

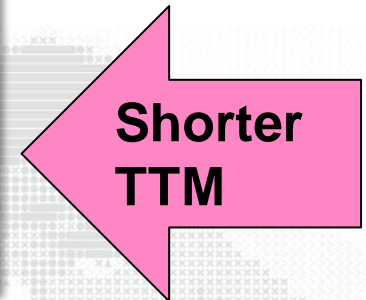
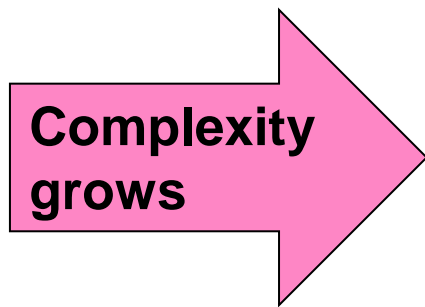


## SW: from Craftsmanship to Industry

The role of code generation in the industrialisation of software development



## The Market Situation



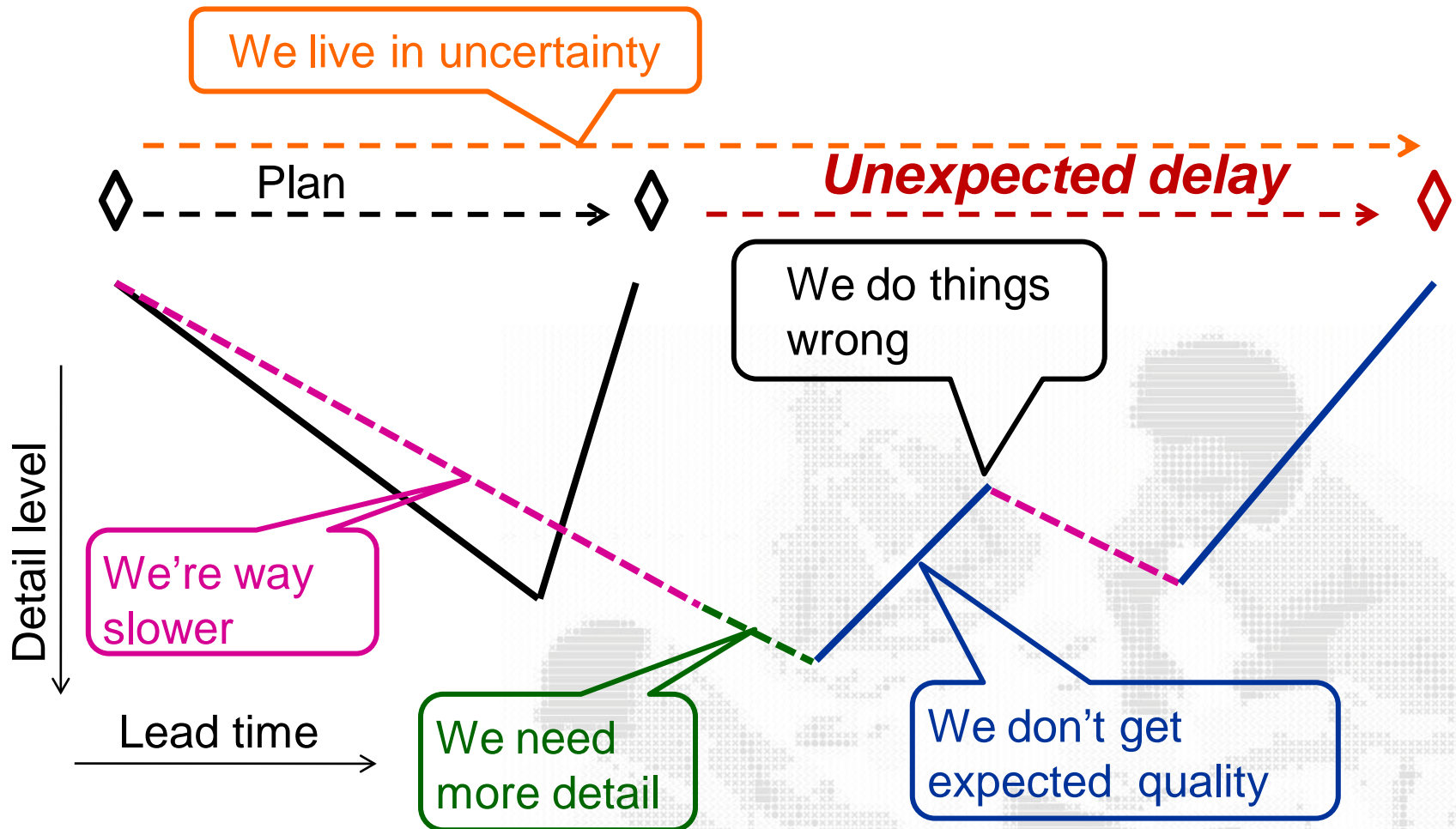
**15% - 25% of all software defects are delivered to customers.**

**Approximately 40-50% of the effort is spent on avoidable work.**

**Labor-intensive, requiring highly educated engineers.**



## The V-model: Current practice



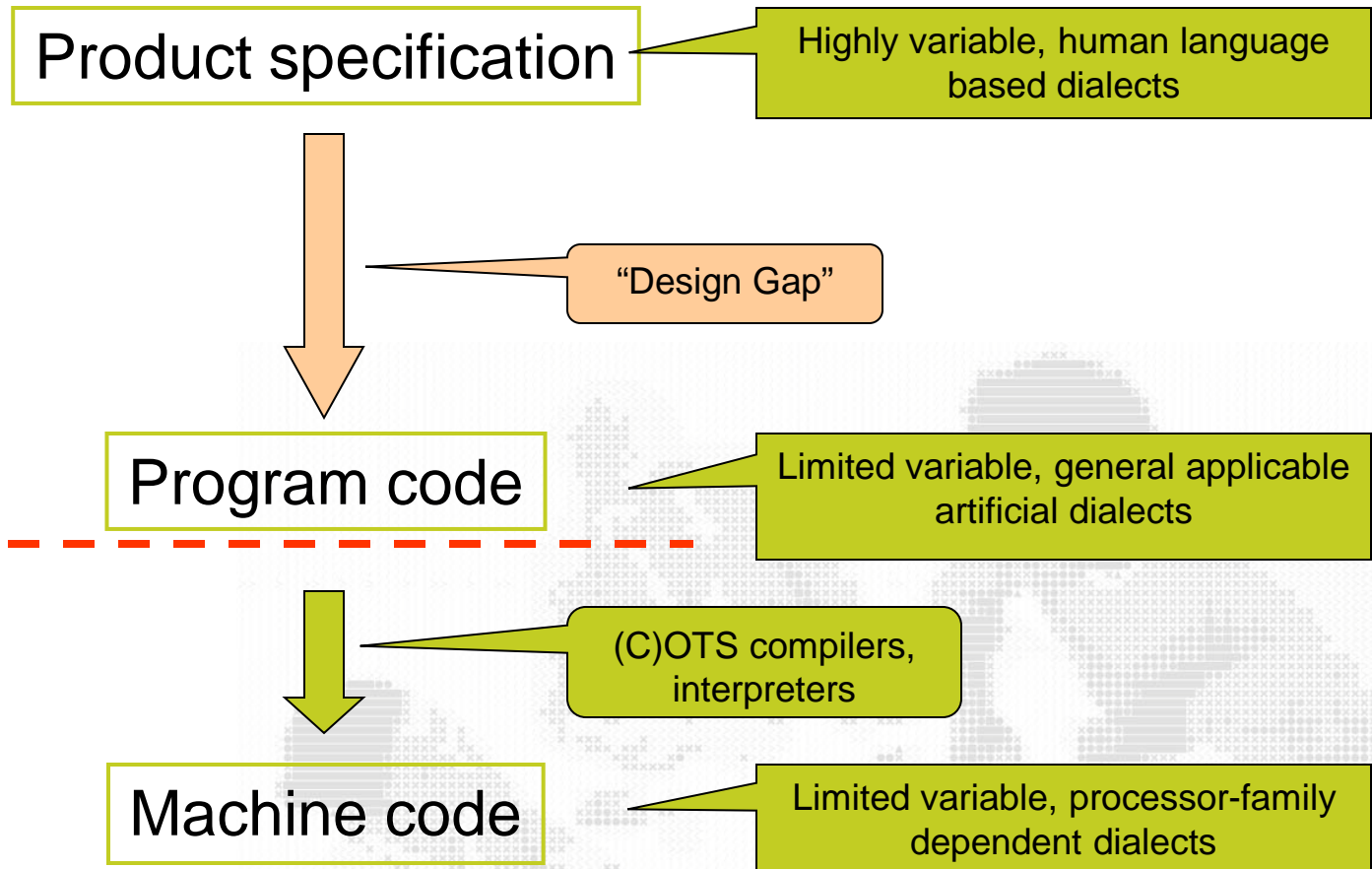


## Software Productivity Killers

- **Poor design:** Software specifications and designs are not *verified* before implementation
  - Incomplete, incorrect and ambiguous specifications and designs are only discovered during the test phases
- **High Complexity:** Software designs are increasingly asynchronous, concurrent, reactive and event driven
  - Complexity, Deadlocks, Races, Non-determinism, Multi-core CPUs
  - Software architects can't oversee implications of design choices
- **Poor Quality:** Testing is an exercise in sampling
  - Sample is small, population is very large
  - A linear increase in the probability of finding a defect requires an exponential increase in the number of test cases
- **Testing is the most expensive, least certain way to detect and remove defects and has the biggest impact on T2M**



## Software Engineering Challenge



Level of  
Automation



## Reduce the “Design Gap”



Product specification



“Design Gap”

Product code

Specific artificial dialect



Specific compilers,  
interpreters

Program code

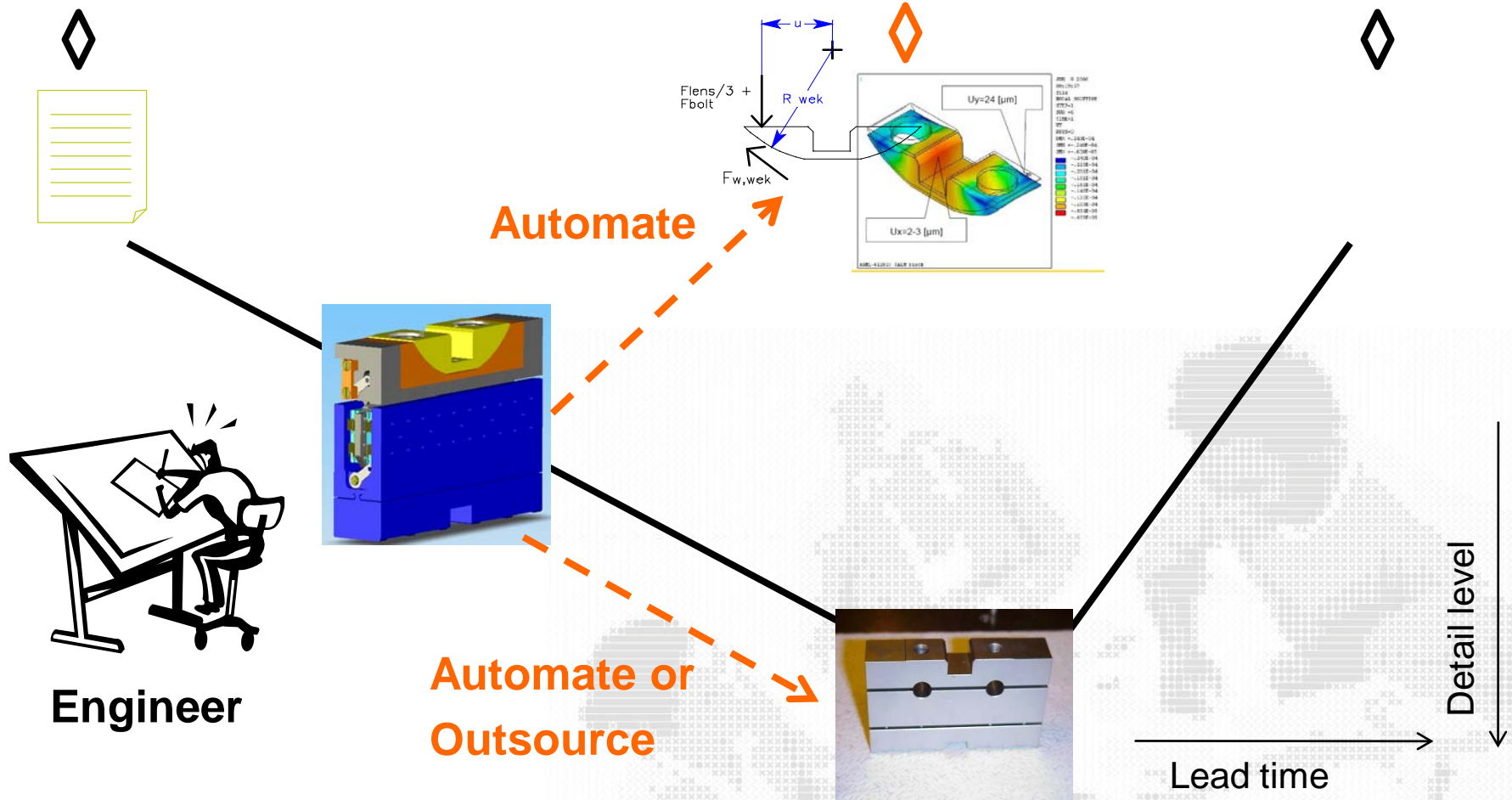


Machine code

Level of  
Automation

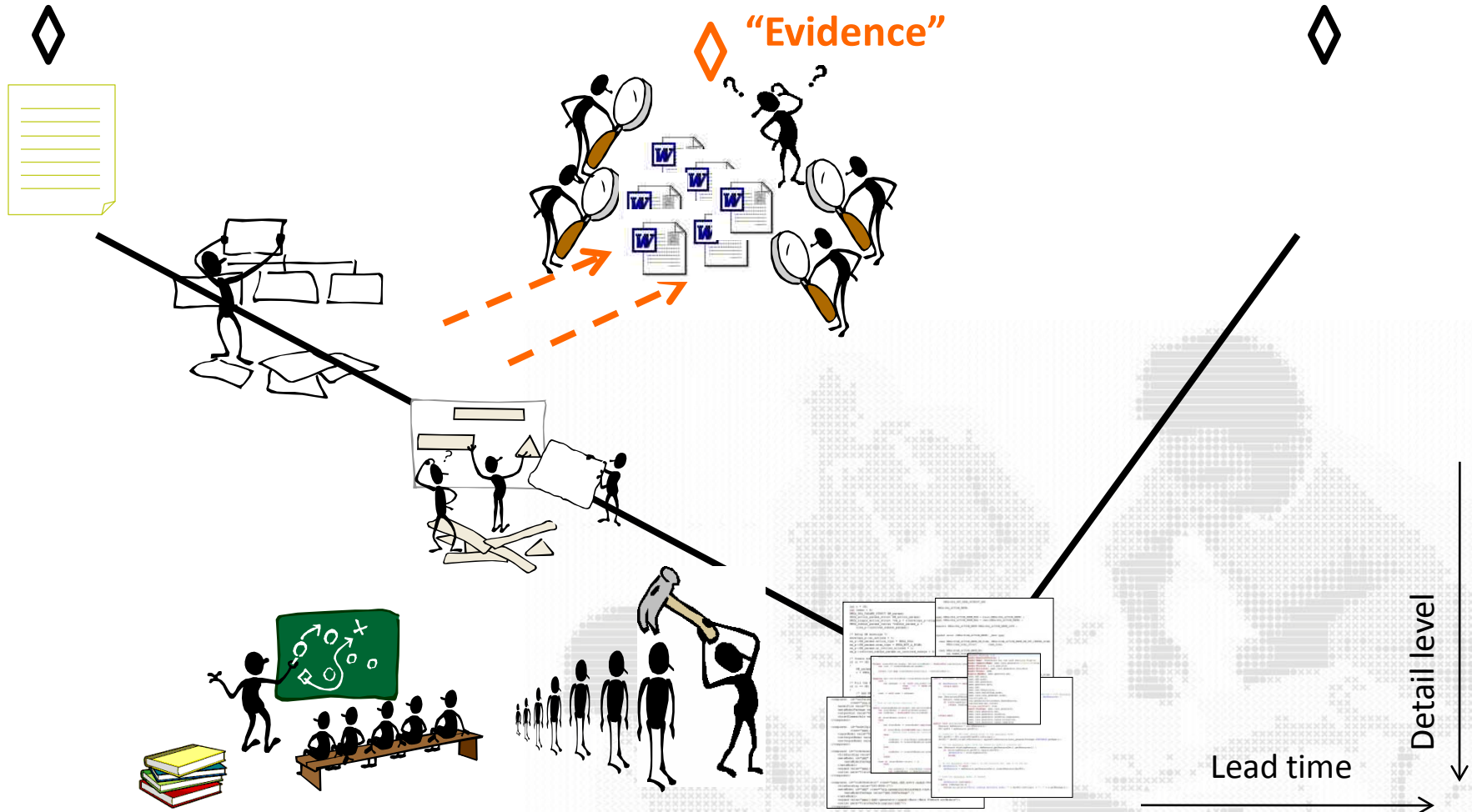


## This is Mechanical Engineering





## This is Software Engineering

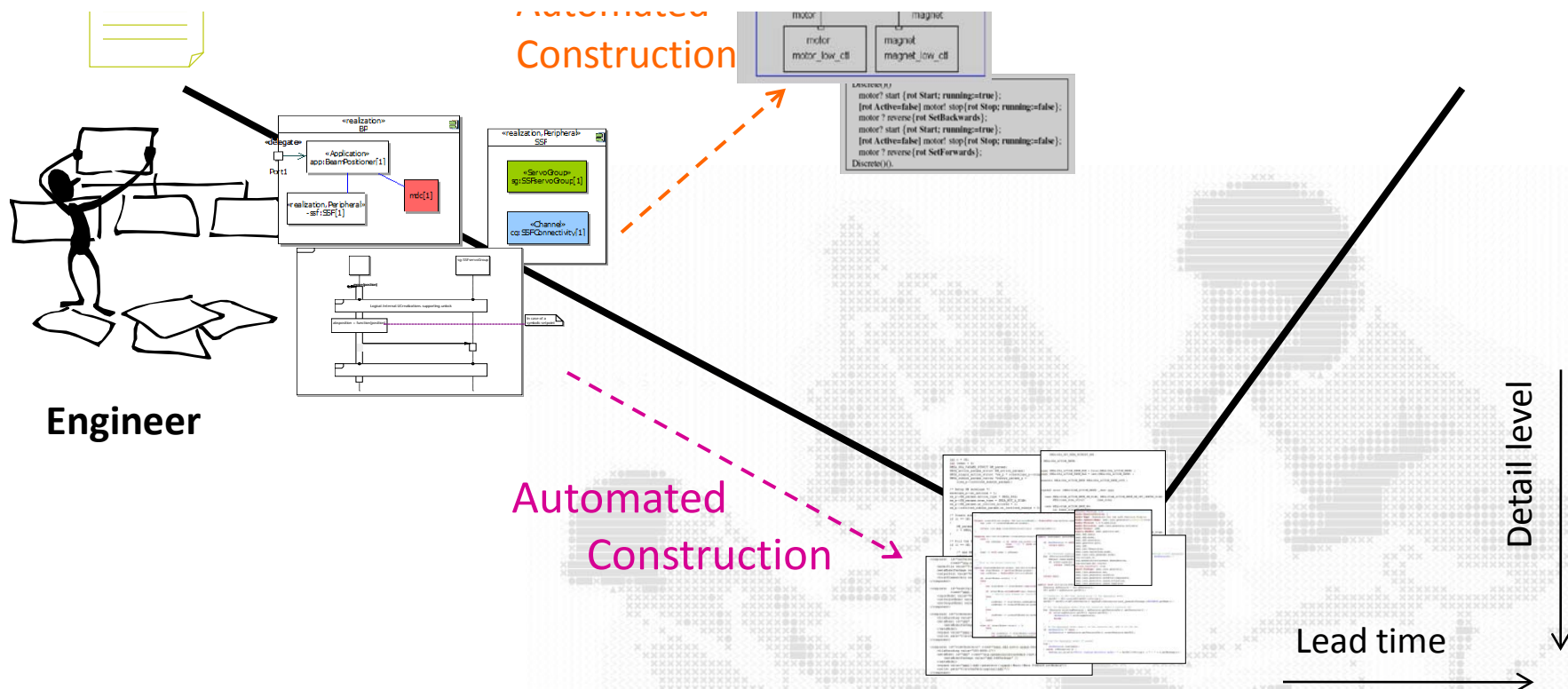






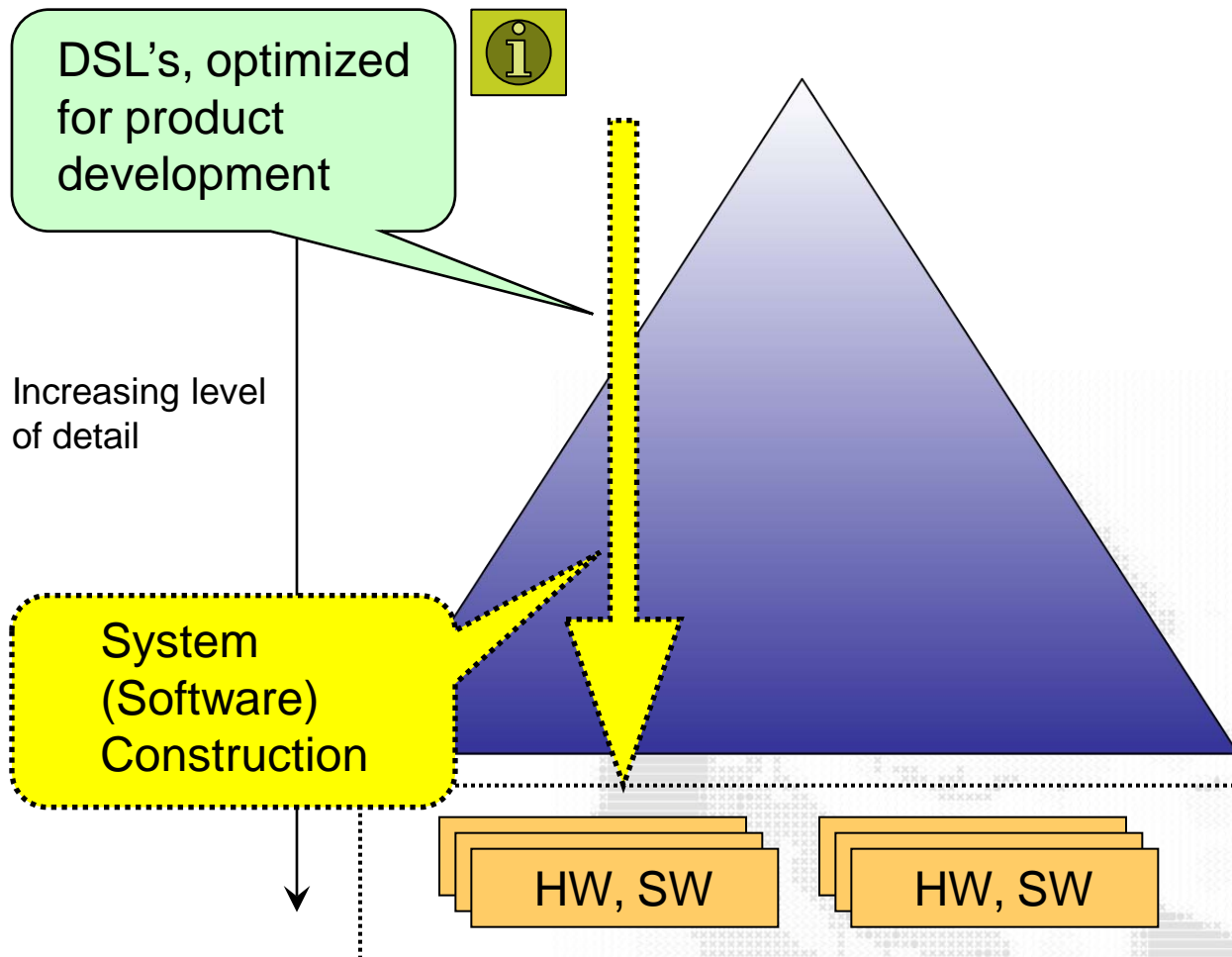
## Software Engineering Should Be

- Rigorous Specification & Design: Model Driven Design using mathematics (formal verification) where possible



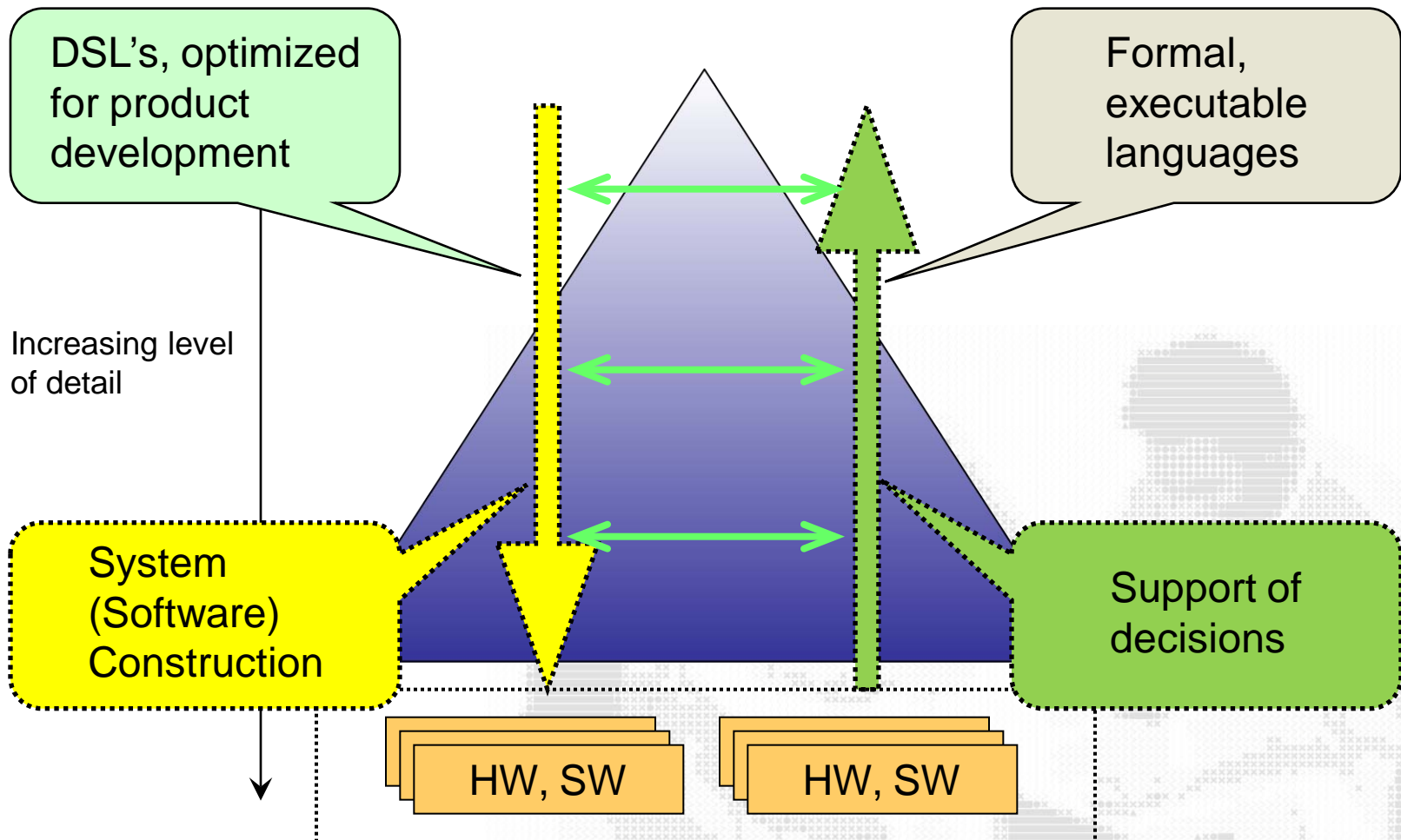


## Model Streams





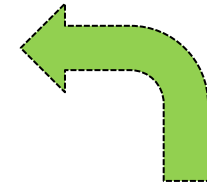
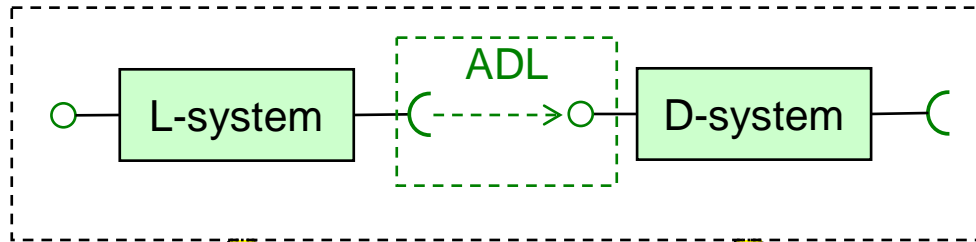
## Model Streams



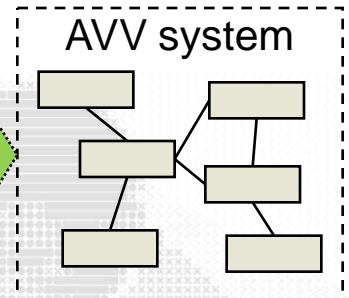
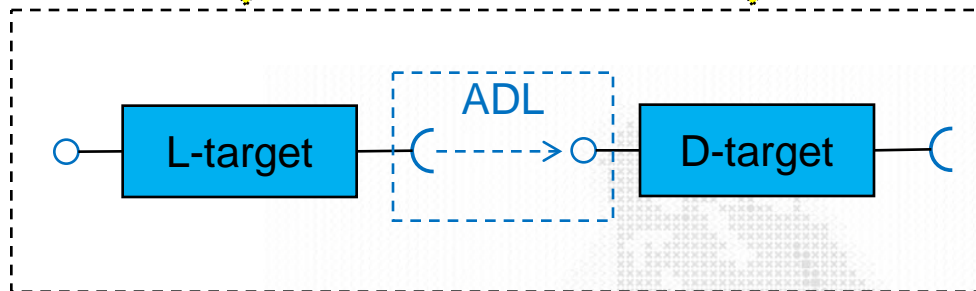


## DSL Abstraction Levels

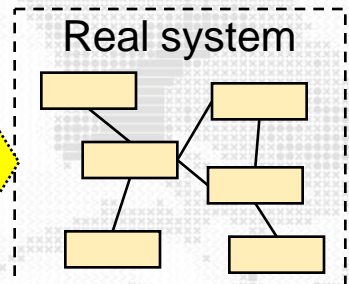
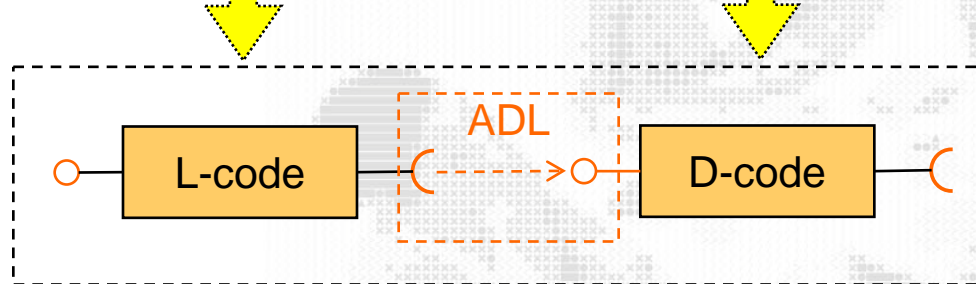
Essential level:  
 Specific DSL's  
 -Problem related  
 -Engineering efficiency  
 -Relate to problem domain



Intermediate level:  
 Generic DSL's  
 -Solution specific  
 -Early integration  
 -Relate to formalisms



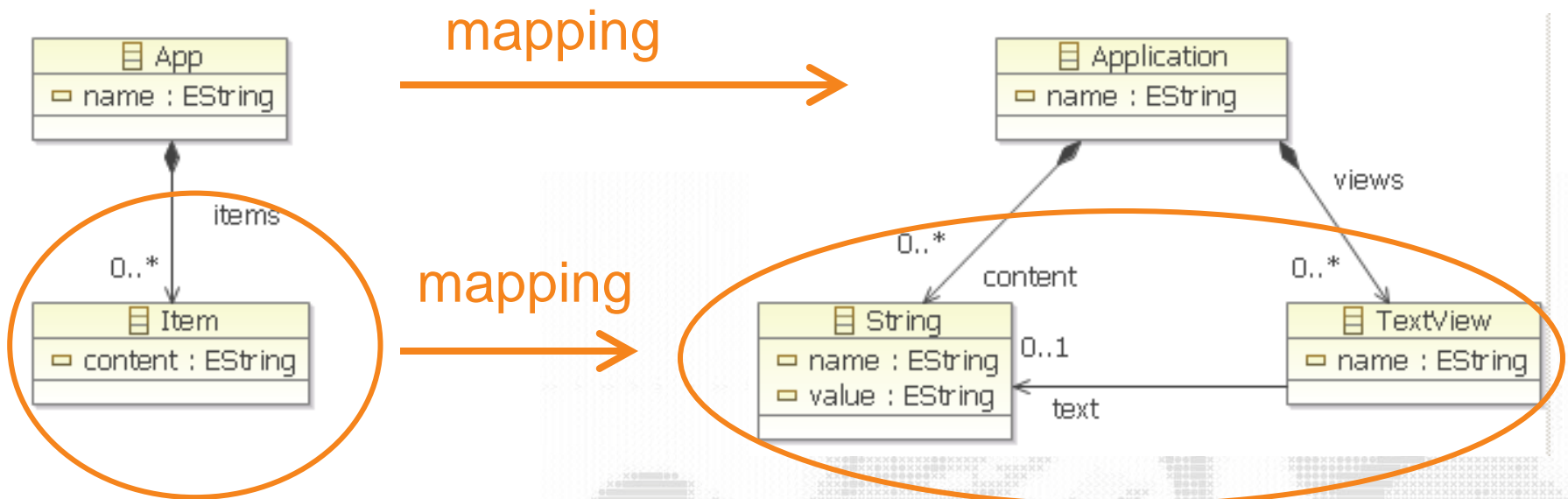
Realization level:  
 GPL's







## Model to Model





## Model to Model: QVTO transformation

```

modeltype app "strict" uses myapp('http://myapp/1.0');
modeltype android "strict" uses myandroid('http://myandroid/1.0');

transformation App2Android(in appmodel : app, out androidmodel : android);

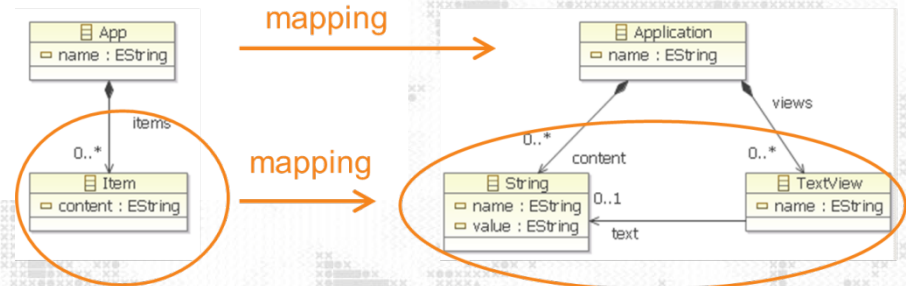
main() {
  appmodel.rootObjects()[app::App]->map App2Application();
}

mapping app::App::App2Application() : android::Application {
  name := self.name;
  content += self.items.map item2StringView(self).str;
  views += self.items.map item2StringView(self).tv;
}

mapping app::Item::item2StringView(in papp : app::App) : str: android::_String,
                                       tv : android::TextView {

  init {
    var index := papp.items->indexOf(self);
    var string_name := 'string' + index.toString();
  }
  str.name := string_name;
  str.value := self.content;
  tv.text := str;
}

```

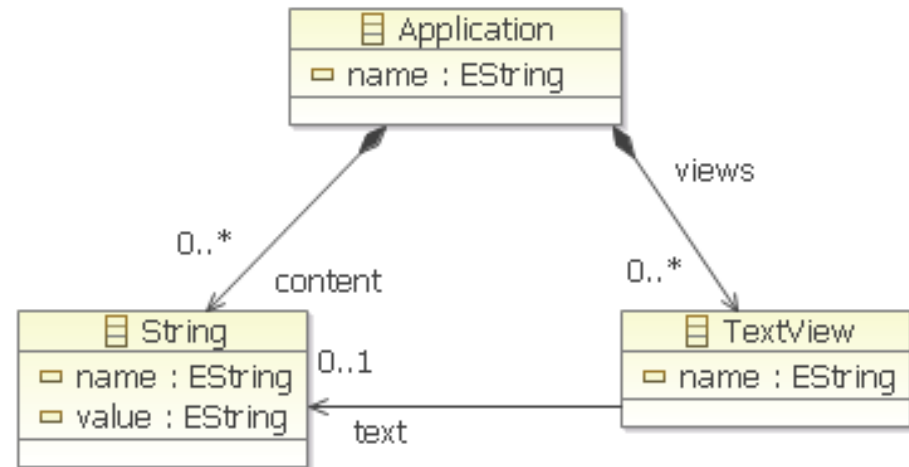




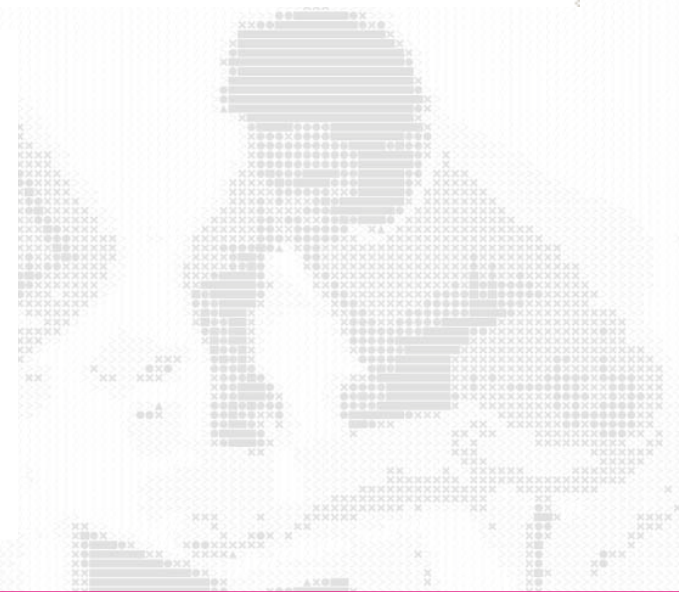




## Model to Code

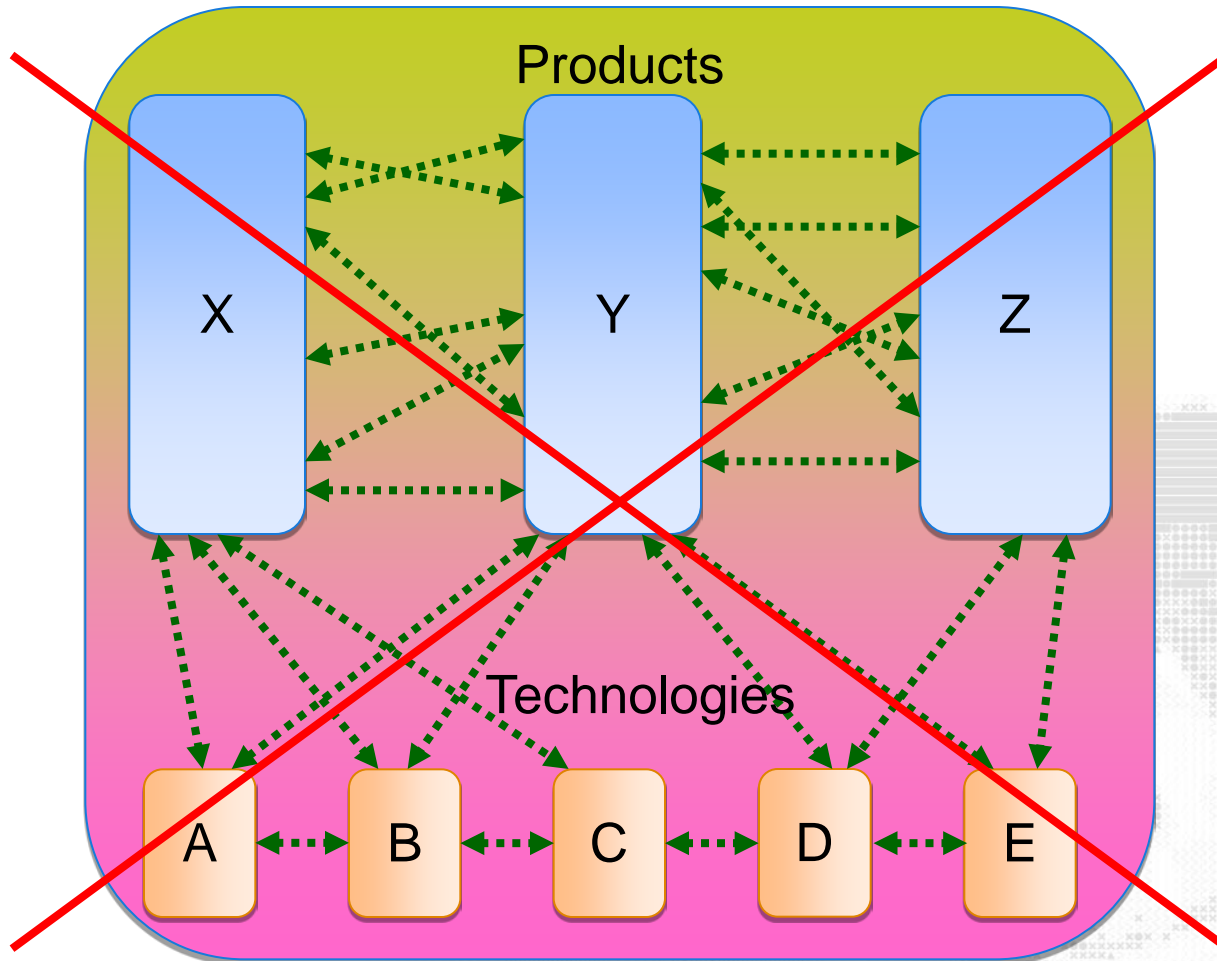


```
[template public generate_values(app : Application)]
    [file ('/res/values/strings.xml', false, 'Cp1252')]
<?xml version="1.0" encoding="utf-8"?>
<resources>
    <string name="app_name">[app.name/]</string>
    [for (s : String | app.content)]
    <string name="[s.name/]">[s.value/]</string>
    [//for]
</resources>
[//file]
[/template]
```



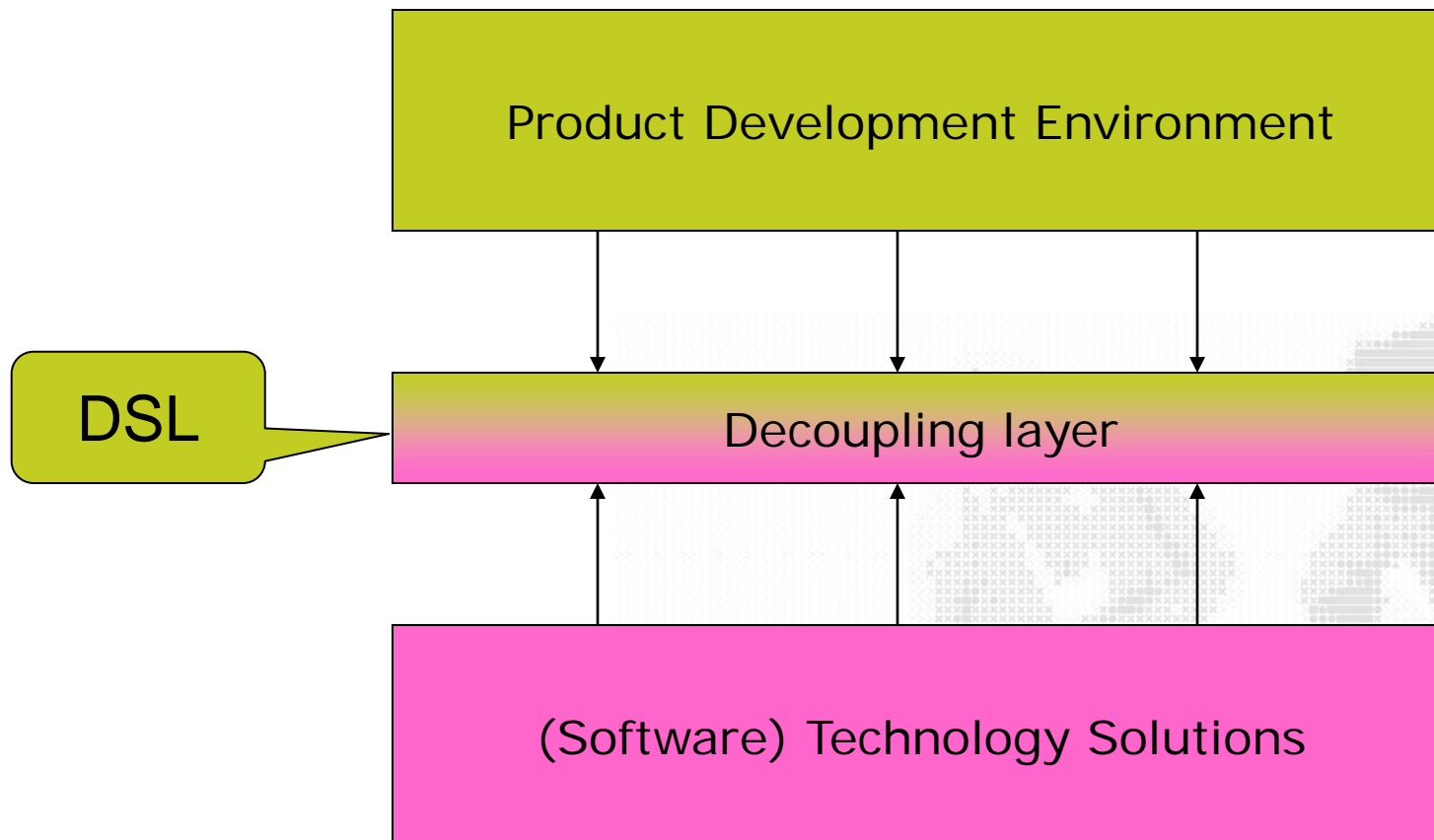


## Current Software Environment





## Decoupling from Technology





## Industrialization: Factories!

Primary Process



Focus on building products  
in the factory

Secondary Process



Focus on building and  
maintaining the factory



## Software Factory!

### Primary Process

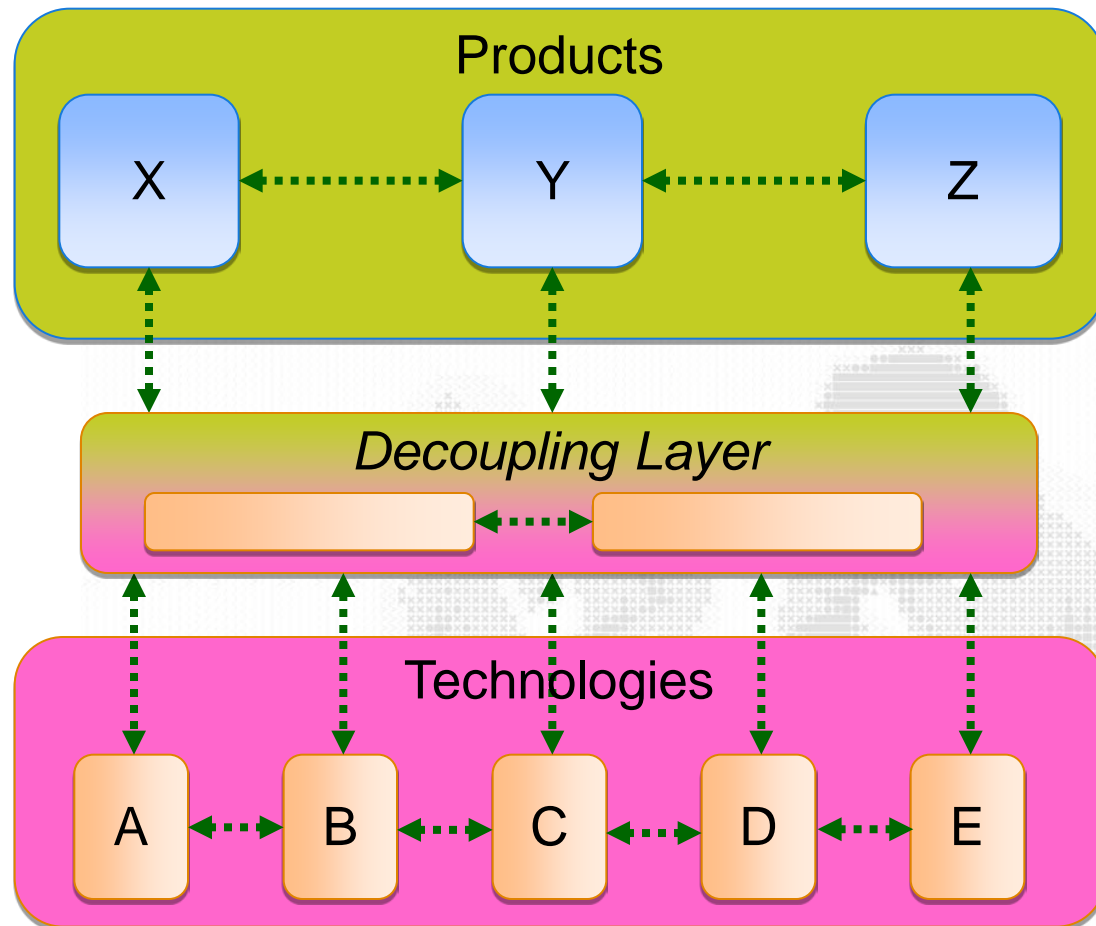


Focus on building products in the factory

### Secondary Process



Focus on building and maintaining the factory





**Vragen?**

[www.nspyre.nl](http://www.nspyre.nl)



# NSPYRE

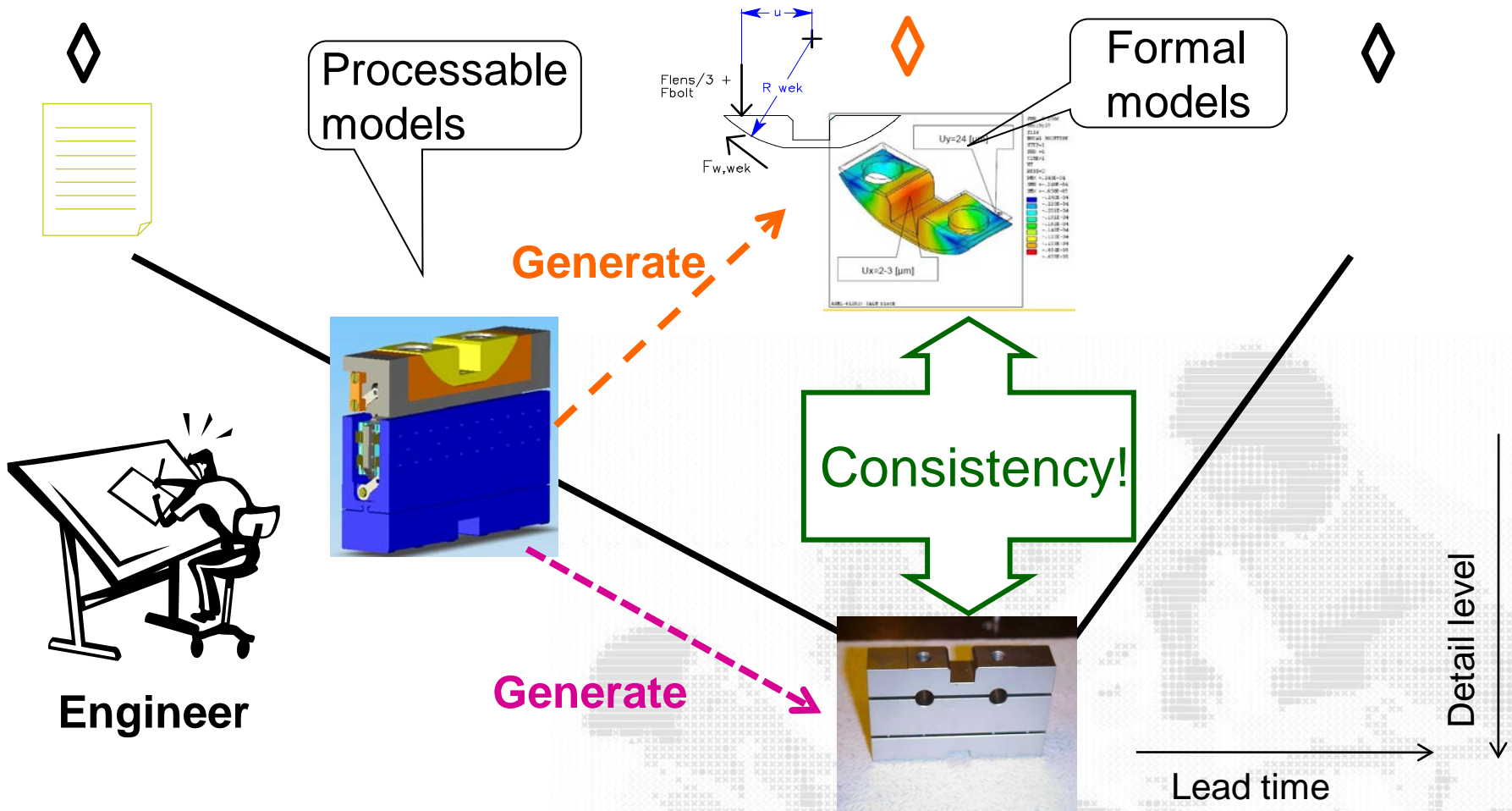
*making technology matter*

# BACKUP





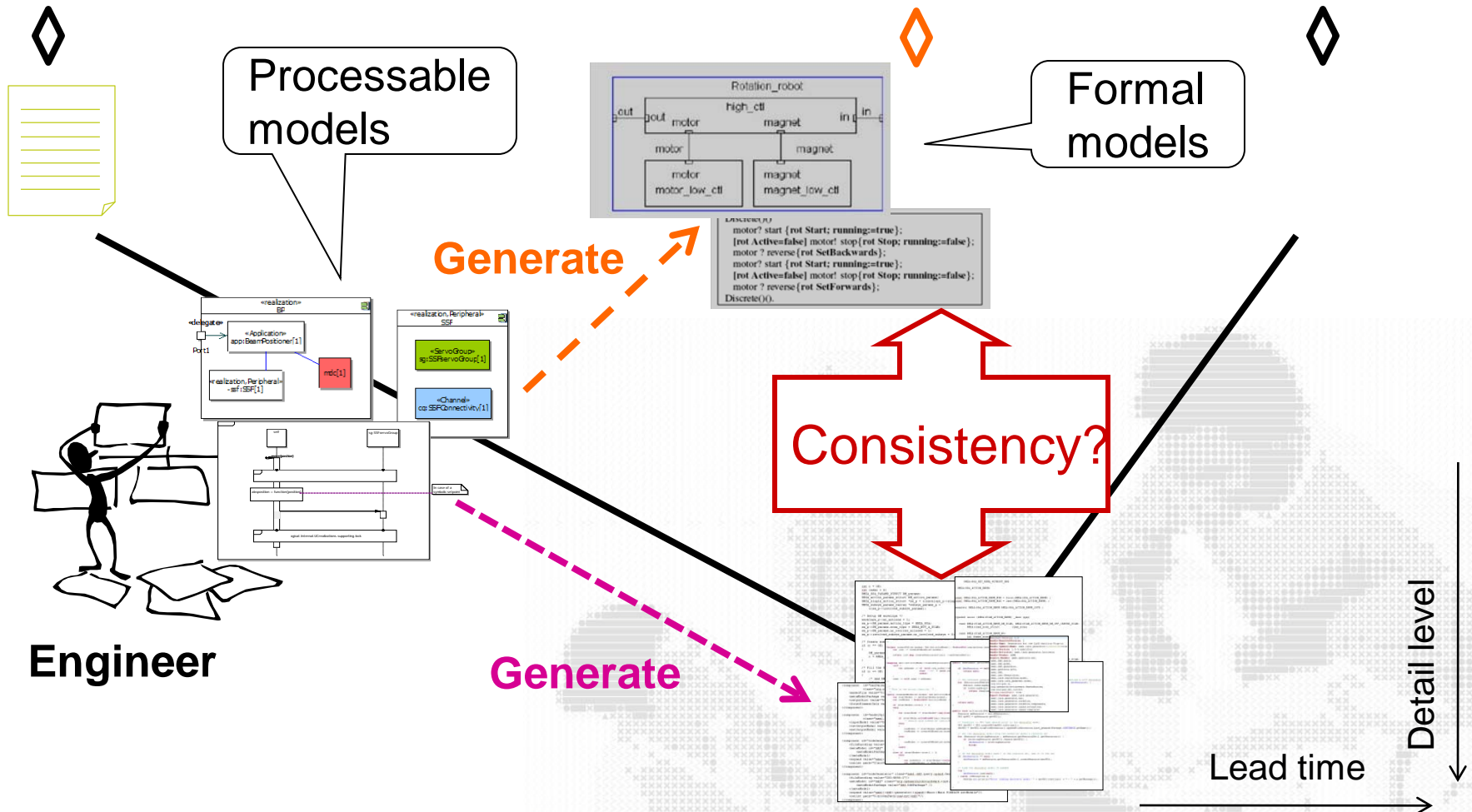
## Mechanical Engineering





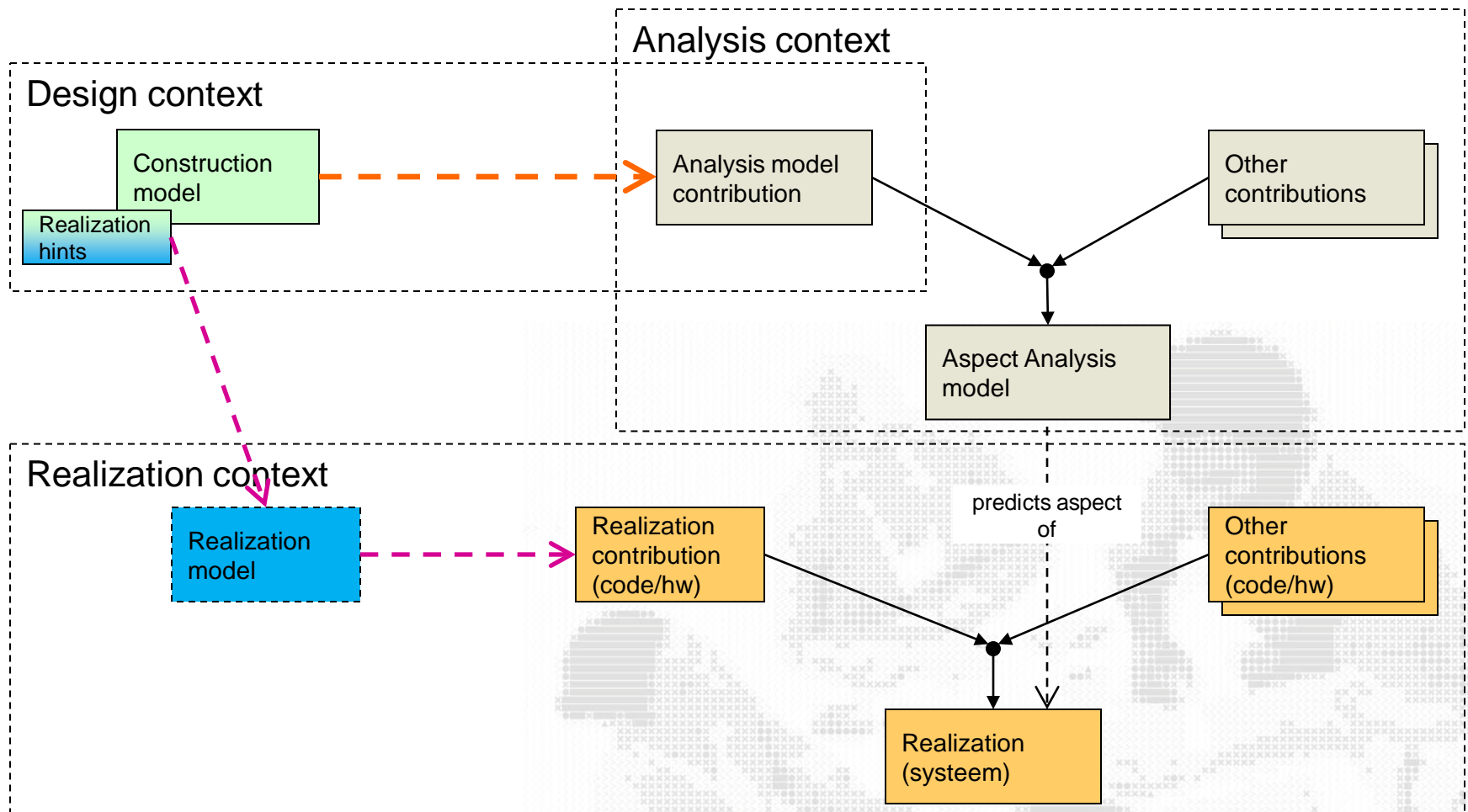


## Engineering with models: Software MDE



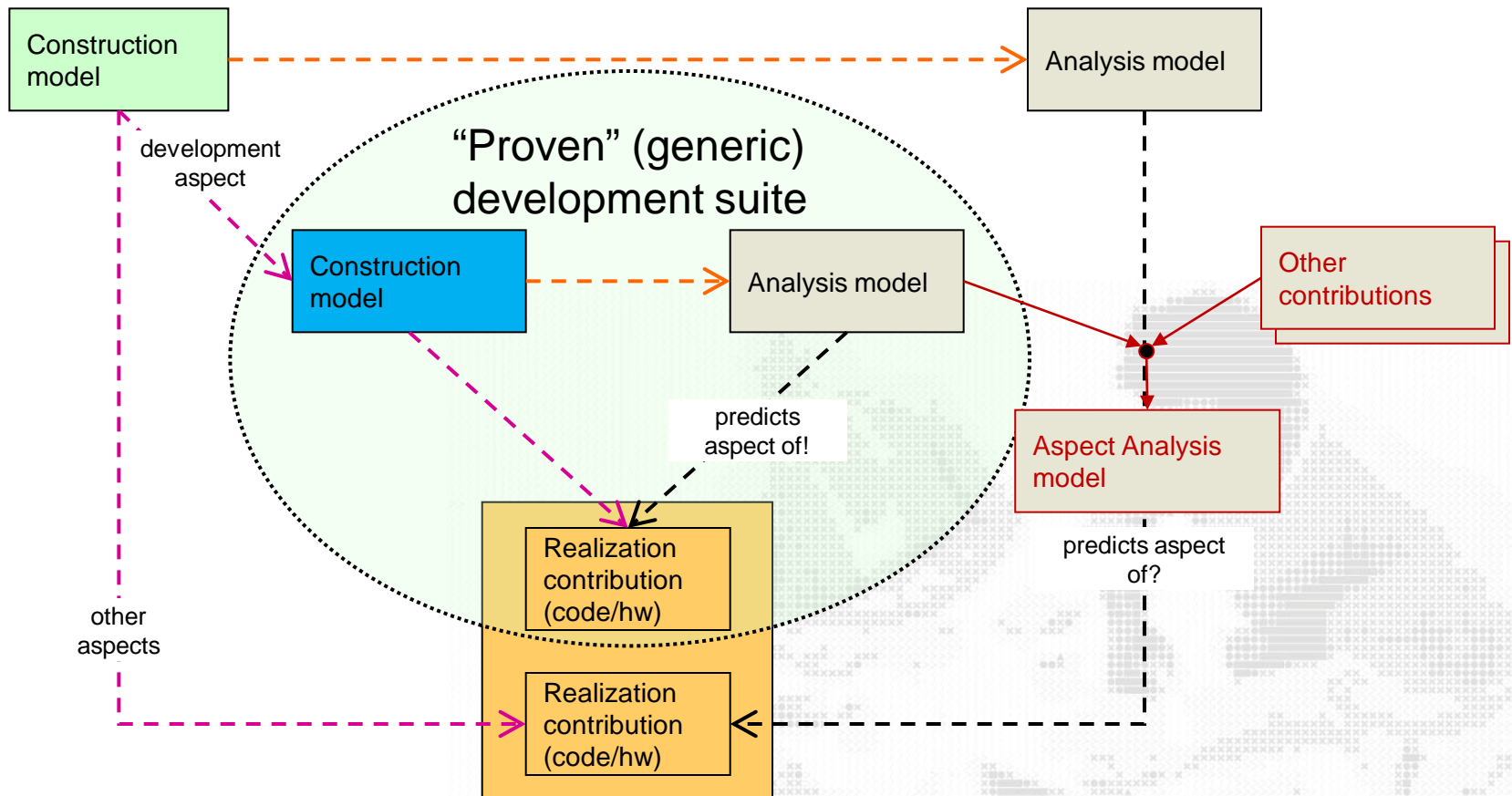


## Analysis Models



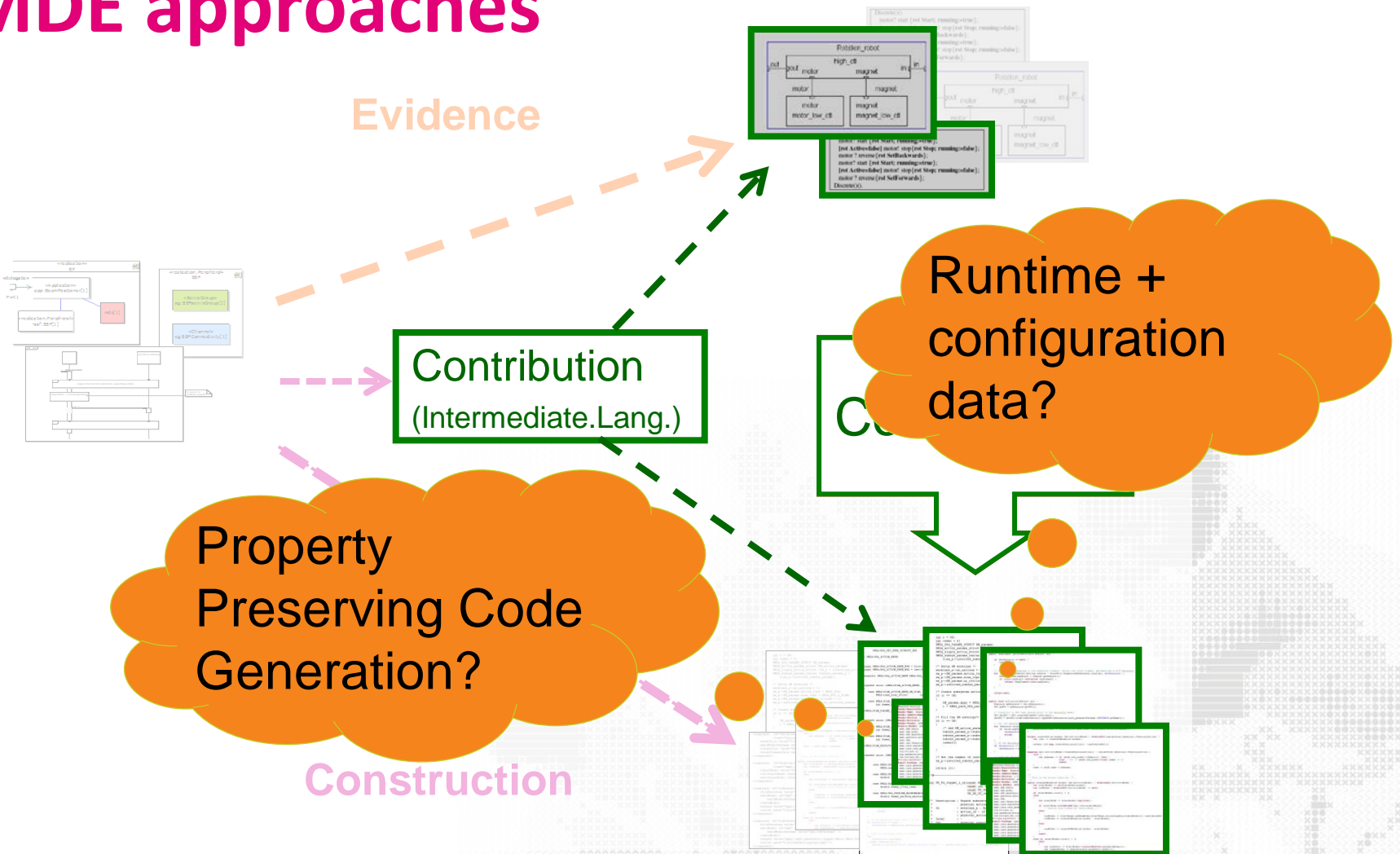


## Embedding Proven Suites





## MDE approaches





## Tuinhuis (1)

## Garden shed

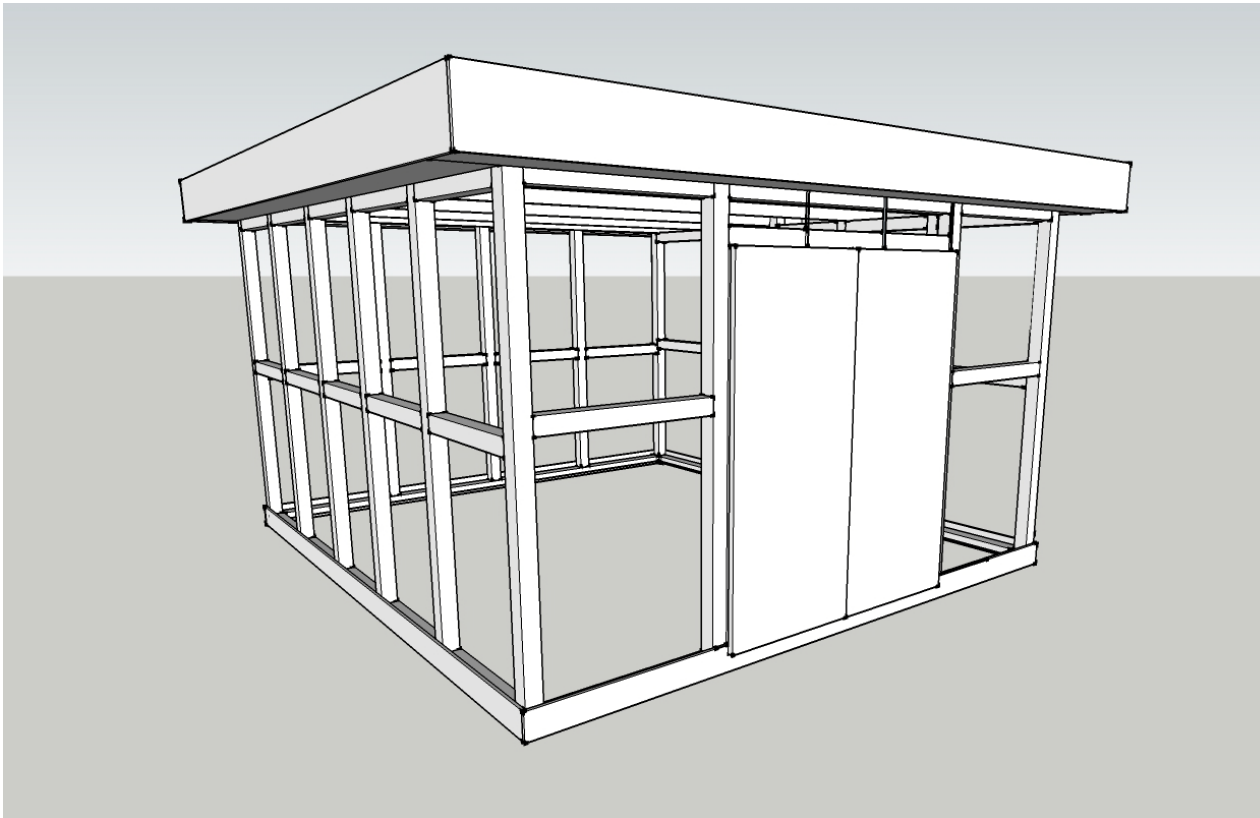
- “Blokhut” model:  $b \times l \times h = 4\text{m} \times 4,5\text{m} \times 2,5\text{m}$ .
  - Houten frame 9cm op betonnen plaat 10cm.
  - Dubbele deur aan voorkant: 1,40m
- 
- Flat roof model:  $w \times l \times h = 4\text{m} \times 4,5\text{m} \times 2,5\text{m}$ .
  - Wooden frame 9cm on concrete slab foundation
    - Double door in front: 1,40m



# NSPYRE

*making technology matter*

## Tuinhuis (2)





## Domain Specific Modeling

- Awareness of Concepts in the target domain
  - Meta-models define these concepts

➔ Domain Specific Language





## Example: 3D Drawing







## Example: 3D Drawing

**Dakparameters**

Doorsnede van de latten: Details | Algemeen Gebint

Met dakgoot  
 Detailvoorstelling

Met nokpannen  
 Overstek puntgevel  
 Zichtbare bovenkant

Bovenkant daksparen  
 Lengte afkanting: 40 cm  
 Hoogte afkanting: 5 cm

Daklijsten  
 Randhoogte: 12 cm  
 Hoek: 45 °

**Dwarsdoorsnede**

Overstek 1: (ü1) 50 cm  
 Helling 1: (n1) 45 °  
 Hoogte 1: (h1) 80 cm

Overstek 2: (ü2) 50 cm  
 Helling 2: (n2) 45 °  
 Hoogte 2: (h2) 80 cm

D muur: (d) 36,5 cm

**Lengtedoorsnede**

Overstek 1: (ü1) 50 cm  
 Helling 1: (n1) 45 °  
 Hoogte 1: (h1) 280 cm

Overstek 2: (ü2) 50 cm  
 Helling 2: (n2) 45 °  
 Hoogte 2: (h2) 280 cm

D muur: (d) 36,5 cm

Alle gebouwen automatisch van een dak voorzien

**Textuur dakbedekking**

Uitlijning:  Horizontaal  Verticaal

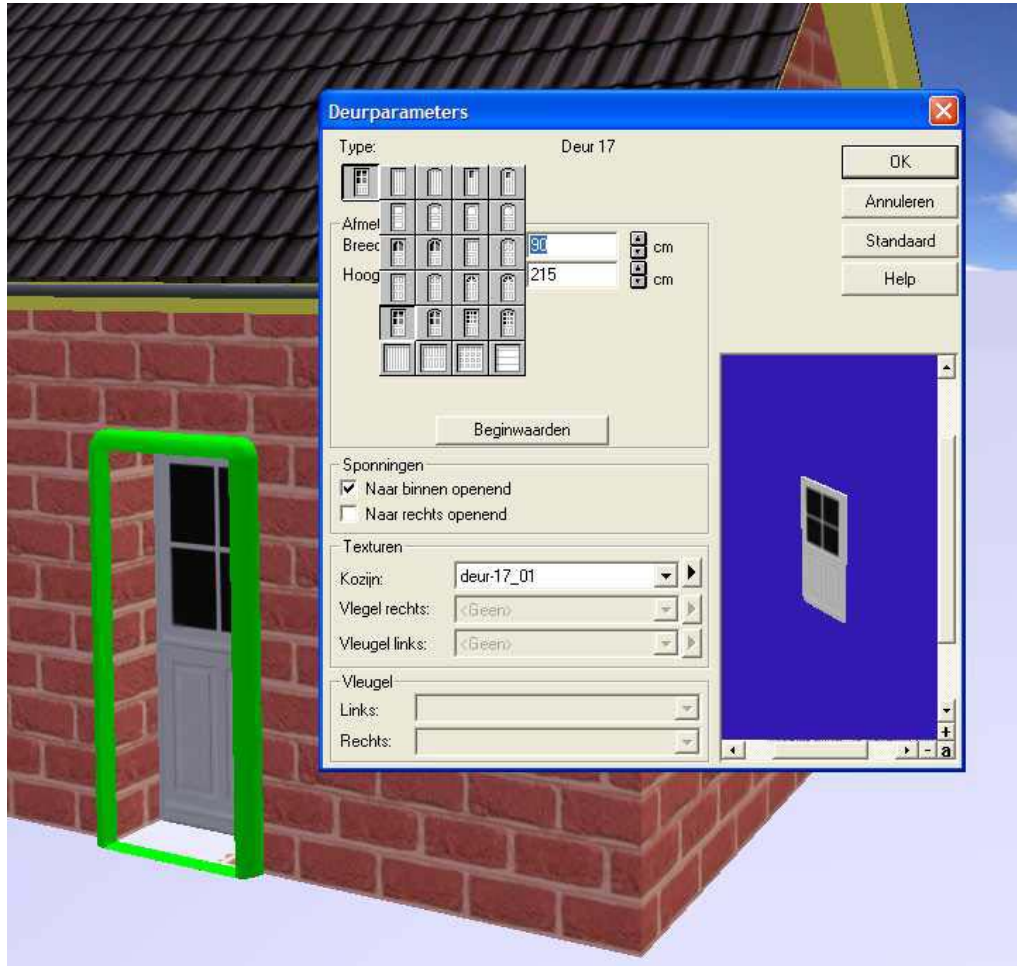
Spiegelen  
 Detailvoorstelling

1. Verdieping 1

15-1-2007  
 1:50



## Example: 3D Drawing





## Example: 3D Drawing

