

Discussion with Gregor Kiczales at UBC

- **Ontology of AOP**
- **Ontology is the study of what there is, an inventory of what exists. An ontological commitment is a commitment to an existence claim for certain entities.**
- **Slides 2 - 5 and the last one are Gregor's**

An ontology is, in simple terms, a collection of concepts with relations among them plus constraints on the relations.

basis of crosscutting

- **a *join point model* (JPM) has 3 critical elements**
 - what are the join points
 - means of identifying join points
 - means of specifying semantics at join points

basis of crosscutting

- **a *join point model* (JPM) has 3 critical elements**
 - what are the join points
 - in AspectJ
 - **points in runtime call graph**
 - **class members**
 - means of identifying join points
 - in AspectJ
 - **pointcuts**
 - **member signatures (plus ...)**
 - means of specifying semantics at join points
 - in AspectJ
 - **advice**
 - **define members**

dynamic JPM
static JPM

range of AOP languages

JPM	join points	means of ... join points	
		identifying	specifying semantics at
AspectJ dynamic JPM	points in execution call, get, set...	signatures w/ wildcards & other properties of JPs	advice
static JPM	class members	signatures	add members
Composition Filters	message sends & receptions	signature & property based object queries	wrappers declarative (filters) imperative (advice)
Hyper/J	members	signatures	add, compose (and remove) members
Demeter traversals	when traversal reaches object or edge	class & edge names	define visit method

range of AOP languages

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Demeter traversals	types	succinct traversal specs	generate traversals

See next slide for changes to Demeter

range of AOP languages

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static JPM	class members	signatures	add members
DemeterJ, Demeter/C++ dynamic JPM	when traversal reaches object or edge	visitor method signatures	visitor method bodies
static JPM 1	class members	traversal spec. s class graph g	s + g (result = traversal implementation)
static JPM 2	class members	class names	add members
static JPM 3	class members	class graph	class graph with tokens=grammar (result = parsing and printing implementation)

range of AOP languages

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AspectJ dynamic JPM	points in execution call, get, set...	signatures w/ wildcards & other properties of JPs	advice
static JPM	class members	signatures	add members
DJ dynamic JPM 1	when traversal reaches object or edge (method traverse)	visitor method signatures	visitor method bodies
dynamic JPM 2	when traversal reaches object (methods fetch, gather, asList)	source and targets of traversal	method name (fetch, gather, asList)
dynamic JPM 3	nodes in object graphs	trav. spec. s class graph g object graph o	s+g+o(result = traversal implementation = edges to traverse at nodes in object graph)

Composing join point models

- **Traversal Spec JPM:** In Demeter we use traversal specifications and the class graph to define a traversal implementation (either static or dynamic)
- **Visitor JPM:** The result of Traversal Spec. JPM is used to define a second JPM:
 - The traversal implementation defines nodes and edge visits.
 - Visitor signatures define the nodes and edges where additional advice is needed: they are the means of identifying join points.
 - The means of specifying semantics at join points are the visitor bodies.

DJ: dynamic JPM 3

- The join points are nodes in object graphs. They are not dynamic call graph join points nor class members!
- The means of identifying the join points for a given object graph o are a strategy s and the class graph g . o must conform to g .
- The means of specifying the semantics at the join points are again s and g . See paper with Mitch Wand for the formal details behind this JPM.

DemeterJ: static JPM 1

- **The means of identifying the join points and of specifying the semantics at the join points are the same.**
- **The reason is that s+g both**
 - select the classes that will get traversal semantics
 - determine the details of the traversal semantics

DemeterJ: static JPM 3

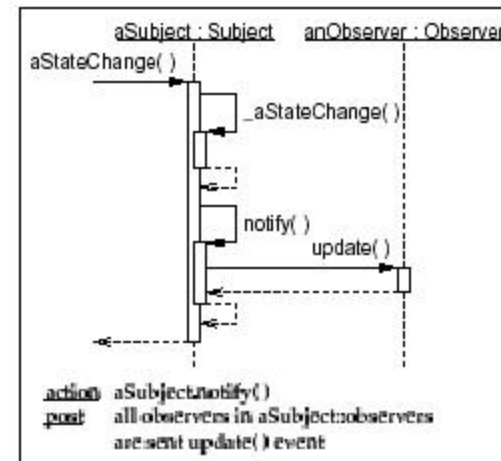
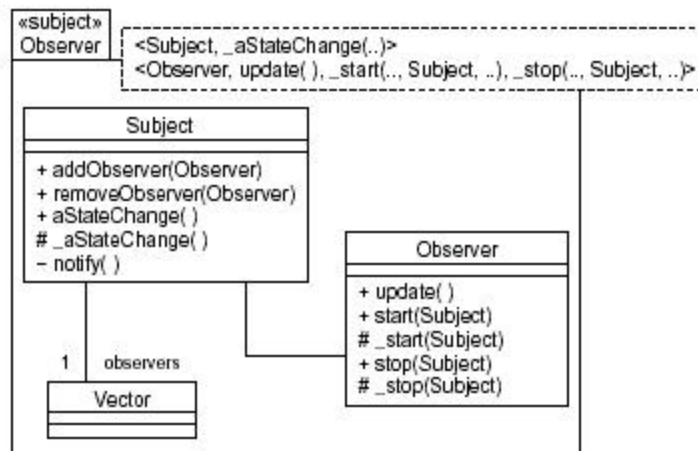
- The means of identifying the join points (class members) is done by the class graph.
- When we add tokens to the class graph we get a grammar that contains instructions for parsing and printing behavior.
- A grammar is an aspect (external representation aspect): the adhoc implementation cuts across all classes.

AO design in UML

[Clarke, Walker]

- **Composition Patterns**
 - static JPM (~ Hyper/J)
 - binds pattern to base code

- dynamic JPM (~ AspectJ)
- what happens in pattern



- **UML class & interaction diagrams already crosscut**
 - by-class vs. by-interaction organizations