

(Meta) Meta Model Extensions for Managability of Large Scale Collaborative Modeling



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CTO



Principal

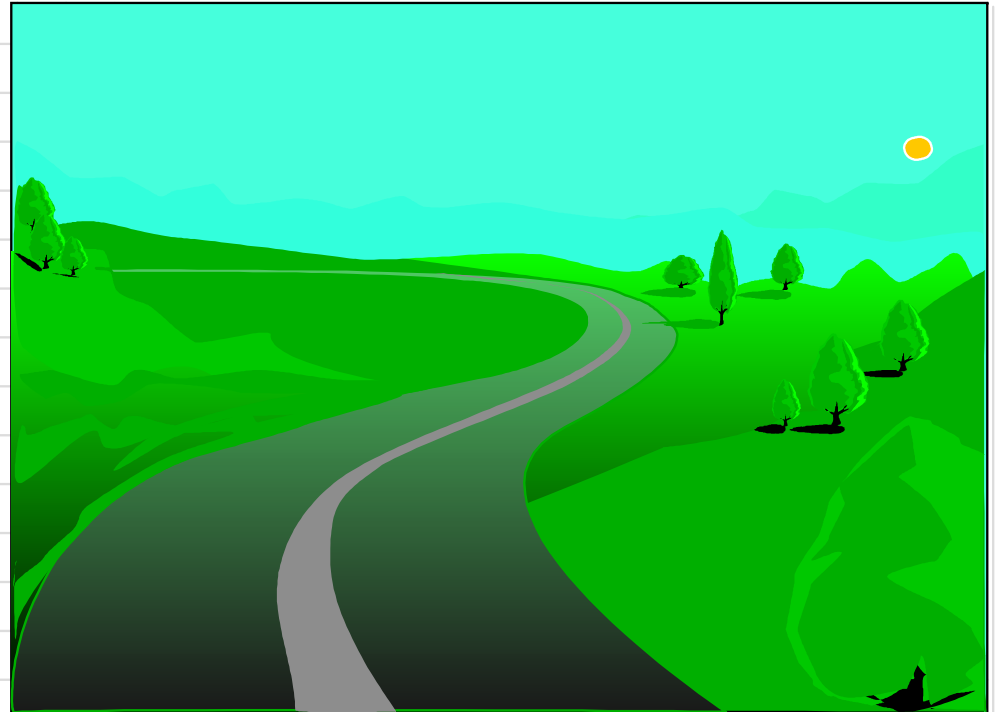


IT • Consulting • Training • Research • Tools

There is ample evidence to suggest that collaborative modeling offers significant advantages over modeling carried out by individuals. Collaborative modeling can be achieved by workshops and other interactive techniques. Recently there has been increasing interest in supporting collaborative modeling with web and repository based tools, especially where the desired participants are separated by distance and time zones and potentially language.

This paper introduces and formalises some constructs and extensions to meta models (and meta meta models) which have been found useful in enhancing the usefulness of large scale collaborative modeling tools and the manageability of the models employed in support of enterprise architecture management. Issues addressed include: subject domain, ownership, authority, context, time, version, status, multiple opinions, user groups/roles, multiple languages and avoiding information overload.

- Collaborative Modeling
- The Context for Our Work
- Challenges Encountered
- Potential Solutions
- Process
- Experience and Findings
- Resulting Model
- Remarks and Future Work



Note: This is a very pragmatic study done in an industry setting

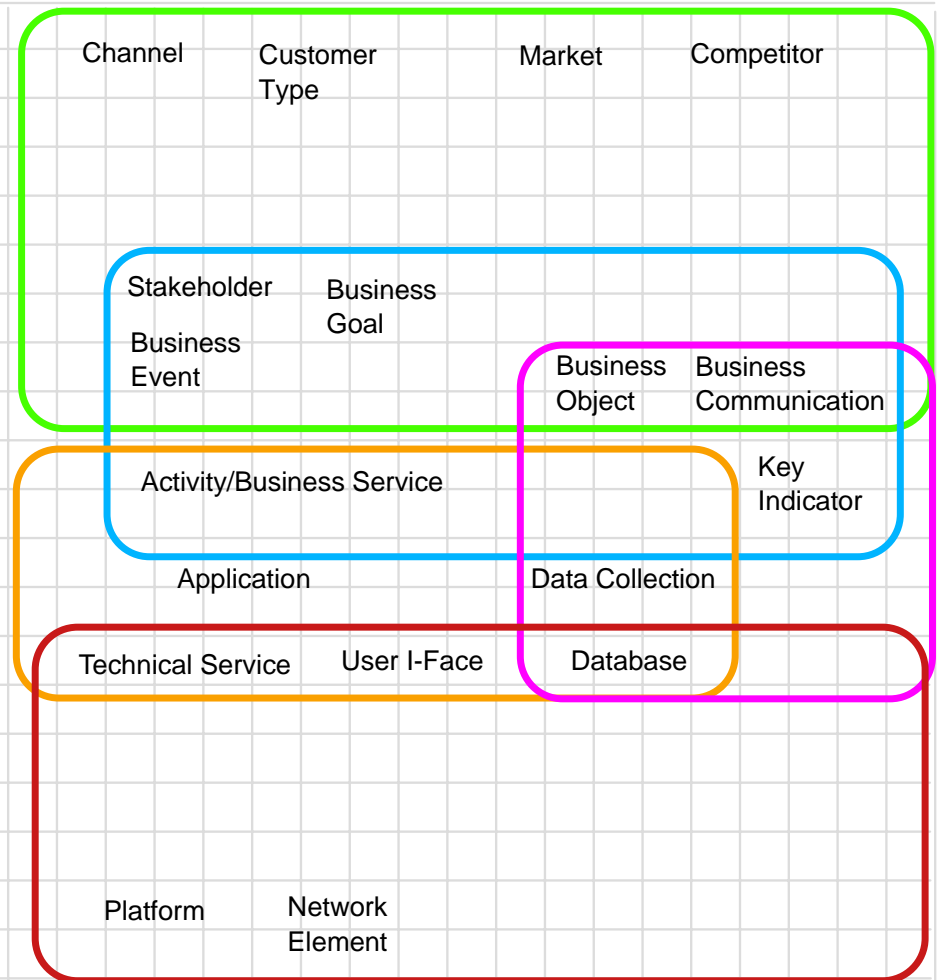
Collaborative Modeling



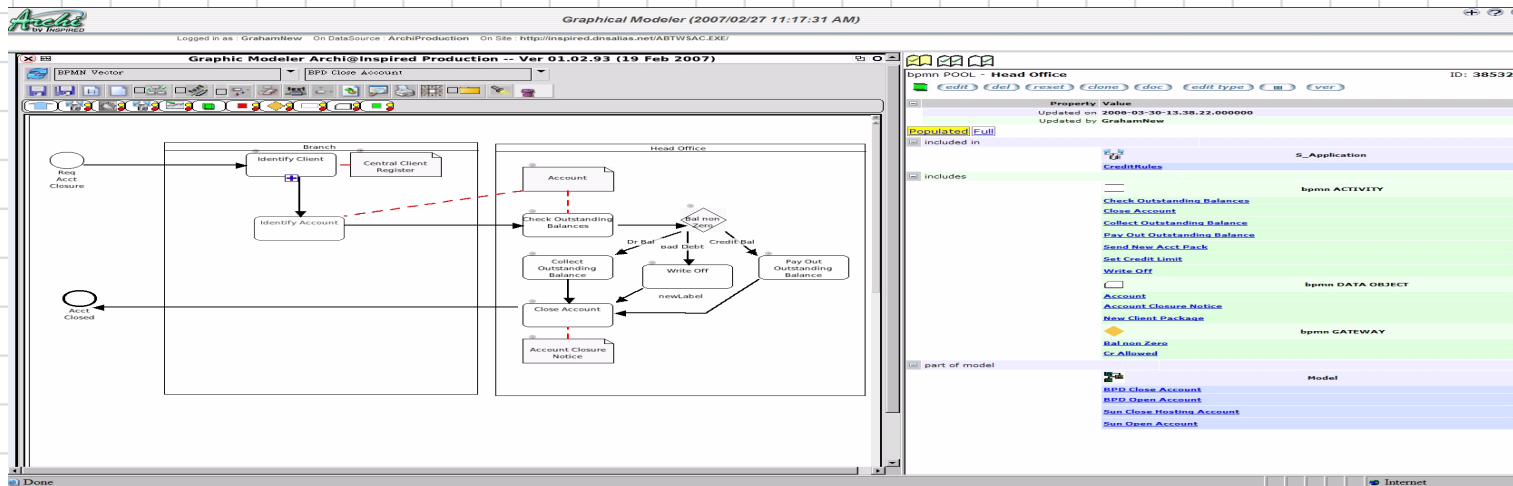
- Where the end model is produced
 - ▶ By more than one modeler
 - ▶ Over a period of time
 - ▶ Possibly by
 - Modelers who are separated by distance, language, or time
 - Communities who share different representations or viewpoints but generally similar semantics, at least where their worlds overlap
- The full model may be composed of several overlapping models of intersecting concerns
 - ▶ Different stakeholders may have different rights to elements of different type within their models

Coverage of Meta Model for EA

- Domains
 - ▶ Business
 - ▶ Process
 - ▶ Application
 - ▶ Information
 - ▶ Technology
- Cross Cutting Concerns
 - ▶ Risk
 - ▶ Cost
 - ▶ Quality
- Housekeeping
 - ▶ Security and Permissions
 - ▶ Timeframe and Status
- Model Types / Viewpoints
 - ▶ Audience
 - ▶ Content
 - ▶ Notation

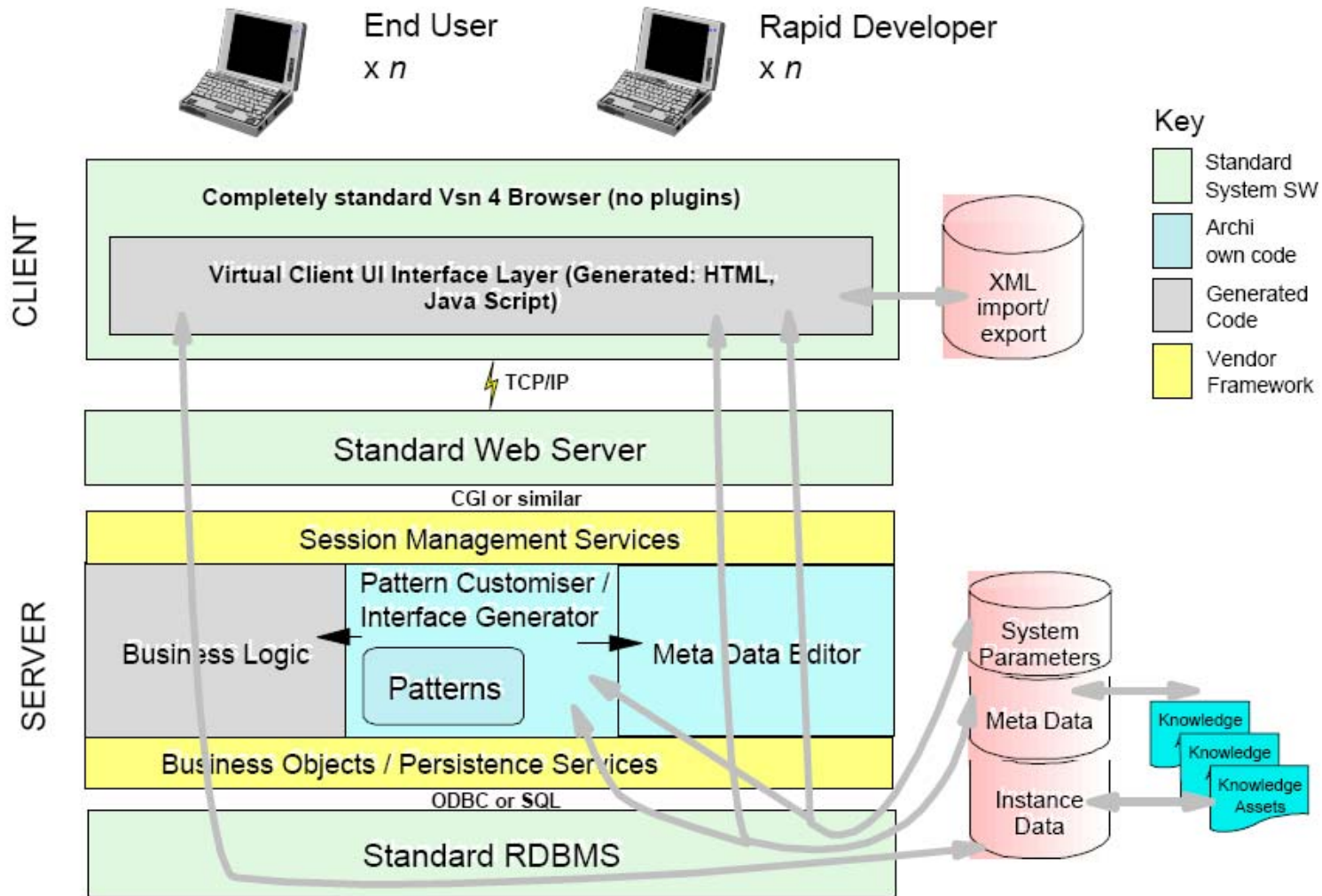


- Inspired
- PROMIS Solutions AG
- Archi/EA Webmodeler => Now EVA Netmodeler
 - ▶ Collaborative, web based enterprise modeling tool and repository
 - ▶ Flexible meta model
 - ▶ Multi- User, Notation, Framework, Perspective



- Large Clients/Projects
- Wide range of models and concepts
- High volumes

Anchi Architecture



Key

- Standard System SW (Green box)
- Archi own code (Light Blue box)
- Generated Code (Grey box)
- Vendor Framework (Yellow box)

Copyright 2000 Inspired

Challenges Encountered

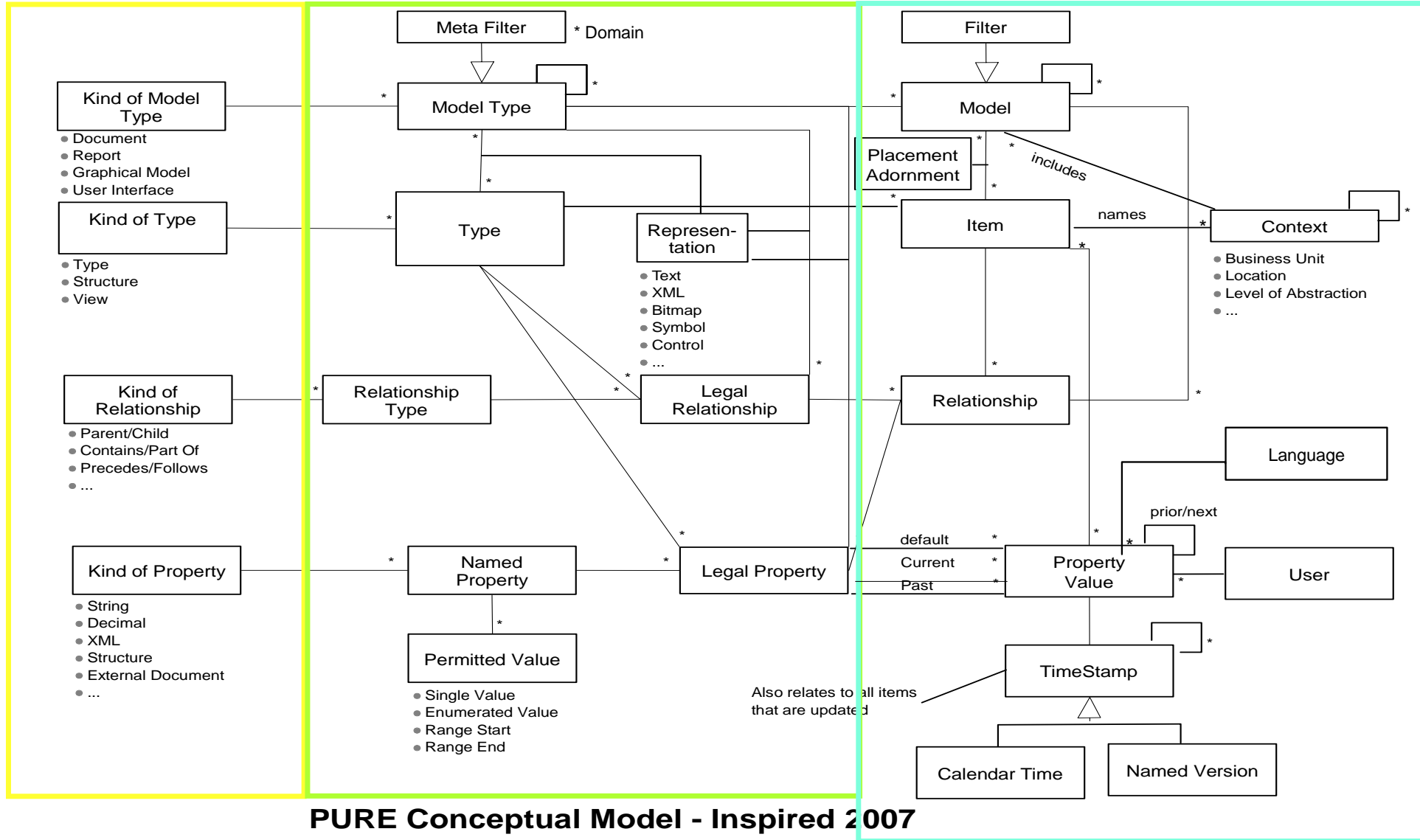
- Volumes and Performance
- Managing Ownership of Objects and Rights
- Avoiding Information Overload in the User Interface
- Managing Local and Global Views
- Presenting Information in Best way for Different Groups
- Supporting Different "Versions of the Truth"
- Dealing with Same Semantics in Different Languages
- Variable Information Quality or Status

- Domains
- Caching and Inherent Hierarchies
- Automated "Chunking"
- Context
- Filters
 - ▶ Domains
 - ▶ Items, based upon
 - Attribute values
 - Relatedness
 - Hierarchy (level, parent, related to subtree)
 - ▶ User Input during execution
 - ▶ Context
 - ▶ Status
 - ▶ User (creating, relating, modifying, deleting)
 - ▶ Timeframe
 - ▶ Sampling

- Opinions
- Representation as an Abstraction
- Model Types
- Model
- Project
- Documents
- Versions
- Scenarios
- Packages
- Journaling

- Reviewed work of
 - ▶ Martin Fowler, esp Domain and Design Patterns
 - ▶ Pieter Wisse on context and time in Information Systems
 - ▶ Lukas Renggli on the meta-described web development framework, Magritte
- Extensive Smalltalk Experience
 - ▶ VAST - IBM/Instantiations
 - ▶ Squeak - Public Domain
- Prototyped core ideas and populated with sample data from production repositories for today's tool
- Incrementally built meta model to support requirements
- Accessed effectiveness in addressing issues, meeting requirements

- Three layer object architecture vital (at conceptual level)
 - ▶ Even though higher two levels translate to Smalltalk classes
- Context is powerful and reusable for multiple purposes and moves to the meta meta level
- Relationship Typing Introduced
- Model Type absorbs concepts of
 - ▶ Graphical Model
 - ▶ Document
 - ▶ Report
 - ▶ User Interface
- Filters as a specialisation of Model Type (with exclusion rather than assembly behaviour)
- Time, Version, Baseline tracking unified via relationships
- State implemented as a property filter or context



■ Remarks:

- ▶ Model has proven very flexible and expressive
- ▶ Challenging to implement with good performance
 - Exploiting Smalltalk class creation at runtime for ease of business logic and performance vs earlier persistence layer with much assembly
 - Collections used heavily and proving effective with large execution memory
 - Experimenting with set operations to improve filter performance - encouraging

■ Future work

- ▶ Defining business logic patterns in more generic way
- ▶ Using representation model to drive User Interface Generation for complex types
- ▶ For language designers: Maybe provide direct support for the concept or context (ala Wisse) more directly in languages (OK, some support namespaces, but this is a one to one concept). Maybe an extension to the Smalltalk dependency mechanism?

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Graham McLeod has been involved in IS practice and teaching for over thirty years. He has produced advanced methods for systems delivery, project management and integrated business and IT strategy. He is the architect of the Inspired Enterprise Architecture Frameworks and meta model and the Archi/EA Webmodeler tool, now known as EVA Netmodeler.

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