

Model-Centric Software Adaptation

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scg.unibe.ch

Roadmap



- > **Intro — Model-centric development**
- > **Self-describing systems** (*Magritte*)
- > **Fine-grained, unanticipated adaptation** (*Reflectivity*)
- > **Bridging static and dynamic views** (*Hermion*)
- > **Tracking change** (*Object flow*)
- > **Scoping change** (*Changeboxes*)
- > **Bringing models to code** (*Embedding DSLs*)

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Team – scg.unibe.ch

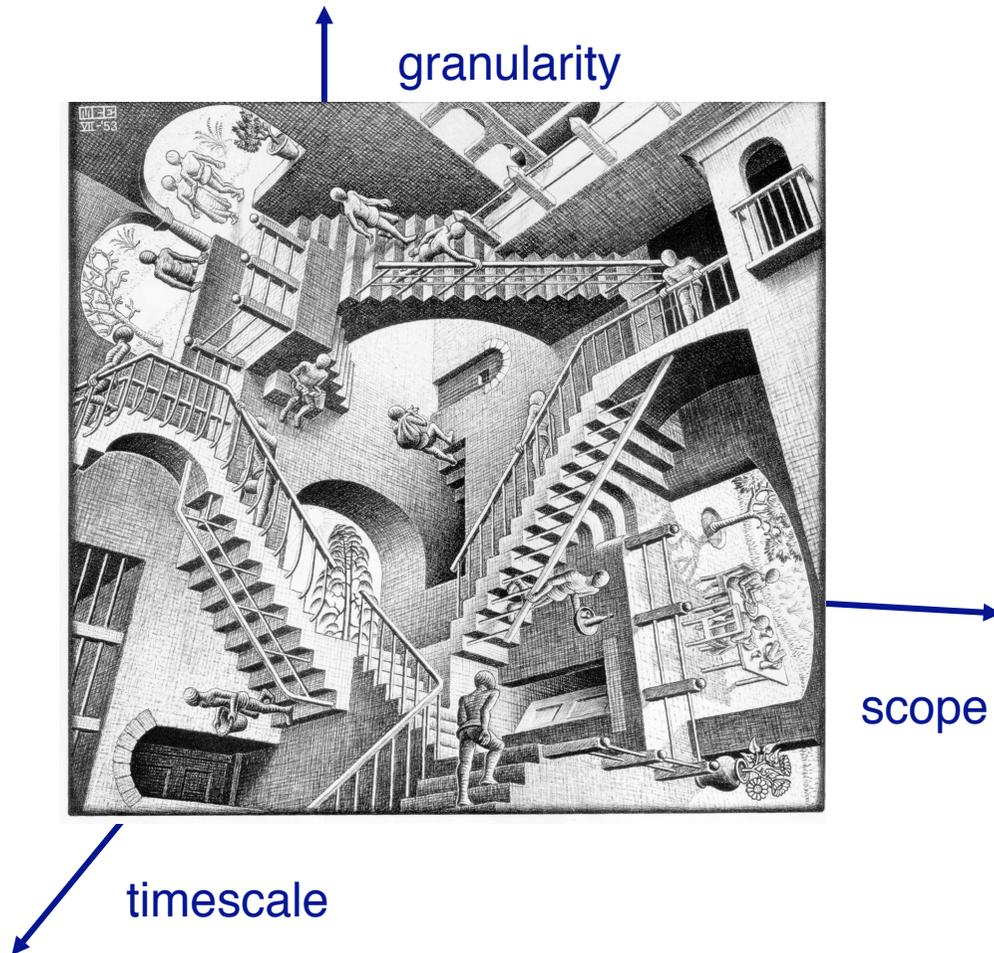
Magritte	<i>Lukas Renggli</i>
Reflectivity	<i>Marcus Denker</i>
Hermion	<i>David Röthlisberger</i>
Object Flow	<i>Adrian Lienhard</i>
Changeboxes	<i>Pascal Zumkehr</i>
Embedding DSLs	<i>Lukas Renggli</i>
<i>Other topics ...</i>	<i>Tudor Gîrba, Adrian Kuhn, Toon Verwaest</i>

Software inevitably changes, but ...

most programming languages and IDEs ***inhibit change*** rather than support it!

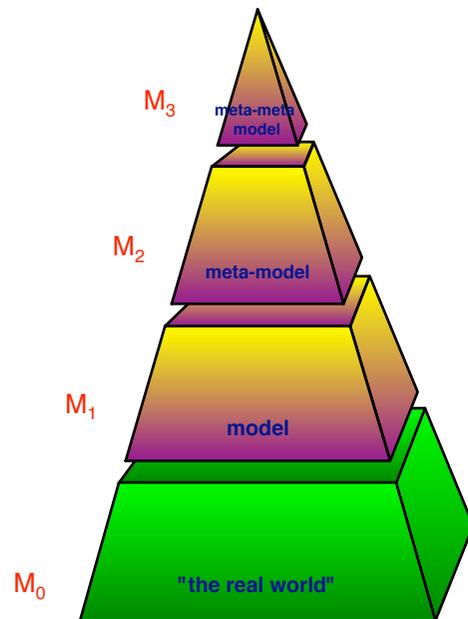


(Some) dimensions of change

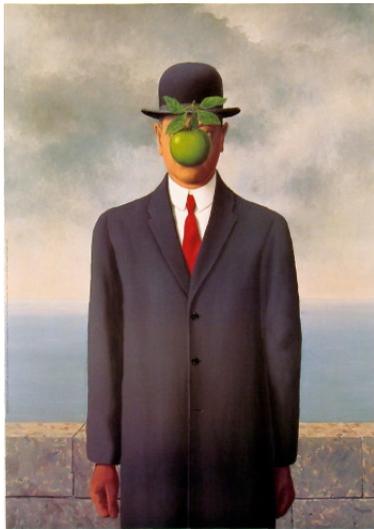


- > (Re-)configuration
- > Bug fixes
- > Refactoring
- > New functionality
- > Bridging versions
- > Dynamic aspects
- > Instrumentation
- > Run-time adaptation
- > ...

Not model-driven, but *model-centric*



Not static, but *context-aware*



Roadmap



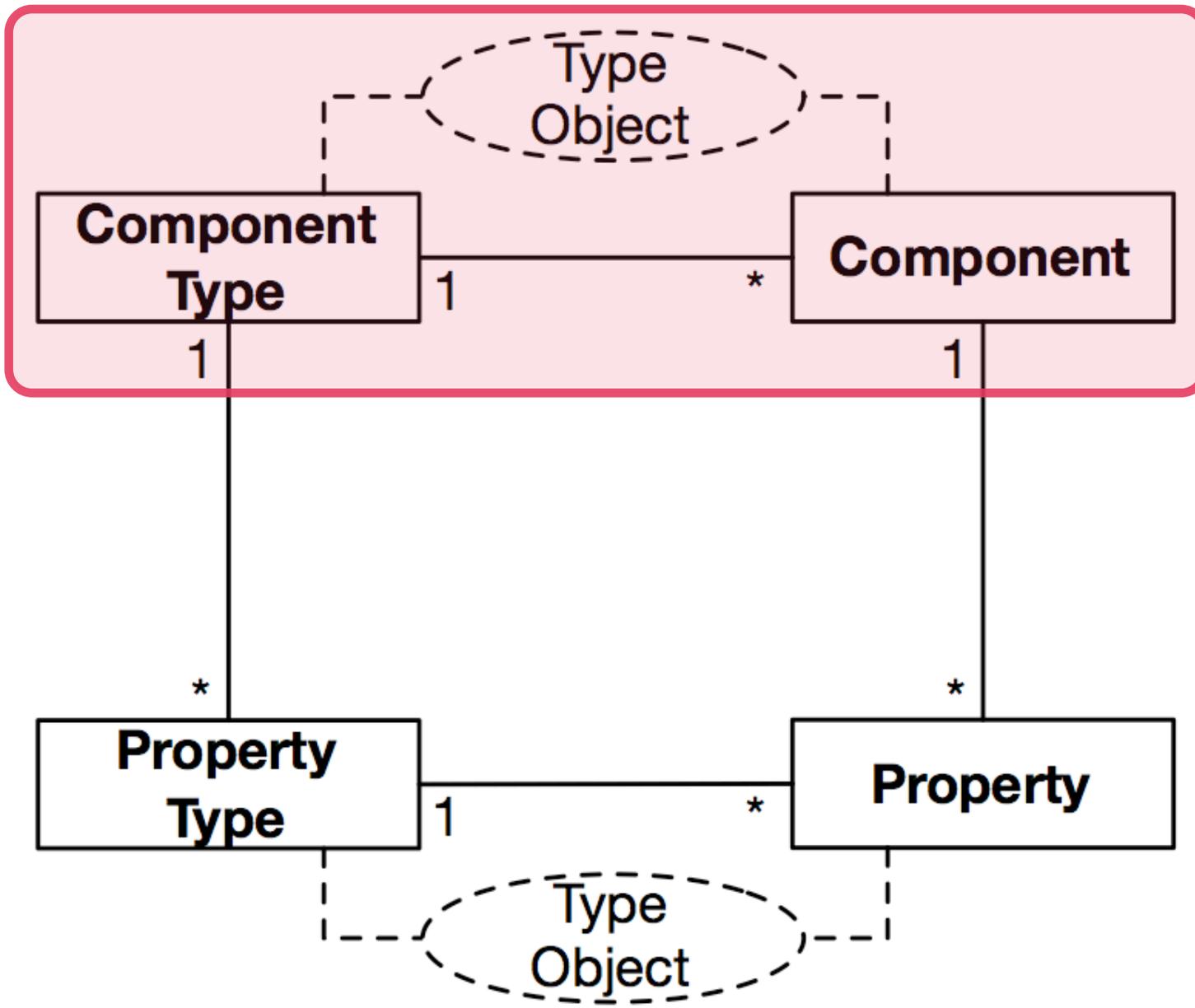
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Magritte

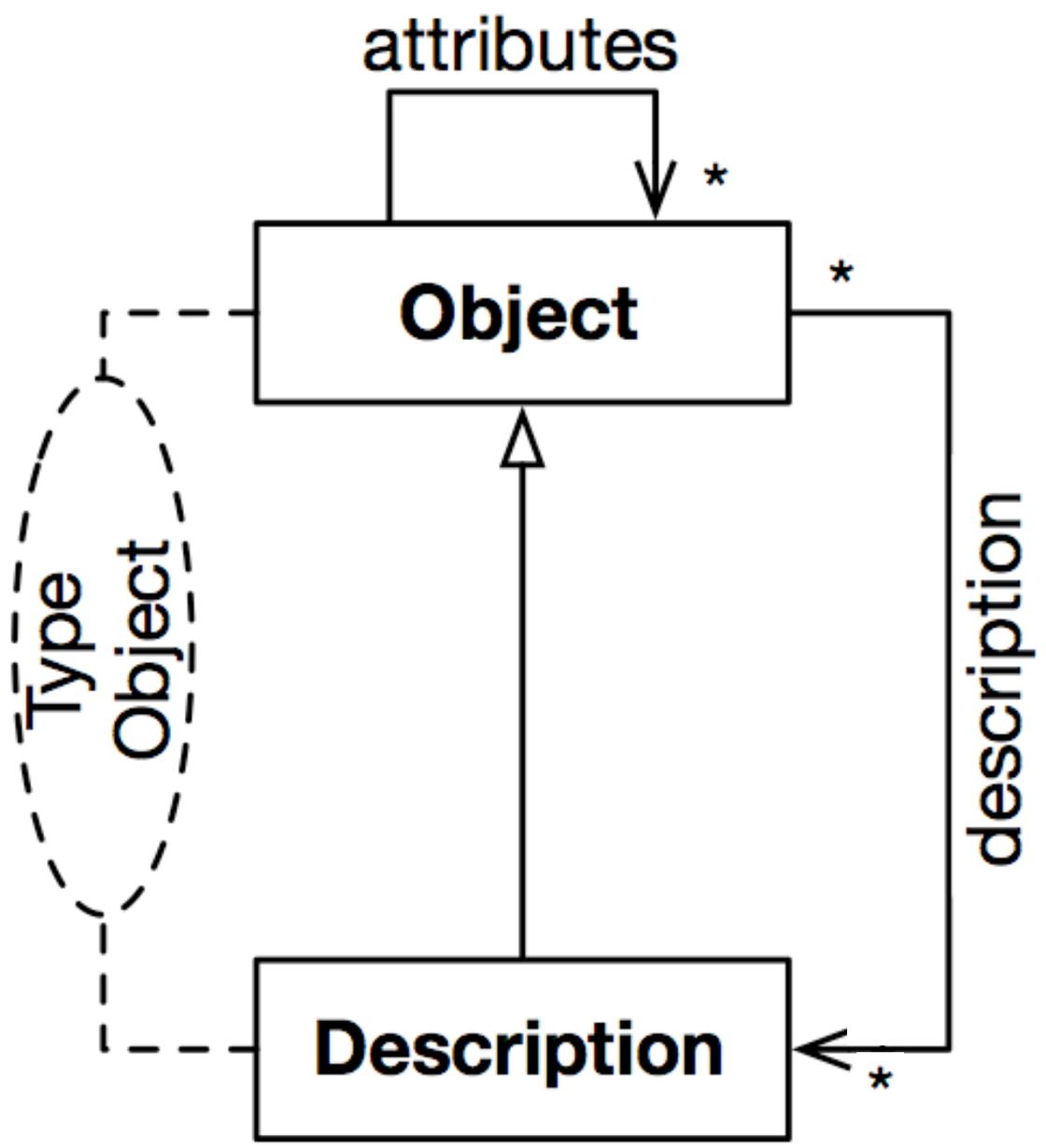


The screenshot shows a web browser window with the following content:

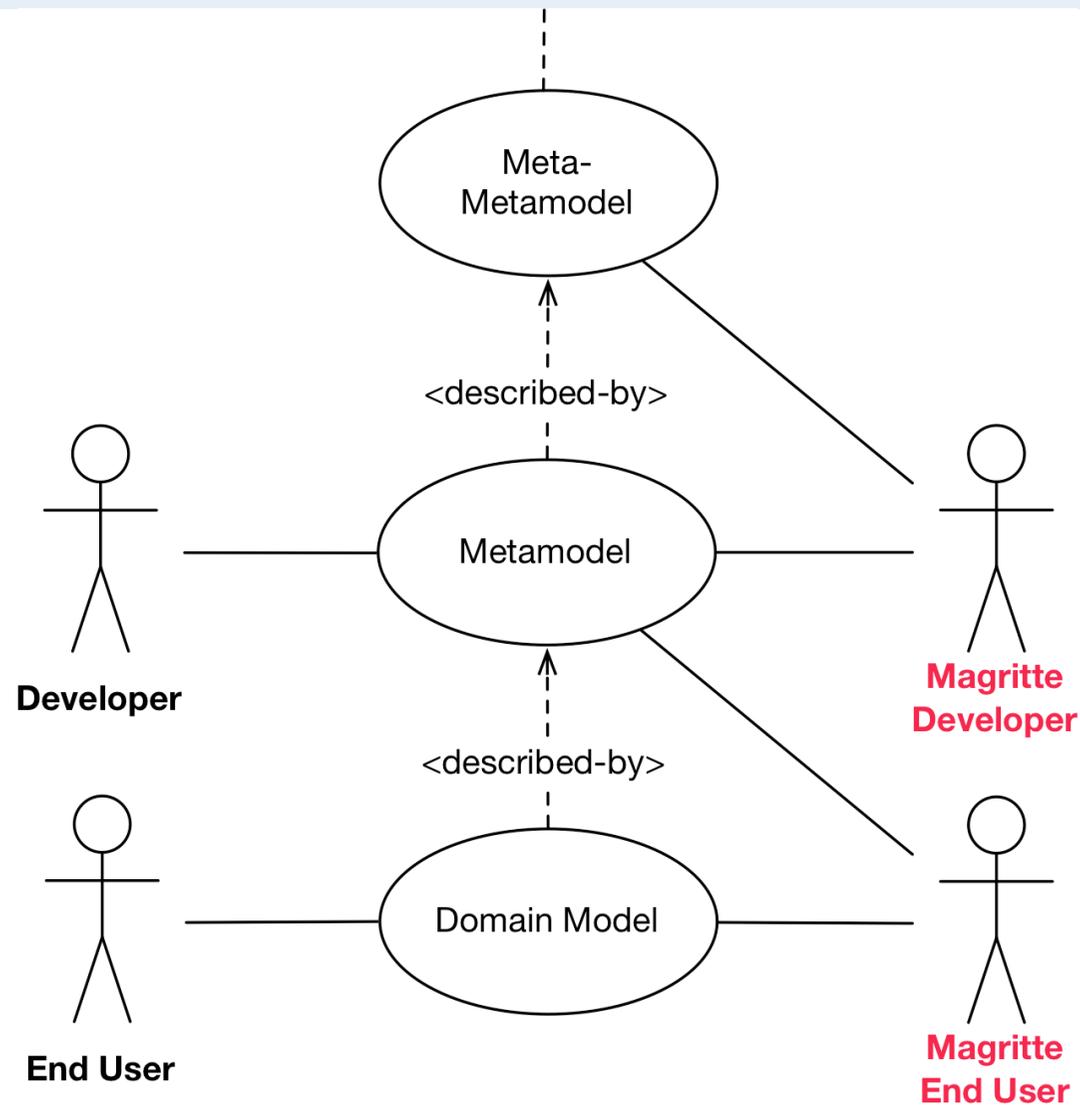
- Browser title: Magritte: A Meta-Driven Approach to Empower Developers and End Users
- Address bar: http://localhost:8080/seaside/pier/introduction
- Navigation links: [Welcome](#) > [Introduction](#)
- Secondary navigation links: [Introduction](#) , [Environment](#)
- Search bar: Search Site
- Section title: **Magritte**
- Subtitle: **A Meta-Driven Approach to Empower Developers and End Users**
- Authors: Lukas Renggli, Stéphane Ducasse, Adrian Kuhn
- Image: A painting by René Magritte titled 'Decalcomania' (1966). It depicts a man in a black suit and bowler hat with a green apple on top, standing in front of a window with red curtains. The window shows a white silhouette of a man's head and shoulders, with a white apple on top. The background of the window is a blue sky with white clouds and a blue sea.
- Caption: [René Magritte, 1966] Decalcomania
- Footer links: [View](#) | [Edit](#) | [Edit Meta](#)



[Yoder et al, 2001] Architecture and design of adaptive object models



Magritte — meta-descriptions enable dynamic change

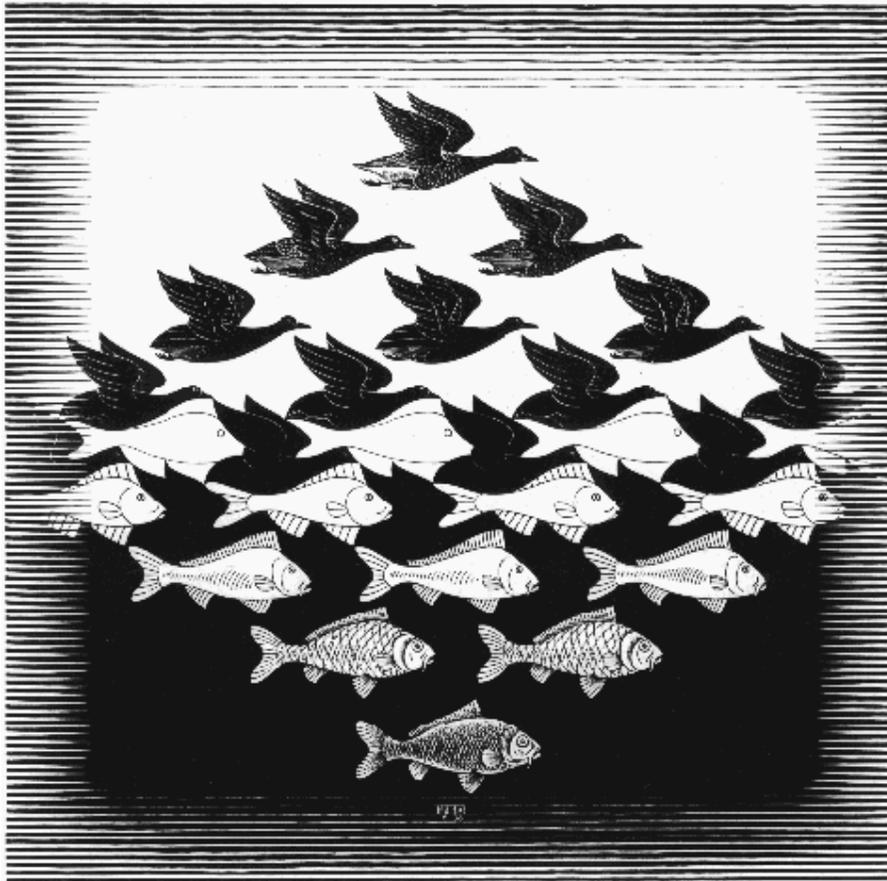


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How to change a running system?

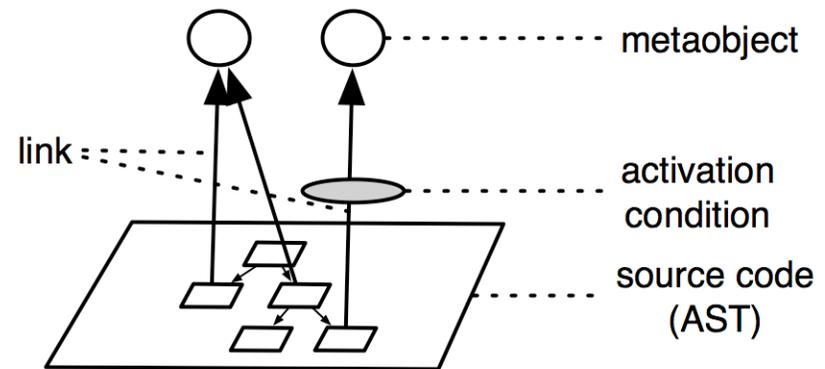


Unanticipated

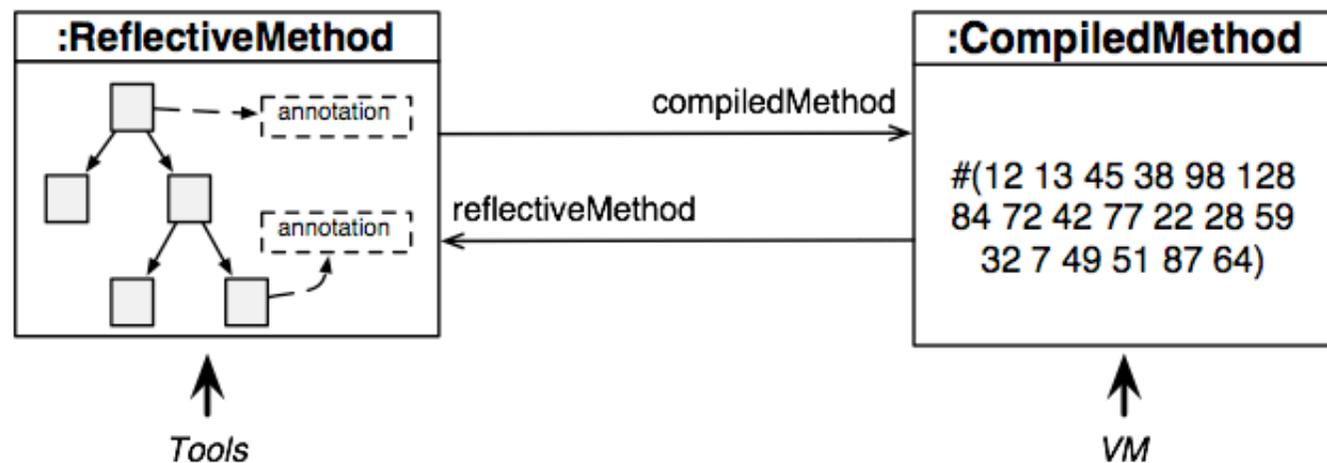
Arbitrary granularity

Geppetto — dynamic adaptation through partial behavioural reflection

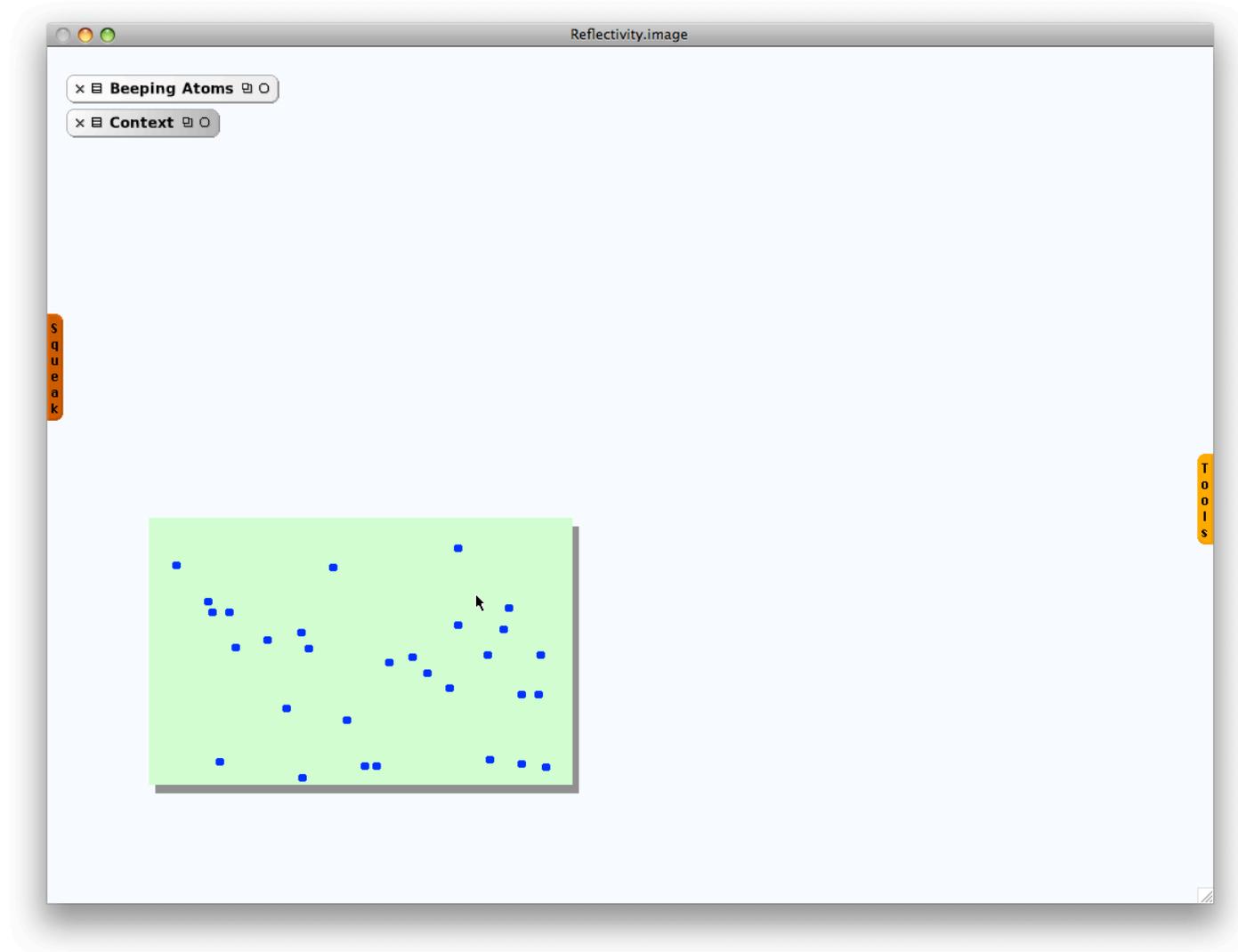
Partial behavioural reflection



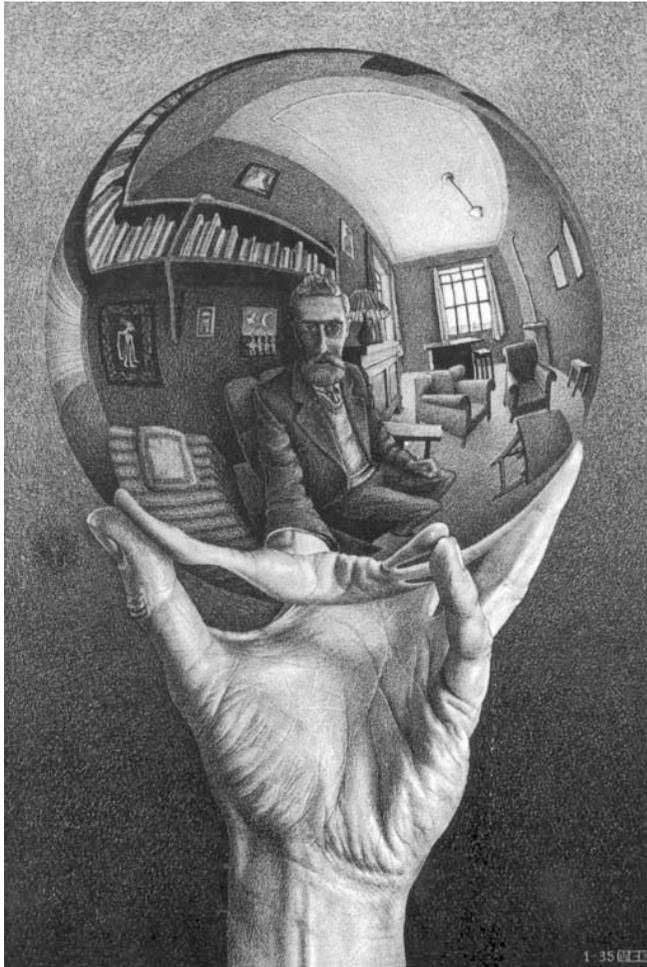
“Evil twin”



Reflectivity and Geppetto



Context



Reflection can be *scoped*
to the base level
(or to the meta-level ...)

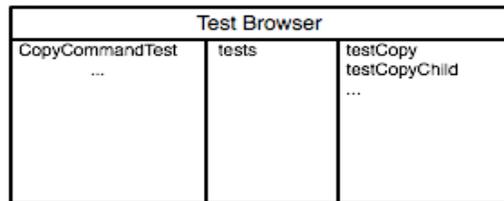
Roadmap



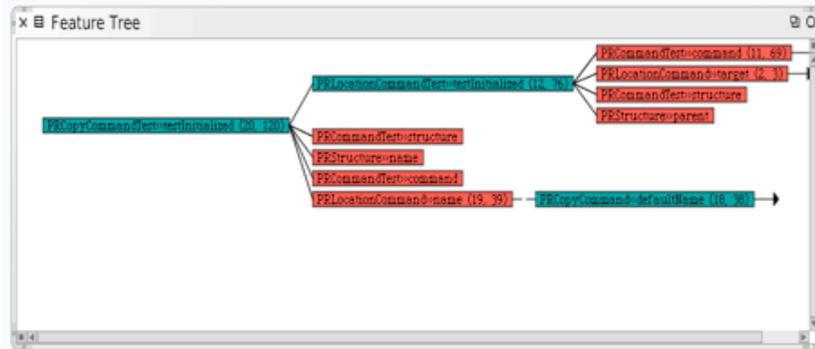
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Hermion – combining static and dynamic information in the IDE

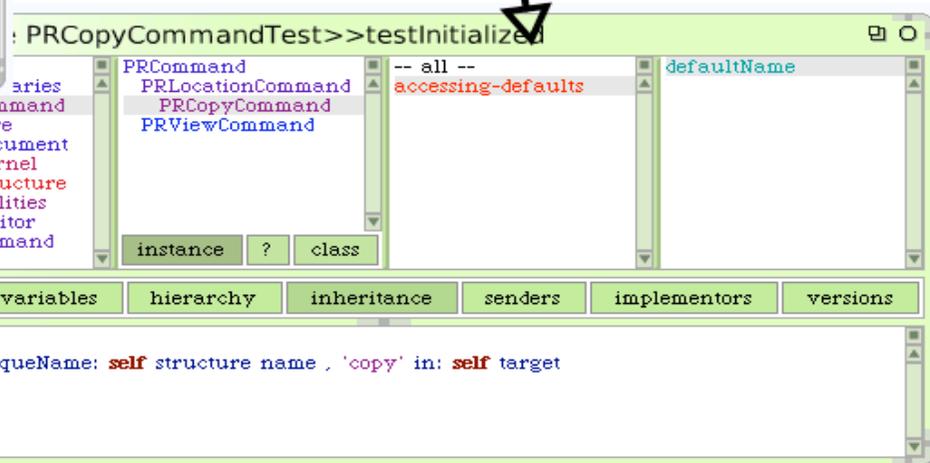
(i) Test Runner



(ii) Compact Feature Overview



(iii) Feature Tree



(iv) Feature Artifact Browser

Enriching source artifacts with dynamic information

Search bar to submit queries

Flag for available dynamic information

Back & Forward Buttons

Visualizations

Type View

Message Send Navigation

Reference View

The screenshot shows the 'OB Package Browser: OBColumn' window. At the top, there is a search bar. Below it, a list of packages and classes is shown, with 'OBColumn' selected. A red flag icon next to 'OBColumn' indicates available dynamic information. Below the list are 'Back & Forward Buttons' (left and right arrows) and a row of visualization buttons: 'browse', 'hierarchy', 'variables', 'implementors', 'inheritance', 'senders', 'versions', and 'view...'. The main area is divided into three sections: 'Type View' showing the source code for the 'refreshAndSignal' method, 'Message Send Navigation' showing the sender of the 'refreshAndSignal' message (aBoolean), and 'Reference View' showing the references to the 'refreshAndSignal' message. The source code in the Type View includes comments and code snippets like 'self isEmpty if True: [↑ self].', 'node := self selectedNode', and 'fan refresh if True: [self selectSilently: node]'. The Message Send Navigation section shows 'aBoolean' as the sender. The Reference View section lists several classes that reference the 'refreshAndSignal' message, including 'OBEnhancementColumn', 'OBEnhancementFan', 'OBEnrichedClassNode', 'OBEnrichedMethodNode', and 'OBMonticelloClassCategory'.

Roadmap

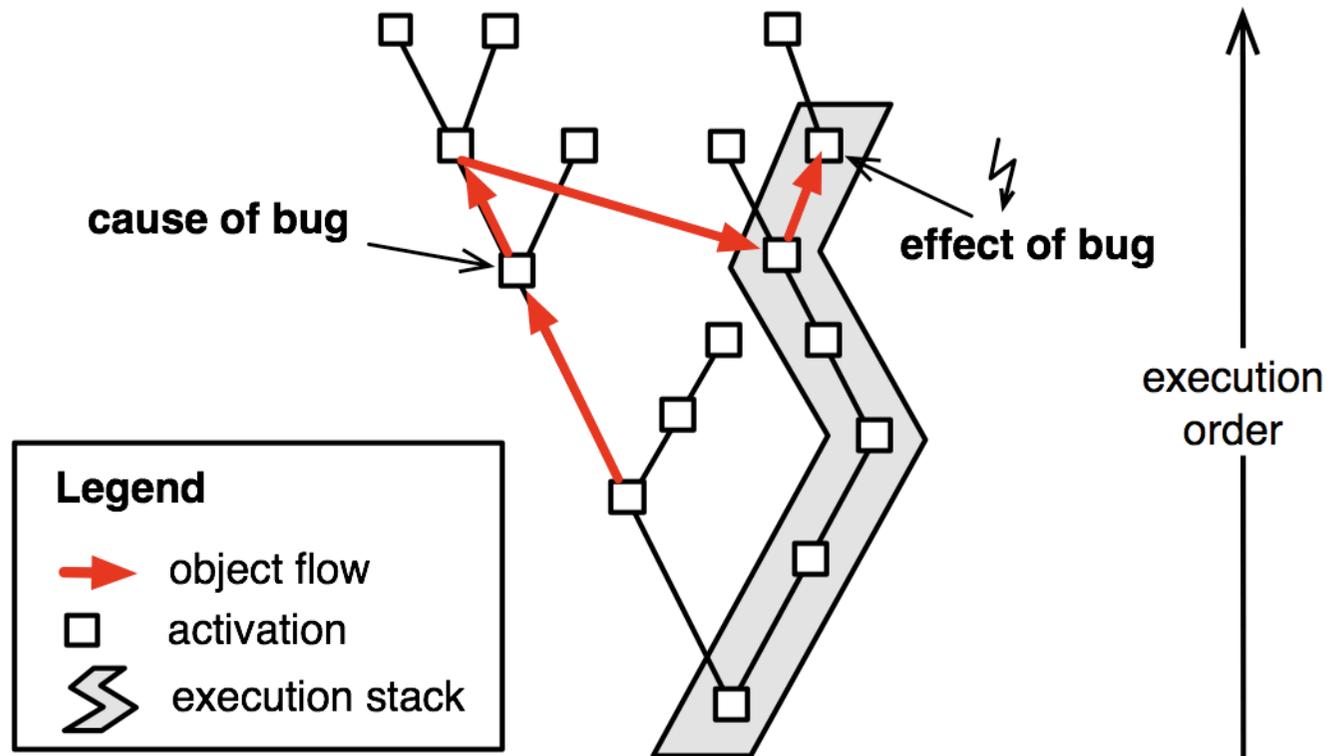


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How to track down defects when the offending context is gone?



Object Flow Analysis



Use ***first-class aliases*** to track object flow

A back-in-time VM with object flow analysis

The screenshot displays a Smalltalk VM interface titled "demo.image". On the left, a green rectangular area contains several small blue and red squares representing atoms in motion. Below this area is a "Workspace" window with the following code:

```
morph := BouncingAtomsMorphDemo open
morph start
morph stop
```

At the bottom left, a "System Browser" window shows "BouncingAtomsMorphDemo". On the right side of the VM, a status bar indicates: "Used: 61MB Aliases created: 3712k Aliases alive: 702k Methods executed: 770k". Above this bar is a graph showing a series of vertical bars of increasing height, representing memory usage over time. A "Tools" sidebar is visible on the far right. A larger "Workspace" window is open in the center-right, containing the following code and text:

```
start an infection simulation."
t1 := SmalltalkImage current now
morph startInfection

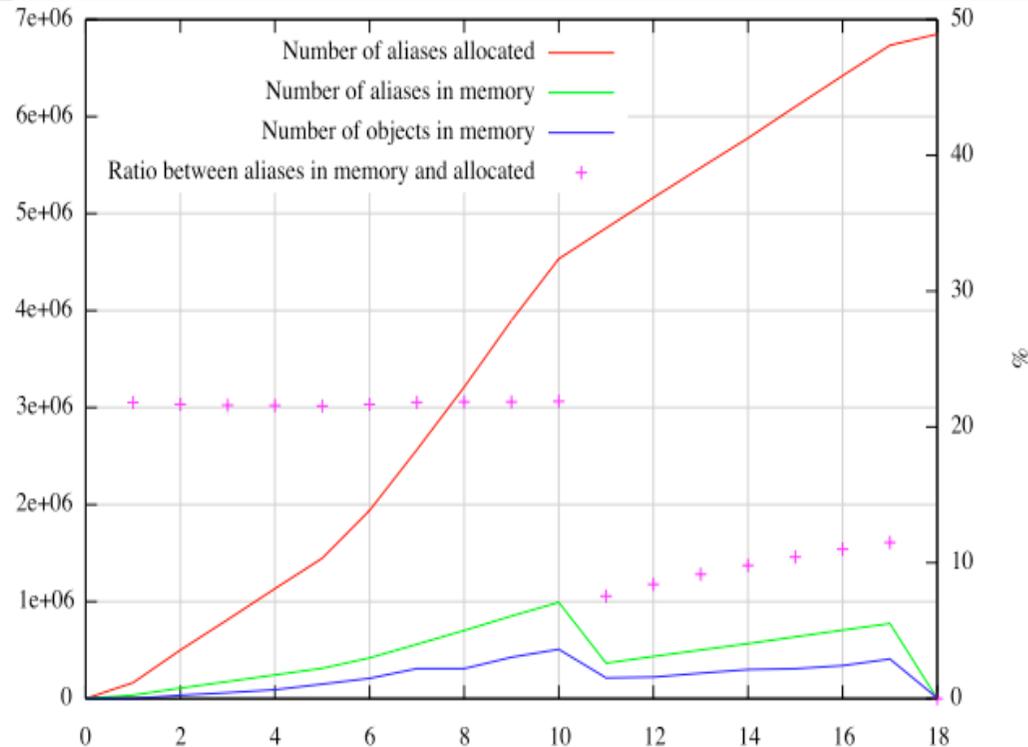
"(store this timestamp somewhere before the infection
completes)"
t2 := SmalltalkImage current now

"(and this when the infection has completed)"
t3 := SmalltalkImage current now

"We can go back to any previous point in time in the
history of the system. For each object that is still
accessible in memory, the VM has retained all previous
states. For example, the position and color of an atom."
morph backInTime: t1
morph backInTime: t2
morph backInTime: t3

"To access historical program state is very efficient
```

Selective memory



Remember only what is needed!

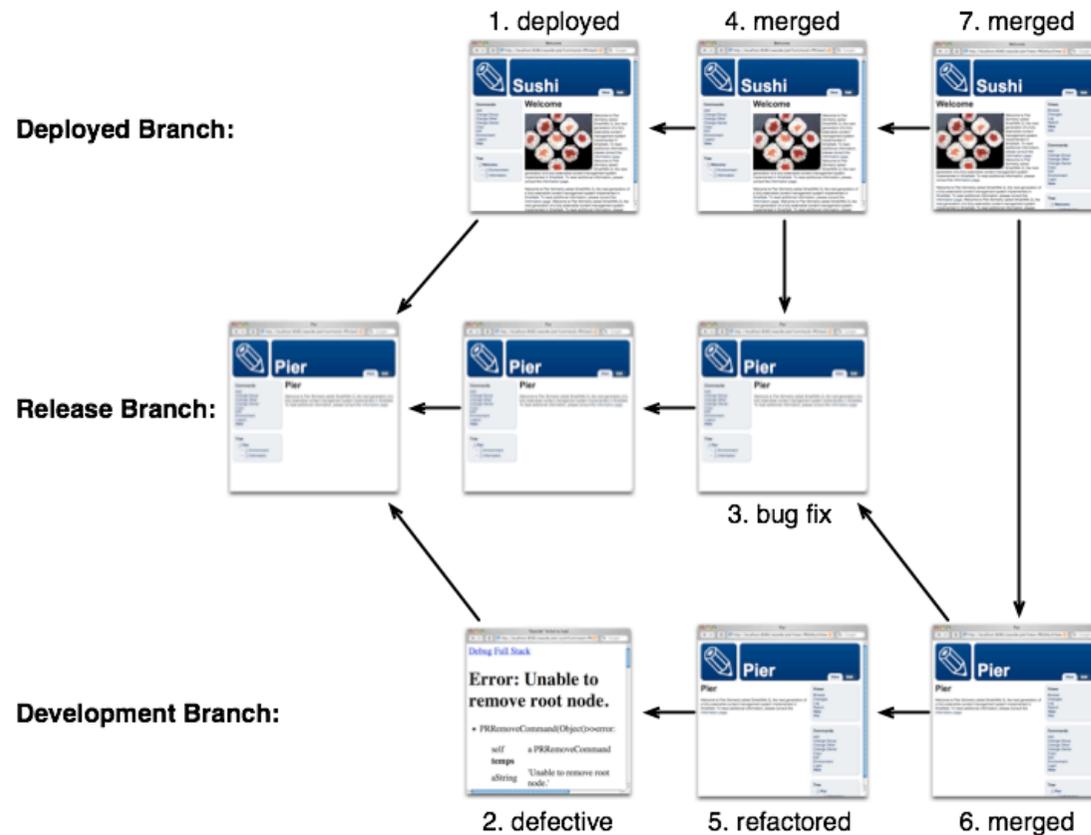
- > record aliases and past states as regular objects
- > GC forgets them when no longer needed

Roadmap

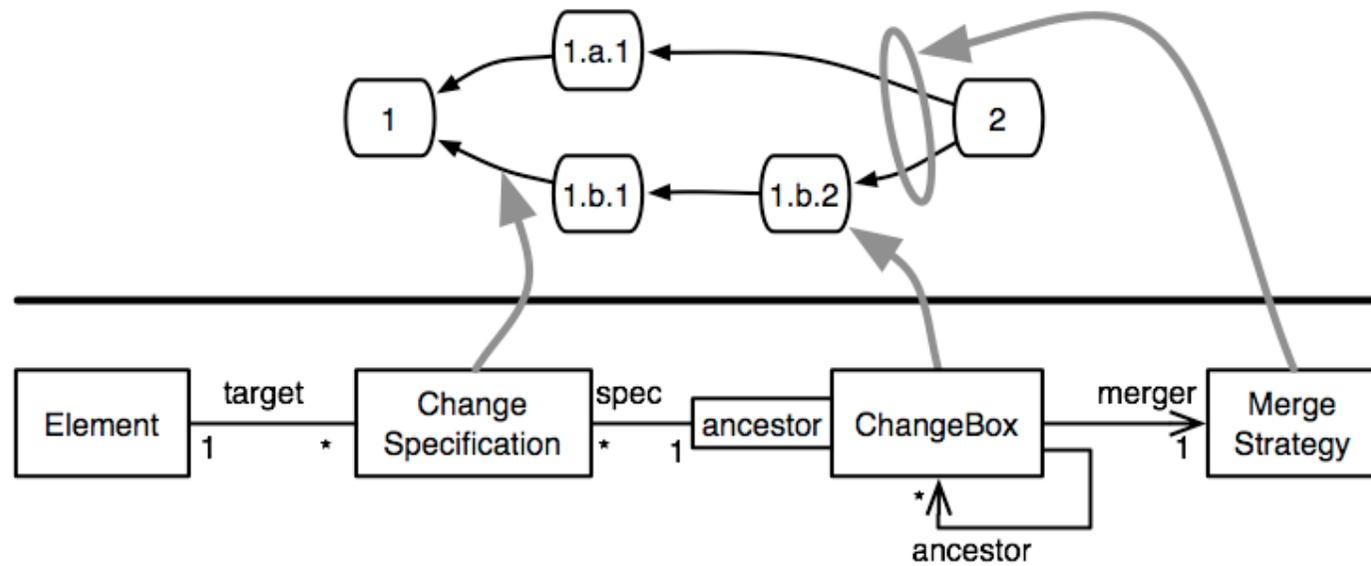


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Changeboxes — encapsulate and manage change in a running system



Changeboxes in a nutshell



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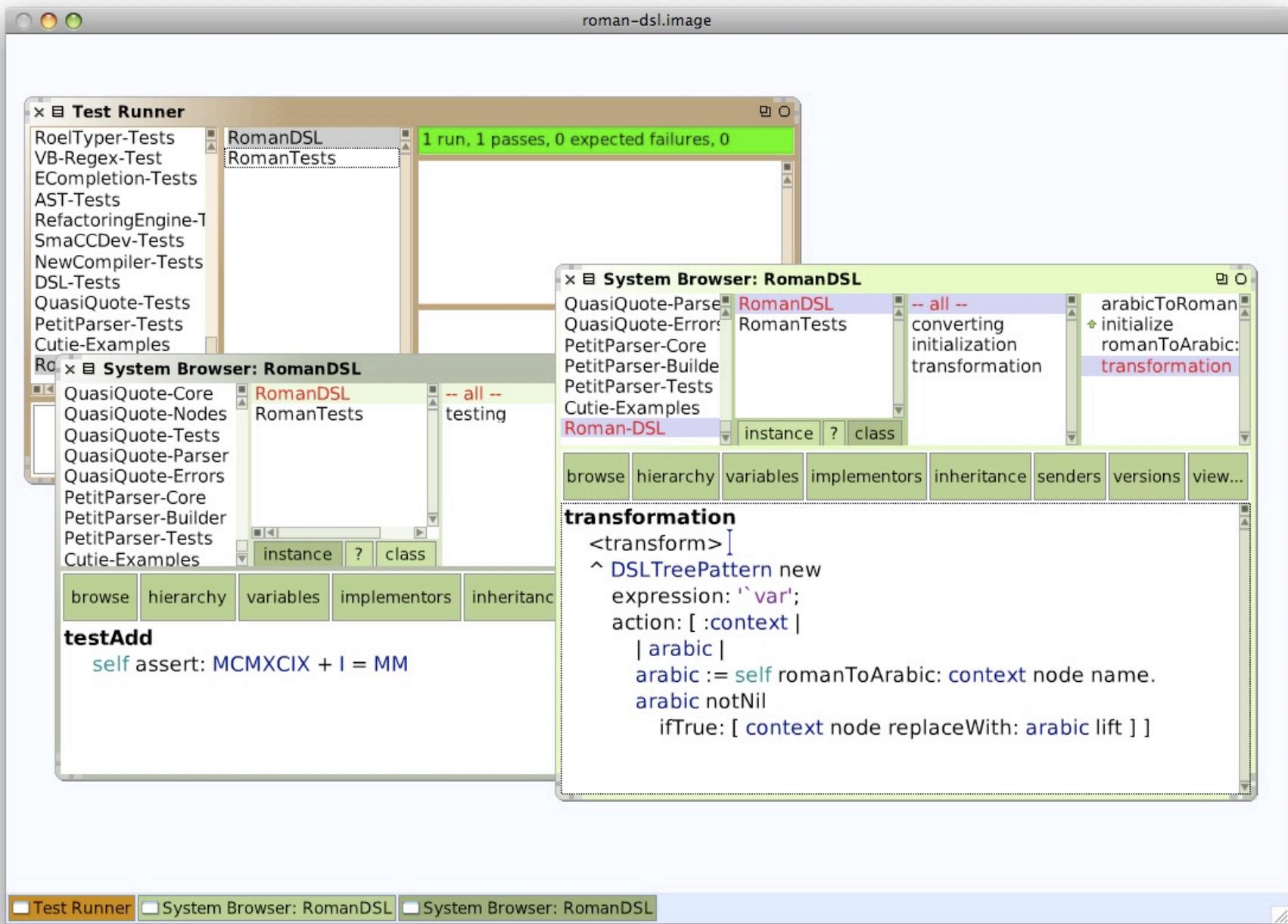


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Embedding Domain Models in Code

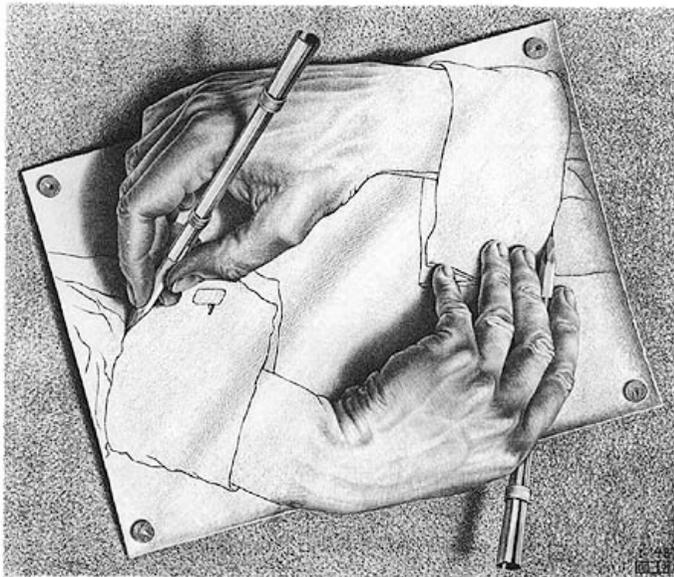


Make DSLs *first class citizens* of their host language



Conclusions

Systems that support change need to be *model-centric* and *context-aware*



Scope changes to:

- base/meta levels
- individual clients
- ...

First-class meta-descriptions
High-level, fine-grained reflection
Run-time annotations



Where do we go from here?



From model-centric to virtual worlds?