

The Common Variability Language (CVL)

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- Largest independent research organisation in Scandinavia

- About 2000 employees
 - 1200 in Trondheim
 - 800 in Oslo

- 7 Divisions
 - ICT about 280 researchers

- For the common variability language
 - More and more modeling DSLs
 - Need to express variability
 - Make a generic language to express variability
 - Based on capturing the differences between variants
 - Make generic tools to integrate with DSL tools

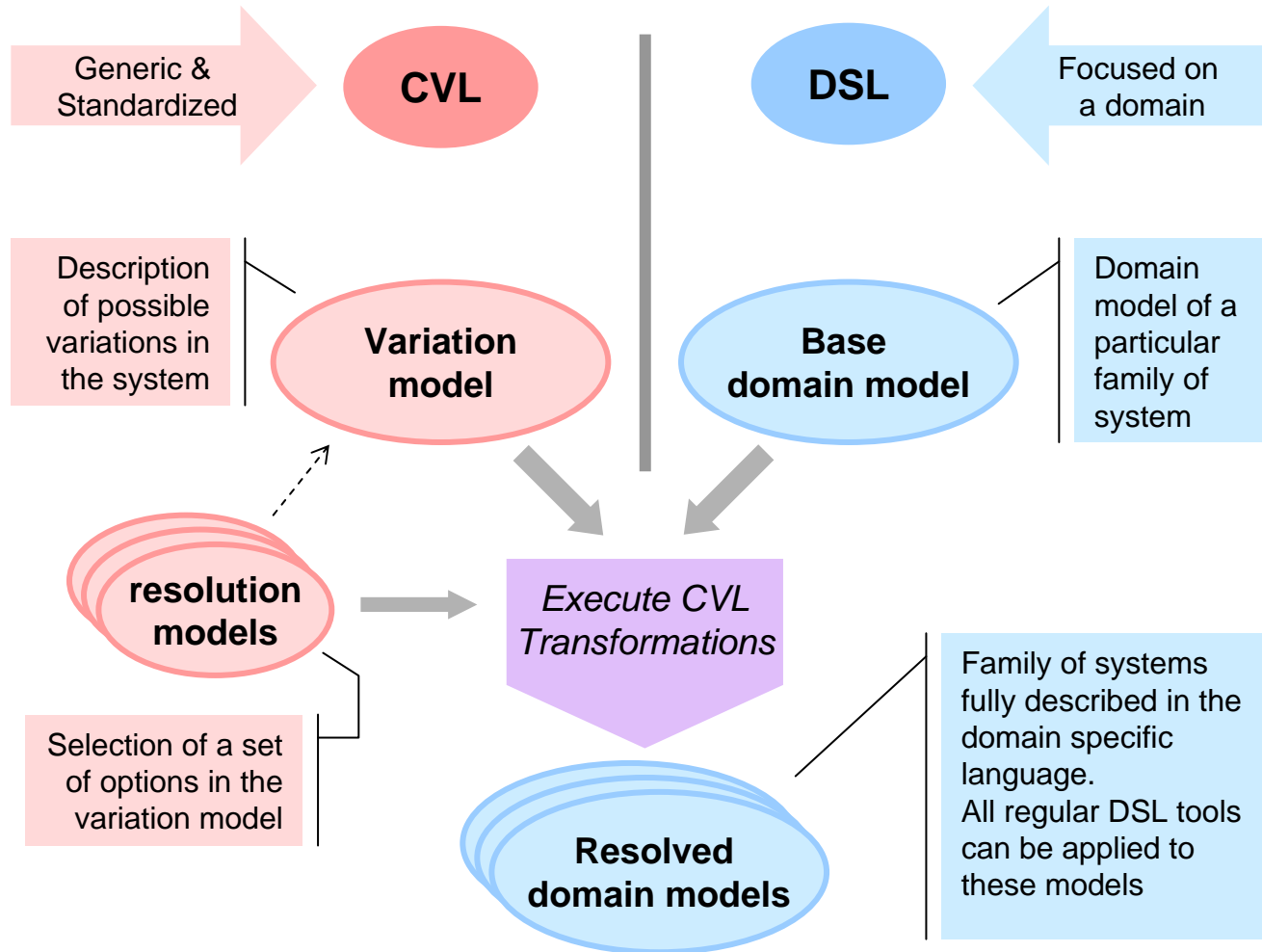
- For presenting it here
 - Similarity with AOM techniques
 - The core concepts of CVL
 - Fragments <-> Aspects ?
 - Substitution <-> Weaving ?

- **The Common Variability Language**
 - Overview of CVL
 - Basic concepts: Substitutions
 - A simple example

- Building generic tools

- Demo

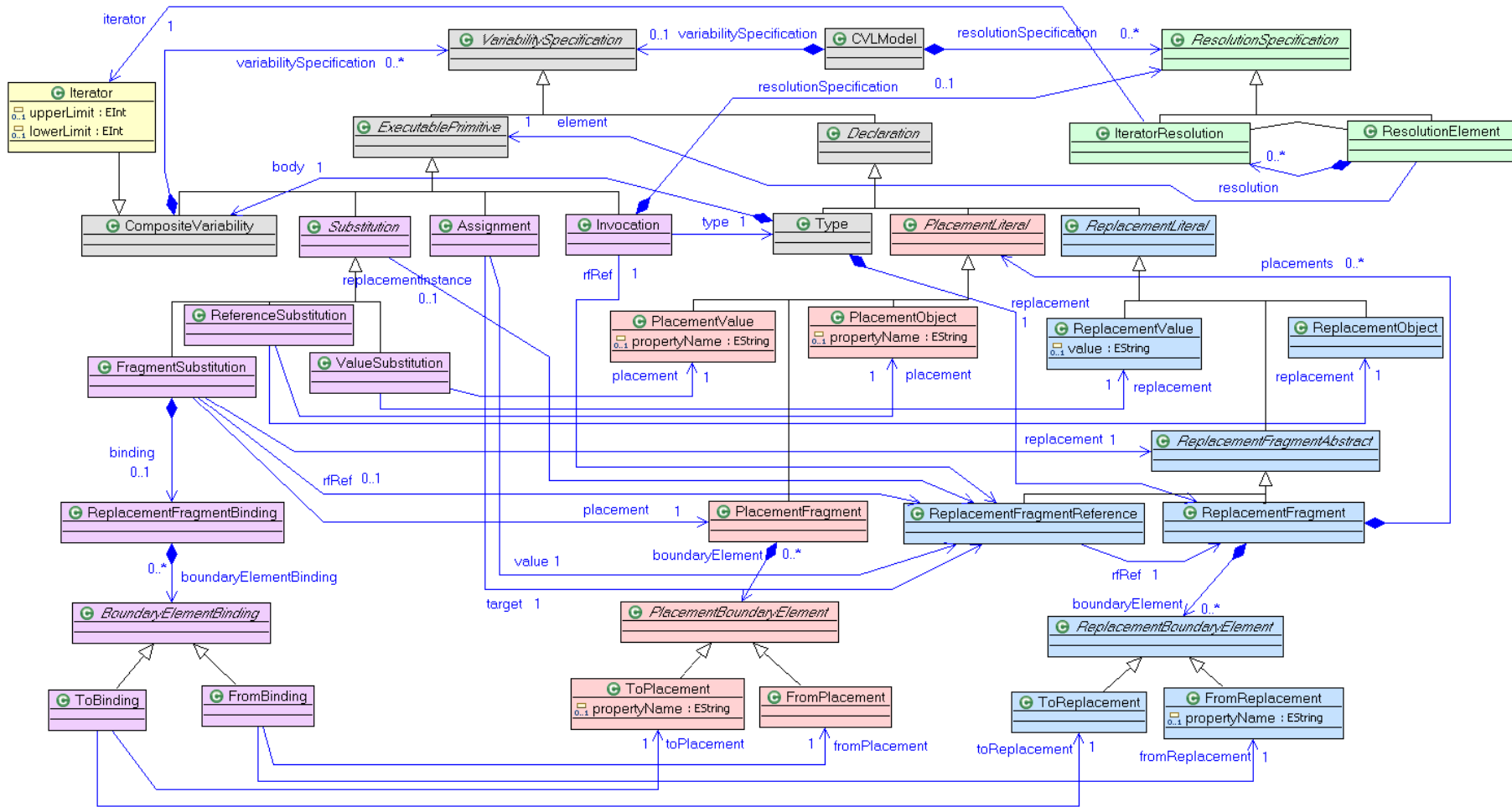
- Discussion



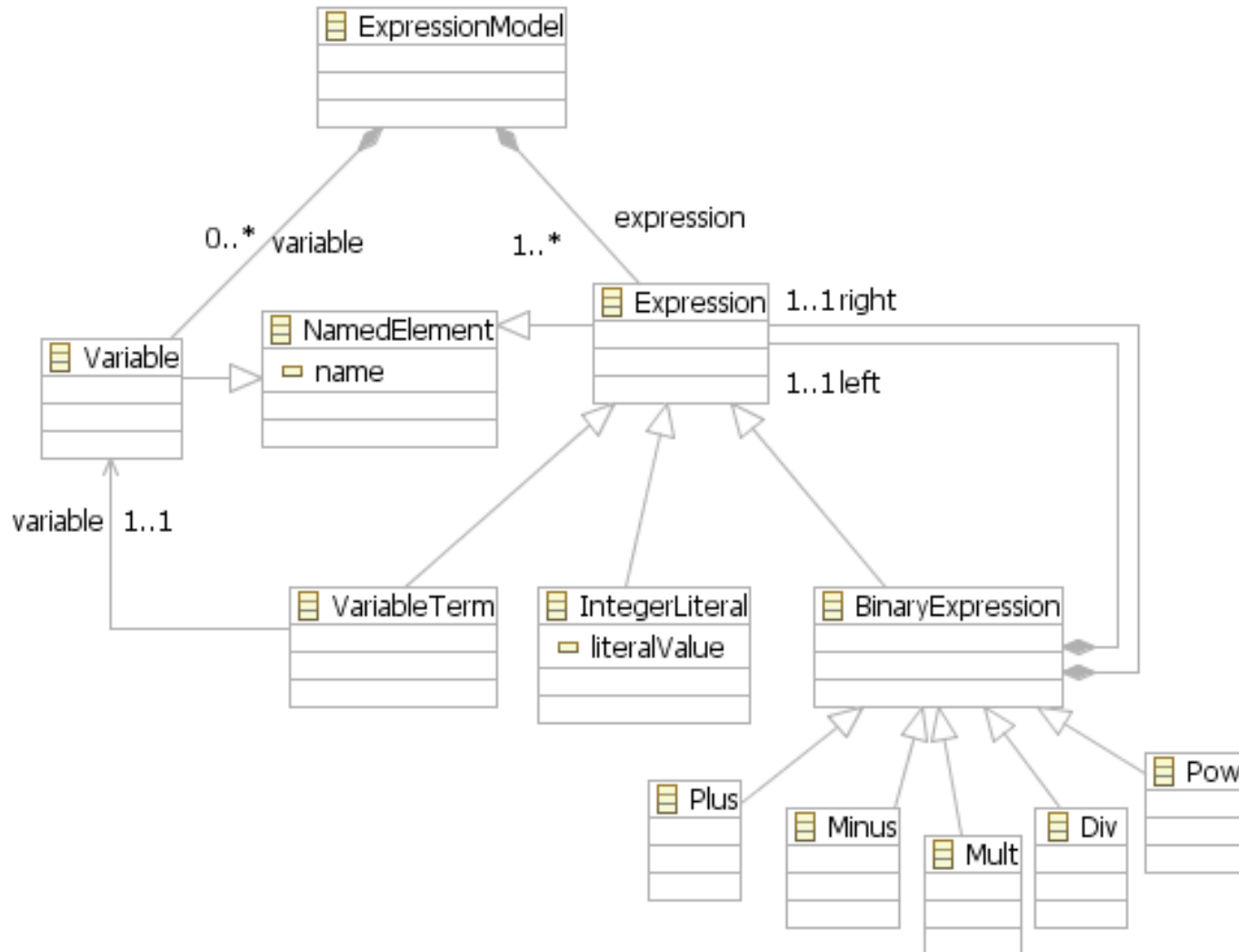
- Substitutions
 - Value substitution
 - Reference Substitution
 - Fragment substitution

- Variability
 - Choices
 - Similar to Feature models
 - Constraints

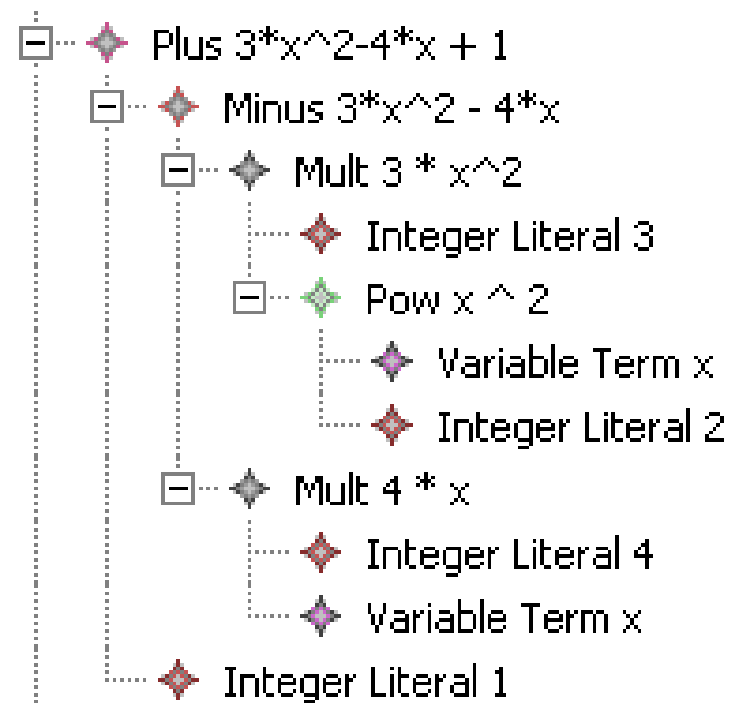
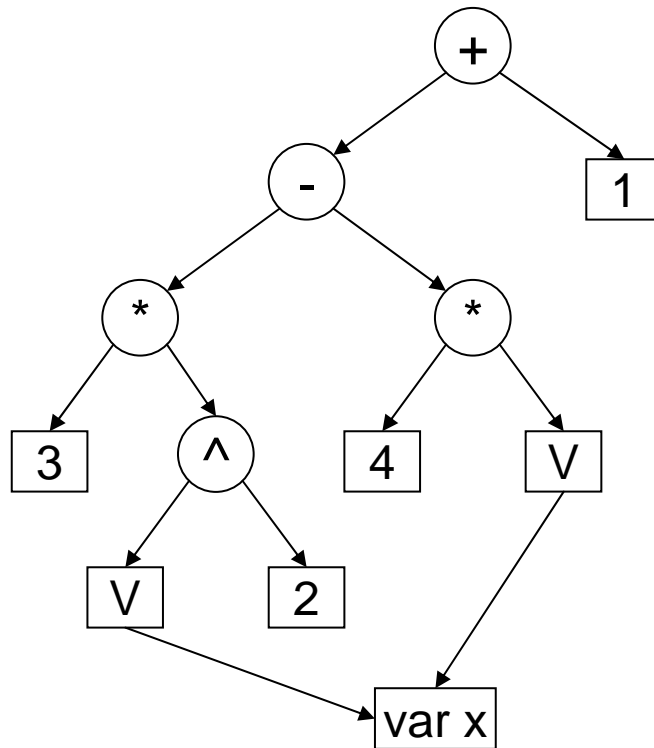
- Choices



Arithmetic Expressions Meta-Model

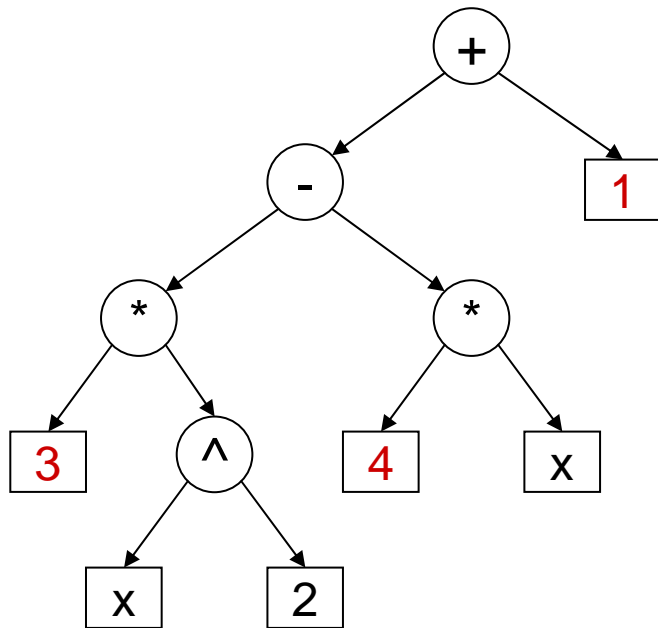


$$3x^2 - 4x + 1$$

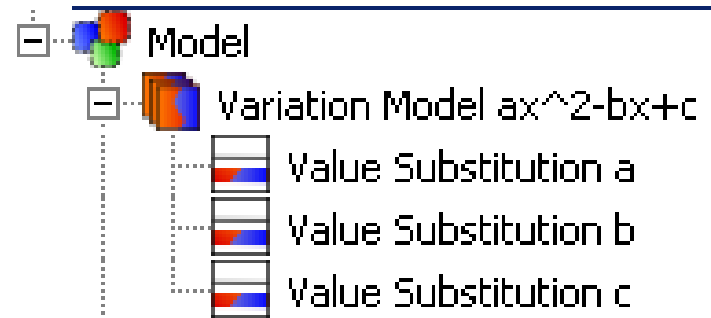


Variations on the coefficients

$$3x^2 - 4x + 1 \Rightarrow 3x^2 - 4x + 1$$

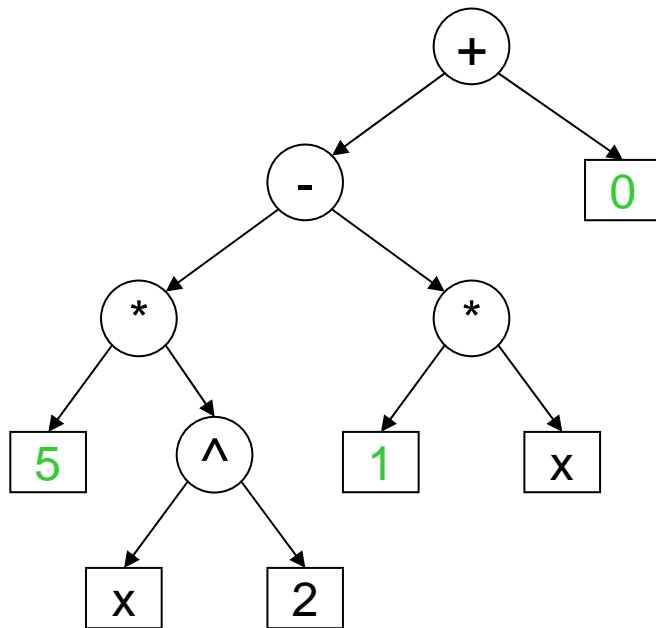


3 value substitutions

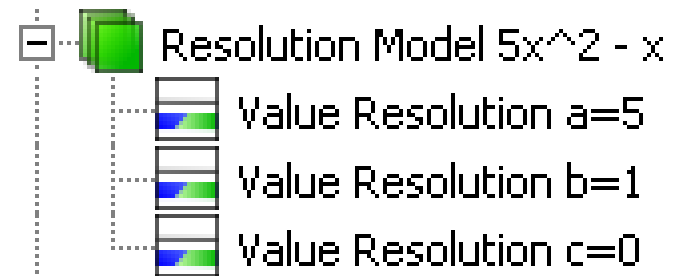


Providing the new values

$$3x^2 - 4x + 1 \Rightarrow 5x^2 - 1x + 0$$

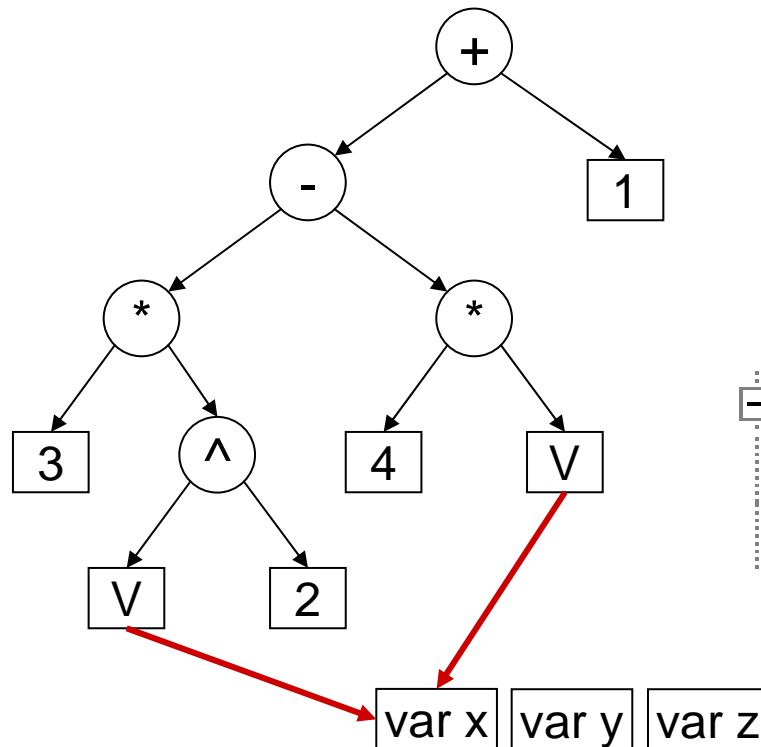


3 value resolutions

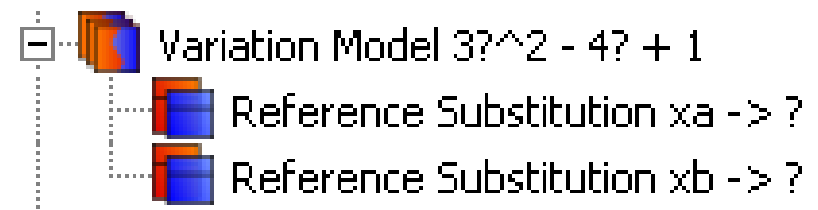


Variations on the variables

$$3x^2 - 4x + 1 \Rightarrow 3x^2 - 4x + 1$$

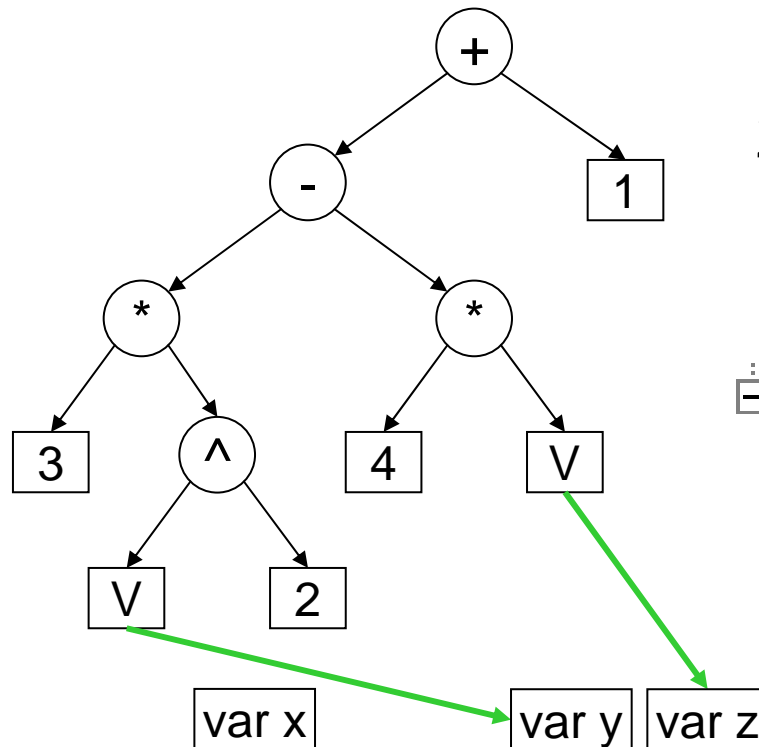


2 reference substitutions

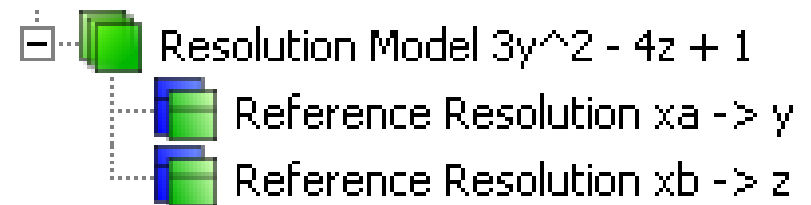


Providing replacement variables

$$3x^2 - 4x + 1 \Rightarrow 3y^2 - 4z + 1$$

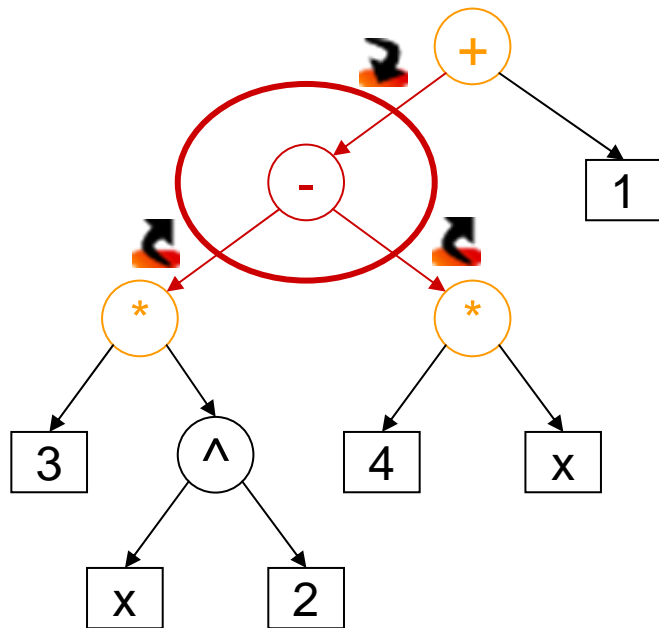


2 reference resolutions

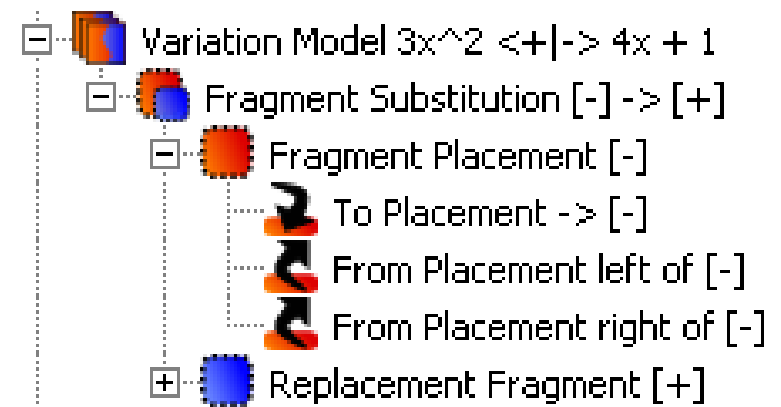


Variation on an operator

$$3x^2 - 4x + 1 \Rightarrow 3x^2 - 4x + 1$$

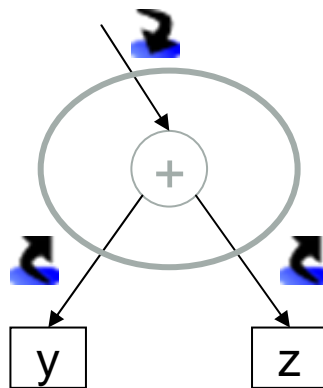


- 1 Fragment substitution
- 1 Placement Fragment
 - 2 From Placement BE
 - 1 To Placement BE

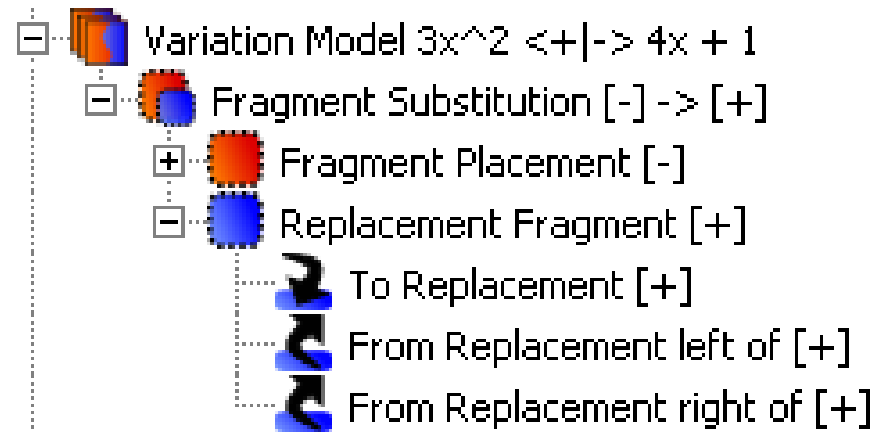


Replacement operator specification

x + y



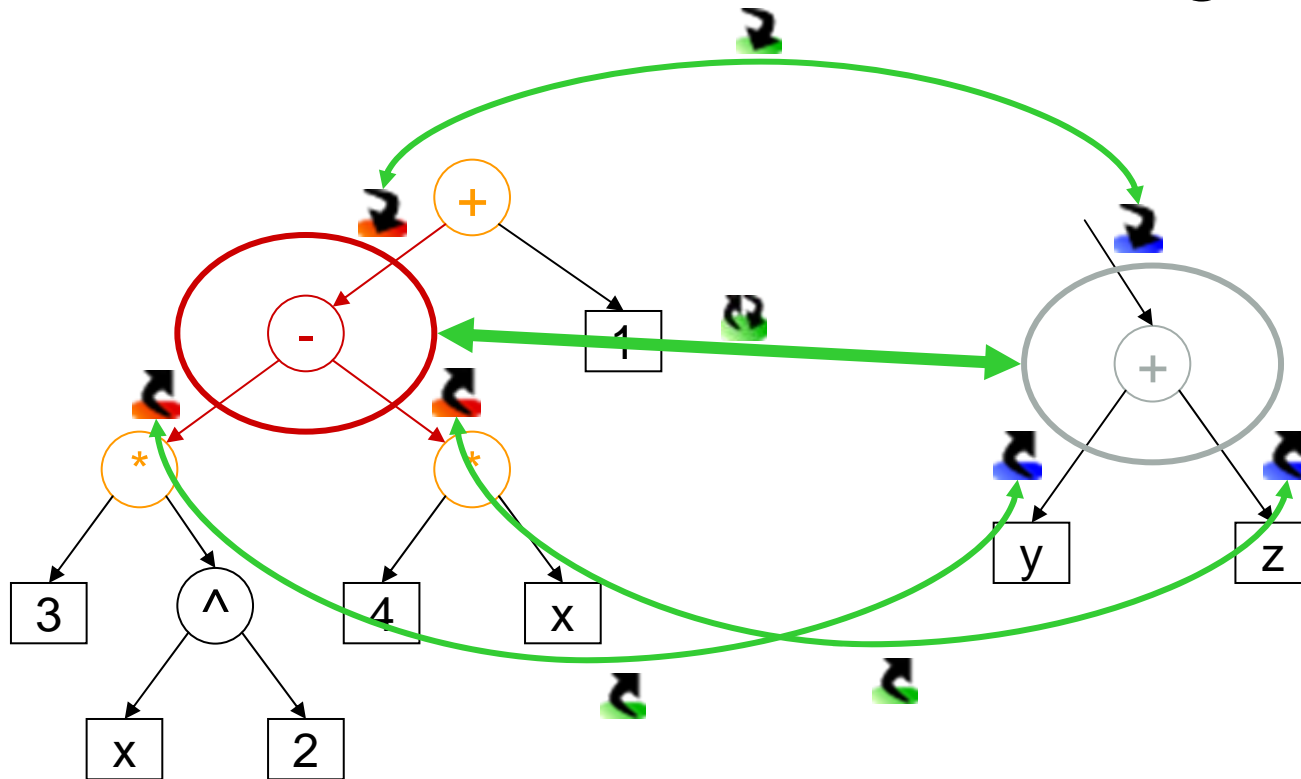
- 1 Replacement Fragment
 - 2 From Placement BE
 - 1 To Placement BE



Fragment binding

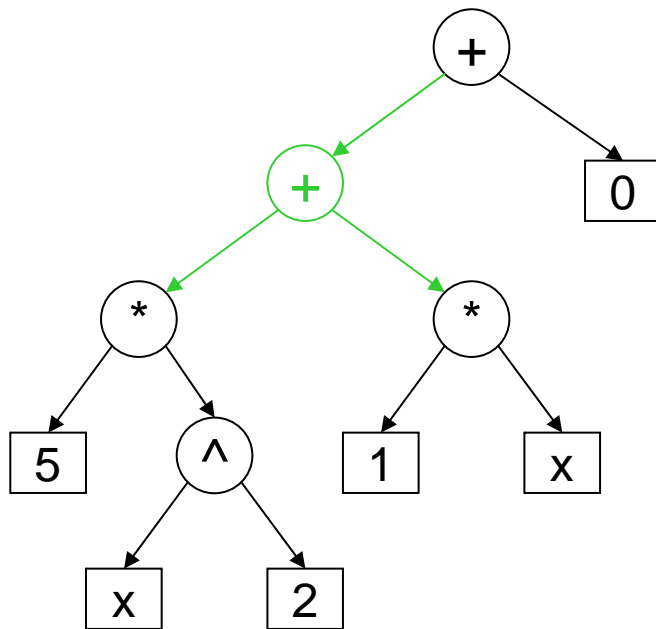
$$3x^2 - 4x + 1$$

$$x + y$$

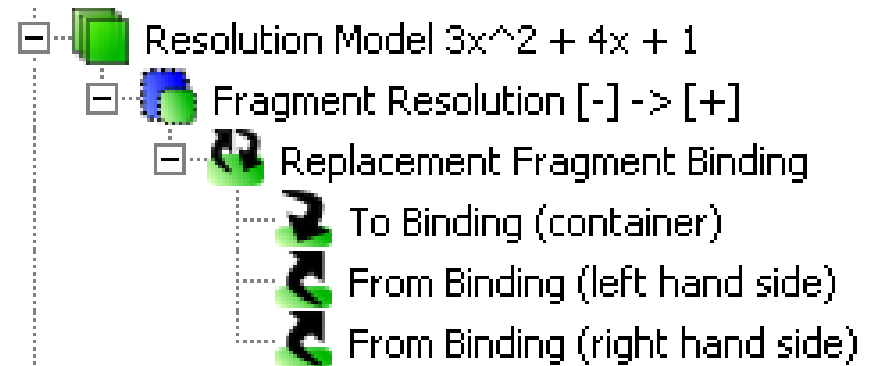


Fragment substitution

$$3x^2 - 4x + 1 \Rightarrow 3x^2 + 4x + 1$$



- 1 Fragment resolution



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- **Building generic tools**
- Demo
- Discussion

- Specify Variation Models
 - Model Fragments
 - Substitutions
 - Constraints
- Specify Resolution Models
 - Choices
 - Fragment Bindings
- Trigger Transformations

- Generic Tools – DSL independent
 - Transformations
 - Editors

- Reuse exiting DSL tools
 - Keep base-model and variability model separated
 - Only references from the variability model to the base model
 - Generic transformations
- Concrete syntax
 - Generic variability editor
 - Integrate with exiting DSL editors
 - Object editors
 - Text editors
 - Graphical editors
 - Low requirements on the DSL editors
 - Customizable visualization of variability

- Solution
 - A required interface for selection and highlighting
 - Many editors already include these functionalities
 - Supported by any editor (tree, text, graphical)

- Interaction with DSL editor
 - Provide object selection
 - Make references to objects
 - Create fragments / boundary elements
 - Provide object highlighting
 - Display referenced objects
 - Display fragments
 - Display substitutions

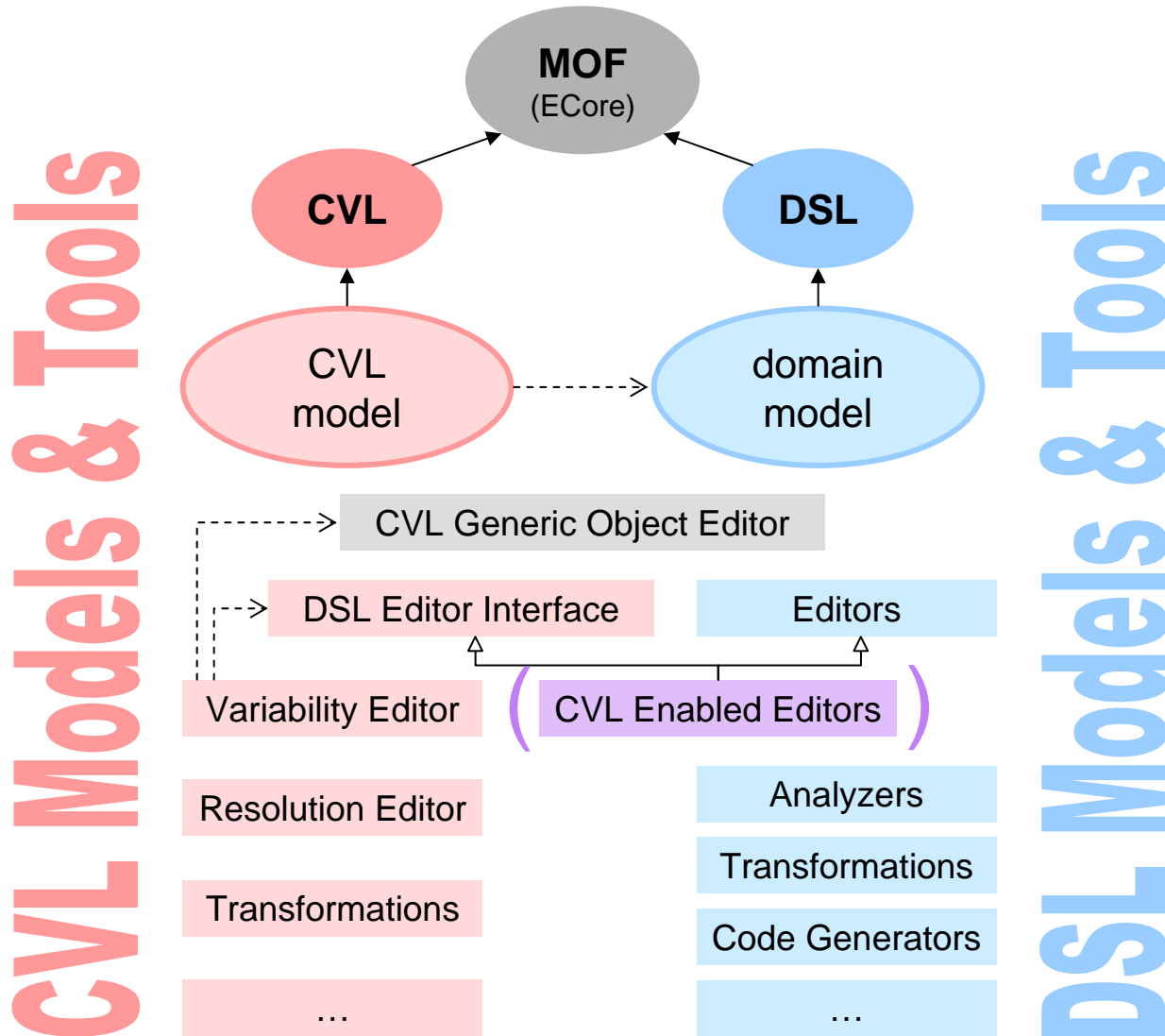
- Meta-model defined in EMF
 - EMF based variability editor
 - Integration with any EMF meta-model
- Editor interface for integration

```
/**
 * Highlight in the editor the object identified by xmi_id with the color
 * corresponding to type.
 * The ID of object is provided by the static operation
 * ICVLEnabledEditor.IDProvider.getObjectId(EObject obj). Only this operation
 * should be used to compute the ID of EObjects.
 * @param xmi_id The ID of the object
 * @param type The type of highlighting to use
 */
public void highlightObject(String xmi_id, int type);

/**
 * Remove highlighting for all object in the editor
 */
public void clearHighlighting();

/**
 * Get the editor selection
 * @return The set of domain objects (instances of the DSL meta-model)
 * selected in the editor
 */
public ArrayList<Object> getSelectedObjects();

/**
 * Set the selection of the editor
 * @param objects The IDs of the set of domain object which should be selected
 */
public void selectObjects(ArrayList<String> objects);
```



- 3 editors:
 - Generic EMF Tree editor
 - Train Control Language Editor (GMF)
 - Papyrus UML Editor (GEF)

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- **Discussion**

- Low level variability meta-model
 - Graph based
 - Fully generic
- Not user-friendly to instantiate by hand
 - Creating fragments / boundary elements
- But, the tedious tasks can be automated with the integration with DSL editors
 - Choosing objects in the base model
 - Creating the fragment
 - Computing boundary elements
- Very low requirements on the DSL tools and editor
 - A simple interface to implement

Thank you for your attention !

