

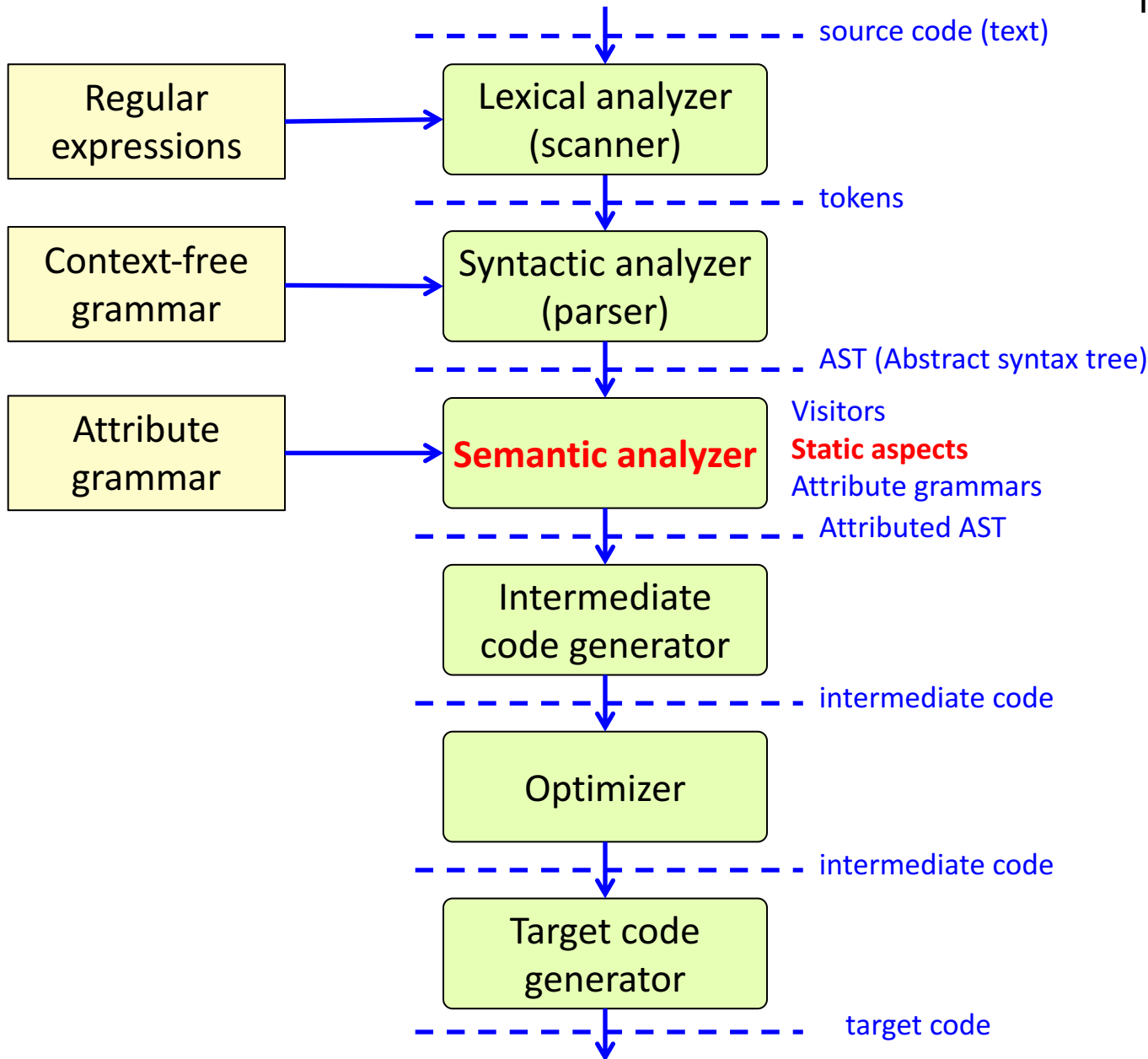
EDAN65: Compilers, Lecture 07 A

# Static Aspect-Oriented Programming

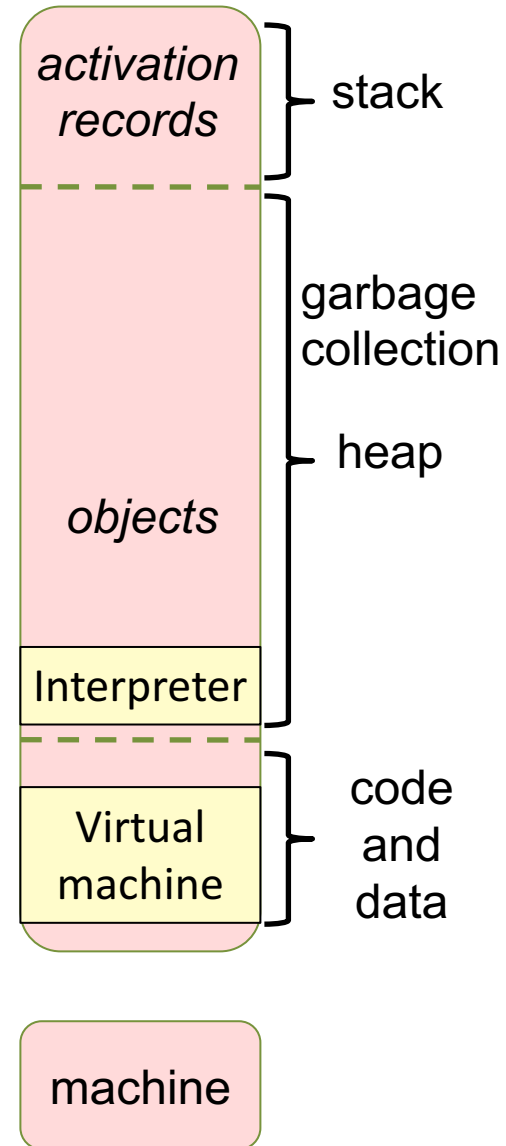
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# This lecture



## runtime system



# Recall

## **Semantic analysis**

computations on the AST: name analysis, type analysis, error checking, ...

## **Expression problem**

How can we add both operations and language constructs modularly?  
We need extensibility in two dimensions: operations and language constructs.

## **Solutions to the expression problem**

- Limited solution 1: Visitors (previous lecture)
  - Solution 2: Static AOP (this lecture)

# Example: Printing an AST

## Ordinary programming

```
class Exp {
    abstract void print();
}
class Add extends Exp {
    Exp e1, e2;
    void print() {
        e1.print();
        System.out.print("+");
        e2.print();
    }
}
class IntExp extends Exp {
    int value;
    void print() {
        System.out.print(value);
    }
}
...
```

### Pros:

- Straightforward code
- Modular extension in the language dimension (subclasses)

### Cons:

- No modular extension in the operation dimension – all classes need to be modified.
- Tangled code – many different concerns in the same class.

# Example: Printing an AST

## Visitor solution

```
class Exp {  
}  
class Add extends Exp {  
    Exp e1, e2;  
    void accept(Visitor v) {  
        v.visit(this);  
    }  
}  
class IntExp extends Exp {  
    int value;  
    void accept(Visitor v) {  
        v.visit(this);  
    }  
}  
...
```

```
class Unparser implements Visitor {  
    void visit(Add node) {  
        node.e1.accept(this);  
        System.out.print("+");  
        node.e2.accept(this);  
    }  
    void visit(IntExpr node) {  
        System.out.print(node.value);  
    }  
}
```

### Pros:

- Modular extension in the operation dimension (add new visitor).

### Cons:

- Boilerplate code needed (accept and visit methods).
- Limited modular extensibility in the language dimension. Needs lots of boilerplate.

# Example: Printing an AST

## Static Aspect-Oriented Programming

```
class Exp {  
}  
class Add extends Exp {  
    Exp e1, e2;  
}  
class IntExp extends Exp {  
    int value;  
}  
...
```

```
aspect Unparser {  
    abstract void Exp.print();  
    void Add.print() {  
        e1.print();  
        System.out.print("+");  
        e2.print();  
    }  
    void IntExp.print() {  
        System.out.print(value);  
    }  
}
```

### Pros:

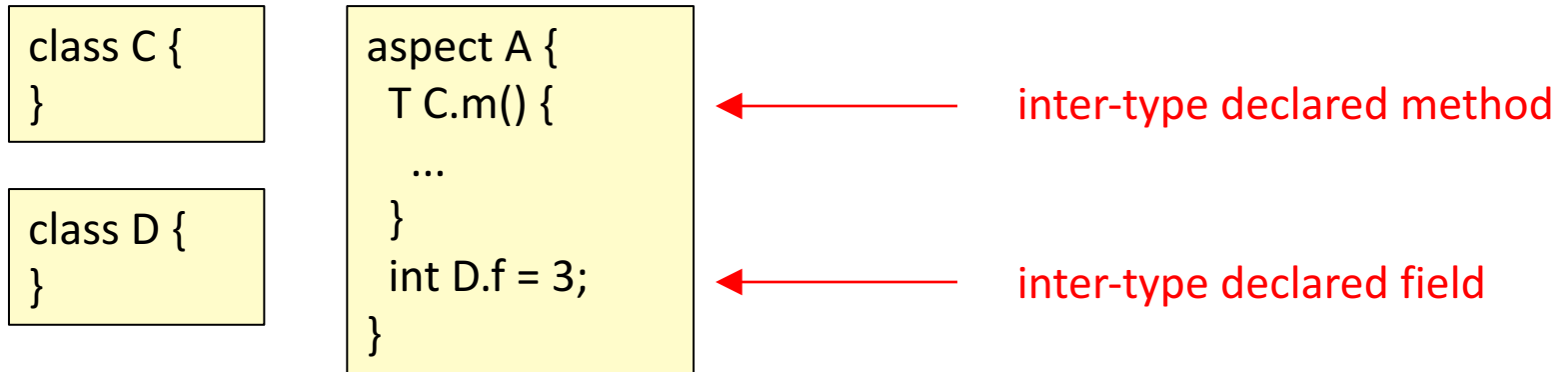
- Straightforward code.
- Modular extension in the operation dimension (can be added in aspect).
- Modular extension in the language dimension (add new subclass, add operation code for those constructs in aspect).

### Cons:

- Cannot use plain Java. Need more advanced language like AspectJ or JastAdd.
- Typically no separate compilation of modules. (Modules woven before compilation)

# Inter-type declarations

The key construct in static AOP



is equivalent to:

```
class C {  
  T m() {  
    ...  
  }  
}
```

```
class D {  
  int f = 3;  
}
```

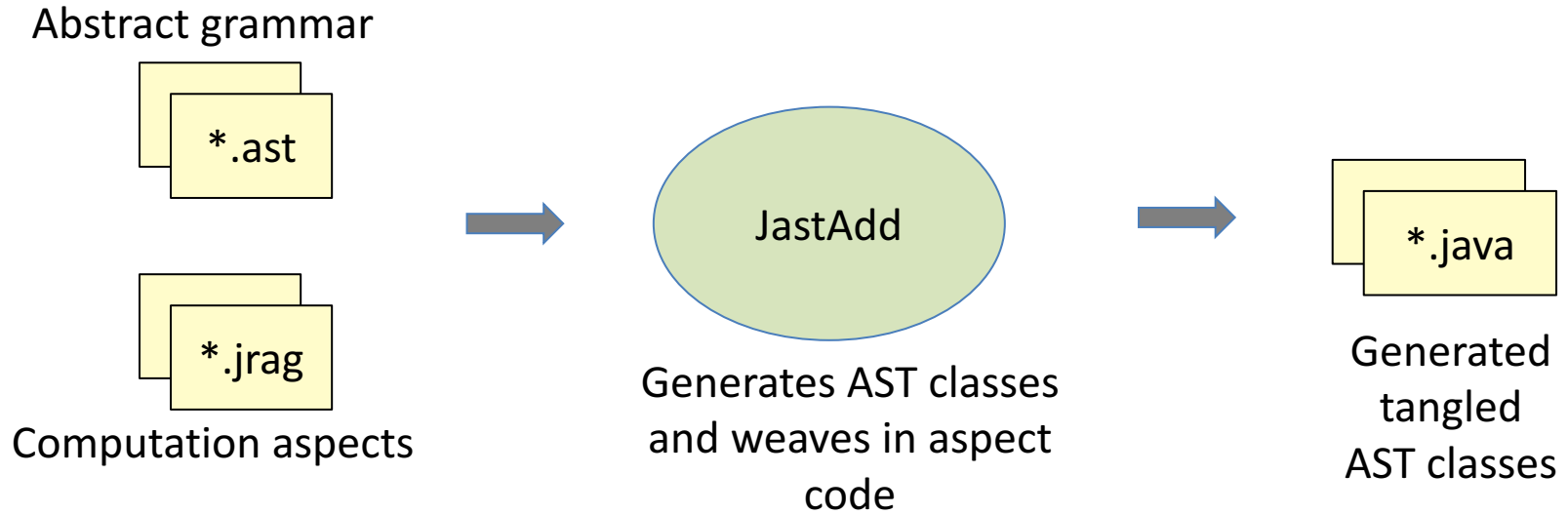
# Recall: Dealing with the expression problem

- **Edit the AST classes** (i.e., actually not solving the problem)
  - Non-modular, non-compositional.
  - **It is always a VERY BAD IDEA to edit generated code!**
  - Sometimes used anyway in industry.
- **Visitors: an OO design pattern.**
  - Modularize operations through double dispatch.
  - Not full modularization, not composition.
  - Supported by many parser generators.
  - Reasonably useful, commonly used in industry.
- **Static Aspect-Oriented Programming (AOP)**
  - Also known as *inter-type declarations* (ITDs) or *introduction*
  - Use new language constructs (aspects) to factor out code.
  - Solves the expression problem in a nice simple way.
  - The drawback: you need a new language: AspectJ, JastAdd, ...
- **Advanced language constructs**
  - Use more advanced language constructs: virtual classes in gbeta, traits in Scala, typeclasses in Haskell, ...
  - Drawbacks: Much more complex than static AOP. You need an advanced language. Not much practical experience (so far).

This lecture: Static AOP



# Static AOP in JastAdd



# Example aspect: expression evaluation

Abstract grammar

```
abstract Expr;  
abstract BinExpr : Expr ::= Left:Expr Right:Expr;  
Add : BinExpr;  
Sub : BinExpr;  
IntExpr : Expr ::= <INT:String>;
```

Aspect

```
aspect Evaluator {  
  abstract int Expr.value();  
  int Add.value() { return getLeft().value() + getRight().value(); }  
  int Sub.value() { return getLeft().value() - getRight().value(); }  
  int IntExpr.value() { return String.parseInt(getINT()); }  
}
```

***Inter-type declarations:*** The value methods will be woven into the classes (Expr, Add, Sub, IntExpr).

Also known as *introduction*.

# Another example: unparsing

## Abstract grammar

```
abstract Expr;  
abstract BinExpr : Expr ::= Left:Expr Right:Expr;  
Add : BinExpr;  
Sub : BinExpr;  
IntExpr : Expr ::= <INT:String>;
```

## Aspect

```
aspect Unparser {  
  abstract void Expr.unparse(Stream s, String indent);  
  void BinExp.unparse(Stream s, String indent) {  
    getLeft().unparse(s,indent);  
    s.print(operatorString());  
    getRight().unparse(s,indent);  
  }  
  abstract String BinExp.operatorString();  
  String Add.operatorString() { return "+"; }  
  String Sub.operatorString() { return "-"; }  
  void IntExpr.unparse(Stream s, String indent) { s.print(getINT()); }  
}
```

# Weaving the classes in JastAdd

toy.ast

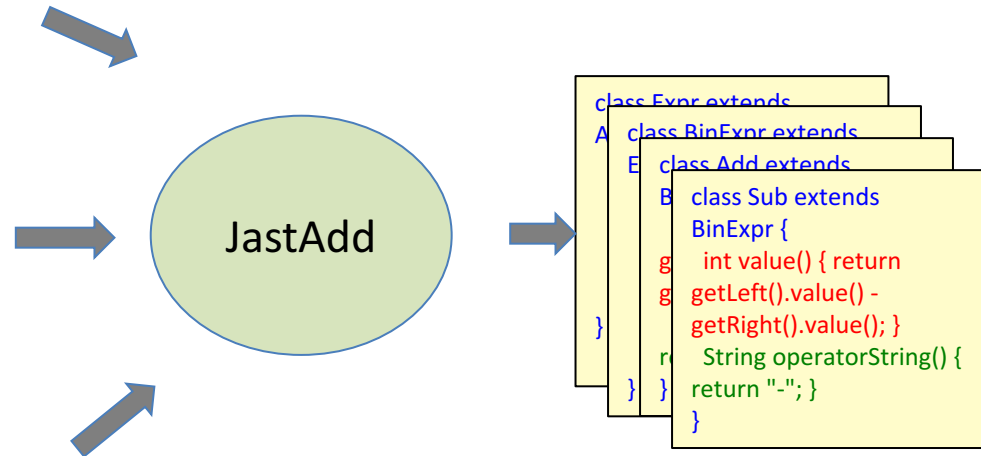
```
abstract Expr;  
abstract BinExpr : Expr ::= Left:Expr Right:Expr;  
Add : BinExpr;  
Sub : BinExpr;  
IntExpr : Expr ::= <INT:String>;
```

Evaluator.jrag

```
aspect Evaluator {  
  abstract int Expr.value();  
  int Add.value() { return getLeft().value() + getRight().value(); }  
  int Sub.value() { return getLeft().value() - getRight().value(); }  
  int IntExpr.value() { return String.parseInt(getINT()); }  
}
```

Unparser.jrag

```
aspect Unparser {  
  abstract void Expr.unparse(Stream s, String indent);  
  void BinExpr.unparse(Stream s, String indent) {  
    getLeft().unparse(s,indent);  
    s.print(operatorString());  
    getRight().unparse(s,indent);  
  }  
  abstract BinExpr.operatorString();  
  String Add.operatorString() { return "+"; }  
  String Sub.operatorString() { return "-"}  
  void IntExpr.unparse(Stream s, String indent) { s.print(getINT()); }  
}
```



*Tangled generated code*

*Untangled source code*

# Features that can be factored out to aspects in JastAdd

- Methods
- Instance variables
- "implements" clauses
- "import" clauses
- attribute grammars (see later lecture)

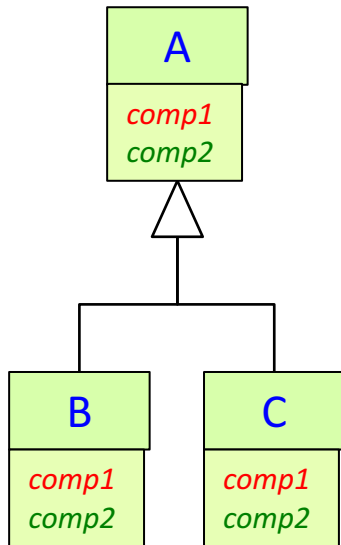
# Static aspects vs Visitors

	Static aspects	Visitors
<b>What can be factored out from AST classes?</b>	instance variables methods implements clauses	only methods
<b>Type safety?</b>	full type precision	Casts may be needed, depending on framework
<b>Method parameters</b>	any number	only one
<b>Ease of use?</b>	Very simple	Clumsy, boilerplate code needed.
<b>Arbitrary composition of modules?</b>	Yes	No – you can extend a visitor, but then you need factories to create them. And you cannot not easily combine two extensions.
<b>Separate compilation?</b>	Not for JastAdd or AspectJ.	Yes
<b>Mainstream OO language?</b>	No – you need JastAdd, AspectJ, or similar	Yes, use Java or any other OO language.

# Recall: The expression problem

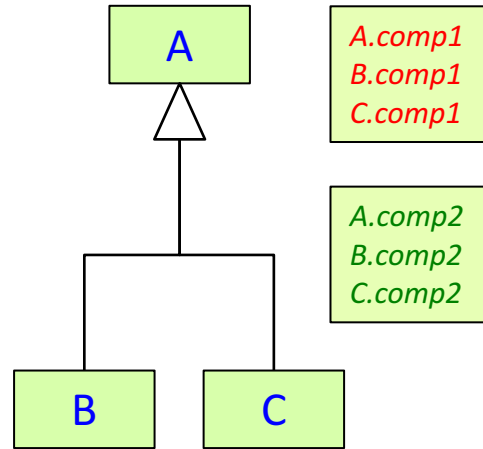
How add both classes and computations in a modular way?

Ordinary OO



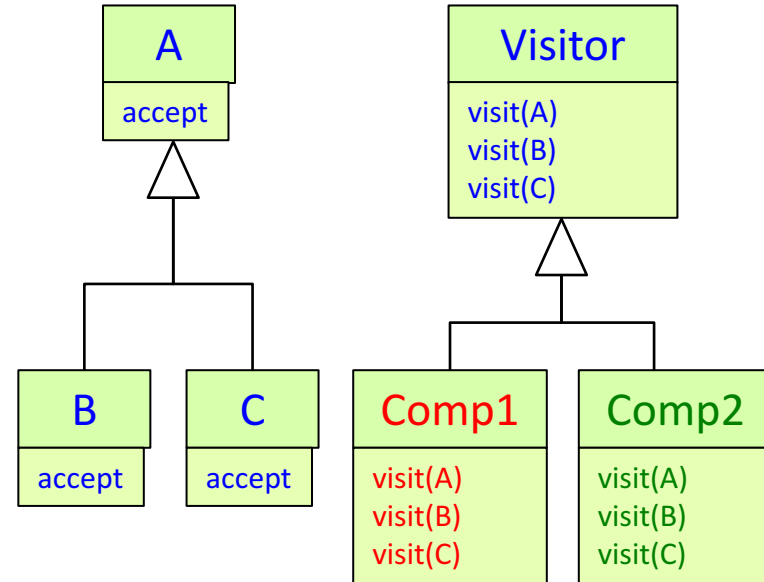
Classes can be added modularly, but not computations. Simple code.

Aspects with inter-type declarations



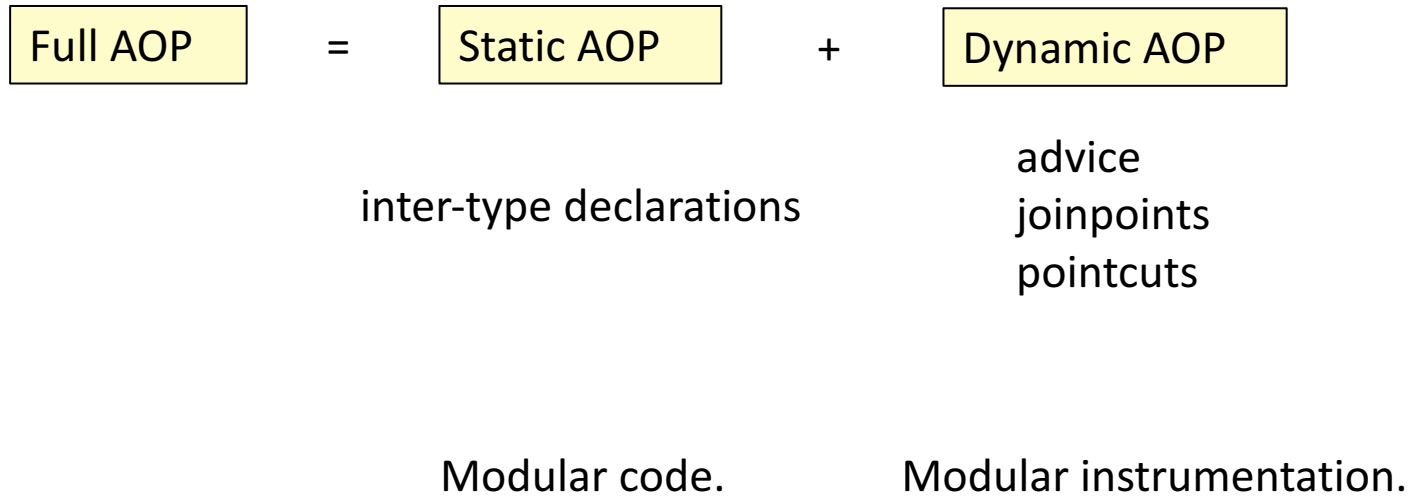
Fully modular. Simple code.

The Visitor design pattern



Computations can be added, but non-modular changes usually needed if classes are added. Complex code.

# Full Aspect-Oriented Programming





# Full Aspect-Oriented Programming

- JastAdd supports only a small part of AOP, namely *static* AOP with *inter-type declarations*.
- Aspect-oriented programming is a wider concept that usually focuses on *dynamic* behavior: a general code instrumentation technique:
  - A *joinpoint* is a point during execution where advice code can be added.
  - A *pointcut* is a set of joinpoints that can be described in a simple way, e.g.,
    - all calls to a method `m()`
    - all accesses of a variable `v`
  - *Advice* is code you can specify in an aspect and that can be added at joinpoints, either *after*, *before*, or *around* the joinpoint.
  - Example applications:
    - Add logging of method calls in an aspect (instead of adding print statements all over your code)
    - Add synchronization code to basic code that is unsynchronized

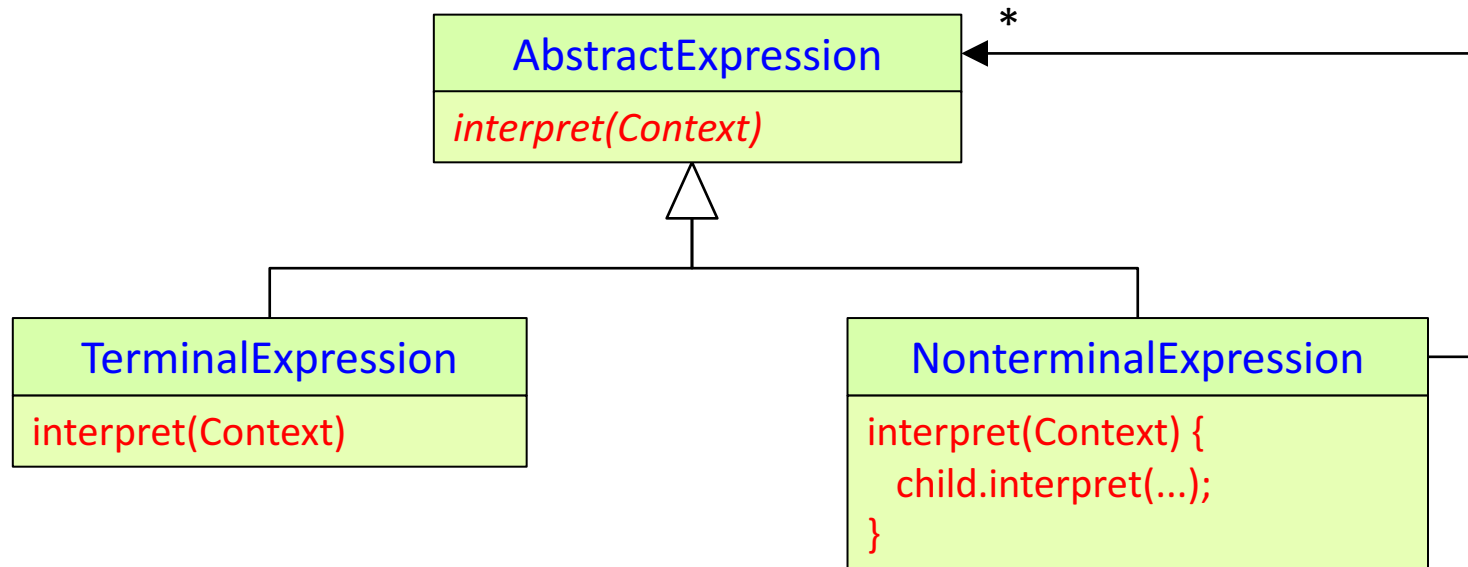
# The interpreter design pattern

Commonly used for many computations in a compiler.

Here explained using Ordinary OO. Modularize using AOP or Visitors.

**Intent:** *Given a language, define a representation for its grammar along with an interpreter that uses the representation to interpret sentences in the language.*

[Gamma, Helm, Johnson, Vlissides, 1994]



AbstractExpression, TerminalExpression, NonterminalExpression, interpret, and Context are just ROLES in the pattern.

In our programs, we will use our own names.

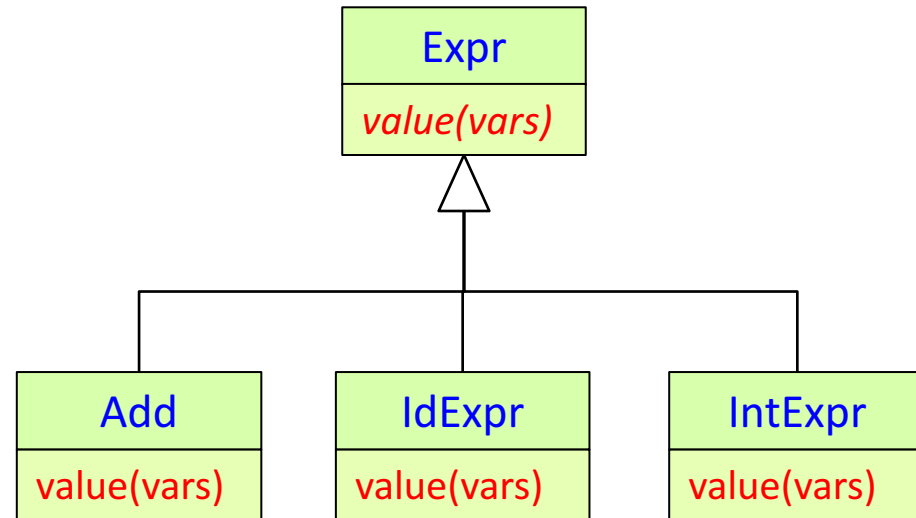
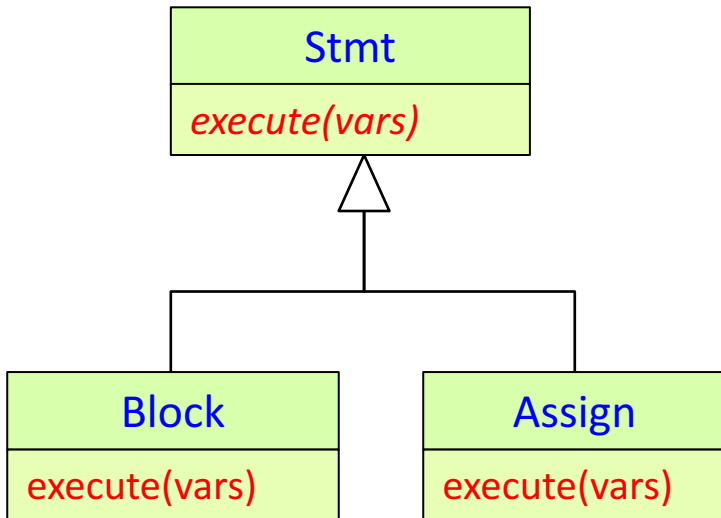
# Example use of Interpreter

Pattern roles:

**context:** *vars*

**interpret:** *execute, value*

```
abstract Stmt;  
Block : Stmt ::= Stmt*;  
Assign : Stmt ::= <ID> Expr;  
abstract Expr;  
Add : Expr ::= Left:Expr Right:Expr;  
IdExpr : Expr ::= <ID>;  
IntExpr : Expr ::= <INT>;
```



**vars**  
**execute**  
**value**

a map `String -> Value`, keeping track of the current values of variables  
executes a `Stmt`, changing and using the `vars` map  
executes an `Expr` and returns its value, making use of the `vars` map

# Example implementation using JastAdd aspects

```
abstract Stmt;  
Block : Stmt ::= Stmt*;  
Assign : Stmt ::= <ID> Expr;  
abstract Expr;  
Add : Expr ::= Left:Expr Right:Expr;  
IdExpr : Expr ::= <ID>;  
IntExpr : Expr ::= <INT>;
```

```
aspect Interpreter {  
  abstract void Stmt.execute(Map<String, Integer> vars);  
  
  void Block.execute(Map<String, Integer> vars) {  
    for (Stmt s : getStmts()) { s.execute(vars); }  
  }  
  void Assign.execute(Map<String, Integer> vars) {  
    int value = getExpr().value(vars);  
    vars.put(getID(), value);  
  }  
  
  abstract int Expr.value(Map<String, Integer> vars);  
  
  int Add.value(Map<String, Integer> vars) {  
    return getLeft().value(vars) + getRight().value(vars);  
  }  
  int IdExpr.value(Map<String, Integer> vars) {  
    return vars.get(getID());  
  }  
  int IntExpr.value(Map<String, Integer> vars) {  
    return String.parseInt(getINT());  
  }  
}
```

# Summary questions

- What are different ways of solving the Expression Problem?
- What is an intertype declaration?
- What is aspect-oriented programming?
- How does static AOP differ from dynamic AOP?
- Implement a computation over the AST using static aspects.
- What are advantages and disadvantages of static AOP as compared to Visitors?