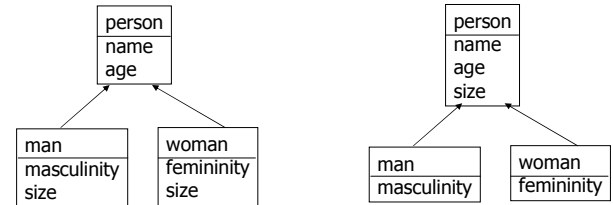


Specifying mappings

- Examples using VML
- Graphical formalisms for mapping languages
 - VML-G
 - Forms-based mapper

Inheritance example



VML for inheritance

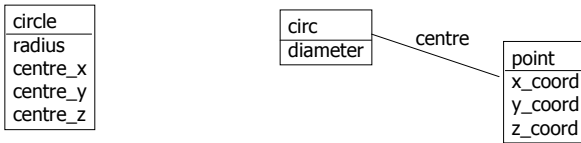
```
inter_view(idm, integrated, view1, read_write, complete).
inter_class([person],[person],
  equivalences( name = name,
                age = age)
).
inter_class([man],[man],
  inherits(inter_class([person],[person])),
  equivalences( size = size,
                masculinity = masculinity)
).
inter_class([woman],[woman],
  inherits(inter_class([person],[person])),
  equivalences( size = size,
                femininity = femininity)
).
```

Differing conceptions example



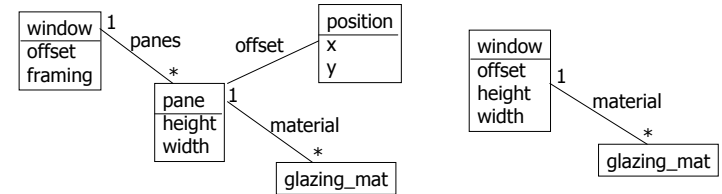
```
inter_view(idm, integrated, view1, read_write, complete).
inter_class([point],[point],
  equivalences( r * cos(theta) = x_coord,
                r * sin(theta) = y_coord,
                r = sqrt(sqrt(x_coord) + sqrt(y_coord)),
                theta = tan_1(y_coord / x_coord)
).
).
```

Structure difference example



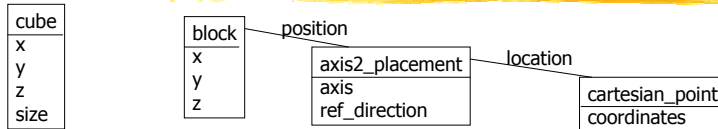
```
inter_view(idm, integrated, view1, read_write, complete).
inter_class([circle],[circ],
  equivalences( radius * 2 = diameter,
    centre_x = centre=>x_coord,
    centre_y = centre=>y_coord,
    centre_z = centre=>z_coord)
).
```

One way mapping example



```
inter_view(idm, integrated, view1, read_only, complete).
inter_class([window],[window],
  equivalences( offset = offset,
    panes[1]=>material = material,
    maximum(panes=>(offset=>y + height))- minimum(panes=>offset=>y) = height,
    maximum(panes=>(offset=>x + width))- minimum(panes=>offset=>x) = width)
).
```

Collapsing structure example



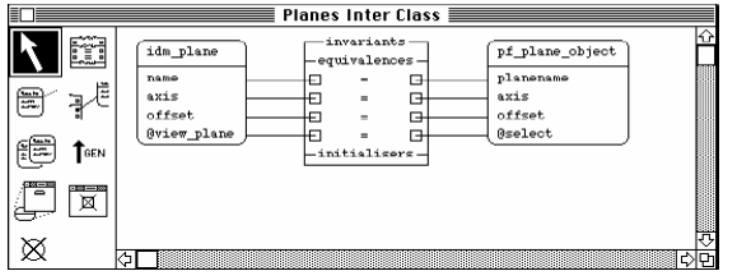
```
inter_view(easy_203, read_write, ap_203, integrated, complete).
inter_class([cube],[block],
  invariants( block.x = block.y,
    block.y = block.z),
  equivalences( size = x,
    x = position=>location=>coordinates[1],
    y = position=>location=>coordinates[2],
    z = position=>location=>coordinates[3]),
  initialisers( [0,0,1] = position=>axis=>vector,
    [0,0,1] = position=>ref_direction=>vector)
).
```

Why do we need a graphical formalism?

- Easier to comprehend the mapping?
 - Diagrams can be read by non-experts
- Easier to check that everything is mapped?
 - All attributes for classes from both schemas
 - All combinations of invariants for the same classes
 - All classes in a schema?
- Faster to specify the mappings?
 - Support for mapping equation syntax
- Graphical mapping specification tool can provide validation support and schema management support

VML-G

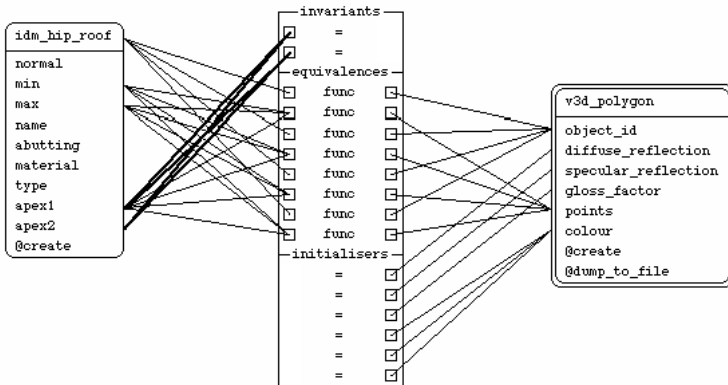
- Provides visualisation of main components within a VML mapping specification
 - Classes
 - inter_class specification



VML-G approach

- Icons for classes
 - View all attributes and methods (or subsets)
- Icon for an inter_class
 - Break up invariants, equivalences, initialisers
 - Equation type is denoted by a symbol
 - Full specification of each equation is viewed in a textbox
 - Full text of the inter_class specification can be viewed in a text window
- Wiring approach to join attributes and classes to equations in the inter_class

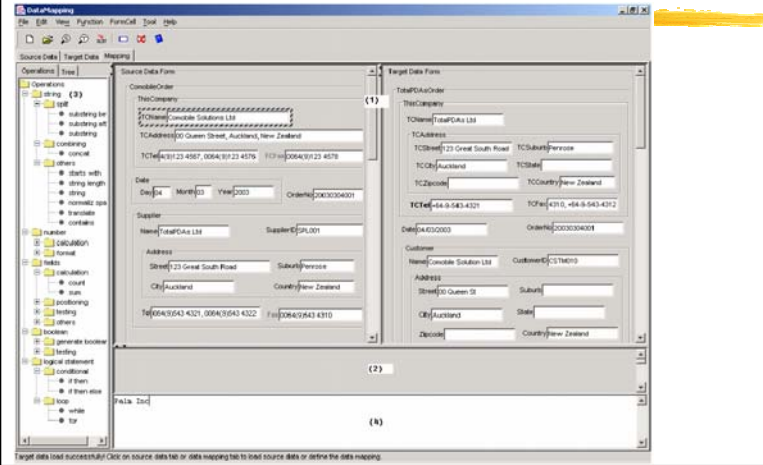
VML-G example



Forms-based mapper

- VML and VML-G are aimed at analyst programmers
- In the real world a business analyst often knows the correspondences between information in different business systems
 - How to get this information out of them?
 - Business people deal with forms containing information
 - Provide a forms-based view of the two representations
 - Allow the business analyst to connect form components together to specify the mapping
 - This specification can be refined by programmers later

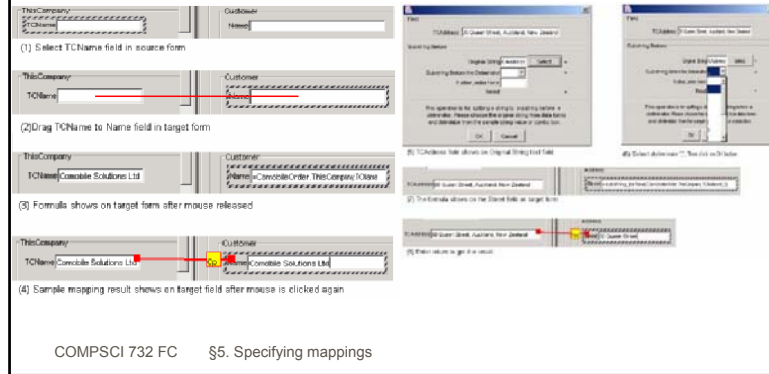
Forms-based mapper (XML)



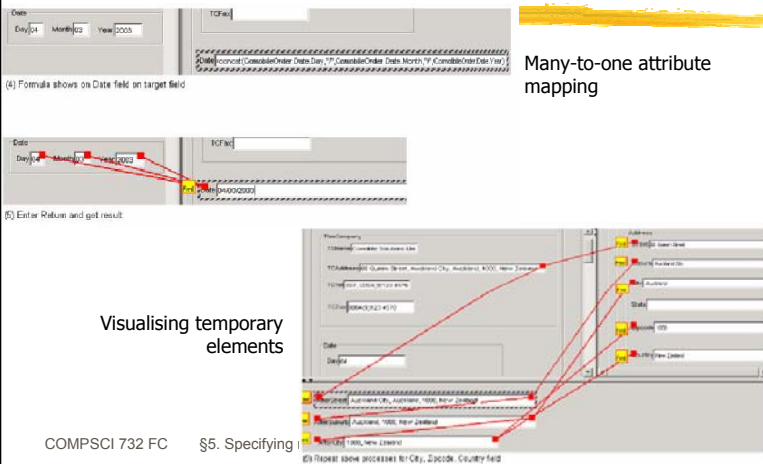
Drag and drop mapping

One-to-one mapping

One-to-many, function-based mapping



Drag and drop mapping



Many-to-one attribute mapping

Visualising temporary elements

Graphical formalisms

- Adjunct to the textual mapping notation
 - Provide a more comprehensible view of a mapping
 - Enable greater checking of mapping specifications
 - Tailorable to specifier specific notations