

2nd Workshop on Graphical Modeling Language Development

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ABSTRACT

This paper describes the 2nd Workshop on Graphical Modeling Language Development, held at ECMFA 2013.

Categories and Subject Descriptors

D.1.7 [Programming Techniques]: Visual Programming
D.2.6 [Software Engineering]: Programming Environments, Graphical environments

General Terms

Languages

Keywords

Modeling Languages, Diagram, Visual Languages

1. INTRODUCTION

Modeling is a fundamental concept in software engineering. Generally models represent a system in an abstract way, improve the understanding of a system and facilitate the communication between different stakeholders. Beyond that, in modern development approaches (e.g. Model-Driven Software Development or Domain-Specific Modeling), models are increasingly used for automating software development tasks such as code generation, model-based testing, simulation and analysis. To express models in a formal way, modeling languages are used. There are a variety of modeling languages and language definition approaches. We can differentiate between general purpose languages and domain-specific languages created for a narrow application area. Regarding the concrete syntax of a modeling language, we can differentiate between graphical and textual languages or a combination of both. A further aspect is the language definition approach, for instance, there are grammar-based or metamodel-based defined languages.

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2. WORKSHOP THEME

The workshop on Graphical Modeling Language Development aims to cover all the phases of language development, including definition, testing, evaluation, and maintenance of modeling languages¹. Particular attention is given to the principles of modeling language development, especially graphical modeling languages for domain-specific needs. It also includes papers that discuss challenges and new trends. The workshop does not focus on tools, but recognizes the need for metamodel-based tools, which significantly ease the production of modeling environments. These tools also enable experimentation with the language as it is built, and remove the burden of tool creation and maintenance from the language creator.

In response to the call for papers, 8 submissions were received. Submitted papers were formally peer-reviewed by three referees, and 6 papers were finally accepted for presentation at the workshop and publication at the proceedings

The workshop program is composed of two parts: paper presentations and group work. Selected papers focus on language design, metamodeling as well as extending tooling to support modeling work. Group work sessions aim at discussing in more detail the topics found most relevant during the paper presentations. Results of the group work will be presented at the end of the workshop.

3. PROGRAM COMMITTEE

We would like to thank the ECMFA 2013 organization for giving us the opportunity to organize this workshop. Thanks to those that submitted papers, and particularly to the contributing authors. Our gratitude also goes to the members of the GMLD 2013 Program Committee for their reviews and help in choosing and improving the selected papers.

Program committee:

Matthias Biehl, KTH Royal Institute of Technology

Jeff Gray, University of Alabama

Esther Guerra, Universidad Autonoma de Madrid

Kenji Hisazumi, Kyushu University

Emilio Insfran, Universitat Politècnica de València

Teemu Kanstren, VTT

¹ <http://www.dsmforum.org/events/GMLD13/>

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Jonathan Sprinkle, University of Arizona

Stefan Strecker, University of Hagen

Markus Völter, Independent

Hans Vangheluwe, Univers. of Antwerp / McGill University

We hope that you will enjoy the workshop and find the information within the proceedings valuable toward your understanding of the current state-of-the-art in developing graphical modeling languages.