



Software Engineering Models and Modeling

Model-driven engineering and large language models – future of MDE?

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Some MDE material courtesy of Brambilla et al. (2012), from MDSE teaching materials package.



Today's lecture

Introduction to the topic of LLM and then an interactive lecture task about where generative content could work (and how), in the context of our software modelling work

- Introduction to the topic
 - Look into one possible futures of MDSE through LLMs
 - Super quick intro into LLMs (you surely know about it by know)
 - A quick demo about creating models with ChatGPTv4 (plus demo of small OSS models)
- Lecture activities: Thinking where this could fit into the whole process



Introduction contents

Two parts:

- Recap of "hardcore" model-driven software engineering (MDSE) from the 00s & 2010s
- Look into one possible futures of MDSE through LLMs



How we have been using models this far

 Model: a simplified or partial representation of reality, defined in order to accomplish a task or to reach an agreement

"in software design, considered to be one of the key aspects of software engineering, multiple stakeholders with different technical knowledge and background collaborate on the system design. In this context, shared models are used as 'a reduced representation of some system that highlights the properties of interest from a given viewpoint." (Di Ruscio et al., 2022)



Other uses?

In enterprise systems, executable models and code generation have been used. In "low-code" or "no-code" approaches, visual programming is becoming mainstream again.









Future?



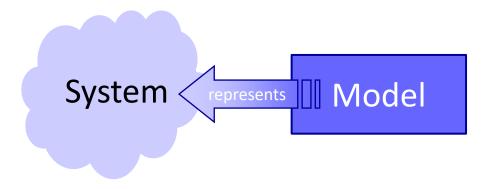
Automated code generation from models, or model generation from freeform text input? Both?

In essence, automated MDSE transformations.



Recap of Model-Driven Software Engineering





Mapping Feature A model is based on an original (=system)

Reduction Feature A model only reflects a (relevant) selection of the original's

properties

Pragmatic Feature A model needs to be usable in place of an original with

respect to some purpose

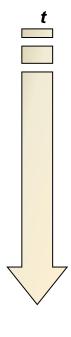
Purposes:

- descriptive purposes
- prescriptive purposes



Motivation

Application area of modeling



Models as drafts

- Communication of ideas and alternatives
- Objective: modeling per se

Models as guidelines

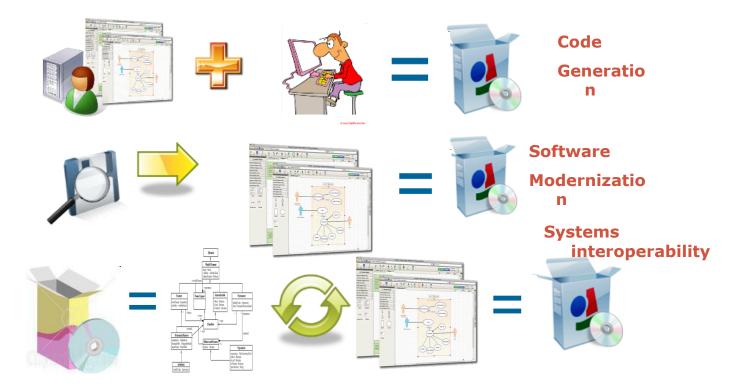
- Design decisions are documented
- Objective: instructions for implementation

Models as programs

- Applications are generated automatically
- Objective: models are source code and vice versa



Three killer MDSE applications





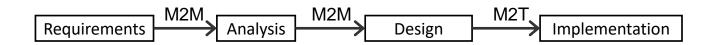
View into 00s / 2010s MDSE process

USE CASE1 – MODEL DRIVEN DEVEOPMENT (BY BRAMBILLA ET AL.)



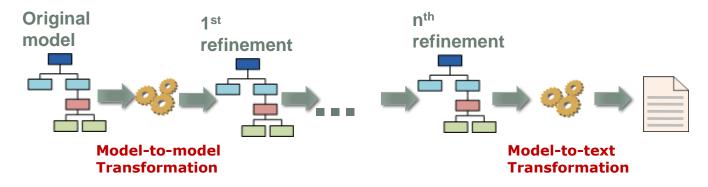
MDD contribution: Communication

- Models capture and organize the understanding of the system within a group of people
- Models as lingua franca between actors from business and IT divisions



MDD contribution: Productivity

- MDD (semi)automates software development
- In MDD, software is derived through a series of model-to-model transformations (possibly) ending with a model-to-text transformations that produces the final code

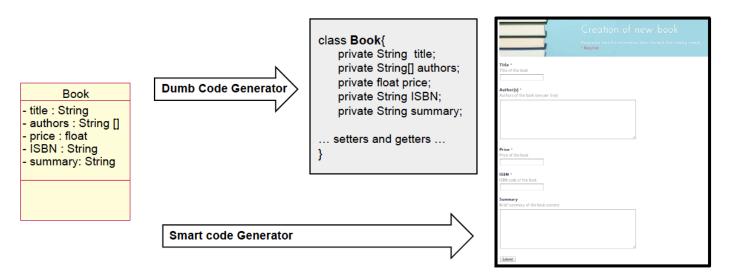


Executable models

- An executable model is a model complete enough to be executable
- From a theoretical point of view, a model is executable when its operational semantics are fully specified
- In practice, the executability of a model may depend on the adopted execution engine
 - models which are not entirely specified but that can be executed by some advanced tools that are able to fill the gaps
 - Completely formalized models that cannot be executed because an appropriate execution engine is missing.

Smart vs dumb execution engines

- CRUD operation typically account for 80% of the overall software functionality
- Huge spared effort through simple generation rules

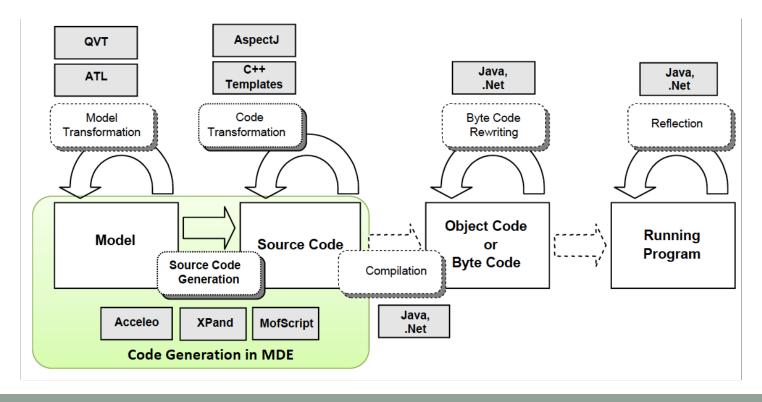




Executable models: 2 main approaches

- Code generation: generating running code from a higher level model in order to create a working application
 - by means of a rule-based template engine
 - common IDE tools can be used to render the source code produced
- Model interpretation: interpreting the models and making them run
- Non-empty intersection between the two options

Code Generation: Scope



Code Generation

- Goal: generating running code from higher level models
 - Like compilers producing executable binary files from source code
 - Also known as model compilers
- Once the source code is generated state-of-the-art IDEs can be used to manipulate the code

Code Generation: Partial Generation

- Input models are not complete & code generator is not smart enough to derive or guess the missing information
- Programmers will need to complete the code manually

Some examples: Django, Sails.js





What are the advantages?



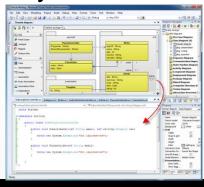
- It could make SWE much faster and reliable, with studies documenting benefits in productivity and quality through abstraction and automation
 - Software specification
 - Testing
 - Maintenance
 - Code generation



What are the disadvantages?

- Latest 2020 software technologies are rarely 100% MDSE compatible (from specification to code generation)
 - Visual paradigm supports UML to C#, Java, DLL, .NET,
 VB.NET, PHP, Python, XSD, XML, ActionScript,
 Objective-C, Ada95, ODL, IDL, Delphi, PERL & Ruby

Solutions?





Large language models

Disclaimer: Some materials are speculative and might change fast. References include Hou, X., Zhao, Y., Liu, Y., Yang, Z., Wang, K., Li, L., ... & Wang, H. (2023). Large Language Models for Software Engineering: A Systematic Literature Review. *arXiv preprint arXiv:2308.10620*. and Vaithilingam, P., Zhang, T., & Glassman, E. L. (2022, April). Expectation vs. experience: Evaluating the usability of code generation tools powered by large language models. In *Chi conference on human factors in computing systems extended abstracts* (pp. 1-7).

Low code development platforms or LLM - based code generation, motivation



First: Why?

- → Major part of modern programming is defining data flows, putting data on screen and Create / Read / Update / Delete operations.
- → One hardly needs a software engineering with a five-year degree to connect input-outputs with predefined graphics or manually program yet another form field.

Can environments be specified in a manner that allow software engineering to move even to higher level planning and processes, such as quality control or specification?



Large language models, defined

"Large language models (LLMs) are deep learning algorithms that can recognize, summarize, translate, predict, and generate content using very large datasets." (Gartner, nVidia)

Made possible by past advances in neural network architecture and recent availability of computational power.

Incredibly advanced, but no different in operating principle than predictive text input in your mobile phone.

LLMs, current ways to execute (will be outdated eventually)



- Open-source models, such as Llama and Falcon
 - => can be run locally with 32GB+ of RAM and fast multicore, or extremely fast GPUs
 - E.g. with LMStudio
- Commercial models, such as Google Bard or ChatGPT
 - => available through their website



Ways to utilize LLMs in software modelling?

- Model generation (case => model => model => code)
- Model to model transformations
- Evaluating model quality or giving feedback
- Code generation from user-created models
- Automating repetitive tasks and GUI boilerplate generation once the engineer has been able to define the idea

These are at experimental, alpha stage with no literature on reliability or validity yet, in 2023. 2024 or 2025 will be a different world.



My current idea for a workflow (disclaimer, experimental, but based on MDSE processes)

Description model transformations

Q&A, edits, fine-tuning by hand

Model to model transformations as necessary

More Q&A and fine-tuning, checking for errors

Creating supplementary materials or code based on the models



Potential pitfalls?

- Hallucinations and generating false information
- Misunderstanding the source material
- Difficulty of QA
- Who signs off the product and who is responsible in case of product errors?
- People treating the computing as an authority (see: "the computer says no")

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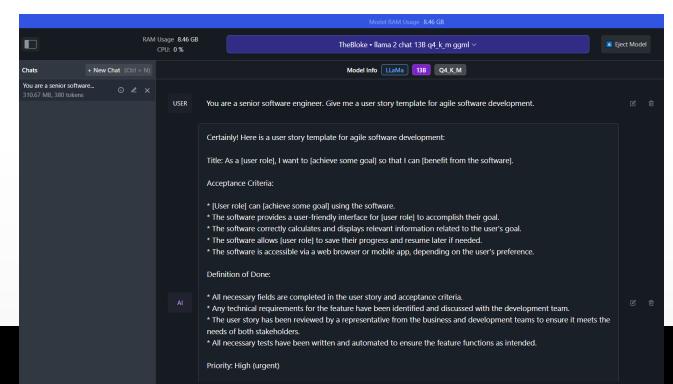


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LLMs & SEMM, current workflows?

Text generation and then visualization



LLMs & SEMM, short demo (Llama 2 & ChatGPT)

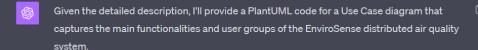


- "You are a senior software engineer. Give me a user story template for agile software development."
- 2. Branching
 - A) Create a PlantUML Use Case Code based on the following case description: "(paste case text)"
 - B) Select and create a report template for the Produce Reports use case, using the agile user story template. Pre-fill it with information that can be extracted unambiguously from the case description. Leave blank (denote with "TODO") parts that would need guesswork.

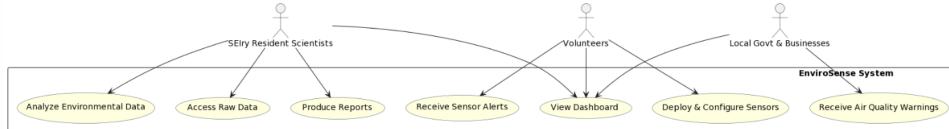
Q: Why did I specify optional branching, instead of continuing?

(demo sample link at https://chat.openai.com/share/748bdec1-0421-44c4-9903-1312b4f204b3)

LLMs & SEMM, outcomes



```
Copy code
plantuml
@startuml
skinparam packageStyle rectangle
skinparam usecase {
   BackgroundColor LightYellow
   BorderColor DarkSlateGray
actor "SEIry Resident Scientists" as Scientist
actor Volunteers
actor "Local Govt & Businesses" as GovtBusiness
actor "Weather Forecast Orgs" as WeatherOrgs
actor Residents
actor "Other Measurement Orgs\n(e.g. Sensor.Community)" as ExternalOrgs
package "EnviroSense System" {
   usecase "Analyze Environmental Data" as UC1
   usecase "Produce Reports" as UC2
   usecase "Access Raw Data" as UC3
```



Further resources and selection of discovered online tutorials



- Online modelling tools that will visualize LLM text input
 - https://www.gituml.com/plantuml
 - https://mermaid.live/ or https://mermaid.js.org/#/
- Few tutorials (login wall)
 - https://blog.devgenius.io/chatgpt-how-to-generate-uml-diagramcb745ecba83e (PlantUML)
 - https://atharvashah.netlify.app/posts/tech/uml-diagrams-with-chatgpt/ (PlantUML)
 - https://machinelearningmastery.com/generating-graphics-with-chatgpt/ (Mermaid)
 - https://betterprogramming.pub/how-to-create-diagrams-with-chatgpt-19099de795ce?gi=2a6acedcec45 (Merpaid)



In summary

- Model-driven engineering seeks to improve software development
 - by raising abstraction
 - and hiding implementation details
- LLMs can be a new way to create and transform models
- Advantages: Increased automation, accepts "messy" and incomplete input (previous model transformers and generators required specific input-output formats)
- Disadvantages: Potential for errors, hallucinations, ownership of text & QA, mistaking generated boilerplate for authoritative material



Lastly, LUT LLM policy

"Students are always responsible for the assignments they submit and the independent work they do to achieve learning outcomes. Academic writing rules, including accurate citations and references, continue to apply. Students must disclose if and how they have used AI. ...students may not claim AI-generated texts as their own."

- => My take *in this course*: Document its use clearly. If you can create high quality materials faster that you can sell to the client, I'm fine with it!
- => What not to do: Ask the system to make decisions for you. (e.g. ethics, priorisation)

https://elut.lut.fi/en/completing-studies/rules-and-regulations/ai-based-tools-policies