

A Survey of Model-Based Software Development

Yongjie Zheng
March 3, 2010

“The entire history of software engineering is that of the rise in levels of abstraction.”

- Grady Booch, The limits of Software, 2002.

Introduction

- Model-Based Software Development
 - Specification-Driven Development
 - Requirement specification
 - Model-Driven Development
 - Design models
 - Architecture-Centric Development
 - Software architecture
 - Generative and Component-Based Software Development
 - Composition specification
- Model-Implementation Mappings

Introduction

- Literature Review
 - Defines a set of evaluation criteria (17 dimensions)
 - Reviews model-based development (11 approaches)
 - Develops a comparison table (17 x 11)
- Reflections and Evaluations (Today's focus!)
 - Fundamental Questions
 - Research Challenges
 - Essential Development Themes
 - Practical Applicability

Fundamental Questions

- What makes model-implementation mapping different from automatic programming?
- How are model-driven development and architecture-centric software development related with each other?

Research Challenges

- Behavior Modeling
 - Formal, Informal, or none of them?
- Code Generation
 - Code is model, code is code, code is plain text, code is ?
- Consistency Management
 - Reverse engineering is expensive and risky, round-trip engineering is not mature, then what?

Essential Development Themes

- Domain Specificity
 - Reuse, reuse, and reuse
- Information Hiding
 - N degrees of separation
- Metamodeling
 - Make your model understandable to the machine
- Iterative Transformation
 - Use intermediate models

Practical Applicability

- Specification-driven development is dead
 - But, application generator is still ALIVE
- Model-driven development is struggling
 - Domain-specificity is the only way out
- Architecture-centric development is smiling (with tears)
 - Consistency management, hmmm ...
- Generative and component-based development is waiting
 - Decomposition is angle, composition is ghost

Thanks!