

# 33. Unifying Refactorings and Compositions as Software Operators



Software Operators in Code Algebras and Composition Systems as a Basis for a Unified View on Software Engineering

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Software-technologie

11-0-4, 1/24/12

- 1) Refactorings as Operators
- 2) Model and class composition
- 3) Invasive Composition
- 4) Software Operators
- 5) Unifying Build and Refactoring

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## Obligatory Literature

- ▶ Class algebra:
  - ▶ Gilad Bracha, William Cook. Mixin-based inheritance. OOPSLA 1990. [citeseer.nj.nec.com/bracha90mixinbased.html](http://citeseer.nj.nec.com/bracha90mixinbased.html)
  - ▶ James O. Coplien, Liping Zhao. Symmetry Breaking in Software Patterns. Springer Lecture Notes in Computer Science, LNCS 2177, October 2001, ff. 37. <http://users.rcn.com/jcoplien/Patterns/Symmetry/Springer/SpringerSymmetry.html>



# Objectives

- ▶ There are, beyond class and role models, other composition systems
- ▶ Model algebras, class algebras, code algebras and composition systems are different
- ▶ The algebraic features of the composition operators make the difference
- ▶ Refactorings are symmetries, algebraic code operators retaining invariants

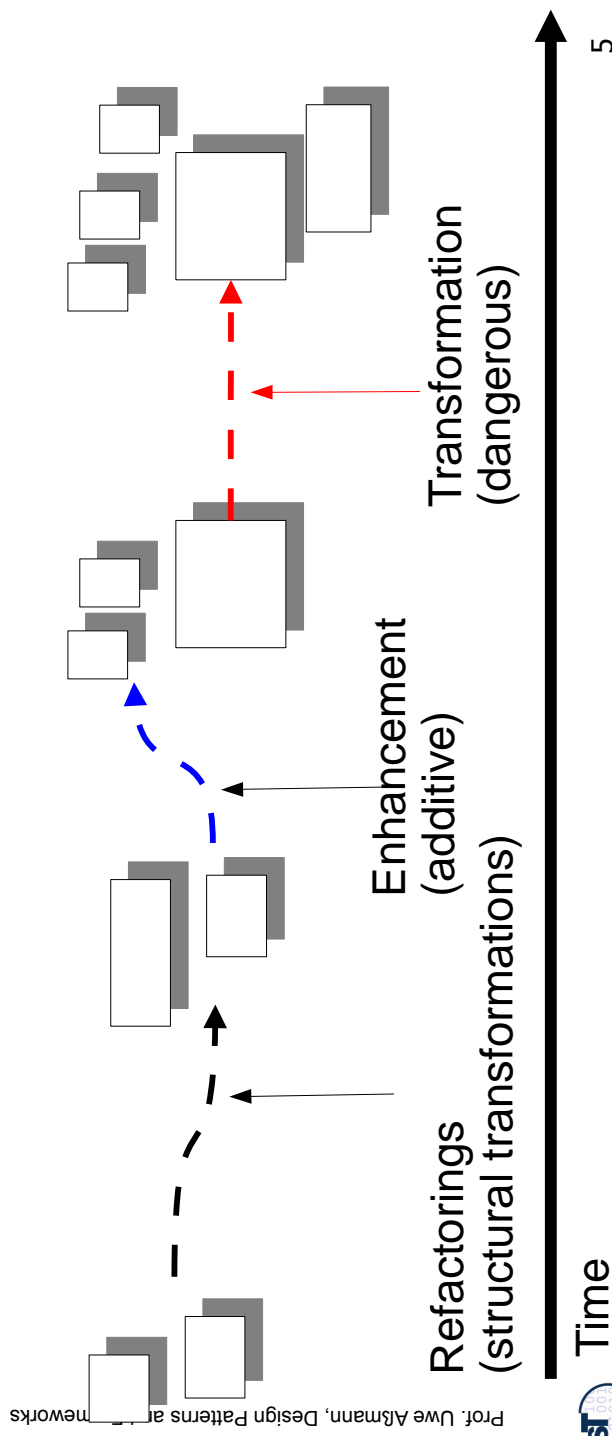
## 33.1 From Refactoring to Software Composition



# Refactorings are Harmless Evolution Operations

- ▶ To arrive at a design pattern in the code, one has to refactor
- ▶ Idea: split of operations into *harmless*, *additive*, and *dangerous* ones.

Evolution = Refactorings + Enhancements + Transformations

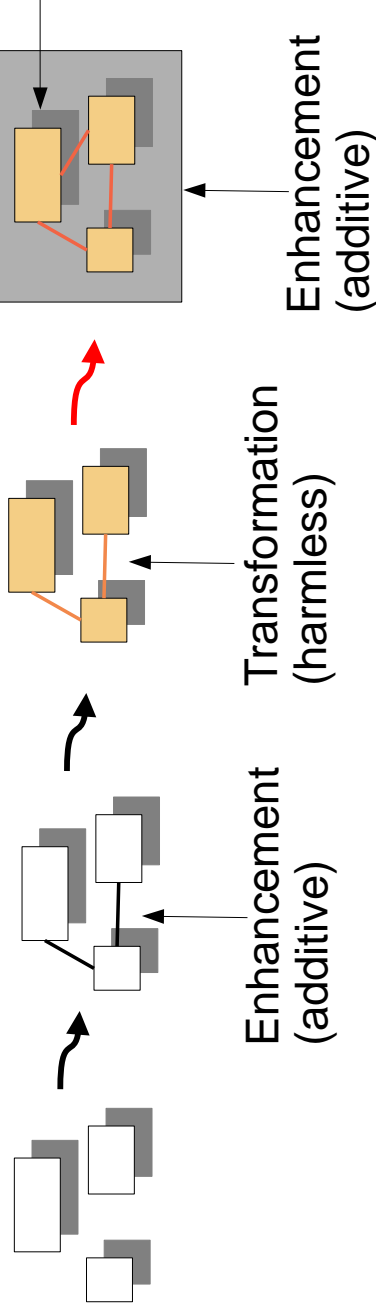


## Soon One Can See...

- ▶ There are other software operators in modern software engineering approaches
- ▶ **Enhancement operators (composition operators)**
  - **Connectors** are composition operators
    - Architecture languages: Connectors connect components at ports
  - **Inheritance** are composition operators
    - [Braha&Cook 90 OOPSLA] compose superclasses with mixins
  - **Parameterizations** are composition operators
    - Generic programming with BETA or C++ templates
    - [GenVoca/Batory parameterization as composition]
  - **Role Model merge** is a composition operator
- ▶ **Transformation operators (dangerous)**
  - Rewrite rule systems (graph rewrite rules, term rewrite rules)
  - Strategic rewriting (rewriting with higher order functions)

# Enhancement in Software Build and Composition

- ▶ Enhancements also occur, when components are composed together to a system (system build, system composition): linking, template expansion, connector composition, etc.
- ▶ Transformations also occur (e.g., compilations)



Build: Enhancements (Compositions), harmless transformations

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# Can There Be A Uniform Operator-Based Software Technology?

- ▶ Scaling for all these approaches
- ▶ Supported by uniform tools
- ▶ Implemented in a library
- ▶ Embedded in the every-day software process (as refactorings)

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# Software Development as Operations of an Algebra

- ▶ Idea: the activities for build and evolution are represented as operators in a **model algebra** or **code algebra**
  - Implementation: library
- ▶ How do the elements of the algebra look:
  - Refactorings: change the abstract syntax graph (ASG) directly
  - Inheritance: Classes with feature list
  - Package merges: Packages with sets of classes
- ▶ Can there be a component model for all of them?
  - Solution: graybox components



## 33.2 Model Algebras

Merging classes...

# Model Algebra

- ▶ A **model algebra** contains a carrier set (models) and operations on these:
- ▶ union:  $\text{Model} \times \text{Model} \rightarrow \text{Model}$
- ▶ merge:  $\text{Model} \times \text{Model} \rightarrow \text{Model}$
- ▶ diff:  $\text{Model} \times \text{Model} \rightarrow \text{Model}$
- ▶ join:  $\text{Model} \times \text{Model} \rightarrow \text{Model}$
- ▶ patch:  $\text{Model} \times \text{Model} \rightarrow \text{Model}$

# Class Algebra

- ▶ A **class algebra** contains a carrier set (classes) and operations on these:
- ▶ union:  $\text{Class} \times \text{Class} \rightarrow \text{Class}$
- ▶ merge:  $\text{Class} \times \text{Class} \rightarrow \text{Class}$
- ▶ diff:  $\text{Class} \times \text{Class} \rightarrow \text{Class}$
- ▶ join:  $\text{Class} \times \text{Class} \rightarrow \text{Class}$
- ▶ patch:  $\text{Class} \times \text{Class} \rightarrow \text{Class}$
- ▶ mixin:  $\text{Class} \times \text{Class} \rightarrow \text{Class}$

# Discussion

- ▶ Model and class algebrae have problems:
  - Coarse-grained composition: it is hard to adapt a class or a model during merge in a fine-grained way
  - From a merge, too many model element merges result
  - The larger the models, the more difficult it becomes

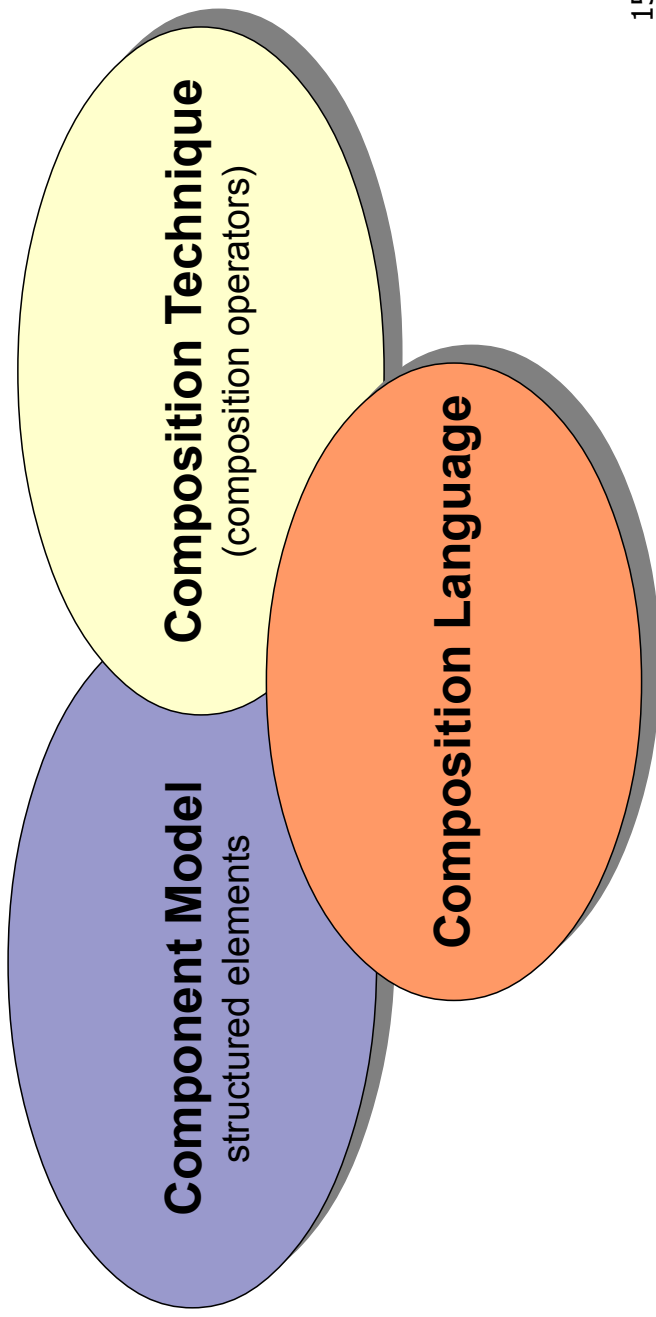
## 33.3 Invasive Software Composition Operators



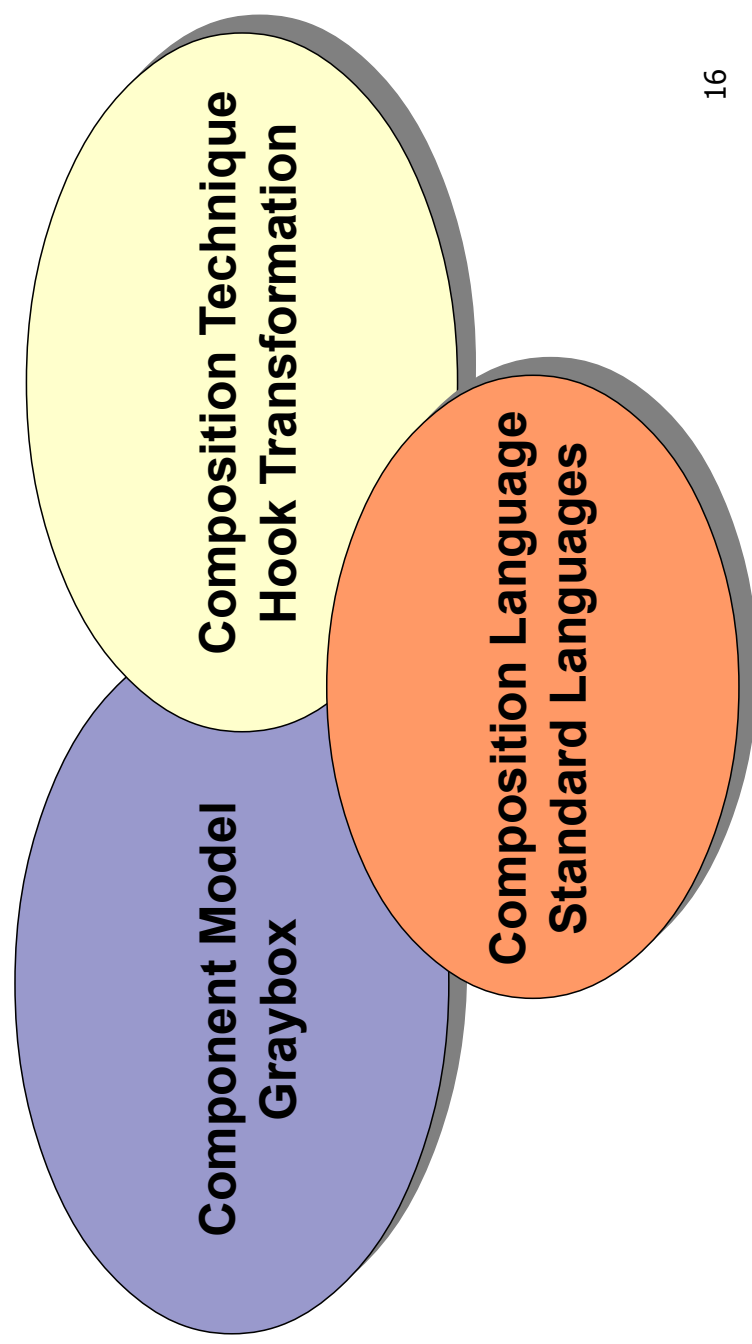
... preview onto the summer  
(CBSE course)

# Composition Systems

- ▶ A **composition system** is a two-level composition algebra, whose elements (called components) have a composition interface (hooks, ports)

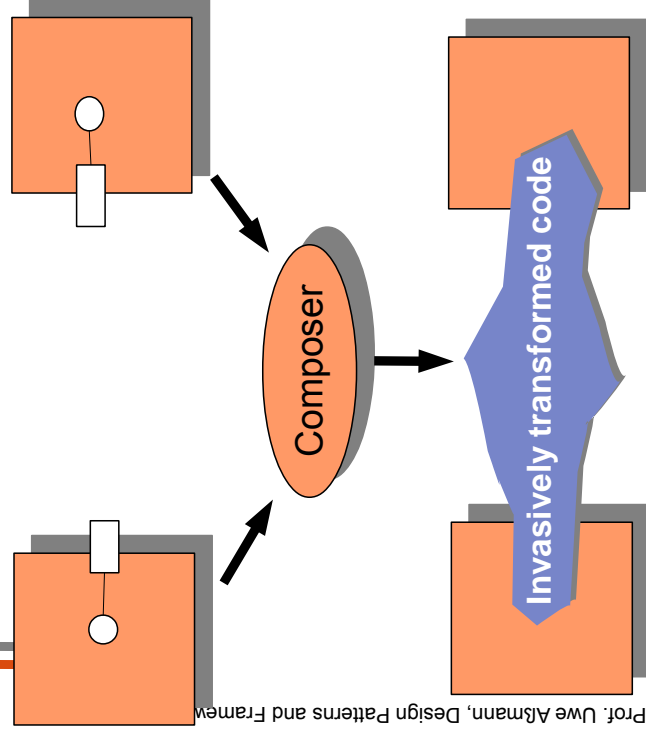


# Invasive Software Composition





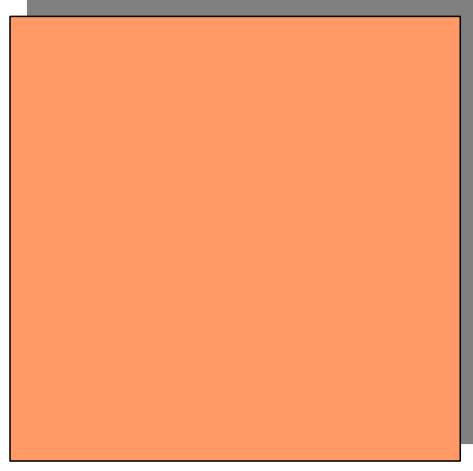
# Invasive Compositions as Hook Transformations



**Invasive Composition adapts and extends components at hooks by transformation (2-level composition algebra)**

# The Component Model of Invasive Composition

- ▶ The basic element is a **fragment component (fragment box)**, a set of program elements
- ▶ May be
  - a class
  - a package
  - a method
  - an aspect
  - a meta description
  - a composition program



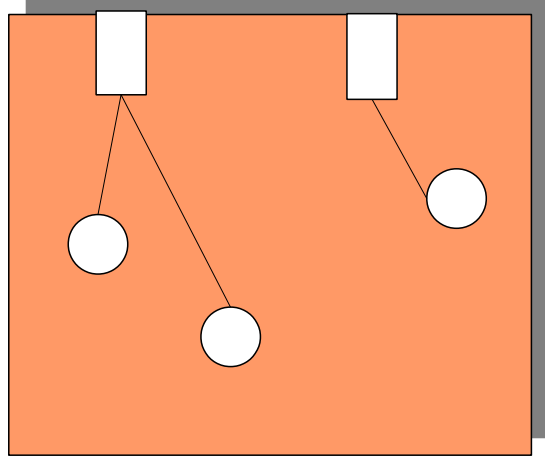
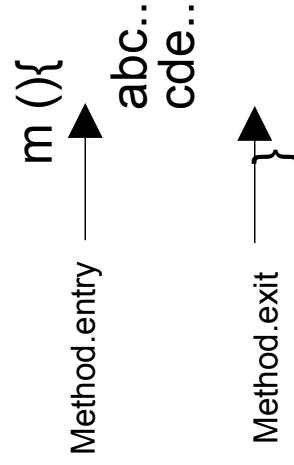
# Boxes have Hooks

**Hooks** are arbitrary fragments or spots in a fragment component which are subject to change

- ▶ beginning/end of lists
- ▶ method entries/exits
- ▶ generic parameters

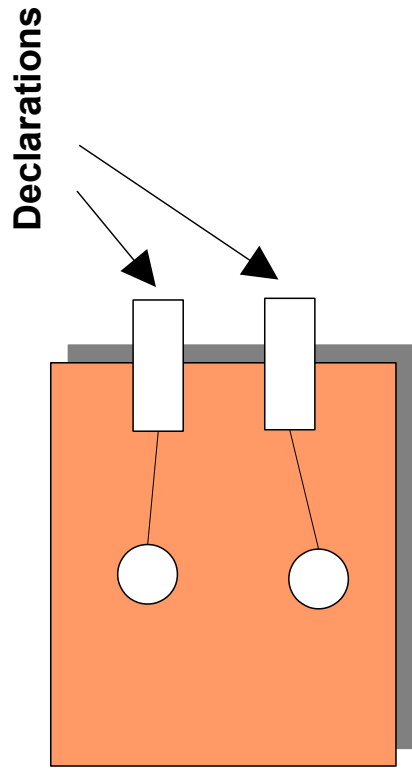
# Implicit Hooks (aka Static Join Points)

- ▶ Given by the programming language, the DTD or Xschema
  - Example Method Entry/Exit



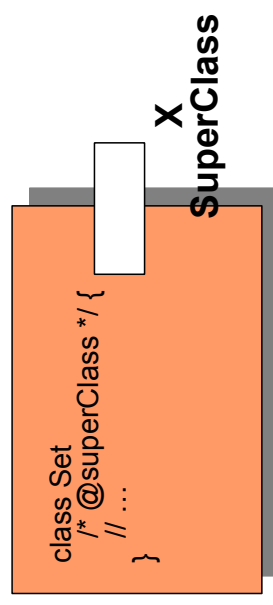
# Declared Hooks (Generic Parameters)

**Declared Hooks** are declared by the box writer as variables in the hook's tags.



# Declaration of Hooks

- ▶ by special keywords
- ▶ by markup tags
- ▶ Language Extensions (keywords..)
- ▶ Standardized Names
- ▶ Comment Tags

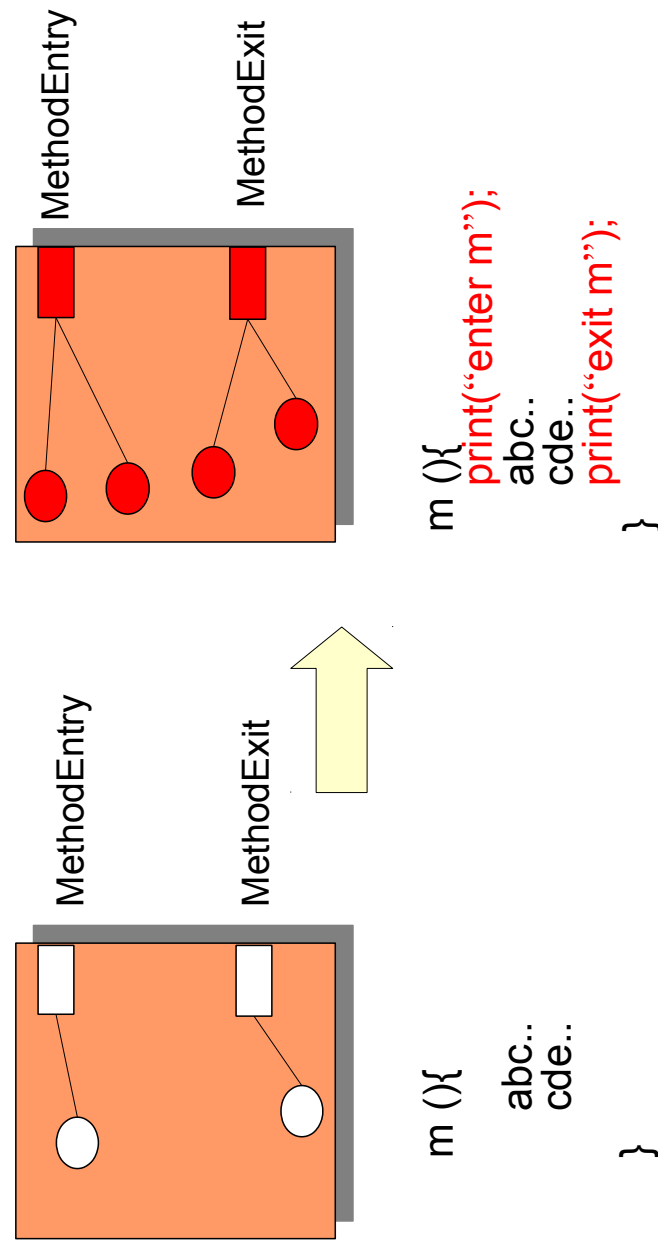


```
<superclasshook> X </superclasshook>  
  
class Set extends genericXSuperClass { }  
  
class Set /* @superClass */ {  
  // ...  
}
```

# The Composition Technique of Invasive Composition

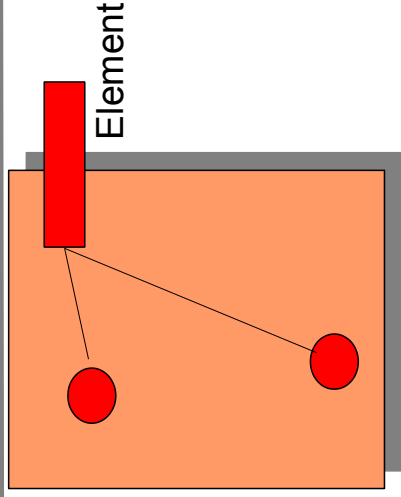
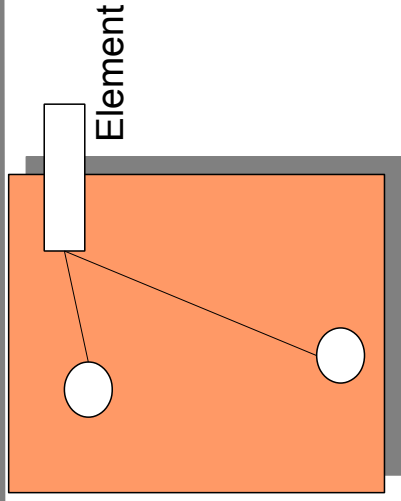
Invasive Composition  
adapts and extends  
components  
at hooks  
by transformation

# Composition on Implicit Hooks



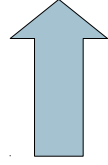
```
box.findHook(„MethodEntry“).extend(“print(\\enter m\\)”);  
box.findHook(„MethodExit“).extend(“print(\\exit m\\)”);
```

# Composition on Declared Hooks



```
List(<hook>Element</hook>) le;
```

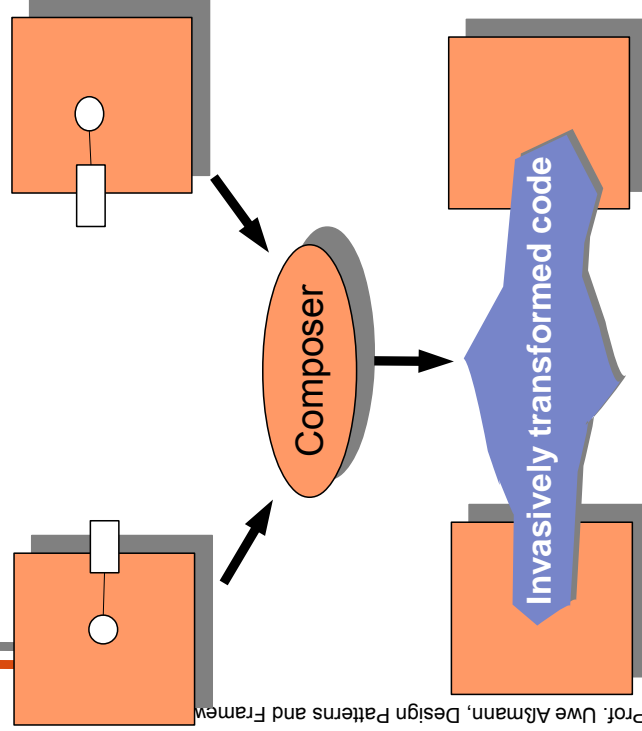
```
....  
le.add(new <hook>Element</hook>());  
...
```



```
List(Apple) le;  
....  
le.add(new Apple());  
...
```

```
box.findHook(„Element“).bind(“Apple”);
```

# Invasive Compositions as Hook Transformations



▶ Invasive Composition works uniformly on

- declared hooks
- implicit hooks
- ▶ Allows for unification of
  - Inheritance
  - Views
  - Aspect weaving
  - Parameterization
  - Role model merging

# The Composition Language of Invasive Composition

- ▶ As a composition language, arbitrary languages can be used
  - Standard languages (Java)
  - XML
  - Rule languages
- ▶ Meta-composition possible
  - composition classes, methods

# Atomic and Compound Composition Operators

- ▶ **bind** hook (parameterize)
    - generalized generic program elements
  - ▶ **rename** component, rename hook
  - ▶ **copy** component
  - ▶ **extend**
    - extend in different semantic versions
- Compound composition operators:
- ▶ **inheritance**
  - ▶ **views**
    - Class merge
    - Role model merge
    - Package merge
    - Intrusive data functors
  - ▶ **connect**
  - ▶ **distribute**
    - aspect weaving



## 33.4.2 What Can You Do With Invasive Composition?



## Composers Generalize Connectors

operators



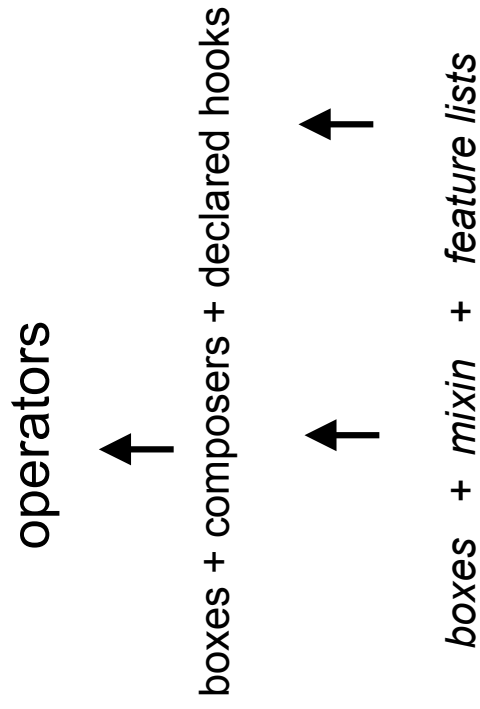
boxes + composers + declared hooks



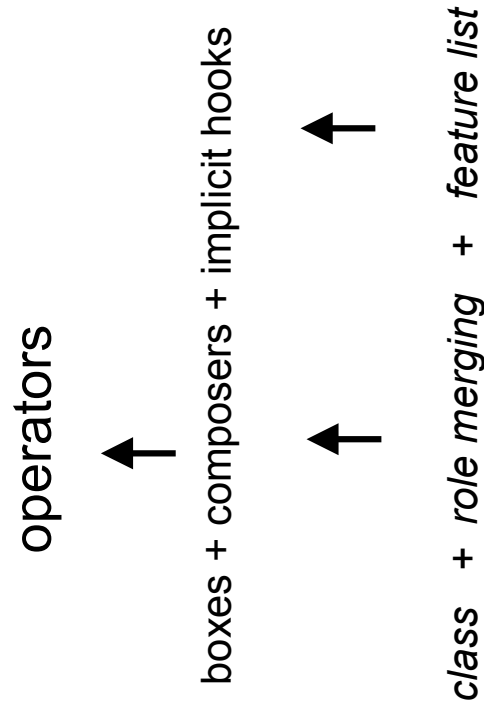
boxes + connectors + ports



# Composers Generalize Inheritance Operators



# Composers Generalize Role Model Merge





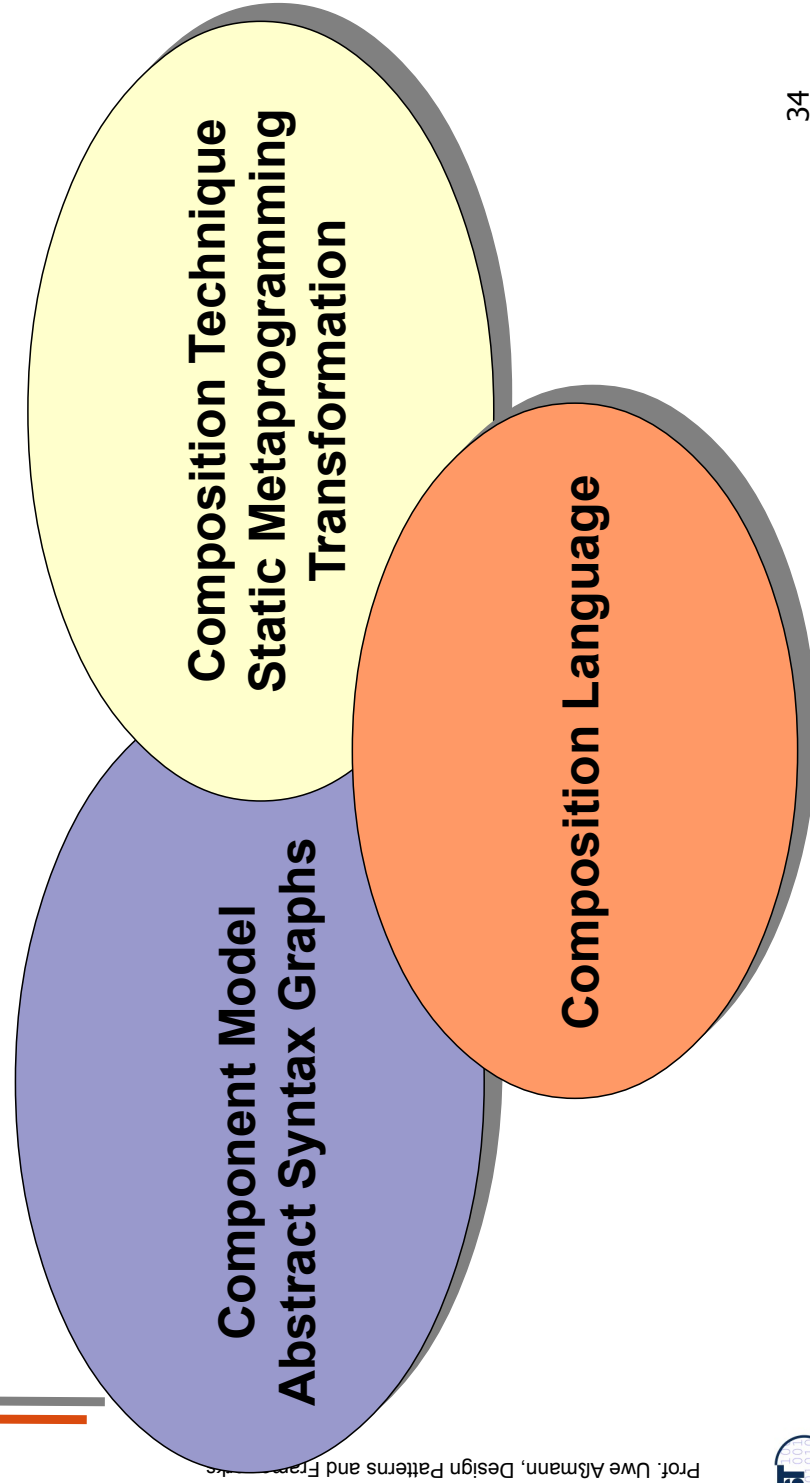
# Refactorings are Operators on the ASG

operators



ASG + refactorings

# Refactoring Can Be Regarded As Primitive Composition



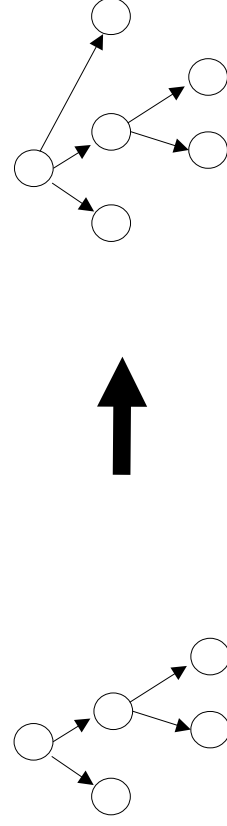
# 33.4 Software Operators Unify Refactorings and Composition Operators



## Operations on Different Levels

- ▶ Refactoring works directly on the AST/ASG
- ▶ Attaching/removing/replacing fragments

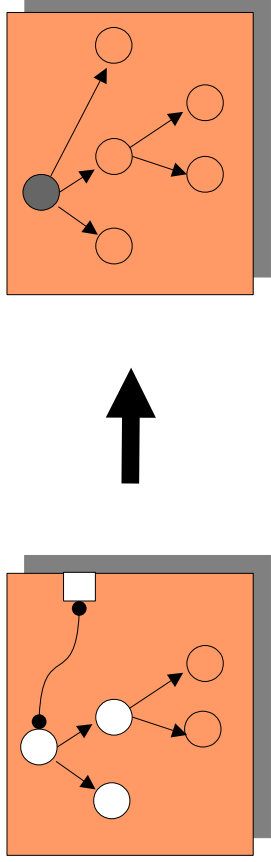
### Refactorings Transformations



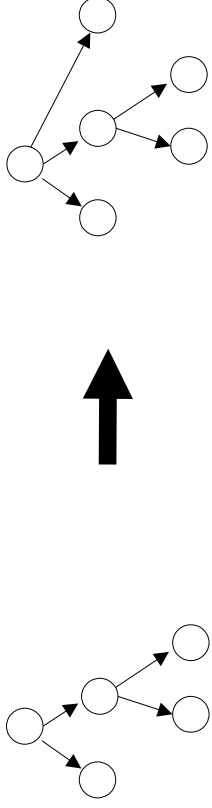
# Operations on Different Levels

- ▶ Class composition, model composition, aspect weaving, view composition, GenVoca parameterization works on implicit hooks (*join points*), role model merge

**Composition with implicit hooks**



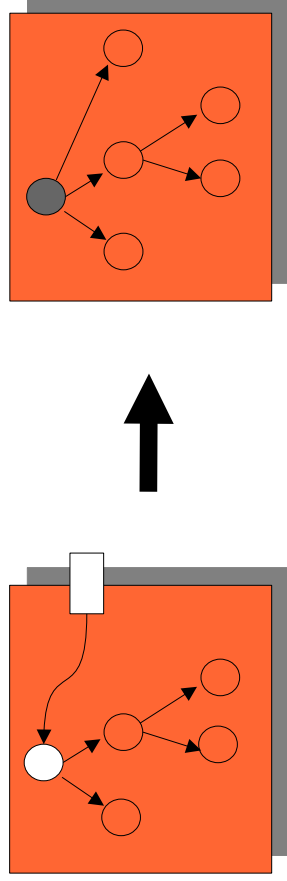
**Refactorings Transformations**



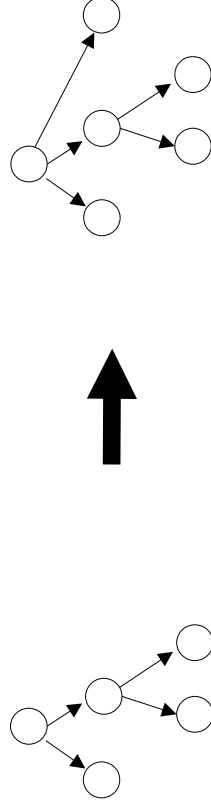
# Operations on Different Levels

- ▶ Templates in generic programming, connectors work on declared hooks

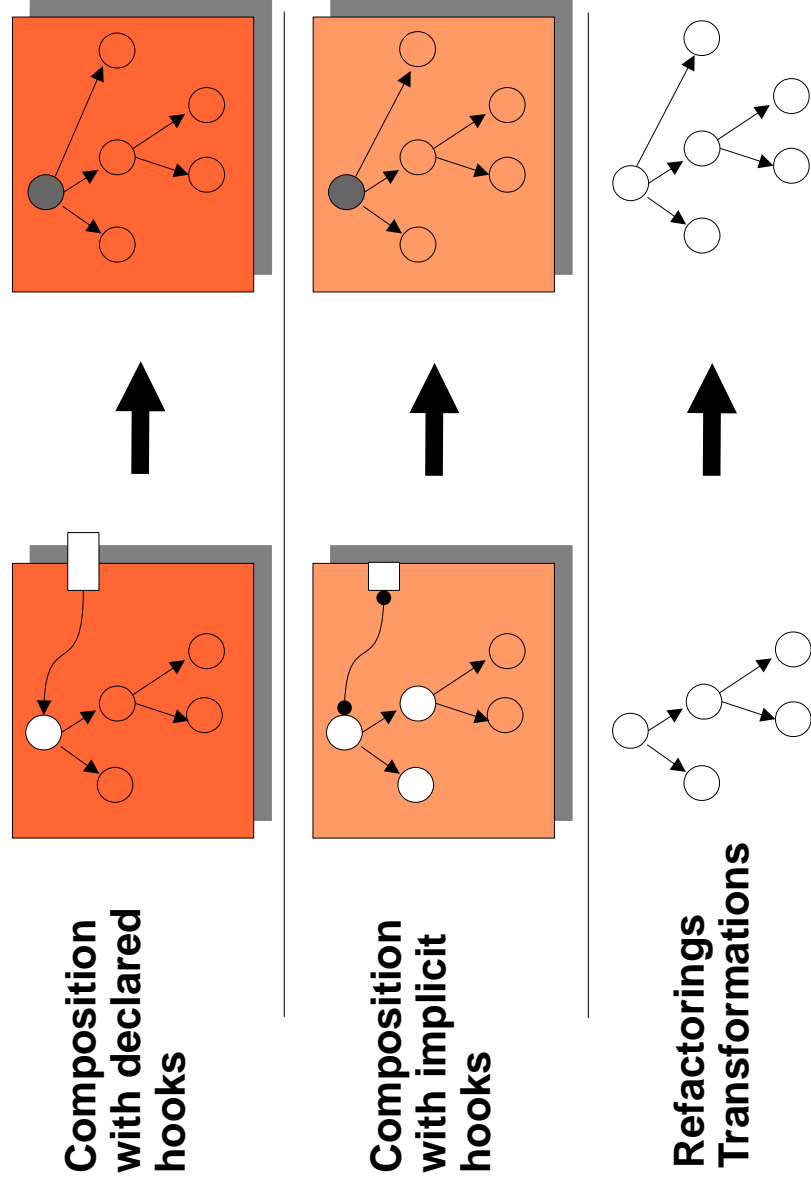
**Composition with declared hooks**



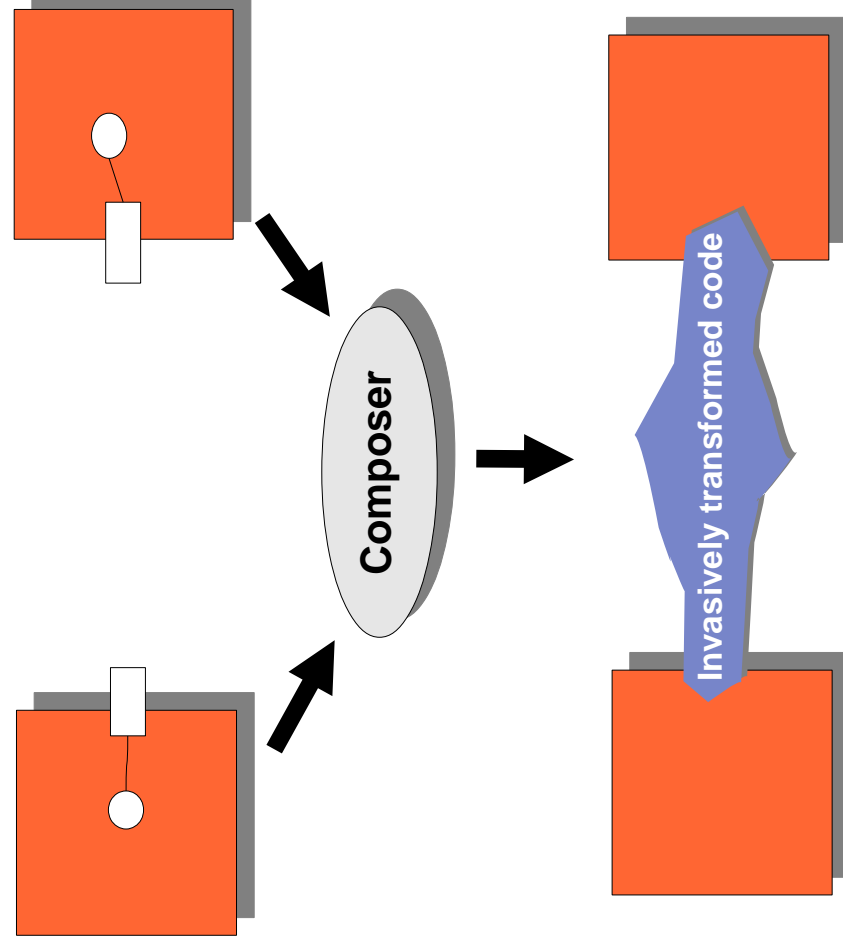
**Refactorings Transformations**



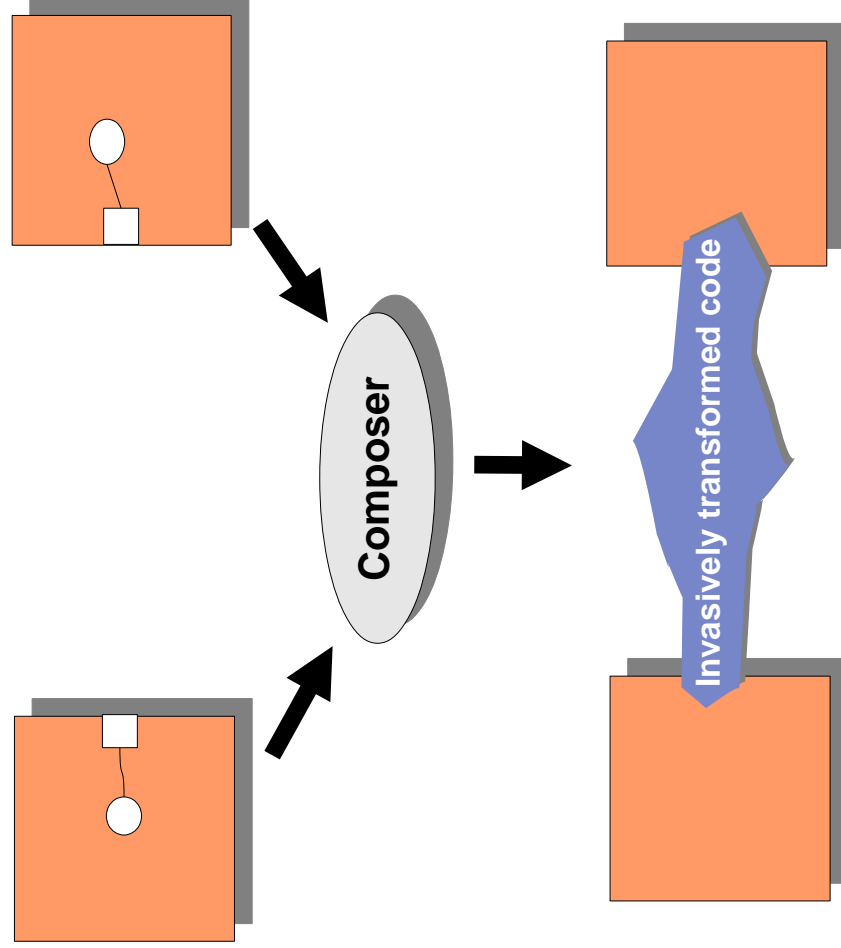
# Systematization Towards Graybox Component Models



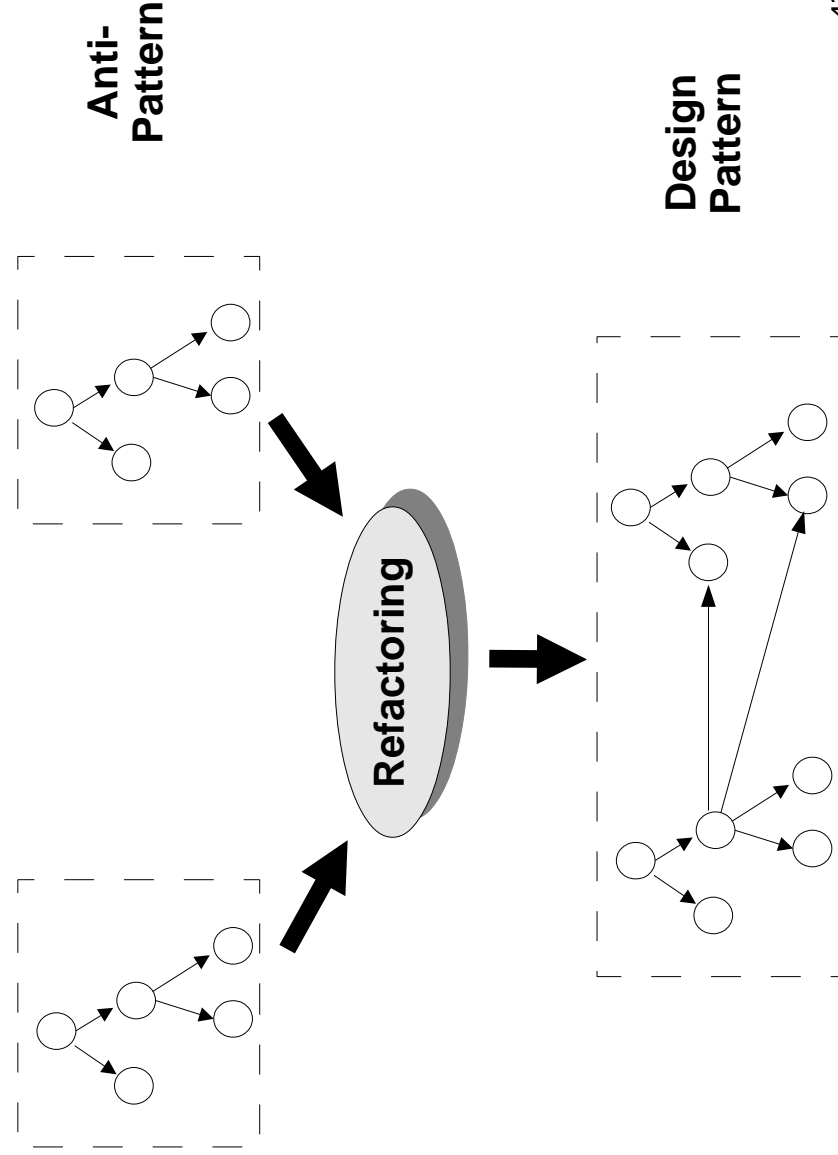
# Invasive Composition Builds On Transformation on Declared Hooks



# Invasive Composition Builds On Transformation Of Implicit Hooks



# Refactoring Builds On Transformation Of Abstract Syntax



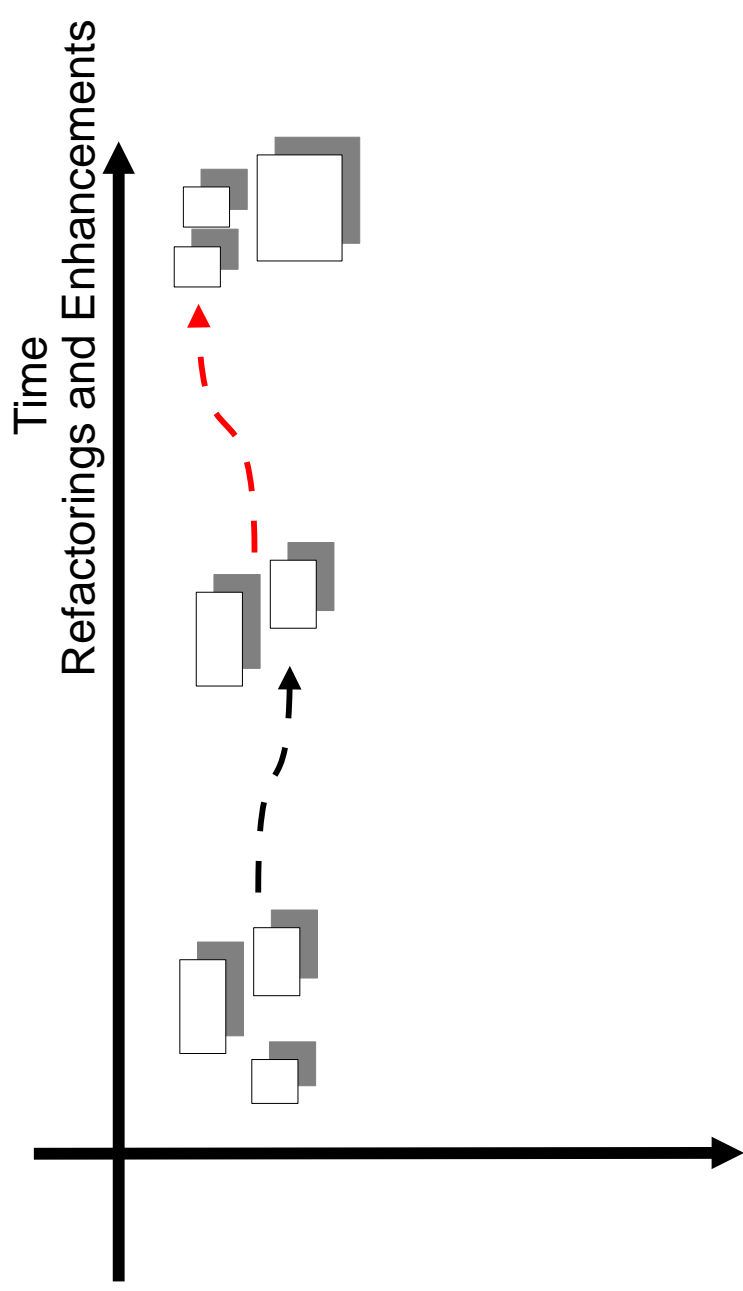
# Unification of Approaches

- ▶ Invasive composition, based on refactoring operations, can realize most of the current composition operations
  - inheritance
  - views, aspects, role-model merging
  - connectors
- ▶ But the component models differ slightly

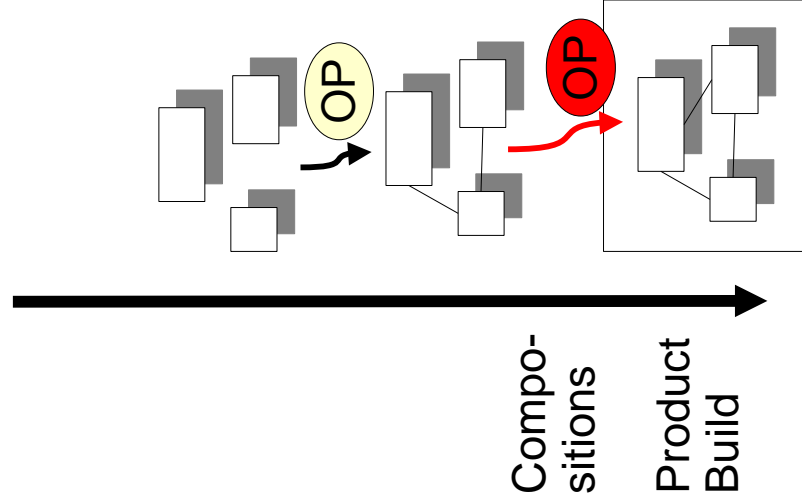


## 33.5 Unifying Composition and Evolution

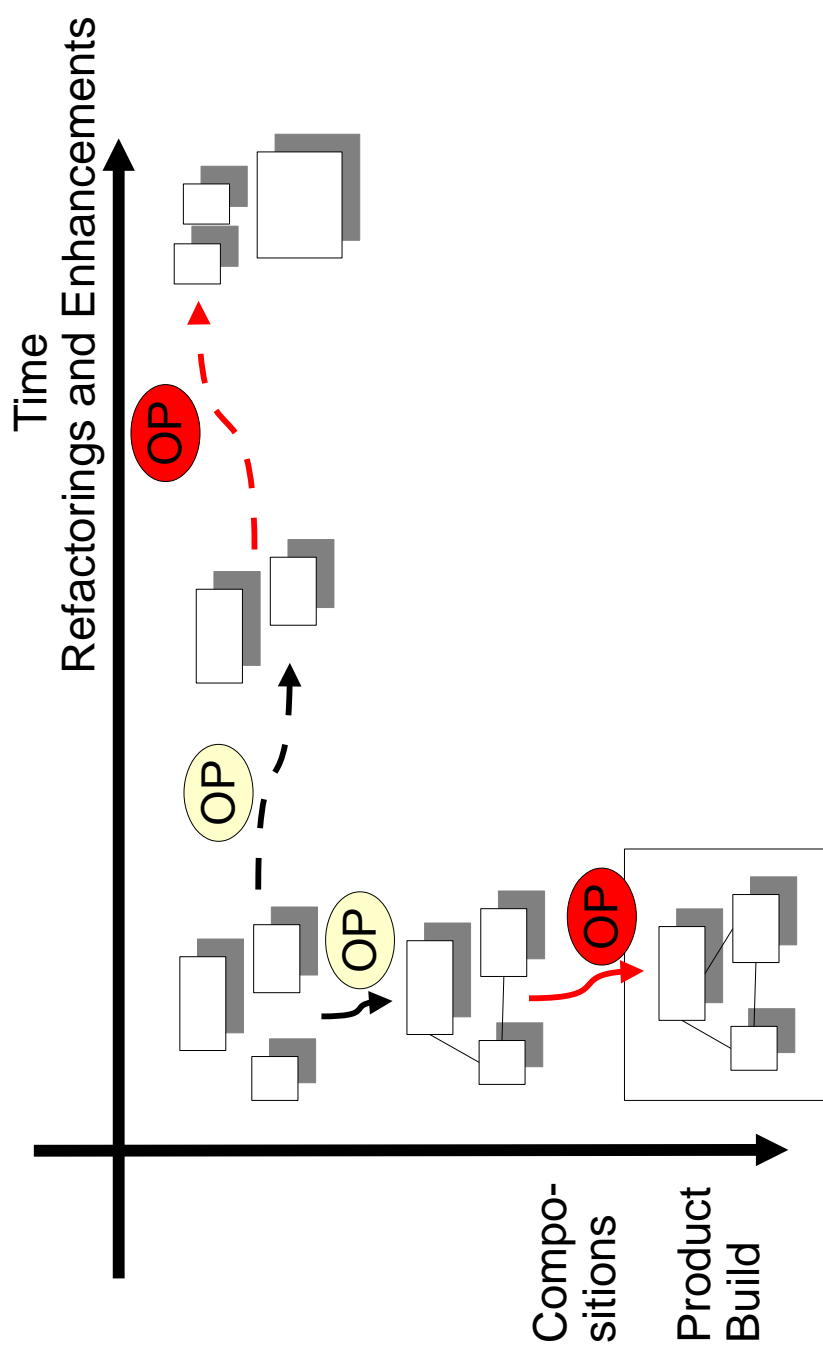
# The Dimension of Refactoring



# The Dimension of Build



# A Uniform Operator-Based View on Two Dimensions of SE



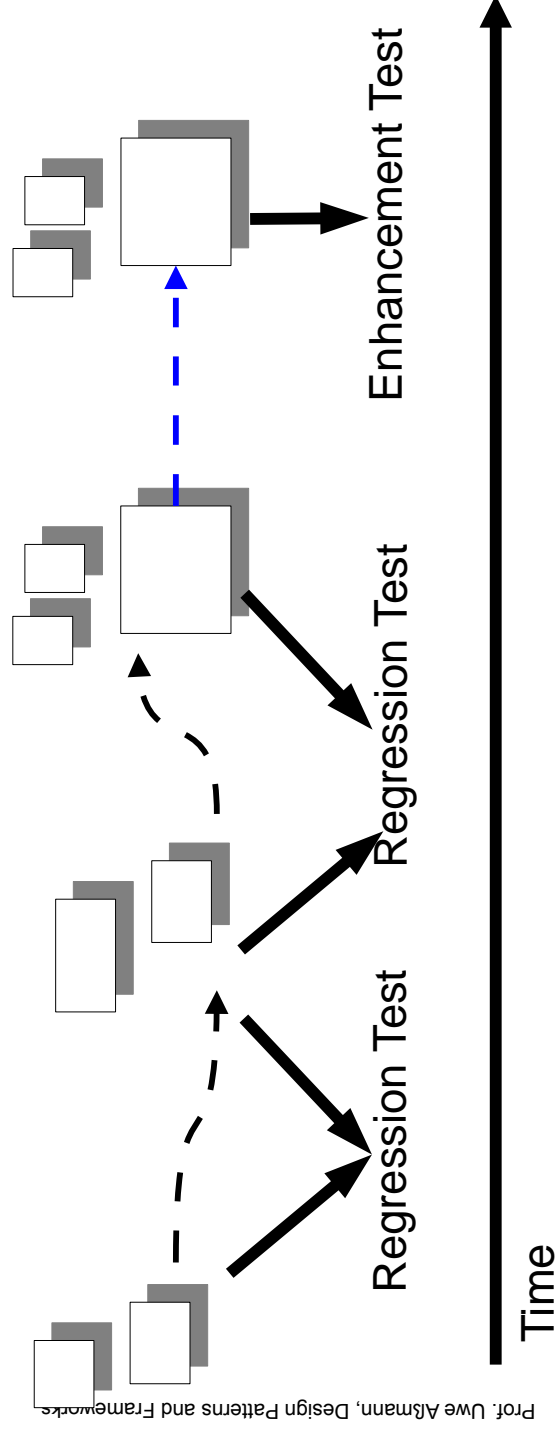
# Algebraic Features of Refactoring Operators

- ▶ **Identity (Semantics preserving)**
  - Refactorings are identity operations concerning the semantics
  - Connector exchange is semantics preserving
- ▶ **Identity (Syntactic)**
  - Refactorings should be syntax-preserving
  - Y2K problem
    - Only syntax-preserving transformations were accepted by the developers and companies



# Regression Tests as Composition Operations on Subsequent Versions

- ▶ Regression tests are operators that check semantic identity



# Other Useful Algebraic Features

- ▶ **Idempotence**  $+$ ;  $+=$   $+$ 
  - Syntactically, refactorings must be idempotent
    - RECODER is syntactically idempotent
- ▶ **Commutativity**  $a+b = b+a$ 
  - If two operations are commutative, they can be interchanged to implement the more important requirement
  - Connections on different parts are commutative
  - Order of build becomes unimportant
- ▶ **Associativity**  $(a+b)+c = a+(b+c)$ 
  - Order of build becomes unimportant
- ▶ **Monotonicity**: Refactorings that merely add stuff
  - Glueing operations (Adapters, Bridges): Do not modify, but produce glue
  - Enrichments (extensions)

# Semantically Invariant Composers are Symmetries

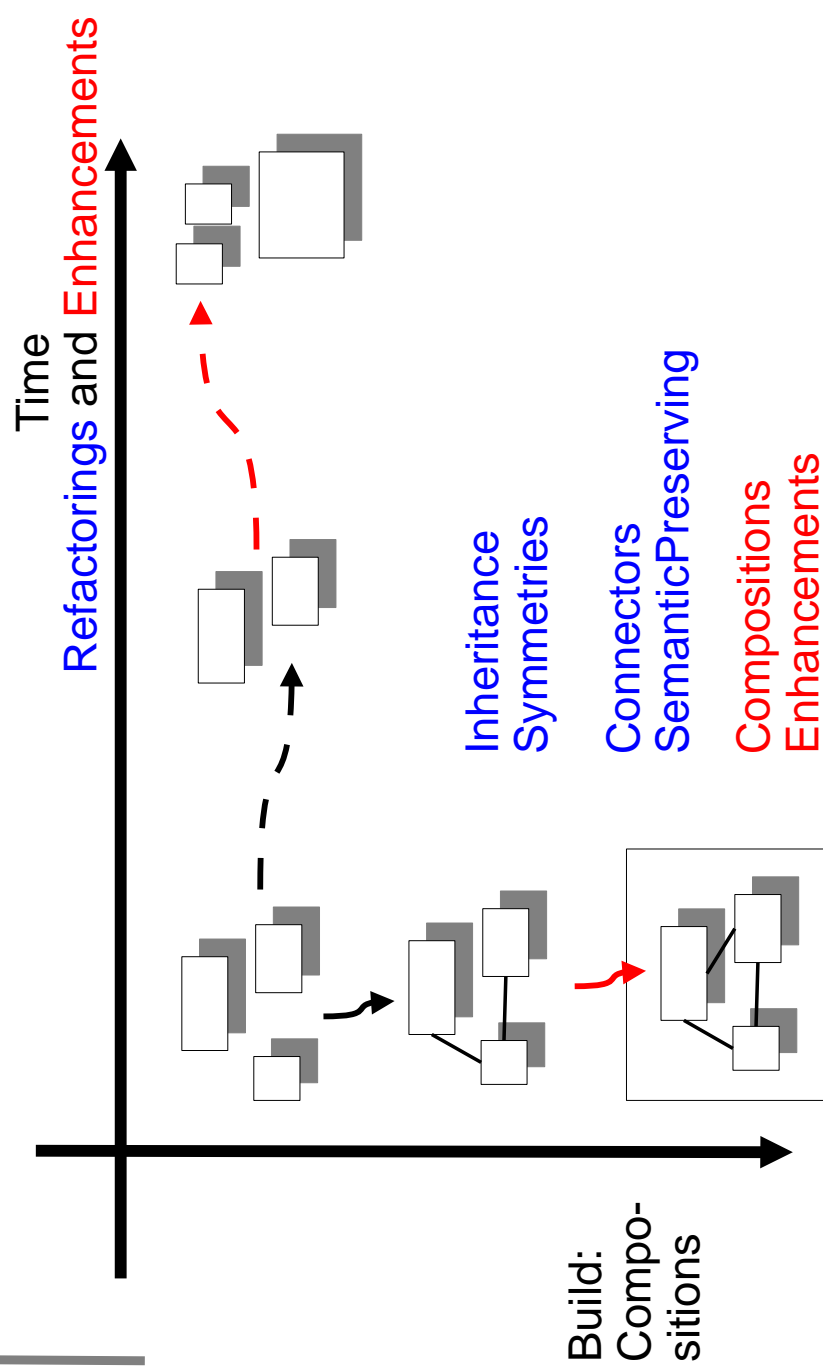
- ▶ **Symmetries** [Coplén]
  - Symmetric operations have an invariant which they preserve
    - Rotation preserves shape, but reorients a symmetric artifact
  - Symmetric operations form symmetry groups
- ▶ Examples:
  - Refactorings are symmetries
    - Because they preserve the semantics of the code, but only change the structure
  - Conformant inheritance is a symmetry
    - Conformance maintains the contracts of arguments of methods
  - Connectors are symmetries
    - Because they preserve communication semantics

# Central Idea of Refactoring-Based Software Development

- ▶ **Harmless**
  - Semantics preserving (refactoring)
  - Contract preserving
  - Syntax preserving
- ▶ **Additive** (enhancements, but preserving)
  - Symmetries (invariant preserving)
- ▶ **Dangerous**
  - Non-preserving enhancements
  - Modifications

**Split up development steps into applications of harmless, additive, and dangerous software operators**

# Use Harmless Steps in Two Dimensions



# Beyond Refactoring

- ▶ What started as history, is now ending up in a concept
  - Refactoring is strong, due to its *harmlessness*
  - We will split development into harmless, monotonous and difficult operations
- ▶ Software *build* and *evolution* get a common background
  - Both are based on transformation operators from an algebra
  - Design patterns are no isolated concept, but are related to component-based software engineering (graybox component systems)
    - Both forms of operators can be realized as static metaprograms with graybox component models
    - Can be supported by common tools (RECORDER and COMPOST as examples, <http://sf.recoder.net> <http://www.the-compost-system.org>)

# Software Engineering

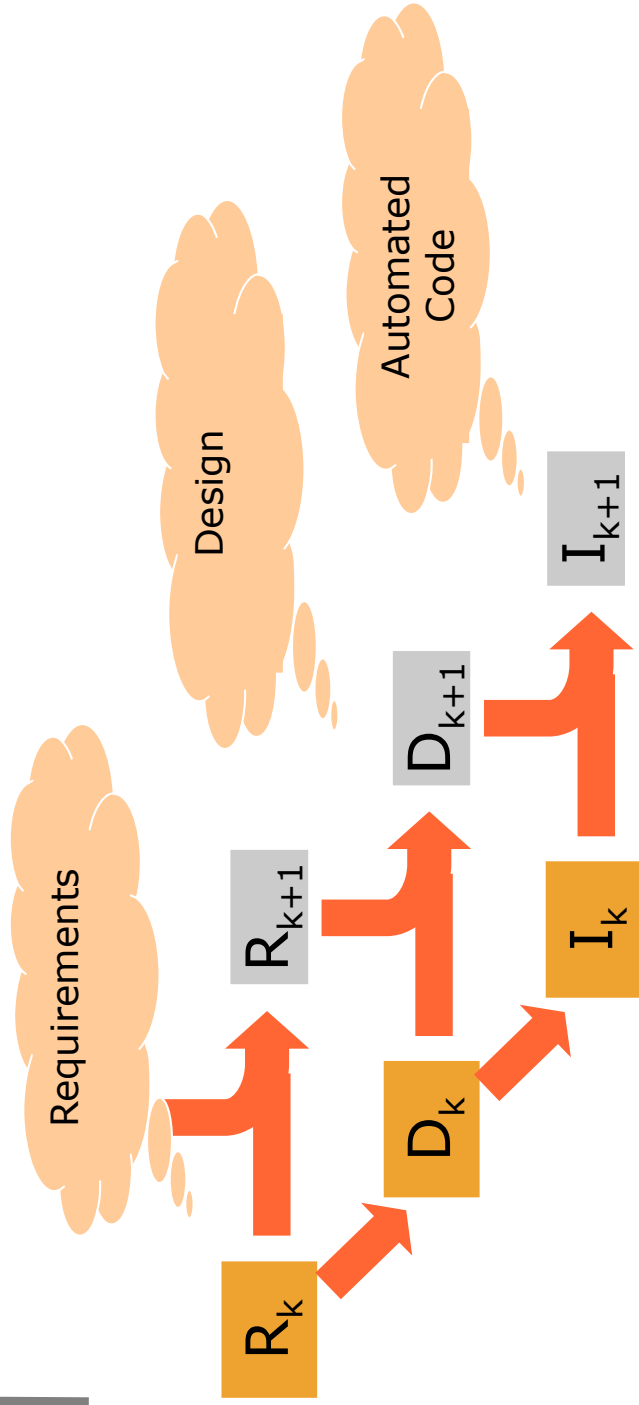
## Beyond Refactoring

- ▶ Use **harmless operations everywhere**
  - Semantics-preserving (refactorings)
  - Symmetries (conformant inheritance)
  - Syntax-preserving
  - Idempotents
- ▶ **Validate algebraic features**
  - Program analysis
  - Contract checker
  - Regression test
  - diff
- ▶ **Compositions are software operators, too**
- ▶ **Software Engineering needs more harmless operations!!**

## Vision

- ▶ **Replace old tools by refactoring operators and composition languages...**
  - Build tools
    - Linker
  - Modelling
    - Inheritance
    - Architecture systems
  - Evolution
    - Refactorings

# Vision: Automated Design, Build, And Evolution



Prof. Uwe Alsmann, Design Patterns and Frameworks



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## The End

[www.the-compost-system.org](http://www.the-compost-system.org)

[recoder.sourceforge.net](http://recoder.sourceforge.net)

Book "Invasive Software Composition"

Springer, Feb 2003



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