

BX with Triple Graph Grammars

# PART 2: SYMMETRIC DELTA LENSES



Nodes are models, arrows are deltas, dashed outline indicates derived elements



Note: This is NOT a pushout square!



Nodes are models, arrows are deltas, dashed outline indicates derived elements



this (**model synchronisation**) is of course a simplification — we'll have to deal with **concurrent** delta propagation one day (**model integration**)





















we typically have infinitely many such squares

Simultaneous, exhaustive enumeration

### Idea 2:

Enumerate all squares representing combined **fpg** and **bpg** squares





# Simultaneous, exhaustive enumeration



Simultaneous, exhaustive enumeration





### Idea 3: specify infinitely many deltas using finitely many rules (precondition and postcondition graph patterns)















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specify infinitely many deltas using finitely many rules (precondition and postcondition graph patterns)

very important idea, as we've finally made the jump to a **finite** specification

specifying **all** deltas this way is still a lot of work ...



### Idea 4:

# only specify monotonic rules, i.e., only describing purely creating deltas



### Concrete deltas are derived via rule application



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Nodes are triple graphs, arrows are triple graph morphisms



all you need to know:

rule application is formal, always possible, and is unique up to isomorphisms



#### Idea 5:

# derive some "boring" rules by convention, i.e., assume they are specified implicitly



# From Triple Graph Grammars to Lenses



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## Task 2: Your first Triple Graph Grammar

