The evolution of Papyrus
An open UML and SysML tool

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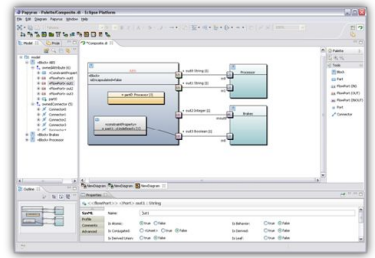
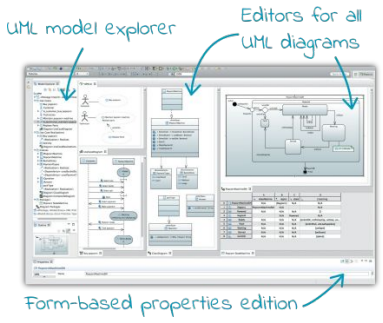
Papyrus

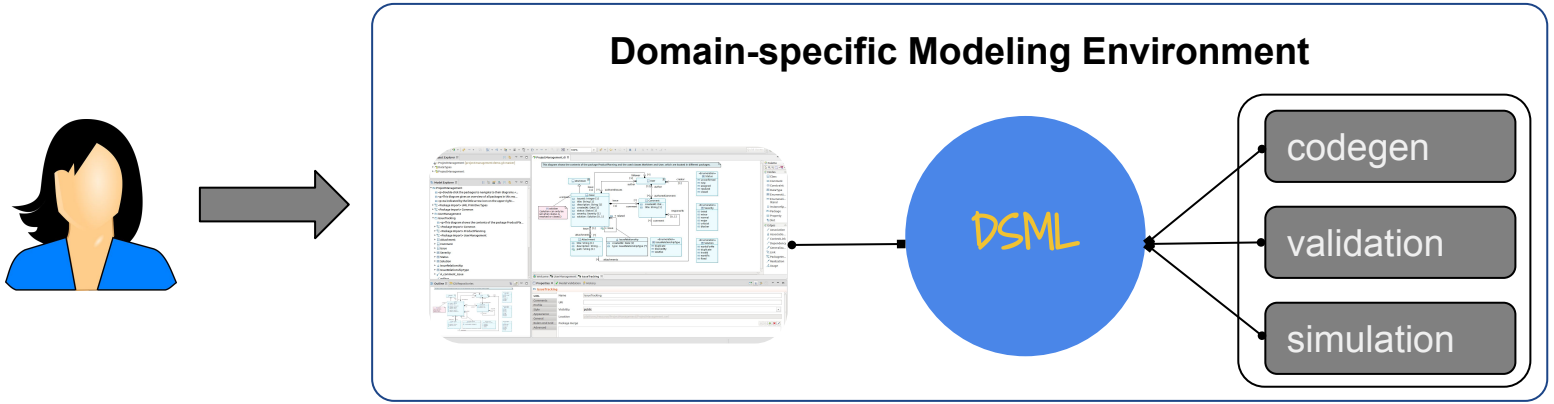
- Open Source UML modeling platform License EPL 2.0
  - Based on the Eclipse Modeling Framework
  - Based on modeling standards: UML, SysML, fUML, Alf, OCL, …
  - Supported by an active open-source community
  - Enables to build domain-specific tools based on UML, SysML, etc.



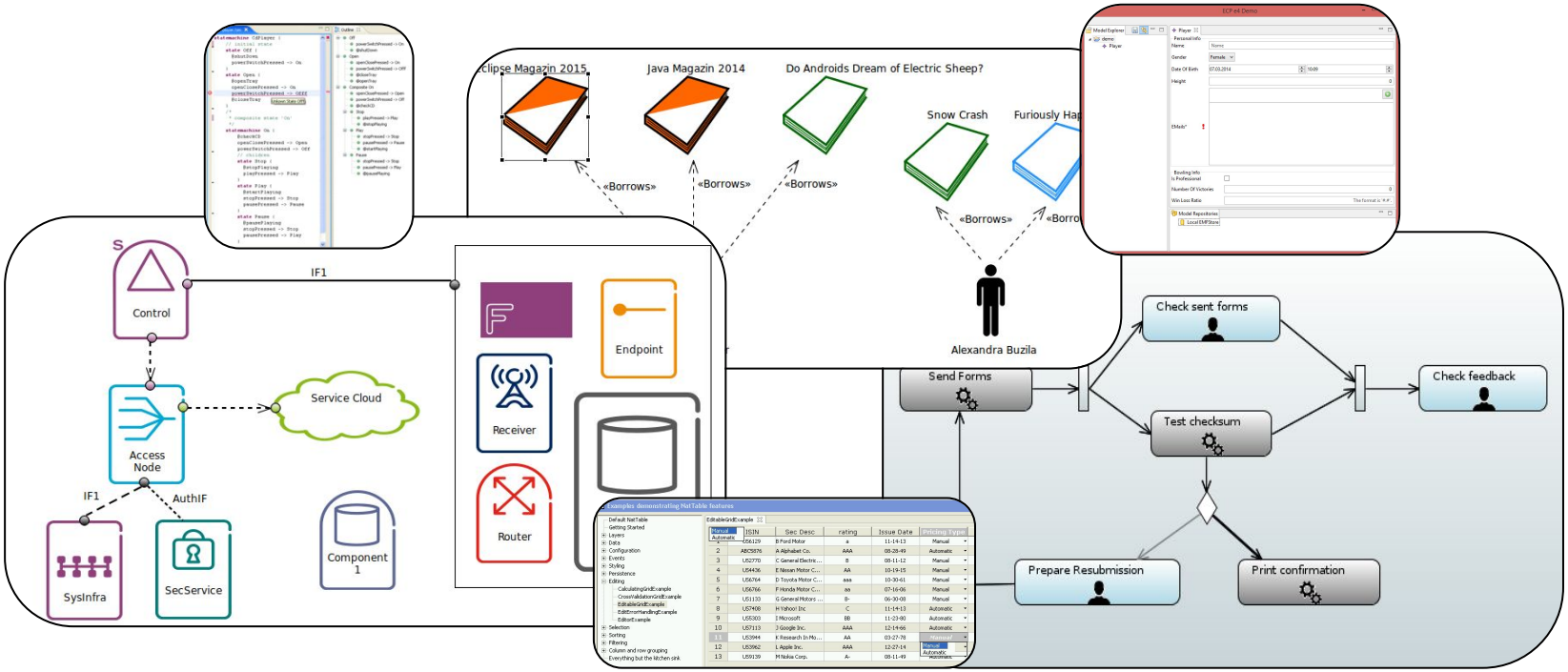


Domain-specific Modeling

- Model-based engineering is most successful if it is *domain-specific*
  - Highly customized modeling environments
  - Directly reflecting specific needs of a domain and its users
  - User roles, their backgrounds, methodologies, and tool chains

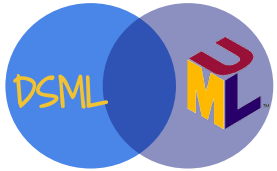


Domain-specific Modeling



Domain-specific Modeling vs UML, SysML, etc.

- Standardized Modeling Languages (UML, SysML, …)
  - Reuse well-known and -proven language concepts
  - Reuse existing tools and components
  - Interoperability and connectability with other models
  - Conformance to industry standards

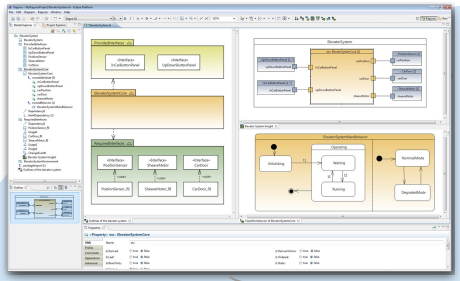


- Domain-specific Modeling vs. UML/SysML?
  - Contradiction? NO!
  - Papyrus can be used as a platform
    - Graphical syntax, palette, property views, editing behavior, etc.
    - Based on EMF and Eclipse RCP

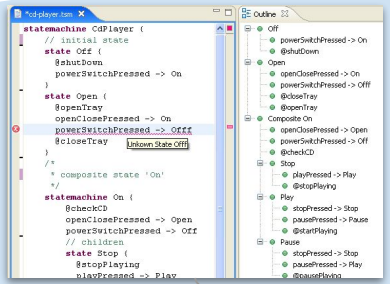
Domain-specific Modeling **with** UML, SysML, etc.

- Thanks to the great Open Source Eclipse Modeling Ecosystem...

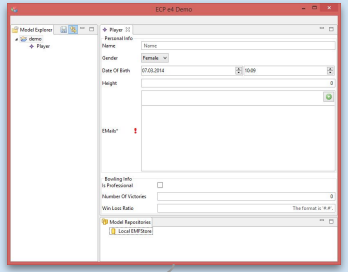
Papyrus



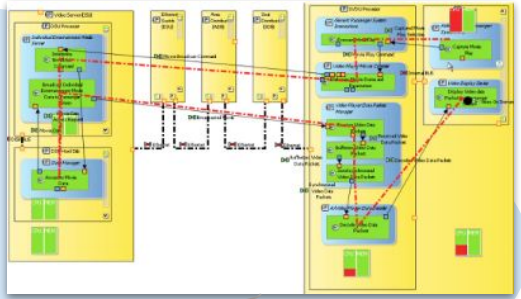
Xtext



EMF Forms



Sirius

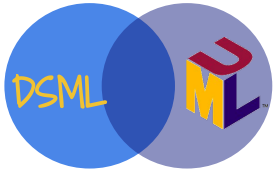


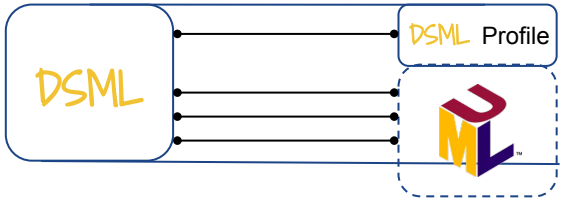
... emf ...

ECLIPSE MODELING FRAMEWORK

Papyrus as a Platform

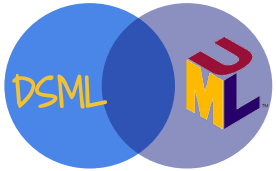
- Adding “domain-specificness” to UML
  - “Plain” UML is a general purpose modeling language
  - UML Profiles allow to *extend* UML with domain-specific concepts

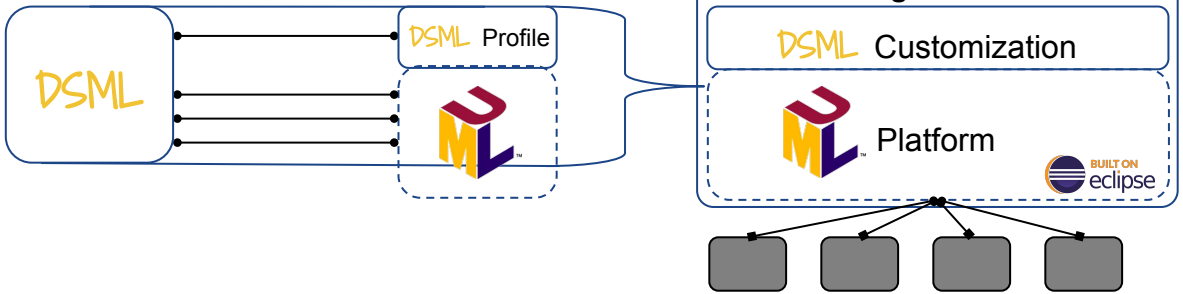




Papyrus as a Platform

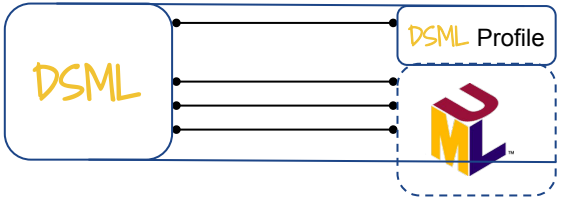
- Building a domain-specific modeling tool
  - UML profile defines only structure of the model (metamodel)
  - Off-the-shelf UML tools provide *generic* graphical syntax
  - A domain-specific modeling environment
    - Domain-specific graphical syntax and tooling for editing models
    - Rich client platform to support domain-specific workflows, ...
    - Powerful API to process models (e.g., for codegen, validation, etc.)

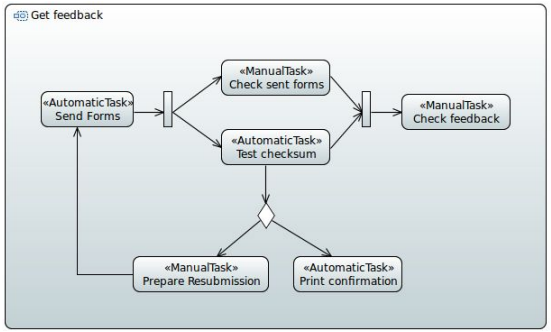


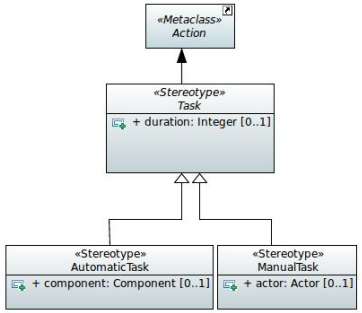


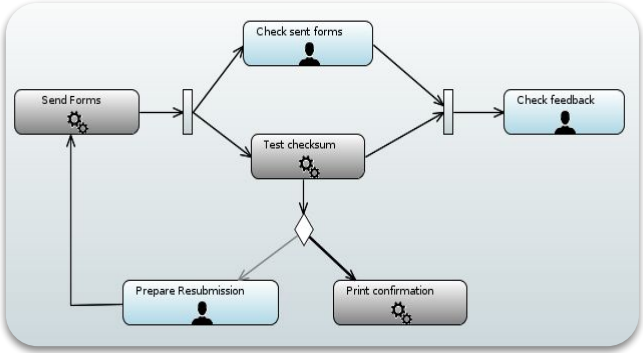
Example and Demo

- User Workflow Modeling Language
  - A workflow contains tasks
  - Manual task and automatic tasks
  - Flow between tasks and decisions
  - Duration, responsibilities, and probabilities



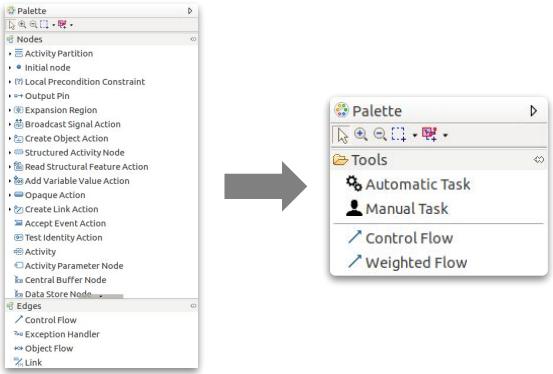


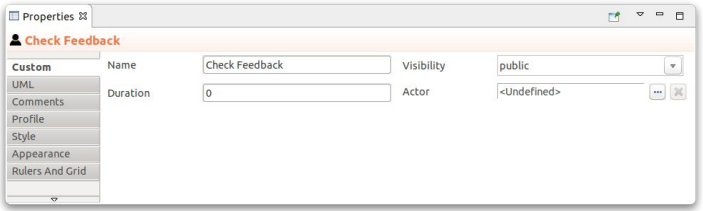


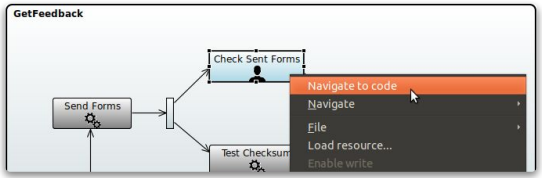


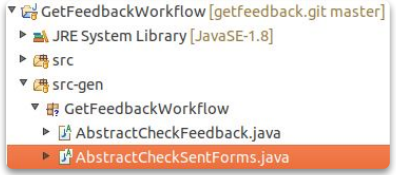
Custom Tooling

- Abstract and concrete syntax is just the beginning of a custom tool
  - More customizations are required for a domain-specific modeling environment
  - Papyrus supports full customizability of palette, property views, menus, ...
  - Papyrus builds on Eclipse → rich tool development platform
    - Integration with other tools, code generators, etc.
    - Wizards, menus, toolbars, views, ...



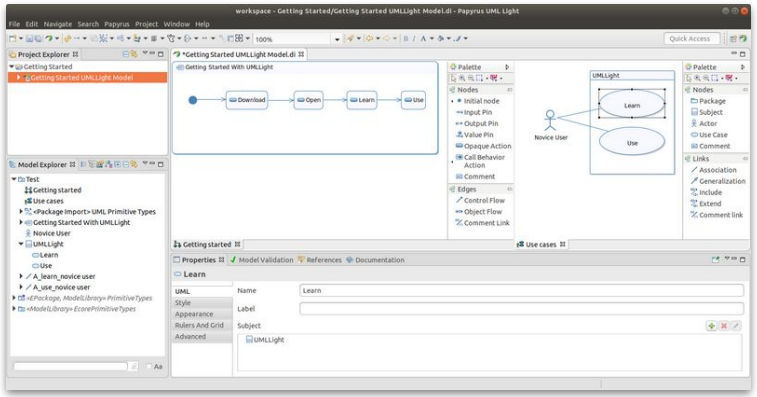






What's new around Papyrus?

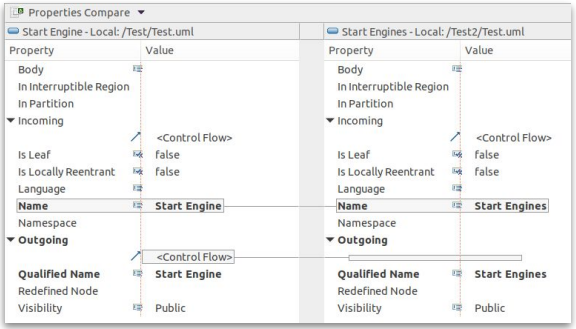
- Papyrus UMLLight
  - Optimization of Papyrus for the most common UML features
  - Simplified menus, wizards, palettes, property views, fresh diagram style, etc.
  - Source code and customization guide publicly available *
  - Funded by the Papyrus Industry Consortium
  - Implemented by EclipseSource
- SysML 1.6
  - Implementation of the profile
  - Element and diagram types
  - Migration tool from SysML 1.4 to 1.6
  - Implemented by CEA

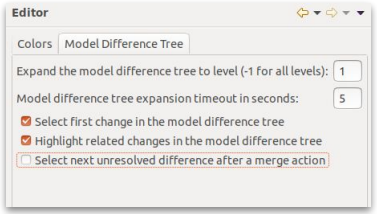


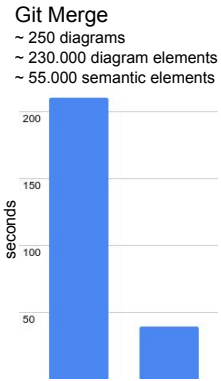
* github.com/eclipsesource/papyrus-umllight

What's new around Papyrus?

- Papyrus Compare
  - Allows diffing and merging Papyrus models
  - Enables managing Papyrus models in Git repository
  - Enhancements of the last year
    - Huge performance and usability improvements
    - Changing merge and conflict resolution decisions
    - Property compare



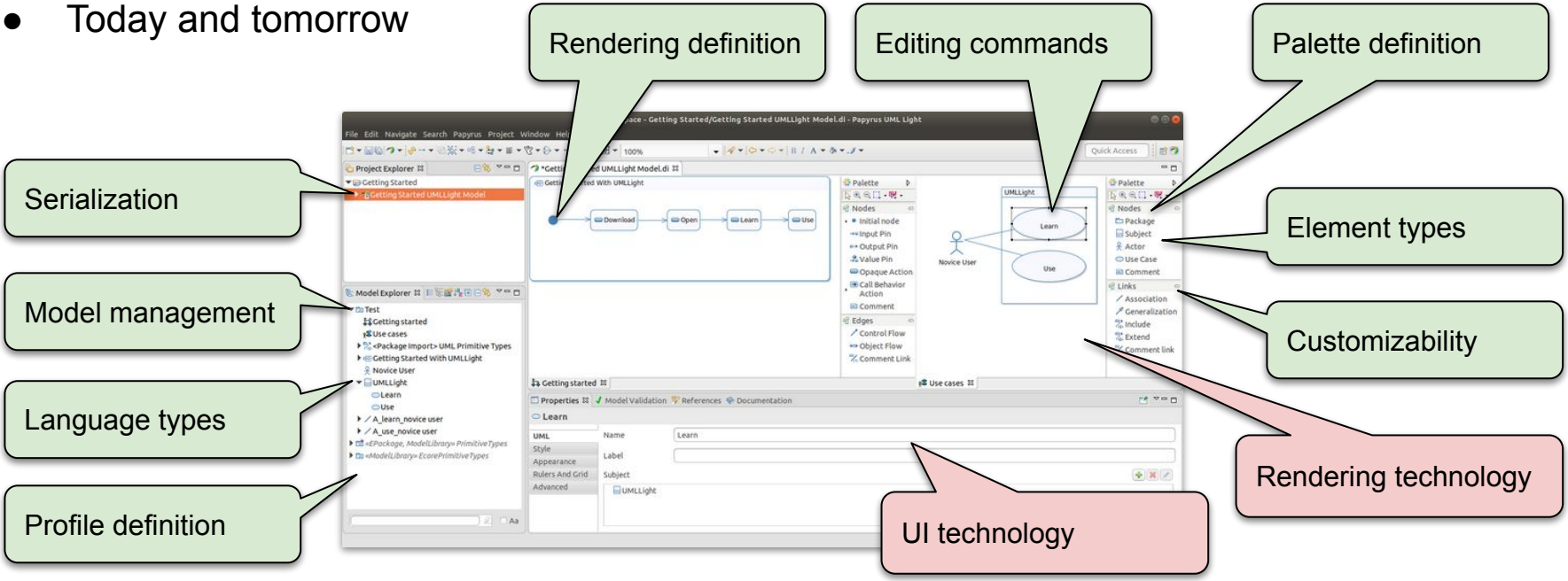




wiki.eclipse.org/Papyrus_Compare

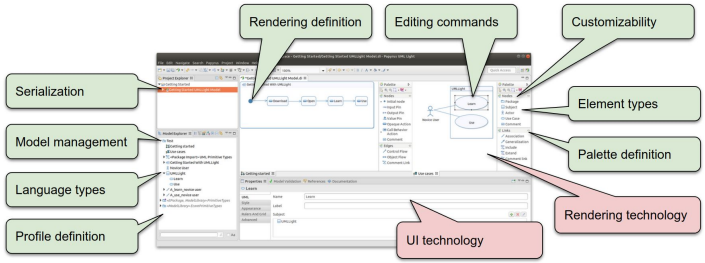
What's next with Papyrus?

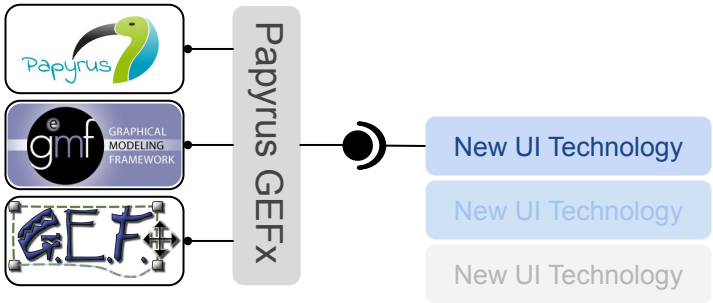
- Today and tomorrow



What's next with Papyrus?

- Aging UI & Rendering Technology
  - Papyrus depends on GMF
  - GMF depends on GEF3
  - Rich-client: SWT → JavaFX
  - Browser-based: SWT → HTML5/CSS/SVG
- Lots of functionality
  - Hardly possible and desirable to re-implement
- How can we keep a lot of the functionality?
  - But evolve the UI & rendering technology



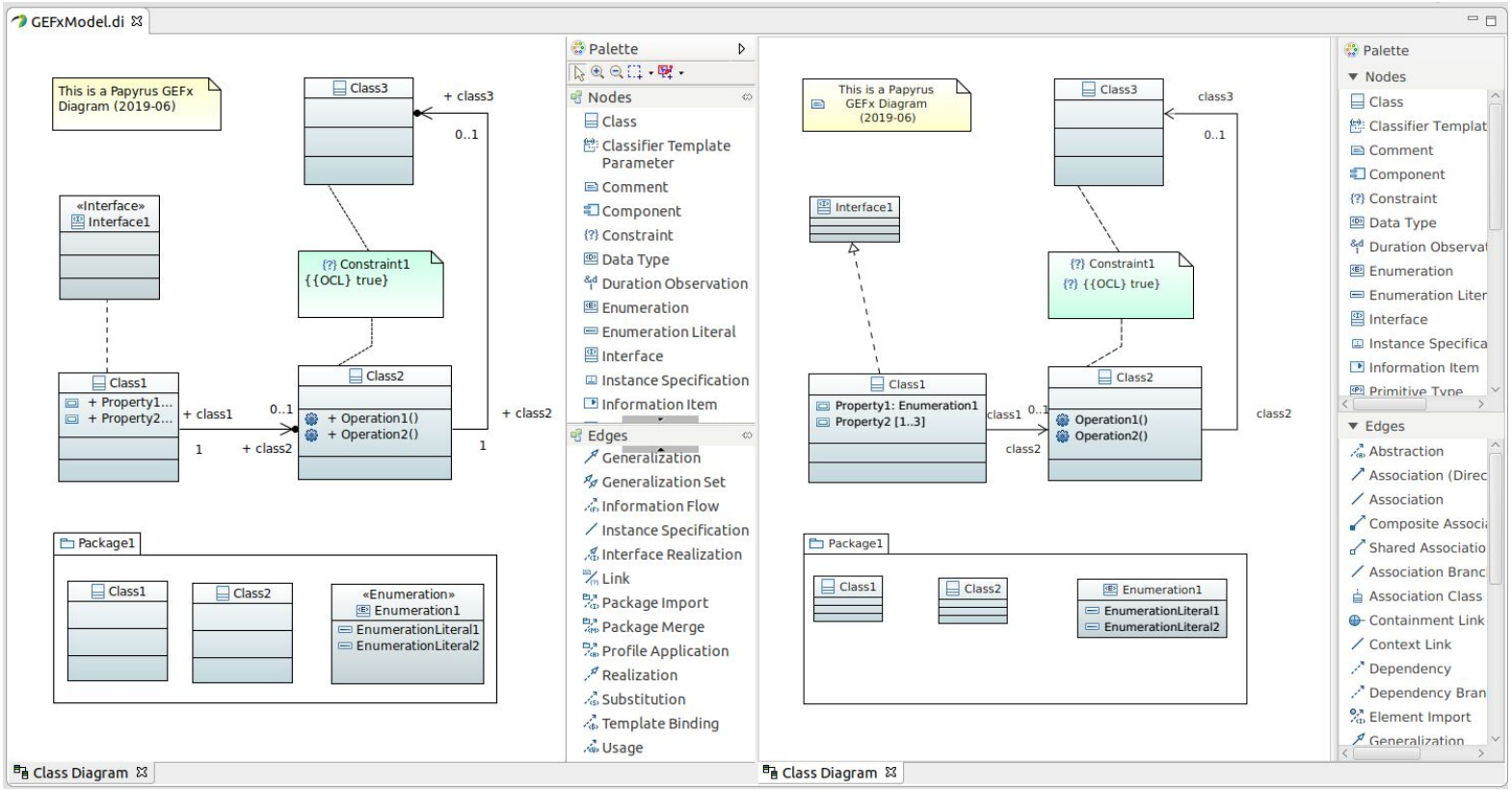


Papyrus GEFx: Papyrus with GEF5.x

- Goals
  - Migration to **modern** diagram components & UI
  - More **modular** architecture, improving extension & customization
  - Compatibility has to be preserved: **incremental** migration
- How
  - Remove the GEF 3.x (“Draw2D”) parts of Papyrus Diagram UI
  - Re-implement Papyrus Diagram UI with GEF 5.x (“JavaFX”)
- Result
  - Papyrus Diagrams based on GEF 5.x
  - Compatible with the existing Papyrus Editor & Models

Papyrus GEFx

- GEFx Connector
  - Some generic services & diagram parts on top of GEF (5.x, JavaFX)
- GMF Connector
  - Implement GEFx services (Notation, EMF Transactions)
  - Base interactions (Move, Resize, Create, etc.)
- Papyrus Integration
  - Semantic models
  - Customization models & CSS (Edition logic, Palettes, Diagram Structure, ...)
  - Retain editor integration with Model Explorer & Properties


GEFxModel.di
This is a Papyrus GEFx Diagram (2019-06)
Class3
+ class3
0..1
«Interface»
Interface1
{?} Constraint1
{{OCL} true}
Class1
+ Property1...
+ Property2...
+ class1
0..1
1
+ class2
Class2
+ Operation1()
+ Operation2()
+ class2
1
Package1
Class1
Class2
«Enumeration»
Enumeration1
EnumerationLiteral1
EnumerationLiteral2
Class Diagram
Palette
Nodes
Class
Classifier Template Parameter
Comment
Component
Constraint
Data Type
Duration Observation
Enumeration
Enumeration Literal
Interface
Instance Specification
Information Item
Edges
Generalization
Generalization Set
Information Flow
Instance Specification
Interface Realization
Link
Package Import
Package Merge
Profile Application
Realization
Substitution
Template Binding
Usage
This is a Papyrus GEFx Diagram (2019-06)
Class3
class3
0..1
Interface1
{?} Constraint1
{?} {{OCL} true}
Class1
Property1: Enumeration1
Property2 [1..3]
class1
0..1
class2
Class2
Operation1()
Operation2()
class2
Package1
Class1
Class2
Enumeration1
EnumerationLiteral1
EnumerationLiteral2
Class Diagram
Palette
Nodes
Class
Classifier Templat
Comment
Component
Constraint
Data Type
Duration Observat
Enumeration
Enumeration Liter
Interface
Instance Specifica
Information Item
Primitive Type
Edges
Abstraction
Association (Direc
Association
Composite Associ
Shared Associatio
Association Branc
Association Class
Containment Link
Context Link
Dependency
Dependency Bran
Element Import
Generalization

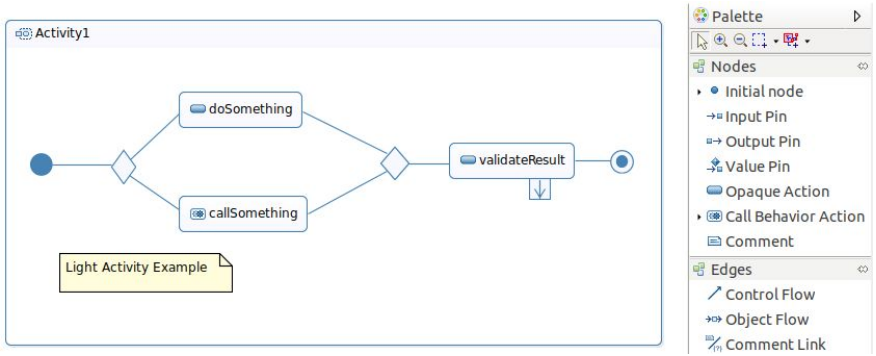
Papyrus GEFx

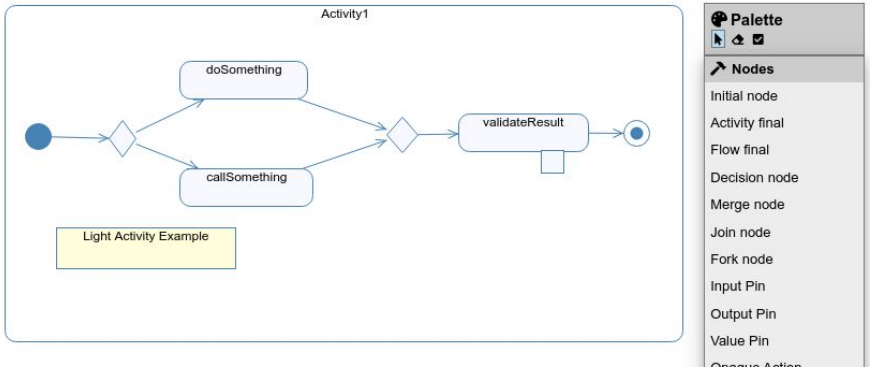
- Integration effort
  - Custom figures & labels
  - Custom user interaction
  - Custom ... (depends on the diagram implementation)
- Benefits
  - Modern UI toolkit (JavaFX)
  - Compatibility with Papyrus, including customizations
  - Reuse of GMF Runtime (or EMF/UML)
  - Integrated with Eclipse, but not based on it
  - Improved architecture, leveraging services & dependency-injection

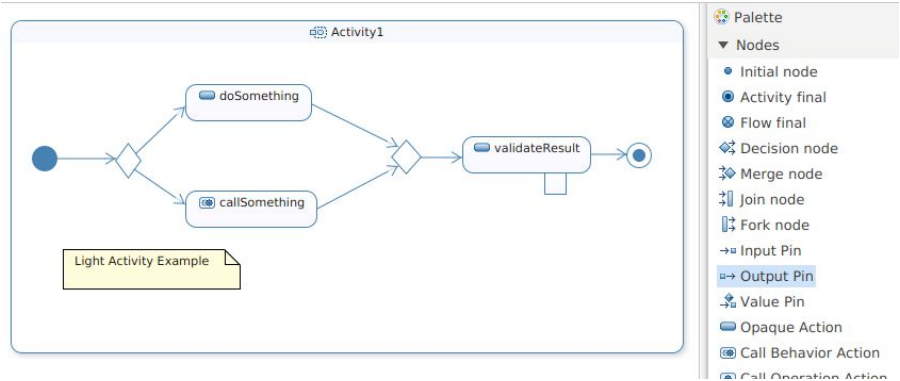
Papyrus GEFx with GLSP: Web-based Papyrus

Diagrams in web and space with GLSP
Wednesday, 15:10 - 15:45, Bürgersaal 2

- GLSP (Graphical Language Server Protocol)
  - Enables browser-based clients
  - Protocol for abstracting the diagram logic from the rendering technology
- GLSP connector
  - Server side: based on Papyrus-GEFx
  - Client side: generic web client based on GLSP client (Theia, Sprotty)
- Any diagram supported by Papyrus-GEFx can be opened with GLSP-GEFx
  - Structure & edition is supported by the server
  - Server can control styling (via CSS classes and diagram structure)
  - But implementation is required on the client for rendering







Top Left: Papyrus (GMF + Draw2D)

Bottom Left: Papyrus-GEFx (JavaFX)

Top Right: GEFx-GLSP (Web-based, Sprotty/Theia)

Thanks a lot!

- Contact us for more details
  - planger@eclipsesource.com
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- Links
  - https://www.eclipse.org/papyrus/download.html
  - https://github.com/eclipsesource/papyrus-umllight
  - https://wiki.eclipse.org/Papyrus_Compare
  - https://github.com/eclipsesource/papyrus-gefx
  - https://github.com/eclipsesource/papyrus-gefx-glsp