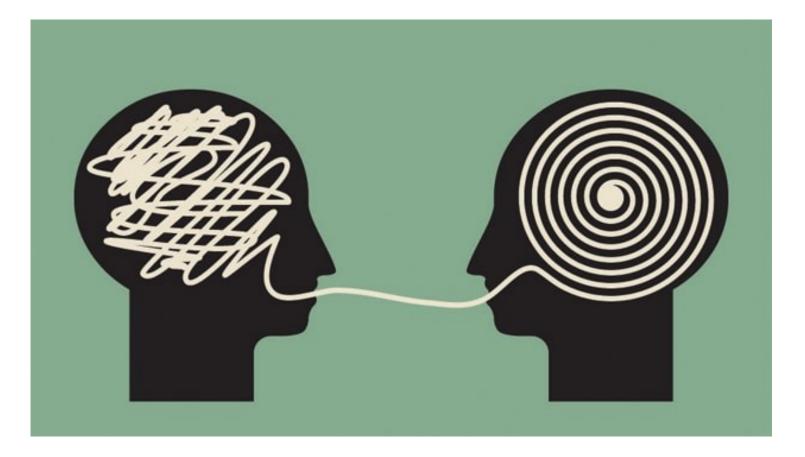


Model Execution: From a Retrospective on Code Generation to a Perspective on Model Compilation

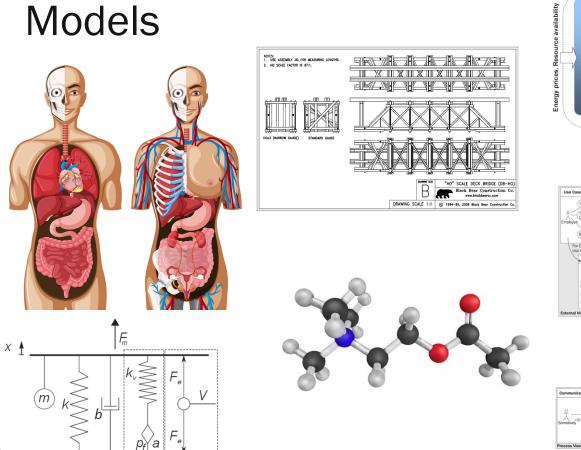
Federico Ciccozzi

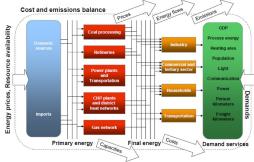
federico.ciccozzi@mdu.se

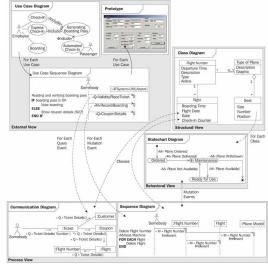


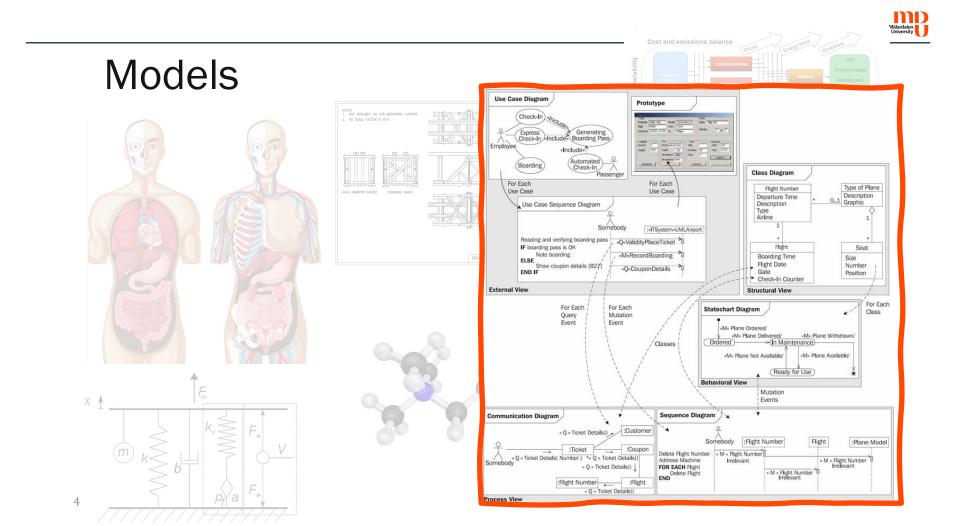














Models

- Models can be found in any scientific discipline
- We need to be precise and specific on WHAT a model is



Models

- Models can be found in any scientific discipline
- We need to be precise and specific on WHAT a model is

"A model is an abstract representation of a specific part, problem, solution, or feature of a specific domain"



Software models (some definitions)

"Software models are ways of expressing a software design"

"Software models are representations of software systems made to understand, analyze, and design such systems"

"A software model is a collection of representations whose contents depend on the languages and tools used"

"Software models are formal methods for handling the process of creating software"



Software models in our context

A (software) model

• is a *blue-print* of a software application,



Software models in our context

A (software) model

- is a *blue-print* of a software application,
- can be itself executable, and



Software models in our context

A (software) model

- is a *blue-print* of a software application,
- can be itself executable, and
- is directly usable for *automating the development* process



 Process of partly or fully running a computational model in a software environment



- Process of partly or fully running a computational model in a software environment
- Simulation for prediction/monitoring based on specific inputs and configurations



- Process of partly or fully running a computational model in a software environment
- Simulation for prediction/monitoring based on specific inputs and configurations
- Pivotal to understand complex systems

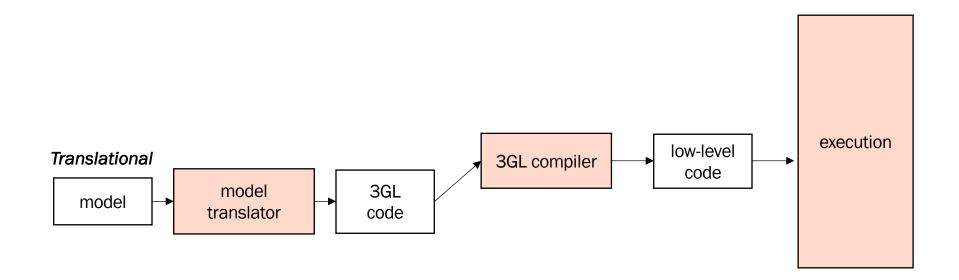


- Process of partly or fully running a computational model in a software environment
- Simulation for prediction/monitoring based on specific inputs and configurations
- Pivotal to understand complex systems
- Pivotal to forecast outcomes related to criticality aspects (e.g., time, safety, security)

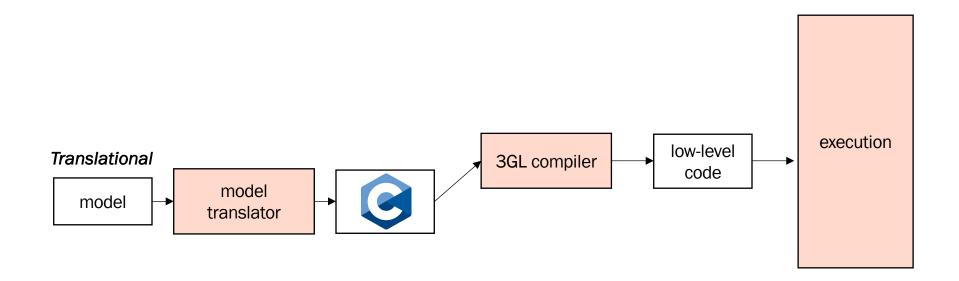


- Process of partly or fully running a computational model in a software environment
- Simulation for prediction/monitoring based on specific inputs and configurations
- Pivotal to understand complex systems
- Pivotal to forecast outcomes related to criticality aspects (e.g., time, safety, security)
- Essential in domains like data science, AI, machine learning

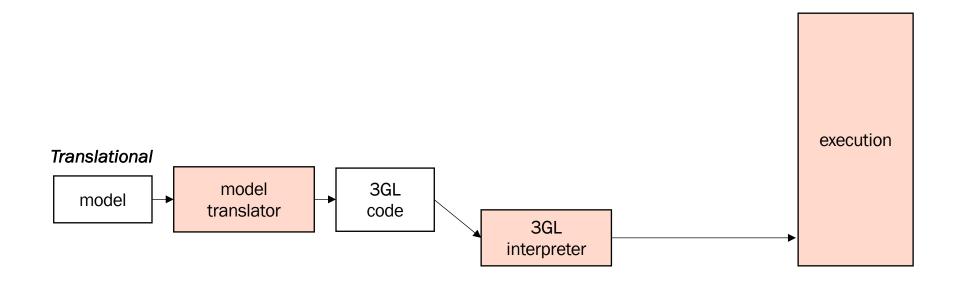




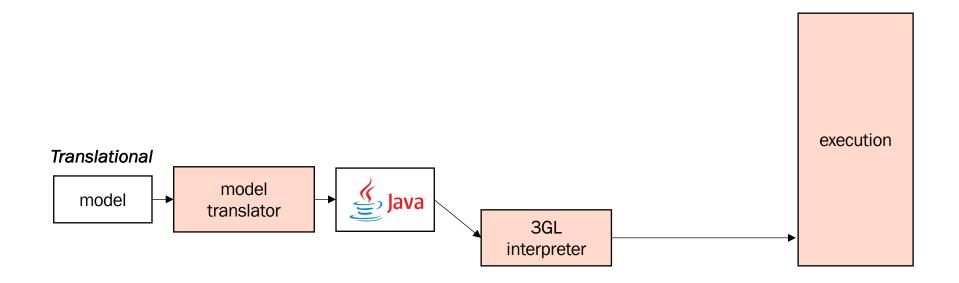




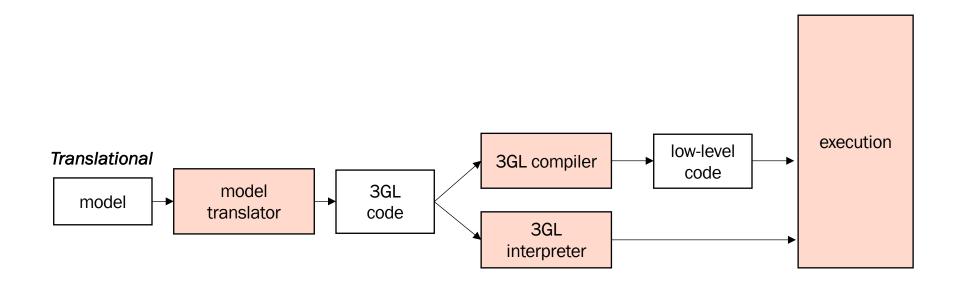




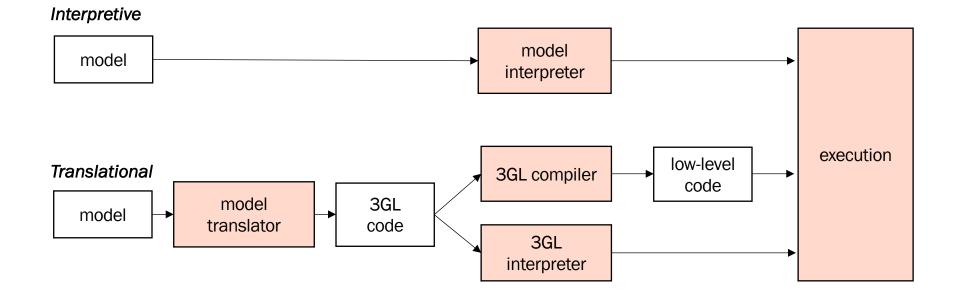












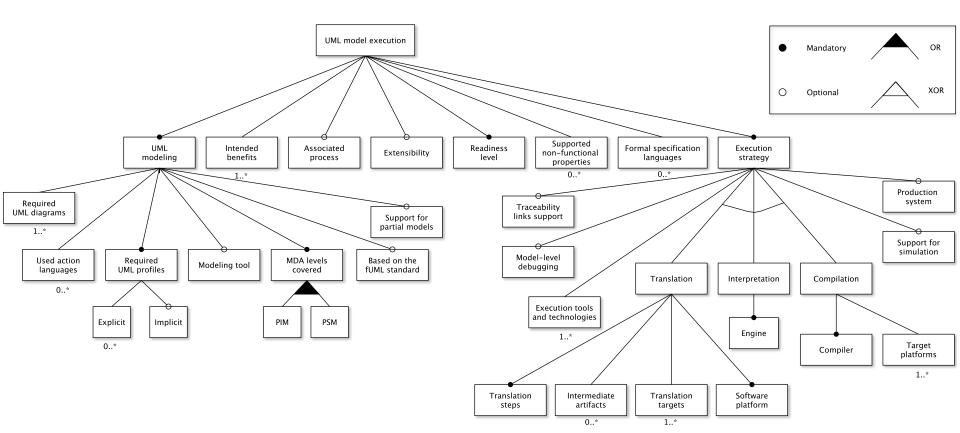


UML execution

- Systematic review of research and practice
 - Research articles
 - Tools
- Investigated >5400 items
- Included 63 articles and 19 tools
- Systematic search and data extraction



Classification of UML execution solutions





About executability...

- Execution strategy
 - 85% based on translation to 3GLs (mostly Java and C++)



About executability...

- Execution strategy
 - 85% based on translation to 3GLs (mostly Java and C++)
 - 50% use Java as model transformation/translation language



About executability..

- Execution strategy
 - 85% based on translation to 3GLs (mostly Java and C++)
 - 50% use Java as model transformation/translation language
 - 17% based on interpretation, only for simulation/analysis purposes



About executability..

- Execution strategy
 - 85% based on translation to 3GLs (mostly Java and C++)
 - 50% use Java as model transformation/translation language
 - 17% based on interpretation, only for simulation/analysis purposes
- Execution semantics
 - 15% based on fUML



About executability...

- Execution strategy
 - 85% based on translation to 3GLs (mostly Java and C++)
 - 50% use Java as model transformation/translation language
 - 17% based on interpretation, only for simulation/analysis purposes
- Execution semantics
 - 15% based on fUML
- Action languages
 - >90% use 3GLs
 - Only 10% based on Alf



About executability...

- Execution strategy
 - 85% based on translation to 3GLs (mostly Java and C++)
 - 50% use Java as model transformation/translation language
 - 17% based on interpretation, only for simulation/analysis purposes
- Execution semantics
 - 15% based on fUML
- Action languages
 - >90% use 3GLs
 - Only 10% based on Alf
- Support for simulation
 - 59% provide some simulation feature



Other interesting aspects..

- Extensibility
 - 21% provide some sort of extension mechanism



Other interesting aspects..

- Extensibility
 - 21% provide some sort of extension mechanism
- Traceability (model-code)
 - 18% provide some support for trace links



Other interesting aspects..

- Extensibility
 - 21% provide some sort of extension mechanism
- Traceability (model-code)
 - 18% provide some support for trace links
- Interactive debuggability
 - 25% provide debugging features at model-level



In summary

- *Translation* outnumbers interpretation
- Interpretation is used for higher-level execution (e.g., simulation)
- Execution semantics from *fUML is neglected* in most cases
- Most solutions employ **3GLs as action languages**
- Almost no model-level interactive debugging
- Little extensibility and customizability



What about "code generation" approach

• Convenient, reuse of existing (trusted) 3GL compilers

*What will it take? A view on adoption of model-based methods in practice. Bran Selic. Software & Systems Modeling 11.4 (2012): 513-526.



What about "code generation" approach

- Convenient, reuse of existing (trusted) 3GL compilers
- Creates discontinuity between model and executable
 - Model debugging can become very difficult
 - Co-debugging and co-simulation nearly impossible



What about "code generation" approach

- Convenient, reuse of existing (trusted) 3GL compilers
- Creates discontinuity between model and executable
 - Model debugging can become very difficult
 - Co-debugging and co-simulation nearly impossible
- Lack of trust from developers
 - Generated 3GL "inspected" and <u>modified</u> by hand



What about "code generation" approach

- Convenient, reuse of existing (trusted) 3GL compilers
- Creates discontinuity between model and executable
 - Model debugging can become very difficult
 - Co-debugging and co-simulation nearly impossible
- Lack of trust from developers
 - Generated 3GL "inspected" and modified by hand—



What about "code generation" approach

- Convenient, reuse of existing (trusted) 3GL compilers
- Creates discontinuity between model and executable
 - Model debugging can become very difficult
 - Co-debugging and co-simulation nearly impossible
- Lack of trust from developers
 - Generated 3GL "inspected" and modified by hand
 - Violate source models
 - Violate model-based analysis, optimisation and V&V
 - Get lost if source models change

*What will it take? A view on adoption of model-based methods in practice. Bran Selic. Software & Systems Modeling 11.4 (2012): 513-526.

Mälardalen University

What about "code generation" approach¹

- Convenient, reuse of existing (trusted) 3GL compilers
- Creates discontinuity between model and executable
 - Model debugging can become very difficult
 - Co-debugging and co-simulation nearly impossible
- Lack of trust from developers
 - Generated 3GL "inspected" and modified by hand
- 3GL compilers do not understand model semantics
 - Program optimisations may be missed
 - Generated executables may be semantically different from models

*What will it take? A view on adoption of model-based methods in practice. Bran Selic. Software & Systems Modeling 11.4 (2012): 513-526.



What about "code generation" approach

- Convenient, reuse of existing (trusted) 3GL compilers
- Creates discontinuity between model and executable
 - Model debugging can become very difficult
 - Co-debugging and co-simulation nearly impossible
- Lack of trust from developers
 - Generated 3GL "inspected" and modified by hand
- 3GL compilers do not understand model semantics
 - Program optimisations may be missed
 - Generated executables may be semantically different from models
- Not suitable for heterogeneous platforms (multiple 3GLs needed)

*What will it take? A view on adoption of model-based methods in practice. Bran Selic. Software & Systems Modeling 11.4 (2012): 513-526.



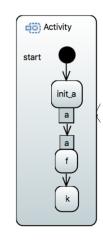
• 26 different code generators from UML to Java



- 26 different code generators from UML to Java
- No reference semantics (e.g. fUML)
 - Different code generators (even commercial!) produce different codes from same models

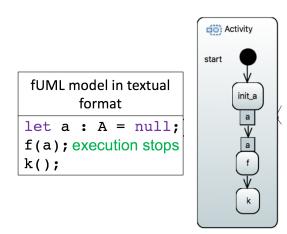


- 26 different code generators from UML to Java
- No reference semantics (e.g. fUML)
 - Different code generators (even commercial!) produce different codes from same models



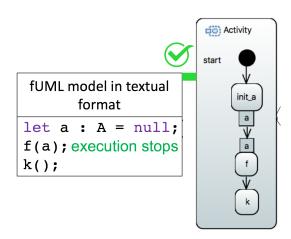


- 26 different code generators from UML to Java
- No reference semantics (e.g. fUML)
 - Different code generators (even commercial!) produce different codes from same models



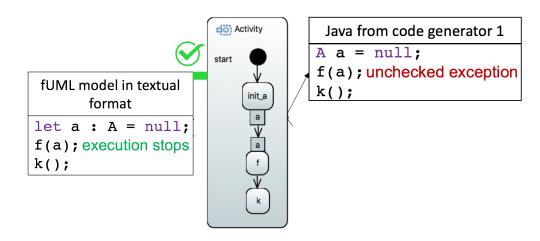


- 26 different code generators from UML to Java
- No reference semantics (e.g. fUML)
 - Different code generators (even commercial!) produce different codes from same models



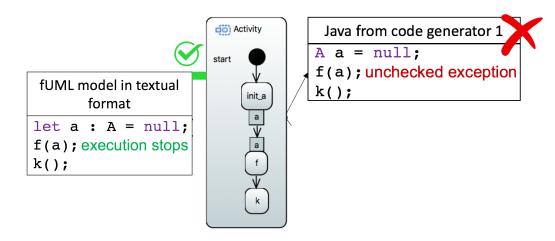


- 26 different code generators from UML to Java
- No reference semantics (e.g. fUML)
 - Different code generators (even commercial!) produce different codes from same models



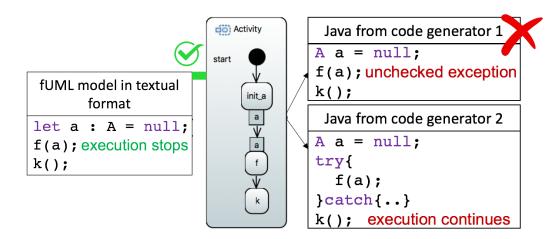


- 26 different code generators from UML to Java
- No reference semantics (e.g. fUML)
 - Different code generators (even commercial!) produce different codes from same models



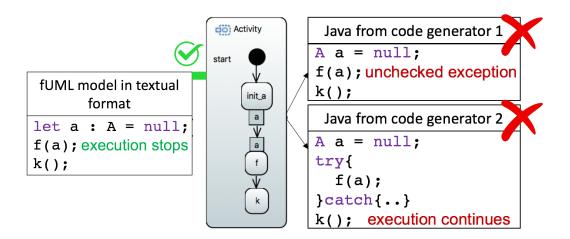


- 26 different code generators from UML to Java
- No reference semantics (e.g. fUML)
 - Different code generators (even commercial!) produce different codes from same models



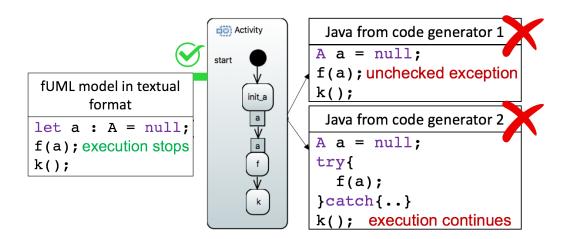


- 26 different code generators from UML to Java
- No reference semantics (e.g. fUML)
 - Different code generators (even commercial!) produce different codes from same models





- 26 different code generators from UML to Java
- No reference semantics (e.g. fUML)
 - Different code generators (even commercial!) produce different codes from same models

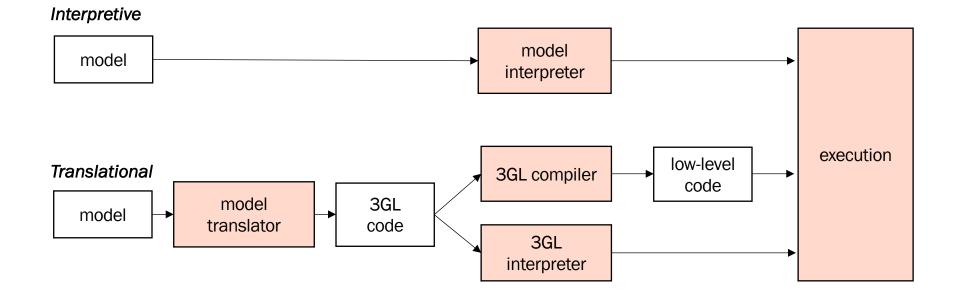


Some of the issues

- Predictability
- Validity of MB-analysis
- Consistency model-code
- Bidirectional traceability
- Co-simulation
- Co-debugging

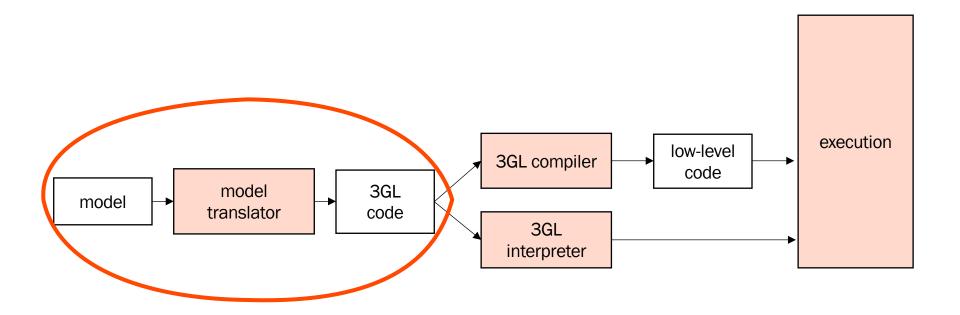


Model execution strategies



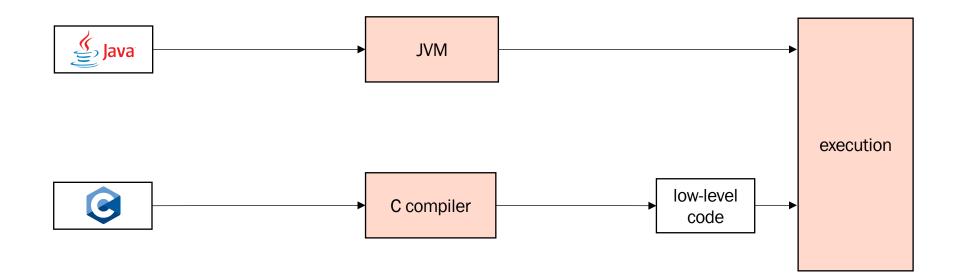


Why are we generating 3GL code?!



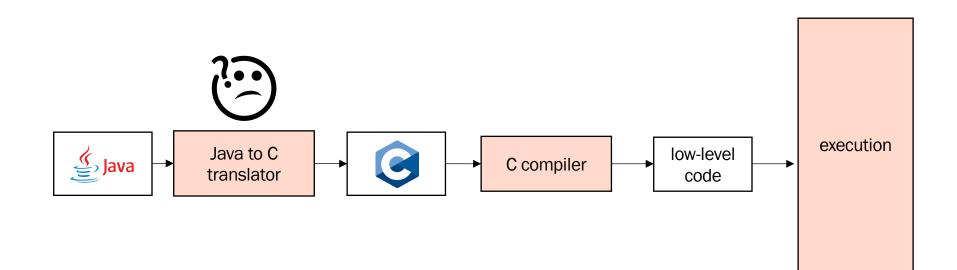


Why are we generating 3GL code?!



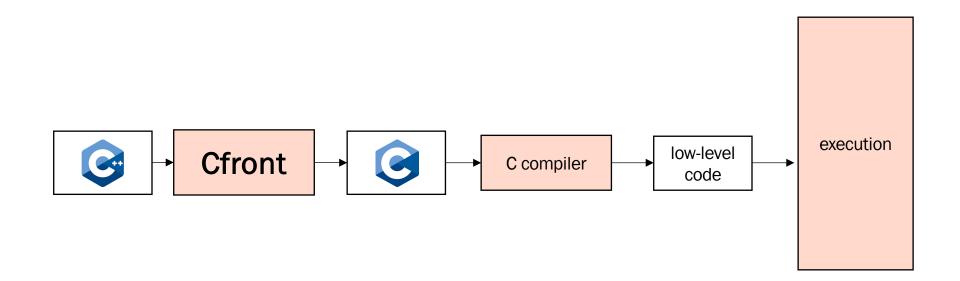


Why are we generating 3GL code?!



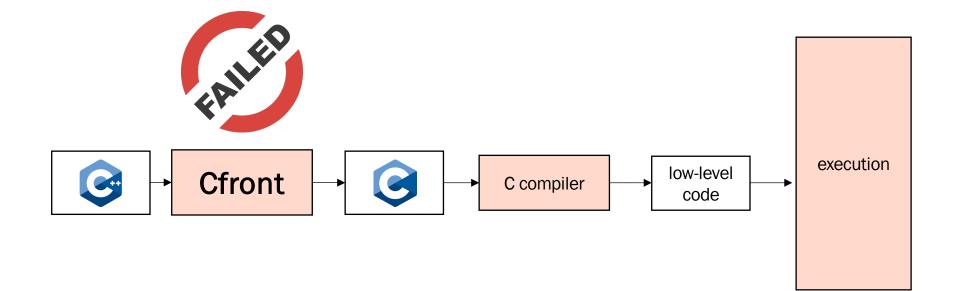


We have tried before..



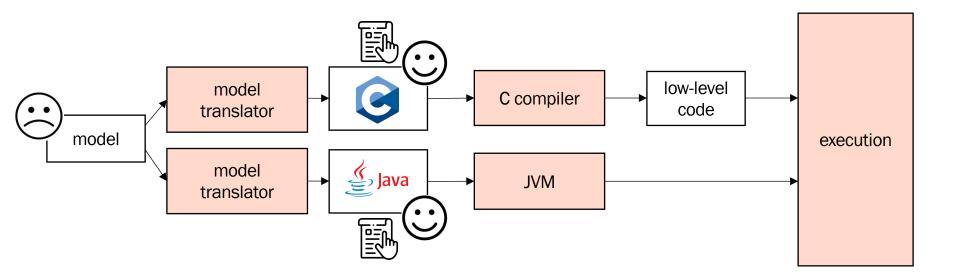


.. And not succeeded





Code generation.. why



We do not have a fear of the unknown. What we fear

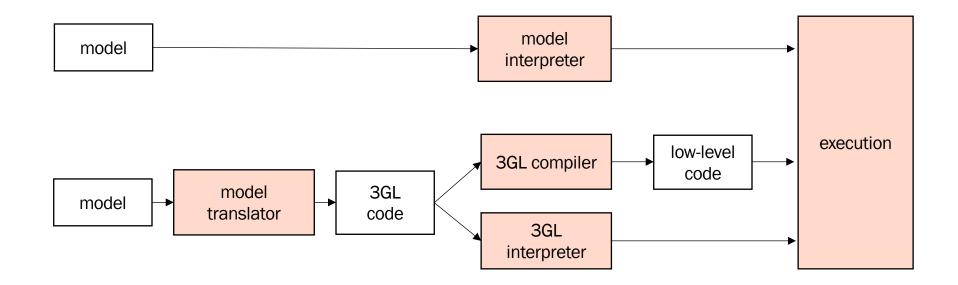
is giving up the known.

Anthony de Mello

🕜 quotefancy



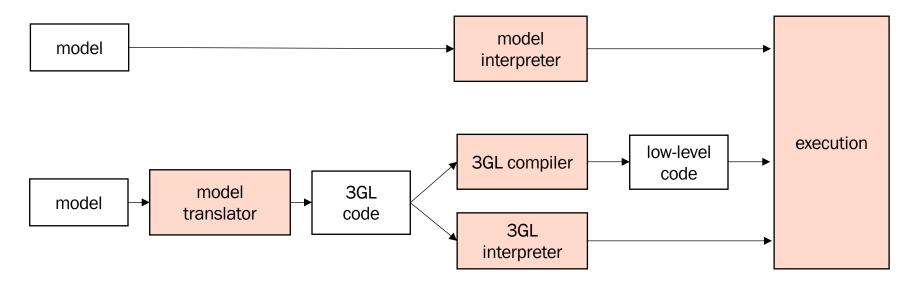
Model execution strategies



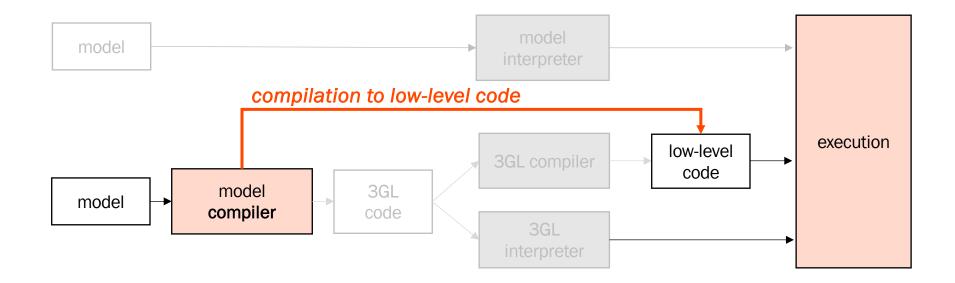


Model execution strategies

In H2020 SPACE-10-TEC-2020, **new model execution** approaches regarded as the **most urgent software engineering** need in the **space** industry

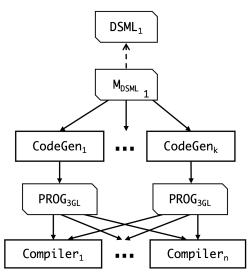






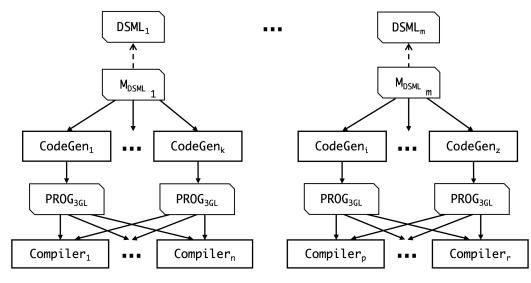


• 3GL code generators are specific to source DSML and target 3GL



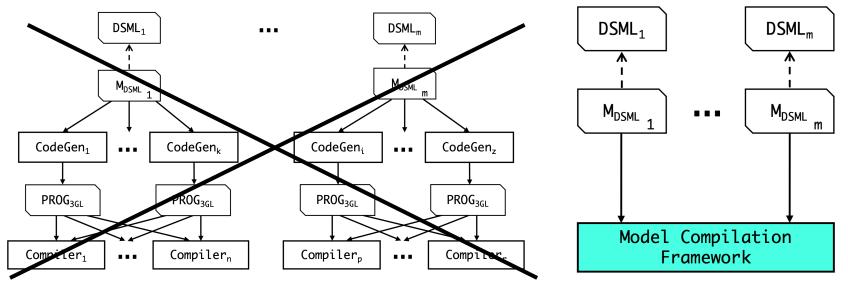


• 3GL code generators are specific to source DSML and target 3GL





• 3GL code generators are specific to source DSML and target 3GL





Bypass 3GLs and compile models by a flexible compiler framework



- Bypass 3GLs and compile models by a flexible compiler framework
- Semantic anchoring of DSML at hand to compiler IR language



- Bypass 3GLs and compile models by a flexible compiler framework
- Semantic anchoring of DSML at hand to compiler IR language
- Preservation of model semantics in generated executables



- Bypass 3GLs and compile models by a flexible compiler framework
- Semantic anchoring of DSML at hand to compiler IR language
- Preservation of model semantics in generated executables
- Coherent model semantics-based analysis and optimisations



- Bypass 3GLs and compile models by a flexible compiler framework
- Semantic anchoring of DSML at hand to compiler IR language
- Preservation of model semantics in generated executables
- Coherent model semantics-based analysis and optimisations
- Reusability of compiler "lowerings" for same front-ends and back-ends



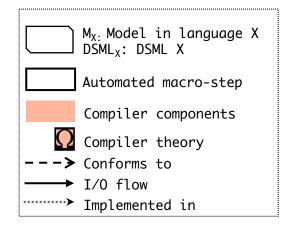
- Bypass 3GLs and compile models by a flexible compiler framework
- Semantic anchoring of DSML at hand to compiler IR language
- Preservation of model semantics in generated executables
- Coherent model semantics-based analysis and optimisations
- Reusability of compiler "lowerings" for same front-ends and back-ends
- Use of AI/ML for compilation purposes (e.g. semantic anchoring)



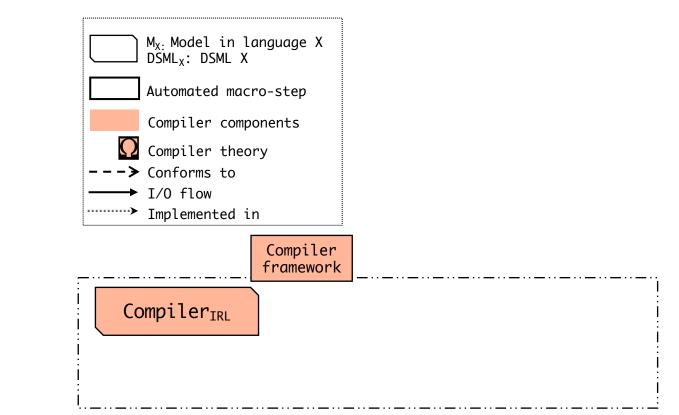
- Bypass 3GLs and compile models by a flexible compiler framework
- Semantic anchoring of DSML at hand to compiler IR language
- Preservation of model semantics in generated executables
- Coherent model semantics-based analysis and optimisations
- Reusability of compiler "lowerings" for same front-ends and back-ends
- Use of AI/ML for compilation purposes (e.g. semantic anchoring)
- Use of model compilation for Al/ML purposes

Envisioned model compilation approach



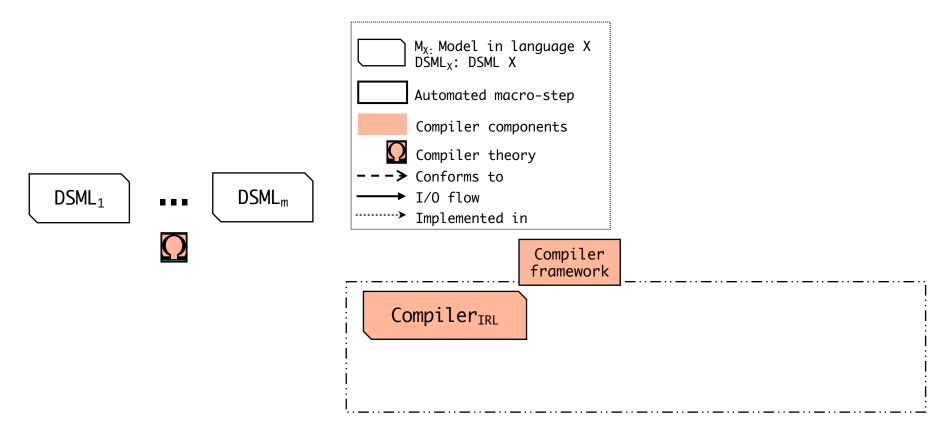




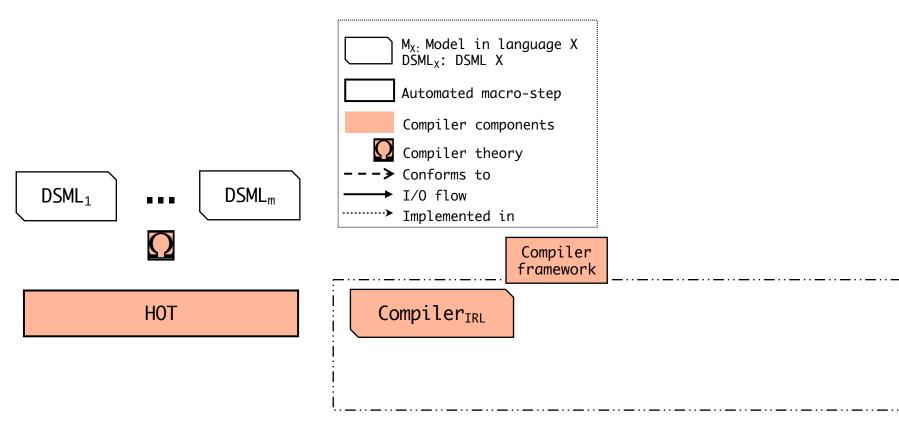




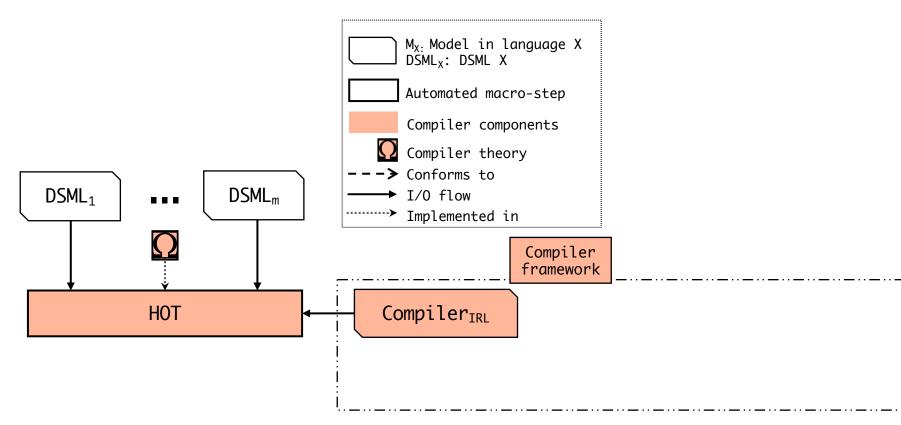




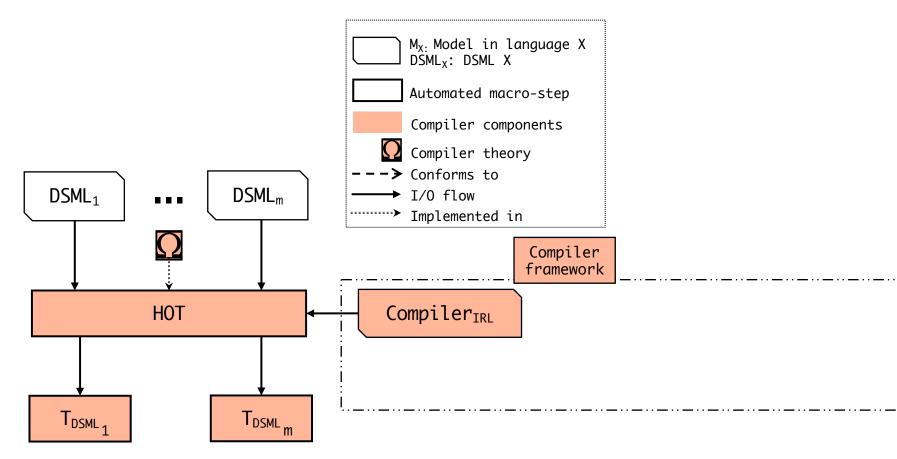


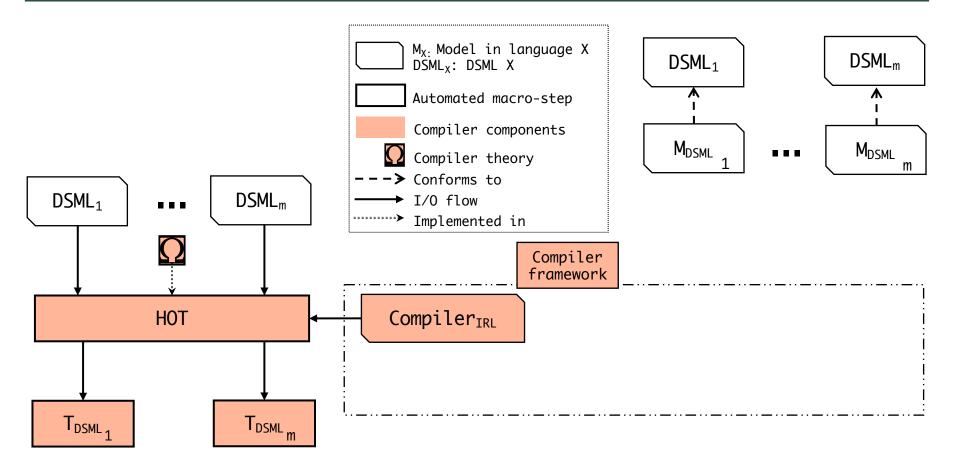


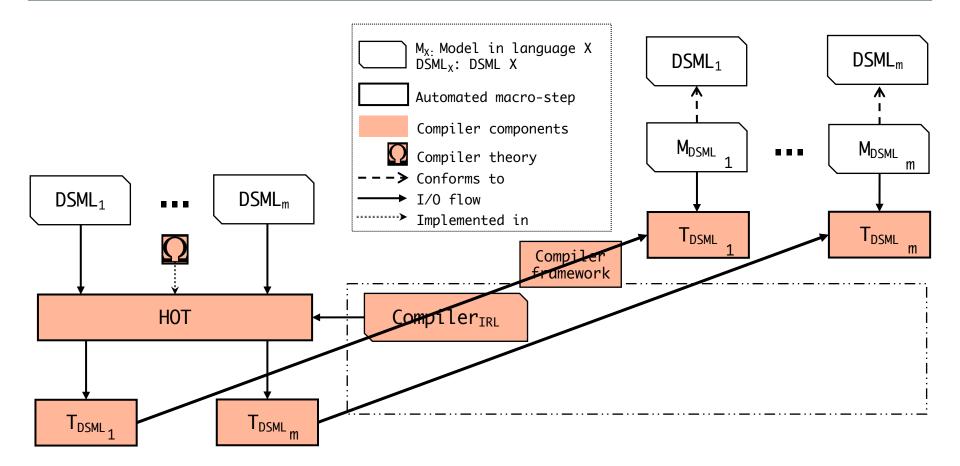




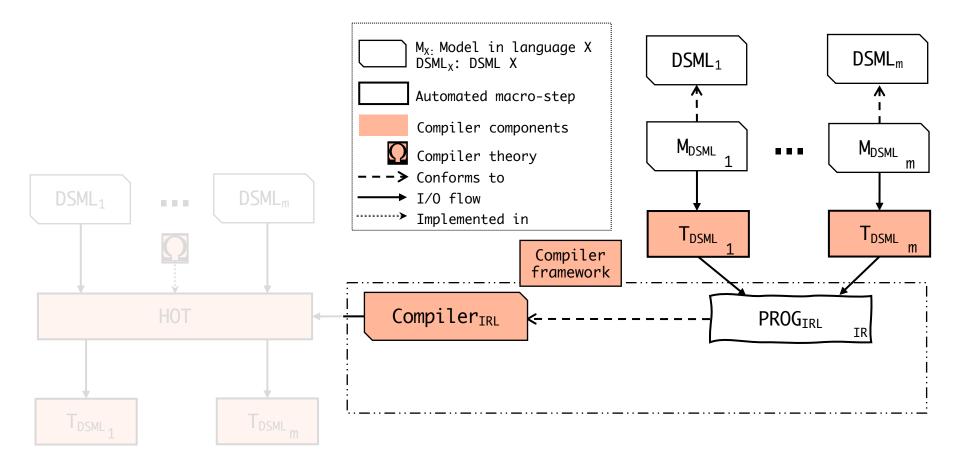






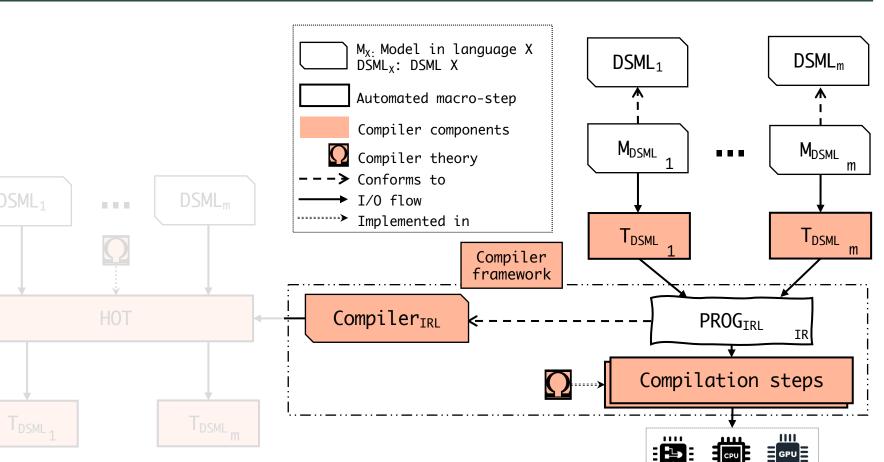




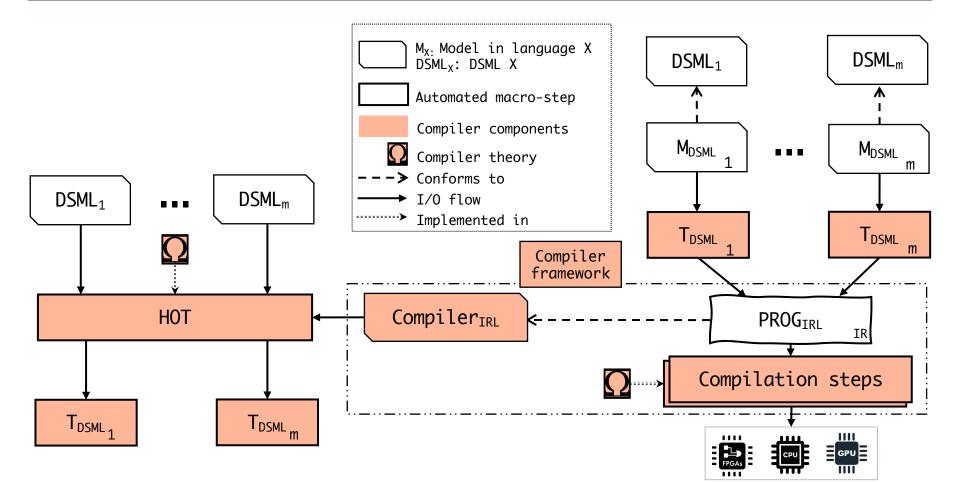


Mälardalen University

 $\overline{\mathbf{IIII}}$

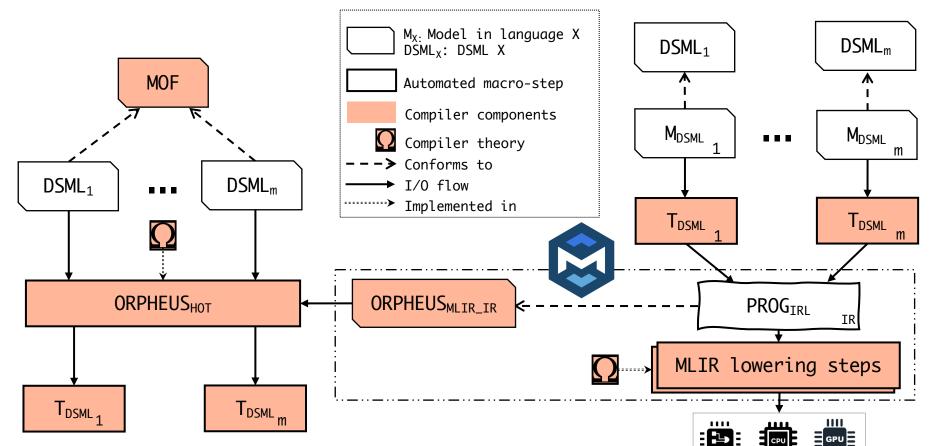






ORPHEUS model compilation approach





https://www.es.mdu.se/projects/603-ORPHEUS, funded by the Swedish Research Council (VR)



• Ability to execute abstract (high-level) and incomplete models



- Ability to execute abstract (high-level) and incomplete models
- Observability of executing models



- Ability to execute abstract (high-level) and incomplete models
- Observability of executing models
- Control of model execution



- Ability to execute abstract (high-level) and incomplete models
- Observability of executing models
- Control of model execution
- Compilation of DSMLs



- Ability to execute abstract (high-level) and incomplete models
- Observability of executing models
- Control of model execution
- Compilation of DSMLs
- Integration of model simulation into heterogeneous multiparadigm simulation systems



- Ability to execute abstract (high-level) and incomplete models
- Observability of executing models
- Control of model execution
- Compilation of DSMLs
- Integration of model simulation into heterogeneous multiparadigm simulation systems
- UML model execution
 - Compliance to fUML execution semantics
 - Support for UML-compliant action languages
 - Support for executing models based on UML profiles



.. and..



.. and..

Many of us are *engineers* and.. we tend to bring all back to *"programs"* and *"programming"*, which is what we know (and often value) the most



.. and..

Many of us are *engineers* and.. we tend to bring all back to *"programs"* and *"programming"*, which is what we know (and often value) the most

Let's not forget that **modelling**, for sketching, communication, and brainstorming purposes, is..

.. fun, useful, and very valuable!

Design adds value faster than it adds cost.

Joel Spolsky



