

# Onspect: Ontology Based Aspects

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# Summary

- Onspect: Ontology based aspects
  - Based on semantic vs. syntax
    - Ideas from semantic web

# Background: AOP & shortcomings ...

- **Based on syntax:** name patterns
  - `call(void Point.make*(..))`
- **Problems:**
  - Naming Conflicts
  - Fragile pointcuts
  - Semantics dependent on naming
  - Concerns are **semantic**, not syntactic
- **Limited expressiveness power**
- **compare to databases queries**
  - Procedural: how to traverse records
  - Declarative: what data I want
- **Pointcuts**
  - Syntax based: how to trigger a joinpoint
  - Semantic based: what behavior I want to trigger



# Background: Ontology - Definition

- Define concepts in a universal way to share knowledge:
  - You say: Car
  - Frenchman: Voiture
  - The same concept!
- Started in philosophy and AI
- Became popular with idea of semantic web
- Many languages
  - OWL, OIL+DMAL,RDF,..



# The same for program!

```
bool bsearch2(int k){
```

```
...
```

```
}
```

```
bool myBinarySearch(int keyInt){
```

```
...
```

```
}
```



# Basic Motivation

- Semantic adaptive pointcuts
  - Providing semantic level interoperability
  - Easier to understand in a single program
  - Suitable for defining distributed pointcuts in
    - Heterogeneous environment



## Solution - Brief

- Formal model for programming ontology
- Mapping to annotation templates
  - Mapping to OWL
- Defining semantic pointcut
- Inference and deployment

# Formal Model – Basic Elements

- Concepts
- Attributes
- Relationships
- Hierarchies
- Axioms & Constraints

$$O = \langle C, A^C, R, H, X \rangle$$



# Mapping to Annotation

- Using annotation facilities in Java 1.5
- Three basic templates
  - Behavior Descriptor
  - Agent Descriptor
  - Subject Descriptor

```
@BehaviorDescriptor{
    name           = "Login to Server X",
    complexity     = "log(n)",
    Targets        = {"ID", "Password"},
    Inputs         = {"PrivateKey"},
    Outputs        = {"Login Info"},
    is_a           = "Login Method"
}
public int login(String usr, String psswd)
{
```

# Example

```
@BehaviorDescriptor(  
    name          = "Login to Server X",  
    complexity    = "log(n)",  
    Targets       = {"ID", "Password"},  
    Inputs        = {"PrivateKey"},  
    Outputs       = {"Login Info"},  
    is_a          = "Login Method")  
public int login(String usr, String psswrd)  
{
```

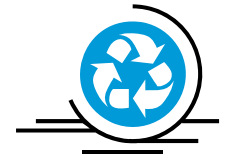
Semantic Annotation

```
connector LoginConnector {  
  
    LoginHook h =  
        new LoginHook(  
            (  
                behavior.isA == "Login Method") &&  
                behavior.name("Login to Server X"));  
}
```

Connector Definition

```
class LoginAspect {  
  
    hook LoginHook {  
  
        LoginHook(method(..args)) {  
            execution(method);  
        }  
  
        around() {  
            System.out.println("signing in ..");  
        }  
    }  
}
```

Onspect Definition



## Mapping to OWL – why OWL?

- Standard language for ontology modeling
- In XML, easy to exchange
- Reasoning facilities
  - IODT

# Inference

- Convert each semantic quantifier into IODT query
- Evaluate for each agents
  - First on(group)
  - Other basic quantifications
- Find set of agents that pointcut applies to

# Future Direction

- Extend Formal template to provide further semantics
- Standard content definition for formal ontology
- Robust, easy to use toolkit
- Performance enhancement
- Providing facilities to detect changes in source code and suggest correction for annotations