Mixsets to Implement Variability of Software Product Lines

Presentation for Consortium for Software Engineering Research (CSER)

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Mixsets

• Definition: "A mixset is a named set of code/model fragments that can be mixed into a software system to add a feature, variant, or concern"

• Goal

- Facilitate SPL variability in both modeling and programming languages.
- Handle variability at model level.
- Specify relationships between variant models.
- Apply one mechanism to both abstract model and "embedded" native code.

Advantages of Mixsets

- Combines the best of two approaches
 - Annotative
 - Variation lives <u>within</u> the code.
 - Like #ifdef directives of C preprocessor
 - Compositional
 - Features are <u>separate from</u> the base code, which is shared by all features.
 - Similar to FOP (Feature Oriented Programming).
- Unified/Uniform
 - Can be applied across all entities in a language, including composition mechanisms such as aspects
- Encapsulates variability modeling
 - Mixsets can represent feature models.
 - Direct mapping of feature models in source code.
 - Explicit management of relationships between reused variable units, or mixsets.

Required Mechanisms

Mixsets to model variability	 First-class units in the language. Sub-entity of other language entities.
Artifact composer	 Compositional technique to merge different pieces of software. Umple uses mixins to compose identical entities.
Conditional compilation	 Conditional parsing of variable fragments of the code based on supplemented parameters.

Umple

- The approach is implemented in Umple.
 - A language that generates code based on modeling abstractions
 - Textual, with real-time rendering and editing of diagrams
 - Many modeling constructs, including:
 - Class models (attributes, associations, and generalizations)
 - State machine models (events, hierarchical states, transitions)
 - Traits
 - Can incorporate and generate code from Java, C++, PHP and Ruby
 - Analyses models to find many types of problems
- Try UmpleOnline via http://try.umple.org/

Mixsets Example

- A bank SPL.
 - Blue fragments are annotative.
 - Green fragments are compositional.
 - Compositional fragments can be in separate files.

```
class Bank {
1
2
       1 -- * Account;
       mixset Multibranch
3
4
5
         1 -- 1..* Branch;
6
7
8
9
     mixset Multibranch {
       class Branch {
10
         Integer id; String address;
11
12
       }
13
14
15
     class Account {
16
       owner; Integer number; Integer balance;
17
       mixset Multibranch { * -- 1 Branch;}
18
19
20
     trait InterestBearingAccount {
21
       Float interestRate;
22
     }
23
24
     class DepositAccount {
25
       isA Account;
26
       mixset OverdraftsAllowed {
27
         Integer overdraftLimit;
28
         isA InterestBearingAccount;
29
       }
30
31
32
     class LoanAccount {
33
       isA Account, InterestBearingAccount;
34
```

Mixsets for Feature Modeling



Refactor between Annotation/Compositional

- Annotate fragments are treated as compositional fragments.
- Refactoring from compositional fragments to annotative fragments is possible.
- We call this "rewriting" of mixsets.
- Uses the abstract syntax tree (AST) to refactor mixsets .



Fine-grained Variability in Composition

- Extending aspect injection with labels.
- The code in green box results from generating Java code from the code in blue box.

* The example is modified from: Krüger, J., Schroter, I., Kenner, A., Kruczek, C. & Leich, T. (2016). FeatureCoPP: Compositional Annotations. *Proceedings of the 7th FOSD*, 74–84. https://doi.org/10.1145/3001867.3001876

class Main { public static void main(String[] args) { 2 3 Hello label: Beautiful label: 4 Wonderful label: 5 6 mixset World { System.out.print (" world !"); 7 8 9 10 11 12 class Main 13 mixset Hello { 14 after Hello label: main(String) { 15 System.out.print(" Hello "); 16 17 18 mixset Beautiful { 19 after Beautiful label: 20 main(String) { 21 System.out.print(" beautiful "); 22 23 24 mixset Wonderful { 25 after Wonderful label: 26 main(String) { 27 System.out.print (" wonderful "); 28 29 30 31 32 use Hello; 33 use Wonderful; 34 use World; 35 36 require subfeature [opt Hello]; 37 require subfeature [opt Beautiful]; 38 require subfeature [opt Wonderful]; 39 require subfeature [opt World];

1 public class Main {
2 public static void main(String[] args) {
3 Hello_label:
4 System.out.print (" Hello ");
5 Wonderful_label:
6 System.out.print ("wonderful ");
7 System.out.print (" world !");
8 }
9 }

Case Studies

- Berkeley DB JE
 - Reduce the code size and hook methods.
- Refactoring Umple into a feature-driven software system
 - It is still in progress.
 - Usefulness of annotative fragments to identify variable elements.
 - Automate refactoring to compositional mixsets.

Limitations & Open Problems

- Lack of SPL variability awareness
 - Native support of SPL variability in the modeling language.
 - Formal analysis of SPL variability
- Modularity of fine-grained variability
- Expression-level variability

Demo

Conclusion

- Mixsets offer a combined variability mechanism
 - Seek smooth transformation between annotative and compositional fragments.
- Unified to work on both models and native code
- Offer mechanism to model variability as feature models



Questions?