

# VO-DML from a VODSL Perspective

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# Contents

- ✦ Brief overview of VO-DML
- ✦ What is VODSL?
  - ✦ Introduced at Madrid IVOA Interop 2014
- ✦ Remarks about VO-DML
- ✦ Remarks about current data models
- ✦ VODSL Eclipse demonstration (if time allows - otherwise see hackathon)



# VO-DML

- ✦ The problems with pre VO-DML data models.
  - ✦ Need to attach a label data item - UType was invented - however exact relation to existing data models was not rigorously defined.
  - ✦ Data model reuse difficult
    - ✦ Dstandards often only considered their own domain - led to repetition and overlap
  - ✦ Not machine readable
    - ✦ Often only representation available was UML diagram and/or list of UTypes in standard
    - ✦ Sometimes XML schema available, but that often not an exact representation of the model because the quirks of the XML schema language
- ✦ VO-DML solves these problems by defining a subset of UML with an XML serialisation
  - ✦ Tools to generate UTypes and XML schema mechanically from VO-DML.



# Motivation for VODSL

- Creation of VO-DML seems to have high activation energy (only a few people are doing it)
- UML route
  - Different tools have poor interoperability and can be expensive
  - UML very general - profiles can help
- Direct VO-DML XML editing route
  - Does not *need* fancy tool
  - Much better constrained - can only express the concepts that are desired *but* still not very human friendly for writing by hand



# VODSL

direct re-use ->

- ✦ concise cf XML
- ✦ sensible defaults
- ✦ fully expressive
  - ✦ yet more constrained than XMI/UML

```
model example (0.1) "an example model" author "Paul Harrison"
include "IVOA.vodsl"

primitive angle "a new primitive"

package apackage "example package"
{
  dtype fq -> ivoa:quantity.AtomicValue {
    value : ivoa:real "a new float";
  }
  abstract otype base {
    bv : ivoa:boolean "Description";
    ^author: ivoa:string @? "author"; /* note use of ^ to be able to
                                     re-use reserved word.*/
  }
  otype derived -> base{
    sv : ivoa:quantity.RealQuantity "";
  }
  otype another {
    f1 : apackage.fq @[6] "an array";
    f2 : nestedpackage.another as composition "";
  }
  package nestedpackage
  {
    otype another "" { //same name different package
      cc : derived as composition "" ;
      rf references apackage.another "a reference";
    }
  }
}
```

extends

comment

multiplicities

mandatory description



# VODSL implementation



- ✦ Using Eclipse Xtext - a language development package
  - ✦ easy to create a domain specific language (DSL) with full Eclipse editor functionality
    - ✦ syntax highlighting/formatting
    - ✦ auto-completion
    - ✦ validation
    - ✦ quick fixes
  - ✦ Just write the grammar and the much of the above comes for free! (it can be further customised if the default behaviour is not quite what is desired).
  - ✦ compiles to the VO-DML XML form for compatibility with existing infrastructure
- ✦ Can be regarded as a necessary reference implementation of VO-DML for standardization!



# Typical Eclipse Workspace

file browser

VODSL editor window

The screenshot displays the Eclipse IDE workspace for a project named 'Resource - models/example.vodsl - Eclipse Platform'. The interface is divided into several panes:

- Project Explorer:** Located on the left, it shows a tree structure of the project. The 'src-gen' folder is expanded, revealing files like 'example.vodsl', 'ivova.vo-dml.xml', 'ProvDM.vo-dml.xml', 'build.xml', 'Characterization.vodsl', 'CubeDM-1.0.vodsl', 'DatasetMetadata-1.0-GL.vodsl', 'example.vodsl', 'IVOA.vodsl', 'ObsCore.vodsl', 'PhotDM-alt.vodsl', 'ProvDM.vodsl', 'SourceDM.vodsl', 'SpectrumDM.vodsl', 'STC2\_20151030.vodsl', 'STCIssues.md', 'STCPrototype-2.0.vodsl', 'test.vodsl', 'vo-dml2dsl.xml', and 'vowt2del.xml'. A yellow arrow points to 'example.vodsl'.
- VODSL editor window:** The main editor area shows the 'example.vodsl' file. It contains VODSL code, including a model declaration, an include statement, a primitive definition, a package declaration, and a derived type definition. A yellow arrow points to the 'primitive angle' line.
- Outline:** Located below the Project Explorer, it shows the hierarchical structure of the 'example' package. The 'value' element is selected, and a yellow arrow points to it.
- Problems:** Located at the bottom, it displays a list of 308 errors. The first four errors are listed in the table below:

Description	Resource	Path	Location	Type
Attribute accuracy should be a value type	SpectrumDM.vodsl	/models	line: 117 /models/SpectrumDM.vodsl	Vodsl Problem
Attribute accuracy should be a value type	SpectrumDM.vodsl	/models	line: 334 /models/SpectrumDM.vodsl	Vodsl Problem
Attribute angle should be a value type	STCPrototype-2.0.vodsl	/models	line: 596 /models/STCPrototype-2....	Vodsl Problem
Attribute applied should be a value type	SpectrumDM.vodsl	/models	line: 36 /models/SpectrumDM.vodsl	Vodsl Problem

outline structure

validation errors

generated VO-DML



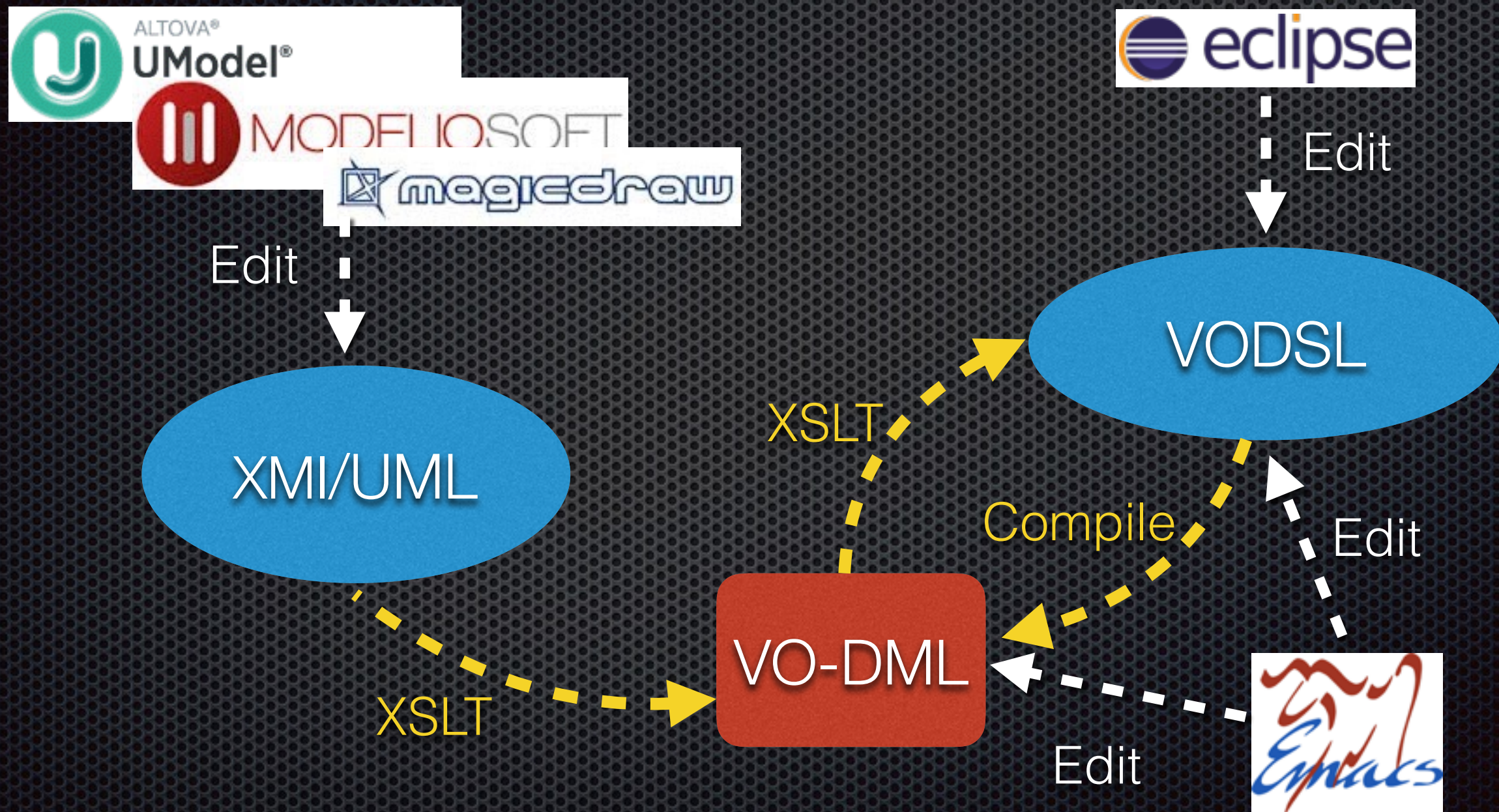
# VODSL updates

- ✦ Follows changes in VO-DML specification
- ✦ More natural scoping - not always necessary to fully qualify names - also use of ':' as namespace separator for model level
- ✦ Validation - most of the schematron rules now implemented and work as you type!
  - ✦ missing "unique composition" and "subsetting" rules
- ✦ Some grammar and syntax changes
- ✦ Round-tripping to/from VO-DML generally more robust.
- ✦ Available on GitHub <https://github.com/pahjbo/vodsl> along with models translated from volute
  - ✦ Can supply as precompiled Eclipse plug-in
  - ✦ Could be packaged as a stand-alone compiler VODSL->VO-DML



# Ecosystem

- ✦ VODSL complements rather than competes with VO-DML





# VODSL route vs UML route

## VODSL

## UML

Easier to perform global  
refactoring

vs

Easier to visualise the whole  
model

Instant validation

vs

Full validation only after  
XSLT transformation of XMI

Easier to merge  
contributions from two  
authors textually

vs

Rely on UML tool to have  
model merging facility



# VO-DML remarks

- ✦ Standard document feels aimed more at VO-DML implementers than data model creators.
  - ✦ Document structured around XML representation
- ✦ There are still some issues with the language itself
  - ✦ Subsets seem a little loosely defined
  - ✦ Restrictions on attribute multiplicities - though recent mailing list update seems to have relaxed this
  - ✦ Aggregation pattern



# Utility of Data Models?

- ✦ What use are they?
  - ✦ Understanding what an individual data item is ✓
  - ✦ Looking at the relations between data items
    - ✦ enables you to make meaningful queries (VOQL?)
  - ✦ Provide storage schema
- ✦ Automated software generation from models



# Data Model Design

- Even with the aid of sophisticated tools, the design of the data models takes great skill
  - Desirable to cause as little disruption as possible to existing models
    - There are some well known UTypes in widespread use.
  - Optimal design of model affected by the purpose for which it is used
    - Not an implementation model for a particular computer language
    - But not a just a domain model - the data pigeon holes for data are the most important concern.
      - But deep object trees are not necessarily helpful - especially when it comes to code generation.



# 2nd Generation Data Models

- ✦ There has been an effort to regularize models in VO-DML and the progress is being stored in the volute repository
  - ✦ Cube
  - ✦ STC2
  - ✦ Provenance
  - ✦ DatasetMetadata
- ✦ I have converted latest models from volute and put in VODSL GitHub project.



# Data Model remarks

- ✦ Reuse still not fully established via import - sometimes models have 'copy and pasted'
- ✦ Still many errors in the raw translations
  - ✦ Problems with original models?
  - ✦ Problem with XSLT->VODSL?
  - ✦ STC2 might be the most rigorously correct VO-DML model currently existing!



# Conclusions

- ✦ I believe that the Eclipse VODSL tooling allows another route to creating VO-DML models that is at least as good as the existing methods.
  - ✦ Provides an additional way to view and check whether models are “well designed”
- ✦ There should be a number of by which data models should be judged
  - ✦ Generated UType structure
  - ✦ Generated code
  - ✦ Generated relational schema
- ✦ It would be good if there were more guidelines for data model creators to provide for a more uniform style as well as more endorsed ‘patterns’



