

MDD in Practice

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- ▶ **Software Engineer at Google**
YouTube Video Analytics
- ▶ **SCG Alumni**
Bachelor, Master and PhD
- ▶ **Open-Source Communities**
Core-developer of Seaside
Author of Magritte and Pier

*Any sufficiently complicated
program contains at least
one meta-model.*

Roadmap

1. Protocol Buffers

Meta-data model for serialization

2. OmniBrowser

Meta-model for tool building

3. Google Web Toolkit

Model-driven web architecture

4. Magritte

Generic meta-model



protobuf

Google's data interchange format

Protocol Buffers

Meta-data model for serialization

Describe your data format,
to share and evolve it.

Protocol Buffers

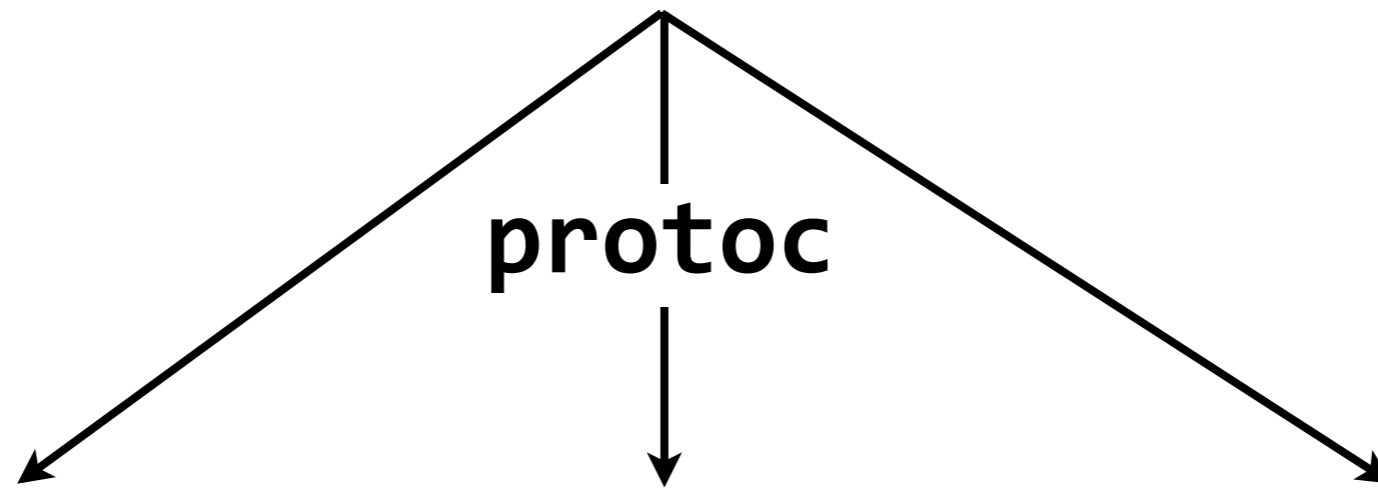
- ▶ Encode structured data
- ▶ Language-neutral
- ▶ Platform-neutral
- ▶ Extensible
- ▶ Efficient

Protocol Buffer IDL

```
message Person {  
  required int32 id = 1;  
  required string name = 2;  
  optional string email = 3;  
}
```



```
message Person {  
  required int32 id = 1;  
  required string name = 2;  
  optional string email = 3;  
}
```



C++

Serialize in C++

```
Person person;  
person.set_name("John Doe");  
person.set_id(1234);  
person.set_email("jdoe@example.com");  
fstream output("myfile", ios::out | ios::binary);  
person.SerializeToOstream(&output);
```

Deserialize in Python

```
file = open("myfile", "rb")
person = Person()
person.ParseFromString(file.read())
file.close
print "Name: ", person.name
print "E-mail: ", person.email
```

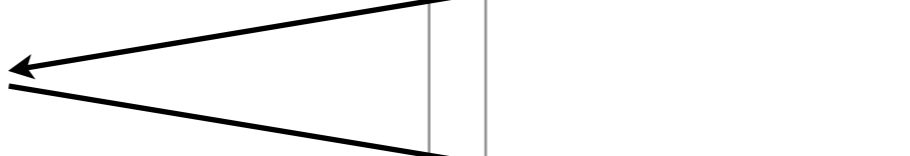
```
message Person {  
  required int32 id = 1;  
  required string name = 2;  
  optional string email = 3;  
}
```

:Person

```
message Person {  
  required int32 id = 1;  
  required string name = 2;  
  repeated string email = 3;  
  repeated Phone phone = 4;  
}
```

:Person

:Person



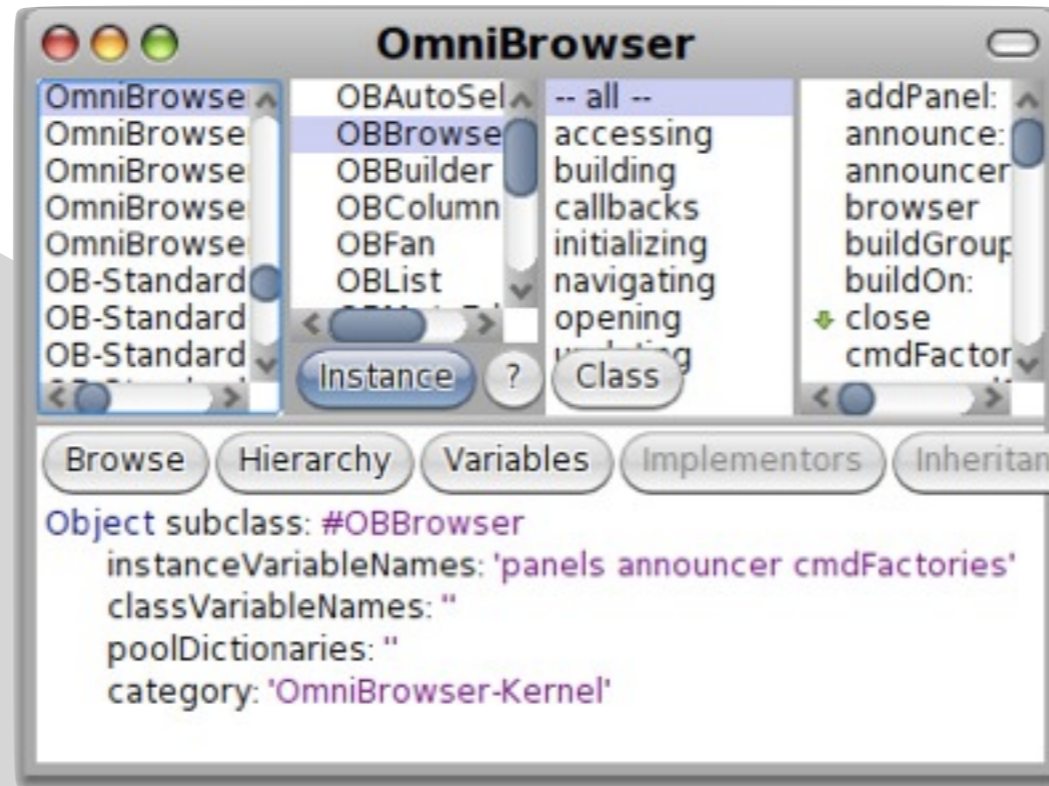
Demo

Why not XML/JSON?

- ▶ Protocol Buffers are
 - 3–10 times smaller
 - 20–100 times faster
 - consistent code generators
 - less ambiguous
 - evolvable

Discussion

- ▶ Describe your data once, and use it across platforms and languages
- ▶ Evolution supported by design
- ▶ Used at Google for almost all
 - file formats (data storage)
 - remote procedure protocols (RPC)



OmniBrowser

Meta-model for tool building

Create a first-class description
of the domain.

OBBrowser Hierarchy

<ul style="list-style-type: none"> ProtoObject Object OBBrowser OBCodeBrowser OBHierarchyBrowser OBInheritanceBrowser OBListBrowser OBImplementorsBrowser OBHierarchyImplementor OBMethodStringsBrowser OBReferencesBrowser OBSendersBrowser OBHierarchySendersBro 	<ul style="list-style-type: none"> -- all -- accessing building callbacks initializing navigating opening updating 	<ul style="list-style-type: none"> addPanel: announce: announcer browser buildGroup:on: buildOn: close cmdFactories commandSelectors currentNode currentOrRootNode defaultBackgroundColor defaultLabel definitionPanel dontTranscribe
--	--	--

Object subclass: #OBBrowser
 instanceVariableNames: 'panels announcer cmdFactories'
 classVariableNames: ''
 poolDictionaries: ''
 category: 'OmniBrowser-Kernel'

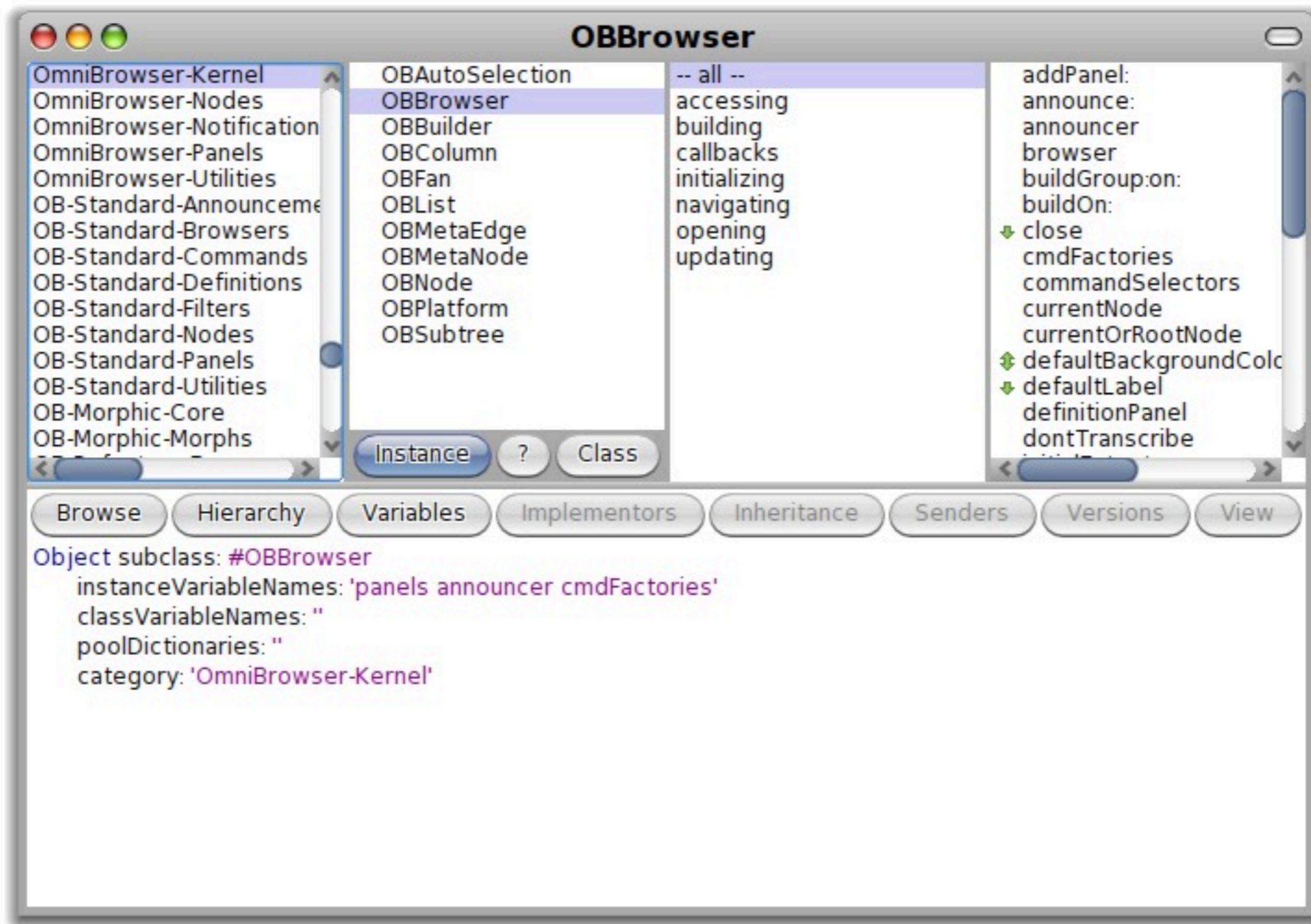
Variables of OBBrowser

announcer
cmdFactories
panels

OBBrowser>>initialize
OBBrowser>>announcer
OBCodeBrowser>>subscribe
OREnvironmentBrowser>>setMetaNode:node:

Instance Class accessors

Browse Hierarchy Variables Implementors Inheritance Senders Versions View



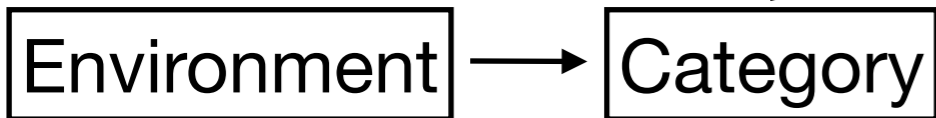
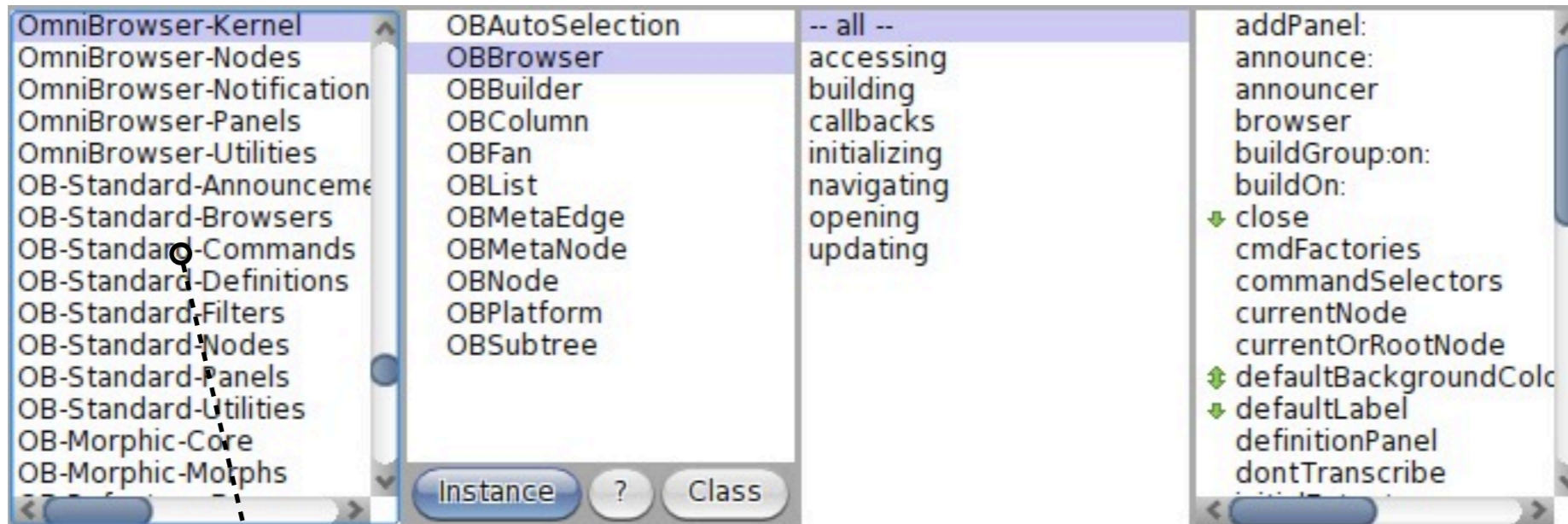
OmniBrowser-Kernel	OBAutoSelection	-- all --	addPanel:
OmniBrowser-Nodes	OBBrowser	accessing	announce:
OmniBrowser-Notification	OBBuilder	building	announcer
OmniBrowser-Panels	OBColumn	callbacks	browser
OmniBrowser-Utilities	OBFan	initializing	buildGroup:on:
OB-Standard-Announceme	OBList	navigating	buildOn:
OB-Standard-Browsers	OBMetaEdge	opening	close
OB-Standard-Commands	OBMetaNode	updating	cmdFactories
OB-Standard-Definitions	OBNode		commandSelectors
OB-Standard-Filters	OBPlatform		currentNode
OB-Standard-Nodes	OBSubtree		currentOrRootNode
OB-Standard-Panels			defaultBackgroundColor
OB-Standard-Utilities			defaultLabel
OB-Morphic-Core			definitionPanel
OB-Morphic-Morphs			dontTranscribe

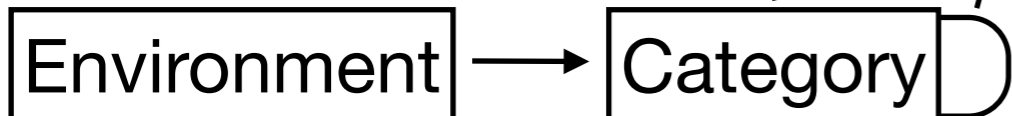
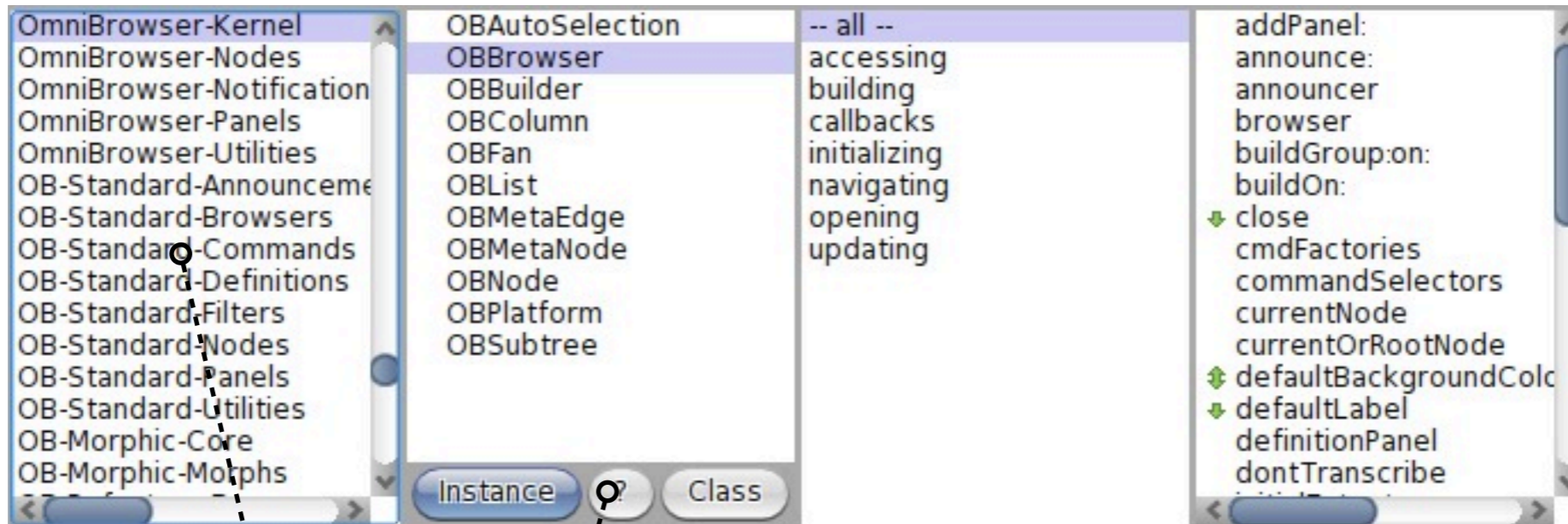
Instance ? Class

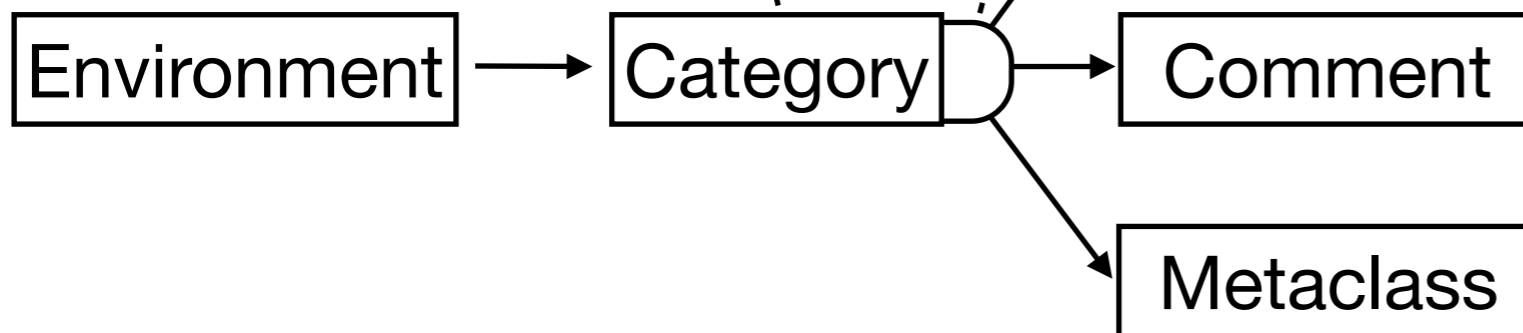
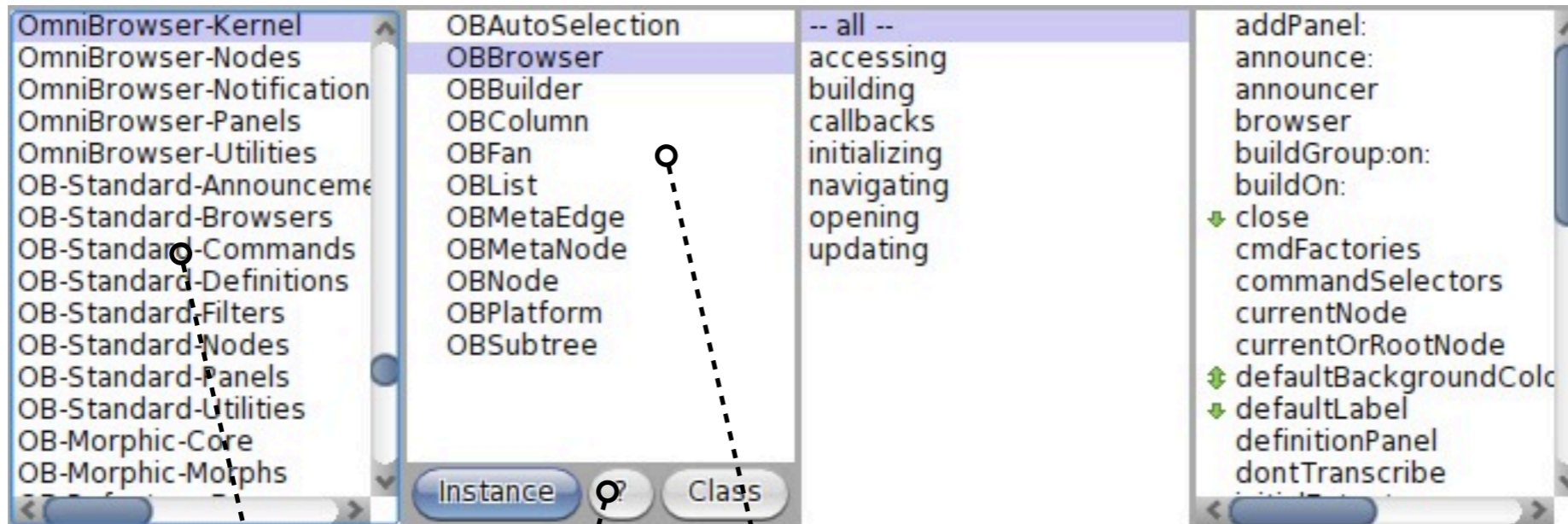
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OB-Standard-Utilities			defaultLabel
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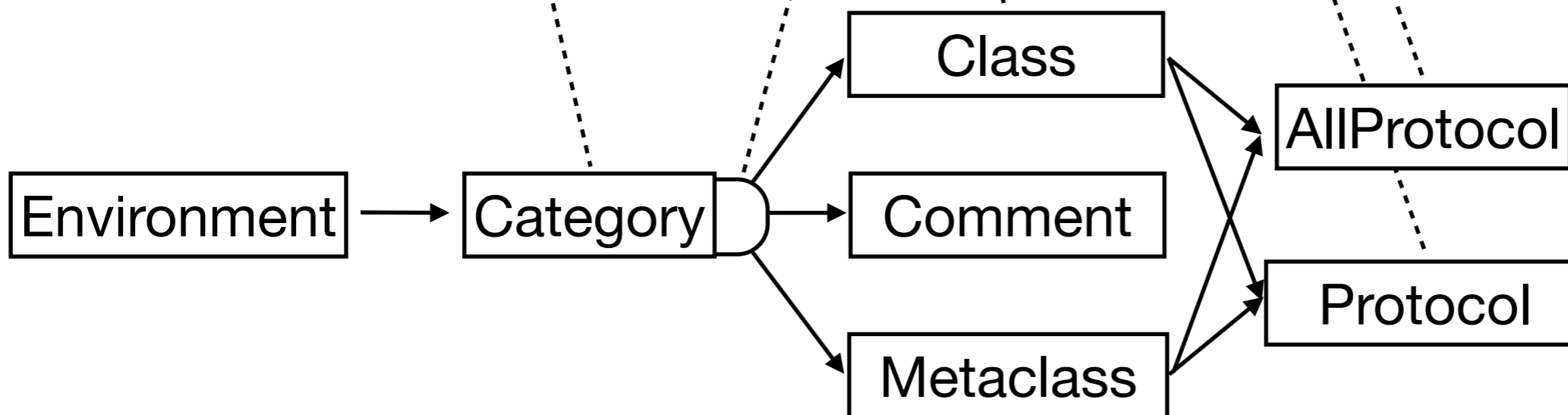
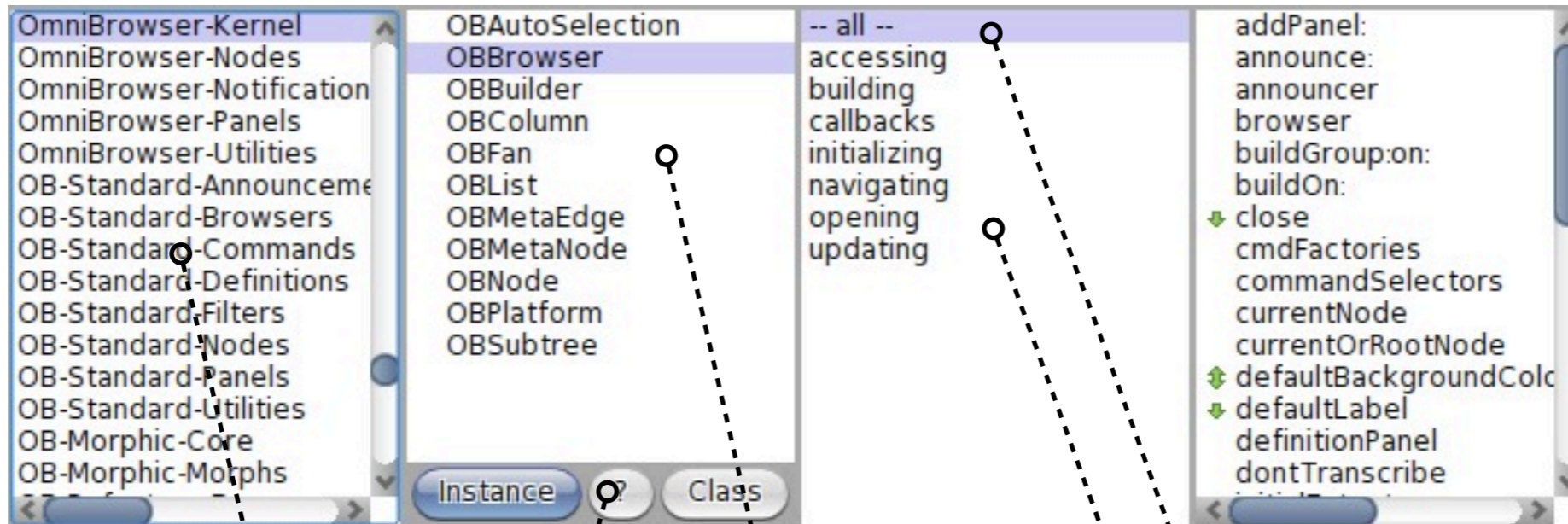
Instance ? Class

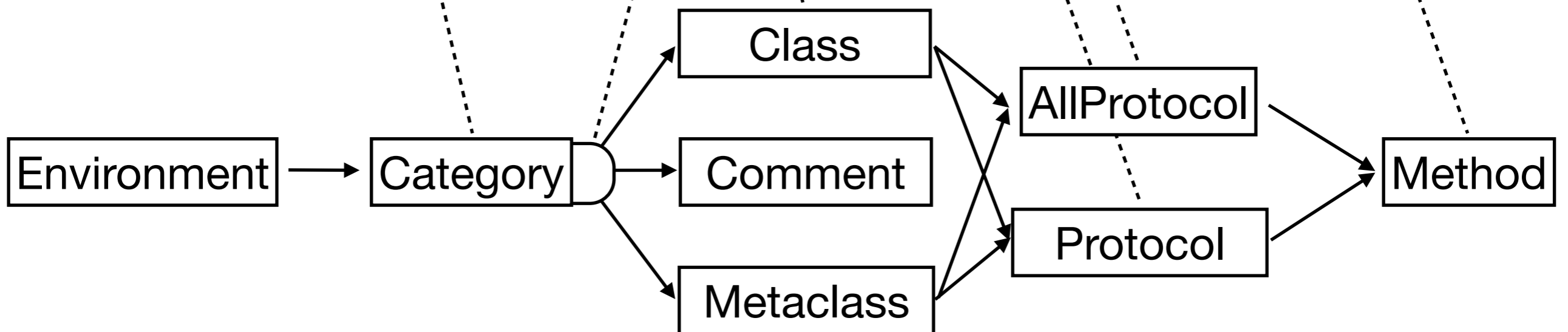
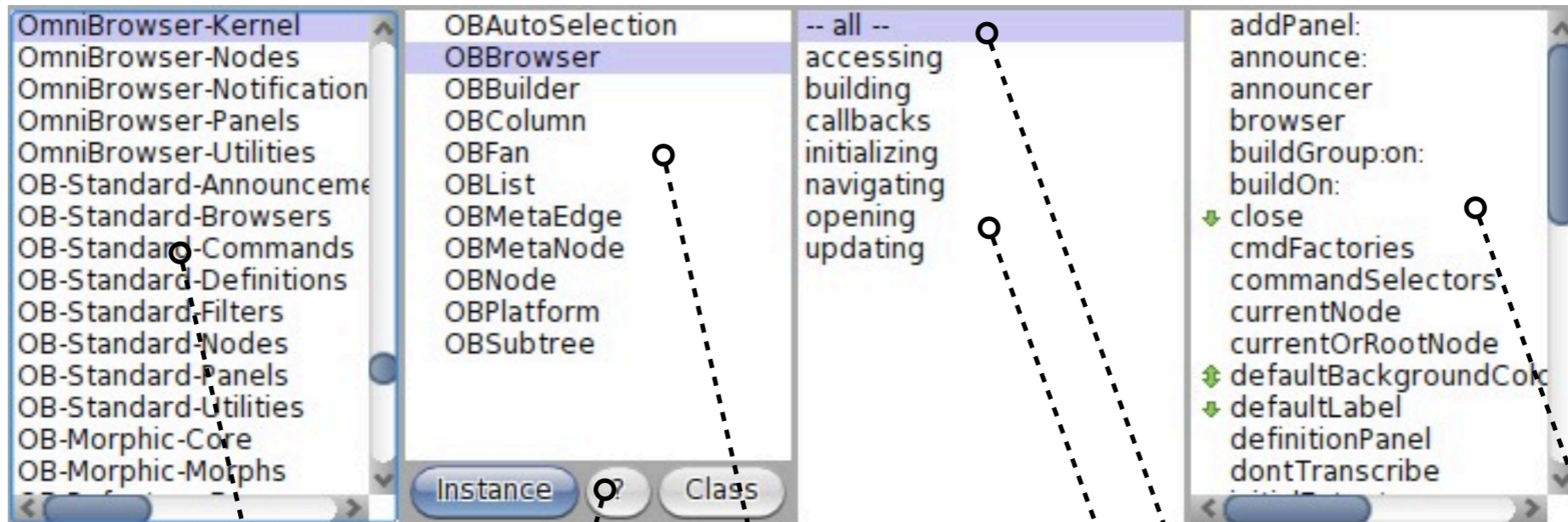
Environment











OB-Morph

The screenshot shows the OBBrowser application window. The title bar reads "OBBrowser". The interface is divided into several sections:

- Left Panel:** A list of classes including OmniBrowser-Kernel, OmniBrowser-Nodes, OmniBrowser-Notification, OmniBrowser-Panels, OmniBrowser-Utilities, OB-Standard-Announceme, OB-Standard-Browsers, OB-Standard-Commands, OB-Standard-Definitions, OB-Standard-Filters, OB-Standard-Nodes, OB-Standard-Panels, OB-Standard-Utilities, OB-Morphic-Core, and OB-Morphic-Morphs.
- Center Panel:** A list of subclasses for the selected class, including OBAutoSelection, OBBrowser (highlighted), OBBuilder, OBColumn, OBFan, OBList, OBMetaEdge, OBMetaNode, OBNode, OBPlatform, and OBSubtree.
- Right Panel:** A list of methods and variables for the selected class, including -- all --, accessing, building, callbacks, initializing, navigating, opening, updating, addPanel:, announce:, announcer, browser, buildGroup:on:, buildOn:, close, cmdFactories, commandSelectors, currentNode, currentOrRootNode, defaultBackgroundColor, defaultLabel, definitionPanel, and dontTranscribe.
- Buttons:** A row of buttons labeled "Instance", "?", and "Class". Below this is a row of navigation buttons: "Browse", "Hierarchy", "Variables", "Implementors", "Inheritance", "Senders", "Versions", and "View".
- Bottom Panel:** A text area displaying object details for the selected instance: "Object subclass: #OBBrowser", "instanceVariableNames: 'panels announcer cmdFactories'", "classVariableNames: ''", "poolDictionaries: ''", and "category: 'OmniBrowser-Kernel'".

OB-Web

The screenshot shows the OBBrowser application window. The title bar reads "OBBrowser". The interface is divided into several sections:

- Left Panel:** A list of categories including OmniBrowser-Kernel, OmniBrowser-Nodes, OmniBrowser-Notifica, OmniBrowser-Panels, OmniBrowser-Utilities, OB-Standard-Announc, OB-Standard-Browser:, OB-Standard-Commar, OB-Standard-Definitio, and OB-Standard-Filters.
- Middle Panel:** A list of classes including OBAutoSelection, OBBrowser (highlighted), OBBuilder, OBColumn, OBFan, OBList, OBMetaEdge, and OBMetaNode. Below this list are tabs for "Instance" and "? Class".
- Right Panel:** A list of methods including -- all --, accessing, building, callbacks, initializing, navigating, opening, updating, private, addPanel:, announce:, announcer, browser, buildGroup:on:, buildOn:, close (with a green arrow), command:do:, and commandFactories.
- Bottom Panel:** A code editor displaying the following code:

```
Object subclass: #OBBrowser
  instanceVariableNames: 'panels announcer commandFactories'
  classVariableNames: ''
  poolDictionaries: ''
  category: 'OmniBrowser-Kernel'
```

OBBrowser-Mars

The screenshot shows the OBBrowser application window. The title bar reads "OBBrowser". The interface is divided into several sections:

- Left Panel (Class Browser):** A list of classes including AST-Core-Matching, AST-Core-Nodes, AST-Core-Parser, AST-Core-Pattern, AST-Core-Tokens, AST-Core-Visitors, AST-Semantic, AST-Semantic-Binding, AST-Semantic-Scope, AST-Semantic-Tests, AST-Tests-Core, Announcements-Core, and Announcements-View.
- Center Panel (Class List):** A list of classes including OBAutoSelection, OBBrowser (highlighted), OBBuilder, OBColumn, OBFan, OBList, OBMetaEdge, OBMetaNode, OBNode, OBPlatform, and OBSubtree.
- Right Panel (Inspector):** A tabbed interface with "Instance" and "Class" tabs. The "Instance" tab is active, showing a list of instance variables: -- all --, accessing, building, callbacks, initializing, navigating, opening, and updating. The "Class" tab is also visible, showing a list of class methods: addPanel:, announce:, announcer, buildGroup:on:, buildOn:, close, cmdFactories, commandSelectors, currentNode, currentOrRootNode, and defaultBackgroundColor.
- Bottom Panel (Object Inspector):** A text area displaying the following information:

```
Object subclass: #OBBrowser
instanceVariableNames: 'panels announcer cmdFactories'
classVariableNames: ''
poolDictionaries: ''
category: 'OmniBrowser-Kernel'
```

Discussion

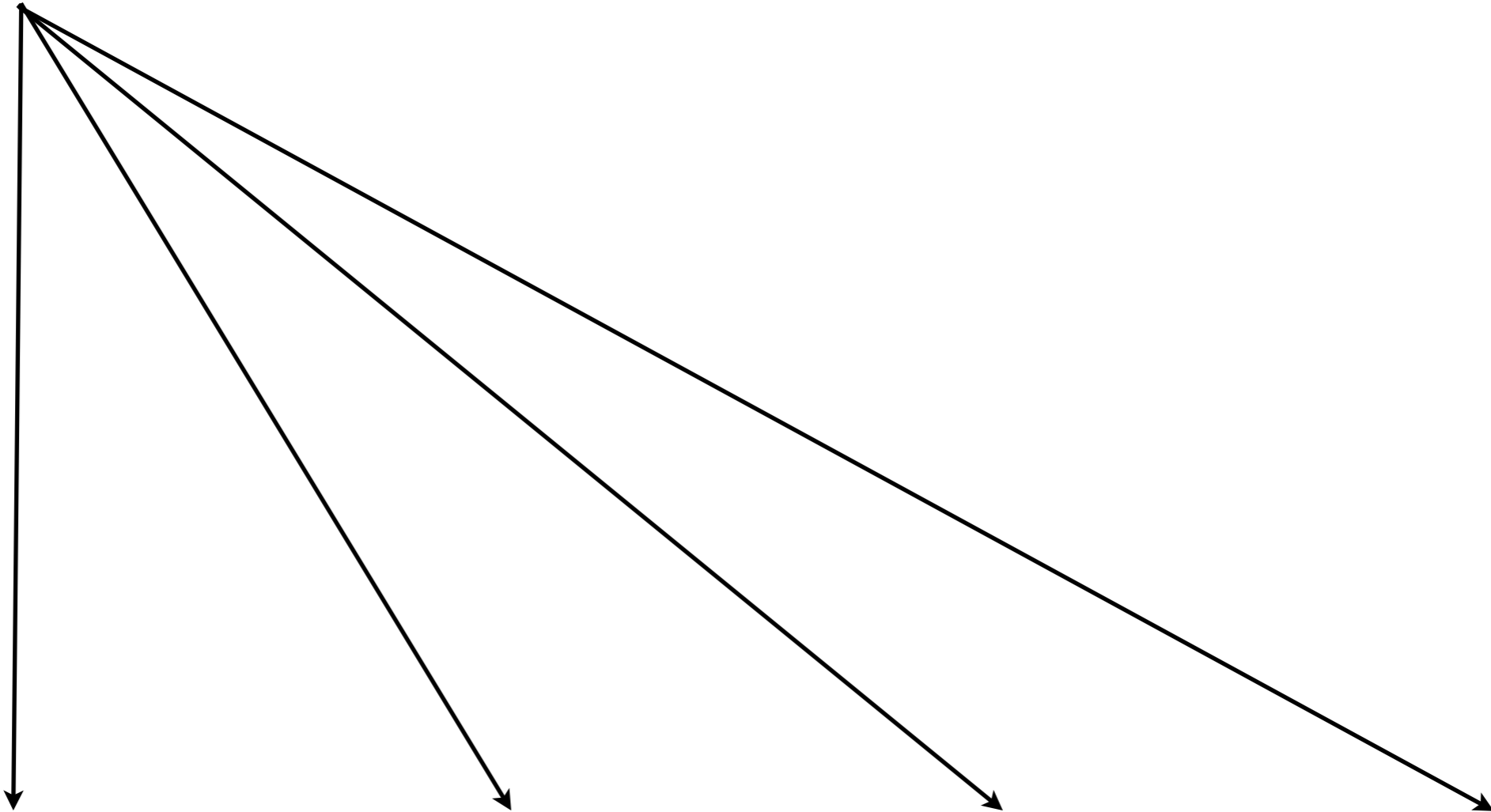
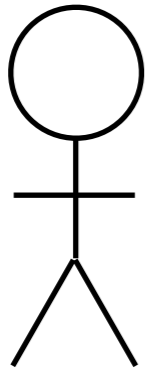
- ▶ Model the concepts of your domain
- ▶ Domain-specific reflection
- ▶ UI independent
- ▶ Can be limiting or slow
- ▶ People might get meta-confused

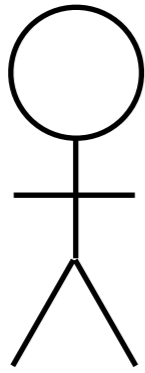


Google Web Toolkit

Model-driven web architecture

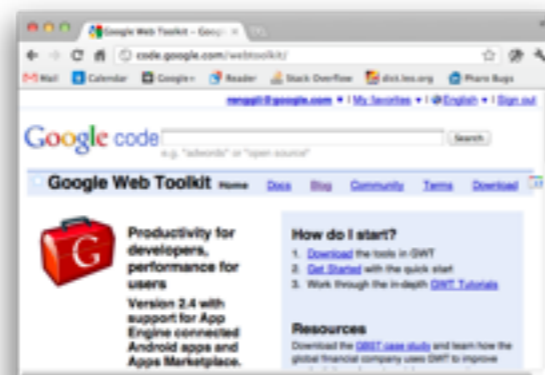
Write your application in Java,
run your application in JavaScript





```
public class Main implements EntryPoint {  
    public void onModuleLoad() {  
        Label label = new Label("Hello World");  
        RootPanel.add(label);  
    }  
}
```

platform
independent
model



Is this really a model?

```
public class Main implements EntryPoint {  
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Is this really a model?

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public class Main implements EntryPoint {  
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```



High-level
Widgets

Is this really a model?

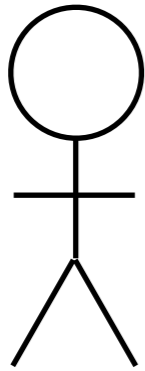
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    }  
}
```



High-level
Widgets



Description
Language

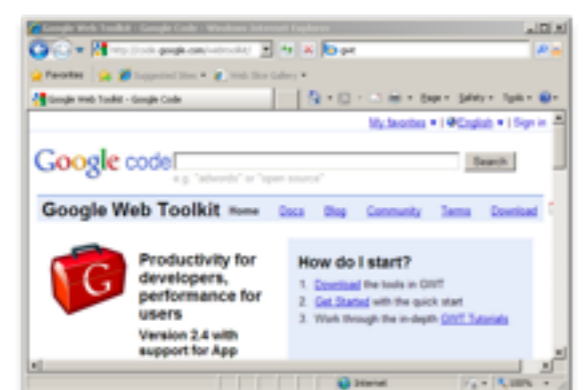
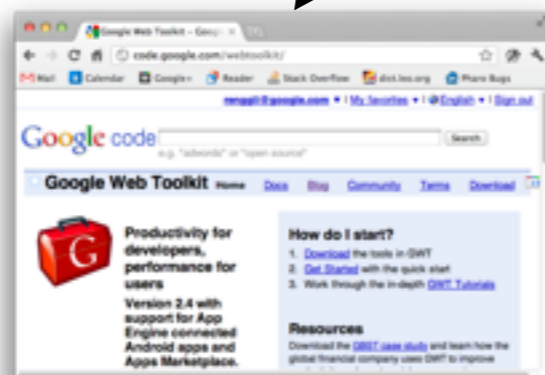


```
public class Main implements EntryPoint {  
    public void onModuleLoad() {  
        Label label = new Label("Hello World");  
        RootPanel.add(label);  
    }  
}
```

platform
independent
model































































automatic
translation



GWT Translation

	Mozilla	Chrome	Safari	IE	...
English	  				
French					
German					
...					

GWT Translation

	Mozilla	Chrome	Safari	IE	...
English	  	  	  	  	  
French	  	  	  	  	  
German	  	  	  	  	  
...	  	  	  	  	  

Discussion

- ▶ Write JavaScript using a high-level widget library in a well defined (statically typed) language
- ▶ Translate and optimize code towards specific browsers
- ▶ Debugging, kind of works but you don't want to know how



Magritte

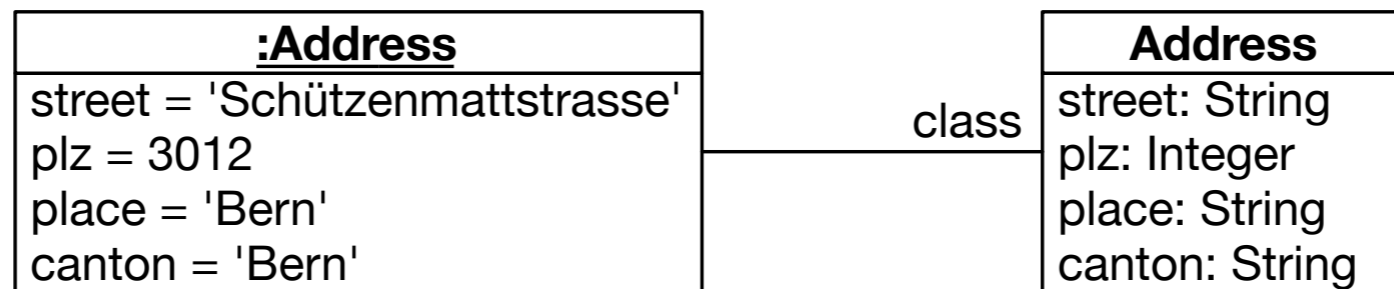
Generic Meta Meta-Model

Describe your objects once,
use the descriptions everywhere.

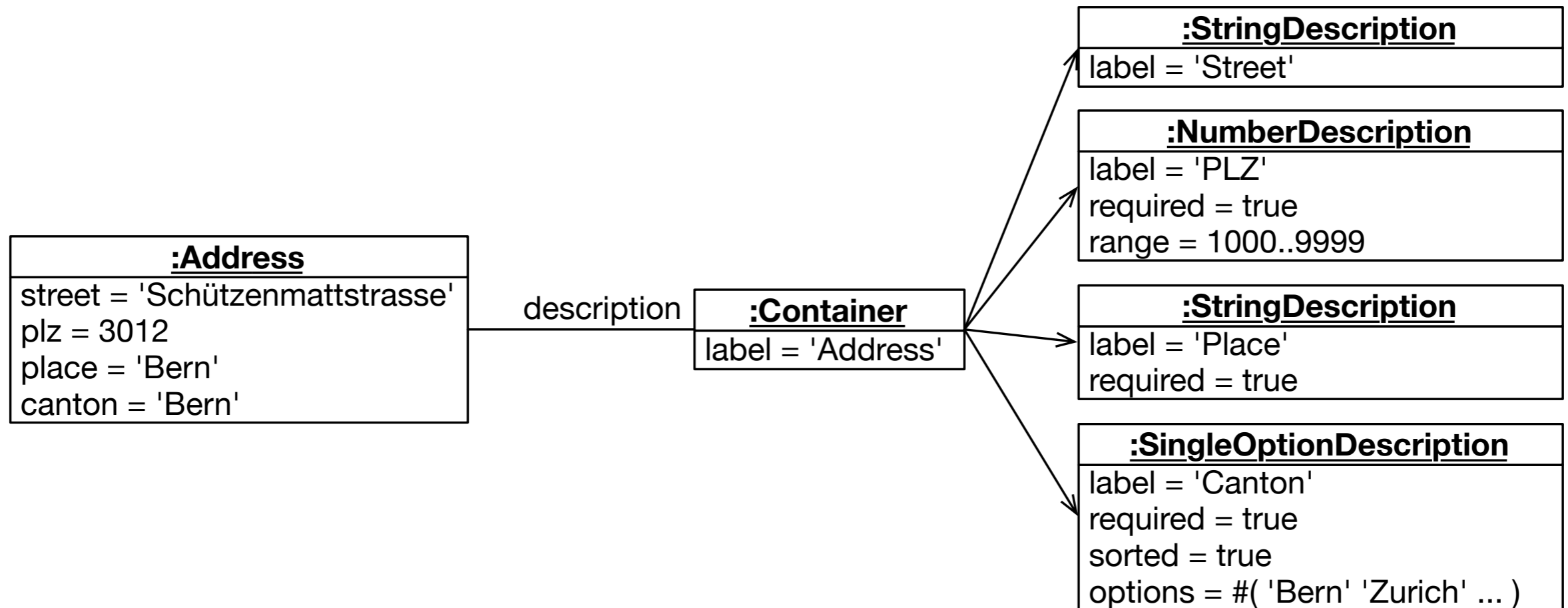
Address Object

<u>:Address</u>
street = 'Schützenmattstrasse'
plz = 3012
place = 'Bern'
canton = 'Bern'

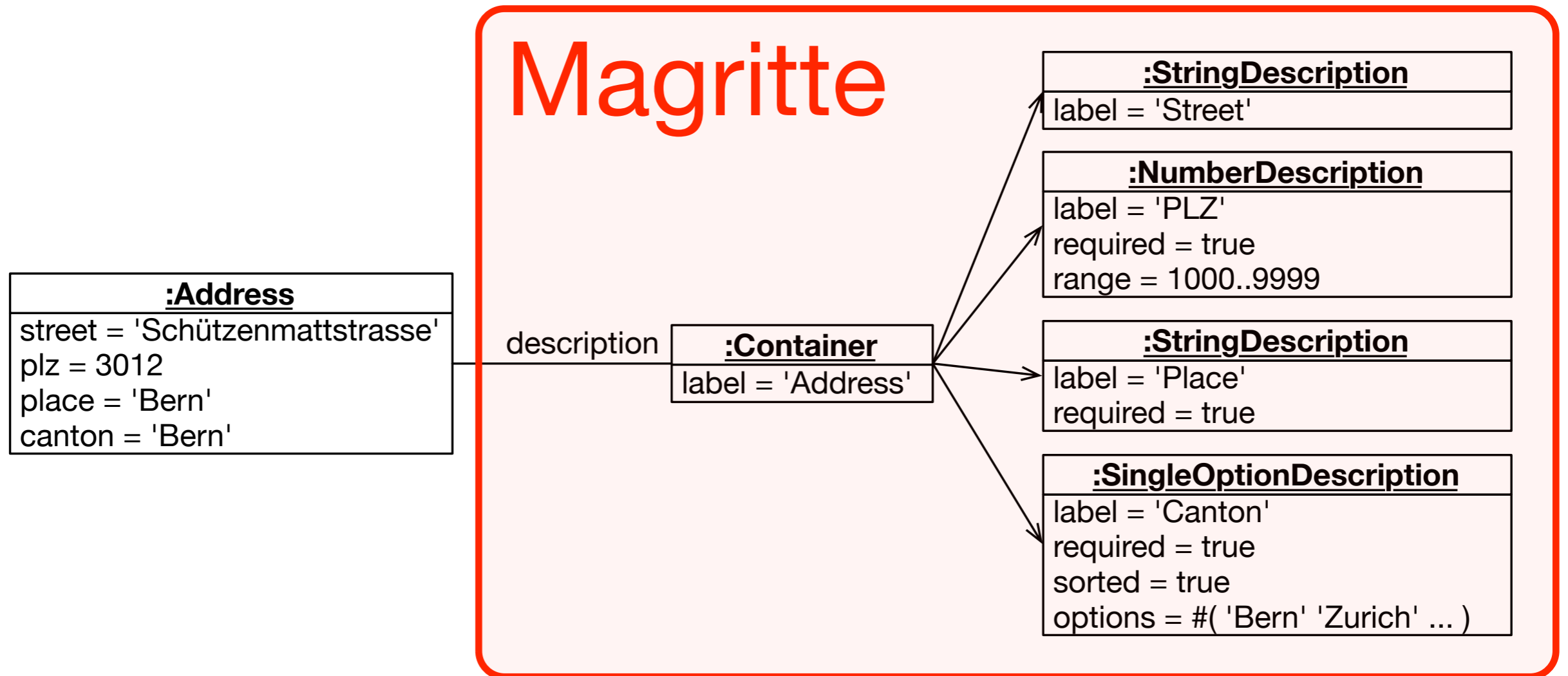
Address Class



Address Description

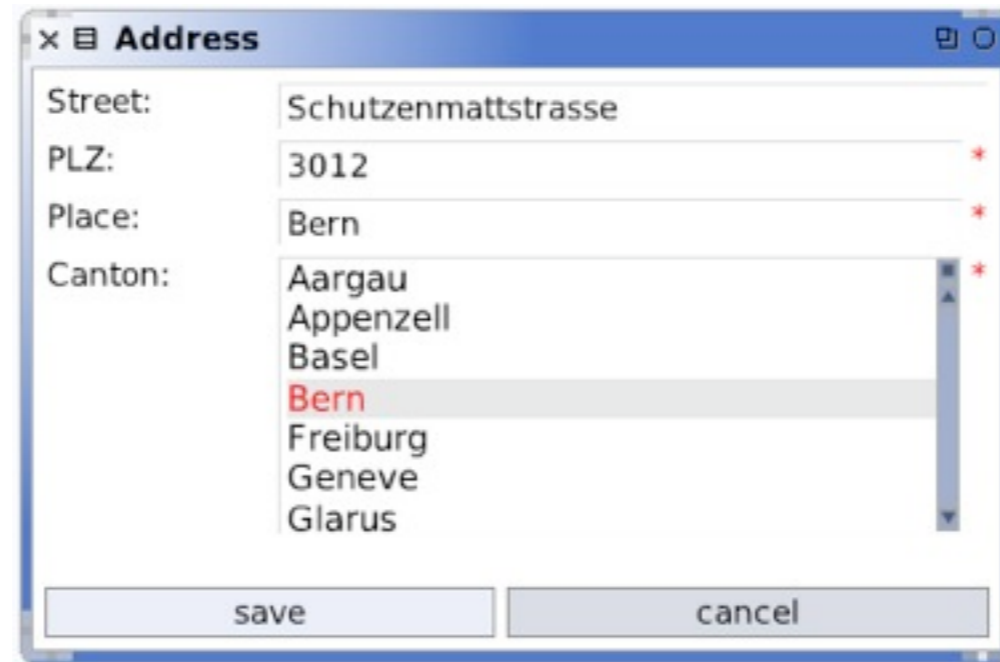


Address Description



Morphic Rendering

```
result := anAddress asMorph  
  addButtons;  
  addWindow;  
  callInWorld
```



Seaside Rendering

```
result := self call: (anAddress asComponent  
    addValidatedForm;  
    yourself)
```

Street:	<input type="text" value="Schutzenmattstrasse"/>	
PLZ:	<input type="text" value="3012"/>	*
Place:	<input type="text" value="Bern"/>	*
Canton:	<input type="text" value="Bern"/>	*
	<input type="button" value="Save"/>	<input type="button" value="Cancel"/>

Other Applications

- ▶ Viewer building
 - ▶ Editor building
 - ▶ Report building
 - ▶ Documentation
 - ▶ Data validation
 - ▶ Query processing
 - ▶ Object filtering
 - ▶ Object serialization
 - ▶ Object copying
 - ▶ Object indexing
 - ▶ Object initialization
 - ▶ Object extension
 - ▶ Object adaption
 - ▶ Object customization
 - ▶ Code generation
- and much more ...

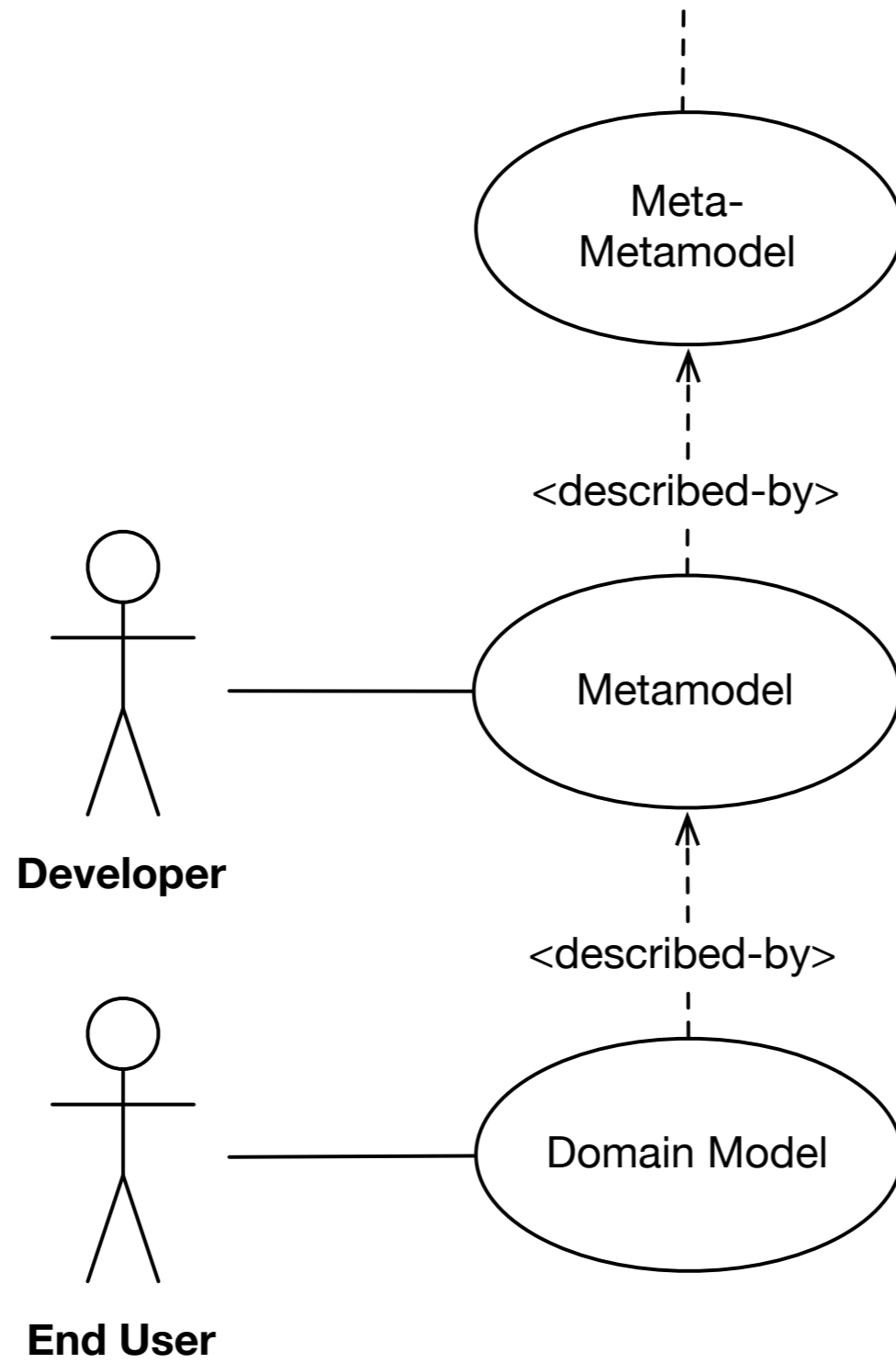
Why is it useful?

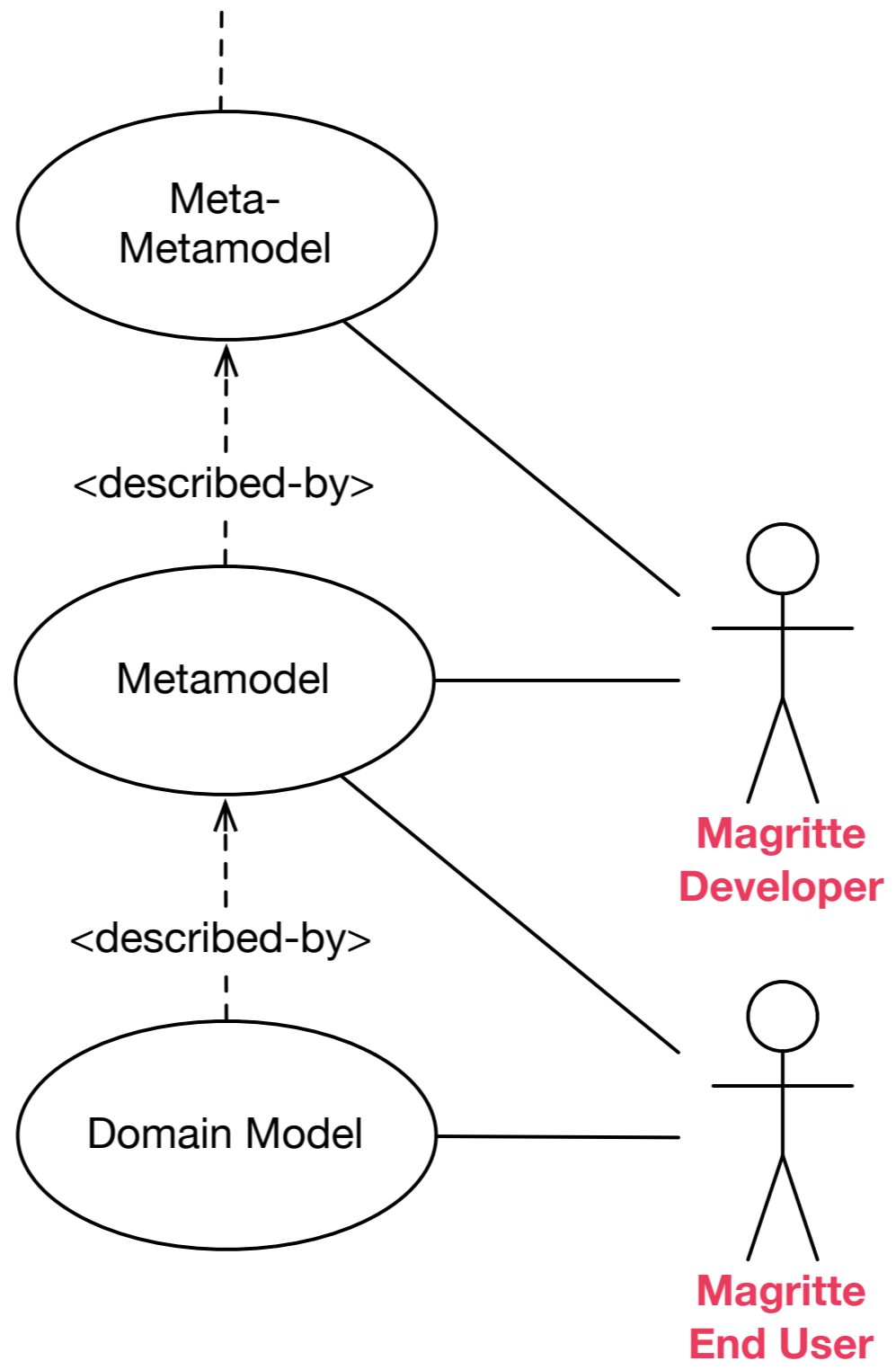
- ▶ Describe once, get everywhere.
- ▶ Extensibility of classes is ensured.
- ▶ Context dependent descriptions.
- ▶ End-user customizable.
- ▶ Developer configurable.

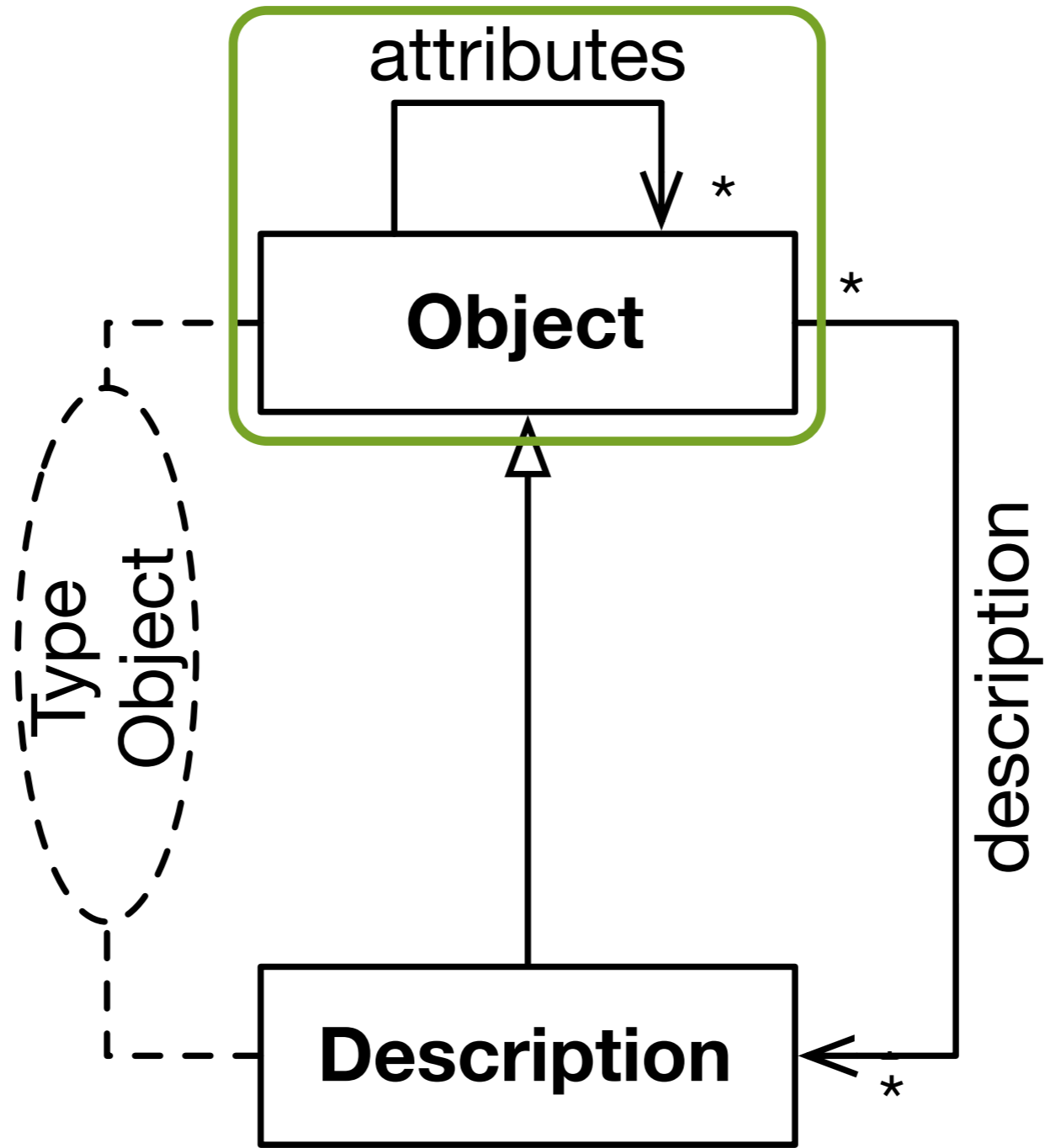
Why is it cool?

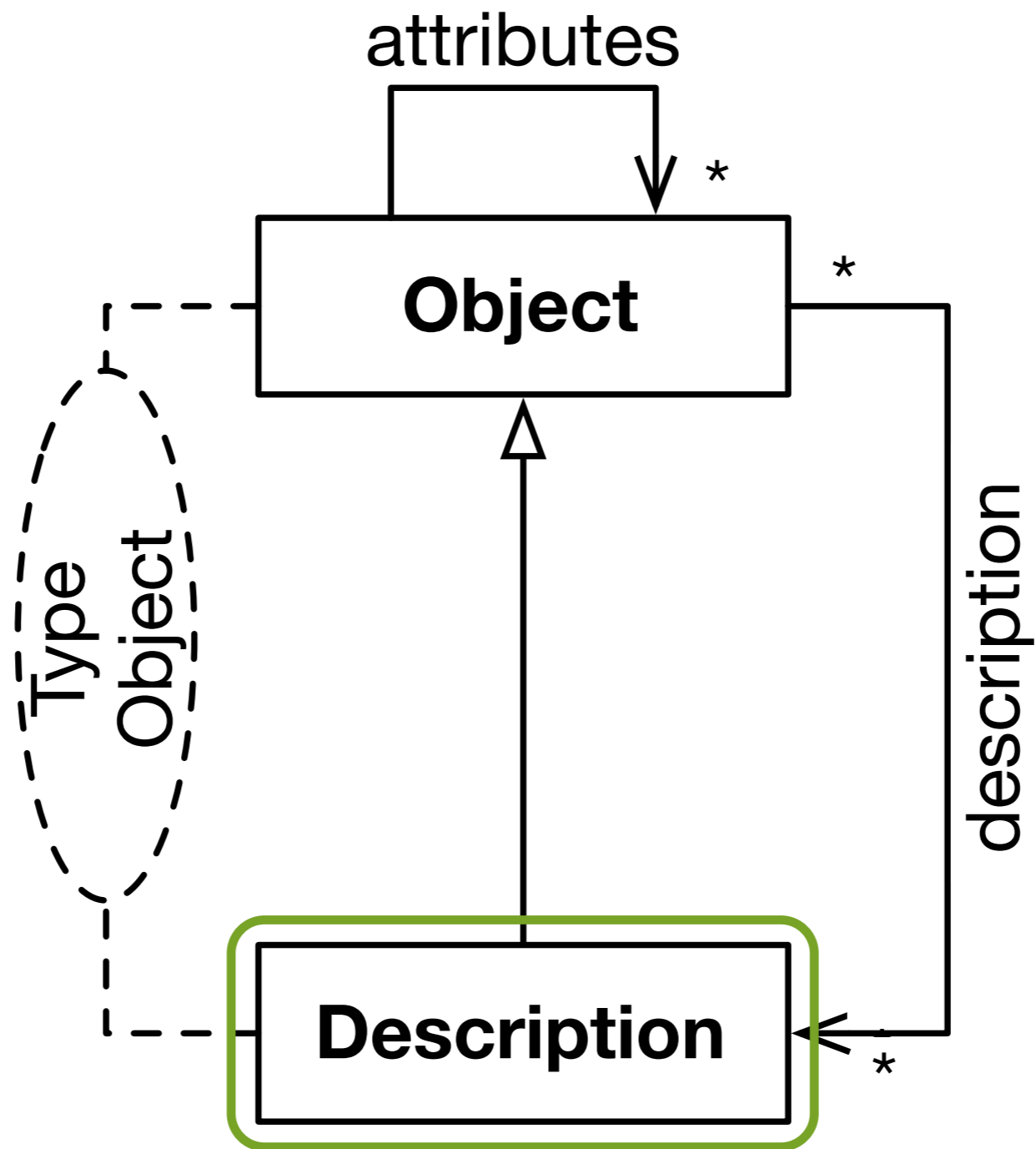
- ▶ Be more productive
- ▶ Lower coupling
- ▶ Do more, with less code
- ▶ Do more, with less hacking

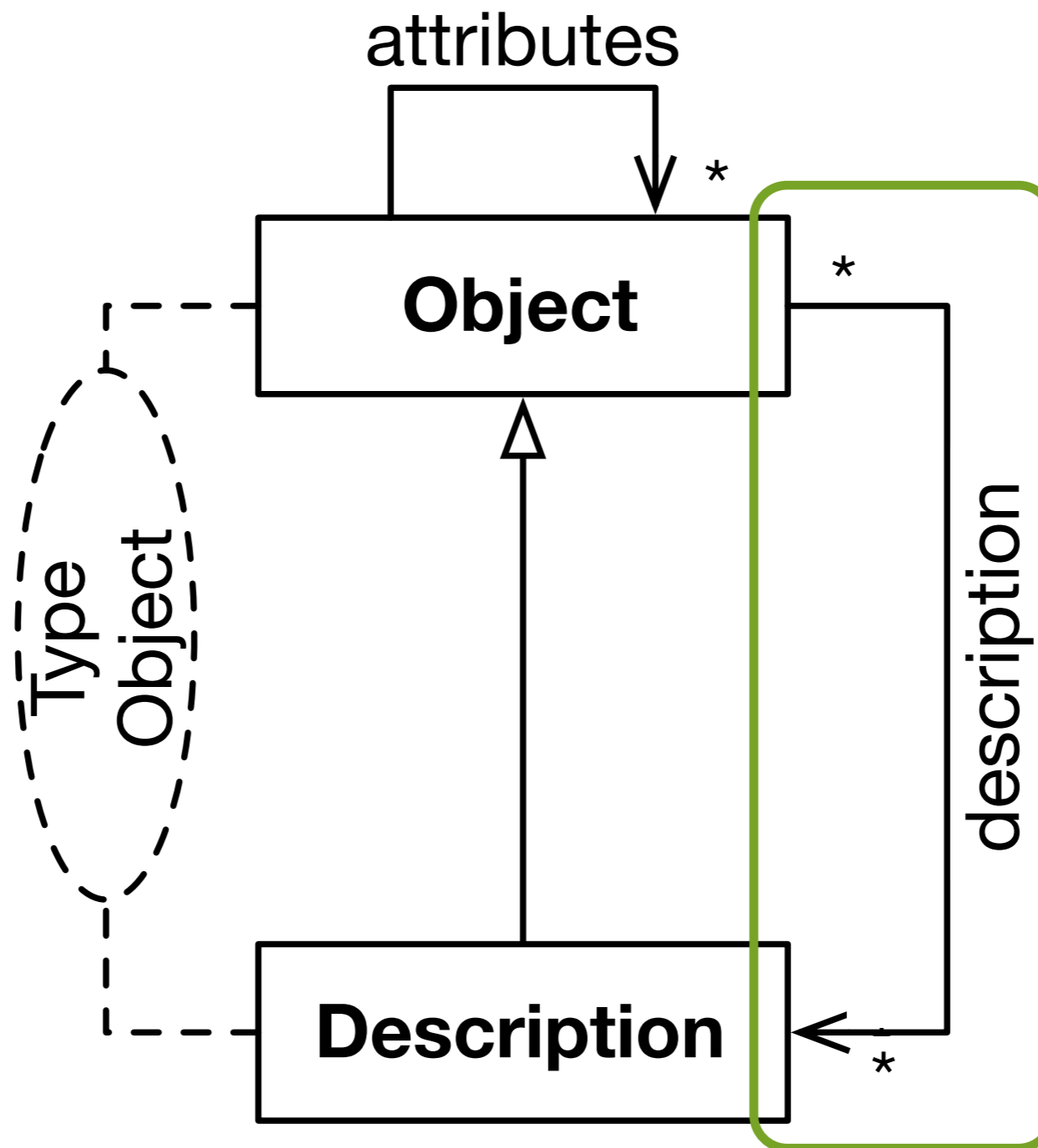
- ▶ **Empower your users**











Run-time

Adaptive Object Model

End users customizability

Demo

Discussion

- ▶ Very powerful and flexible
- ▶ Runtime adaptive code
- ▶ End-user programmable code
- ▶ Can cause meta meta-confusion
- ▶ Can be slower than hardcoding

*Any sufficiently complicated
program contains at least
one meta-model.*