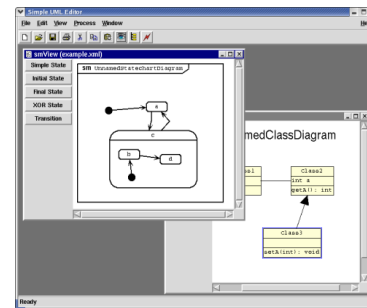
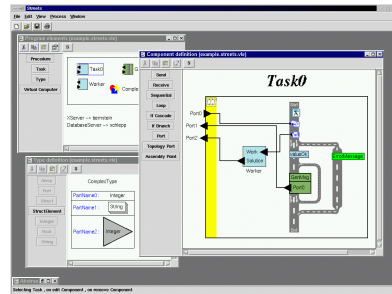


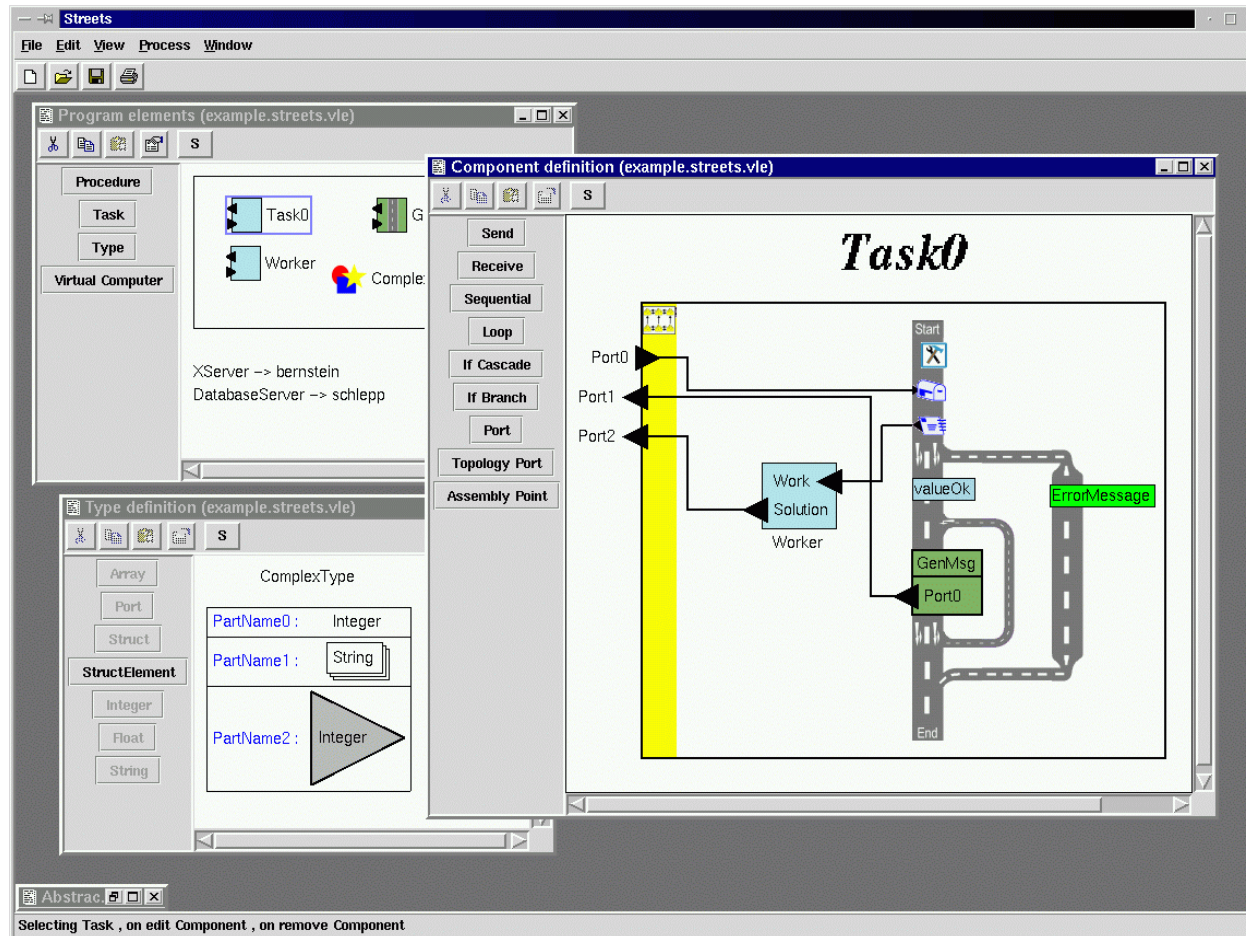
# Domain-Specific Visual Languages: Design and Implementation



DEViL 

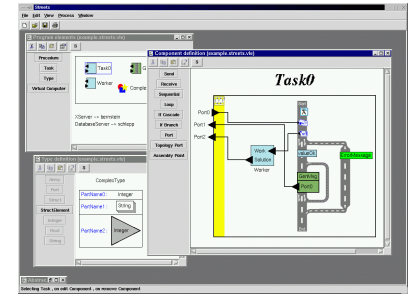
Uwe Kastens, 6. July 2007  
CoRTA

# Streets: A Visual Programming Language



# Outline

1. What are visual languages?
2. Domain-specific visual languages
3. Ingredients for Language design
4. A Development Environment for Visual Languages
5. Pattern-Based Specifications in DEViL



# Visual Language

## Formal language:

Set of sentences, each

- a sequence of tokens
- composed according to a syntax
- obeys static constraints
- has certain semantics

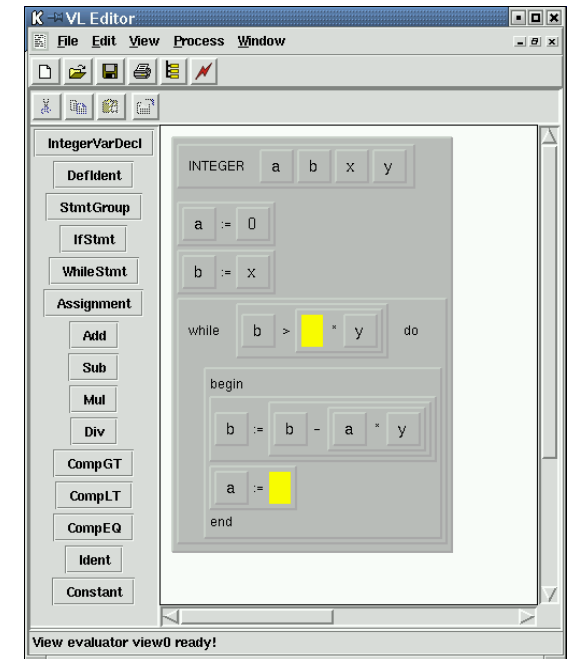
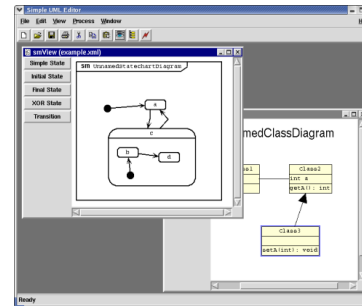
[Schiffer 1998]

## Visual:

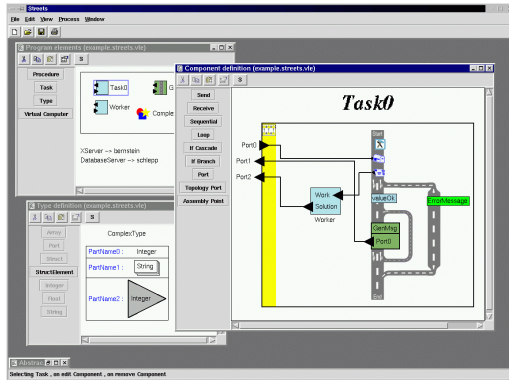
At least one essential property of an object is recognized by **visual perception**.

## Visual language:

has a visual syntax or visual semantics



# Visual Language vs. Graphical User Interface



```
package org.apache.struts.action;

import java.io.*;
import javax.servlet.*;
import javax.servlet.http.*;
import org.apache.struts.action.*;
import org.apache.struts.action.*;
import org.apache.struts.action.*;
import javax.servlet.http.HttpServletRequest;

public class DeleteUser extends Action {
    private DatabaseManagement dbManagement;

    public ActionForward execute(ActionMapping mapping, ActionForm form, HttpServletRequest request,
        HttpServletResponse response) throws IOException, ServletException {
        HttpSession session = request.getSession();
        String target = "success";
        dbManagement = (DatabaseManagement)getSession().getAttribute("dbManagement");
        session.setAttribute("session", getSession().getSessionContext().getAttribute("session"));
        String action = request.getParameter("action");
        response.setHeader("Cache-Control", "no-cache");
        ActionErrors errors = new ActionErrors();

        if (session != null) {
            UserForm uf = (UserForm)session.getAttribute("USER");
            if (uf != null) {
                session.setAttribute("ADMIN", uf.isAdmin());
                return mapping.findForward("admin");
            }
        }

        if (action != null) {
            if (action.equals("delete")) {
                dbManagement.deleteUser(request.getParameter("name"));
                session.setAttribute("users", dbManagement.getUsers());
            }
        }

        return (mapping.findForward(target));
    }
}
```

## User

- **composes** a sentence

## Designer

- designs language **constructs** and composition **rules**

## Tool

- provides language design support

## User

- **interacts** with a GUI

## Designer

- **composes** a GUI

## Tool

- provides GUI **components** and composition **rules**

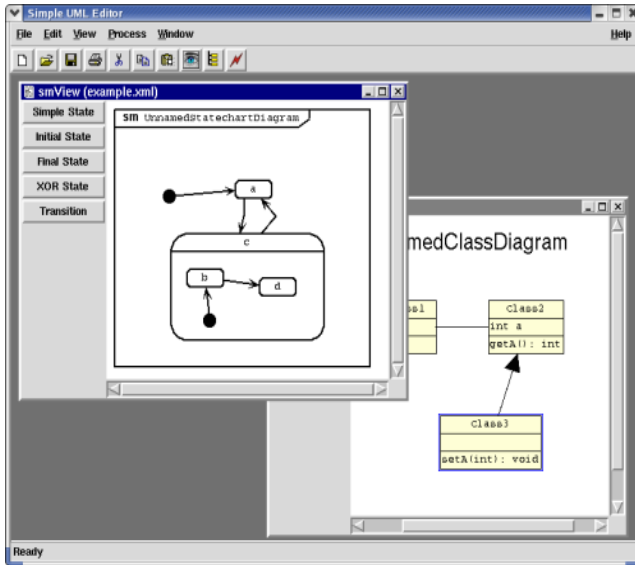
# Variety of Language Constructs and Styles

The image displays a variety of language constructs and styles through several software interfaces and diagrams:

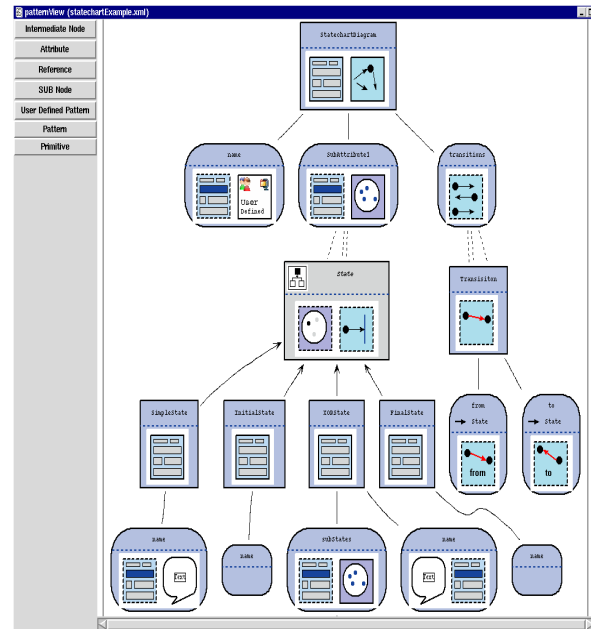
- Math Formulas:** A window titled 'rootView (test.xml)' showing a mathematical expression:  $(x - 2) \cdot x + \frac{2 \cdot (2 + \frac{1}{2})}{2} - 1$ .
- Generic Drawings:** A window titled 'drawingView (nsd.gdr)' showing a diagram with colored rectangles and labels like 'ifDrawing'.
- Derivation Tree Assistant:** A tree diagram with nodes labeled 'stat', 'if', 'while', 'switch', and 'return'.
- UML:** A window titled 'Simple UML Editor' showing a state machine diagram with states like 'Initial State', 'Final State', and 'XOR State'.
- Nassi-Shneiderman Diagrams:** A window titled 'nsdView (ggt.xml)' showing a hierarchical diagram with boxes and lines.
- DEViL Designer:** A window titled 'notView (notulExclusion.xml)' showing a complex diagram with many small icons and connections.
- Role Diagrams:** A window titled 'notView (notulExclusion.xml)' showing a diagram with roles and interfaces like 'VFormList', 'VFormListElement', and 'VFormListInterface'.
- Streets:** A window titled 'Task0' showing a diagram of a street layout with buildings and paths.
- PaderWAVE:** A window showing a form with fields for 'Preis', 'Mengen', 'Personenanzahl', and 'Lieferzeit'.
- LowFat Recipe Management:** A window titled 'example.xml' showing a recipe for 'Apfelkuchen' with ingredients like 'Mehl', 'Zucker', 'Margarine', 'Eier', 'Apfel', 'Vanillezucker', 'Puddingpulver', 'Milch', and 'Mandeln'.
- Petri Nets:** A window titled 'notView (notulExclusion.xml)' showing a Petri net diagram with places, transitions, and connections.
- Electronic Circuits:** A window showing a circuit diagram with components like resistors, capacitors, and transistors.

# Classification of Visual Representations

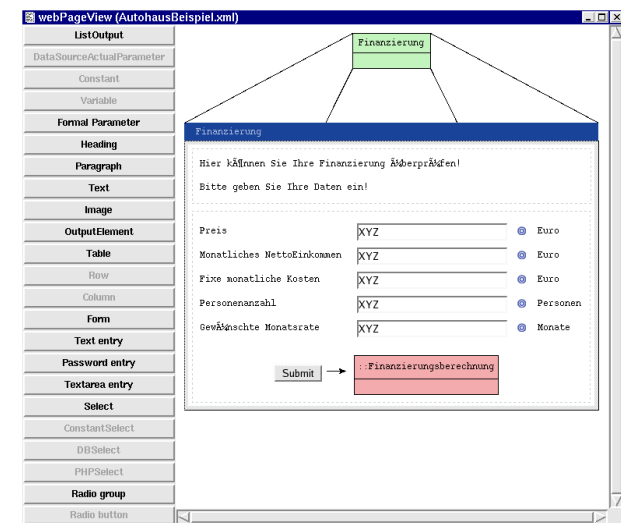
## Diagrammatic



## Iconic



## Table-, Form-based

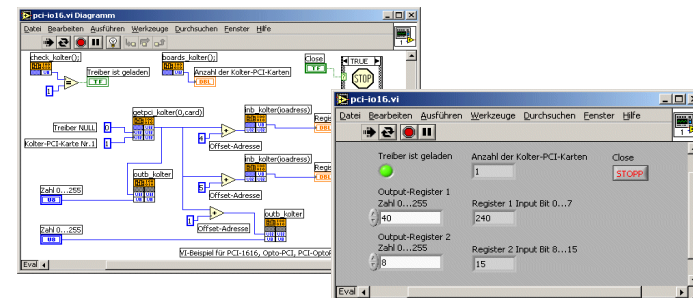
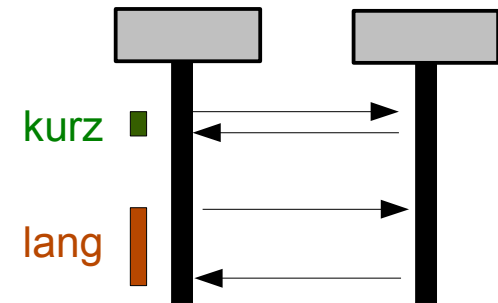
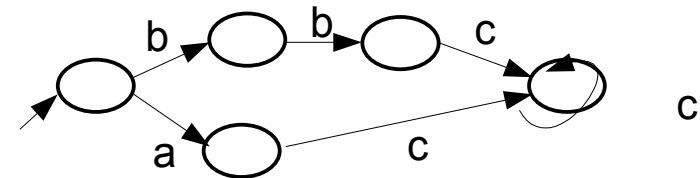
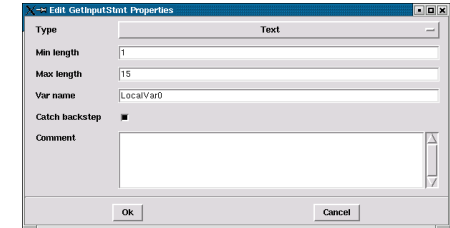


According [Shu 1982]

Classification dimensions like paradigms (imperative, object-oriented, ...) apply for visual languages as well as for textual ones

# Pros for Visual Languages

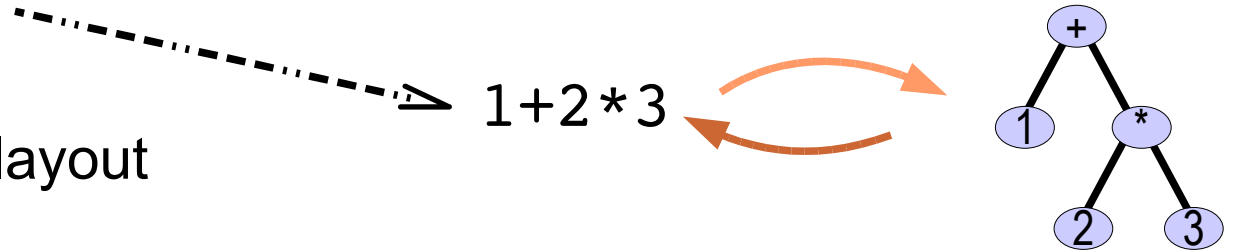
- **Intuitively usable**  
even complex language constructs
- Structures and relations can be represented for **easy recognition**
- **Quantitative** properties are representable
- **Different views** can show different aspects at the same time





# Cons for Visual Languages

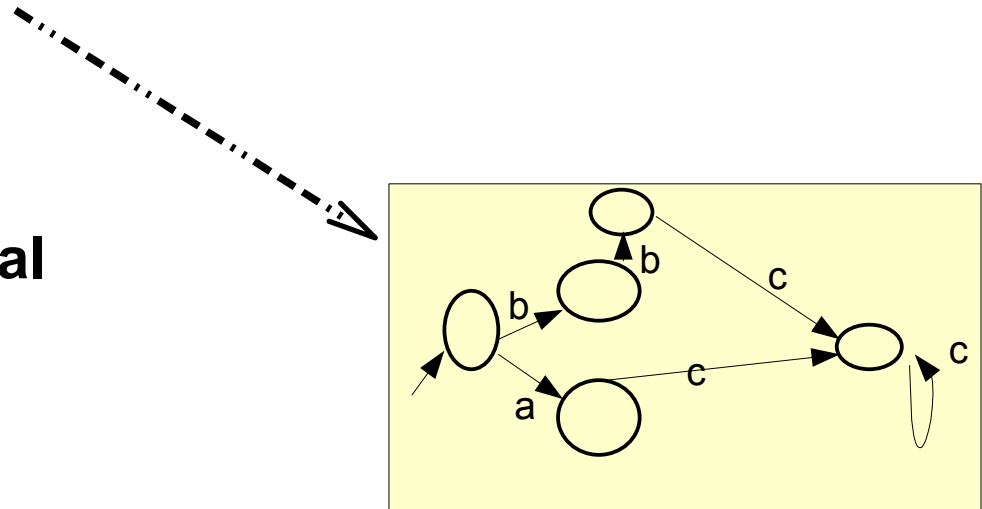
- **Structural editing** may be cumbersome



- **Maintaining** a visual layout may be cumbersome

- **Space needed**

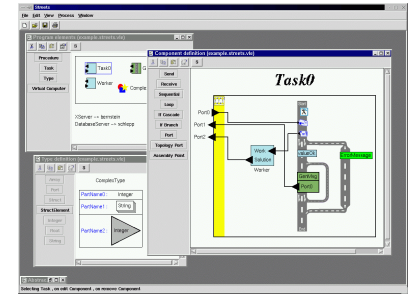
- **General purpose graphical editor:** Drawing may be cumbersome



- **Language specific editor** may not be available

# Outline

1. What are visual languages?
- 2. Domain-specific visual languages**
3. Ingredients for Language design
4. A Development Environment for Visual Languages
5. Pattern-Based Specifications in DEViL



# Domain-Specific vs. General Purpose

A **task**: „Implement a program to store collections of words, that describe animals“

**Categories of knowledge** required to carry out a task:

**General:** knowledge applicable to a wide variety of tasks  
e.g. English words; program in C

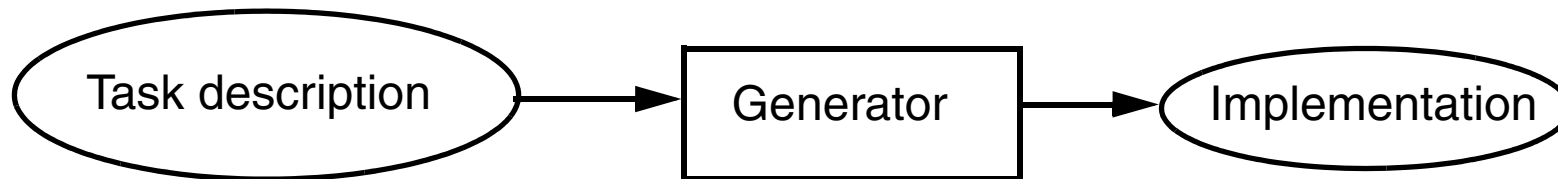
**Domain-specific:** knowledge applicable to all tasks of this type  
e.g. group word in sets;  
implement arbitrary numbers of sets of strings in C

**Task-specific:** knowledge about the particular task at hand  
e.g. sets of words to characterize animals

A domain-specific language is used to describe the particular task

A domain-specific generator creates a C program that stores the particular set of strings.

# The Generator Principle



**Application generator:** the most effective reuse method

[Ch. W. Kruger: Software Reuse]

**narrow, specific application domain**

completely understood

Implementation automatically generated

**Abstractions on a high level**  
(using domain knowledge)

transformed into executable software

**User** understands  
**abstractions** of the application domain

**Generator expert** understands  
**implementation methods**

wide cognitive distance

**generator makes expert knowledge available**

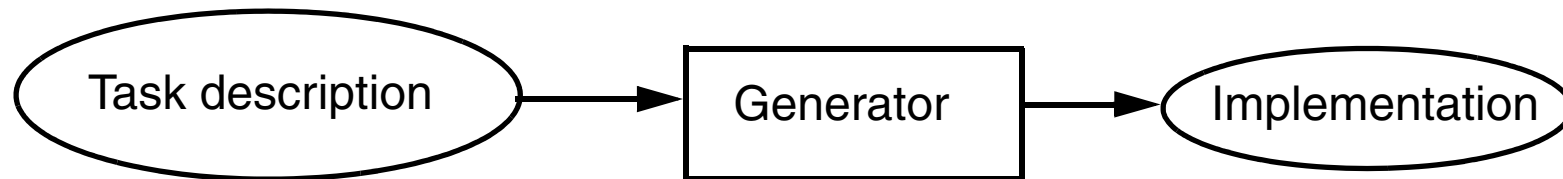
**Examples:**

Data base report generator

GUI generator

Parser generator

# Generators for DSLs



## Domain-specific languages (DSL)

### Domains outside of informatics

- Robot control
- Stock exchange
- Control of production lines
- Music scores

### Software engineering domains

- Data base reports
- User interfaces
- Test descriptions
- Representation of data structures (XML)

### Language implementation as domain

- Scanner specified by regular expressions
- Parser specified by a context-free grammar
- Language implementation specified for *Eli*

## Some student projects:

- Party organization
- Soccer teams
- Tutorial organization
- Shopping lists
- Train tracks layout

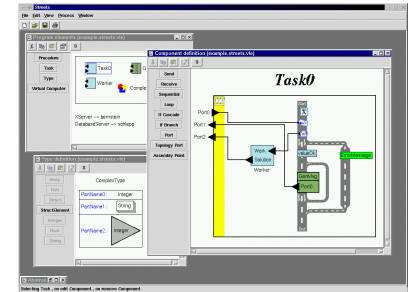
- LED descriptions to VHDL
- SimpleUML to XMI
- Rule-based XML transformation

## Generator:

**transforms a DSL program** into an **executable program** or/and **into data**,  
applies domain-specific methods and techniques

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# Textual Languages

## Tokens

identifiers

literals

keywords,  
operators, delimiters

names of entities

values of operands

characterize language constructs

## Concrete syntax

CFG

representation of constructs

Stmt ::= while ( Expr ) Stmt

## Abstract syntax

CFG

information structure

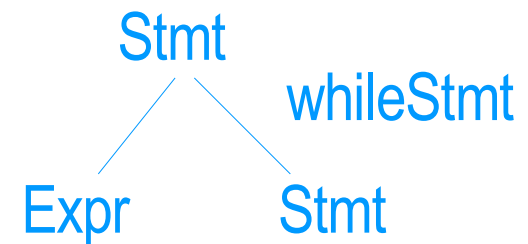
## Contextual constraints

e.g. scope rules

relate names to entities

float x;

x=x\*2;



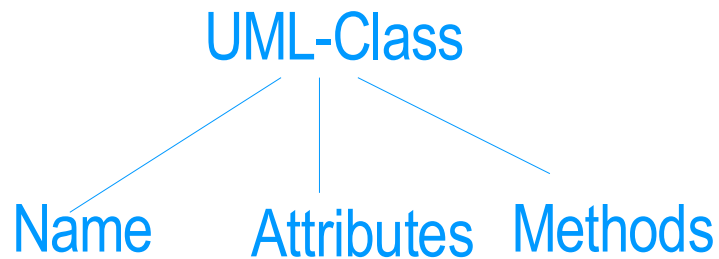
## Semantics of constructs and entities

determined by language domain

related to abstract syntax, supported by representation

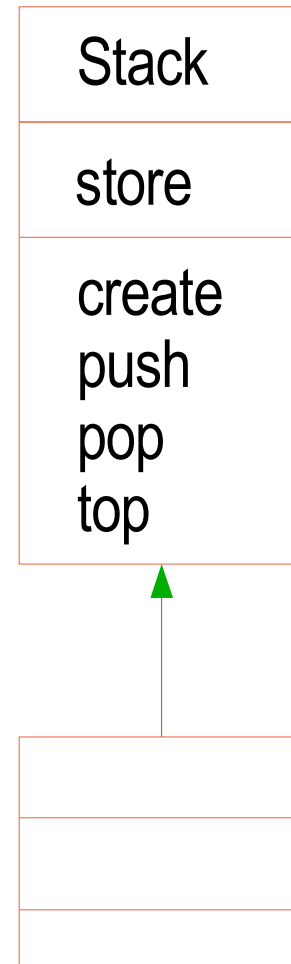
# Visual Languages

## Abstract syntax



**Contextual constraints**  
**Semantics of constructs**  
**and entities**  
**... based on abstract syntax**

## Representation



Graphics, icons,  
visual annotations

Spacial relations,  
nesting

connection



# Compositional Visual Patterns

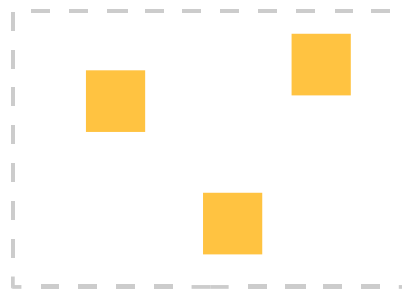
Form



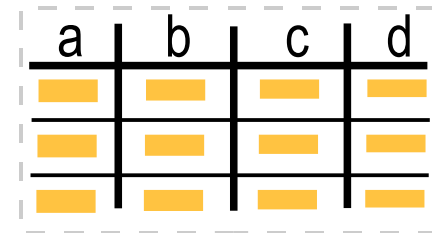
List



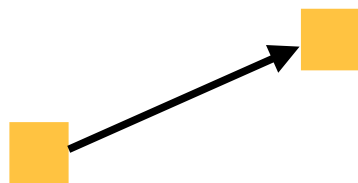
Set



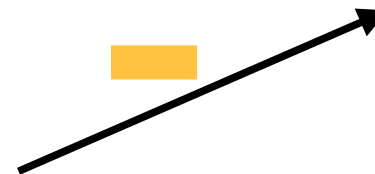
Table



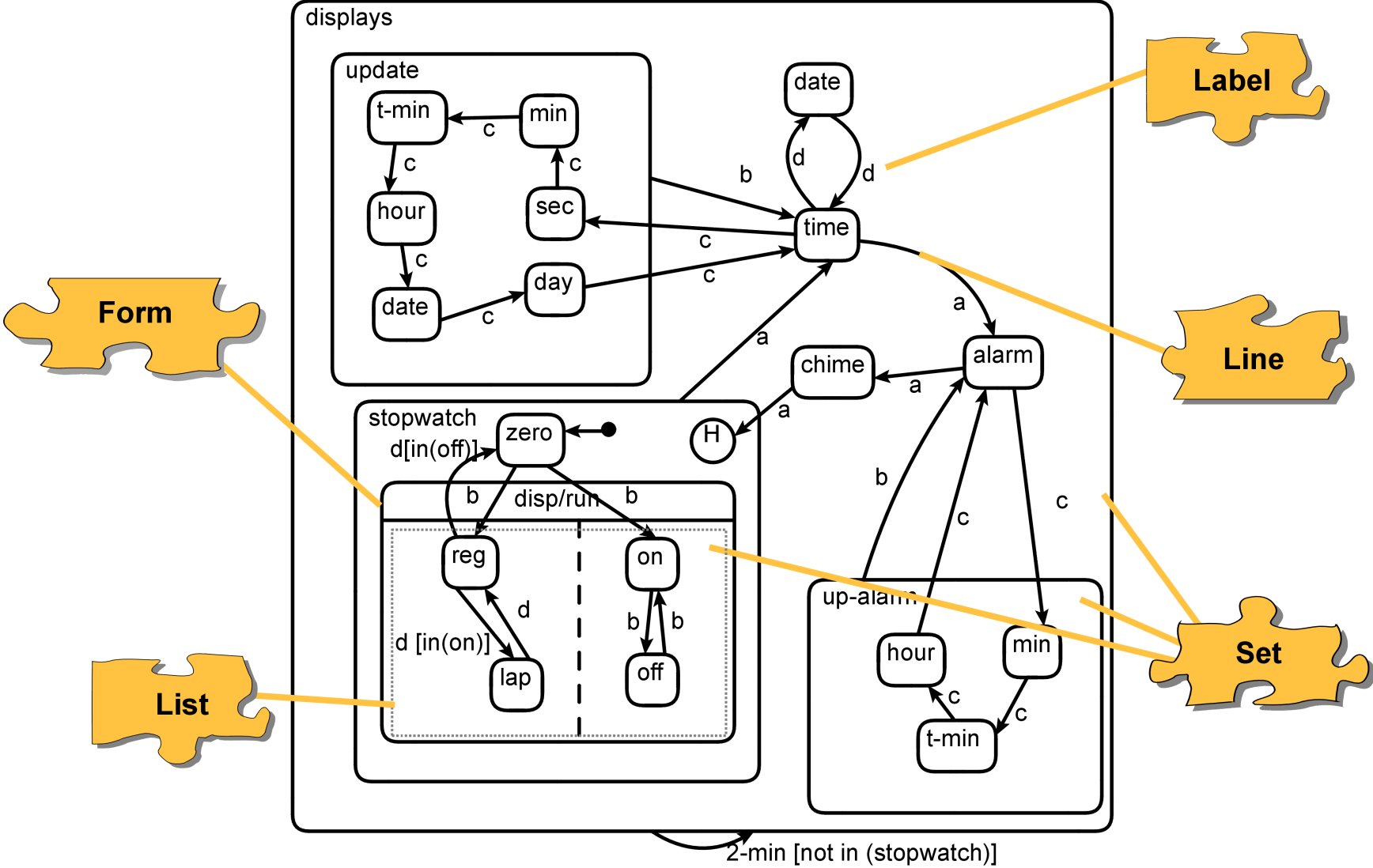
Line



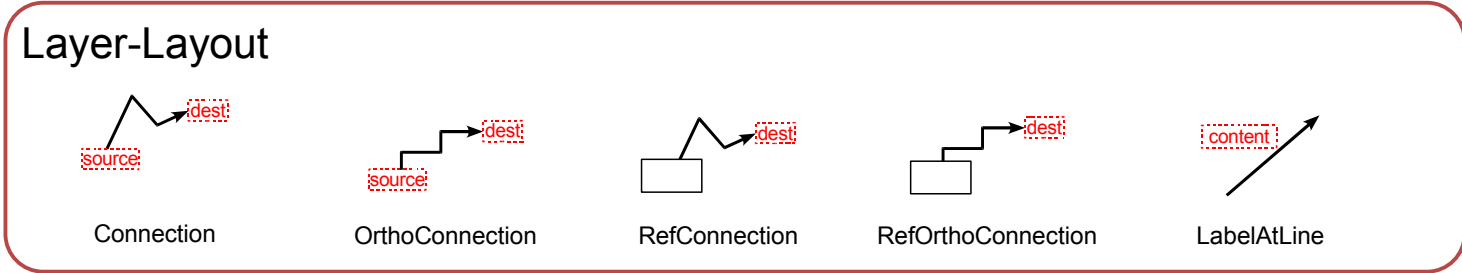
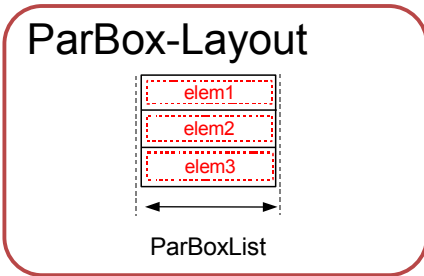
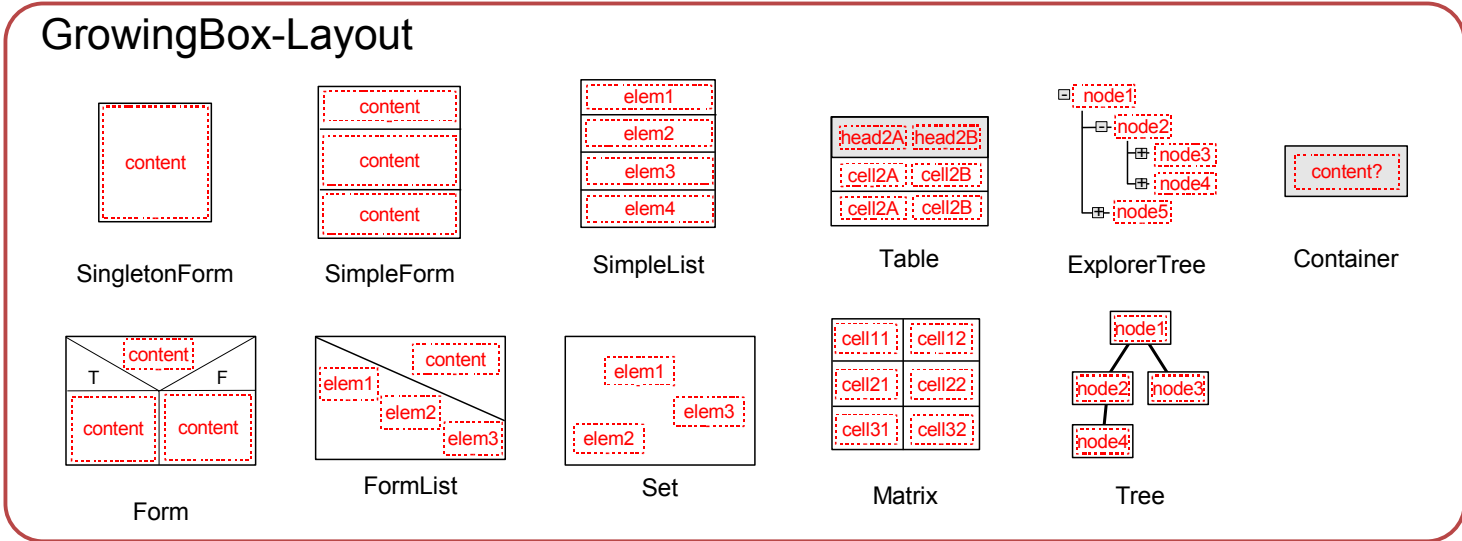
Label



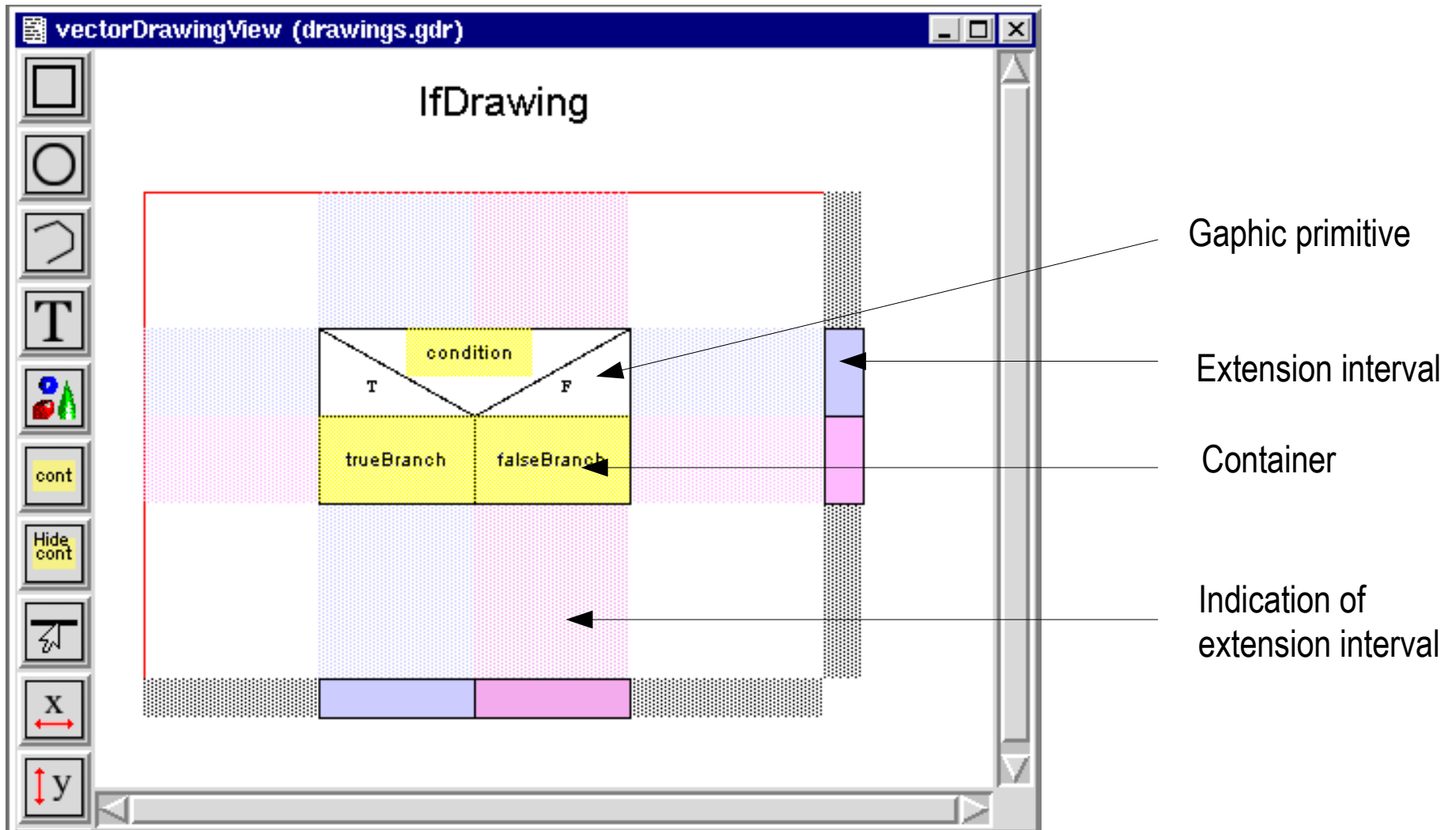
# Occurrences of Compositional Concepts



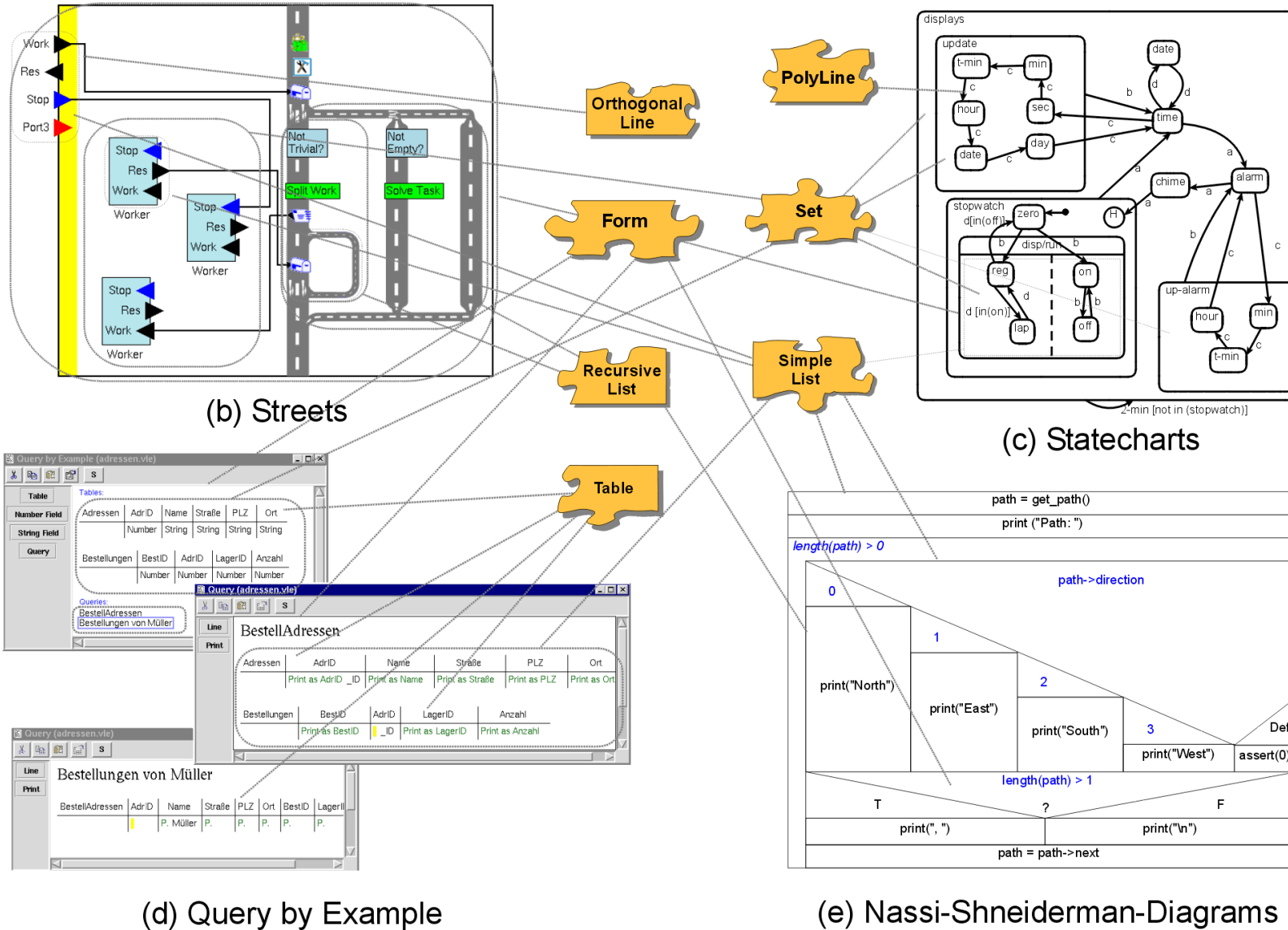
# Pattern Variants and Layout Strategies



# Generic Drawings: Design Graphics with Flexible Containers



# Instances of Visual Patterns



(b) Streets

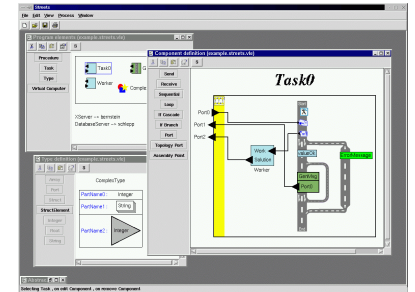
(c) Statecharts

(d) Query by Example

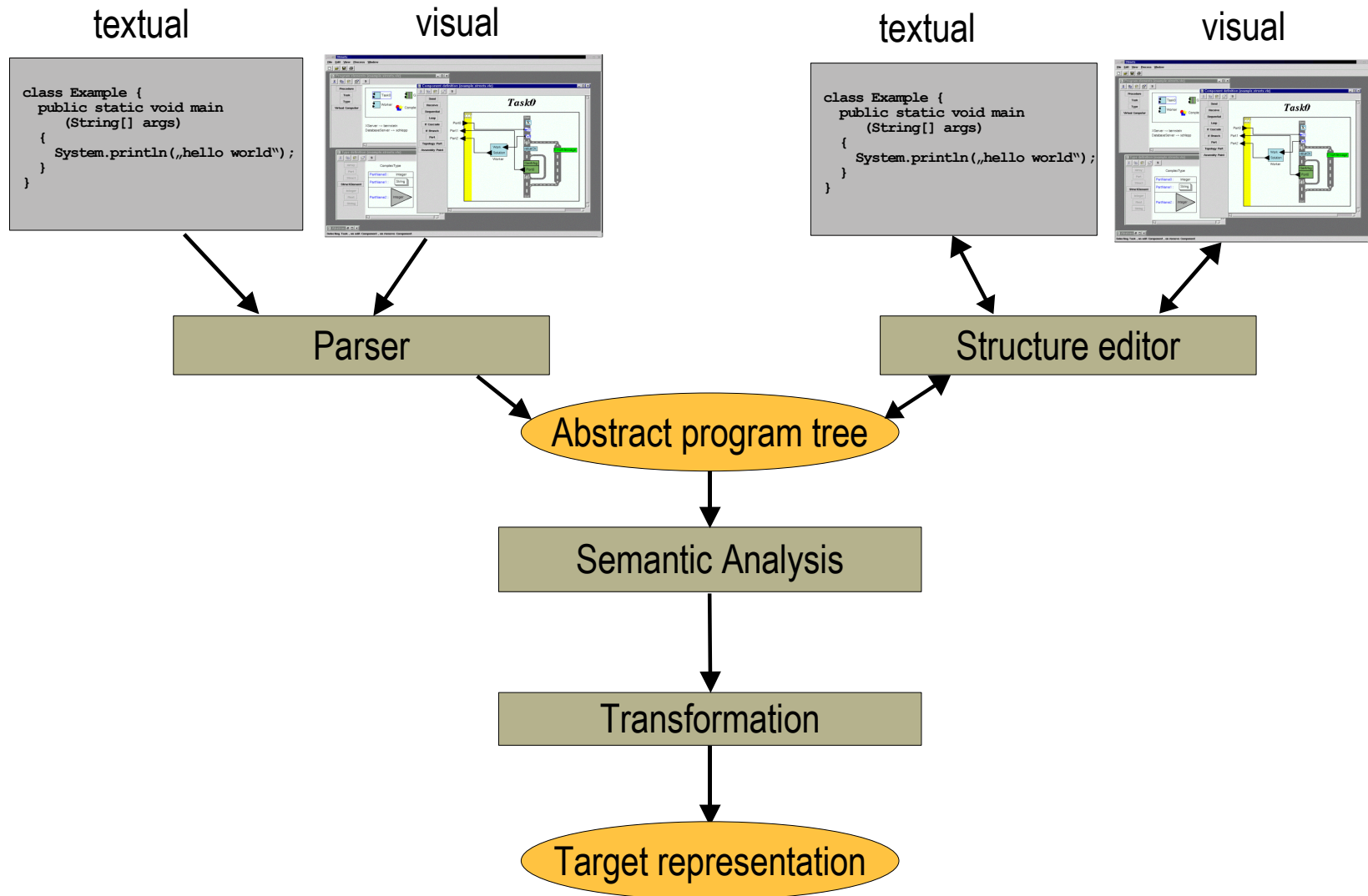
(e) Nassi-Shneiderman-Diagrams

# Outline

1. What are visual languages?
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5. Pattern-Based Specifications in DEViL



# Language Implementation Variants



# Visual Language Implementation Tools

## **DiaGen**

Based on hypergraph grammars. It generates editors, which allow free and structured editing.

## **GenGEd**

Is based on graph grammars to describe syntax. Algebraic specifications are used to describe graphical symbols, relations and layout constraints. Structure editors are generated.

## **MetaEdit+**

Used to implement domain-specific modeling languages. A model of the language structure is specified. The graphical representation of instances are derived using graphical tools.

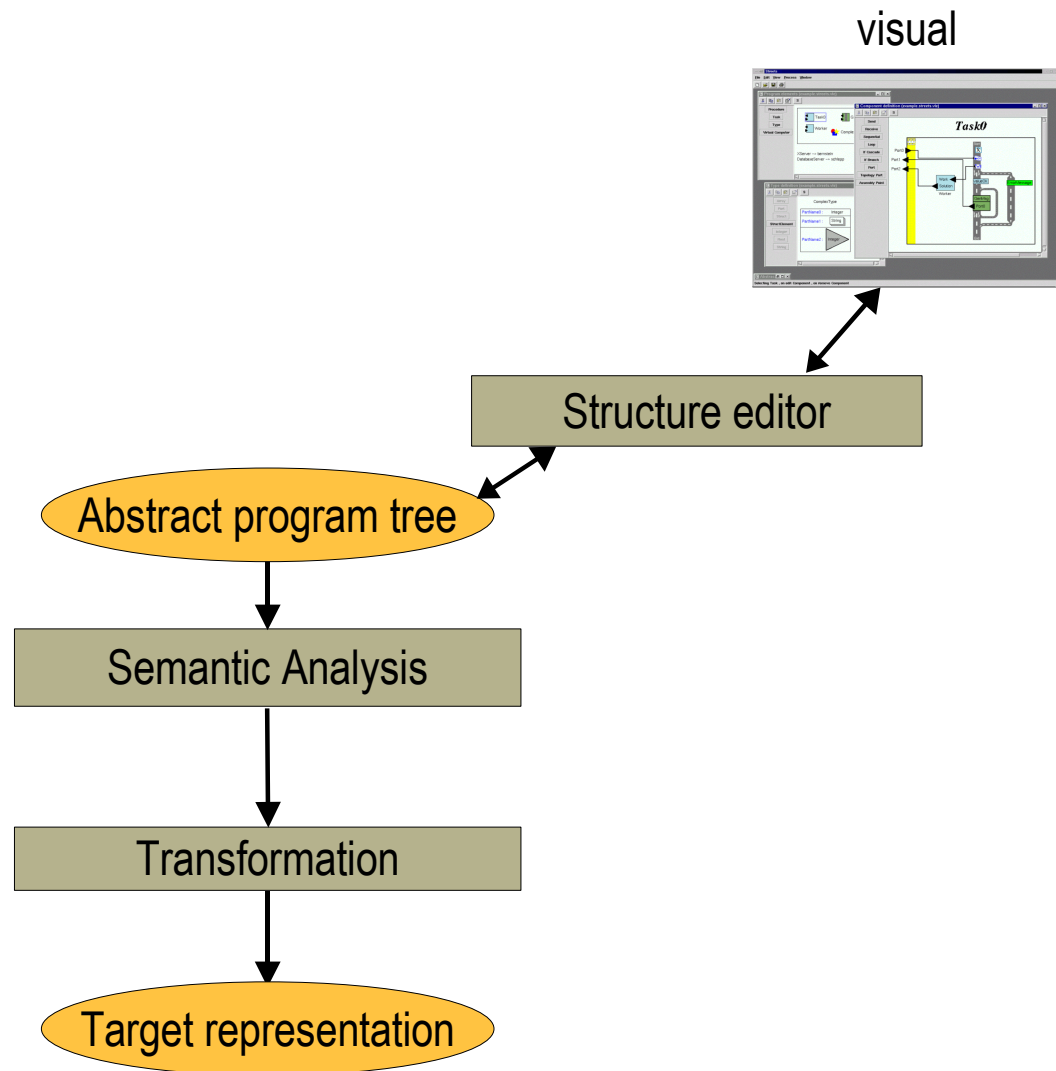
## **DEViL**

DEViL generates implementations of visual languages from specifications of the abstract structure, visual representation, and of analysis and transformation. DEViL generates a complete language processor including a visual structure editor.

... For more and URLs see DEViL's HomePage

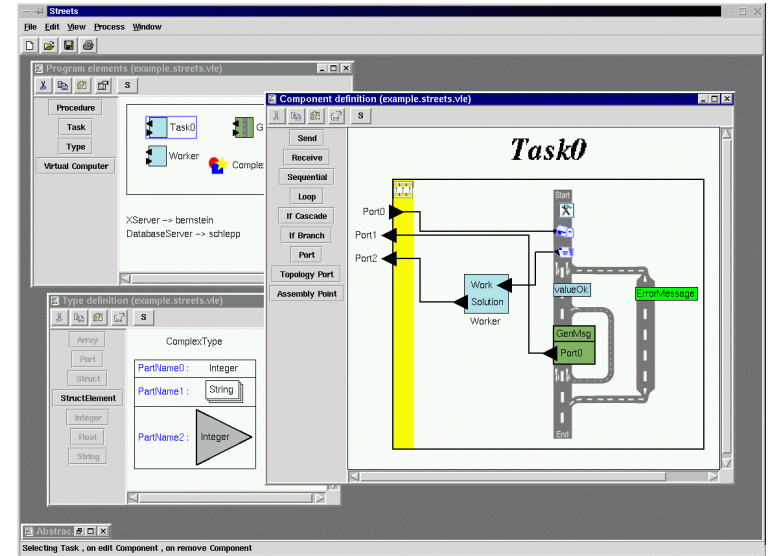


# Frontend: Visual Structure Editor



# Tasks of Visual Structure Editors

- Draw the visual representation
- Determine the layout of constructs
- Show several views
- Create and insert constructs
- Delete, move, copy, cut, paste constructs
- Update the abstract representation
- Load, store the visual representation



# Structure of the DEViL System



DEViL: *Development Environment for Visual Languages*

DEViL Designer *visual Specifications*

**Library of Visual Patterns**

**Reusable specifications of visual representations**

VL-Generator

Generators and libraries for implementation of visual languages

BasicTypes

Data types for  
abstract Structur and  
attribute computations

ActiveCanvas

Interface for  
drawing graphic  
representations

MDIFrame

Implementation of the  
Multiple-Document-  
Interface (MDI)

Wodan

Implementation of  
build processes

**Eli**

**Analysis and  
transformation**

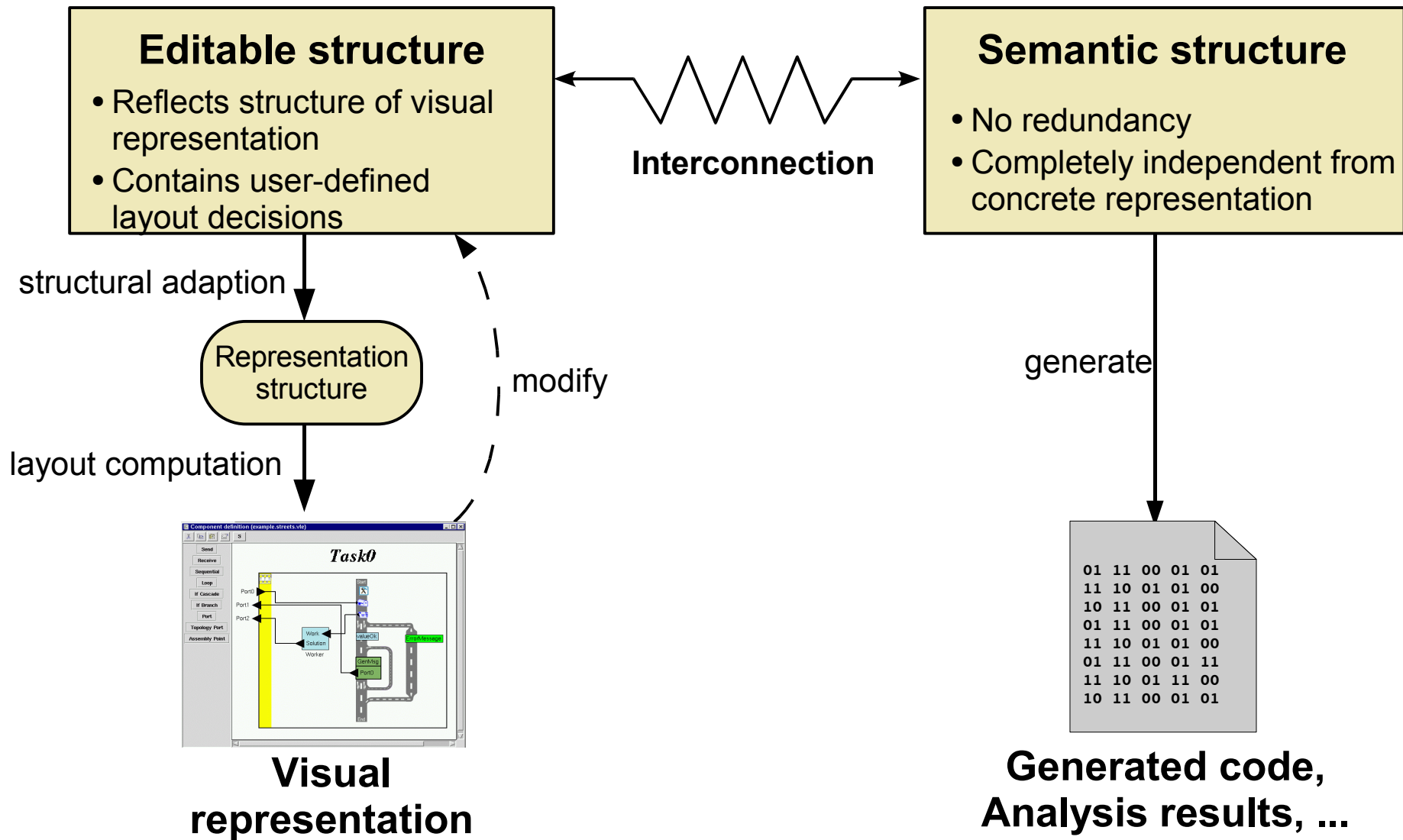
Tcl/Tk + Tkzinc

Graphic representation,  
visualenvironment

Dot

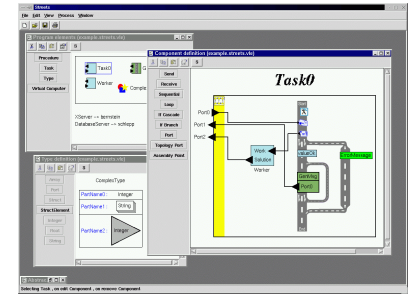
Graph  
layout

# Model of Visual Structure Editors

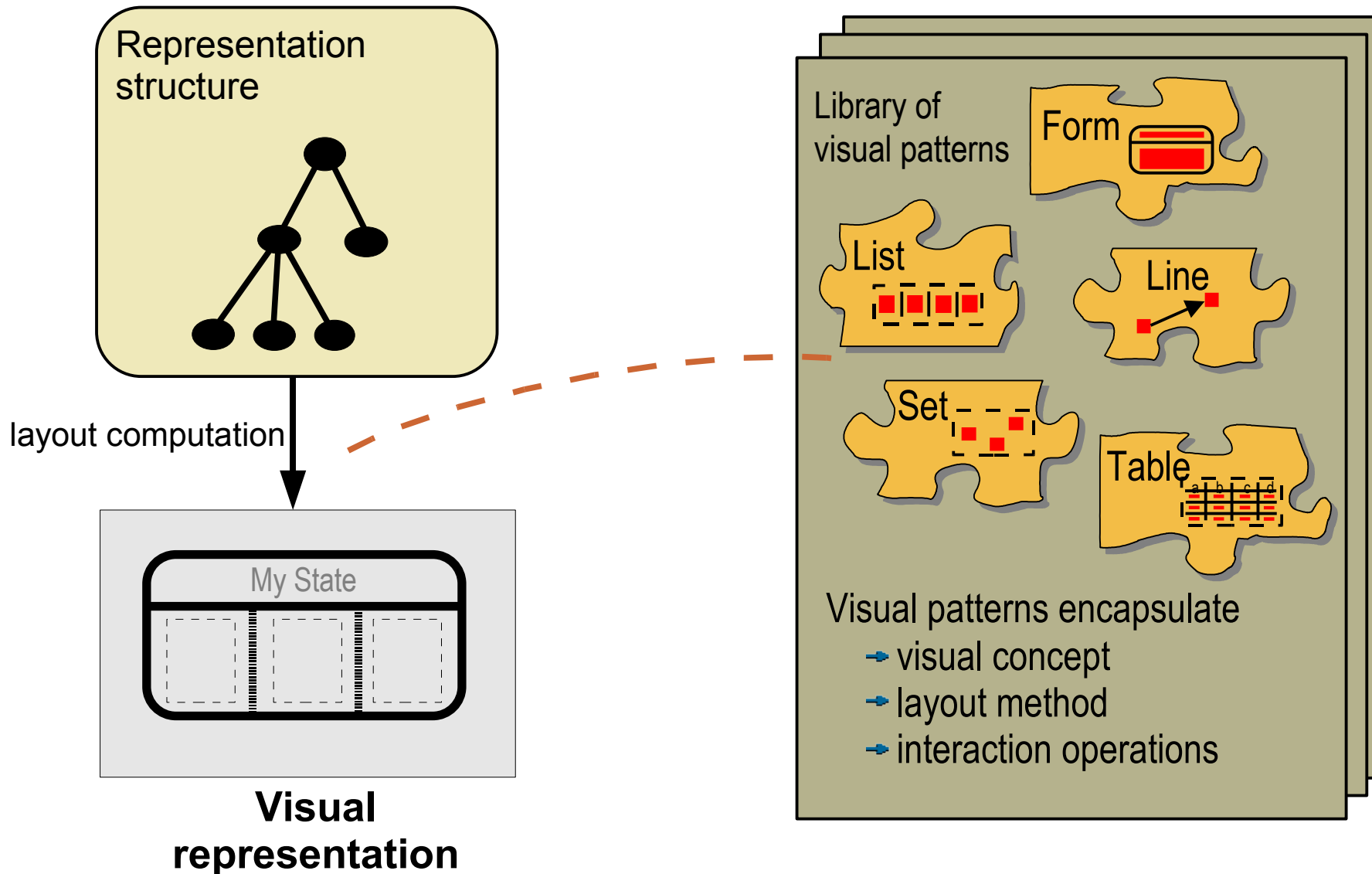


# Outline

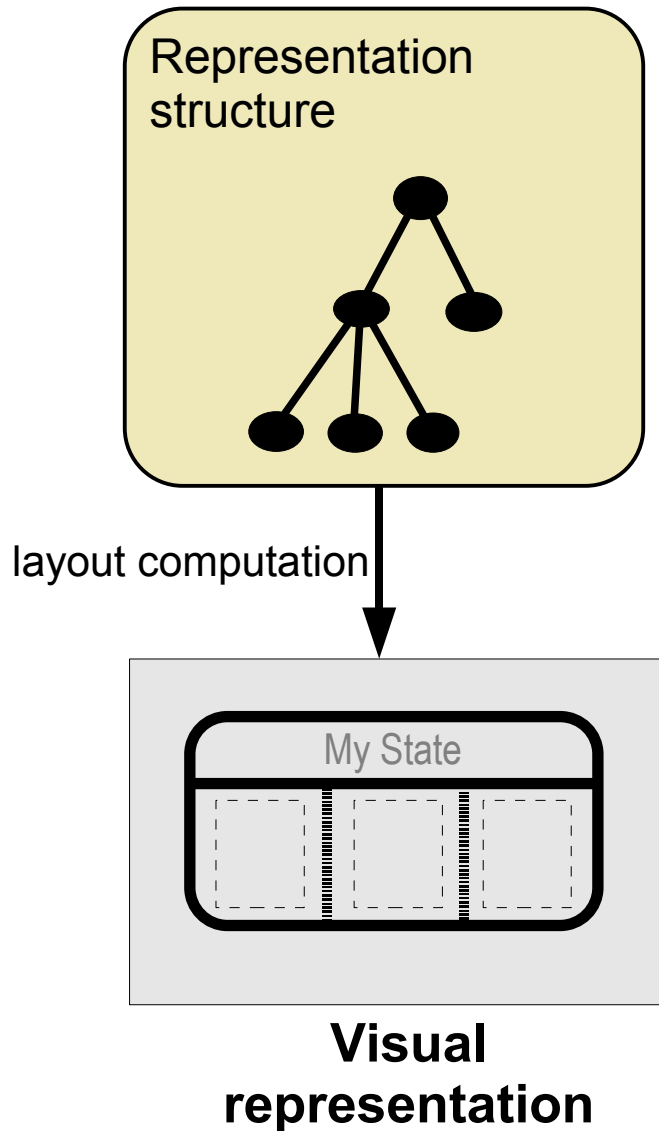
1. What are visual languages?
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5. **Pattern-Based Specifications in DEViL**



# Pattern-based Specification

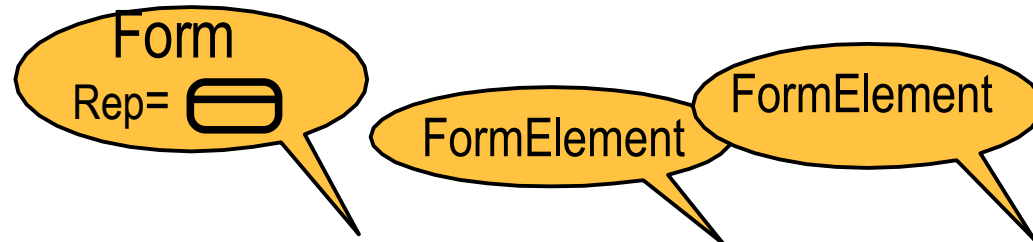
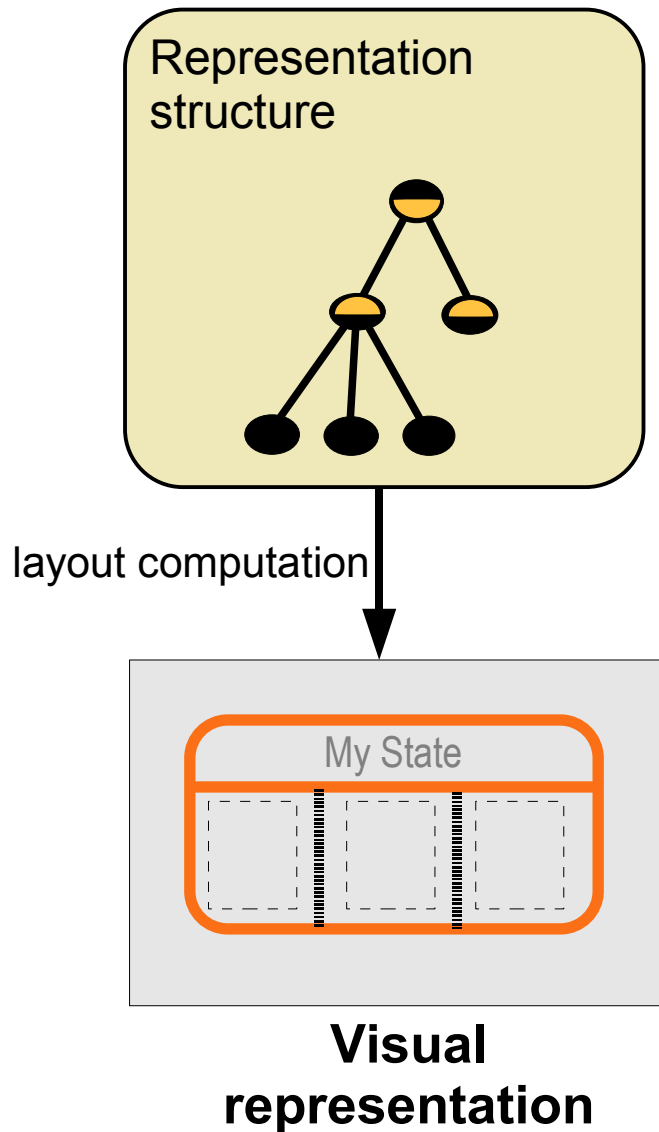


# Pattern-based Specification



ANDSuperstate ::= ASName ASRegionList  
ASRegionList ::= ASRegion\*

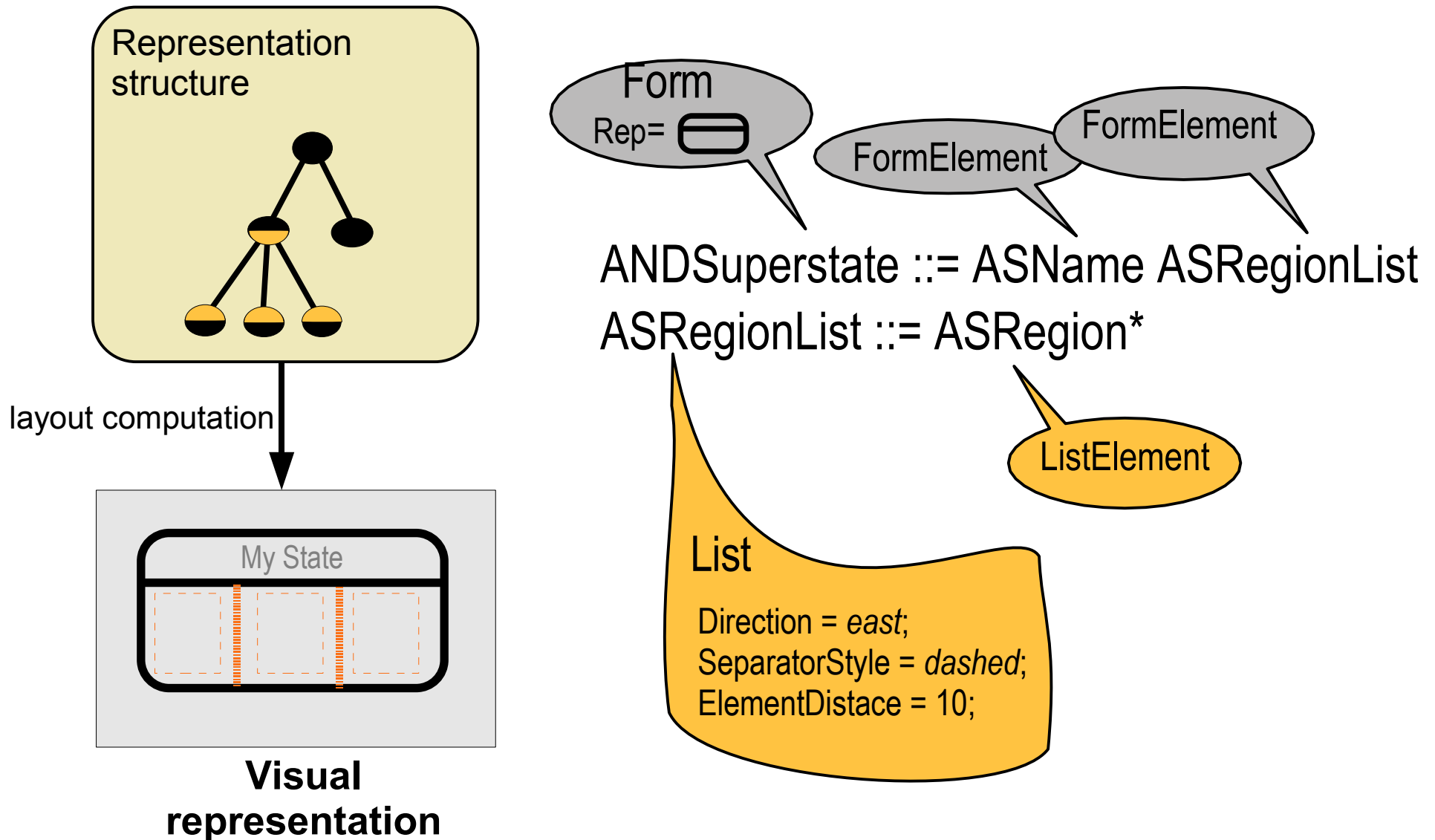
# Pattern-based Specification



ANDSuperstate ::= ASName ASRegionList  
ASRegionList ::= ASRegion\*



# Pattern-based View Specification

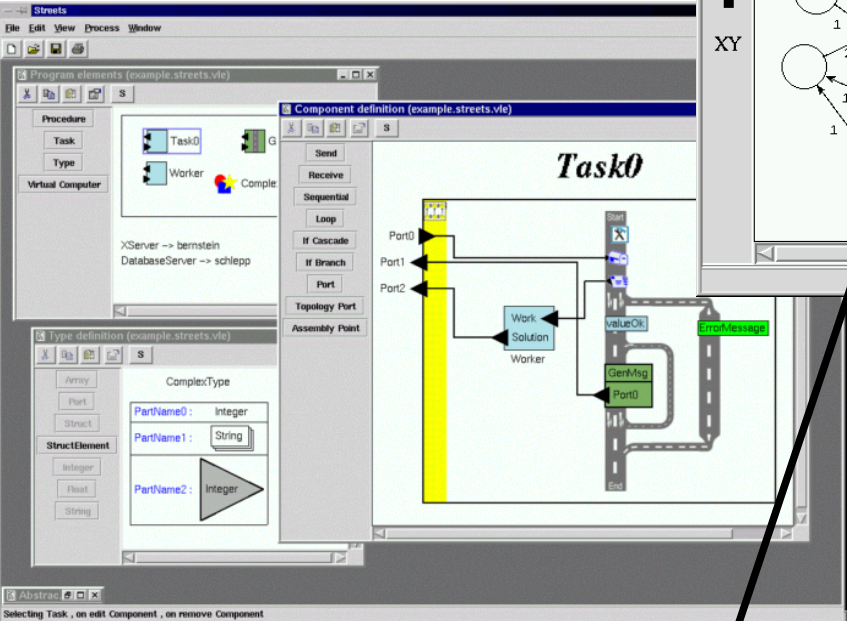
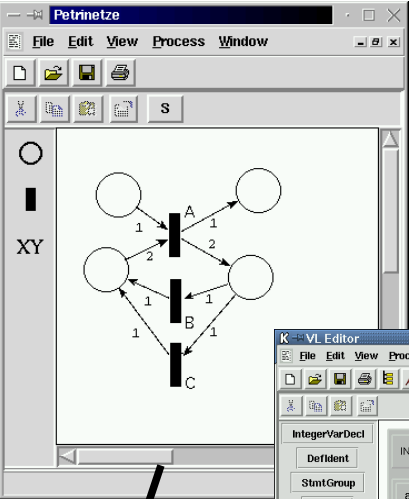
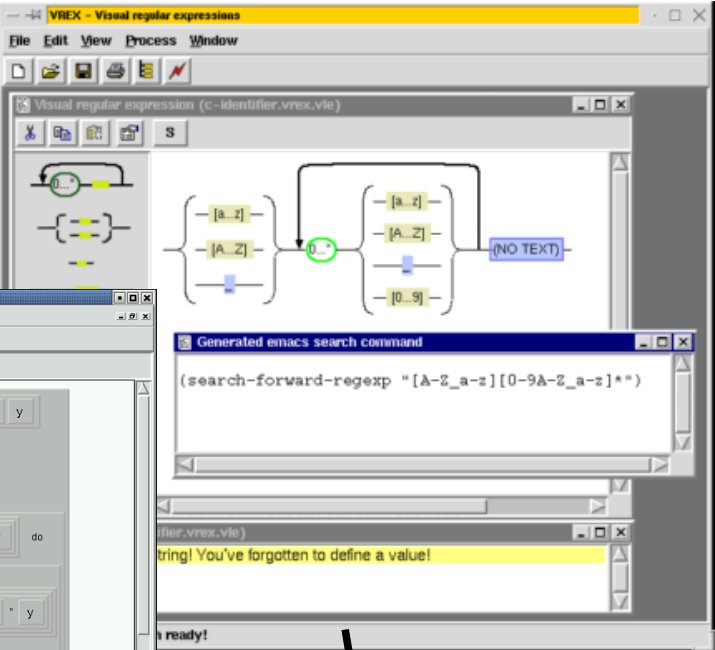
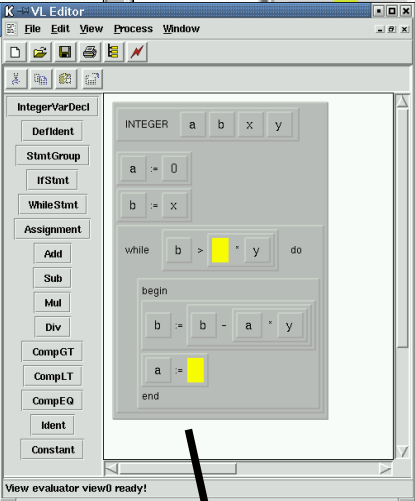


# Sizes of Language Specifications

Streets: Process descriptions

Petri-Nets

Regular expressions

2460 lines

220 lines

570 lines

540 lines

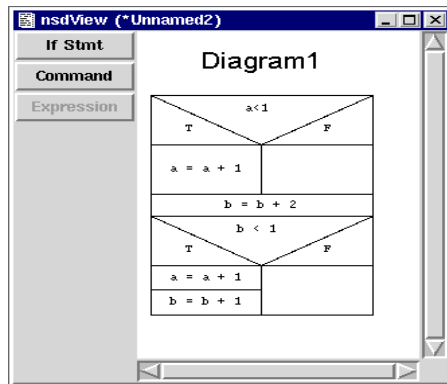
CLASS SYMBOL  
Rechteck INHERITS  
CLASS SYMBOL

CLASS SYMBOL  
Rechteck

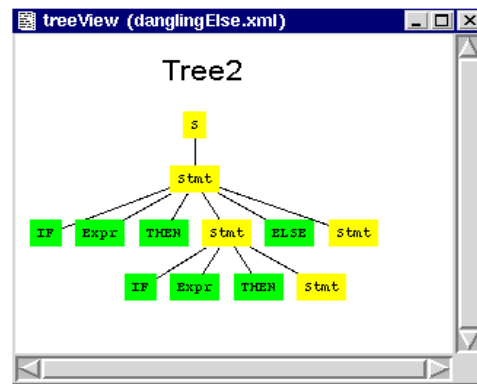
CLASS SYMBOL  
Rechteck INHERITS  
END;

# Analysis of Example Specifications

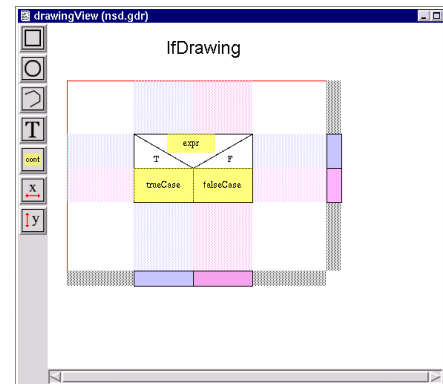
Sprache	Number of struct.classes	LOC structure	LOC attr. comp.	LOC Gen. drawings	LOC sync.	LOC total	≈ Spec. effort
Simplified NSD diagrams	5	19	34	22	0	75	1,6 h
Derivation Tree Assistant	12	73	134	24	44	275	5,9 h
Generic Drawings	27	184	518	157	231	1090	23 h
PaderWAVE	93	414	1322	527	450	2713	58 h



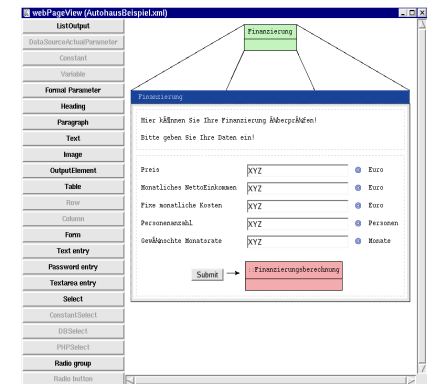
Simplified NSD diagrams



Derivation Tree Assistant



Generic drawings



PaderWAVE

# DEViL Generated Structure Editors

The image displays a collection of software editors and diagrams generated by DEViL, each with a label:

- Generic Drawings**: A window titled 'drawingView (nsd.gdr)' showing a diagram with a yellow box labeled 'treeView' and a pink box labeled 'ifDrawing'.
- Math Formulas**: A window titled 'rootView (test.xml)' showing a mathematical expression:  $(x - 2) \cdot x + 2 \cdot \left(2 + \frac{1}{2}\right) \cdot 1$ .
- Streets**: A window titled 'Task0' showing a street map with a yellow path.
- PaderWAVE**: A window titled 'PaderWAVE' showing a form with fields for 'Preis', 'Mengen', 'Personenanzahl', and 'Lieferansichte'.
- LowFat Recipe Management**: A window titled 'example.xml' showing a recipe for 'Apfelkuchen' with ingredients like 'Mehl', 'Zucker', 'Margarine', etc.
- Electronic Circuits**: A window titled 'netView (mutualExcl.xml)' showing a Petri net diagram with places and transitions.
- Derivation Tree Assistant**: A window titled 'treeView (ds)' showing a tree structure with nodes like 'start', 'if', 'and', 'or', 'not'.
- UML**: A window titled 'Simple UML Editor' showing a state machine diagram with states like 'Initial State', 'Final State', 'XOR State', and 'Transition'.
- Nassi-Shneiderman Diagrams**: A window titled 'nsdView (ggf.xml)' showing a Nassi-Shneiderman diagram with a 'Command' box and a 'While Loop'.
- DEViL Designer**: A window titled 'DEViL Designer' showing a complex diagram with many small icons and connections.
- Role Diagrams**: A window titled 'netView (mutualExclusion.xml)' showing a role diagram with roles like 'VFormList', 'VFormListElement', etc.
- Petri Nets**: A window titled 'netView (mutualExcl.xml)' showing a Petri net diagram with places and transitions.

# Industrial Project with Bosch: Robot Control for Motor Production

The screenshot displays the 'Schrittketten Konfigurator' (Step Sequence Configurator) software interface. The main window shows a ladder logic diagram for a step sequence named 'SO101Seq'. The diagram is organized into columns representing steps: N0000, N0020, N0025, and N0030. Each step contains various actions and transitions.

**Global Variables (Globale Variablen):**

- 'GeneralDefines'
- 'OpcGeneralIQ'
- 'S01General'
- 'S01IQ'
- 'S03General'
- 'S03IQ'
- Verlorene Variablen

**Stationen (Stations):**

- SO101Sec
- SO102Sec
- SO103Sec
- SO301Sec
- SO302Sec
- SO303Sec

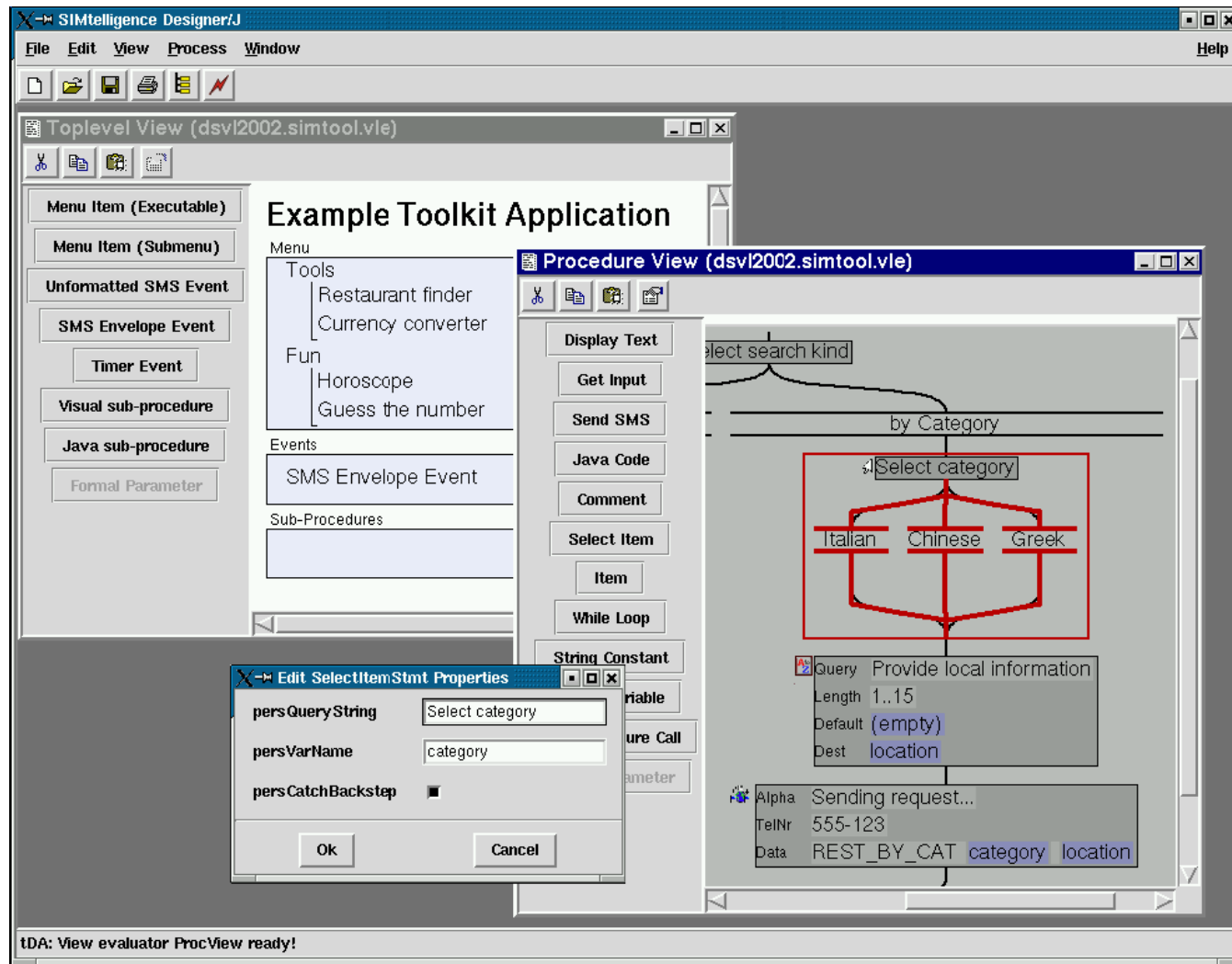
**Step Details:**

- SO101Seq (N0000):** 'Init', Timer: ''
- SO102Seq (N0020):** 'M\_K101 bas\_s', Timer: 't#5s'
- SO103Seq (N0025):** 'reset ok/nok if no part', Timer: ''
- SO301Sec (N0030):** 'base position ok', Timer: ''

**Global Variable Table (S03IQ):**

Attribut	Wert	Attribut	Wert
gSKalvar	00000000	cosofant	00000000
B042D BOOL IX14.1 (*MT-AM-DE*)		B042D BOOL IX14.5 (*MT-AM-DE*)	
B156 BOOL IX14.2 (*TERTIS*)		B043A BOOL IX15.2 (*MT-MAFB*)	
B047D BOOL IX14.3 (*MT-AM-DE*)		B045 BOOL IX15.8 (*TEIL-MIST LAGERTIC*)	
B043A BOOL IX15.1 (*MT-MAFB-DE*)		B046 BOOL IX16.4 (*TEIL-AD*)	
B046A BOOL IX15.5 (*MT-MAFB-DE*)			
B047D BOOL IX16.3 (*S27 2113*)			
B047D BOOL IX16.5 (*S27 2113*)			
B047D BOOL IX16.7 (*S27 2113*)			
B047D BOOL IX16.9 (*S27 2113*)			
B047D BOOL IX17.1 (*S27 2113*)			
B047A BOOL Q019.6 (*S100T2*)			
K115A BOOL Q019.5 (*MIESERHALTER*)			
K115B BOOL Q019.1 (*S03T1-ARM*)			
K115B BOOL Q019.2 (*S03T2*)			
K115B BOOL Q019.3 (*S031CHENNAHCHLAS*)			
K181 BOOL Q016.9 (*M*)			
K115A BOOL Q016.3 (*S03T1-EINRICHT*)			
K183 BOOL Q016.1 (*M*)			
K185 BOOL Q016.4 (*M*)			
K115B BOOL Q017.3 (*S03T1-EINRICHT*)			

# Industrial Project with Sagem Orga: SIMtelligence Designer/J



# Conclusion

- Wide spectrum of visual language constructs
- Well suited for DSL generators
- Tool support
- Visual structure editor & analysis & translation
- Visual Patterns attached to syntax

