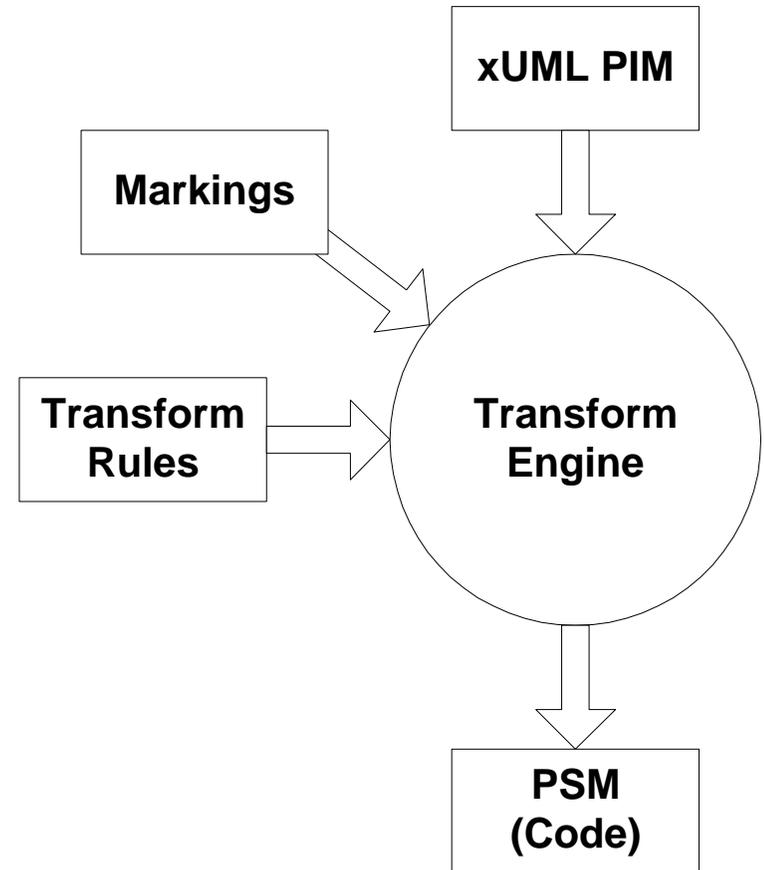


Building an MDA Tool Chain

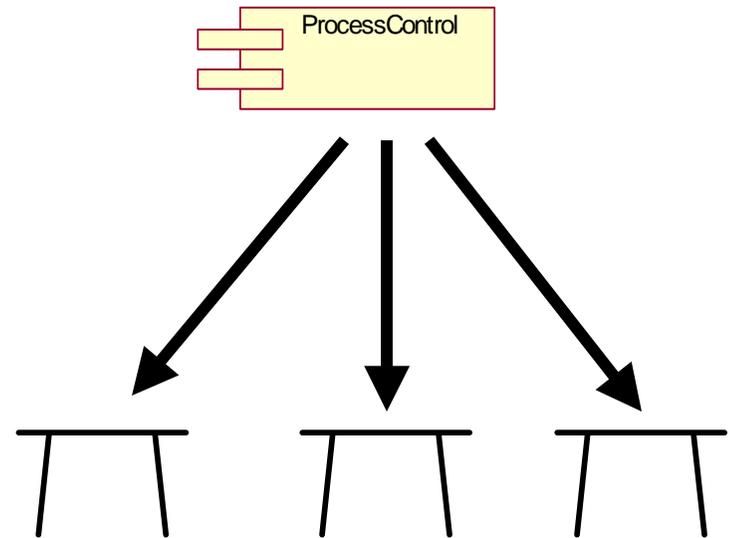
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- Model Driven Architecture
- PathMATE MDA tool chain
- Tool chain integration points
- Future directions

- Model components independent of implementation technologies
- Transformations map model to implementation
- Generates any type of text file
 - Code (C, C++, Java)
 - XML, XML Schemas
 - RDB Schemas
 - Build scripts
 - HTML

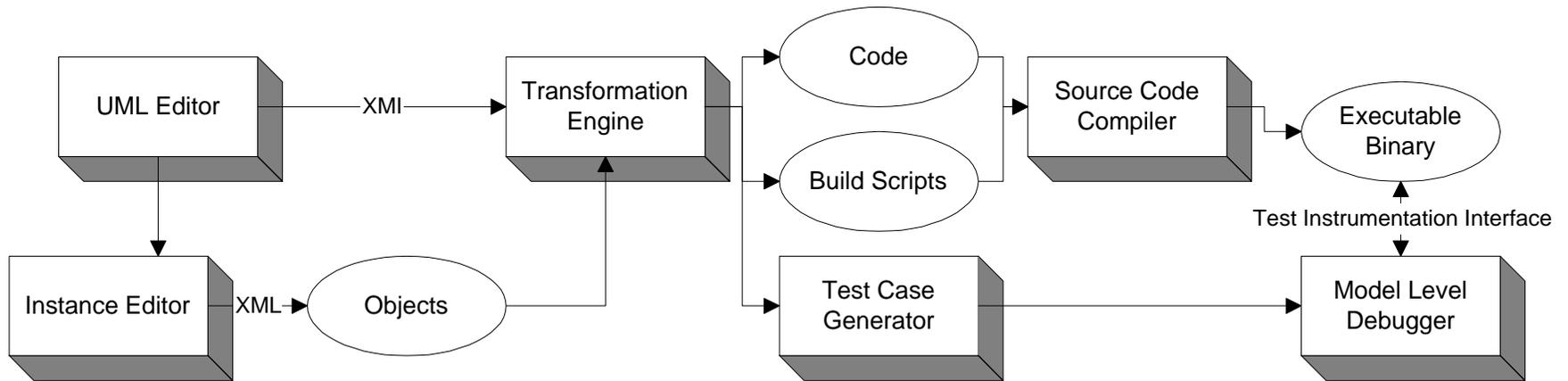


- Executable models
- Large number of embedded systems platforms
- Variations in development processes and tool requirements



- Editors
 - XMI Transformation Engine
 - Interactive Requirements
- RTOS
- Build Environments

PathMATE Tool Chain



- Custom integration with each tool
- Templates map models to downstream target tool input format
- Upstream inputs require custom parsers and transformations

- Domain specific language for converting model data to text
- Executed by the transformation engine
- Operate on UML metamodels natively
- Extensions for custom metamodels

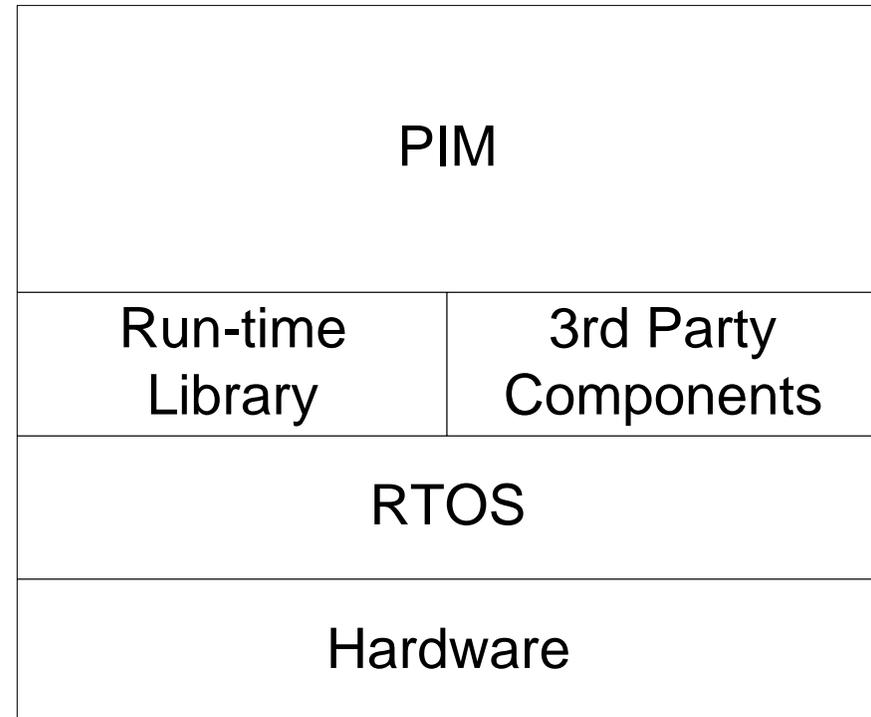
- Proprietary metamodel based on UML
- Operates on UML data (MOF level 2)
- Transformation template script
- Template language extended to handle instance data (MOF level 0)
- Current output textual only (not a QVT transform)

- PathMATE profile
- Connection to transformation engine
- Interactive requirements
- Action language
- Rename

- Not quite ready as an interoperability standard
- Initial round trip via XMI lost data
- Wrote own XMI exporter for editors
- Efforts to tighten XMI in progress

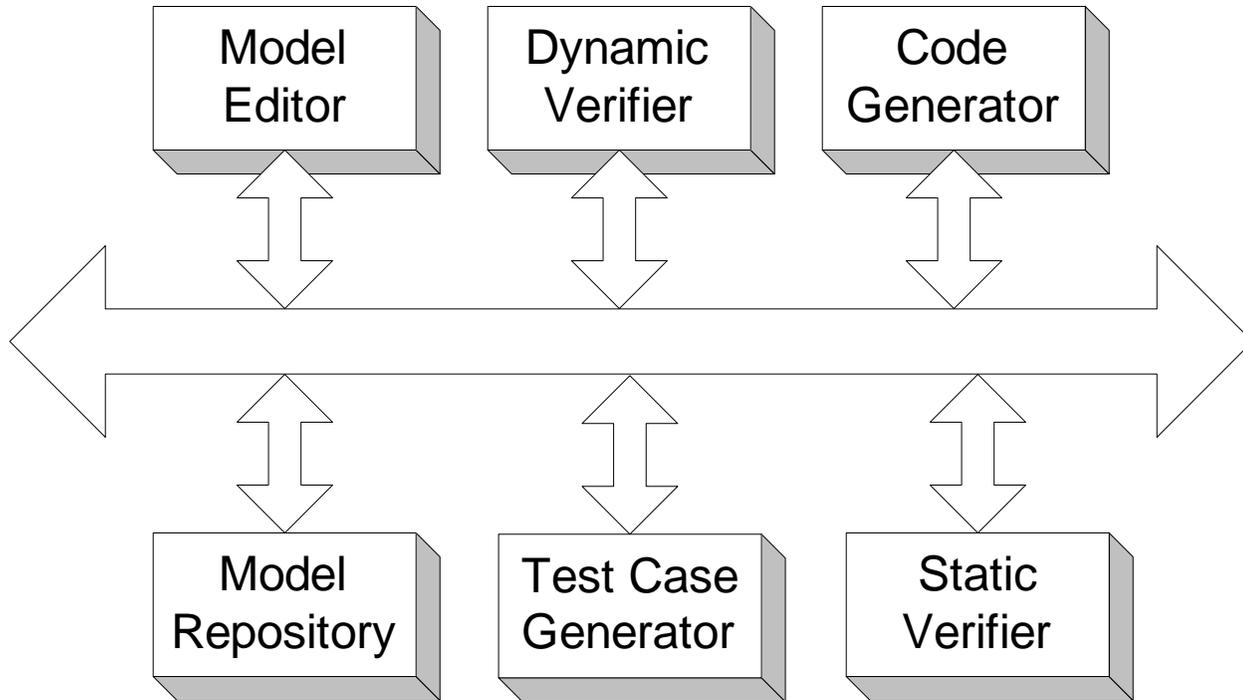
- IDE Project files
- Makefiles
- Board specific files

- Run-time library wraps common RTOS features
 - Threads
 - Memory management
- Transformation rules map to custom features



- Instance data (MOF level 0)
- Instance editor
 - Instances
 - Attribute values
 - Associations
- XML Schema
 - XMI like
 - Rename of meta-model elements

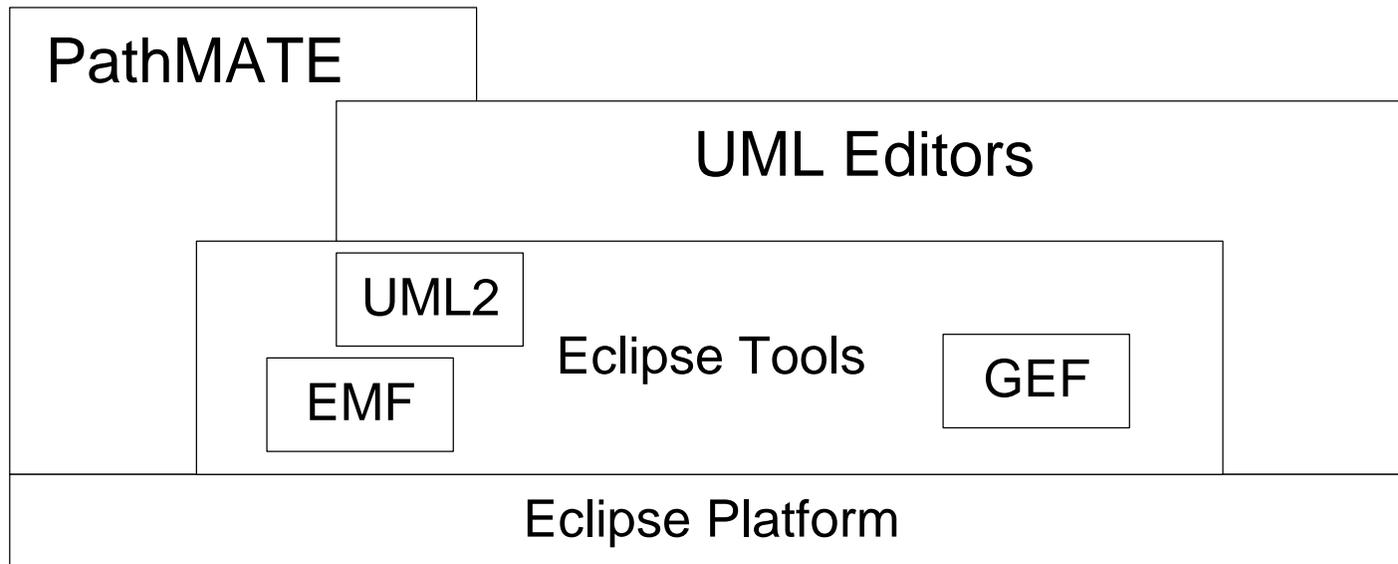
MDA Tool Chain



- Tools use different models or semantics
 - Informally defined or proprietary profiles
 - Executable UML
 - Ambiguity intentionally left in UML specification
- Assume different platform semantics
- Tool input and output formats

- Standard way to specify transformations
- Model to model transformations
- Model to text
- Works in progress

- Common backplane EMF
- Plug-in architecture
- Solves some of our editor integration problems
 - UML2 project wraps XMI
 - Events connection to EMF for interactive change notification
 - Fewer editor specific integrations
 - Extendability



- MDA tool chain could use MIC principles
- MIC could use MDA transformation principles
- Transformation is key area of overlap

Thank You!

