



Model Transformations for Embedded System Design and Virtual Platforms

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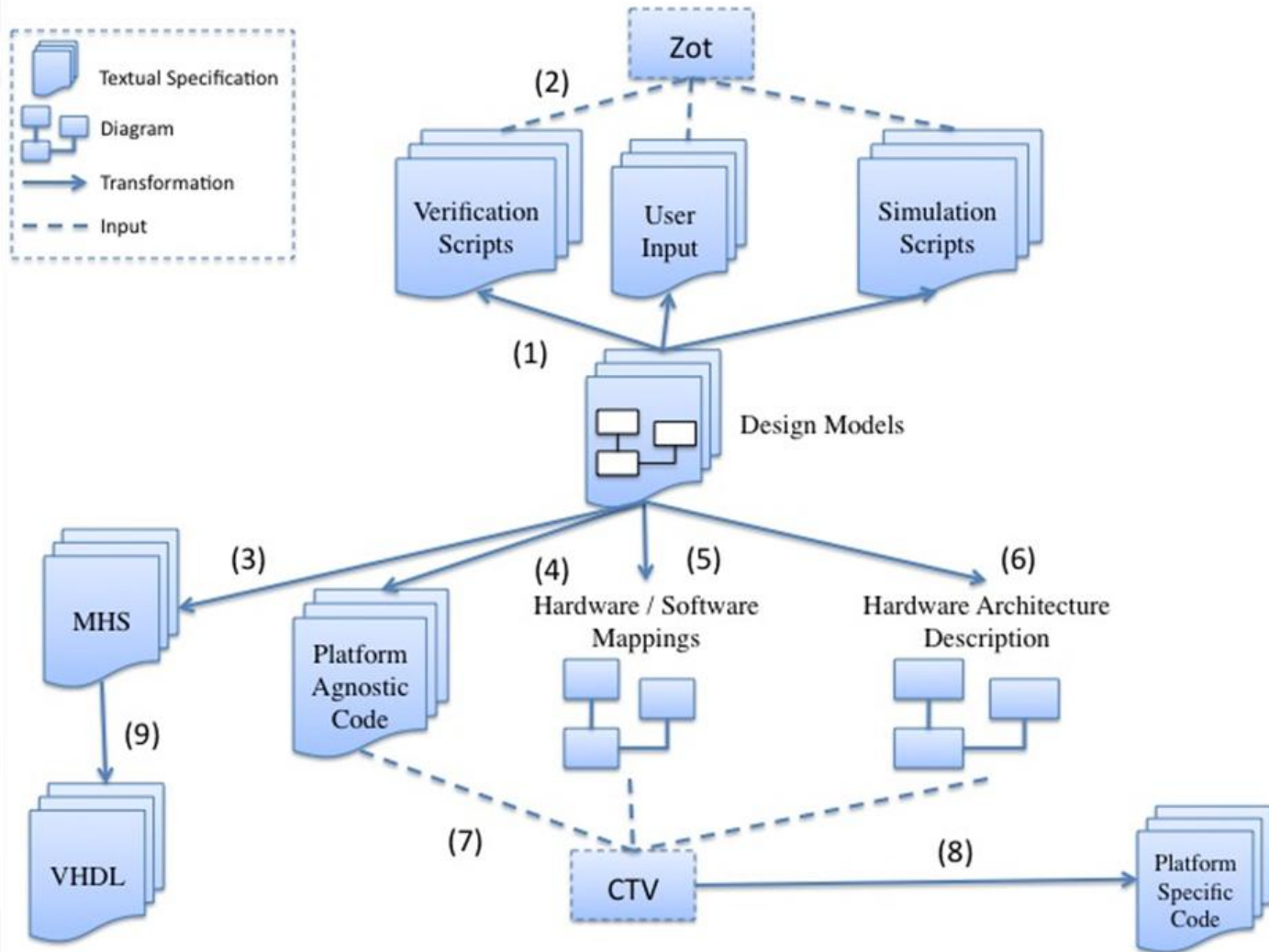
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MDE for Embedded Systems



- MADES investigates a model-centric approach to embedded systems development
 - Models are the main artefacts of the development process
 - Models are automatically analysed, verified and then transformed into concrete artefacts
 - Hardware specifications, code, configuration files
- Aims: correctness, consistency, productivity, cost-effectiveness

MADES Artefacts and Workflow



MADES Design Models



- Specified in the MADES modelling language
 - Reuses parts of UML, MARTE and SysML
 - Tailored for Embedded Systems
 - 10 diagrams types
 - Requirements, High-Level Structure, Hardware
 - Software, Allocation, Time
 - Activity, Sequence, State, Use case, Interaction (ext)
- Tool support
 - Modelio (Softeam), Papyrus (open-source)



- **Aim:** Transform MADES design models into other representations automatically
 - To achieve consistency, productivity and correctness by construction
- Two types of model transformations
 - Model-to-model (M2M) transformations
 - Model-to-text (M2T) transformations

Enabling Technologies: EMF



- Eclipse Modelling Framework (EMF)
 - Sub-project of Eclipse Modelling
 - Supports the definition of modelling languages
 - Standards compliant XMI model serialisation
 - Modelio exports models in XMI, Papyrus built on EMF
 - Mature open-source project
 - Lots of tooling built atop it
 - e.g. GMF, Graphiti for graphical editors



Enabling Technologies: Epsilon



- Epsilon (www.eclipse.org/gmt/epslon)
 - Sub-project of Eclipse Modeling
 - Provides consistent and interoperable languages for model transformation
 - M2M and M2T transformation
 - + languages for model validation, comparison, refactoring
 - Seamless integration with Eclipse/EMF
 - Eclipse-based editors, launchers, ANT tasks

Enabling Technologies: M2T



- Epsilon Generation Language (EGL)
 - Template-based (i.e. like PHP/JSP)
 - Metamodel-agnostic
 - Can generate text/code from any EMF-based model
 - Target-agnostic
 - Can generate text/code in any language
 - Support for preserving hand-written code
 - Protected regions in templates

Enabling Technologies: M2M



- Epsilon Transformation Language (ETL)
 - Rule-based
 - Automated rule scheduling
 - Hybrid style
 - Imperative style can be used for complex transformations
 - Can access an arbitrary number of models
 - Not only suitable for 1-1 transformations
 - Interoperates seamlessly with EGL (M2T)



Enabling Technologies: M2T



- EMFTText (<http://www.emfttext.org>)
- Specify textual syntaxes for (modelling) languages
 - Parser generator on steroids
 - Produces, parser, fully-blown editor, M2T, T2M from a grammar
- Use EMFTText to develop support for MHS
 - Existing language for Microprocessor Hardware Specification



MADES to Zot M2T Transformation



Behavioral Diagrams



Class Diagram



Time Diagram



Annotations



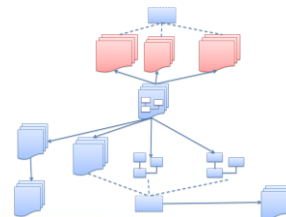
Templates

Code Generator

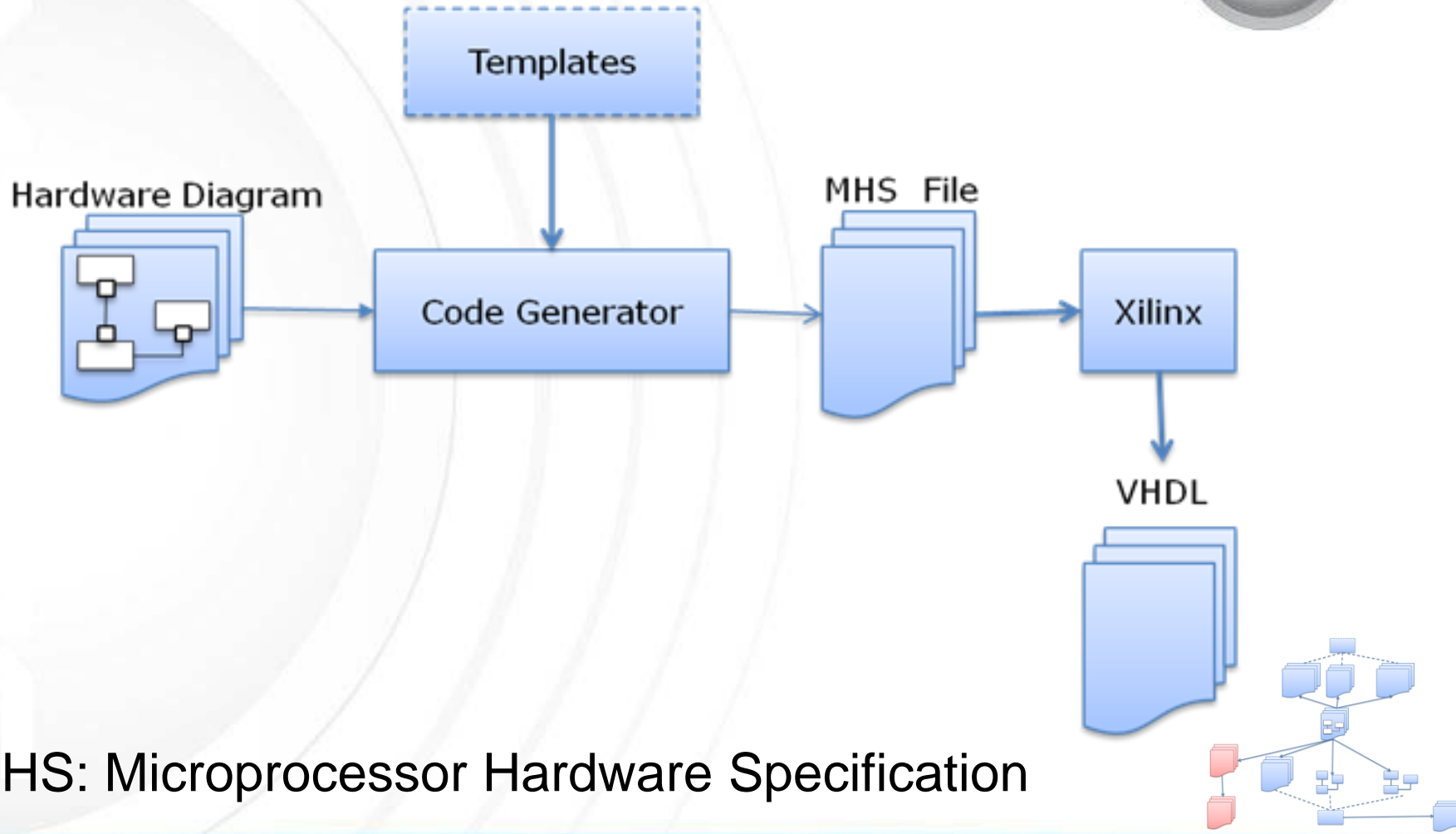
Verification Scripts



Simulation Scripts

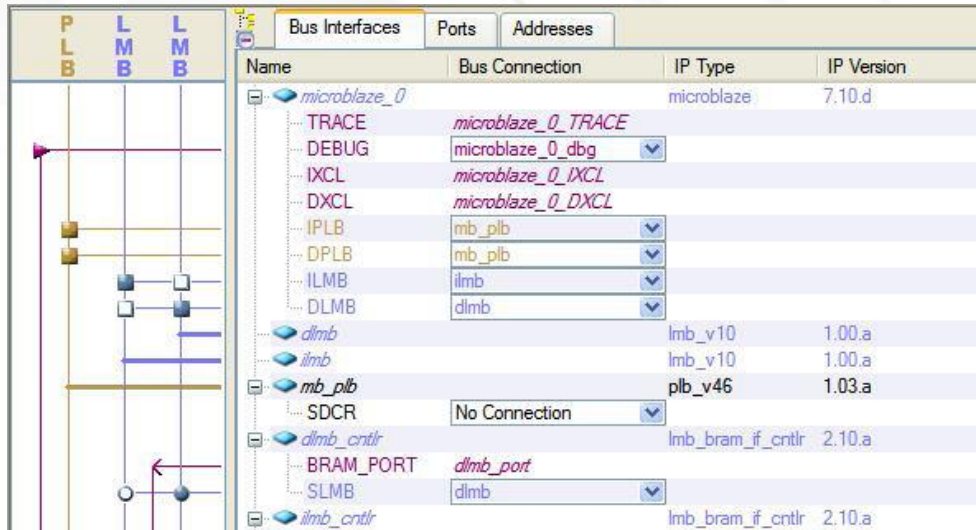


MADES to Hardware Specification



*MHS: Microprocessor Hardware Specification

MADES to Hardware Specification



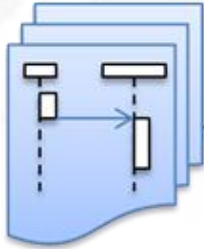
```
23 >BEGIN microblaze
24   PARAMETER INSTANCE = microblaze_0
25   PARAMETER C_INTERCONNECT = 1
26   PARAMETER HW_VER = 7.10.a
27   PARAMETER C_USE_FPU = 1
28   PARAMETER C_DEBUG_ENABLED = 1
29   BUS_INTERFACE DLMB = dldb
30   BUS_INTERFACE ILMB = ilmb
31   BUS_INTERFACE DPLB = mb_plb
32   BUS_INTERFACE IPLB = mb_plb
33   BUS_INTERFACE DEBUG = microblaze_0_dbg
34   PORT MB_RESET = mb_reset
35 END
36
37 >BEGIN plb_v46
38   PARAMETER INSTANCE = mb_plb
39   PARAMETER HW_VER = 1.02.a
40   PORT PLB_Clk = sys_clk_s
41   PORT SYS_Rst = sys_bus_reset
42 END
```

The MHS (Microprocessor Hardware Specification) file is the main source file representing the hardware part of the embedded system. This file contains the processor and all peripheral instantiations along with their parameters.

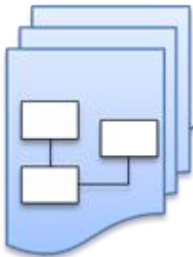
MADES to Platform-Agnostic Code



Behavioral Diagrams



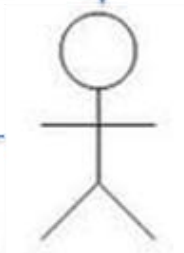
Class Diagram



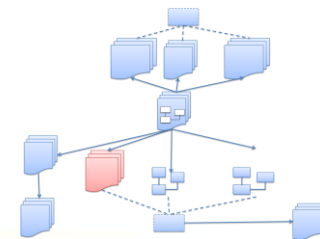
Code Skeleton



Code



Developer



Model Transformations in MADES



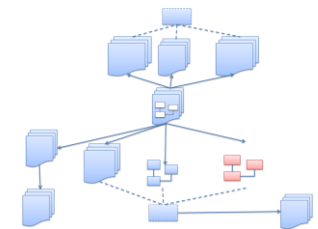
Allocation Diagram



Transformation Engine



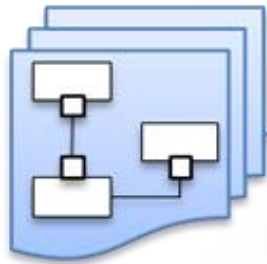
Hardware /Software Mappings



MADES to Hardware Architecture for CTV

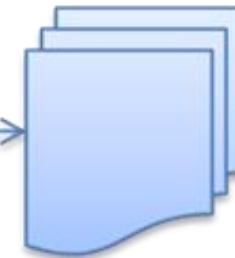


Hardware Diagram

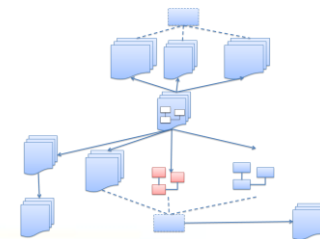


Transformation
Engine

Hardware Architecture
Description (CTV)



*CTV: Compile-Time Virtualisation



Conclusions



- Model Transformation is an essential part of the MADES methodology
 - Enhances automation, consistency
 - Facilitates interoperation between different tools of the tool-chain
 - MADES -> Zot, MADES->MHS
 - Transformations help to evaluate the expressiveness of the MADES language
 - Transformations specify the semantics of the MADES language