

# Sub-method Structural and Behavioral Reflection

**Marcus Denker**

Universität Bern

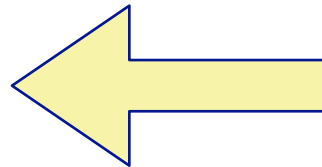
# The Systems of the future...

- > ... are getting larger and more complex
- > ... are getting more and more dependent on each other
- > **The demands are changing**

# Examples of New Demands

- > **Dynamic Analysis**
  - Fine-grained selection
  - Install / retract at runtime
  - Complete system
  
- > **Development Environment**
  - Complete representation of the system
  - Extensible

# Reflection



```
004-StringZippedAndTest-md.1.cs
'From Squeak3.9 of 7 November 2006 [latest update: #7067] on 5 February 2007 at 3:25:56 pm!'
"Change Set:      StringZippedAndTest-md
Date:            5 February 2007
Author:         Marcus Denker

String has #unzipped, but no #zipped. This
cs adds String->zipped (originally from Diego Gomez Deck) and a test for unzipped/zipped.

This changeset is neutral to the question of zipped/unzipped being in String, but if there is
#unzipped, there should be #zipped. And there should be a test.
"!

!String methodsFor: 'converting' stamp: 'dgd 11/26/2005 21:19'!
zipped
| stream gzstream |

stream := RWBinaryOrTextStream on: String new.

gzstream := GZipWriteStream on: stream.
gzstream nextPutAll: self.
gzstream close.
stream reset.

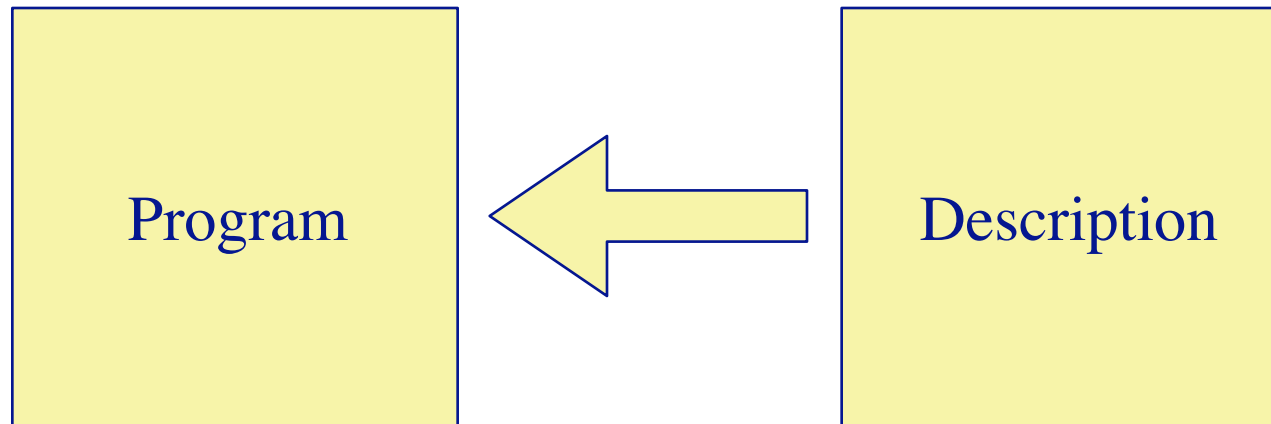
^ stream contents.
!!

!StringTest methodsFor: 'tests - converting' stamp: 'md 2/5/2007 15:21'!
testZipped
| compressed |

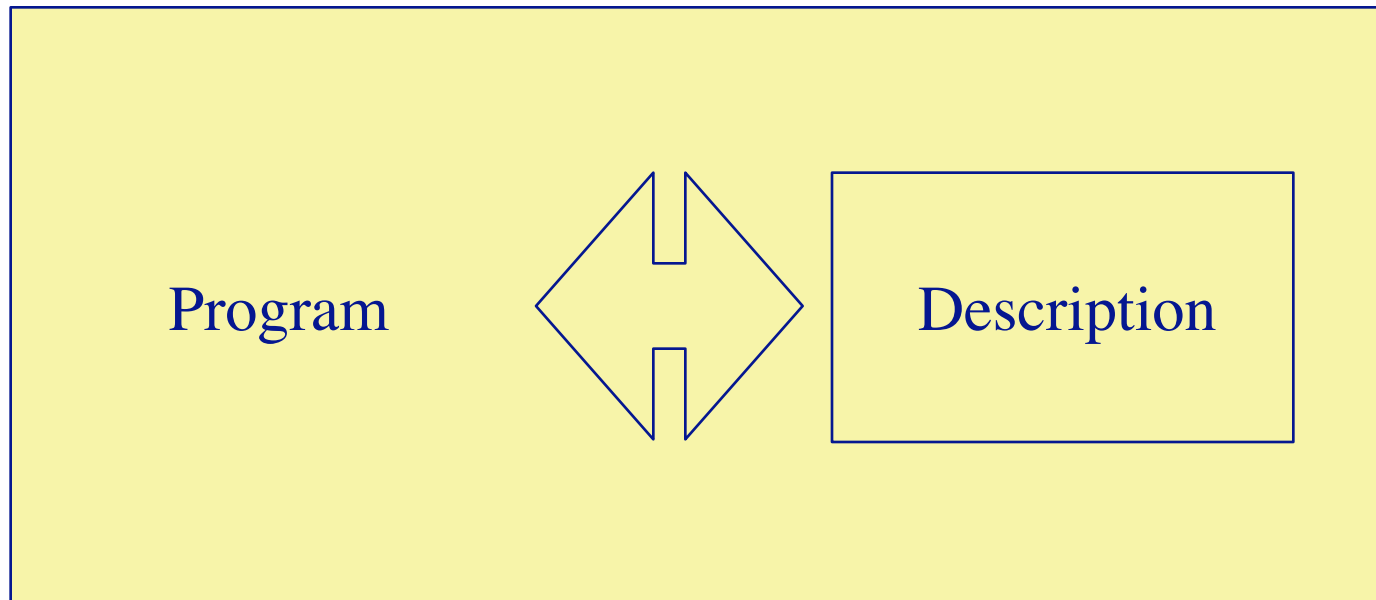
compressed := 'hello' zipped.
self assert: (compressed unzipped = 'hello').!!
```

Line: 1 Column: 1 Plain Text Tab Size: 4

# Reflection



# Reflection



## Query and Change

# Repeat: Demands

- > **Dynamic Analysis**
  - Fine-grained Selection
  - Install / retract at runtime
  - Complete System
  
- > **Development Environment**
  - Complete representation of the system
  - Extensible

# Reflection to the Rescue

- > **Where?**
- > **At runtime!**
- > **Complete Structure**
- > **Everywhere!**



# Reflection to the Rescue

- > Where? **Solved** (*Partial Behavioral Reflection, Eric Tanter*)
- > **At runtime!**
- > **Complete structure**
- > **Everywhere!**

# Three Problems of Reflection

- 1. Partial behavioral reflection needs to be anticipated**
2. Structural reflection is limited to the granularity of a method
3. Behavioral reflection cannot be applied to the whole system

# Three Problems of Reflection

1. Anticipation

**2. Structural reflection is limited to the granularity of a method**

3. Behavioral reflection cannot be applied to the whole system

# Three Problems of Reflection

1. Anticipation
2. Sub-method Structure
- 3. Behavioral reflection cannot be applied to the whole system**

# Three Problems of Reflection

1. Anticipation
2. Sub-method Structure
3. Context

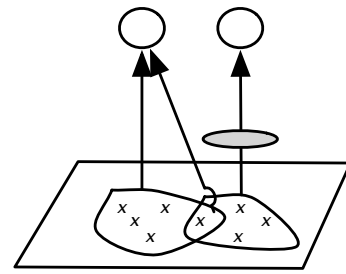
# Thesis

To support **unanticipated** behavioral reflection, reflection needs to be extended with **sub-method structure** and with the concept of **context**.

# Contributions of the Dissertation

- > *Unanticipated* partial behavioral reflection
- > Sub-Method Structural Reflection
- > Partial Behavioral Reflection *using Annotations*
- > *Contextual Reflection*

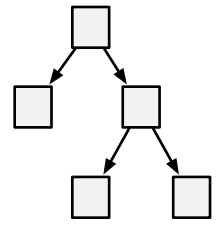
# Roadmap



1. **Unanticipated** partial behavioral reflection
2. Sub-Method Structure
3. Revisit Partial Reflection
4. Context

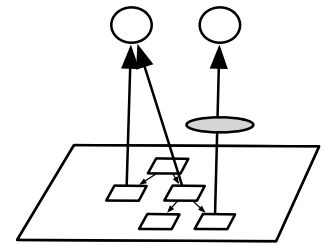


# Roadmap



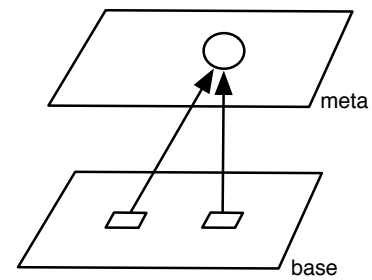
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2. **Sub-Method Structure**
3. Revisit Partial Reflection
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# Roadmap



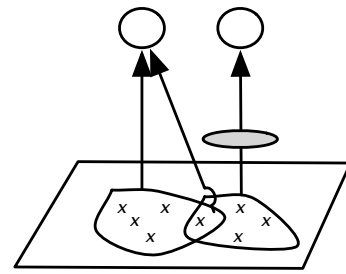
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# Roadmap



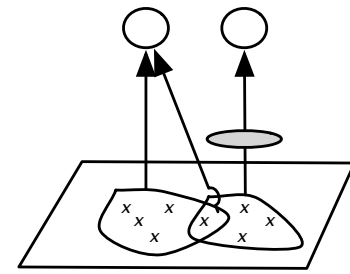
1. Unanticipated partial behavioral reflection
2. Sub-Method Structure
3. Revisit Partial Reflection
4. **Context**

# Roadmap



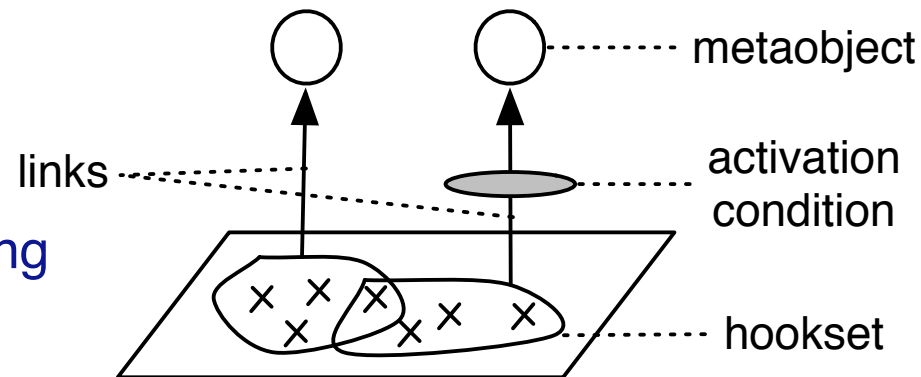
1. **Unanticipated** partial behavioral reflection
2. Sub-Method Structure
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4. Context

# Reflex: Partial Behavioral Reflection



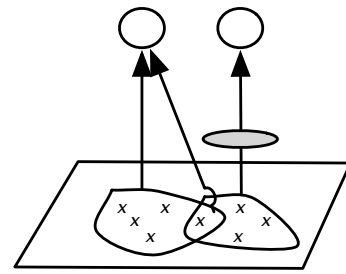
- > Hooksets: collection of operation occurrences
- > Links
  - Bind hooksets to meta-objects
  - Define protocol between base and meta

- > Goals
  - Highly selective reification
  - Flexible meta-level engineering
    - *Protocol specification*
    - *Cross-cutting hooksets*



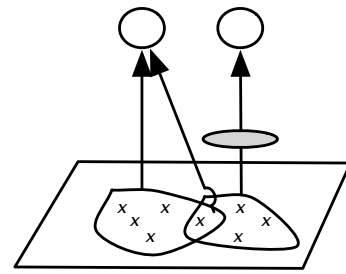
Tanter, OOPSLA03

# Example: Live Analysis



- > Typical Web application (e.g. Wiki)
- > Shows performance problem under high load
- > Goals:
  - Profile and fix the problem
  - No restart / interruption of service

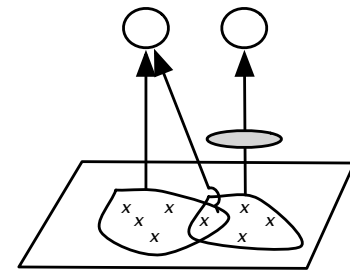
# Live Analysis



- **Install** profiler
- Analyze
- **Retract** profiler

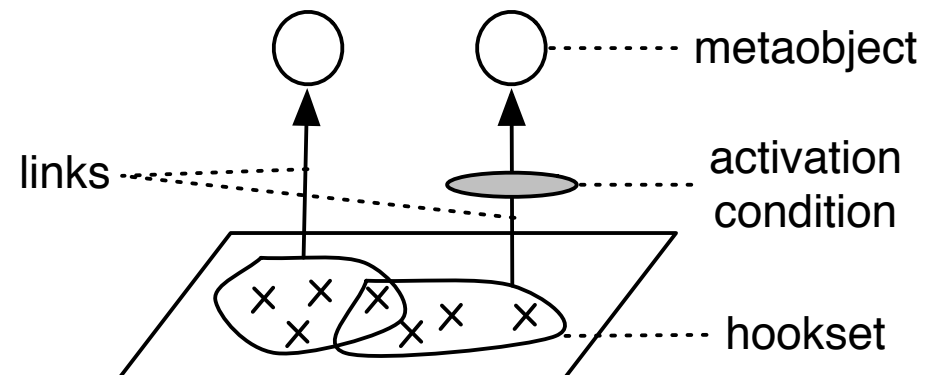
... while the system is running!

# Live Profiling



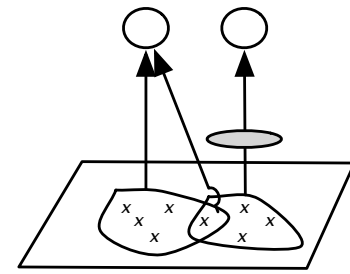
- > Operation:
  - Method Execution (around)
- > Hookset:
  - All execution operations in the wiki package

- > Metaobject:
  - A profiling tool





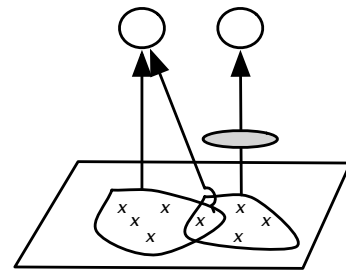
# Unanticipated Partial Behavioral Reflection



- > Geppetto: **Unanticipated** Partial Behavioral Reflection
  - For Squeak 3.9 with Bytecode transformation

David Röthlisberger, Marcus Denker and Éric Tanter:  
**Unanticipated Partial Behavioral Reflection:  
Adapting Applications at Runtime**  
Journal of Computer Languages, Systems and Structures, vol.  
34, no. 2-3, July 2008, pp. 46-65.

# Good Results



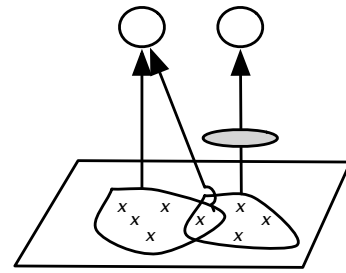
- > Completely dynamic
- > Simpler
- > High performance

# Benchmarks Geppetto

- > Slowdown for reification of message send

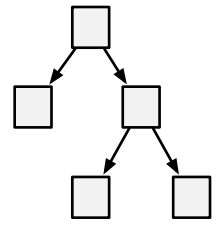
System	Slowdown
Geppetto	10.85
Iguana/J	24
Metaclasstalk	20

# Missing Sub-method Structure

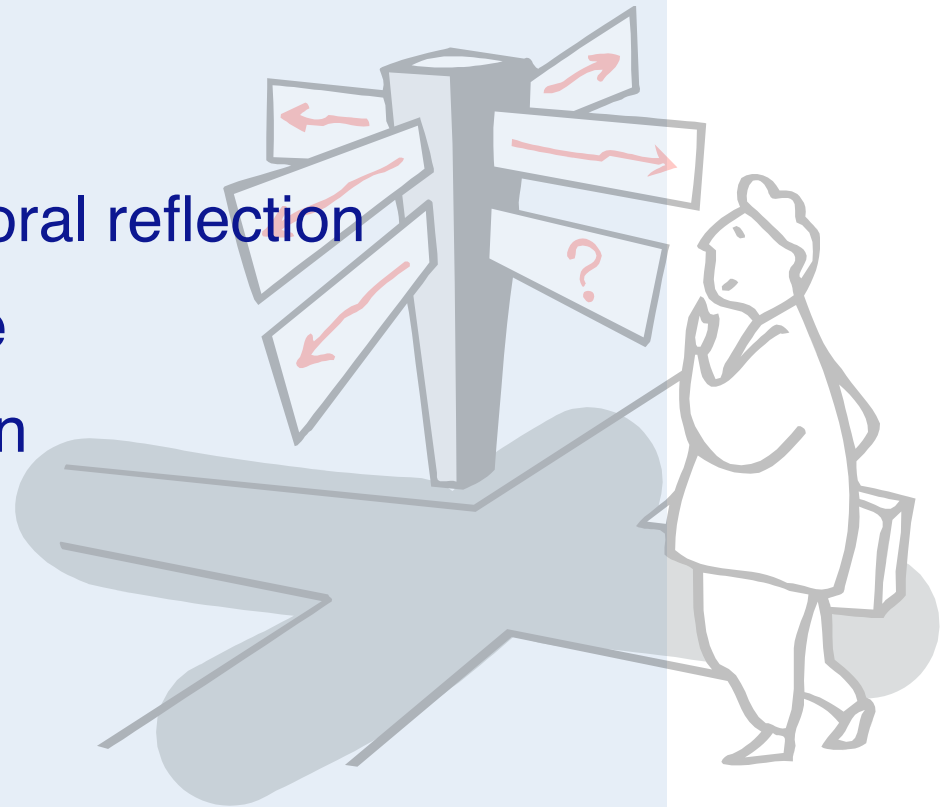


- > Semantic Mismatch
- > Code Quality
- > Synthesized Code

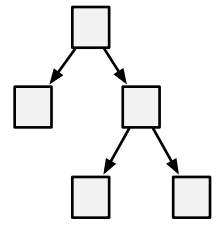
# Roadmap



1. Dynamic partial behavioral reflection
2. **Sub-Method Structure**
3. Revisit Partial Reflection
4. Context

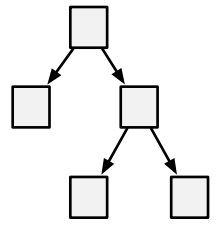


# Methods and Reflection



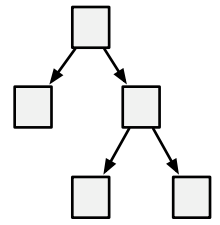
- > Method are Objects
  - e.g in Smalltalk
- > No high-level model for sub-method elements
  - Message sends
  - Assignments
  - Variable access
- > Structural reflection stops at the granularity of methods

# Sub-Method Reflection



- > Many tools work on sub method level
  - Profiler, Refactoring Tool, Debugger, Type Checker
- > Communication between tools needed
  - Example: Code coverage
- > All tools use different representations
  - Tools are harder to build
  - Communication not possible

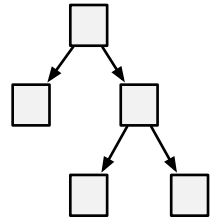
# Sub-method Representation Requirements



- > Causal Connection
- > Abstraction Level
- > Extensibility
- > Persistent
- > Size and Performance



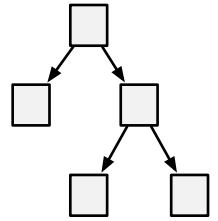
# Existing Method Representations



## > Existing representations for Methods

- Text
- Bytecode
- AST

# Text



- > Low level abstraction
- > Not causally connected

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zipped
  | stream gzstream |

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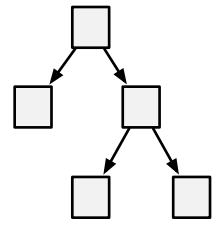
  gzstream := GZipWriteStream on: stream.
  gzstream nextPutAll: self.
  gzstream close.
  stream reset.

  ^ stream contents.
!!

!StringTest methodsFor: 'tests - converting' stamp: 'md 2/5/2007 15:21'!
testZipped
  | compressed |

  compressed := 'hello' zipped.
  self assert: (compressed unzipped = 'hello').!!
```

# Bytecode



> Low level abstraction

```
1 16 0 0 160 197 59
```

```
17 172 94 7 17 204
```

```
122 70 17 92 94 7 17
```

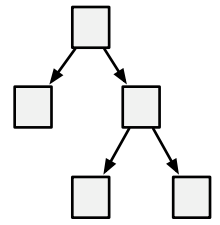
```
65 112 224 135 120 88
```

```
141 0 252
```

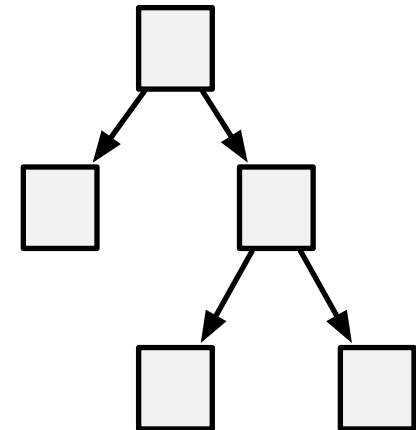
> Missing extensibility

> Mix of base- and meta-level code

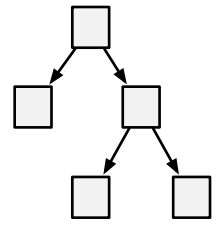
# Abstract Syntax Tree



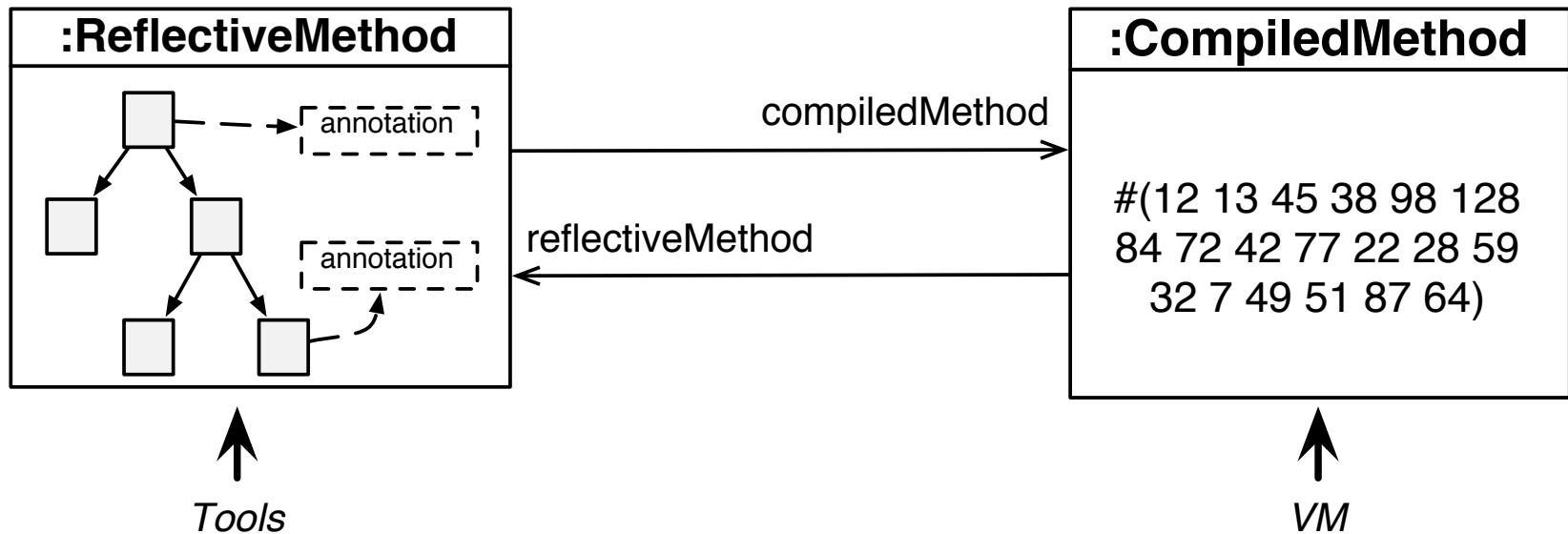
- > Not causally connected
- > Not extensible
- > Not persistent



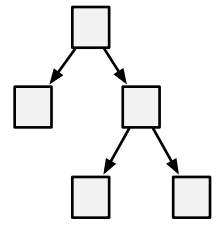
# Solution: Reflective Methods



- > Annotated, persistent AST
- > Bytecode generated on demand and cached



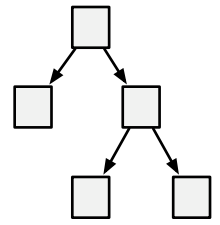
# Implementation: Persephone



- > Implementation of Reflective Methods for Squeak
- > Smalltalk compiler generates *Reflective Methods*
  - Translated to bytecode on demand
- > Open Compiler: Plugins
  - Called before code generation
  - Transform a copy of the AST

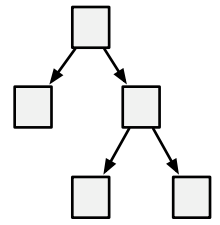
Marcus Denker, Stéphane Ducasse, Adrian Lienhard  
Philippe Marschall: **Sub-Method Reflection**  
Journal of Object Technology, vol. 6, no. 9,

# Requirements revisited



- > Abstraction Level ✓
- > Causal Connection ✓
- > Extensibility ✓
- > Persistency ✓
- > Size and Performance ✓

# Extensible with Annotations



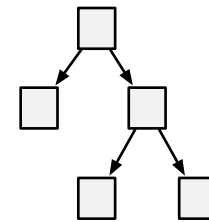
- > Source visible annotations
  - extended Smalltalk syntax

`(9 raisedTo: 10000) <:evaluateAtCompiletime:>`

- > Source invisible annotations
  - Reflective API
  - Can reference any object
- > Every node can be annotated
- > Semantics: Compiler Plugins



# Example: Pluggable Type-System



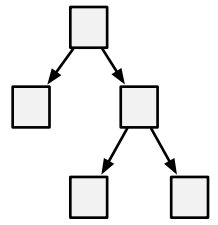
- > Example for textual annotations

```
bitFromBoolean: aBoolean <:type: Boolean :>  
^ (aBoolean ifTrue: [1] ifFalse: [0]) <:type: Integer :>
```

- > Optional, pluggable type-system
- > Types stored as annotations in the Reflective Methods

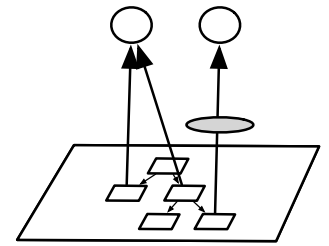
Niklaus Haldiman, Marcus Denker, Oscar Nierstrasz:  
“Practical, Pluggable Types,” (ICDL 2007)

# Memory Requirements

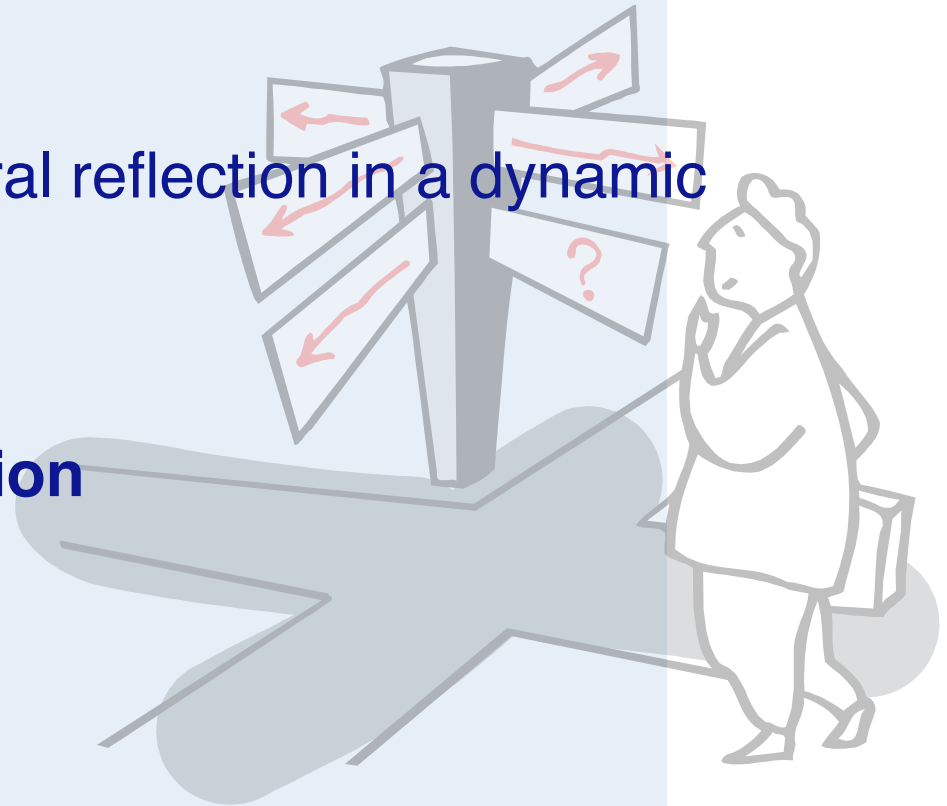


	<i>number of classes</i>	<i>memory</i>
Squeak 3.9	<i>2040</i>	<i>15.7 MB</i>
<i>Persephone</i> <i>no reflective methods</i>	<i>2224</i>	<i>20 MB</i>
<i>Persephone</i> <i>reflective methods</i>	<i>2224</i>	<i>123 MB</i>

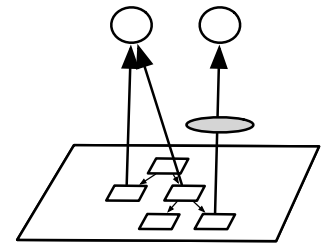
# Roadmap



1. Realize partial behavioral reflection in a dynamic language
2. Sub-Method Structure
- 3. Revisit Partial Reflection**
4. Context

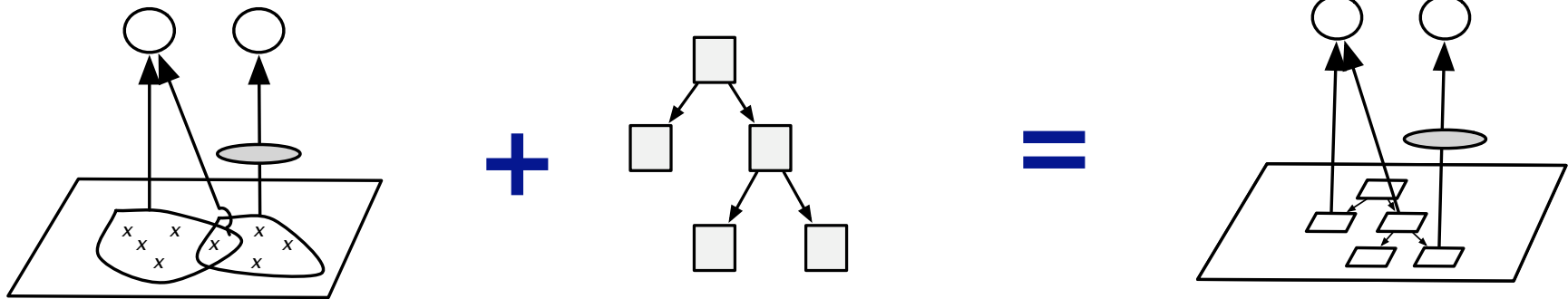
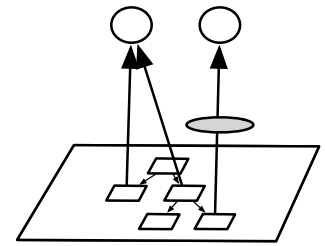


# Partial Behavioral Reflection Revisited



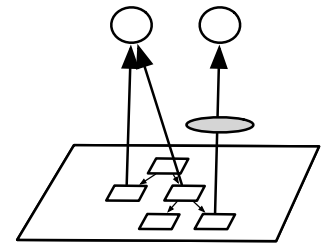
- > Problems of Bytecode:
  - Semantic Mismatch
  - Code Quality
  - Synthesized Code
- > With Sub-method Reflection, we can do better!

# Sub-method Structure



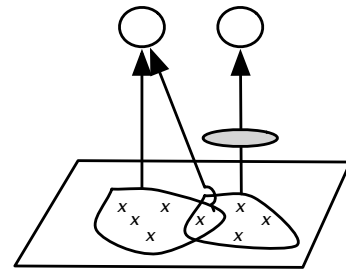
> Links can be annotations on the AST

# Performance Properties



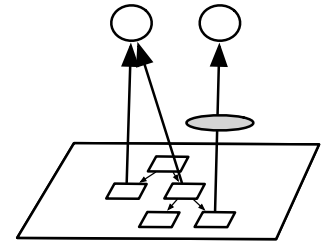
- > Very fast annotations
  - No decompile!
- > On-the-fly code generation
  - Only code executed gets generated
- > Generated code is fast
  - Better than working on bytecode level

# Repeat: Missing Sub-method Structure



- > Semantic Mismatch
- > Code Quality
- > Synthesized Code

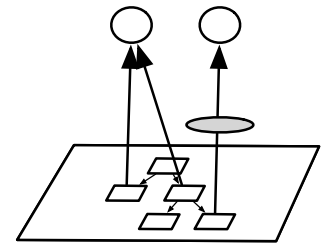
# Sub-method Structure



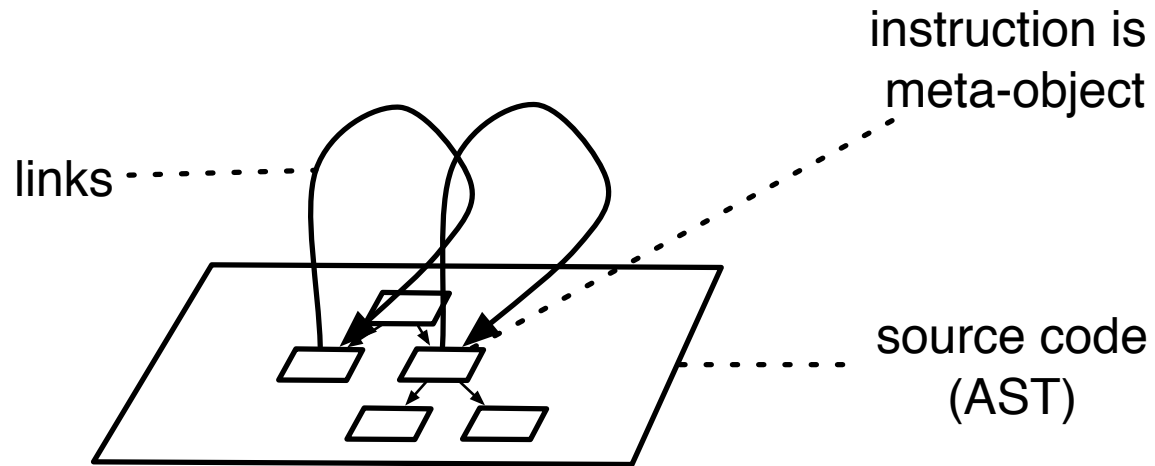
- > Semantic Mismatch ✓
- > Code Quality ✓
- > Synthesized Code ✓



# Example: Feature Annotations

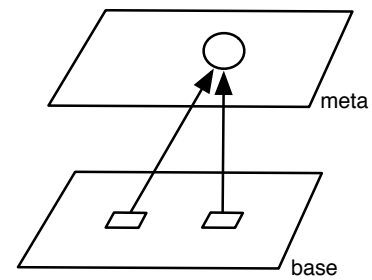


- > Features modeled as traces
- > Many Problems
  - Space
  - Merging Traces
- > Solution: annotate structure

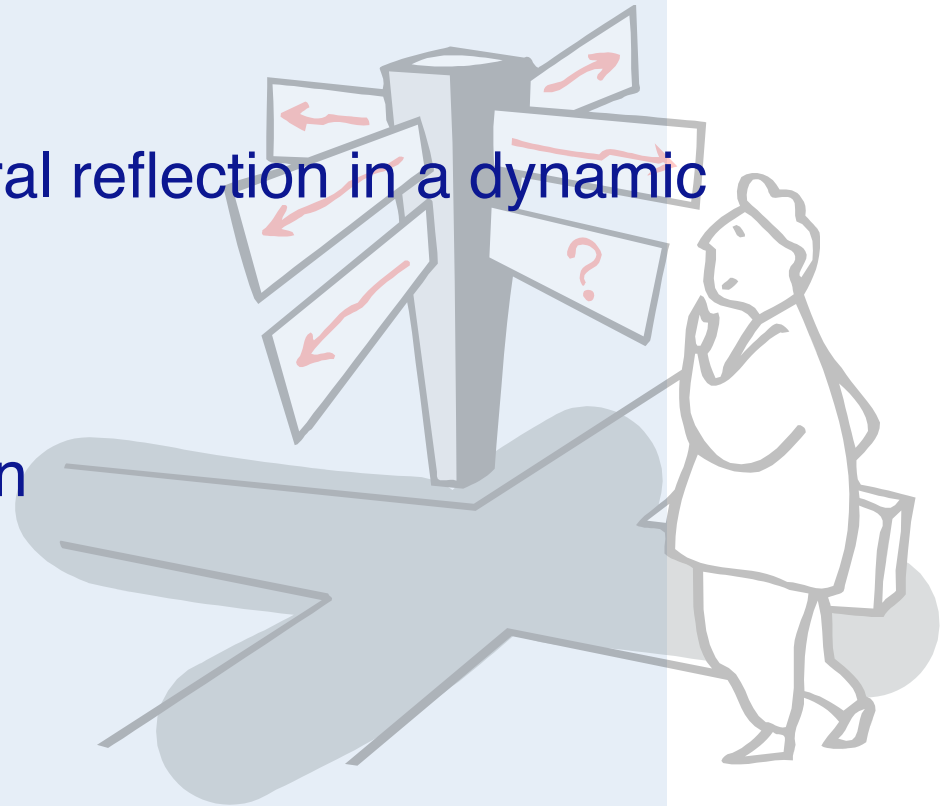


Marcus Denker, Orla Greevy, Oscar Nierstrasz:  
**Supporting Feature Analysis with Runtime Annotations** (PCODA 2007)

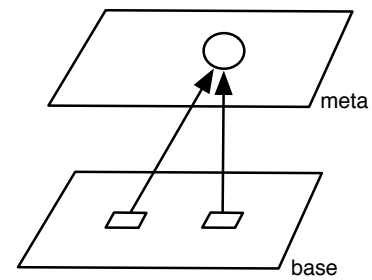
# Roadmap



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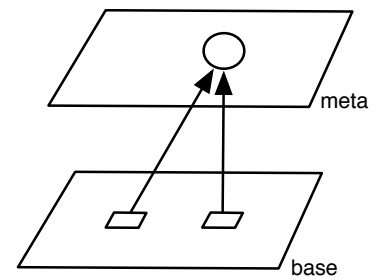


# Problem: Whole System



- > Behavioral reflection cannot be applied to the whole system
- > Problem: recursion
  - System classes
  - Meta-objects

# The Problem of Recursion

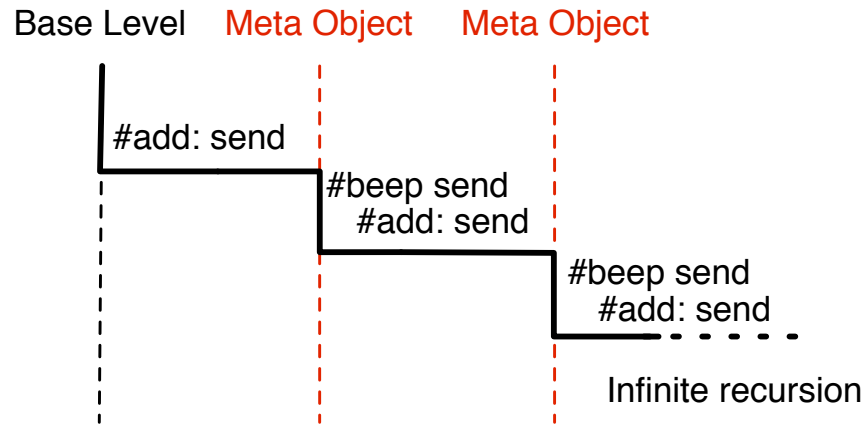
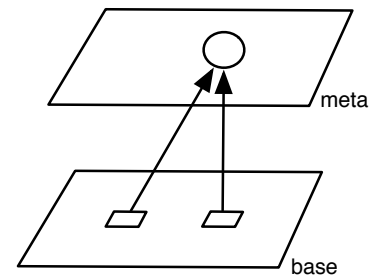


> Call the Beeper from OrderedCollection>>#add

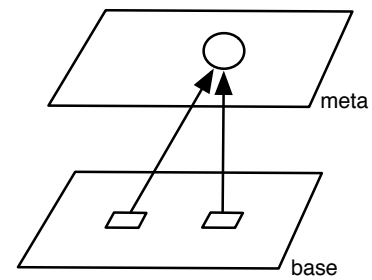
```
beepLink := Link new metaObject: Beeper.  
beepLink selector: #beep.
```

```
(OrderedCollection>>#add:) methodNode link: beepLink.
```

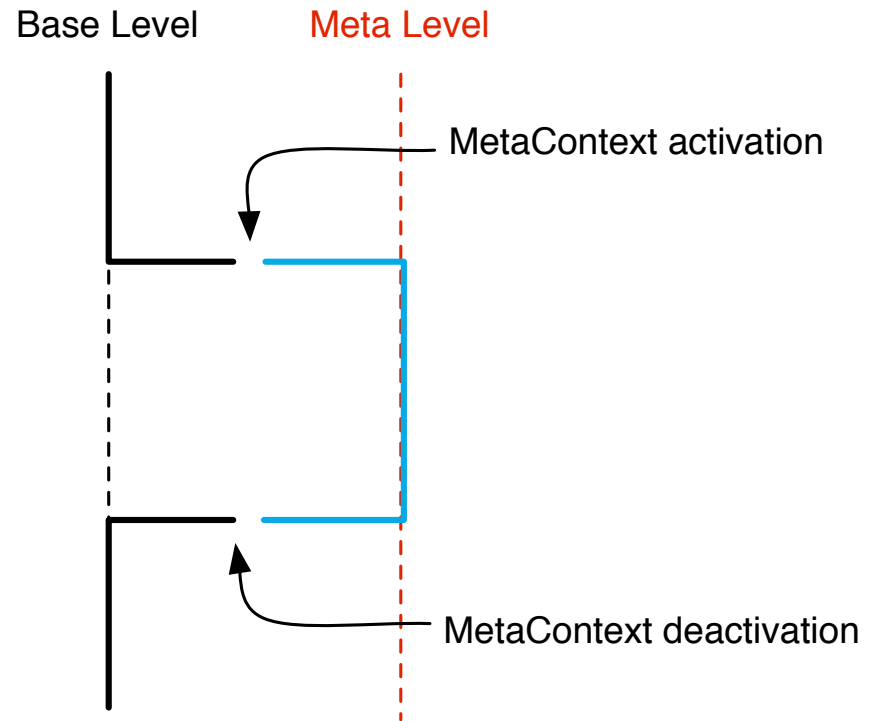
# Meta-object Call Recursion



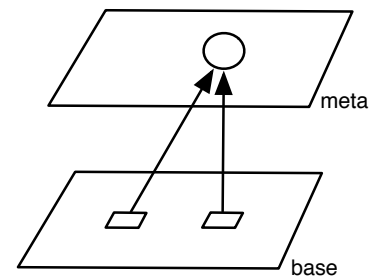
# Representing Meta-level Execution



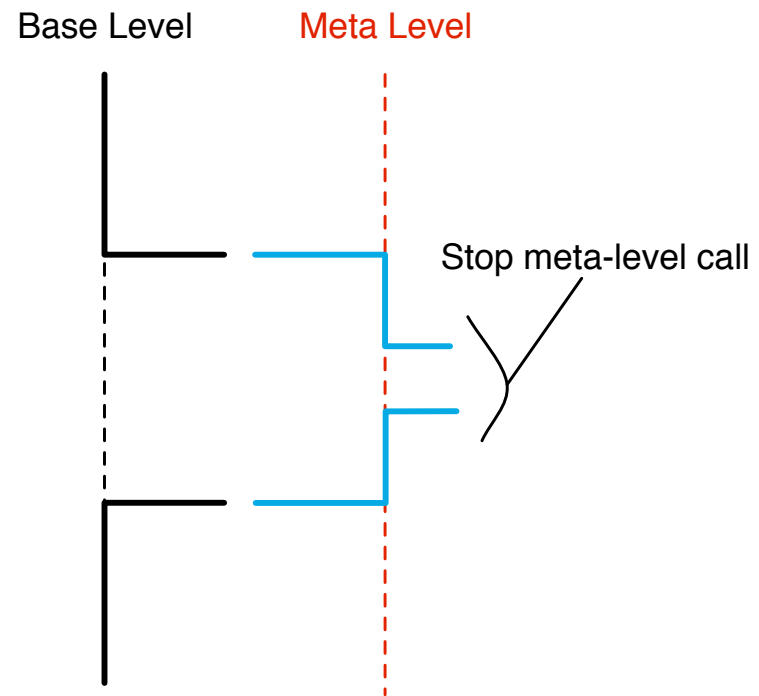
- > Link enables **MetaContext**



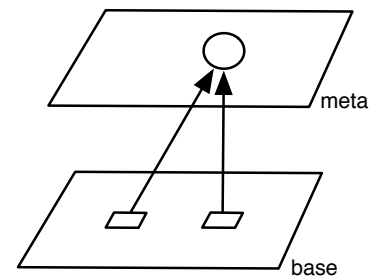
# Context-aware Links



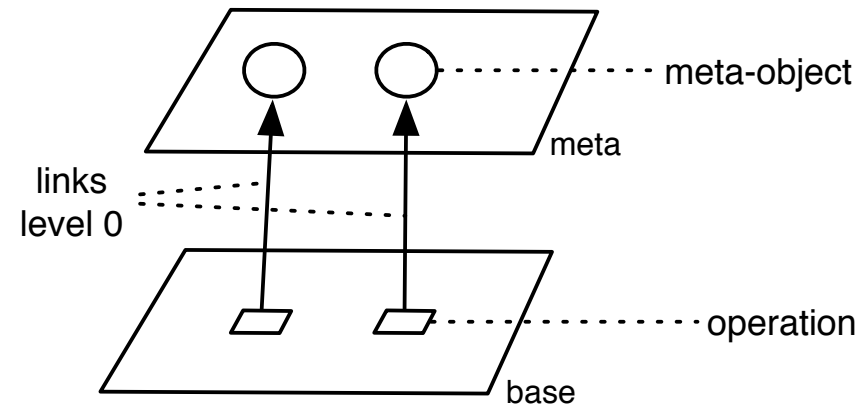
- > Disable call when already on the meta-level



# MetaContext: Conclusion

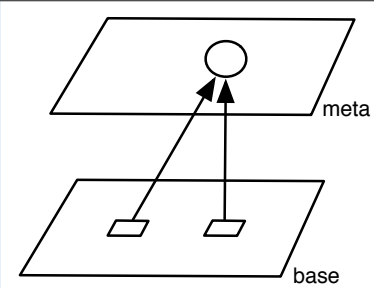


> Recursion problem solved

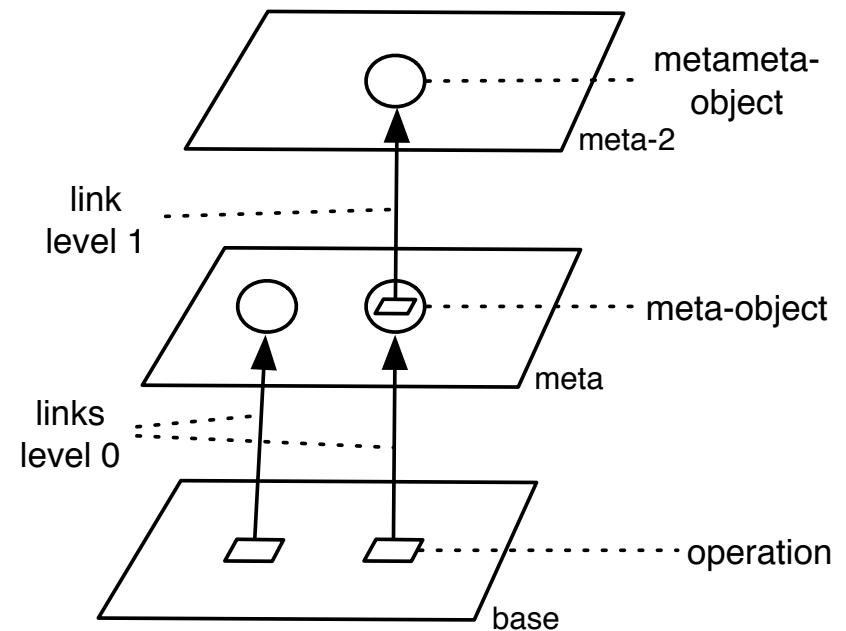




# MetaContext: Conclusion



## > Meta-level Analysis



Marcus Denker, Mathieu Suen, Stéphane Ducasse:  
**The Meta in Meta-object Architectures**  
TOOLS EUROPE 2008

# Thesis Revisited

To support **unanticipated** behavioral reflection, reflection needs to be extended with **sub-method structure** and with the concept of **context**.

# Future Work

- > Sub-method Structure
  - Simpler AST
  - AST compression
  - Replace text with sub-method representation
  
- > Behavioral Reflection
  - Composition of Links
  - Generalize context model: beyond the MetaContext

# Contributions of the Dissertation

- > *Unanticipated* partial behavioral reflection
- > Sub-Method Structural Reflection
- > Partial Behavioral Reflection *using Annotations*
- > *Contextual Reflection*

# Questions

- > *Unanticipated* partial behavioral reflection
- > Sub-Method Structural Reflection
- > Partial Behavioral Reflection *using Annotations*
- > *Contextual Reflection*

## Questions?