

# *Modeling and Meta-Modeling*



# *Models and Modeling*

## **Modeling**

Describing and Representing all relevant aspects of a domain in a defined language.

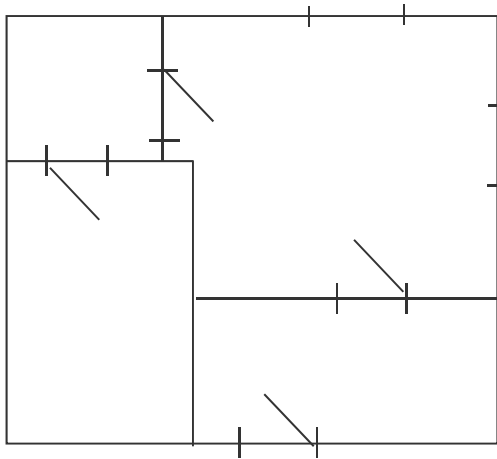
Result of modelling is a model - an exemplary reproduction of reality.

## **Model**

A reproduction of the part of reality which contains the essential aspects to be investigated.

# *Model and Real Object in Architecture*

modell (plan)



real object



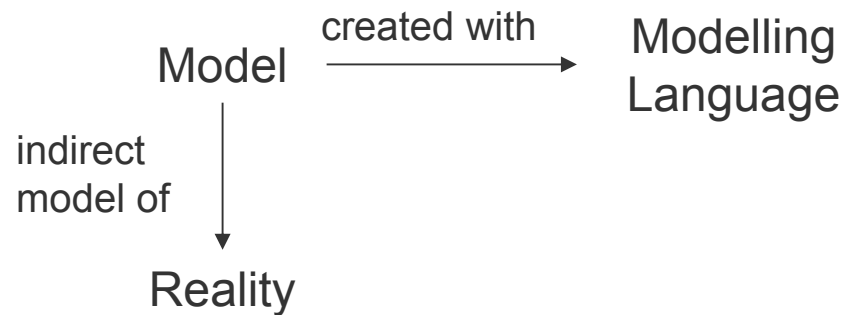
# *Rationale for Modelling*

- Models provide abstractions of a physical system that allow engineers to reason about that system by ignoring extraneous details while focusing on relevant ones.
- All forms of engineering rely on models to understand complex, real-world systems.
- Models are used in many ways:
  - ◆ predict system qualities
  - ◆ reason about specific properties when aspects of the system are changed
  - ◆ communicate key system characteristics to various stakeholders

(Brown 2004)

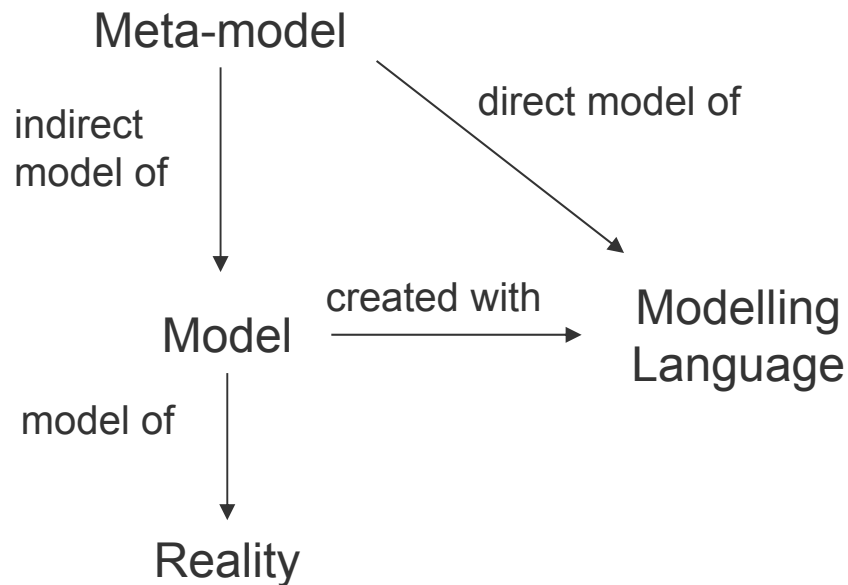


# Modelling Language



- A modelling "language" specifies the building blocks from which a model can be made.
- There can be different types of modelling languages, depending on the kind of model
  - ◆ graphical model
  - ◆ textual description
  - ◆ mathematical model
  - ◆ conceptual model
  - ◆ physical model

# Meta-model



A meta-model defines the modelling language, i.e. the building blocks that can be used to make a model. It defines the

- ◆ object types that can be used to represent a model
- ◆ relations between object types
- ◆ attributes of the object types
- ◆ meaning of the object types
- ◆ rules to combine object types and relations

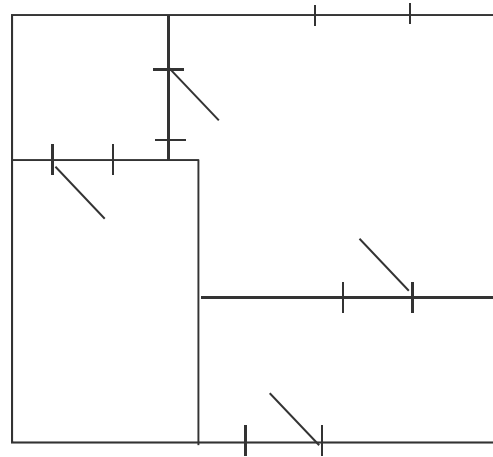
# Model and Meta-Model in Architecture

**real object**



house

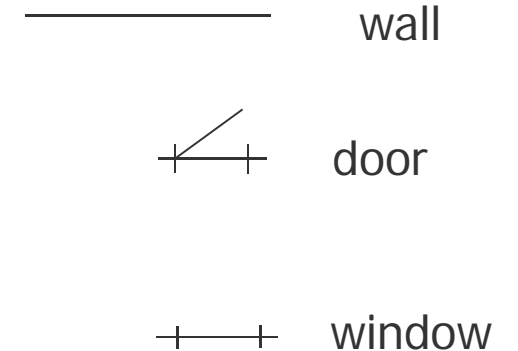
**model**



architect's drawing (plan)

**meta-model**  
(modelling language)

object types:

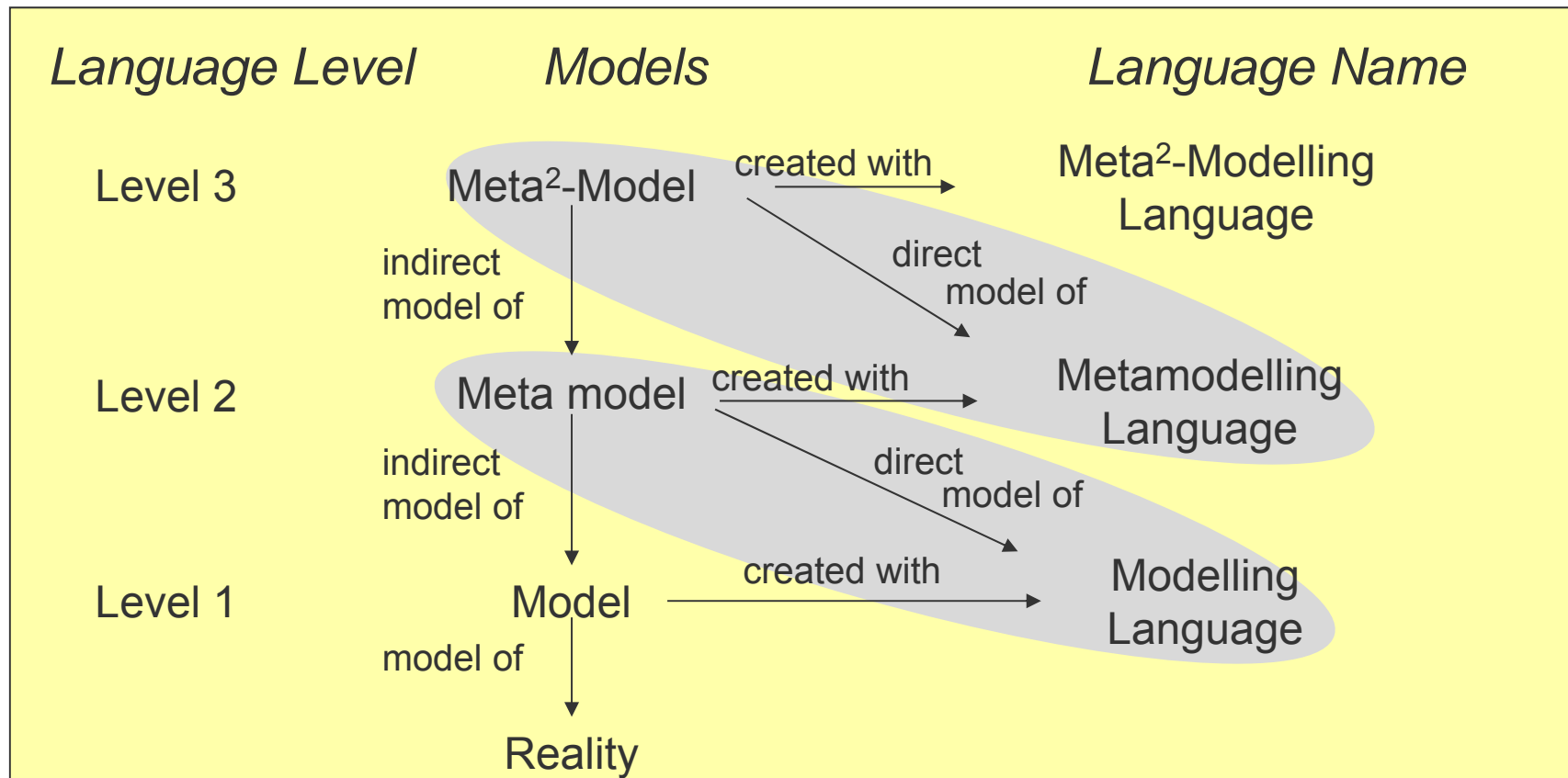


rules:

- a door is adjacent to a wall on both sides
- Windows are on outer walls.

# Meta Model Hierarchy

The meta-model must again be described in some language, which has to be specified in a meta-model



Often the meta-model and the modeling language are unified and not distinguished.





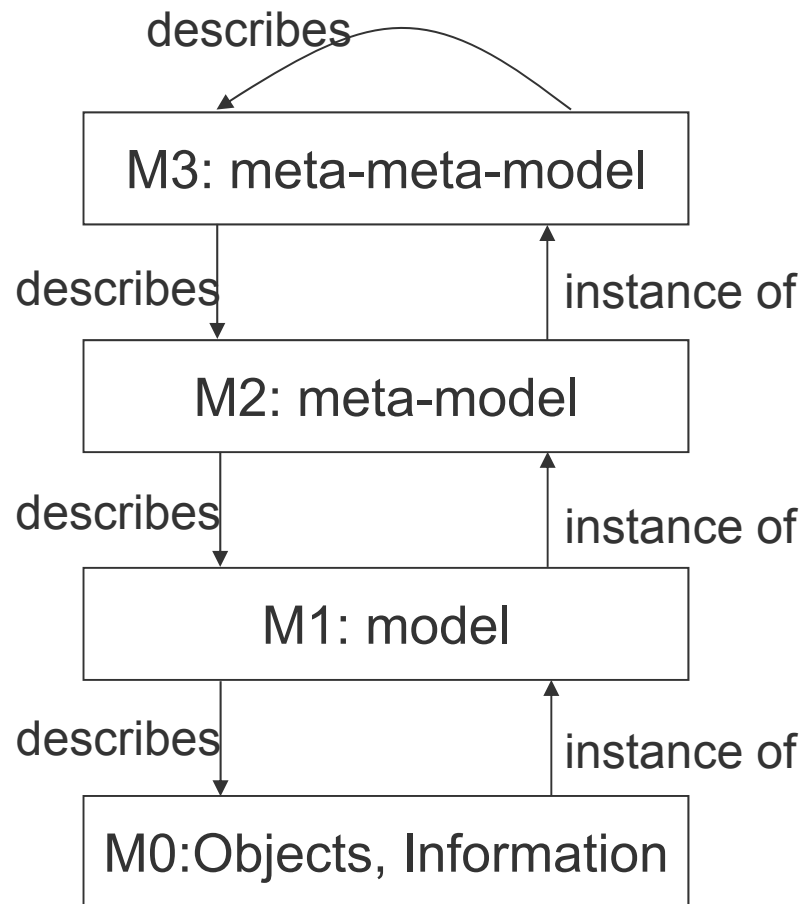
# 4 Layer Meta-model Architecture

Layer	Description	Examples
<b>Metametamodel</b>	Foundation for a Meta-modeling Architecture.  Defining the language to describe meta-models	MetaClass,  MetaAttribute,  MetaOperation
<b>Metamodel</b>	An Instance of a meta-meta-model.  Defining the language to describe models.	Class, Attribute,  Operation,  Component
<b>Model</b>	An Instance of Meta-model. Defining a language to describe the information object domain.	Customer, Product, Unit Price, Sale, Detail
<b>User Objects (User Data)</b>	An Instance of a Model.  Defines specific information Domain	<Knut>, <Peter>, <Knut's phone>, \$600

# MOF – Meta Object Facility

- The Meta Object Facility (MOF) is an OMG meta-modeling standard.
- MOF is itself a *meta-meta-model*, a specification describing how one may build meta-models.
- MOF is closely based on Unified Modeling Language (UML):
  - ◆ Meta-models are represented with class diagrams of UML (with some minor constraints necessitated by the nature of metamodeling).
- MOF defines the theoretical underpinnings of the XML Metadata Interchange (XMI)
  - ◆ XMI is a standard syntax for the Exchange of Models

# The OMG Model Stack



## The Meta Object Facility (MOF) distinguishes four levels:

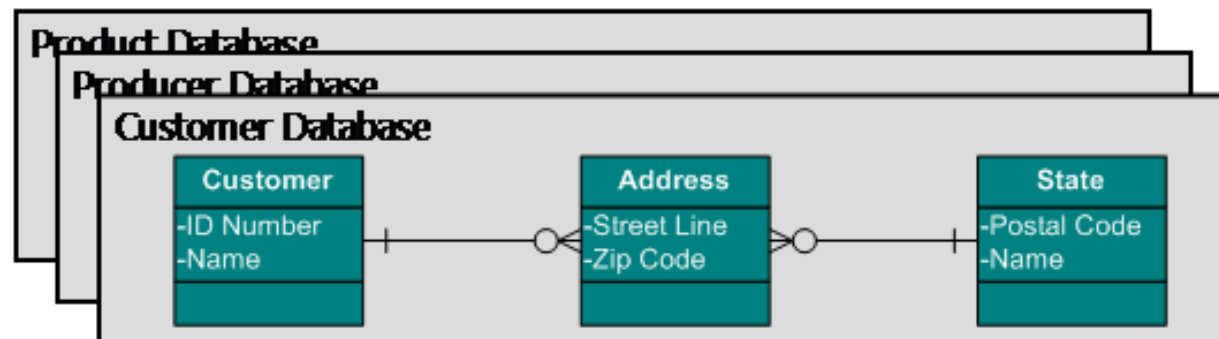
- M0 is the basic data, the lifeblood of the business
  - ◆ the customer name "Peter Miller", the price "\$291.70".
- M1 is the metadata: schemas and interfaces describing the structure of the data.
  - ◆ a table customer with a name column
- M2 is the meta-model, or the "IT language" - specifying the concepts of the modelling language
  - ◆ "A relational database has tables, each table has zero or more columns".
  - ◆ "UML has classes, associations, attributes etc."
- M3 is the MOF specification itself, which allows us to draw the boxes-and-arrows of UML

# Meta-model and Model for Relational Databases

**M2**  
**Metamodel**



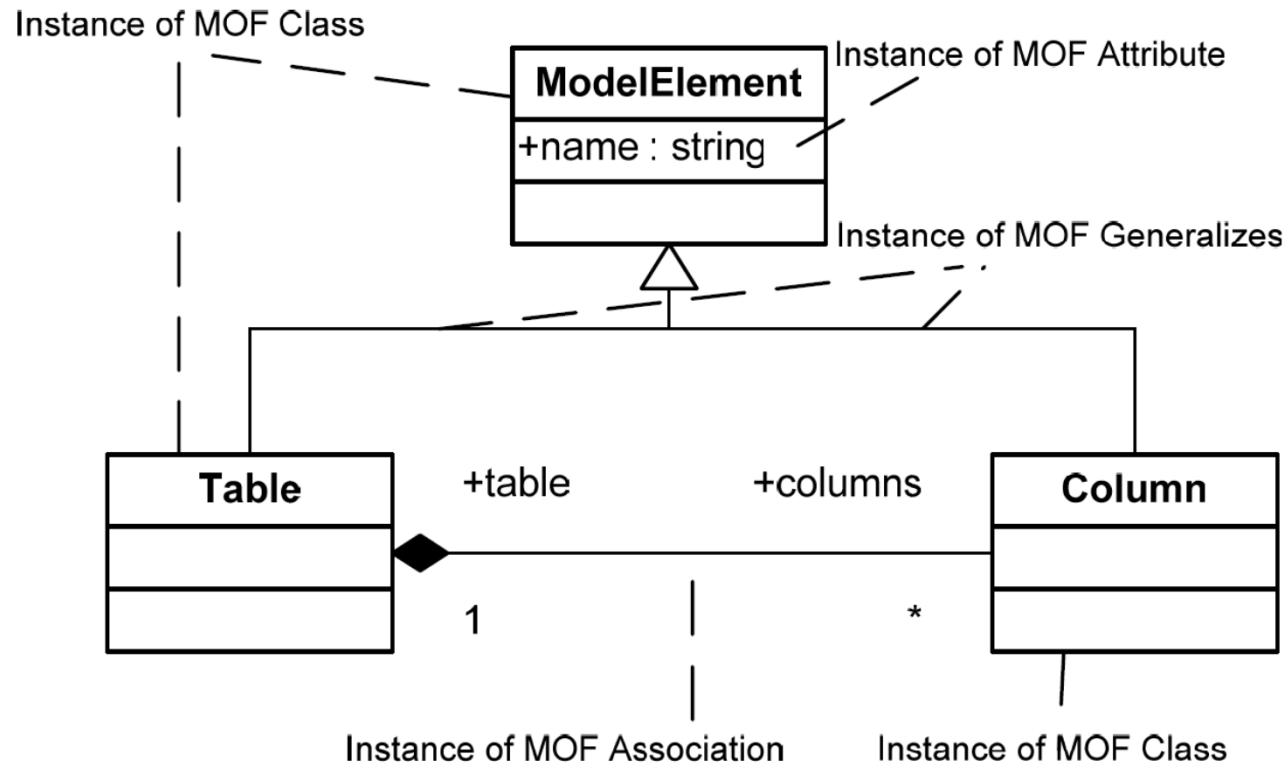
**M1**  
**Metadata**  
**(Model)**



**M0**  
**Instance data**

235 High Way  
495 Flower Street  
995 Broadway  
....

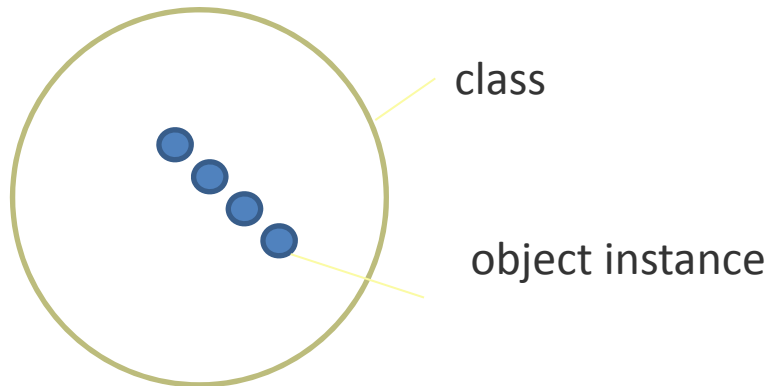
# Example of a M2 Metamodel



# *Basic Idea: How to define an Object*

## Reality

Set: Employees of company A



Class Emp={ people | people working for company A}

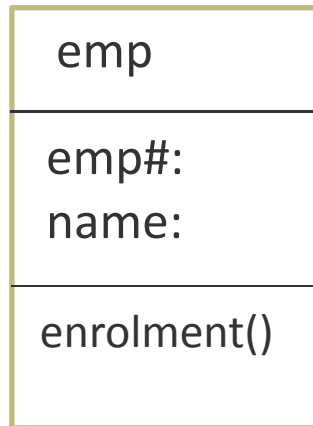
## M0 Layer

emp #	Name		
0800101	Adam Smith		
0800102	Jon Due		
0800103	Hajime Hori		

# Object Concept and Metamodel

## M1 Layer

Class



Class name

attribute

operation

## M2 Layer

Class

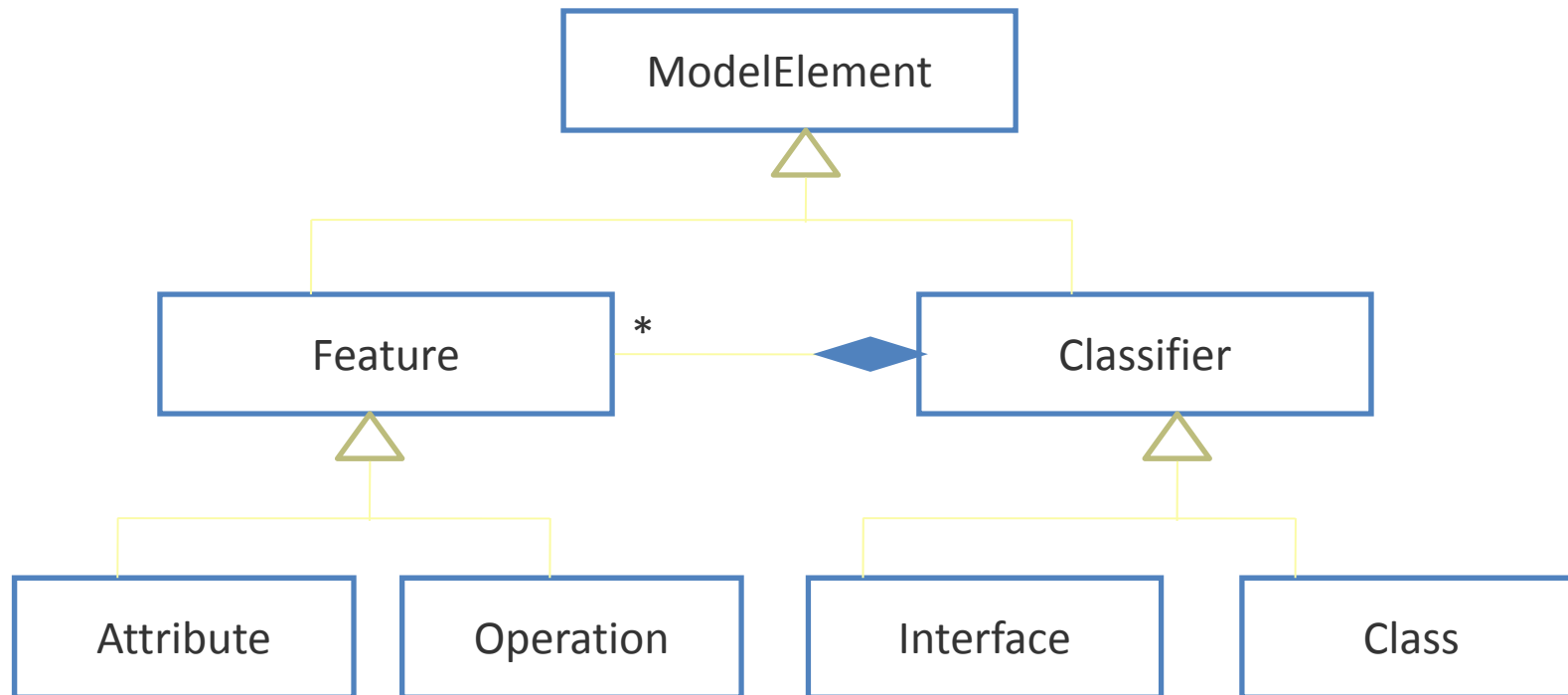
Attribute

Operation

Class has Attributes  
and Operations

# Overview of M3 Layer

The M3 Layer of MOF is represented as a UML Class Diagram





## *Use of explicit Meta-models*

- A meta-model is a model used to model modeling itself.
- Meta-models provide a platform-independent mechanism to specify the following:
  - ◆ The shared structure, syntax, and semantics of technology and tool frameworks
  - ◆ A shared interchange format (using XML).
  - ◆ A shared programming model for transformation and querying of models

## *Use Cases for the Meta Levels*

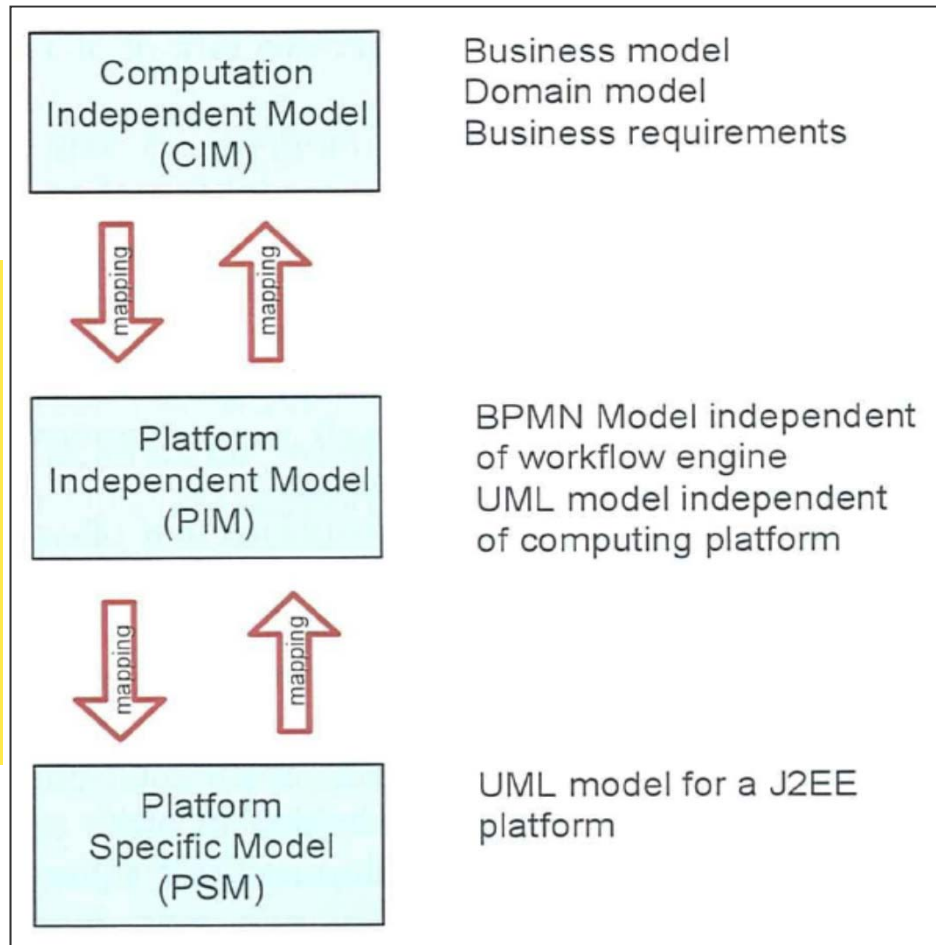
- The different meta-levels have quite different use cases:
  - ◆ data is used by the business,
  - ◆ metadata is used by IT, and
  - ◆ meta-models are used by metadata repositories (allowing metamodels to be configured rather than hard-coded).
- There is generally less metadata than data, and much less variety in metadata languages (metamodels) than in metadata.
  - ◆ A given enterprise, for example, may have millions of database rows, hundreds of schemas, but only a few different varieties of data bases are installed.

# *OMG's Model-Driven Architecture*

- MDA is provided by Object Management Group OMG
- Aims to provide an open, vendor-neutral approach to interoperability
- Builds upon OMG's modelling standards
  - ◆ UML: Unified Modelling Language
  - ◆ MOF: Meta Object Facility
  - ◆ XMI: XML Metadata Interchange
- MDA wants to raise the level of abstraction at which software solutions are specified
  - ◆ generate code from models and views
  - ◆ Example: specify software in UML instead of programming it in Java
- Recently, OMG has extended the focus of MDA to cover business aspects of a company, e.g.
  - ◆ Business process modelling notation BPMN
  - ◆ Business motivation model BMM
  - ◆ Semantics for Business Vocabulary and Rules SBVR

(Lankhorst et al. 2005, p. 25f)

# Model-Driven Architecture MDA



MDA comprises three levels of abstraction with mappings between them

**CIM** Computation-Independent Model

- ♦ modelling the requirements for the system describing the situation in which the system will be used
- ♦ hiding much or all information about the use of IT systems

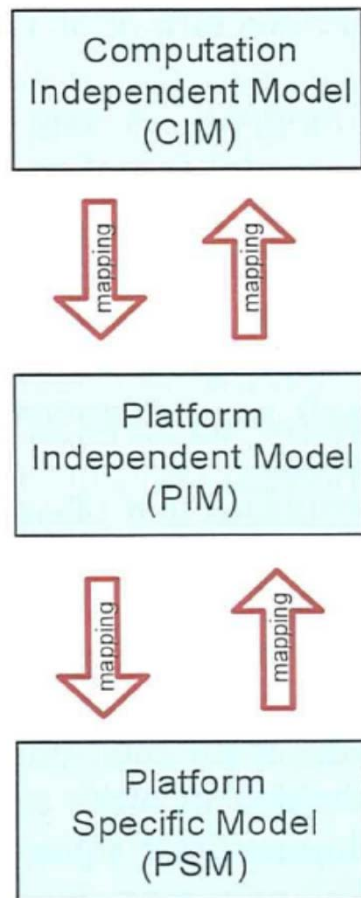
**PIM** Platform-Independent Model

- ♦ describing operations of the system while hiding details for a particular platform
- ♦ describing those parts of the system specification that do not change from one platform to another

**PSM** Platform-Specific Model

- ♦ Combines specifications of PIM with details about a particular type of platform

# Model-Driven Architecture MDA



- MDA comprises three levels of abstraction
  - ◆ CIM – Computation Independent Model
  - ◆ PIM – Platform Independent Model
  - ◆ PSM – Platform Specific Model
- For the mapping OMG defined two standards:
  - ◆ **XMI - XML Metadata Interchange**  
Standard Syntax for the Exchange of Models
  - ◆ **MOF – Meta Object Facility**  
Well-defined Semantics of the Modeling Constructs