

Transient View Generation in Eclipse

Christian Schneider

Real-Time Systems and Embedded Systems Group
Department of Computer Science
Christian-Albrechts-Universität zu Kiel
www.informatik.uni-kiel.de/rtsys

ACademics Modelling with Eclipse, July 2, 2012



Outline

KIELER

Message

KIELER @ Work – Employment in MENGES

Related Work

Transient Views

Motivating Examples

Characterization

KRendering Description Model

Conclusion

KIELER Message



Challenge: Free user of manual mechanical work

Message: While modeling *focus on model-ing*

KIELER Message



Challenge: Free user of manual mechanical work

Message: While modeling *focus on model-ing*

Our focus: *Pragmatics* of modeling languages

- ▶ Apply the MVC to the users' perspective

Key enabler: flexible & content-aware automatic layout



H. Fuhrmann and R. v. Hanxleden, [Taming Graphical Modeling](#) (MoDELS'10)

KIELER @ Work – Employment in

1



- ▶ Joint research project of industry & academia
- ▶ Aims at developing DSLs for railway signaling systems
- ▶ Specifications are of textual nature
 - 😊 easy to formulate
 - 😊 version control
 - 😞 comprehensibility reduces
- ▶ Shall be extended by graphical views on various aspects

¹<https://menges.informatik.uni-kiel.de/>

KIELER @ Work – Employment in

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 - ▶ Somehow ...

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Related Work



Akos Ledeczi et al.

The Generic Modeling Environment

IEEE Workshop on Intelligent Signal Processing (WISP 2001)



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GMF Tooling

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Benjamin B. Bederson et al.
Toolkit Design for Interactive Structured Graphics
IEEE Transactions on Software Engineering, Vol. 30, No. 8 (2004)

Related Work



Robert Ian Bull

Towards A Model Driven Engineering Approach For Information Visualization
Ph.D. thesis, University of Victoria, BC, Canada (2008)



Graphiti project (<http://www.eclipse.org/graphiti/>)



Jan Koehnlein

Discovery Diagrams for the Generic Graphical View

<http://koehnlein.blogspot.de/2012/01/discovery-diagrams-for-generic.html>

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Transient Views

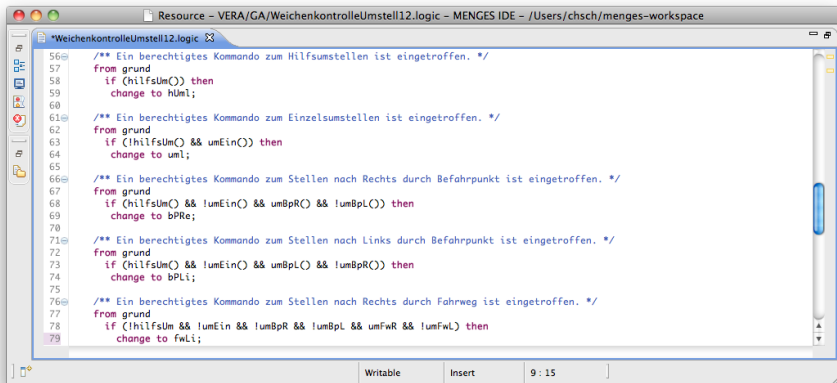
Motivating Examples

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Example 1: Textual DSLs



```
Resource - VERA/GA/WeichenkontrolleUmstell12.logic - MENGES IDE - /Users/chsch/menges-workspace
*WeichenkontrolleUmstell12.logic
56= /** Ein berechtigtes Kommando zum Hilfumstellen ist eingetroffen. */
57 from grund
58 if (hilfsUm()) then
59 change to hUml;
60
61= /** Ein berechtigtes Kommando zum Einzelsumstellen ist eingetroffen. */
62 from grund
63 if (!hilfsUm() && umEin()) then
64 change to uml;
65
66= /** Ein berechtigtes Kommando zum Stellen nach Rechts durch Befahrpunkt ist eingetroffen. */
67 from grund
68 if (hilfsUm() && !umEin() && umBpRC() && !umBpLC()) then
69 change to bPRe;
70
71= /** Ein berechtigtes Kommando zum Stellen nach Links durch Befahrpunkt ist eingetroffen. */
72 from grund
73 if (hilfsUm() && !umEin() && umBpLC() && !umBpRC()) then
74 change to bPLi;
75
76= /** Ein berechtigtes Kommando zum Stellen nach Rechts durch Fahrweg ist eingetroffen. */
77 from grund
78 if (!hilfsUm() && !umEin() && !umBpR() && !umBpL() && umFwR() && !umFwL()) then
79 change to fwLi;
```

Writable Insert 9:15

Proposal: Transient Graphical Diagram – Demo

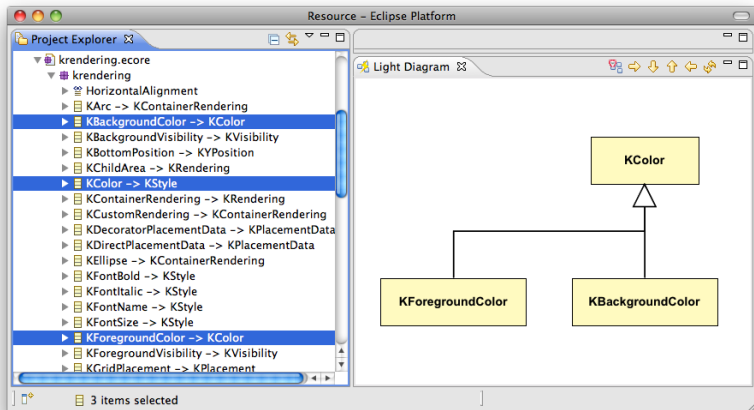
The screenshot displays the MINGES IDE interface. On the left, a code editor shows the following logic for the 'grund' state:

```

56: /** Ein berechtigtes Kommando zum HilfsUmstellen ist ei
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79:     change to fwLi;
  
```

On the right, a graphical diagram shows a central node labeled 'grund' with a thick border. It is connected to six surrounding nodes: 'bPRe' (top-left), 'uml' (top-right), 'hUml' (right), 'fwRe' (bottom-right), 'fwLi' (bottom-left), and 'bPLi' (left). Each connection is represented by a double-headed arrow, indicating bidirectional transitions between the central 'grund' state and each of these peripheral states.

Example 2: Class Diagrams – Demo



Transient Graphical Views

Characteristics:

- ▶ Lightweight
- ▶ Flexible
- ▶ “Intelligent”
- ▶ Easy to define & contribute

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Requirements:

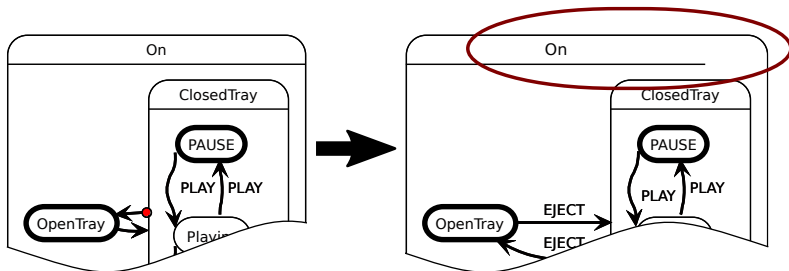
- ▶ Automatic arrangement of depicted elements – **macro layout**
- ▶ Local arrangement of the figures’ primitives – **micro layout**
- ▶ Drawing by means of an efficient graphics framework
- ▶ Appropriate description language to formulate diagrams

Our Contribution: KRendering Meta Model

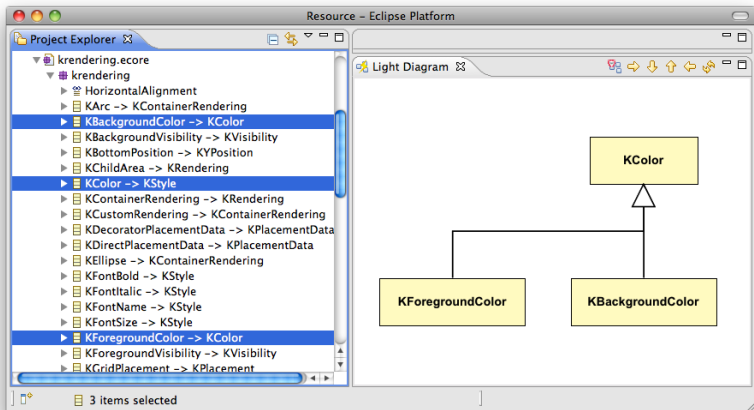
- ▶ Designed for describing concrete diagrams
- ▶ Is built upon the KGraph meta model used by the KIELER Infrastructure for Meta Layout (KIML)
- ▶ Provides primitive figures to be composed to complex ones
- ▶ Enables smart micro layout descriptions

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- ▶ Designed for describing concrete diagrams
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KRendering Diagram Description – Example



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```
KNode { /* the diagram */
  KShapeLayout {
    algorithm = "ogdf.planarization",
    direction = UP, spacing = 75.0
  }
  KNode { /* "KColor" figure */
    KShapeLayout {
      width 180.0 height 80.0
    }
    Rectangle {
      lineWidth 2, backgroundColor 255 250 205
      Text "KColor" {
        bold, fontSize 20,
        backgroundColor 255 250 205
      }
    }
  }
  KNode { /* "KBackgroundColor" figure */
    KShapeLayout {
      width 242.0 height 80.0
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      }
    }
  }
}
```

```
--> "//children.0" {
  KEdgeLayout {
    edgeType = GENERALIZATION
  }
  Polyline {
    lineWidth 2
    Polygon {
      lineWidth 2, backgroundColor 255 255 255
      polylinePlacementData {
        points:
          left 0.0 0.0 / top 0.0 0.0,
          right 0.0 0.0 / top 0.0 0.5,
          left 0.0 0.0 / bottom 0.0 0.0
      }
      detailedPlacementData:
        decoratorPlacementData {
          relative, location 1.0,
          xOffset -35, yOffset -17.5,
          width 35, height 35
        }
      }
    }
  }
  KNode { /* "KForegroundColor" figure */
    KShapeLayout {
      width 242.0 height 80.0
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    ...
  }
}
```

Benefits & Realization

- ▶ Enables view synthesis in model-based fashion
- ▶ Efficient application of automatic layout (no graph extraction)
- ▶ Views can be updated interactively by changing the model
- ▶ Forms a basis for efficient view management as proposed by



H. Fuhrmann and R. v. Hanxleden, [Taming Graphical Modeling](#)
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- ▶ Experimentally implemented in the
KIELER Lightweight Diagrams project (KLighD)
 - ▶ Is provided with mappings
 - ▶ Chooses a fitting one if objects are to be depicted

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Conclusion & Further Work

- ▶ Lots of productivity wasted with drawing diagrams manually
- ▶ Transient views appear to be a promising means for visualizing models or model excerpts
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- ▶ Currently also investigated:
 - ▶ Synthesis of transient views in a generative way
 - ▶ General treatment of diagram labels
 - ▶ Smart layout configuration
- ▶ <http://www.informatik.uni-kiel.de/rtsys/kieler/>

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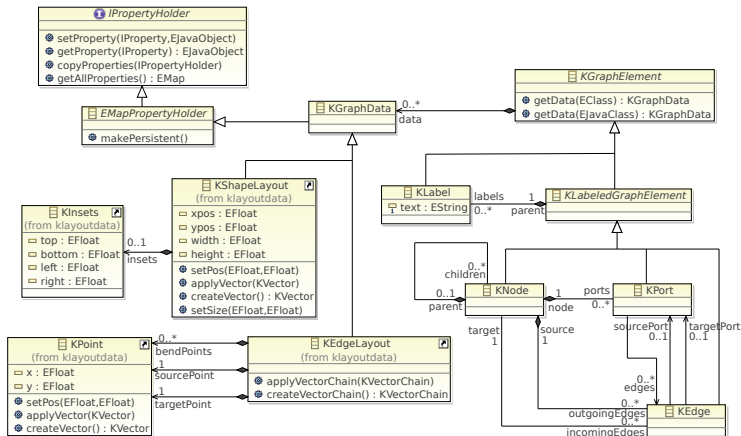
thanks!

questions or comments?

Appendix

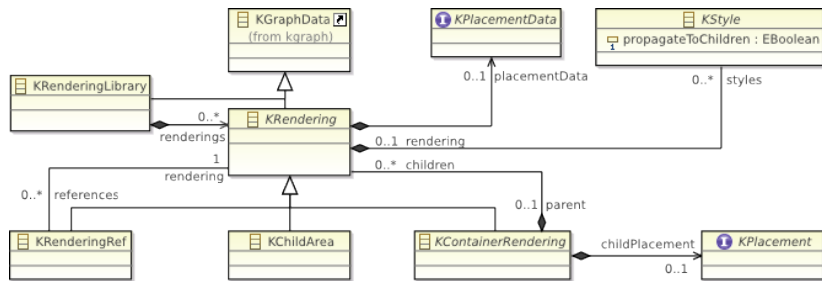
Appendix – KGraph Meta Model

with KLayoutData



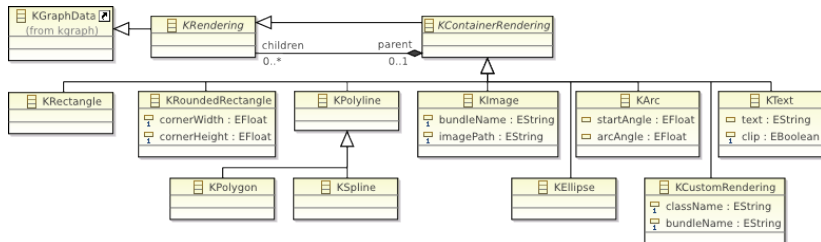
Appendix – KRendering Meta Model 1/3

Core Elements



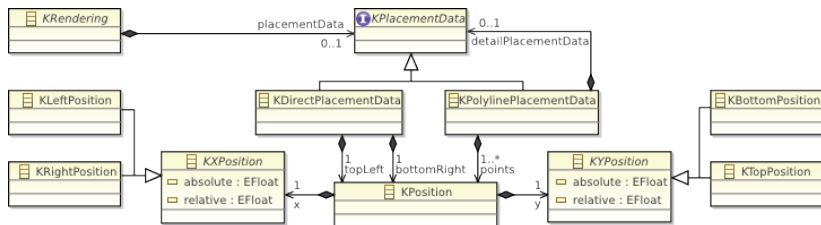
Appendix – KRendering Meta Model 2/3

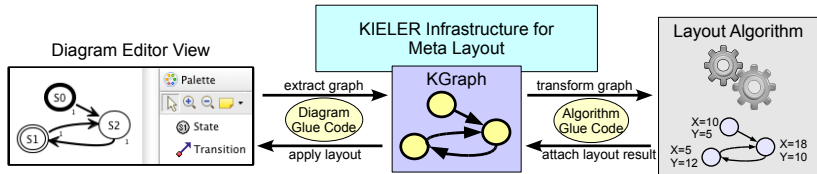
Rendering Primitives

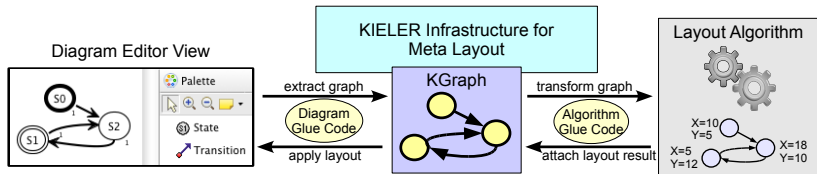


Appendix – KRendering Meta Model 3/3

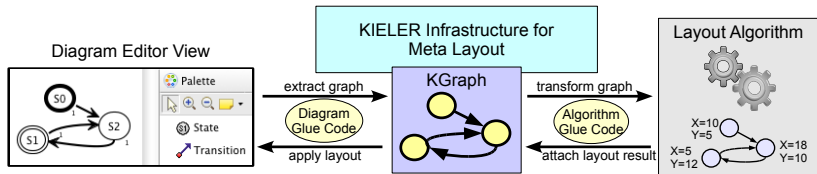
Declarative Micro Layout Definitions (Excerpt)







- ▶ GMF
 - ▶ Graphiti
 - ▶ Papyrus
 - ▶ Yakindu
- ▶ Graphviz (Dot, Neato, FDP, Twopi, Circo)
 - ▶ Open Graph Drawing Framework (OGDF) (Layer-based, Planarization, Force-directed)
 - ▶ Own Implementations (Data flow diagrams)



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      detailedPlacementData:
        decoratorPlacementData {
          relative, location 1.0,
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          width 35, height 35
        }
      }
    }
  }
  KNode { /* "KForegroundColor" figure */
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      width 242.0 height 80.0
    }
    ...
  }
}
```

Appendix – Ecore Mapping in Xtend 1/3

Inject

extension KRenderingUtil

Inject

extension KRenderingColors

```
override KNode transform(EModelElementCollection model, TransformationContext<
    EModelElementCollection, KNode> transformationContext) {

    val rootNode = KimlUtil::createInitializedNode;
    rootNode.KShapeLayout.setProperty(LayoutOptions::ALGORITHM, "de.cau.cs.kieler.kiml.ogdf.
        planarization");
    rootNode.KShapeLayout.setProperty(LayoutOptions::SPACING, 50.float);
    rootNode.KShapeLayout.setProperty(LayoutOptions::DIRECTION, Direction::UP);

    val classifier = model.filter(typeof(EClassifier)).toList;
    classifier.createClassifierFigures(rootNode);
    classifier.createAssociationConnections;
    classifier.createInheritanceConnections;

    model.filter(typeof(EPackage)).forEach[
        val classifiers = it.EClassifiers;
        classifiers.createClassifierFigures(rootNode);
        classifiers.createAssociationConnections;
        classifiers.createInheritanceConnections;
    ];

    return rootNode;
}
```

Appendix – Ecore Mapping in Xtend 2/3

```
def createClassifierFigures(Iterable<EClassifier> classes, KNode rootNode) {
  classes.forEach[
    val boxWidth = if (it.name.length < 10) 180 else it.name.length*12+50;
    val classNode = it.createRectangularNode(80, boxWidth);
    classNode.KRendering.add(
      factory.createKText.of(it.name).add(factory.createKFontSize.of(20))
        .add(factory.createKFontBold.setbold).add("lemon".bgColor)
    );
    classNode.KRendering.add(factory.createKLineWidth.of(2)).add("lemon".bgColor);
    rootNode.children.add(classNode);
  ];
}
```

```
def createAssociationConnections(Iterable<EClassifier> classes) {
  val list = classes.toList;
  list.filter(typeof(EClass)).forEach[
    it.EStructuralFeatures.filter(typeof(EReference))
      .filter[list.contains(it.EType)]
      .forEach[it.createAssociationConnection];
  ];
}
```

```
def createAssociationConnection(EReference ref) {
  val edge = ref.createPolyLineEdge;
  edge.KRendering.add(factory.createKLineWidth.of(2));
  (edge.KRendering as KPolyline).addConnectionArrow(2, true);
  edge.source = ref.eContainer.node;
  edge.target = ref.EType.node;
  ref.eContainer.node.outgoingEdges.add(edge);
}
```

Appendix – Ecore Mapping in Xtend 3/3

```
def createInheritanceConnections(Iterable<EClassifier> classes) {
    val list = classes.toList;
    list.filter(typeof(EClass)).forEach[
        child | child.ESuperTypes.filter[ list.contains(it) ]
            .forEach[ parent | child.createInheritanceConnection(parent) ];
    ];
}

def createInheritanceConnection(EClass child, EClass parent) {
    val edge = new Pair(child, parent).createPolyLineEdge;
    val line = edge.KRendering as KPolyline
    edge.KEdgeLayout.setProperty(LayoutOptions::EDGE_TYPE, EdgeType::GENERALIZATION)
    line.add(factory.createKLineWidth.of(2))
    line.addInheritanceConnectionArrow(2, true);
    edge.source = child.node;
    edge.target = parent.node;
    child.node.outgoingEdges.add(edge);
}
```
