

Part V - Features of Composition Languages 50. Configuration with Acyclic Composition Programs

- 1) Configuration management with acyclic comp. programs
- 2) Lazy evaluation of composition programs



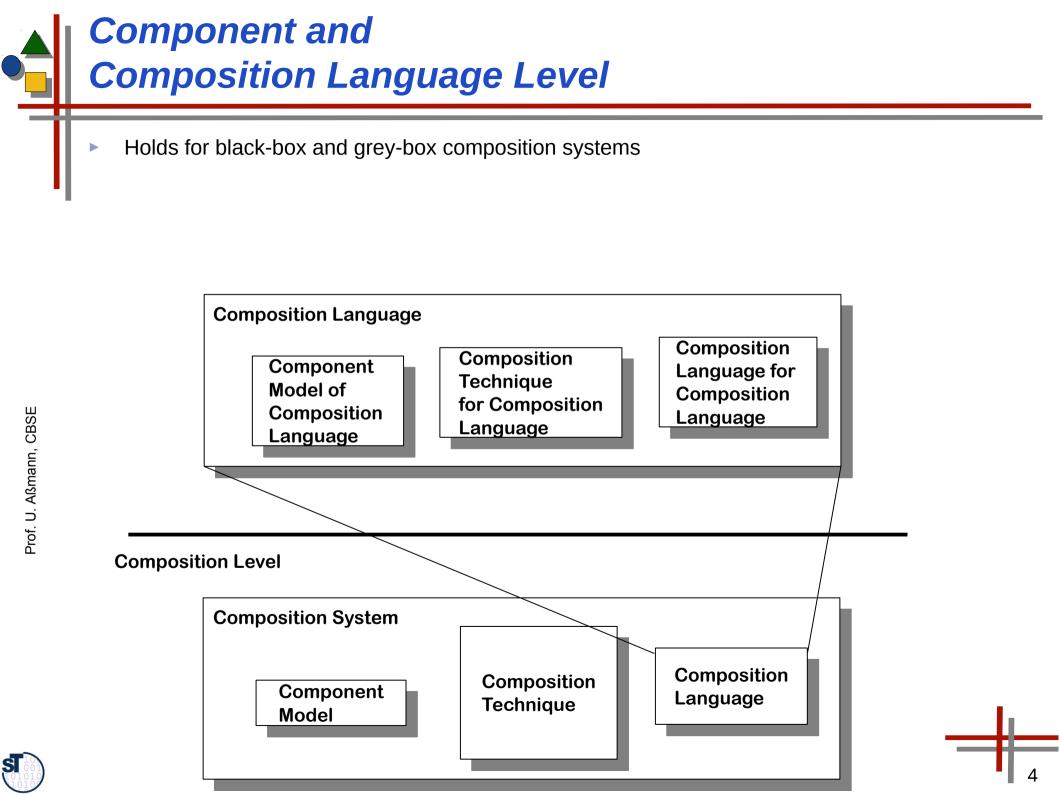
► ISC book Chapter 3, 4





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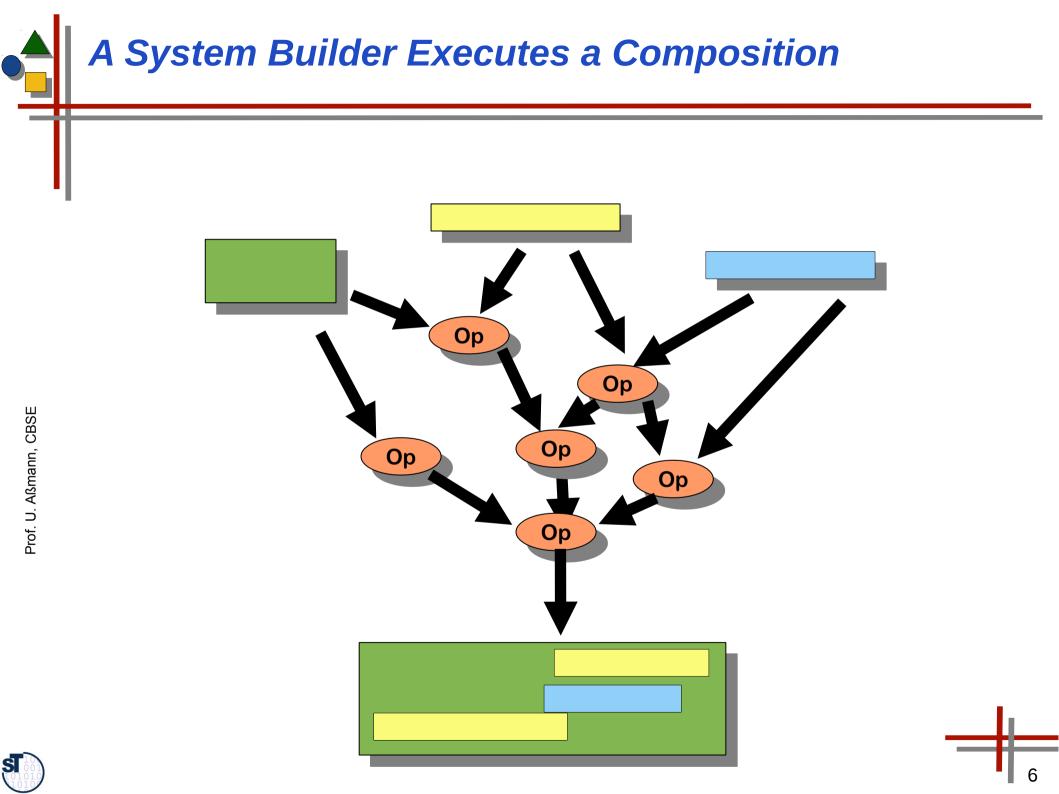


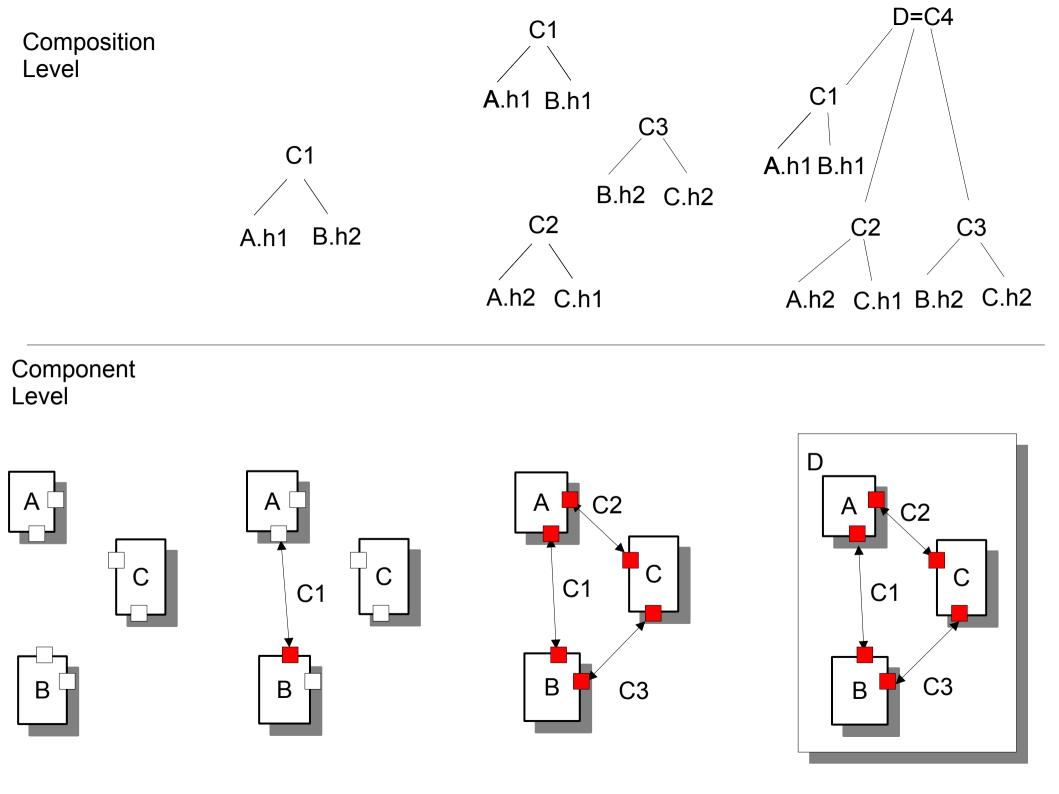


System Builds as Composition Expressions and Programs

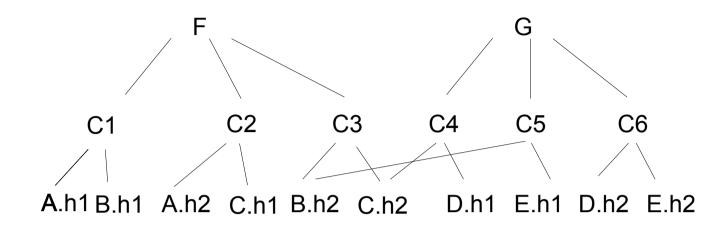
A composition expression or composition program in a composition language describes a system build

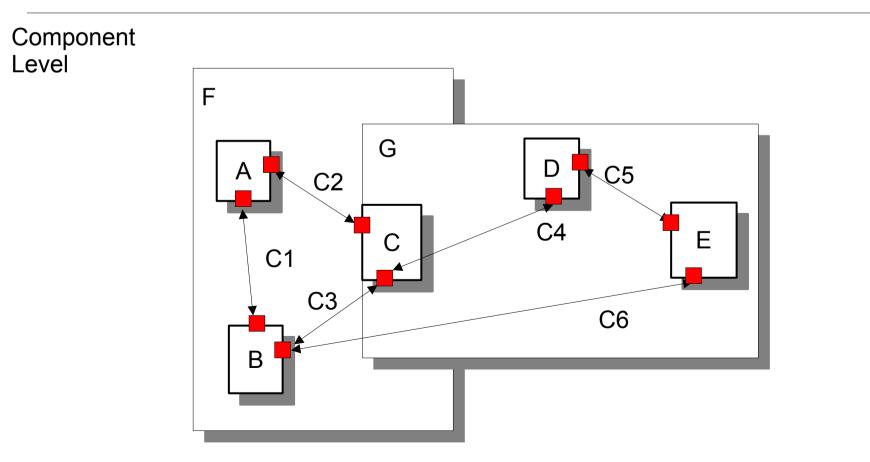


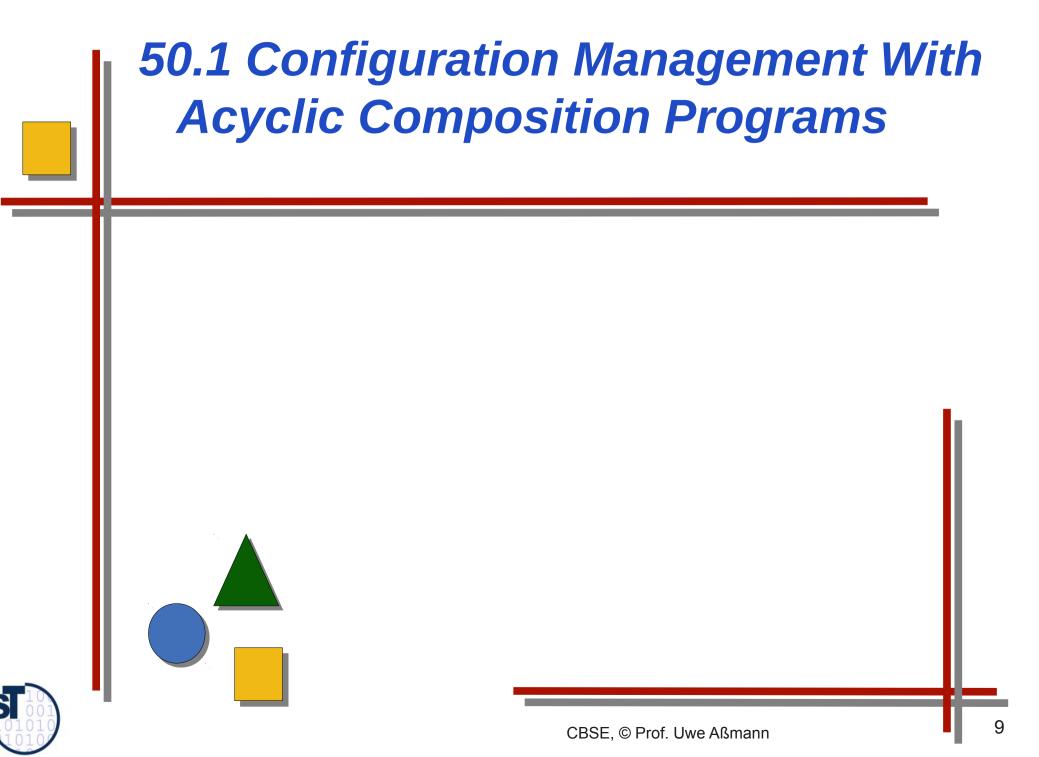




Composition Level







Turing-Completeness of Composition Languages

- ► If a composition language is *not* turing-complete
 - The architecture of the system is simple
 - Can be analyzed much better:
 - Termination can be proved
- ► If a composition language *is* turing-complete
 - The system is more complex
 - Complex architectures, also recursive ones, can be described

Configuration as Control-Flow of Composition Programs

- Composition programs may contain control-flow statements
- ► They are executed *before* the components run
 - They configure the components, because they depend on static control-flow conditions
 - Global configuration variables

A configuration of a system relies on an acyclic composition program.

A Configuration Variable

- This composition program is a configuration because it is acyclic
- Its variables are configuration switches

```
Configuration switch (configuration variable)
```

```
// Variant selection for instantiation of generic parameter public class CompositionProgram {
```

```
public static void main (String[] argv) {
```

```
if (argv[1].equals("-tin")) variant1 = true; else variant1 = false;
```

ClassBox SimpleList = compositionSystem.createClassBox("SimpleList"); if (variant1) {

```
ClassBox bagOfPieces =
```

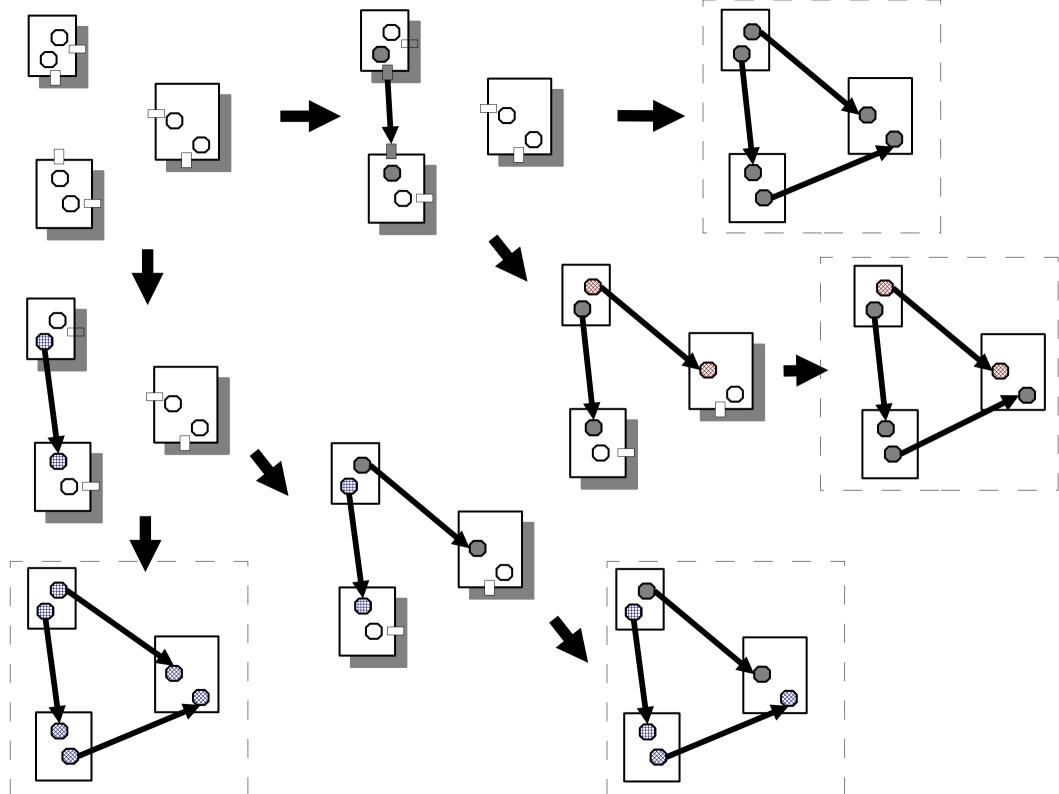
```
SimpleList.bindGenericType("ElementType","Tin");
```

} else {

```
ClassBox bagOfPieces =
```

SimpleList.bindGenericType("ElementType","MetalPlate");

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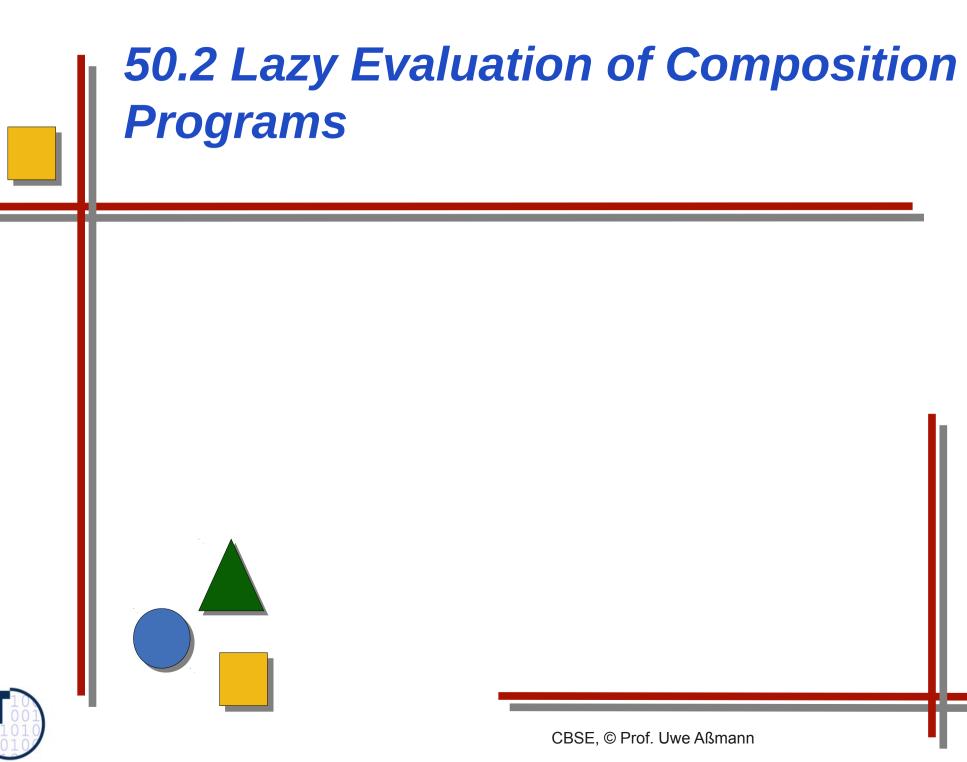


Traditional Configuration with Cpp

- The C preprocessor is a simple acyclic composition/configuration language
 - with configuration switches for fragment configuration
 - Evaluated statically, before compilation

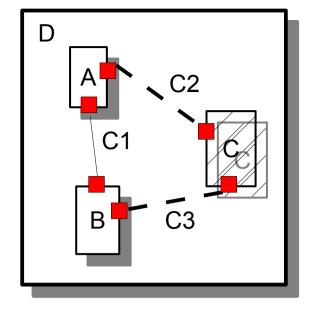
```
#ifdef ConfigurationVariable
    <fragment variant 1>
#else
    <fragment variant 2>
#endif
```

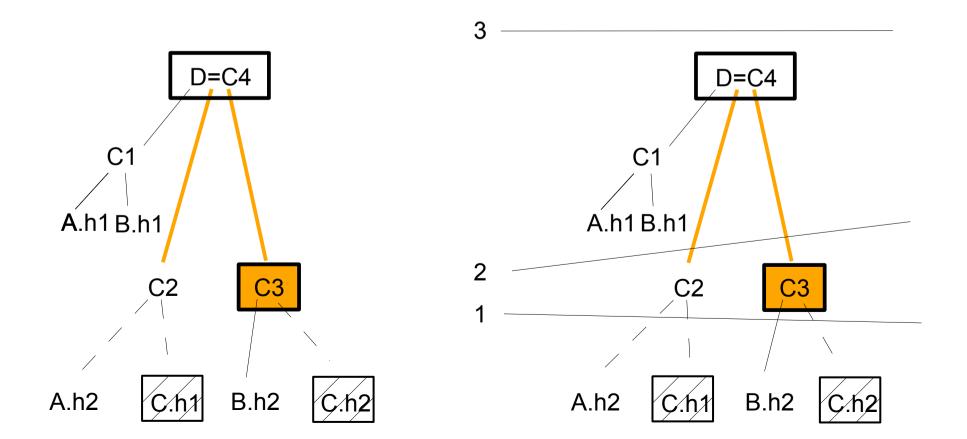




Eager and Lazy Builds of Composition Programs

- As all programs, composition programs can be evaluated with different evaluation strategies
- Eager: direct execution of all composition operations
- Lazy: as needed
- Lazy evaluation is important when
 - Something changes and the system architecture should be recomputed







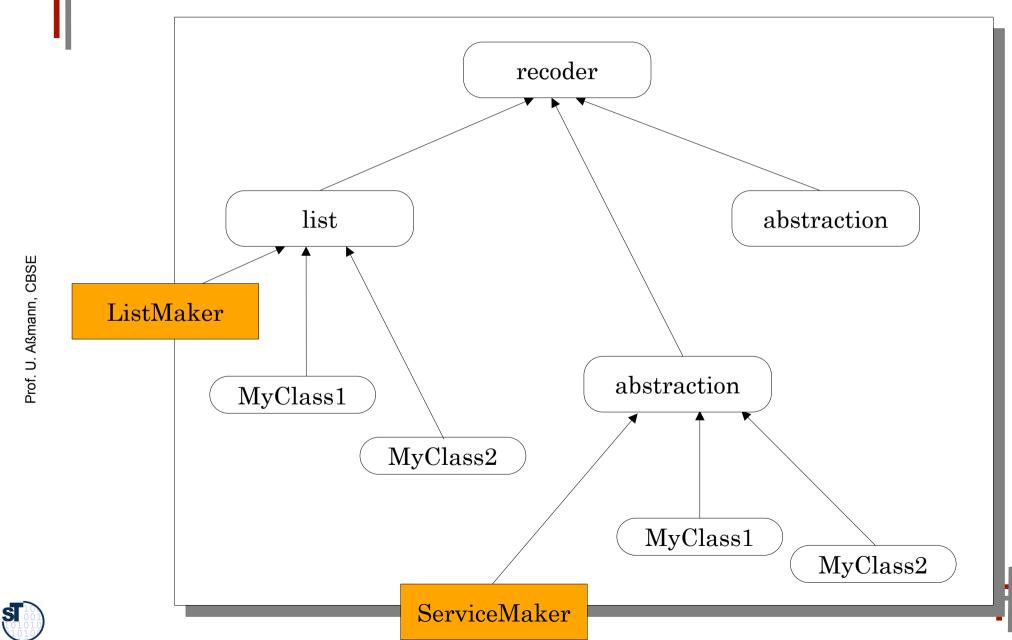
- Make is a lazy system builder
- Composition language is rule-based
 - Rule dependencies are lazily recomputed
 - Composition expressions are applications of UNIX tools (compiler, linker, generator, preprocessor)

Configuration of Packages with Embedded Composition Programs

- Composition classes itself can be hooks of packages
- Then, in system configuration, they can be re-bound (stage 1)
 - This is metacomposition, production of composition programs
- When the configured composition classes are executed (stage 2)
 - They configure the system differently

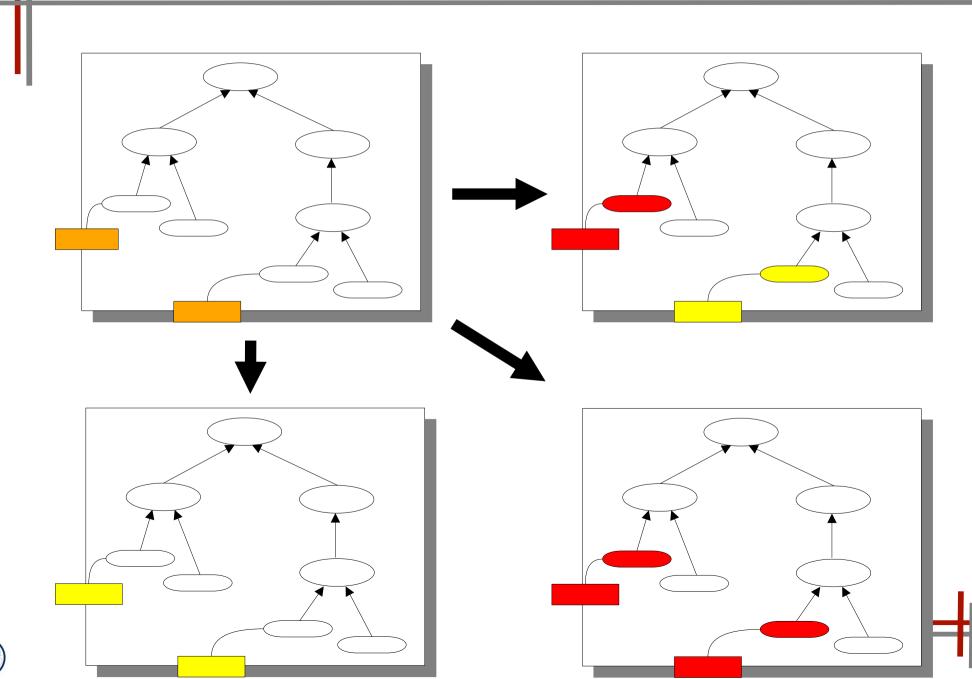


Package with Composition Class Hooks



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Stage 1: Metacomposition: Binding Composition Programs in Different Variants

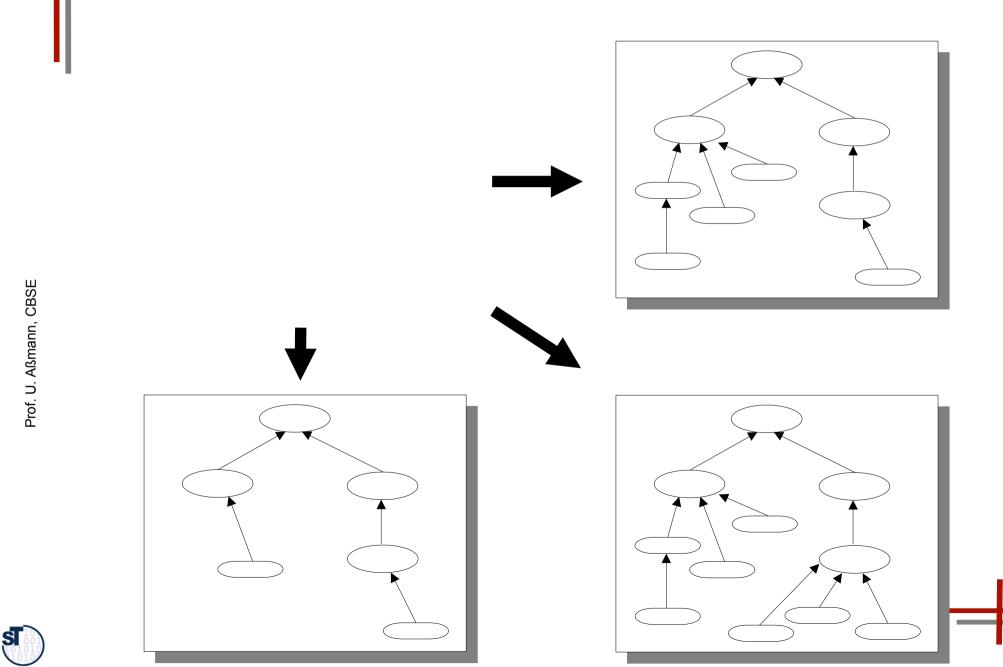


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Stage 2: Execution of Composition Programs



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