

What's new about Julia Implementation of Fractal ?  
What's new in the formal specification of Fractal in Alloy ?  
So what's about concrete examples ?  
So what's about View Transformation Language ?

# Open Discussion

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29th Meeting

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What's new in the formal specification of Fractal in Alloy ?

So what's about concrete examples ?

So what's about View Transformation Language ?

## Outline

- 1 **What's new about Julia Implementation of Fractal ?**
- 2 **What's new in the formal specification of Fractal in Alloy ?**
- 3 **So what's about concrete examples ?**
- 4 **So what's about View Transformation Language ?**

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## Julia Implementation of Fractal - Constraints

### Bad News

- 1 There is no explicit definition of active Components
- 2 There is no explicit implementation of concurrency on Julia

### Good News

Our example with a sharing component and two interleaving aspects works on Julia

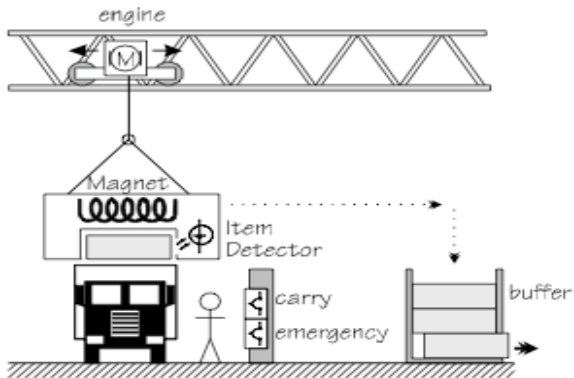
## Fractal Formal Specification with Alloy

### Essential Points

- 1 Not well-founded structures are considered in the formal specification
- 2 Varying the number of interfaces of a component at the runtime of a component is also considered
- 3 Specifies postconditions for interface operations as facts and predicates on Alloy
- 4 Components behavior is defined as a Merely machine, but it is limited due to the none support of closures by Alloy
- 5 A component may have no interface
- 6 Connectors are not considered with the specification
- 7 Components can be passed as values on operations

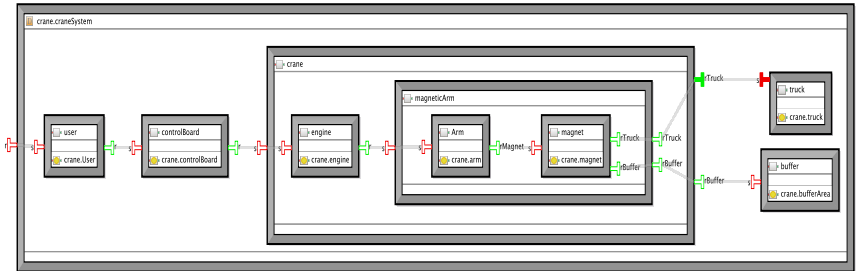
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## The Crane System



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## The Crane System in Fractal



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## Embedded Systems Examples

### More Examples

More examples can be found in Real-Time embedded systems  
but ....

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## Views transformation language

### A Language for View Transformation

We can start discussing now, but I prefer make it next week.