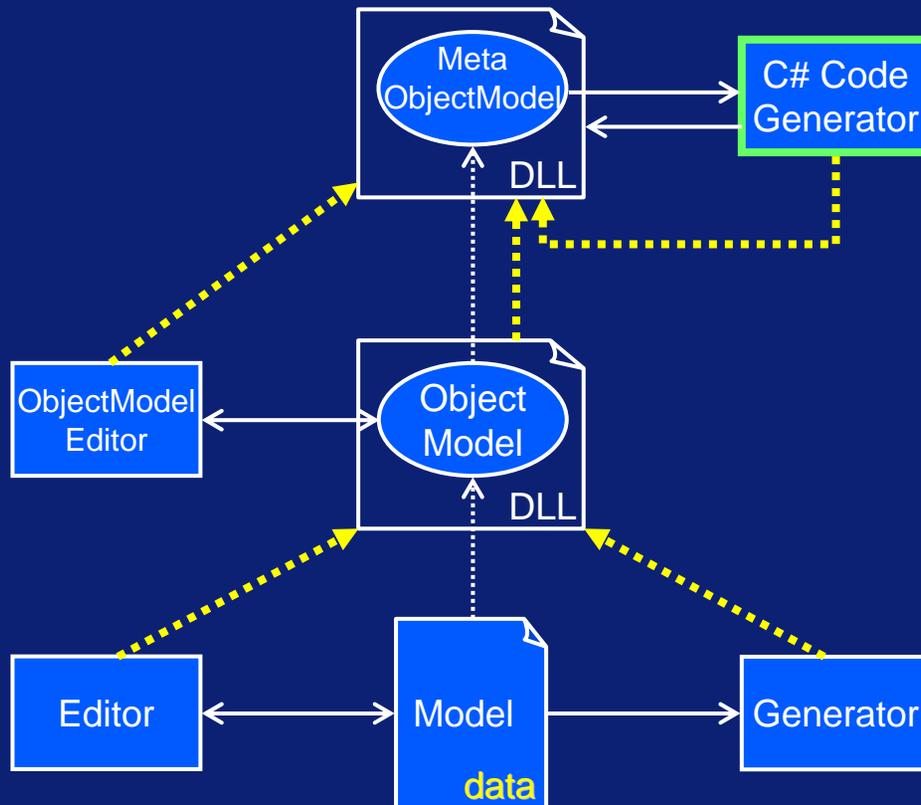
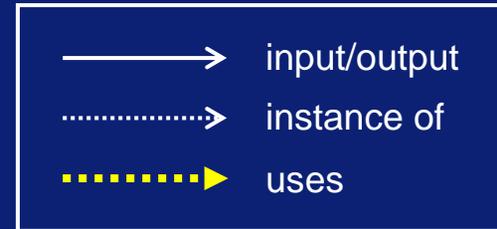
Editor/Generator
Implementation

VAMPIRE Approach



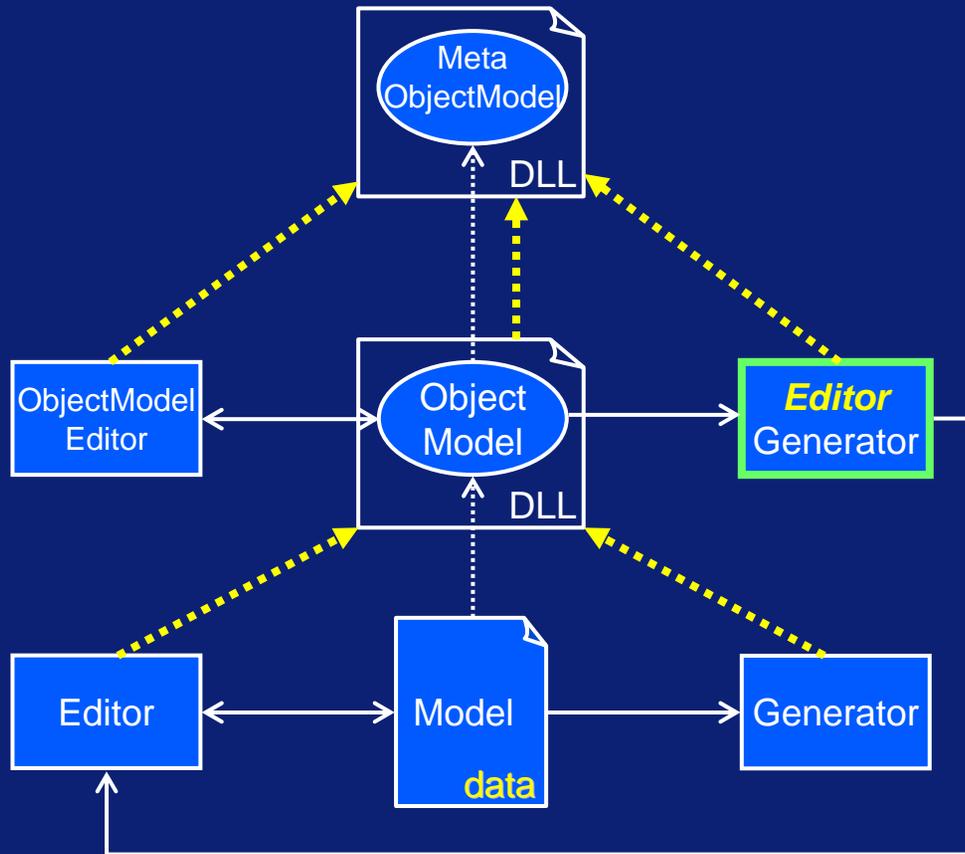
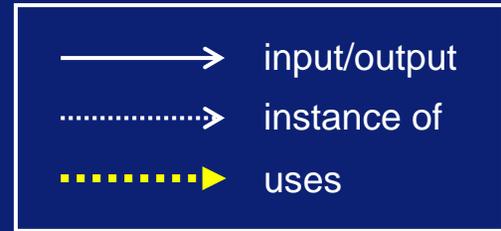
MetaObjectModel DLL

VAMPIRE Approach



Bootstrapping problem
Code generator both creates and uses the MetaObject-Model DLL

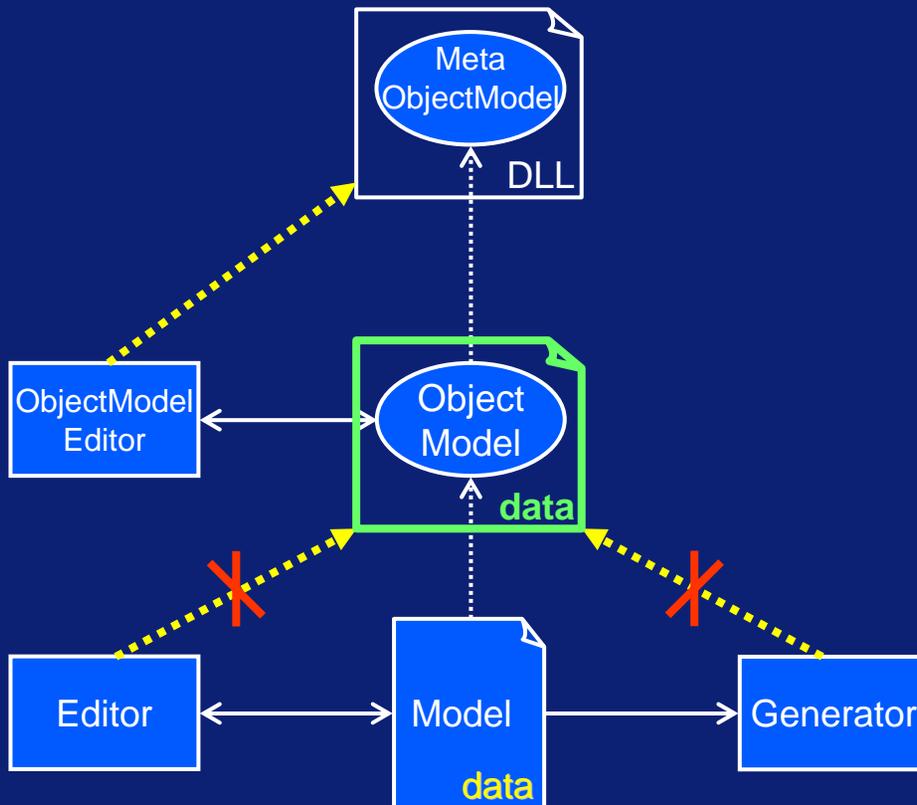
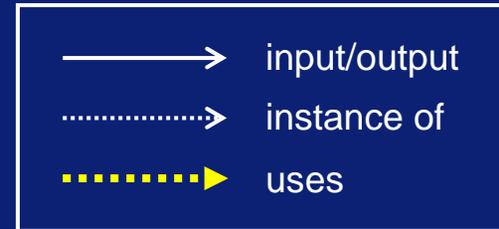
VAMPIRE Approach



Editor Generation
(comparable to DSL)

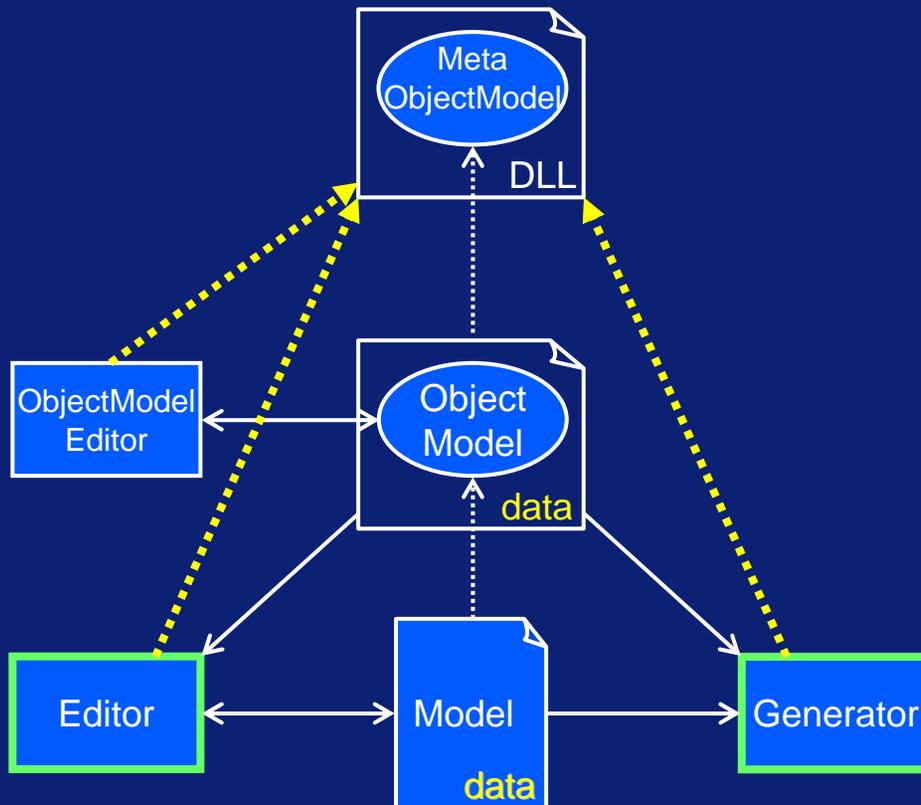
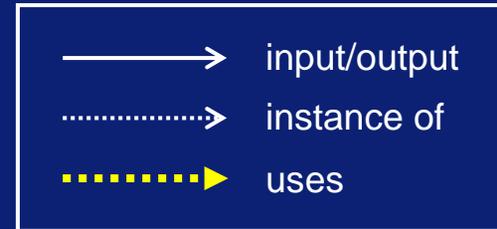


VAMPIRE Approach



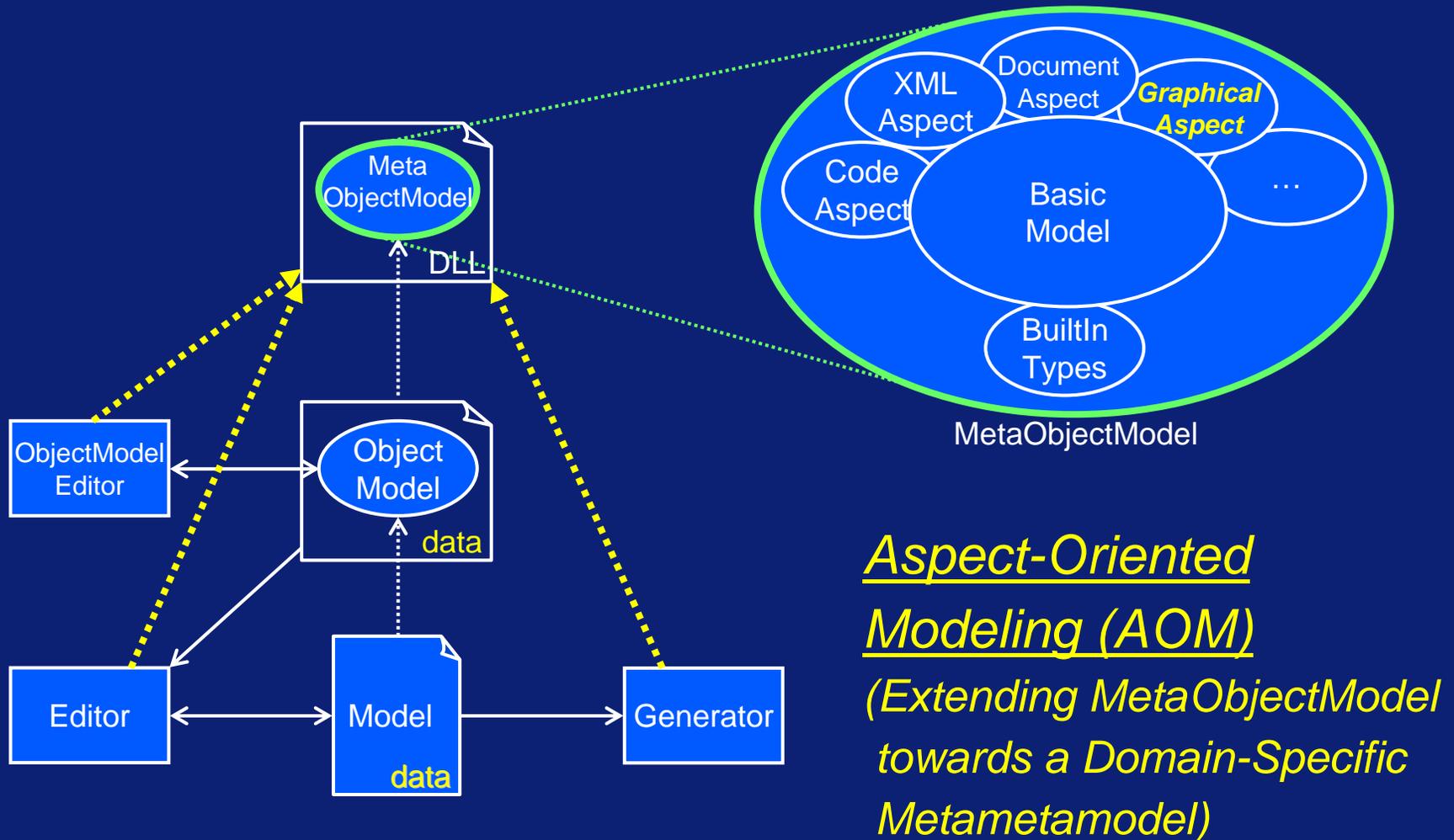
ObjectModel as Data

VAMPIRE Approach



Interpretive WoW
(New Editor/Generator Implementations using Model Reflection)

VAMPIRE Approach





Requirements for MDD

- Fast development of models, editors, generators (days)
- Easy programming model (e.g. no intermediate formats)
- Customizable code generation (performance, memory)
 - *XML configurability (legacy), not limited to one root*
 - *Loosely coupled tools*
 - *Easy generator composition (networks)*
 - *Metamodels as objects*
 - *Model reflection vs. programming language reflection*
 - *Metametamodel extension (bootstrapping)*
 - *Aspect-oriented modeling (AOM) and model composition*
 - *Interpretive way-of-working vs. code generation*
 - *“Unknown” attributes*
 - *Multiple inheritance*

