

Using Model-Driven Engineering to Complement Software Product Line Engineering in Developing Software Defined Radio Components and Applications

Bruce Trask
PrismTech
Park 80 West
Saddle Brook, NJ 07663
1-201-708-2911
bt@prismtech.com

Dominick Paniscotti
PrismTech
Park 80 West
Saddle Brook, NJ 07663
1-201-708-2911
dp@prismtech.com

Angel Roman
PrismTech
Park 80 West
Saddle Brook, NJ 07663
1-201-708-2911
ar@prismtech.com

Vikram Bhanot
PrismTech
Park 80 West
Saddle Brook, NJ 07663
1-201-708-2911
vb@prismtech.com

Abstract

This paper details the application of Software Product Lines (SPL)¹⁶ and Model-Driven Engineering (MDE)¹⁵ to the software defined radio domain. More specifically it is an experience report emphasizing the synergy¹⁷ resulting from combining MDE and SPL technologies. The software defined radio domain has very unique characteristics as its systems typically are a confluence of a number of typically challenging aspects of software development. To name a few, these systems are usually described by modifiers such as, embedded, real-time, distributed, object-oriented, portable, heterogeneous, multithreaded, high performance, dynamic, resource-constrained, safety-critical, secure, networked, component based and fault-tolerant. Each one of these modifiers by themselves carries with it a set of unique challenges, but building systems characterized by all of these modifiers *all at the same time* makes for a daunting task in software development. In addition to all of these, it is quite common in these embedded systems for components to have multiple implementations that must run on disparate processing elements. With all of this taken into account, it stands to reason that these systems could and should benefit greatly from advances in software technology such as product line engineering, domain-specific modeling and model-driven engineering. It is our experience that one big benefit to the software development industry is the combination of the Software Product Lines and Model Driven Engineering technologies.

Categories and Subject Descriptors D.2.2 Design Tools and Techniques; Language Constructs and Features

General Terms Design, Economics, Reliability, Experimentation, Human Factors, Standardization, Languages, Theory, Verification.

Keywords Model, Development, Domain, Language, Generation

General Background

For the past twenty years, there has been a continuous evolution in electronic communications equipment. The evolution can be described as one of moving the radio functionality from being

located in the hardware platform running with proprietary processors and circuitry to being located in firmware running on programmable logic and then to being located in software running on general purpose processors. The driving force behind this evolution has been the need to leverage the inherent greater malleability and configurability of software versus that of hardware. As radio functionality continues to move into software, or looking at it another way, as that software moves “closer to the antenna”, it becomes more commercially viable to maintain, configure, test and reuse communications algorithms and functionality as well as the hardware on which it runs. This evolution is very similar to that of the computer itself with today's PCs running applications, the bulk of which exist as software running on general purpose hardware.

The communications industry has coined a term for this type of communications equipment: the *Software Defined Radio*[14]. The conventional radio development paradigm during the 1980s and 1990s involved make one-off systems that had to be redesigned, and recoded as new hardware platforms evolved. To solve this and to make the vision of a software defined radio concept a reality, the United States government formed the Modular Software-programmable Radio Consortium (MSRC) consisting of the four top military radio manufacturers at the time. This consortium was tasked with doing a full Commonality Variability Analysis (CVA) across the entire family of existing radios. Following this they were contracted to devise production assets that could be deployed across the industry that would turn the existing one-off development paradigm into a more Software Product Line Architecture/Engineering (PLA/PLE) approach. As the radio and communications domain moves into a software centric solution, it is only natural that it leverages advances in the software domain as part of its implementation. These advances include object orientation, patterns, frameworks, component based design, middleware, in addition to imperative and declarative languages. More recently, the rise in abstraction level of the radio platform in the form of operating systems and middleware in combination with advances in modeling tools has opened the door to allow the evolution of communications software to enter the realm of a combination of product line engineering and model-driven engineering. This is fortuitous as the complexity of these communications systems has increased so dramatically that the viability of these new systems now hinges on the increased productivity, correctness and robustness this synergy affords.

Detailed background

In 1999, the MSRC issued the results of their CVA. The result was the Software Communications Architecture (SCA)[1]. It was the key production asset released broadly to both the manufactures of the entire family of military radios as well as the public domain.

This SCA defines five primary aspects of next-generation communications equipment software

- a standard component object model
- a standard deployment and configuration component framework
- a standard declarative programming format for describing software components and how they are connected together
- a standard portability layer upon which component run
- a standard messaging format/middleware for inter-component communication

As a result, the SCA significantly furthers standardization of the software radio domain and thus brings many benefits to the domain such as interoperability, portability, reuse, and a level of architecture consistency. As is the case with many new platform technologies, the SCA specification does a good job of solving many hard problems, but leaves some unsolved while simultaneously introducing new problems. Some of the problems that remain or are introduced include:

- labor intensive implementations of the SCA object model in 3GL languages
- lack of architectural consistency at various levels of implementations
- the learning curve of the specification and lack of effective training materials
- the technology gaps between software developers and radio domain experts
- ensuring correctness of implemented systems
- the dynamic nature of the SCA, which opens the door to a host of runtime errors that would best be “left shifted” out of runtime into either into modeling or compile time.
- a complex set of XML descriptor files which are difficult to get correct by hand as there are many rules that govern them above and beyond being well formed
- no formal meta-model or UML profile exists for the SCA
- while the SCA definitely raises the level of abstraction with regard to radio component development, it does not inherently provide an automatic and configurable means to get back to the lower, executable levels of abstraction or to its declarative languages.

We feel that essence of the problem can be boiled down to: *an advancement of platform technology without a commensurate increase in language technology*. The languages most used in radios today for the entire system are C and C++. These two languages were invented over twenty years ago. In that intervening time, there have been many advances in platform technology that have outpaced the ability of these third

generations languages to suffice as the only real tool in the hands of the software developer tasked with implementing these new complex systems. The middle two columns in the following figure illustrates the evolution of various areas of abstraction including language and platform technologies. Platform technologies have evolved from CPUs and operating systems to complex middleware and frameworks. Programming Languages have evolved from writing ones and zeros to higher order “3rd Generation Languages” such as C++ and Java. Note the gap between higher order languages and the platforms.

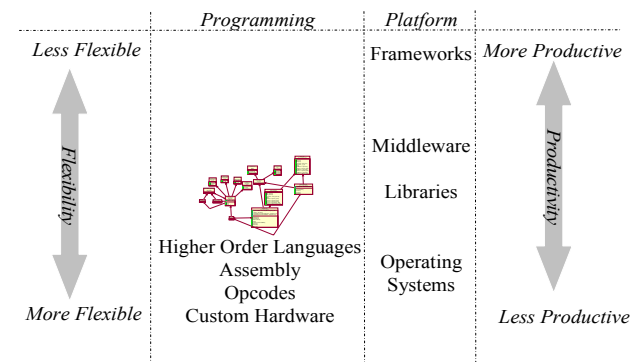


Figure 0

Enter Domain-Specific Modeling Languages and Techniques

In order to tackle and tame the complexity of these systems, the new specification and the platform technologies resulting from the product line analysis, new language technology was required to allow the developers tools to catch up to the platform technology. As such it was necessary to provide:

- effective support under the SCA that allows users to program directly in the terms of the language of the domain and specification, ideally in graphical and declarative form to the greatest extent possible
- means to ensure that the programming is correct
- means to automatically generate executable 3GL programming language implementations from these models
- means to automatically generate additional software artifacts that are synchronized with the model

Those familiar with Domain-Specific Modeling will recognize the above bullets as part of the sacred triad [2] of Domain-Specific Modeling: *Language*, *Editor*, and *Generator*. Couched in terms of Domain Specificity and at a finer granularity, these three elements map to:

- a *Domain-Specific Language* (DSL)
- a *Domain-Specific Graphical Language* and *Domain Specific Views* (DSGL, DSViews)
- a *Domain-Specific Constraint Language* (DSCL)
- a family of *Domain-Specific Code Generators* (DSG).

Our experience is that these four bullets above constitute the necessary quanta increase in language technology to keep pace with the increases in platform technology.

Table 4 lists the activities used in tackling the complexity in domain and then leveraging Domain Specific Modeling techniques to it.

General Approach	Radio Domain
<i>Isolate the abstractions and how they work together, including commonalities and variabilities</i>	<i>The SCA</i>
<i>Create a formalized grammar for these – DSL</i>	<i>Create a formalize SCA meta-model</i>
<i>Create a graphical representation of the grammar – GDSDL</i>	<i>Create a SCA specific graphical tool</i>
<i>Provide domain-specific constraints – GDSCL,DSCL</i>	<i>Program into the tool the constraints</i>
<i>Attach generators for necessary transformations</i>	<i>C++, C, Ada and VHDL generators</i>

Table 1

One type of tool that can be used to develop the above software artifacts are what some refer to as Language Workbenches[2]; i.e. tools that allow a developer to define a domain-specific language and its graphical counter part, the editor, as well as a domain-specific generators that can iterate over the domain-specific model to produce executable artifacts. Some language workbenches available today include the Eclipse Modeling Framework (EMF/GEF)[3], the Generic Modeling Environment (GME)[4], and Microsoft's Visual Studio Team System Domain Specific Language Tools (VSTS DSL)[5].

To allow users to run on multiple host platforms most easily and to integrate with addition eclipse tools and frameworks, we chose to use the EMF/GEF solution.

Defining the Domain-Specific Language

The goal here is to provide a domain-specific higher level of abstraction with which both software and lay developers can program. Key to this is not only raising the level of abstraction but also providing domain-specific abstractions. Developers of SCA applications typically program in 3GL languages such as C, C++ and Ada. One of the goals of domain specific modeling is **simplified modeling and programming in the problem space** vs. **complex modeling and programming in the solution space**. Figure 1 below juxtaposes two possible ways to represent the same concept in the SCA Software Defined Radio Domain. The left side diagram shows a typical UML diagram for a trivial SCA Component with two ports and two properties. The C++ source code is even more complicated. The right side diagram shows the same entity in terms of a higher abstract concept, a component

with two ports and two properties, that is much more readable and less complex

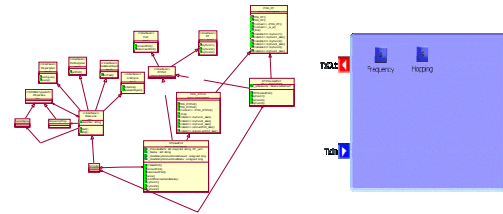


Figure 1

Of course there are tradeoffs the come with raising the level of abstraction. These tradeoffs are indicated in the outermost columns of figure 0. Higher level languages provides less control and ability to express concepts in detail. The control provided by lower levels of abstraction is frequently gratuitous. Additionally, the use of higher level languages does not advise against continuing to use the lower level, more detailed languages where *appropriate*. For example, sometimes, it is necessary to debug in the lower languages and since there is a high fidelity relationship between the higher abstractions and the lower level languages, this is possible.

The raising of the level of abstraction is made possible through the creation of a formalized metamodel expressed in terms of the particular language workbench. In this case this involves creating a metamodel that the Eclipse Modeling Framework can understand. Fig 2 shows a greatly simplified metamodel for the SCA. Naturally, the full meta-model for the entire SCA is much more involved but for the purposes of demonstration and saving space we have presented a simplified version of it.

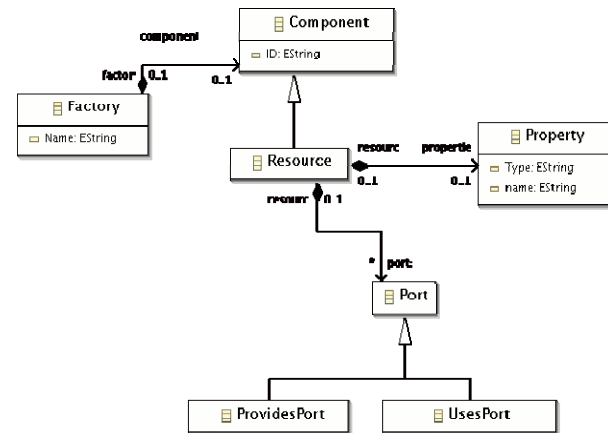


Figure 2

As stated before, the SCA provides a general architecture and UML diagrams as well as text-based behavioral descriptions and requirements and annotated XML DTD documents. While these are very detailed they are not formalized sufficiently to serve as a useful meta-model by themselves. The meta-model created and described here involved building upon the structure of the SCA and culling from the rest of the specification requirements, constraints and behaviors that together make up a complete and comprehensive meta-model characterizing the entire specification. As is usual, the group of developers building the meta-model are experienced SCA and software defined radio developers as well as experienced modelers.

It is from this meta-model that one provides the end user with the ability to program more directly in the domain. Additionally, end users are able to program more in the declarative than in the imperative; i.e. saying what they want to have, not specifying how it is to be done. Listing 1 shows a simple example of the persistent form of the Domain Specific Language in accordance with the metamodel.

```
<?xml version="1.0" encoding="ASCII"?>
<com.prismtech.spectra.sdr.sca2_2.models:Assembly
  xmi:version="2.0" xmlns:xmi="http://www.omg.org/XMI"
  xmlns:com.prismtech.spectra.sdr.sca2_2.models="http://com.prismtech.spectra.sdr.sca2_2.models">
  <componentsName="BitFlipper"organization="PrismTech"
  id="DCE:8f647411-91a1-4295-bbc6-6d3eff4982f7">
    <portsxsi:type="com.prismtech.spectra.sdr.sca2_2.models:
    UsesPort" instanceName="TX" name="Data"/>
    <ports
    xsi:type="com.prismtech.spectra.sdr.sca2_2.models:ProvidesPort"
    instanceName="RX" name="Data"/>
  </components>
</com.prismtech.spectra.sdr.sca2_2.models:Assembly>
```

Listing 1

While providing a higher level of abstraction this text based language can still be labor intensive, error prone and hard to read. This leads directly into the next step of Domain-Specific Modeling.

Defining the Domain-Specific Graphical Language

What is needed next is a way to express the Domain Specific Language graphically or visually. This involves working within your Language Workbench of choice to adorn the Domain-Specific Language with graphical and visual artifacts that allow the user to program quickly and correctly and in a way that communicates correctly the essence of the architecture and design.

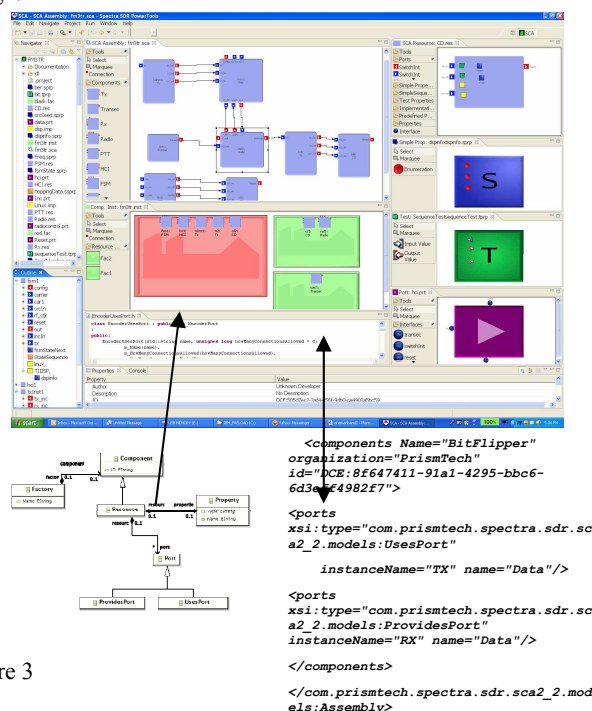


Figure 3

Figure 3 shows the PrismTech Spectra SDR Power Tool modeling tool. This modeling tool allows end users to quickly and accurately build software defined radio components and connect them together. The DSGL is built and based on the underlying meta-model described earlier and can be persisted in textual form for processing by other programs. It is through this DSGL that end users program with very intuitive icons, images, tools, artifacts and property sheets. Just as UML provides different views to describe various aspects of object-oriented systems so to does this tool provide Domain Specific Views that allow users to design, express and communicate domain specific aspects of their designs. Additionally, the Domain-Specific Modeling tool provides the end user with ability to program in the declarative versus the imperative.

The Domain-Specific Constraint Language

Almost as important as what you see in the graphical tool illustrated in Figure 3 is what you don't see. The very fact that the DSGL is based on the meta-model means that it restricts programming to within the bounds of the meta-model. In other words, the tool is metamodel-centric as opposed to GUI-centric. In this case, the GUI itself forces the user to abide by the structural and creational aspects of the meta-model. This goes extremely far in allowing the developer to program quickly and correctly in terms of their domain. Additional constraints can be added via various programming facilities of the language workbench being used. Concrete SCA-unique examples of these types of constraints include not being able to connect ports that support different interfaces or not exceeding connection thresholds of output ports. These are errors that are typically allowed to creep into the runtime system which lead to expensive integration and support problems. By "left shifting" these potential defects into the modeling/compilation phase, we can simultaneously harness the dynamic nature of the SCA runtime component deployment, configuration and connection paradigm and do so in a correct and robust fashion. Errors can be reported in various different forms including dynamic dialog box feedback for instantaneous notification and fix, or via an error log in which the user can double click on the error and the tool will take the user to the offending model element. The DSCL enforces structural compositional, directional, etc. constraints, pre-conditions, post-conditions and invariants.

Domain-Specific Generators

Ultimately, the tool must be able to transform the domain specific language into an executable or imperative format, or to a form that can be transform easily by other compilers into an executable form. This is achieved through the connection of *Domain Specific Generators* to the Domain Specific Editors. Embedded systems are frequently targeted at disparate processing elements (e.g. general-purpose processors, digital signal processors, field programmable gate arrays (FPGA)) and as such the tool needs to be able plug in multiple domain specific code generators that can iterate over the model and produce multiple types of executable code.

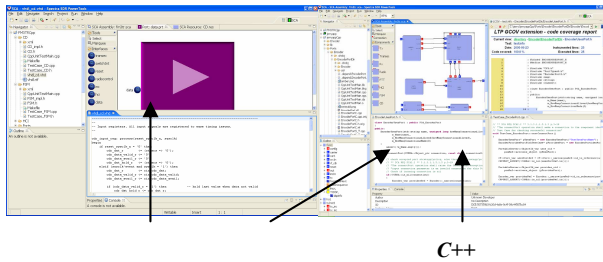


Figure 5

Figure 4 shows examples of the software artifacts coming from the domain-specific generators. Having the key information captured in the model, changes in the model are instantly reflected in the generated code. The generated code follows specific design patterns to allow the users business logic to be decoupled from the generated framework completion code. Various types of languages can be generated on the “back end” of the tool, such as VHDL or C++. Additionally, artifacts such as test cases can similarly be generated.

The SCA architecture is most effectively implemented using a number of industry standard Design Patterns. Most notably are the Extension Object Pattern[6], Extension Interface Pattern[7] and the Component Configurator Pattern[7]. These patterns are typically repeated over and over again in an SCA implementation with minor parameterization to account for the context in which they are used. The pre-validated implementations of these patterns can be generated directly from the domain specific generators. Many of these patterns capture infrastructure scaffolding, behavior required by the SCA specification as well as middleware concerns that can be difficult for radio developers to understand and get correct. Additional artifacts are generated from the model including, the XML descriptors, Unit Test Cases, documentation etc. The constraints of the tool straddle the editor and the generators. By using the generated code, the users can rely on prevalidated logic and patterns written by experts in the domain and thus they are “constrained”, if you will, to being correct in their implementation. Having the code generated automatically and no longer being saddled with this task, users can concentrate on writing, debugging and integrating the business logic for their components.

Benefits of Domain-Specific Modeling as applied to Software Defined Radios

A number of notable benefits become extremely apparent as a result of providing a domain modeling tool and all its constituent parts to the software defined radio domain.

- increased productivity – users can program at a much higher level of abstraction and use generators to automatically get to lower levels that can thereafter be transformed and executed. The increased level of abstraction is coupled with the fact that the DSL is much more declarative in nature and so the users become less concerned with how actions are done and more concerned with *that* they are done. Users of the tool report a minimum of 500% increases in productivity and compare the

magnitude of gains to be analogous to using a compiler to generate assembly code from higher order languages.

- increased correctness – the generators provides prevalidated logic and other artifacts
- synchronization of software artifacts. Since the artifacts are generated directly from the model, the maintenance burden of maintaining them all is greatly reduced
- involvement of domain expert engineers and increased communication amongst company teams. Since the model is expressed in problem domain terms and not solution domain terms, the communication of the model encompasses more disciplines beyond software engineering to include hardware and systems engineering and management teams.
- lower cost of entry. As much of the infrastructure detail is captured in the metamodel, editor and generators, the learning curve of developing software defined radios for a particular domain is greatly reduced.
- architectural consistency at the implementation level. While the SCA mandates architectural form at the interface level it does not at the implementation level. This opens the door to many different architectural implementations. While this is necessary in some uses cases, in many it is not and results in unnecessary complexity and maintenance burdens. The degree to which the applications have architectural consistency in their implementations determines the ease of maintenance by a central maintenance body.
- “left shifting” of defects from runtime to modeling time. This provides orders of magnitude of cost savings across the development cycle.

Lessons Learned

1. Dealing with Change

“Change” along with “complexity” comprise the two main foes of software design, architecture and tools. Our experience has been that change, as with most software projects, is a potential pitfall to be wary of when making MDE systems.

Model Driven Engineering as described above goes along way to handling many of the commonalities and variabilities in the software defined radio domain. The subsequent “closing” of the design to the effects of movement in particular degrees of freedom and change must be strategic. No design/approach can close a software product to all degrees of freedom or variabilities[9]. We have found particular techniques to be effective in handling changes in meta-models and domain-specific generators. Some of these include leveraging many of the techniques of the Agile Software Development world that enable one to “embrace change”[10] more easily than with older software methodologies.

At the heart of these techniques are Test Driven Development[11], Refactoring[12], Refactoring to Patterns[13]. In addition to keeping the design of the tool as simple as possible, tests form suites that are useful in quickly isolating the exact areas where meta-model changes affect designs and thus provide targeted areas for refactoring. Refactoring towards new patterns that become applicable as new requirements enter the picture provides developers with very codified means of moving existing

designs to new designs that more effectively handle new commonalities and variabilities introduced by various changes in requirements.

In addition to agile software techniques, generative techniques can also be leveraged *within model driven development tools themselves*.

The most notable element of the model driven engineering that is affected by changes in the meta-model is the domain-specific editor that allows one to manipulate the domain-specific language via domain-specific graphical artifacts. Providing an additional generator framework in between the meta-model and editor that automatically generates a great deal of the editor is very effective in mitigating changes in the meta-model on model driven engineering tools.

Meta model changes in the meta-model cause unwanted effects to the DSL and DSGL code. When code generation comes to mind one usually thinks about the end product: the C++, Java, VHDL, documentation, and/or xml files that are generated. One reason why DSLs are favored is due to the decoupling of the model from the generated files. If the user wants to create a change in his model he/she *effortlessly modifies the model and lets the generators/translators regenerate the output*.

Ideally, developers should take advantage of generators and translators when creating the DSGL as well. The goal would be to extract and generate as much of the DSGL as possible given the meta model. Several tools exist which allow the user to design the meta model and generate a DSGL editor. These tools are effective, however, they are usually lacking when it comes to domain specific visualizations. Some of them allow the user to specify bitmaps and connections anchors for any given model element. However, since these tools are generic it sometimes take great efforts to modify an editor that is generated (visual aspects) rather than designing one correctly from scratch making the correct visual abstractions for the look and feel desired.

When using a generic programming language one usually creates constructs that map directly to the problem domain. DSLs eliminate the need to specify unnecessary generic syntax/constructs in order to create a domain specific solution. Applying the same paradigm to the creation of a DSL editor can work as well. Instead of using a generic domain specific graphical editor generator (similar to using c++), tool developers can create a Domain Specific Domain Specific Language Editor Generator (DSDSL for a specific DSL). Once the look and feel is determined one can factor out the visual programming aspects and create generators that would interpret relationships between objects in the meta model and map them to a specific visual representations. Next time a change occurs in the meta-model the user can *effortlessly modify the metamodel and let the generators/translators regenerate the editor*.

2. Creating Domain Specific Graphics

One aspect of domain specific tools that we found to be labor intensive, difficult to get correct *and* user friendly is the creation and implementation of domain specific graphics, views, editors and layouts. General purpose GUI widgets, frameworks and tools abound but they are usually insufficient to express domain specific concepts clearly and accurately. Additionally, the graphical user interface frameworks available in the industry are quite complex and have steep learning curves. This is a potential

area of difficulty for those developing domain specific tools. The Graphical Editor Framework from Eclipse, for example, is quite large and takes a significant amount of time to become familiar with. To alleviate this problem, the industry is currently working on MDE tools to make the creation of domain specific graphics, views, editors and layouts much easier.[21]

3. Validating the Generated Code

The sheer volume of code that is generated from the MDE tool described above warrants a precise and scalable means with which to validate that the code emanating from the generators is correct. Applying once again the principles of Agile Software Development, we found that making heavy use of test cases to validate the continued correctness of the generated code was essential. Also important is the automation of the execution of these tests and the reporting of the results.

4. The Vendor Lock-in problem

While users of domain specific tools definitely need and want the increase productivity and correctness that tools such as these afford, they are simultaneously concerned with being locked in to the specific vendor's tools and models. This is a potential serious pitfall that domain specific tool vendors must address from the start. We addressed the issue directly by choosing the Eclipse platform as the application framework upon which the tool is built.[3] This Eclipse platform is not only a Java IDE but is actually more so a malleable and extensible *application framework* for which to develop domain specific tools. One key characteristic of Eclipse is that it has a large degree of platform independence and thus frees our customers up from having to run on particular host platforms and are thus free to use Windows, Linux, Mac, Solaris etc. Eclipse does this while transparently providing a native look and feel for each particular host operating system.

The next step to address the potential vendor lock in problem is to use a standard model serialization syntax. The Eclipse Modeling Framework provides capabilities to serialize its models in XML Metadata Interchange (XMI) version 2.1 format. This goes a long way in allowing our users to access and transform their models as well as providing the capability to import/export them into other tools (such as popular Unified Model Language, UML, tools) as they see fit.

With regards to the metamodel itself, it is key the companies in the domain assist standards bodies such as the Object Management Group (<http://sbcm.org>) that are leading efforts to standardize these meta models so as to make them open to the industry.

5. Tool interchange

Exchanging information between tools continues to be an issue for tool users. About the best one can do now is to provide standard serialization formats, such as XMI, to enable systematic interchange of data between tools. There are not now, however, any standard interchange protocols that exist between tools. Again, companies within the domain need to become active participants in groups such as the Model Integrated Computing PSIG at the OMG to assist in standardizing such protocols (<http://mic.omg.org/>).

6. Cross Tool Integration

Developers of complex software defined radio systems and more generally of complex distributed real-time embedded systems use myriad tools to get their job done. They need and want as much seamless an integration and look and feel across these tools as possible. Fortunately for our team, Eclipse was the correct choice to deal with this problem as well. Most Realtime Operating System (RTOS) vendors, for example, are migrating their C++ development environments to Eclipse. A similar evolution is occurring with UML tool vendors.

7. The Economics of Going Domain Specific

Weiss, Lai and Coplien [18][19] discuss the economics of software product line development in great detail. While there has been a “perfect storm” of recent critical innovations in the software industry that go a long way towards increasing the efficiency and viability of making domain specific tools for software product lines [20], developing such tools is still non trivial and quite complex. Whether it is economically feasible of course depends on the scope and size of the family of systems to which one is targeting the tool. For our domain of Software Defined Radios, the scope and family is very well defined and the commonalities and variabilities have been to a large degree isolated. This fact has made it economically viable to target such a domain with MDE and Product Line Engineering technologies.

Applicability of Model Driven Engineering to Software Product Lines

At the heart of Product Line Engineering is the isolation of the scope, commonalities and variabilities of a particular domain[19]. At the heart of Model Driven Engineering is the *capturing* of these commonalities and variabilities in formal models so as to provide effective domain specific *tooling*. We feel this is the exact point of synergy between MDE and Product Line Engineering. These tools then become the perfect medium with which developers can express, manipulate, analyze, simulate and generate the commonalities and variabilities of a product line. In fact our experience has shown that these MDE tools are frequently the overarching central and aligning production asset provided to the product engineering group from the product line engineering group.

In MDE tools, almost as important as what you see in the tool and what you can do with the tool is what you *can't* see and what you *can't* do with the tool. Users are constrained to use the commonalities of the domain and are enabled to program the variabilities of their domain. The same holds true with the generated code. Users are constrained to use prevalidated and pretested design patterns (commonalities) but are allowed to add user defined business logic (variabilities) at set points in the generated code. Of course these constraints and freedoms are by design and are done to leverage the inherent tradeoff between generality and power/effectiveness that software tools provide.

In our domain, exact analysis was done to determine the exact degrees of variability against which the tool can and should evolve gracefully. The results of this analysis were designed and

programmed into the tool's meta-model, editors and generators. Figure 5 below illustrates some of these dimensions.

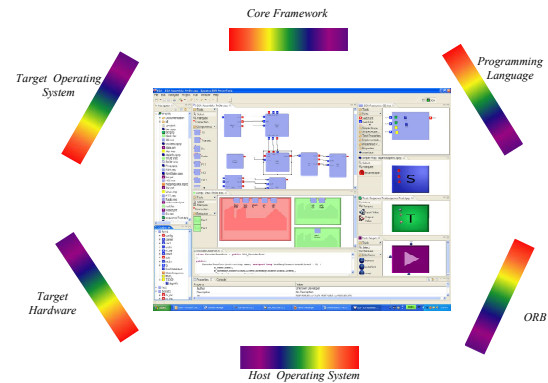


Figure 5

Summary and Conclusion

The history of software has seen the continued process of raising the level of programming abstraction while simultaneously providing an automatic and configurable means to traverse to lower levels of more executable forms of programs. Additionally, this evolution has included the continued introduction of ways and means to express domain concepts and design intent effectively so that the end user can program more directly in the problem space and not in the solution space.¹⁵ Using Model Driven Engineering and Domain-Specific Modeling via existing Language Workbenches in combination with Software Product Line Engineering is another effective step in this direction and one towards a viable commoditization of the software industry. Application of these techniques to the Software Radio Domain has yielded orders of magnitude of increase in productivity, correctness and robustness of these systems and can serve as the foundation for a graceful evolution of its products. The tools referenced above has fielded and is being used by many software defined radio developers.

References

- [1] JTRS Website
http://jtrs.army.mil/sections/technicalinformation/fset_technical_sca.html
- [2] Martin Fowler Language Workbenches: The Killer-App for Domain Specific Languages
<http://www.martinfowler.com/articles/languageWorkbench.html>
- [3] Eclipse Website <http://www.eclipse.org>
- [4] GME Homepage
<http://www.isis.vanderbilt.edu/Projects/gme/>
- [5] Visual Studio Team System
<http://msmvps.com/vstsblog/archive/2005/07/02/56408.aspx>
- [6] Extension Object, Erich Gamma, Pattern Languages of Program Design 3, Addison Wesley 1998
- [7] Pattern Oriented Software Architecture, Doug Schmidt et. al. Wiley and Sons, 2000

- [9] Agile Software Development, Patterns, Principles and Practices, Robert Martin, Prentice Hall, 2002
- [10] Extreme Programming Explained, Kent Beck with Cynthia Andres, Addison Wesley 2005
- [11] Test Driven Development: By Example, Kent Beck, Addison Wesley, 2003
- [12] Refactoring, Improving the Design of Existing Code, Martin Fowler et. al. Addison Wesley 1999
- [13] Refactoring to Patterns, Joshua Kerievsky, Addison Wesley 2005
- [14] Joe Mitola homepage <http://web.it.kth.se/~jmitola>
- [15] Model Driven Engineering IEEE Computer Feb 2006
Douglas C Schmidt,
<http://www.dre.vanderbilt.edu/~schmidt/GEI.pdf>
- [16] Software Engineering Institute Web site
<http://www.sei.cmu.edu/productlines>
- [17] Doug Schmidt personal email communication