Meta-modeling ecosystems



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Metamodel for the definition of technological ecosystems focusing on knowledge management

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1. Introduction

1.1 Knowledge management (I)

According to Castells, the Knowledge Society is a society in which the conditions of knowledge generation and information processing have been substantially altered by a technological revolution centred on information processing, knowledge generation and information technology.

Knowledge Society → Learning Society



1.1 Knowledge management (II)

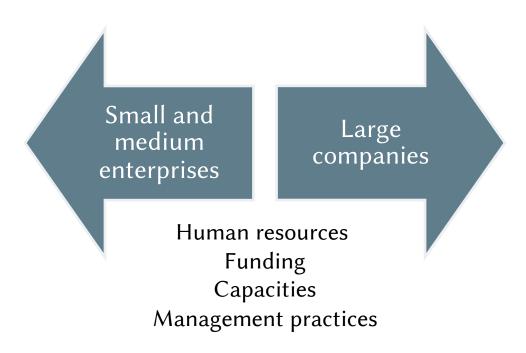
The evolution of the Information Society into the Knowledge Society is directly related to the evolution of information systems

Knowledge management emerges as a competitive advantage in any type of organisation (Nonaka and Takeuchi, 1995)

1.1 Knowledge management (III)

• Knowledge management is not only associated with managing knowledge as a resource, but also with managing the business processes that are carried out using that resource

1.1 Knowledge management (IV)



1.1 Knowledge management (V)

- Knowledge management systems provide the necessary tools to support processes and facilitate access to and re-use of knowledge (Natali and Falbo, 2002)
- Different models of knowledge management have emerged that focus on the human factor and place technology as another element within the model (Rubio, Ocón, Galán, Marrero and Nelson, 2004; Fidalgo-Blanco, Sein-Echaluce and García-Peñalvo, 2014)



1.2 The technological ecosystem (I)

- Technological ecosystems emerge to solve knowledge management problems in heterogeneous contexts, being considered the evolution of traditional information systems (Laudon and Laudon, 1991; Langefors, 1977)
- The ecosystem metaphor comes from the area of biology and has been transferred to the area of technology to reflect the evolutionary nature of software systems.



1.2 The technological ecosystem (II)

A set of organisms or biotic factors, the physical environment they inhabit or abiotic factors, and the relationships both between organisms and between organisms and the environment.

Natural ecosystem

1.2 The technological ecosystem (III)

In a technological ecosystem, there is a set of people and software components that play the role of organisms; a set of elements that allow the ecosystem to function (hardware, networks, etc.); and a set of information flows that establish the relationships between the software components and between them and the people involved in the ecosystem





1.2 The technological ecosystem (IV)

Ecosystems must be able to combine some of the tools that already exist for managing knowledge, such as CMSs and repositories, and they must be able to incorporate emerging tools as well as eliminate those that are obsolete or not used by users

They must also be able to incorporate emerging tools, as well as eliminate those that are obsolete or not used by users



1.2 The technological ecosystem (V)

Despite the advantages, this type of development presents a great deal of complexity

It requires knowing and selecting the right systems and services; achieving a high degree of integration and cohesion; allowing the ecosystem to evolve and adapt to the changing needs of the environment and users

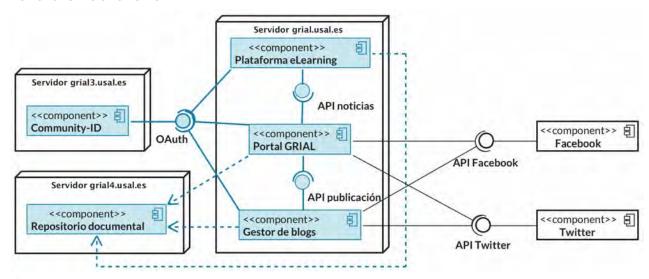
2. Example of a real technological ecosystem

GRIAL Ecosystem (I)

- Since 2010 in continuous evolution
- Internal and external knowledge management
- Sustainability of the research group

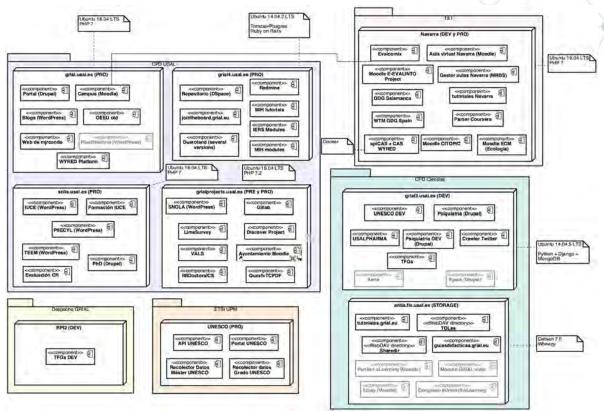
GRIAL Ecosystem (II)

Initial situation



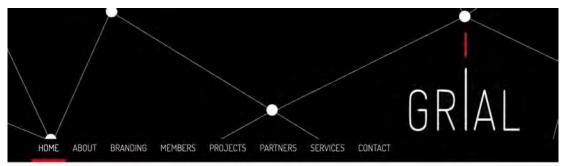
GRIAL Ecosystem (III)

Current situation



GRIAL Ecosystem (IV)

Public portal https://grial.usal.es



Recent news

Llamada a trabajos VII Jornadas Iberoamericanas de Interacción Humano-Computador



Las VII Jornadas Iberoamericanas de Interacción Humano-Computador es un evento anual que se encuentra en su séptima edición, siendo la primera vez que se organiza en Brasil. Este evento tendrá lugar entre el 8 y el 10 de septiembre de 2021, la participación de los autores será en formato online, organizado

por la Universidade Presbiteriana Mackenzie (São Paulo). Read more 41 reads



GRIAL Ecosystem (V)

Websites management system https://agora.grial.eu





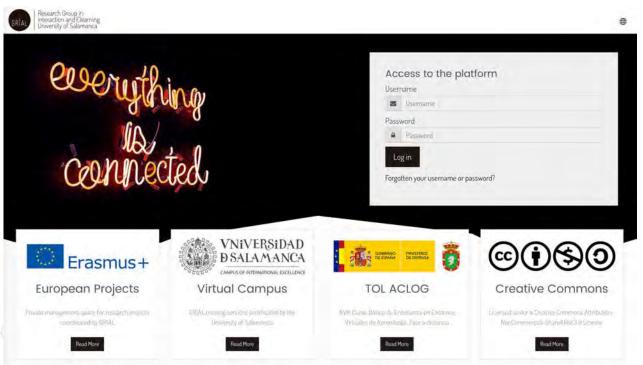


Actividades

Contacto

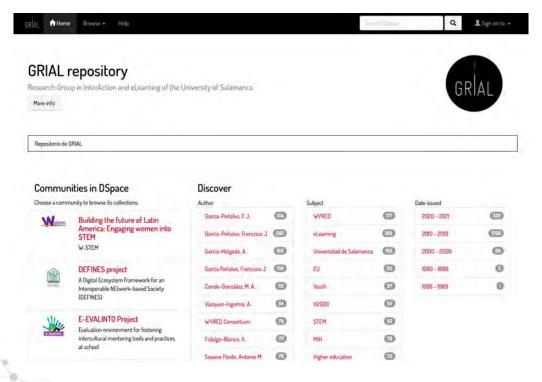
GRIAL Ecosystem (VI)

Virtual campus https://polis.grial.eu



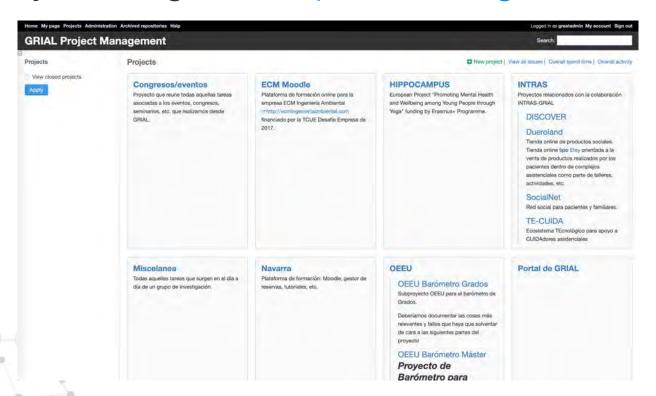
GRIAL Ecosystem (VII)

Documental repository https://repositorio.grial.eu



GRIAL Ecosystem (VIII)

Project management https://redmine.grial.eu



GRIAL Ecosystem (IX)

Survey tool https://limesurvey.grial.eu

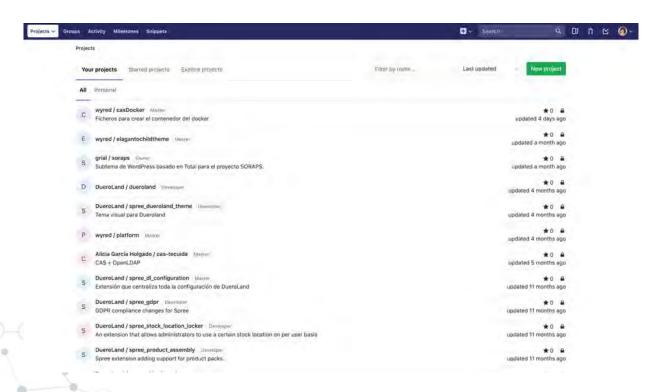


Lime Survey

LimeSurvey Versión 2.64.7+170404

GRIAL Ecosystem (IX)

Version Manager https://gitlab.grial.eu



3. Architectural pattern



3.1 Analysis of real ecosystems (I)

- The template must provide solutions to real problems of learning ecosystems in order to improve this type of technological solutions
- The analysis of several real case studies has been carried out in order to obtain a problem domain model
- The technique used to study the different ecosystems has been the analysis of Weaknesses, Threats, Strengths and Opportunities (SWOT) (Hill and Westbrook, 1997)



3.1 Analysis of real ecosystems (II)

 The selected case studies were developed before the start of this doctoral thesis

	2009	2010	2011	2012	2013
1. University of Salamanca					
2. GRIAL					
3. TRAILER					

3.1 Analysis of real ecosystems (III)

 Comparative analysis of the characteristics analysed in each of the selected case studies

	Universidad	GRIAL	TRAILER
Methodology			
Noverlty			
Users			
Information			
Integration			
Movility			
Social			
Evolution			
Decision-making			
Re-use			
Open source			
Development			
Deployment			

3.2 Characteristics of technology ecosystems

Solid methodological, project and risk management foundation

Clear definition of the processes and workflows needed to manage the ecosystem

Centralised user management of both data and authentication

Centralised management of static data

Transparent integration of components to ensure flexibility and adaptability of the system to changes, i.e. a plan for **ensuring the evolution of the ecosystem must be in place**

Enhancement of the **reusability** of ecosystem components

Integration at the level of presentation that conveys uniqueness

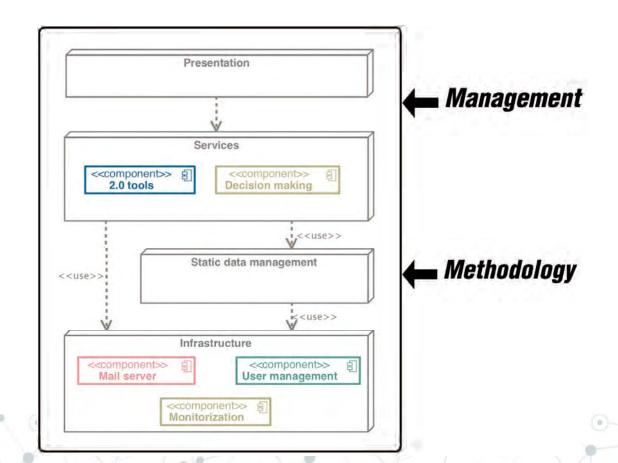
Strong **social component** that allows integration with social tools

Support for **decision-making and for the analysis of information flows**, which take place both within the ecosystem and from outside and vice versa.

Use of **open source software** as a basis for the development of the ecosystem components in order to benefit from the advantages of this type of software

Definition of the necessary training and immersion strategies and plans to facilitate the acceptance of the ecosystem by its end users

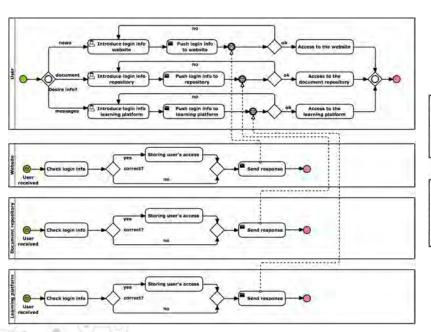
3.3 Definition of the architectural pattern

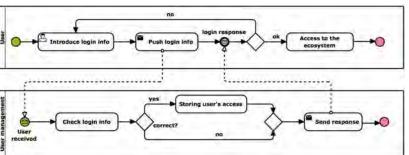


3.4 Validation of the architectural pattern (I)

- Although the standard is based only on the analysis of several real technological ecosystems, it is necessary to carry out a validation process
- The process has been divided into three phases
 - Problems related to similar knowledge management processes have been selected and grouped and modelled in BPMN diagrams
 - The same business processes have been modelled by applying the architectural pattern
 - The pattern has been tested in several real case studies

3.4 Validation of the architectural pattern (II)





No pattern

Applying the pattern

Diagramas BPMN para el proceso de autenticación

3.4 Validation of the architectural pattern (III)

Application of the validated pattern in real cases

	2013	2014	2015	2016	2017	2018
1. INAP ecosystem						
2. PhD ecosystem						
3. WYRED ecosystem						

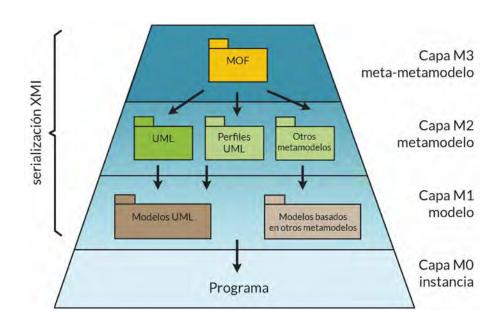
4. Metamodel



4.1 Model-driven development (I)

- There is work on modelling software ecosystems, but most approaches are not supported by a methodology that uses the standards defined by OMG
- Franco-Bedoya, Ameller, Costal and Franch (2017), as other authors (Barbosa and Alves, 2011; Sadi and Yu, 2015), state that the development of analysis and modelling techniques is one of the main challenges of open-source software ecosystems
- Model Driven Development (MDD) is a software engineering approach that involves the application of models and modelling technologies to increase the level of abstraction at which developers create and evolve software (Hailpern, 2006)
- MDA is OMG's approach to implement MDD using the set of standards for visualizing, storing and exchanging designs and software models

4.1 Model-driven development (II)



4.2 Metamodel definition (I)

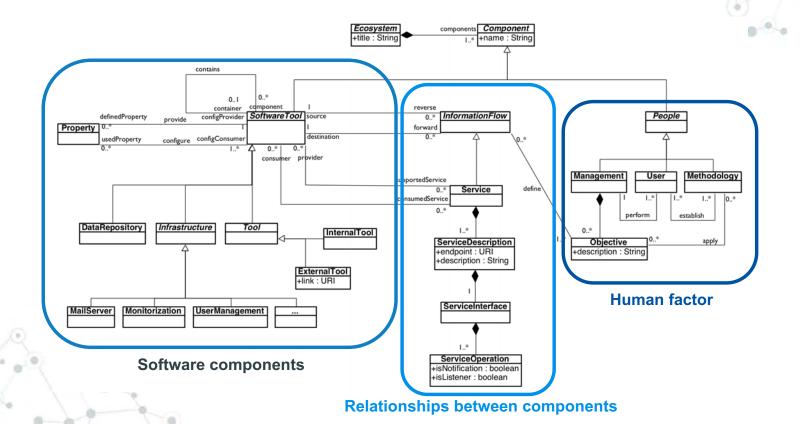
- The learning ecosystem metamodel is a model of the M2 layer of the four-layer architecture, i.e. it is an instance of the MOF
- It is defined on the basis of the architectural pattern in order to model learning ecosystems that follow the pattern, so that in the process of defining the ecosystem a solution is given to the problems detected during the analyses carried out in real ecosystems
- The metamodel is a platform-independent model, i.e. a PIM (Platform-Indepent Model)

4.2 Metamodel definition (II)

The high-level requirements of the learning ecosystem metamodel are the following (García-Holgado and García-Peñalvo, 2017)

- The metamodel will capture the highlevel description of the components of the learning ecosystem
- The metamodel will capture the human factor as part of the learning ecosystem
- The metamodel shall allow capturing the information flows between the components of the learning ecosystem
 - The metamodel shall allow capturing the configurations of the software components

4.2 Metamodel definition (III)

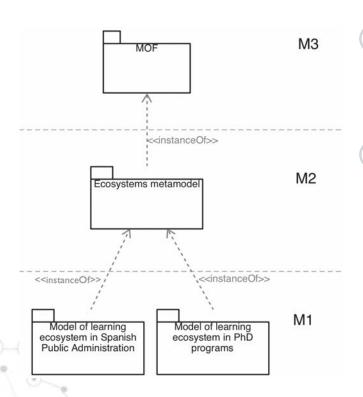


4.2 Metamodel definition (IV)

4 OCL constraints

```
context Ecosystem inv:
self.components -> select(c |
c.oclIsTypeOf(MailServer)) -> size() = 1 and
self.components -> select(c
c.oclIsTypeOf(Monitorization)) -> size() = 1 and
self.components -> select(c
c.oclIsTypeOf(UserManagement)) -> size() = 1 and
self.components -> select(c |
c.oclIsTypeOf(InternalTool)) -> notEmpty and
self.components -> select(c
c.oclisTypeOf(Management)) -> notEmpty and
self.components -> select(c
c.oclIsTypeOf(Methodology)) -> notEmpty and
self.components -> select(c
c.oclIsTypeOf(User)) -> notEmpty
```

4.3 Case studies (I)

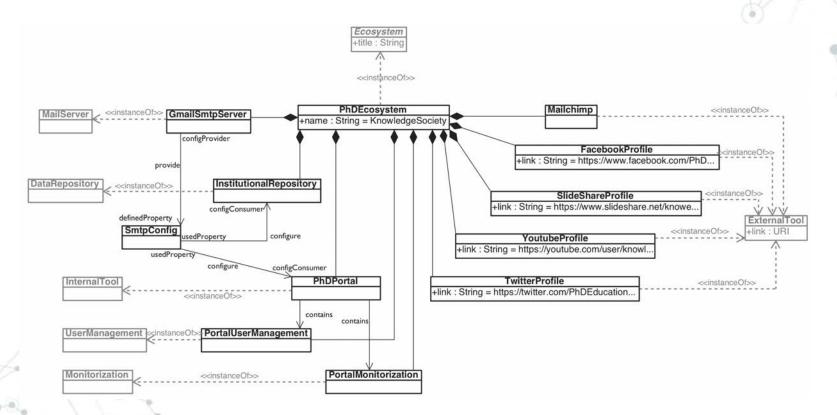


The learning ecosystem metamodel has been tested in two case studies in order to verify that it allows the definition of real learning ecosystem models

Two of the learning ecosystems used to validate the architectural pattern have been taken and their corresponding model has been defined from the metamodel

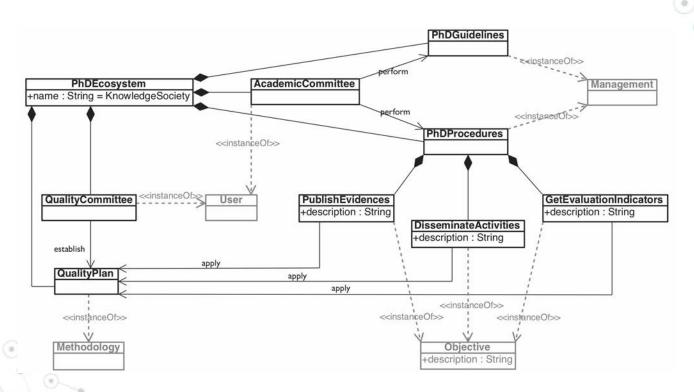
4.3 Case studies (II)

Ecosystem for Knowledge Management in a Doctoral Programme: Software Component View



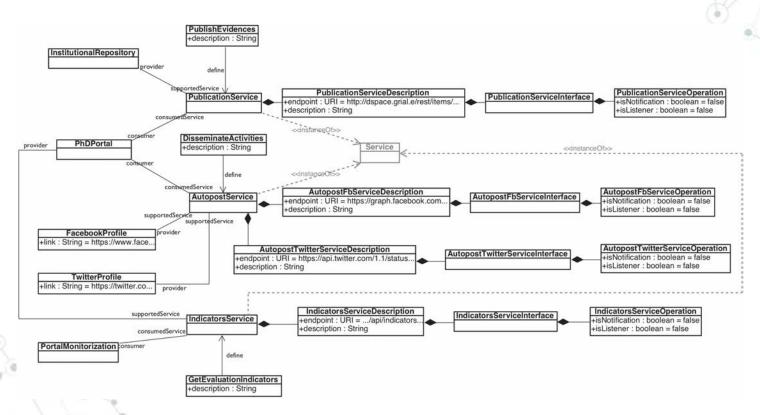
4.3 Case studies (III)

Ecosystem for Knowledge Management in a Doctoral Programme: The Human Factor View



4.3 Case studies (IV)

Ecosystem for Knowledge Management in a Doctoral Programme: View Relationships between Components

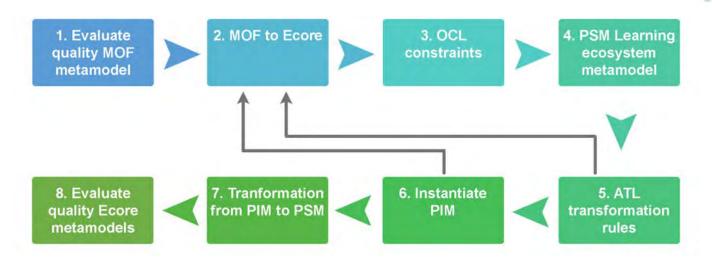


4.4 Metamodel validation (I)

To ensure the validity of the process it is necessary that transformations between models are performed using tools rather than manually as has been done in the two case studies described in the previous section

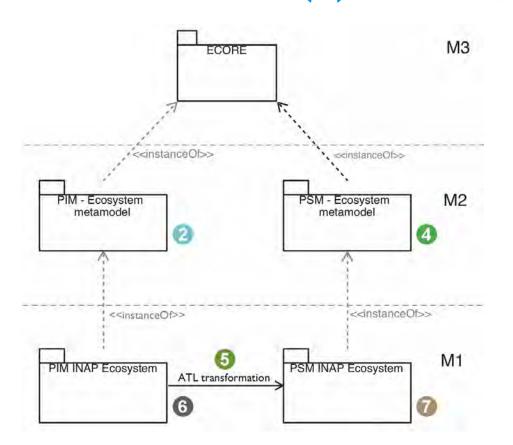
- There are no stable tools that support the MDA standards
- Ecore and the tools provided by Eclipse have been used

4.4 Metamodel validation (I)



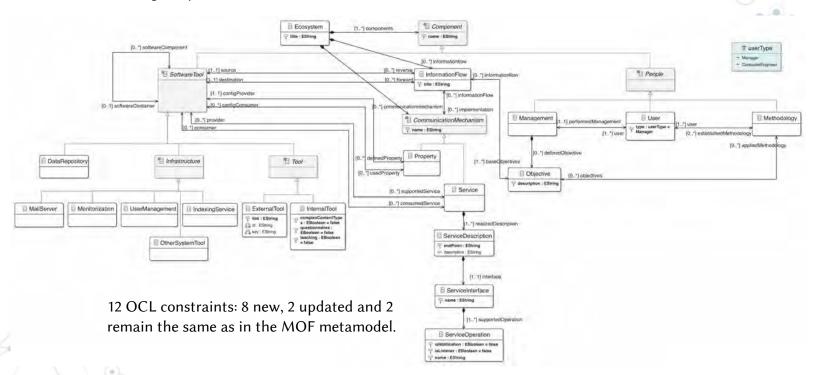


4.4 Metamodel validation (II)



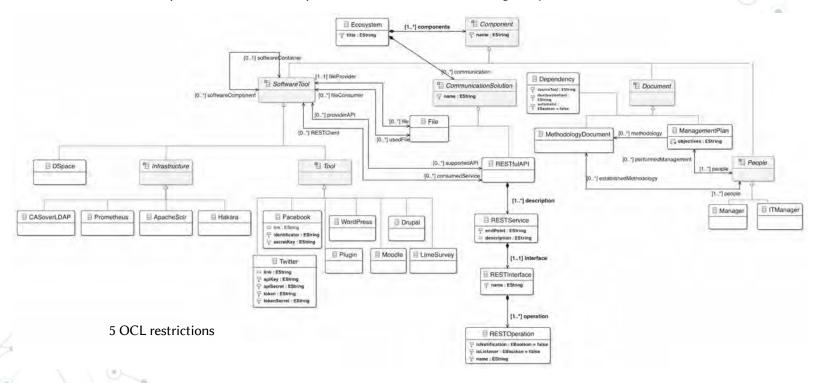
4.4 Metamodel validation (III)

Learning Ecosystem Metamodel in Ecore



4.4 Metamodel validation (IV)

Platform-specific metamodel for open source software-based learning ecosystems



4.4 Metamodel validation (V)

Transformation from PIM to PSM using ATL rules

PIM (learning ecosystem metamodel)	PSM (to define learning ecosystems)
Software tools	
Ecosystem	Ecosystem
DataRepository	DSpace
MailServer	Hakara
Monitorization	Prometheus
UserManager	CASoverLDAP
IndexingService	ApacheSolr
InternalTool	Moodle
	LimeSurvey
	WordPress
	Drupal
ExternalTool	Facebook
	Twitter
SoftwareTool	Plugin

4.4 Metamodel validation (VI)

Quality of metamodels

- The validation process has two phases aimed at assessing the quality of the metamodels
- The quality assessments have been verified according to the quality framework proposed by López-Fernández, Guerra and de Lara (2014)
- A set of 30 features that basically correspond to syntactic rules that metamodels must follow
- The metamodels defined in Ecore, both the PIM and the PSM,
 meet all the quality criteria

5. Examples of ecosystems implementing the metamodel

5.1 INAP Ecosystem (I)

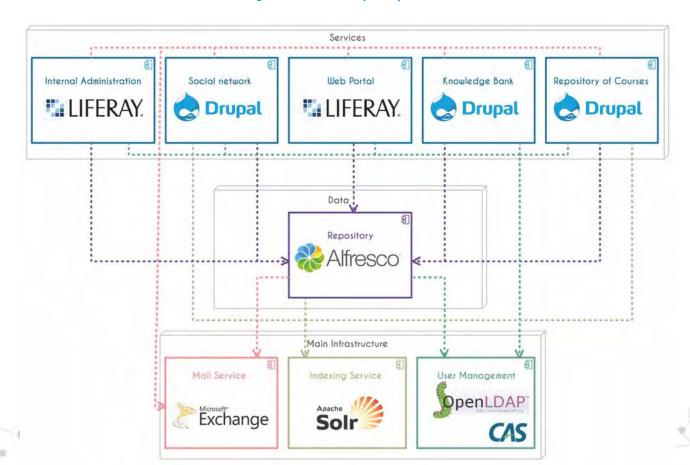
- National Institute of Public Administration (INAP)

 Knowledge management within the Spanish Public Administration
 - training of public employees
 - the selection of various Corps and Scales of public employees attached to the Ministry of Finance and Public Administrations
 - and the promotion of research and studies on government and the different levels of public administration from an interdisciplinary perspective

5.1 INAP Ecosystem (II)

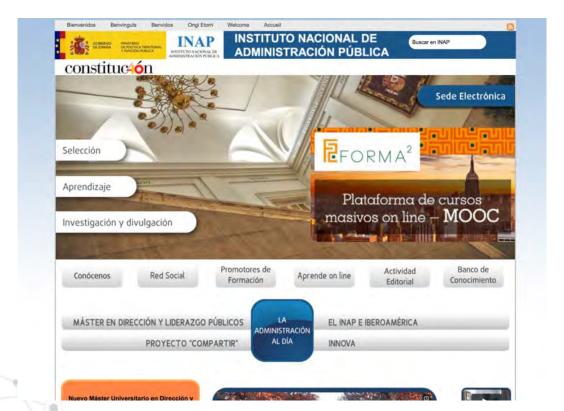
- Technological ecosystem since 2012
 - Main objective: to generate knowledge through collaboration between employees of different public bodies.
 - Create a space accessible from any public organisation without compromising information security
 - Provide procedures and tools with which the user can publish some of the knowledge generated to enforce the transparency law that allows public access to government information
 - Support integration with other existing tools to make all institutions and bodies part of the project and collaborate in its evolution
 Provide the user with information about other users with similar interests,
 - Provide the user with information about other users with similar interests, promoting social learning and collaboration among users of the system Facilitate decision-making and the analysis of information flows in order to
 - improve the system and adapt it to the needs of the Public Administration Establish information flows and mechanisms to support the four stages of the knowledge life cycle within the Spanish Public Administration:
 - Socialisation, Externalisation, Combination, Internalisation

5.1 INAP Ecosystem (III)



5.1 INAP Ecosystem (IV)

Public portal http://www.inap.es



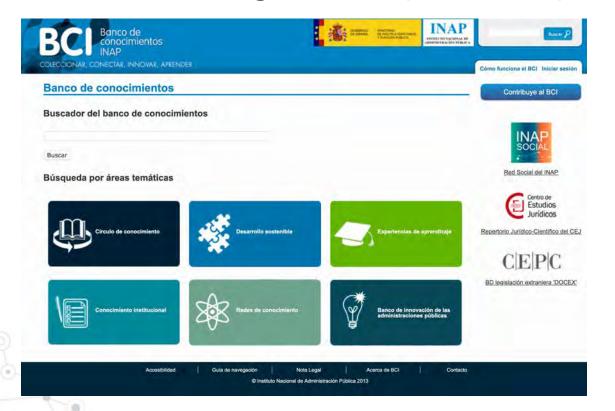
6.1 Ecosistema del INAP (V)

Practices community https://social.inap.es



6.1 Ecosistema del INAP (VI)

Institutional Knowledge Bank https://bci.inap.es



5.1 INAP Ecosystem (VII)

Course repository https://compartir.inap.es



5.2 PhD ecosystem (I)

 Doctoral Programme Training in the Knowledge Society of the University of Salamanca

(http://usal.es/webusal/node/30026)

Born in the University Institute of Education Sciences (IUCE - https://iuce.usal.es)

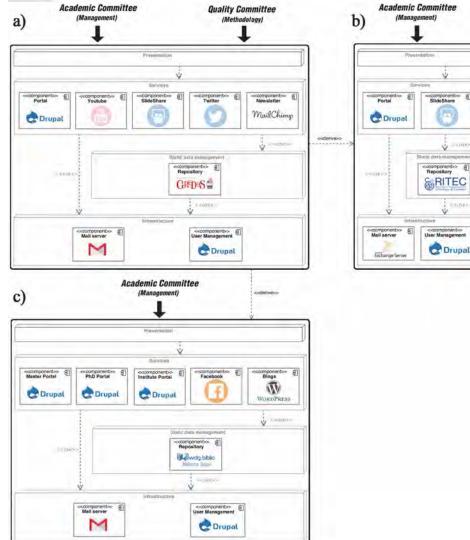
To present the teaching-learning processes as authentic motors of the so-called Knowledge Society, in order to be able to discuss and generate new knowledge in this line and under a symbiosis with the most advanced technological advances



5.2 PhD ecosystem (II)

- Objectives of the technology ecosystem
 - To support the internal management of the Doctoral Programme
 To allow the monitoring of doctoral students enrolled in the Doctoral Programme, in order to keep an updated portfolio of their progress throughout the development of their doctoral thesis
 - To provide visibility to all the knowledge generated by doctoral students as part of their training process as researchers
 - To serve as a communication channel to transmit information of interest to the members of the PhD Programme
 - To support the quality processes of the Doctoral Programme

5.2 PhD ecosystem (III)



5.2 PhD ecosystem (IV)

PhD portal <u>https://knowledgesociety.usal.es</u>



5.2 PhD ecosystem (V)

- Tecnológico de Monterrey (Mexico)
- Doctoral Programme, specifically the Doctorate in Educational Innovation coordinated by the School of Humanities and Education
- Most of the social tools have been removed, the repository has been changed, although both are based on the same open source tool, DSpace, and the mail server has been replaced by the mail server provided by the institution

5.2 PhD ecosystem (VI)

https://escueladehumanidades.tec.mx/dee



5.2 PhD ecosystem (VII)

http://escueladehumanidades.tec.mx/deh/

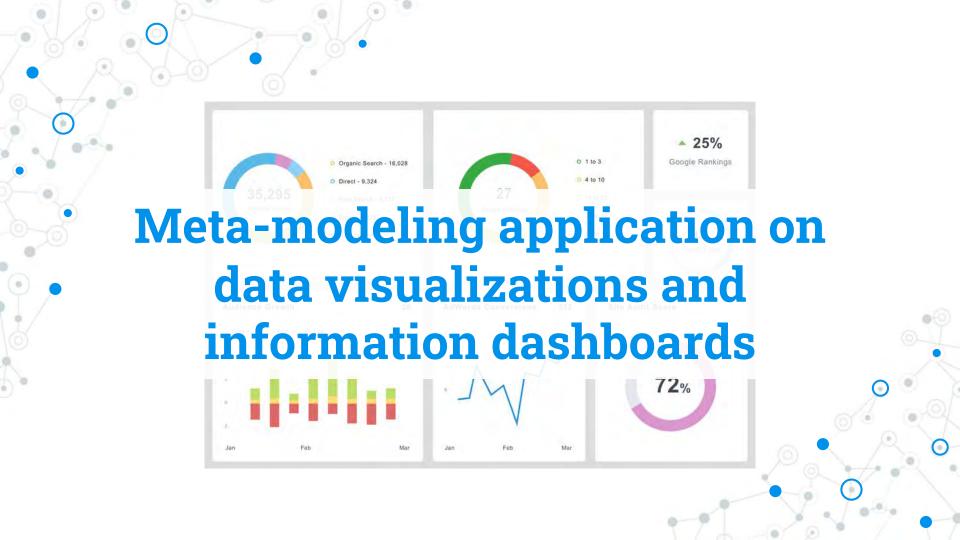


5.2 PhD ecosystem (VIII)

https://repositorio.tec.mx







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Outline

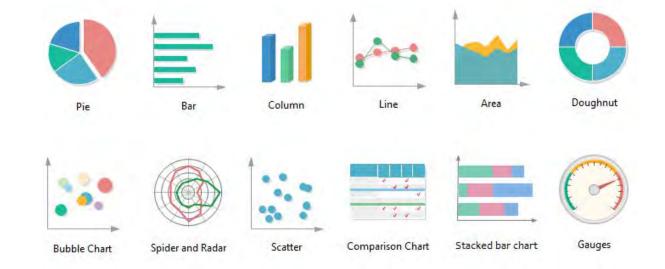
- Dashboards and data visualization
- Building the meta-model
 - Domain engineering
- The complete meta-model
- Dashboards generation
 - Software product lines
- Applications

1.

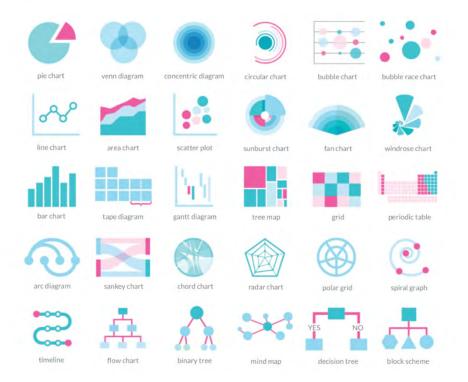
Dashboards and data visualizations

Motivation

Visualizations



Visualizations



Dashboards

What Do We Talk About When We Talk About Dashboards?

Alper Sarikaya, Michael Correll, Lyn Bartram, Melanie Tory, and Danyel Fisher





Fig. 1: Klipfolio's Social Media Manager Dashboard (DB065 from our example corpus, left) is a traditional dashboard, with large numbers representing key metrics, and tiled graphs of real-time data. The UNCHR Refugees/Migrants Emergency Response dashboard (DB117, right) also is a juxtaposition of key metrics and simple visualizations, but includes annotations and guided narrative elements. Are both dashboards? Do design principles meant for one transfer to the other?

Abstract—Dashboards are one of the most common use cases for data visualization, and their design and contexts of use are considerably different from exploratory visualization tools. In this paper, we look at the broad scope of how dashboards are used in practice through an analysis of dashboard examples and documentation about their use. We systematically review the literature surrounding dashboard use, construct a design space for dashboards, and identify major dashboard types. We characterize dashboards by their design goals, levels of interaction, and the practices around them. Our framework and literature review suggest a number of fruitful research directions to better support dashboard design, implementation, and use.

Index Terms—Dashboards, literature review, survey, design space, open coding

Dashboards

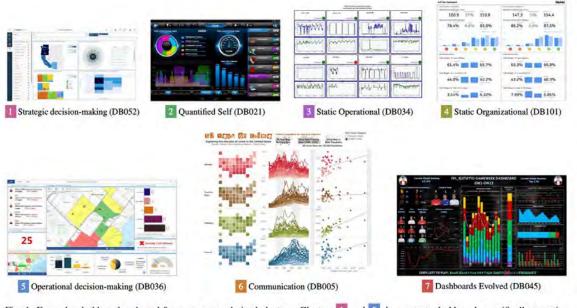


Fig. 4: Exemplar dashboards selected from our seven derived clusters. Clusters 1 and 5 demonstrate dashboards specifically targeting decision-making, while clusters 3 and 4 target awareness on behalf of the consumer. Cluster 2 targets the somewhat novel quantified self scenario (smart-home dashboard), while 6 represents dashboards tailored for general-purpose communication. Cluster 7 captures some novel extensions to traditional dashboards.

Data visualization

Design decision audience

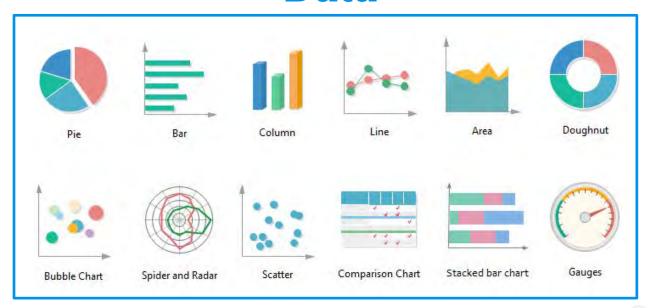
nteraction

Aesthetics

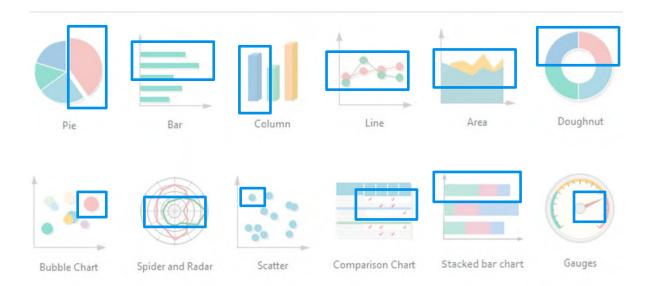
Data sources

However, we find commonalities within variety

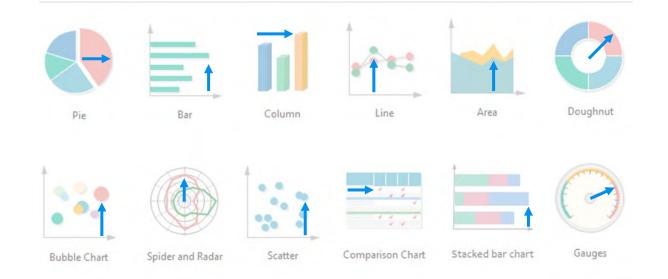
Data



Visual marks

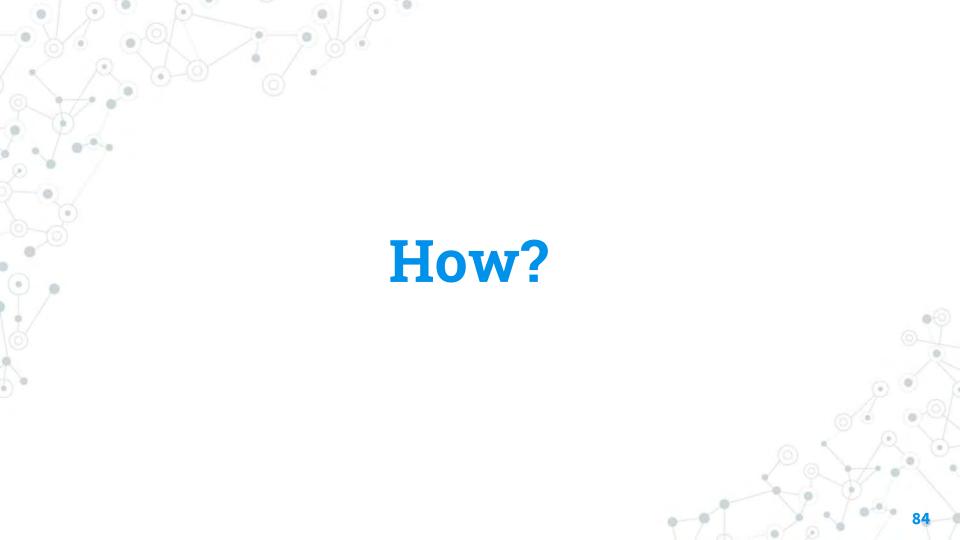


Scales



Feature abstraction to obtain a generic "skeleton"

- Development times
- † Design decisions traceability
- ↑ Product customization
- **†** Code reusability
- † Flexibility



2. Building the meta-model

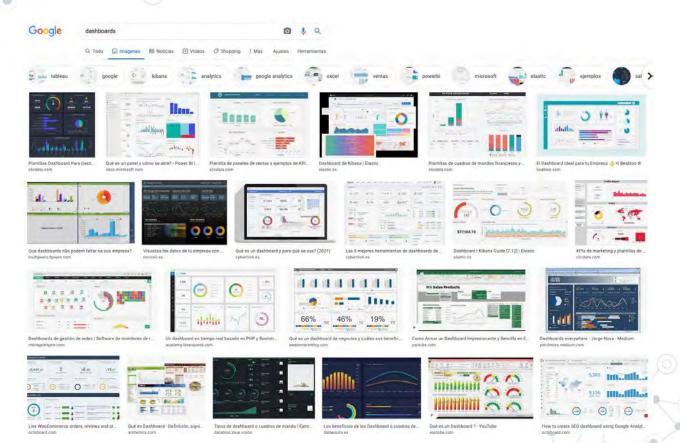
Domain engineering

Domain engineering

Categorize and identify common components or features within a domain

Goal: reuse domain knowledge to produce new software products

Domain



Domain

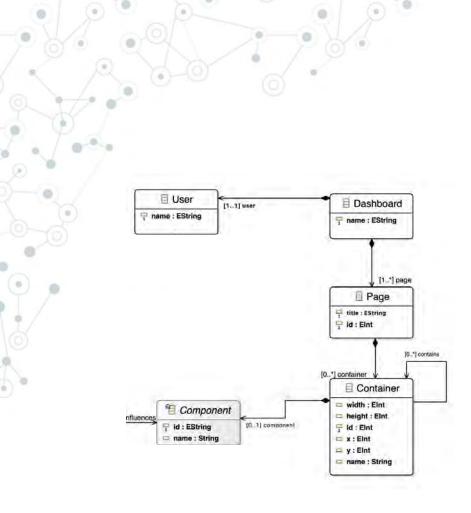
Searching for abstract and technology-independent features



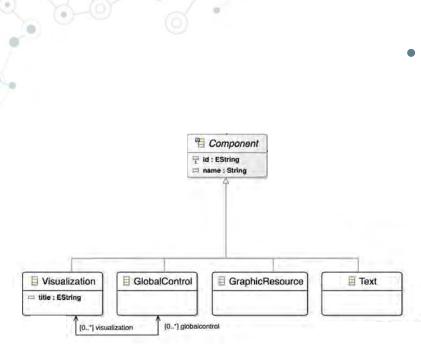
Commonalities



- Users
- Data sources
- Pages
- Containers
- Components
 - Visualizations
 - Resources
 - Controls
 - Interactivity



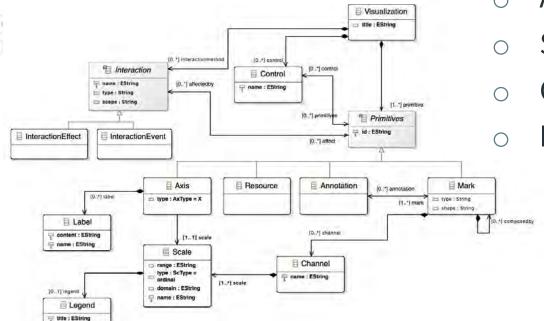
- Users
- Pages
- Containers
- Components



- Components
 - Visualizations
 - Controls
 - Resources
 - o Text

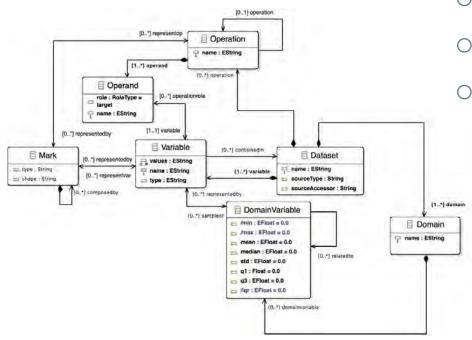
Visualizations

- Annotations
- Marks
- Axes
- Scales
- Channels (color, position, etc.)
- Interaction



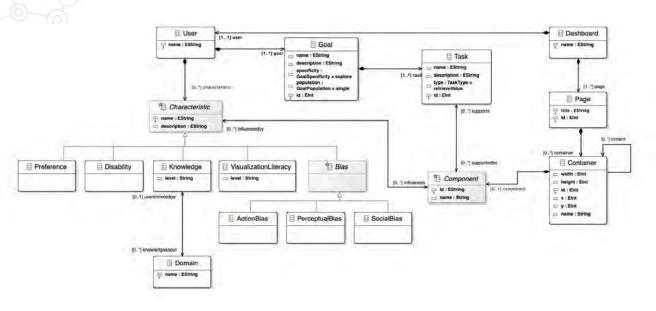
Data

- Datasets
- Data domain
- Variables
- Operations

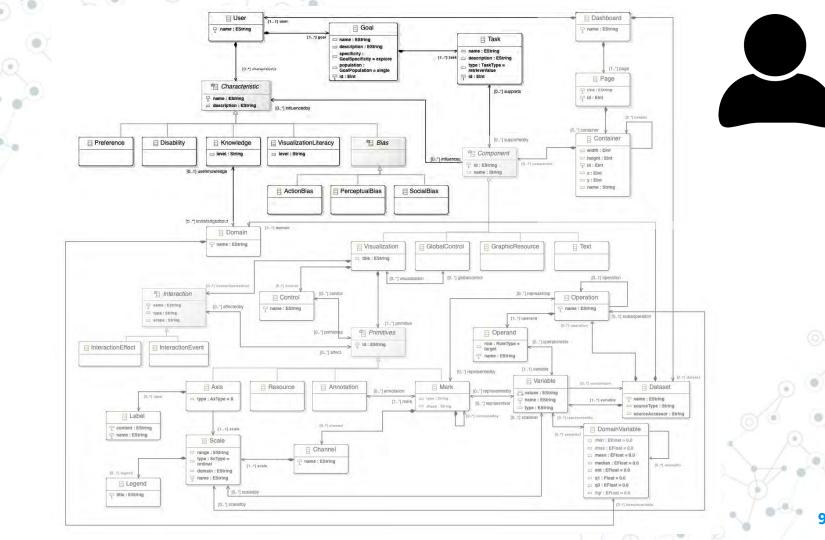


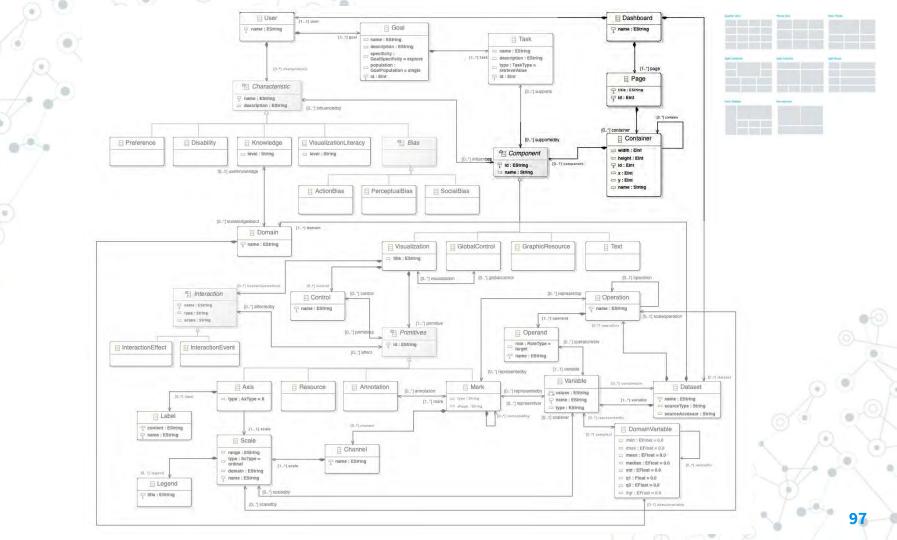
Users

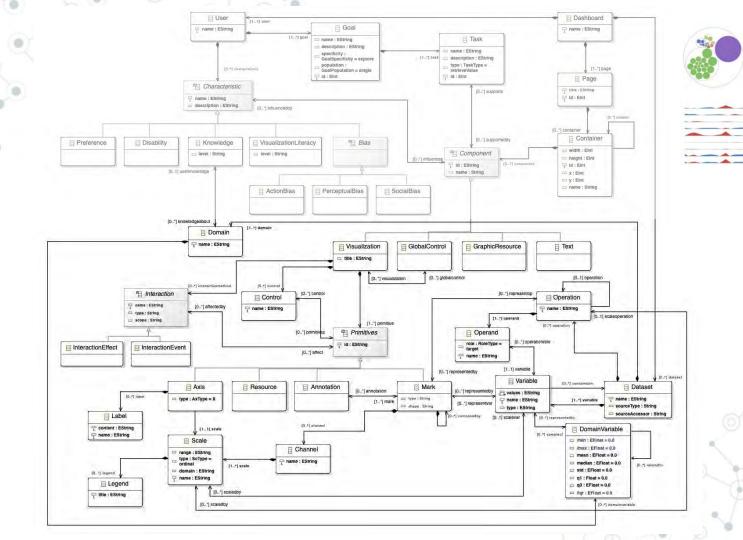
- Characteristics
- Goals
- Analytical tasks



Meta-model Final product

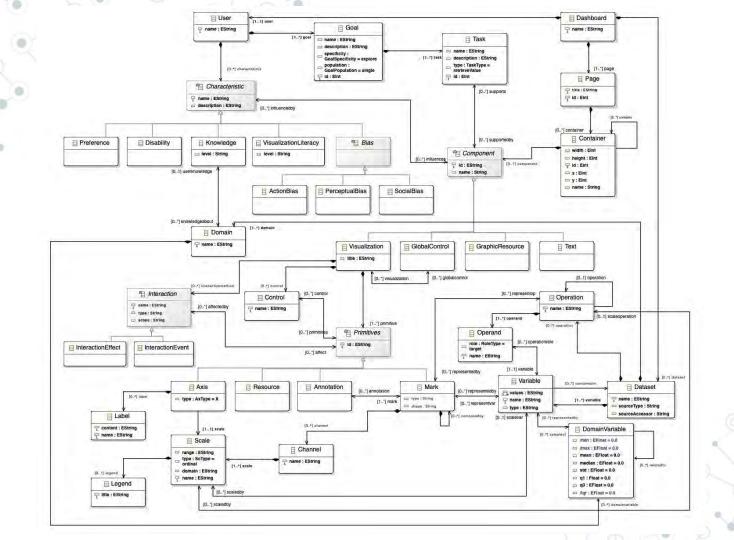










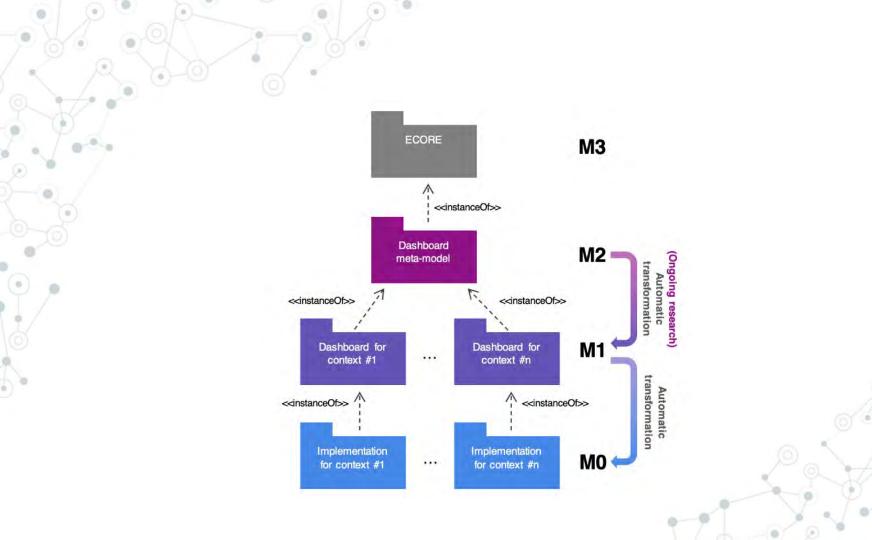


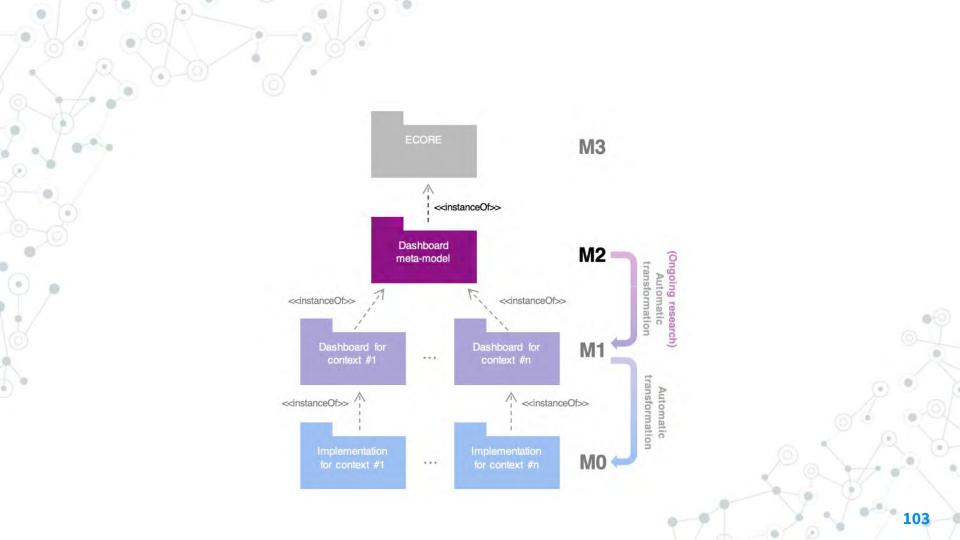
Now what?

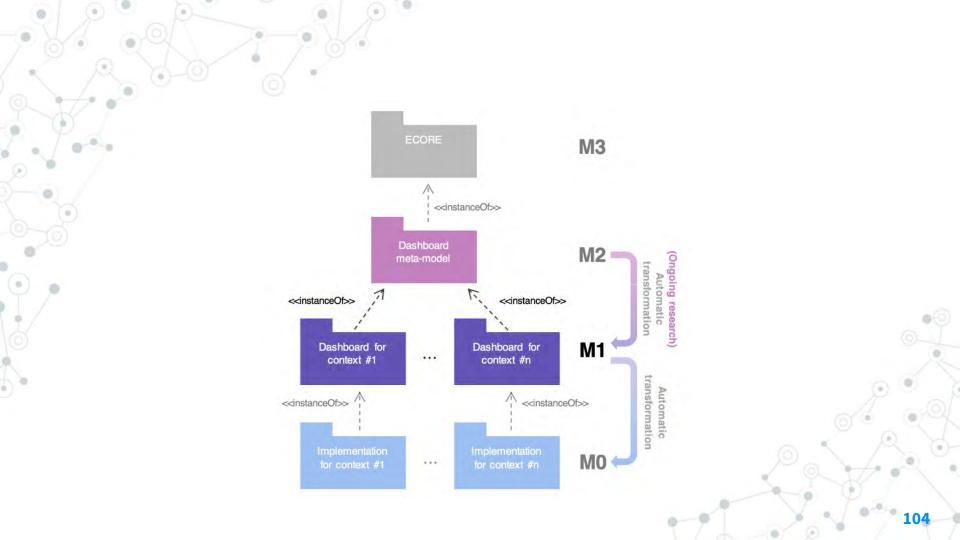
4.

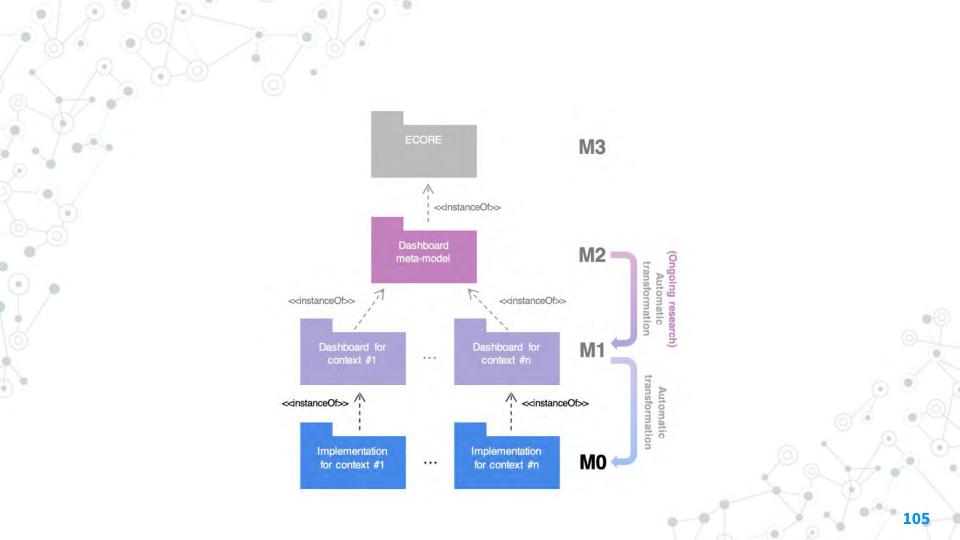
Dashboards generation

Software product lines







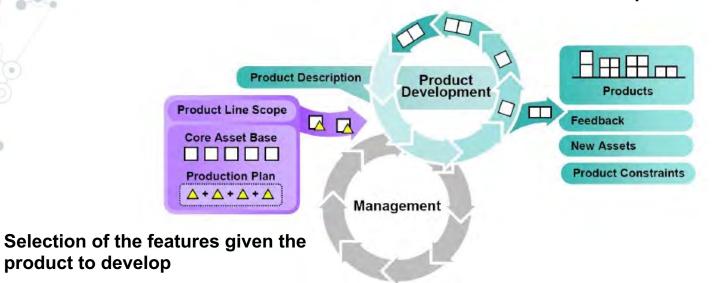


Software product lines

Systematic reuse of software assets to build new products belonging to the same family

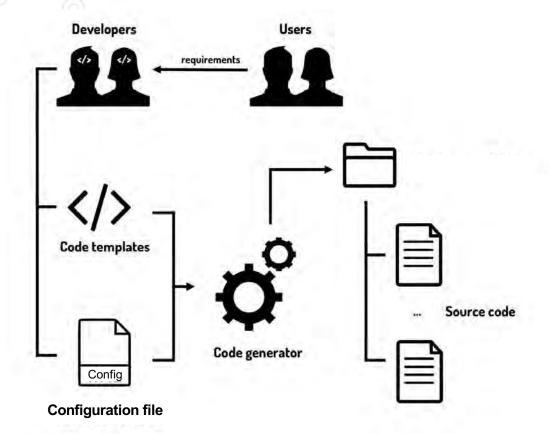
Goal: reduce development times and costs

Generation of a customized product



Variability points

- Core assets based on the meta-model
- Feature specification through configuration files
- Code generation through code templates



```
Macros call
{{ global reference.variable definition() }}
{{ zoom functionality.zoom variable definition('xScale', 'yScale', 'xAxis',
'yAxis', 'xLineVal', 'yLineVal', 'vis_id') }}
function my(selection) {
                                                                    Base code
    selection.each(function () {
           var tooltipScatterDiagram = d3.select("body").append("div")
                .attr("class", "tooltip")
               .attr("id", "compare-tooltip")
               .style("display", "none")
                .style("opacity", 0);
            {{ chart title.render chart title() }}
            {{ control bar.render control bar() }}
            {{ render_structure.render_component_structure() }}
            {{ control panel.render_control_panel('query handler', 'vis_id') }}
            {{ export functionality.export() }}
            {{ overview_tooltip.create_overview_tooltip('vis_id') }}
           {{ axis_functionality.render_axis_handlers('xText', 'yText', 'vis_id') }}
            xScale = d3.scaleLinear()
                .range([0, width]);
           vScale = d3.scaleLinear()
               .range([height, 0]);
            rScale = d3.scaleLog()
                .range([10, radius]);
           if (typeof x min === 'undefined') {
```

```
{% macro export() %}
{% if Component|check('Exportation') == 'True' %}
d3.select("#save-{{ Component['@component_id'] }}")
    .on("mouseover", function () {
        d3.select(this).style("cursor", "pointer");
d3.select(this).style("opacity", 1);
    .on("mouseout", function () {
        d3.select(this).style("cursor", "default");
        d3.select(this).style("opacity", 0.3);
    .on("click", function () {
        d3.select(this).style("opacity", 0):
             d3.select("#original svg {{ Component['@component id'] }}")
             "{{ Component['@component id'] }}" + '.png',
             {backgroundColor: 'white', scale: 4}
    });
 {% endif %}
 {%- endmacro %}
```

Code fragment wrapped within the "export()" macro (associated to the "Export" functionality)

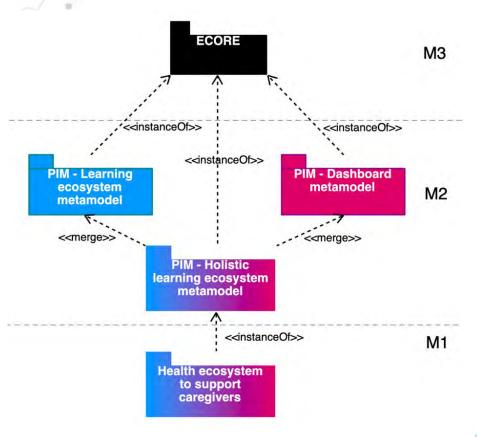
```
Template
                                                                                                   Component configuration
function my(selection) {
    selection.each(function () {
            var tooltipScatterDiagram = d3.select("body").append("div")
                .attr("class", "tooltip")
                .attr("id", "compare-tooltip")
.style("display", "none")
                .style("opacity", 0);
            {{ chart_title.render_chart_title() }}
             {{ control bar.render_control_bar() }}
            {{ render_structure.render_component_structure() }}
{{ control_panel.render_control_panel('query_handler', 'vis_id') }}
             {{ export_functionality.export() }} -
            {{ overview_tooltip.create_overview_tooltip('vis_id') }}
            {{ axis_functionality.render_axis_handlers('xText', 'yText', 'vis_id') }}
                                                                                                            Macro
            xScale = d3.scaleLinear()
                .range([0, width]);
                                                         yScale = d3.scaleLinear()
                .range([height, 0]);
            rScale = d3.scaleLog()
                .range([10, radius]);
                                                              .on("mouseout", function () {
                                                                 d3.select(this).style("cursor", "default");
d3.select(this).style("opacity", 0.3);
                                                              .on("click", function () {
    Generated source code
                                                                  d3.select(this).style("opacity", 0);
                                                                 assets(this):system updats; oy, (Component[@component_id'])}").node(),
"{{ Component[@component_id']}}" + .nng',
{backgroundColor: "white', scale: 4});
           .style("float", "left")
                                                           {% endif %}
           .style("position", "relative")
                                                          {%- endmacro %}
           .style("width", width + "px")
           .attr("id", "vis container ScatterDiagram 1");
       d3.select("#save-ScatterDiagram 1")
                                                                                                         If the target condition is
           .on("mouseover", function() {
               d3.select(this).style("cursor", "pointer");
                                                                                                         met, the associated
               d3.select(this).style("opacity", 1);
                                                                                                         functionality is injected
          .on("mouseout", function() {
    d3.select(this).style("cursor", "default");
                                                                                                         in the final source code
               d3.select(this).style("opacity", 0.3);
           .on("click", function() {
               d3.select(this).style("opacity", 0);
               saveSvgAsPng(d3.select("#original svg ScatterDiagram 1").node(),
                   "ScatterDiagram_1" + '.png', {
                   backgroundColor: 'white'.
                   scale: 4
          });
       d3.select("body")
           .append("div")
          .attr("class", "tooltip")
           .attr("id", "overview-tooltip-" + vis_id)
```

Applications

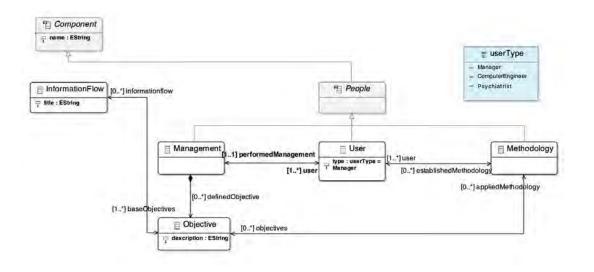
Meta-model integration

HOLISTIC INTEGRATION

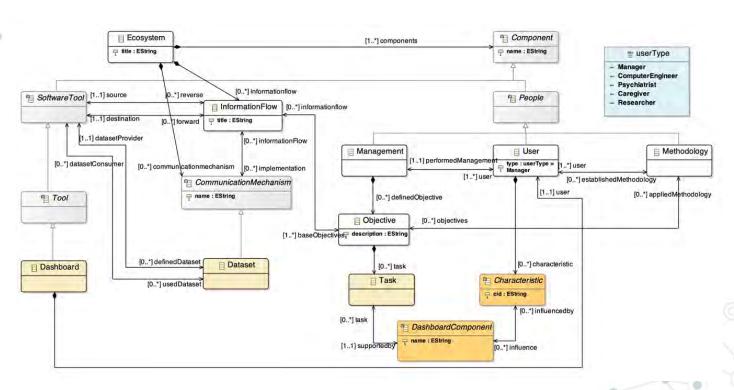
Integration



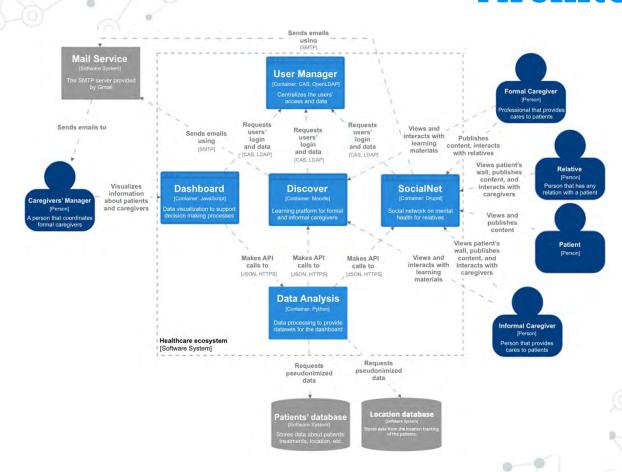
Human factor



Meta-model integration

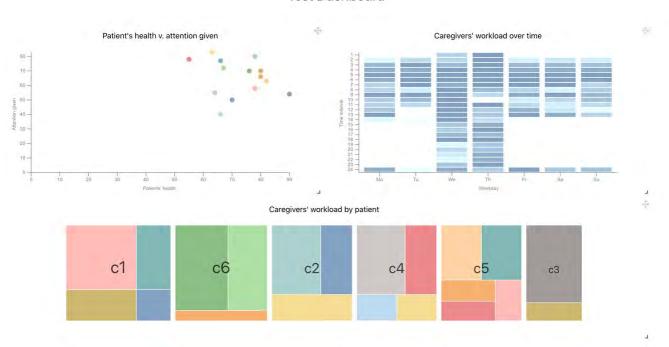


Architecture

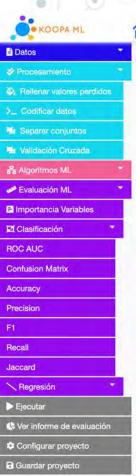


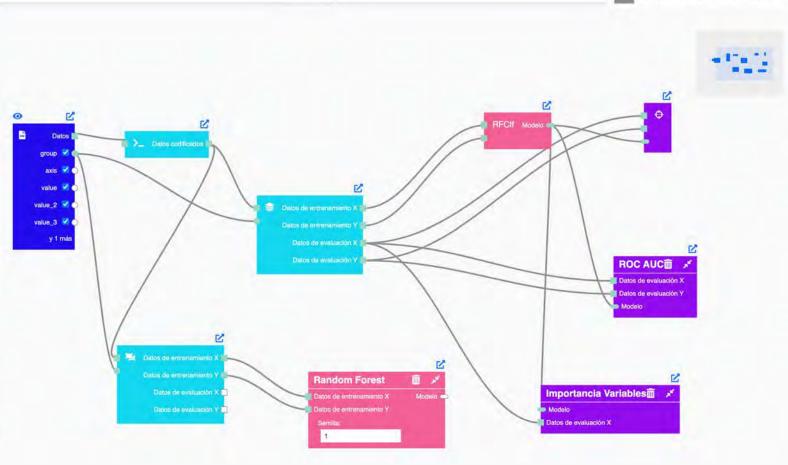
Dashboard generation

Test Dashboard

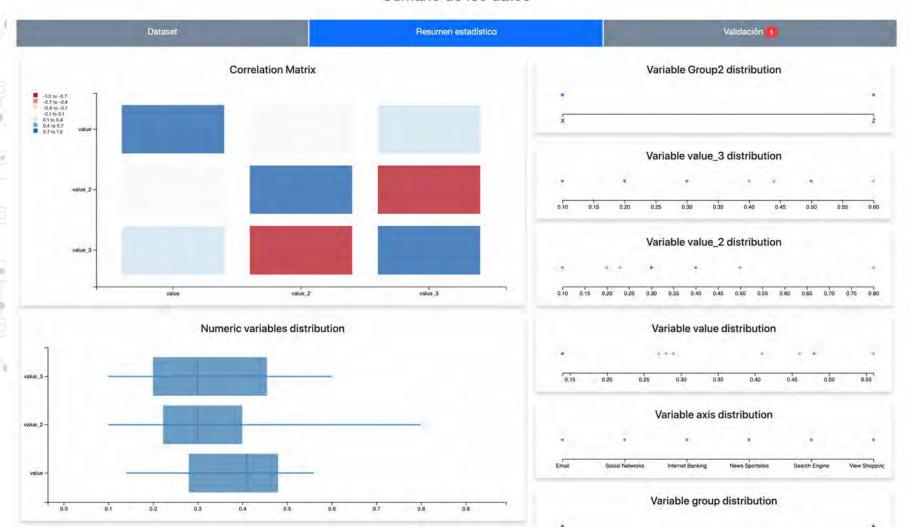


KOOPA-ML

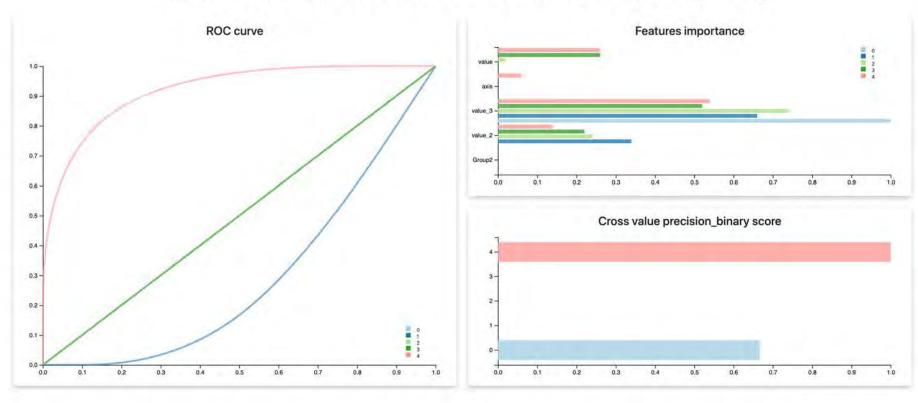




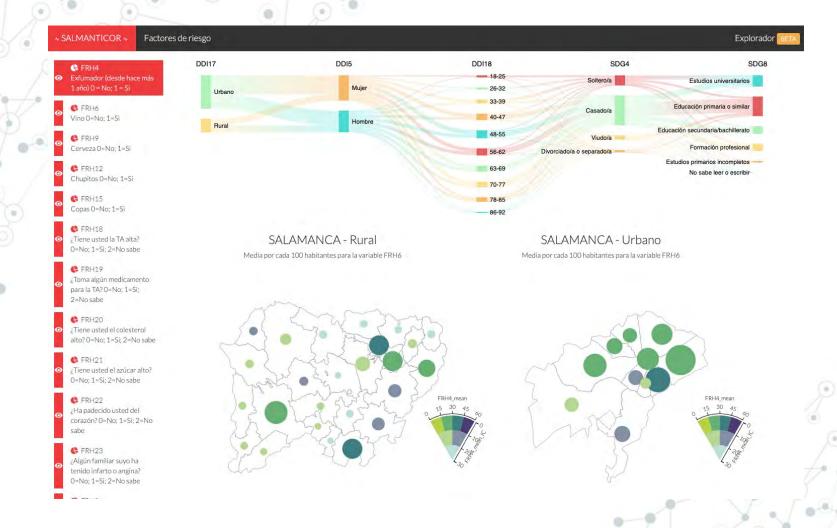
Sumario de los datos

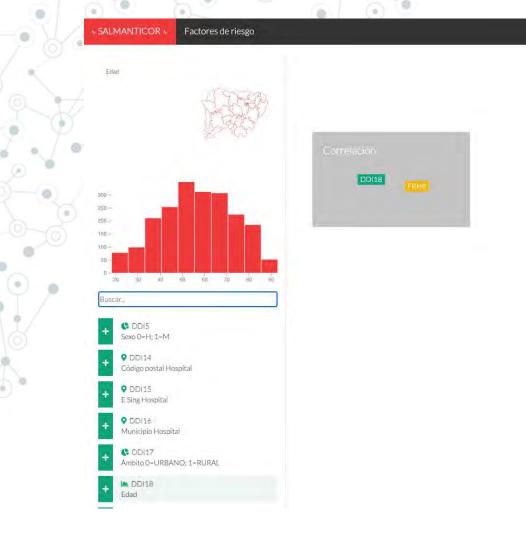


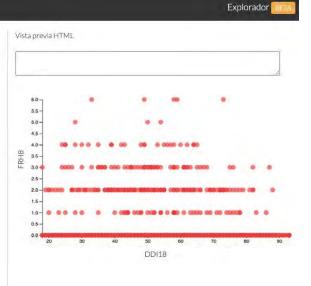
Sumario de métricas del modelo Random Forest (id: 16)



SALMANTICOR

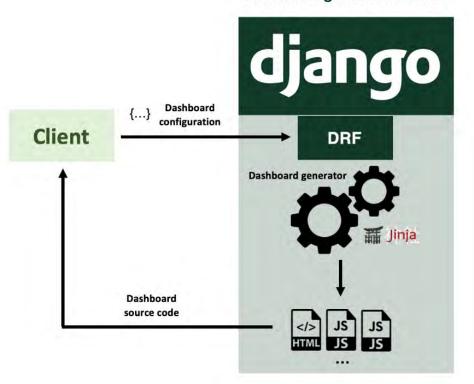






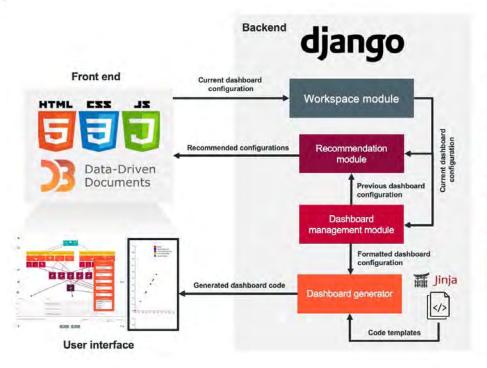
Architecture

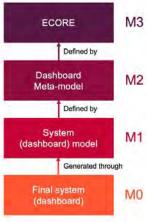
Dashboard generator service



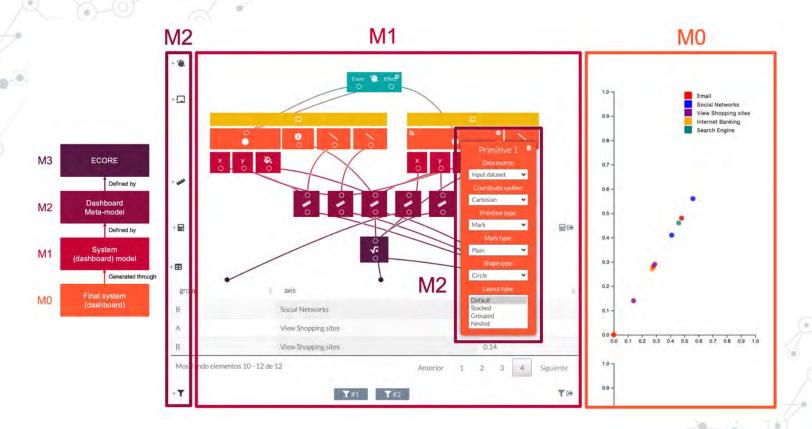
MetaViz

Architecture

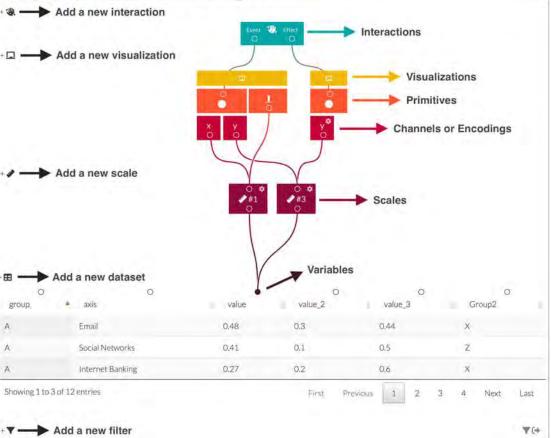


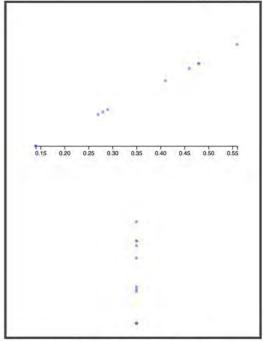


Interface

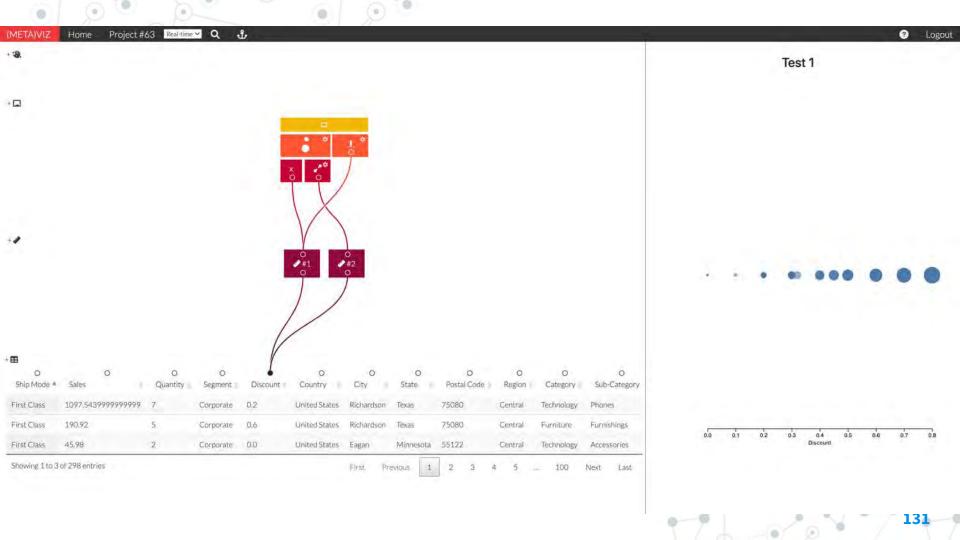


Interface





Generated visualizations



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Thank you!

Questions?



Meta-modeling ecosystems



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