

Preface

The aim of the Transformation Tool Contest (TTC) series is to compare the expressiveness, the usability, and the performance of graph and model transformation tools along a number of selected case studies. A deeper understanding of the relative merits of different tool features will help to further improve graph and model transformation tools and to indicate open problems.

This contest was the seventh of its kind. For the second time, the contest was part of the Software Technologies: Applications and Foundations federation of conferences. Teams from the major international players in transformation tool development have participated in an online setting as well as in a face-to-face workshop.

In order to facilitate the comparison of transformation tools, our programme committee selected the following two challenging cases via single blind reviews: the FIXML case (for which eventually ten solutions were accepted) and the Movie Database case (for which eventually nine solutions were accepted).

These proceedings comprise descriptions of the two cases, descriptions of all of the solutions to these cases, and a summary of the results of the contest. In addition to the solution descriptions contained in these proceedings, the implementation of each solution (tool, project files, documentation) is made available for review and demonstration via the SHARE platform (<http://share20.eu>).

TTC 2014 involved open (i.e., non anonymous) peer reviews in a first round. The purpose of this round of reviewing was that the participants gained as much insight into the competitors solutions as possible and also to raise potential problems. At the workshop, the solutions were presented. The expert audience judged the solutions along a number of case-specific categories, and prizes were awarded to the highest scoring solutions in each category. A summary of these results for each case are included in these proceedings. Finally, the solutions appearing in these proceedings were selected by our programme committee via single blind reviews.

Besides the presentations of the submitted solutions, the workshop also comprised a live contest. That contest involved a set of tasks for playing a turn-based soccer game (inspired by the recent FIFA 2014 soccer world cup in Brazil). The challenge required participants to write a transformation that analysed a soccer pitch model containing positions of the ball and players on both teams, and responded with a model that specified updates to the positions and actions of the players on the participant's team. A server component was used to play several games of soccer between each participant in a round-robin style, and consequently a winner was determined.

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