

# Pleiad

Programming Languages and Environments for  
Intelligent, Adaptable and Distributed systems



Departamento de Ciencias de la Computación  
UNIVERSIDAD DE CHILE



FACULTAD DE CIENCIAS  
FÍSICAS Y MATEMÁTICAS  
UNIVERSIDAD DE CHILE

# A Semantics for Execution Levels with Exceptions

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Department of Computer Science  
University of Chile - Chile

# Aspects and Exceptions

Researchers have studied exception handling  
as a crosscutting concern

Lippert and Lopez (ICSE '00)

Castor *et.al.* (SIGSOFT '06, ICSM '07, SPE '09)

Coelho *et.al.* ( PLoP '08, ECOOP '08)

# Confusion with Exceptions and Aspects

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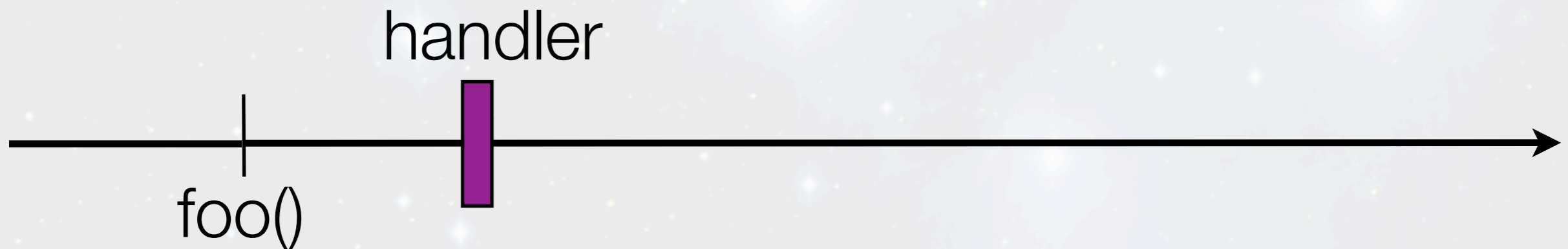




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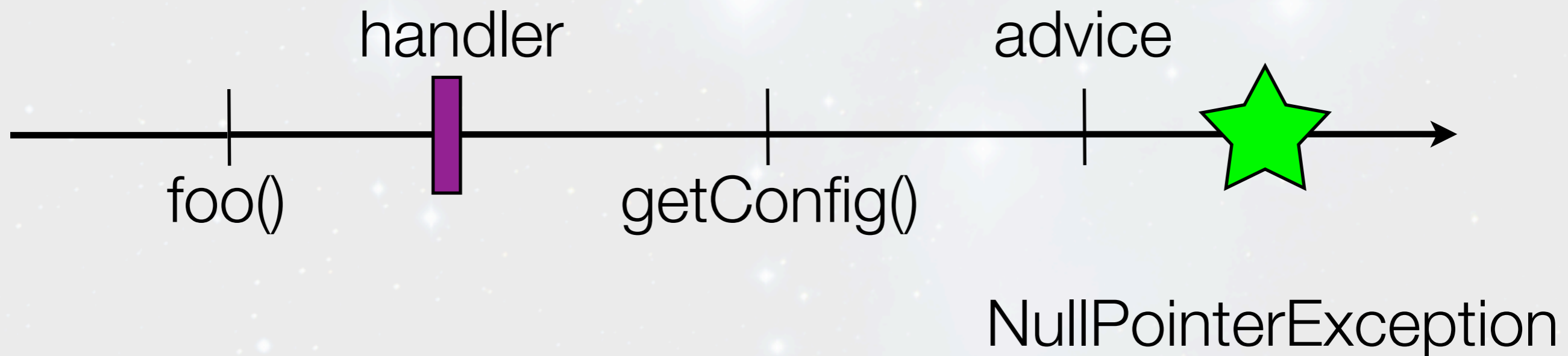
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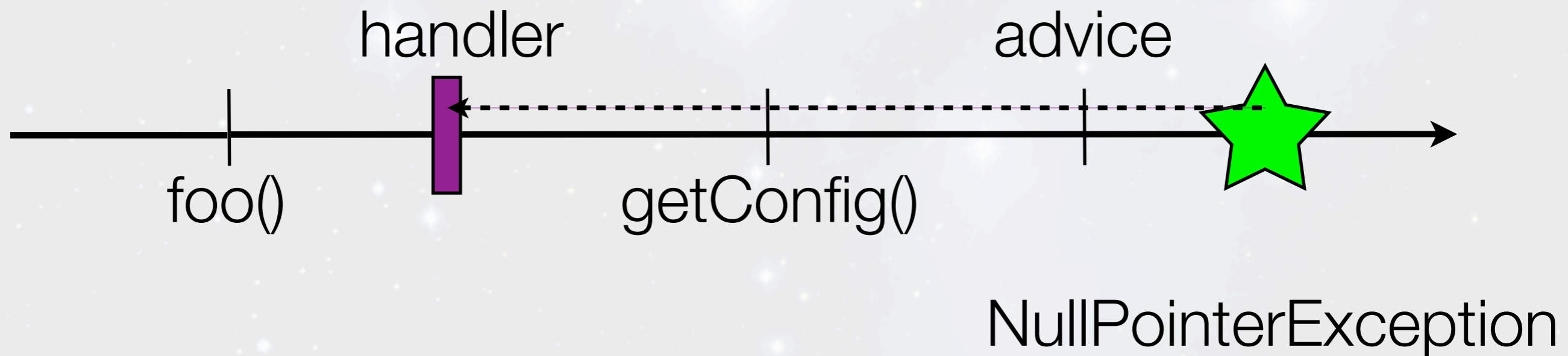
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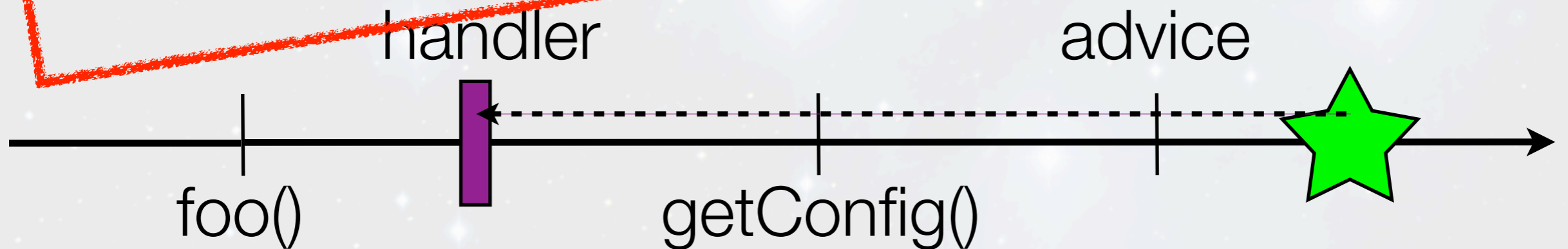


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**Default value used!  
even if getConfig returns  
OK!**





# Confusion with Exception-Handling Aspects

Aspect exception was  
handled as a base  
exception

# Confusion with Exceptions and Aspects

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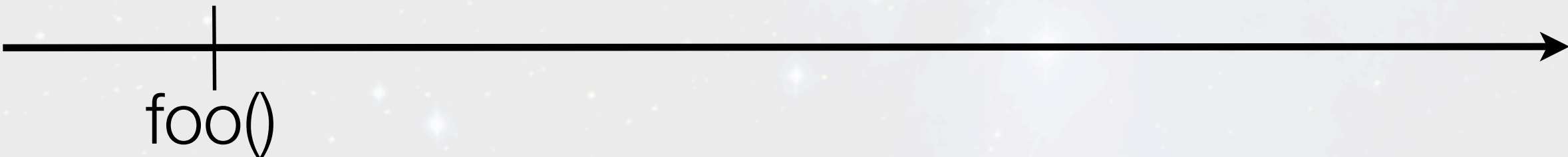
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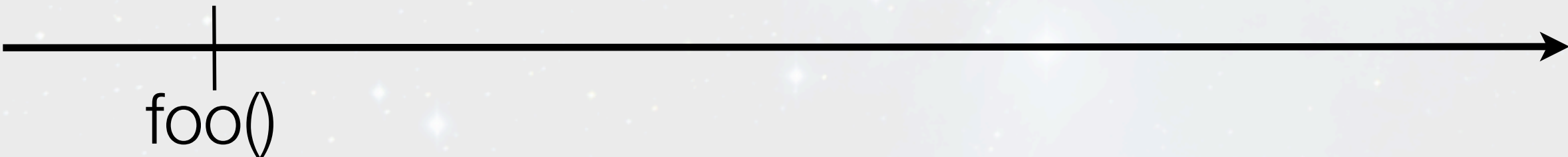


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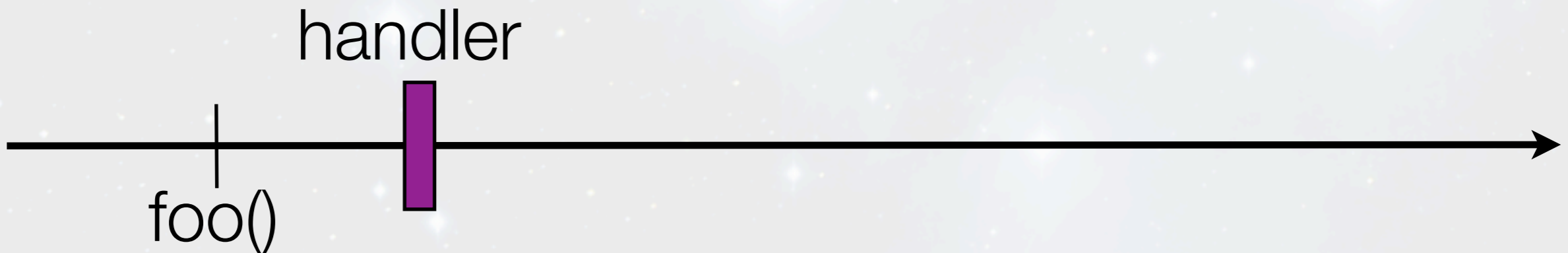


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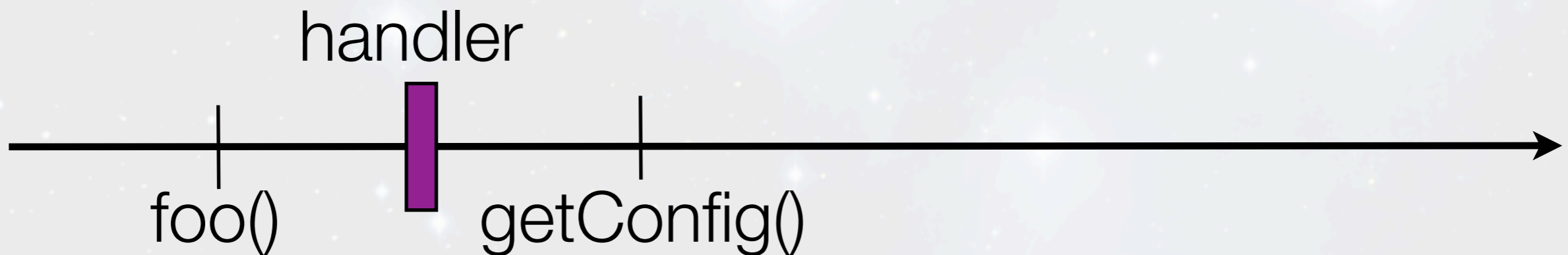
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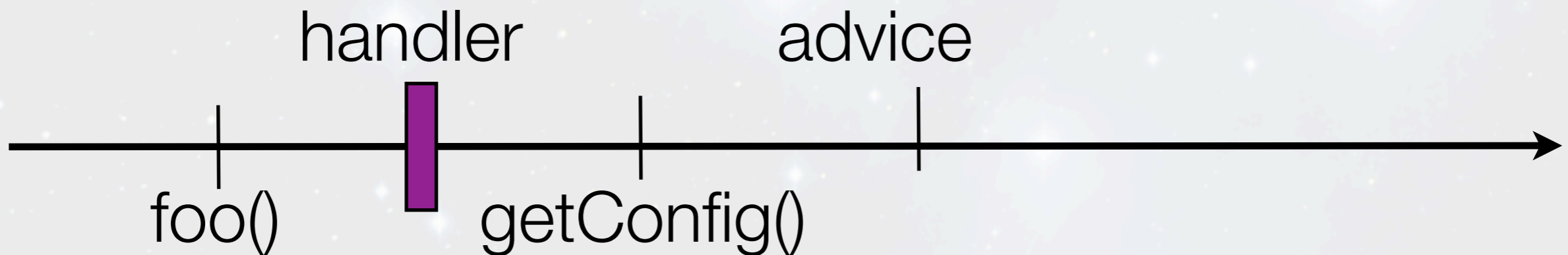




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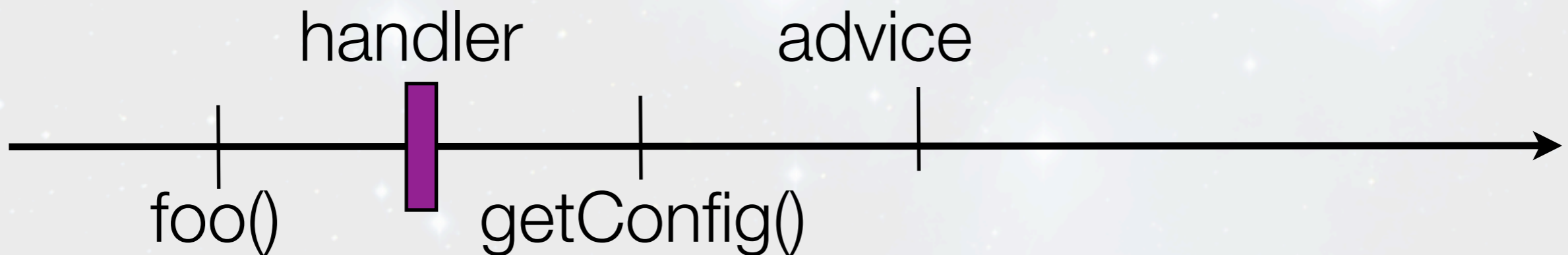
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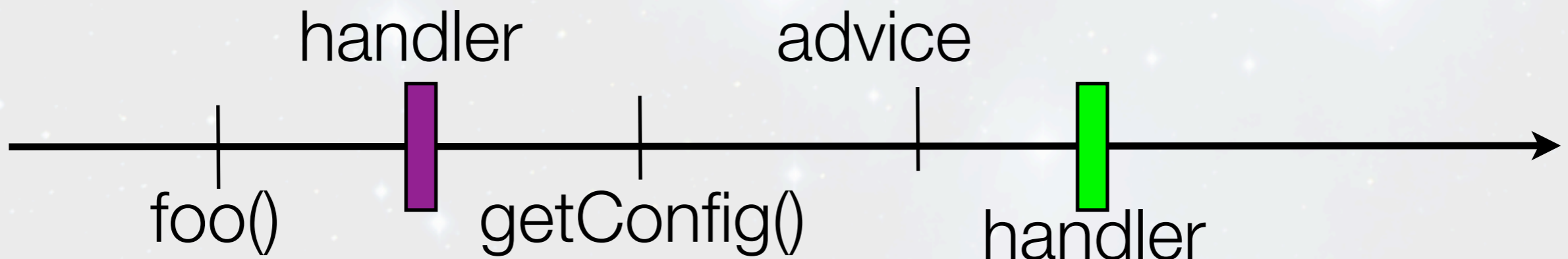
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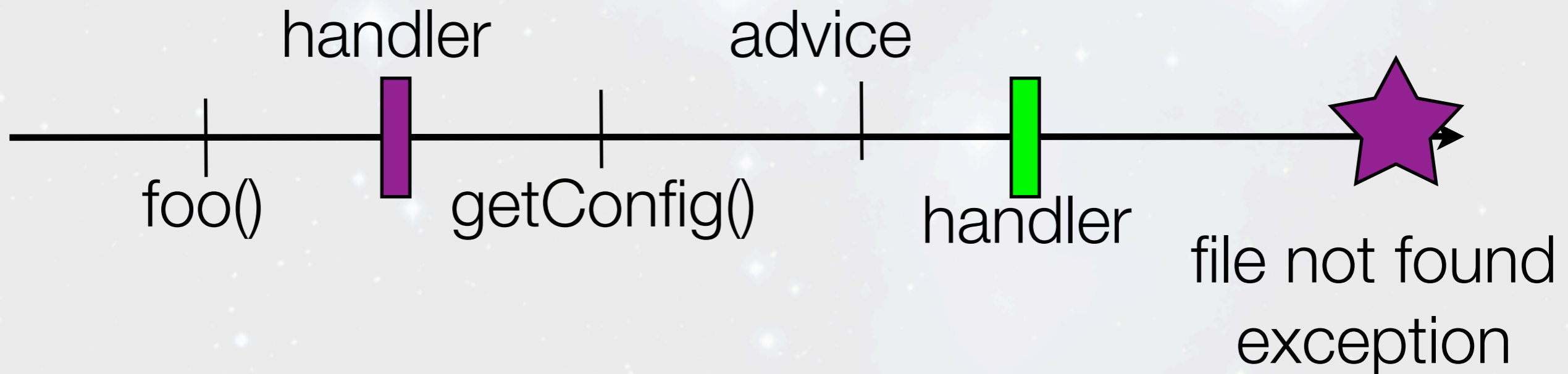
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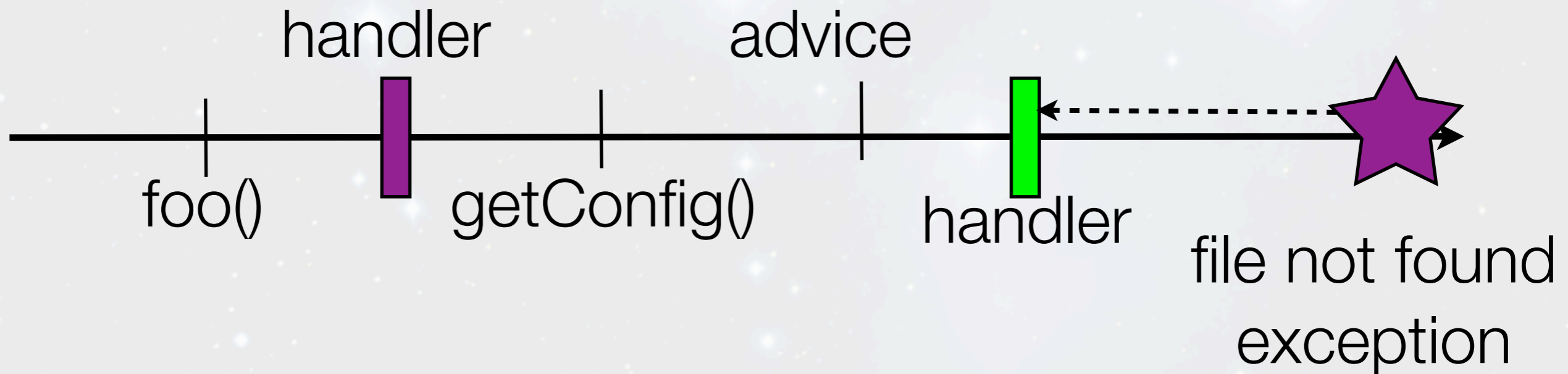
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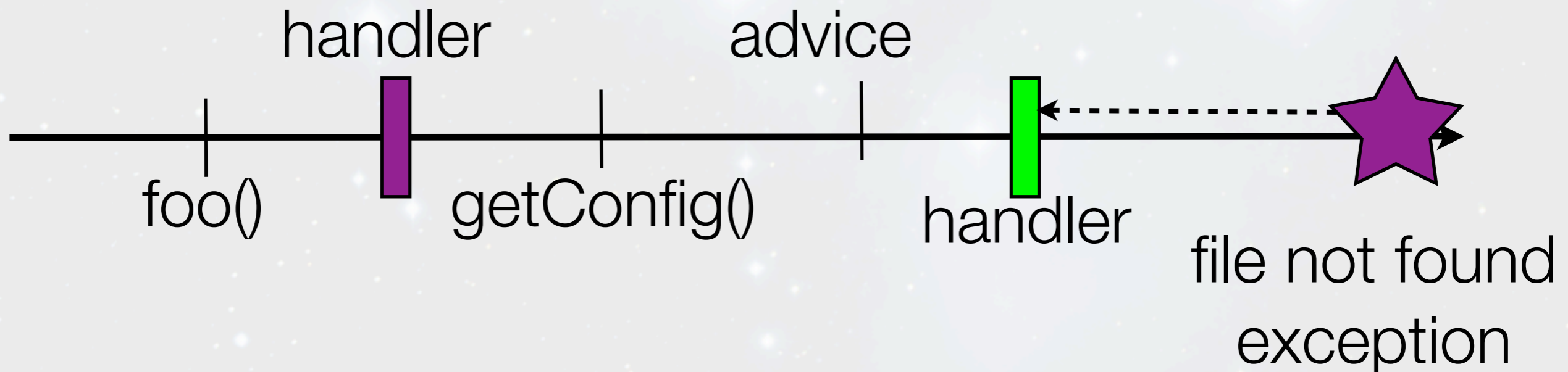
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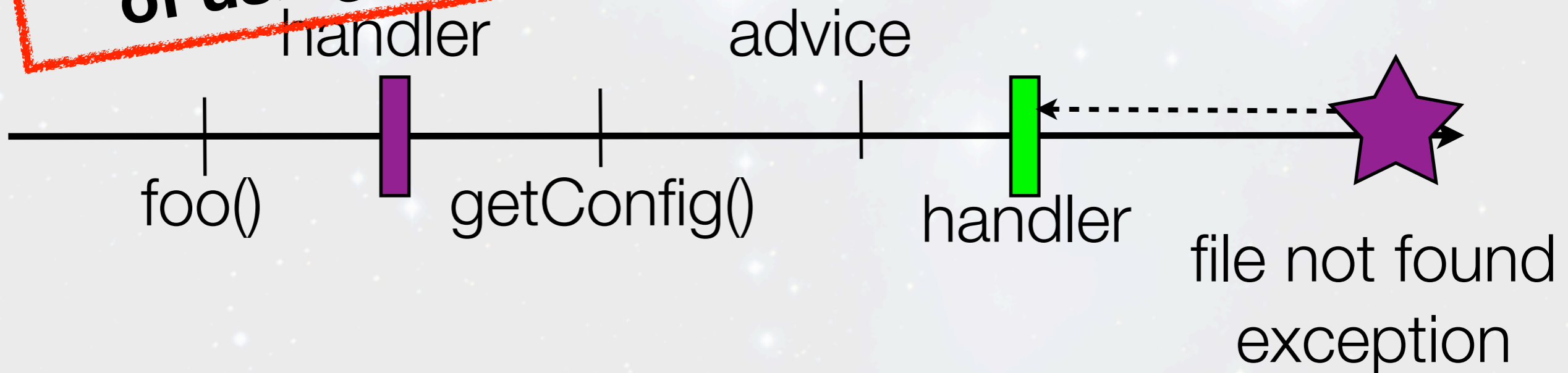


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**Program aborted instead  
of using default value!**



# Confusion with Exception-Handling Aspects

Base exception was  
handled as an aspect  
exception



# Exception Conflation Problem

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**Exception handling mechanism merges aspect and base handlers and exceptions in a flat control flow**

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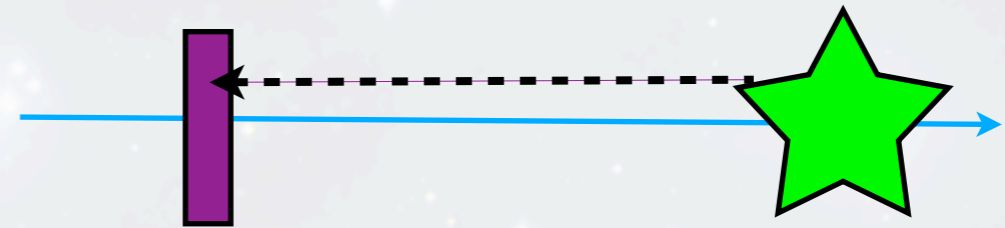
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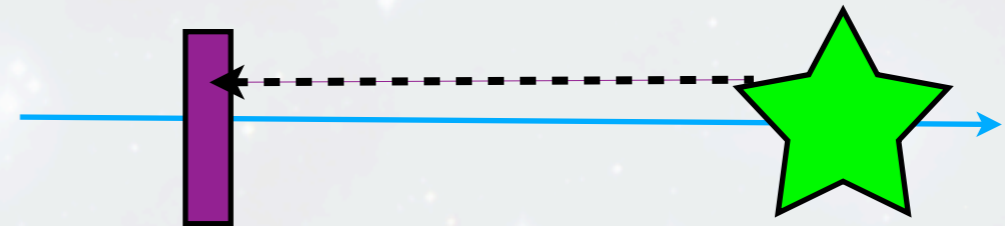
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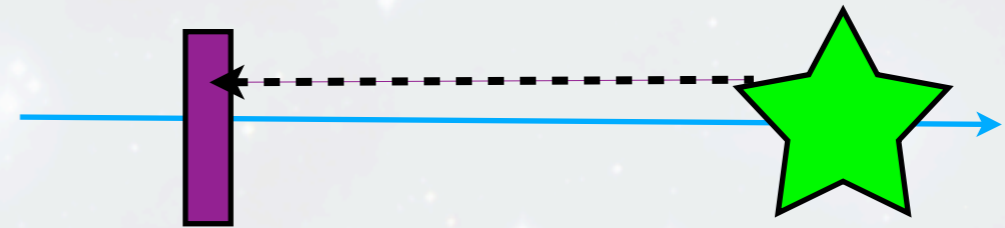
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**Inadvertent execution of unintended handlers**

**Programmers can not state the desired interaction**

# Our Solution

**Use Execution Levels  
to control Exception Conflation**



# Execution Levels in a Nutshell

Tanter (AOSD '10)

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Tanter (AOSD '10)

Level 2



Level 1



Level 0

**...getConfig(..)..**

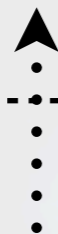
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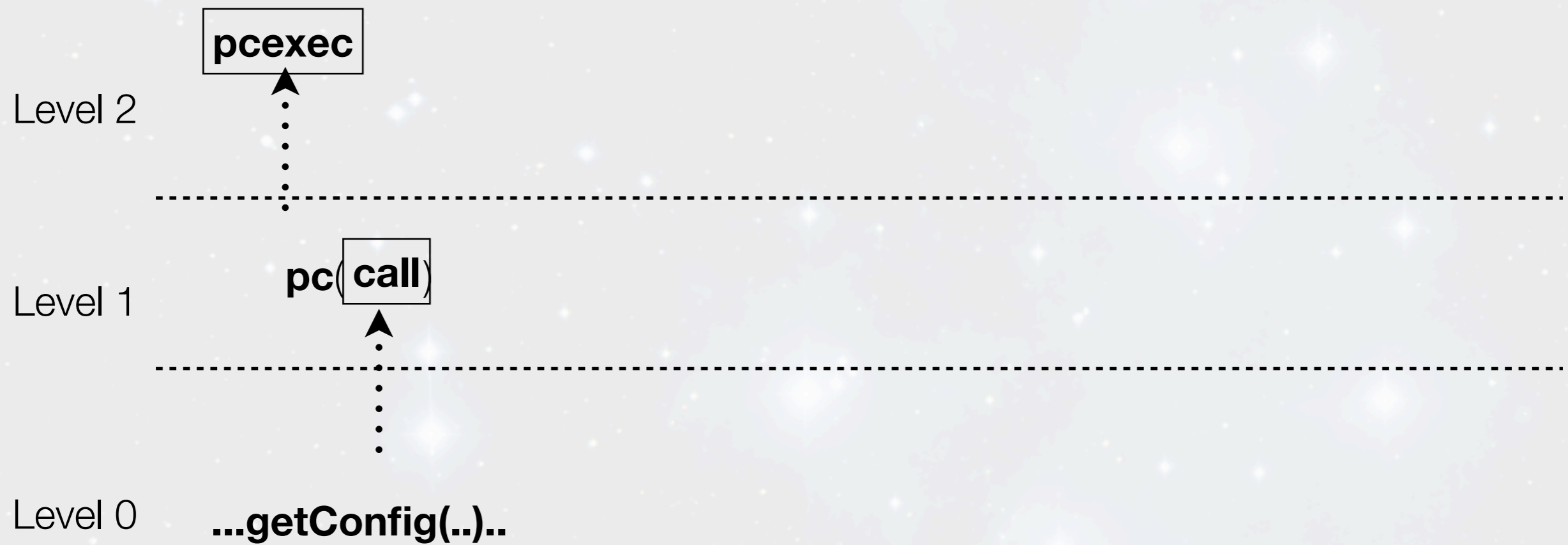
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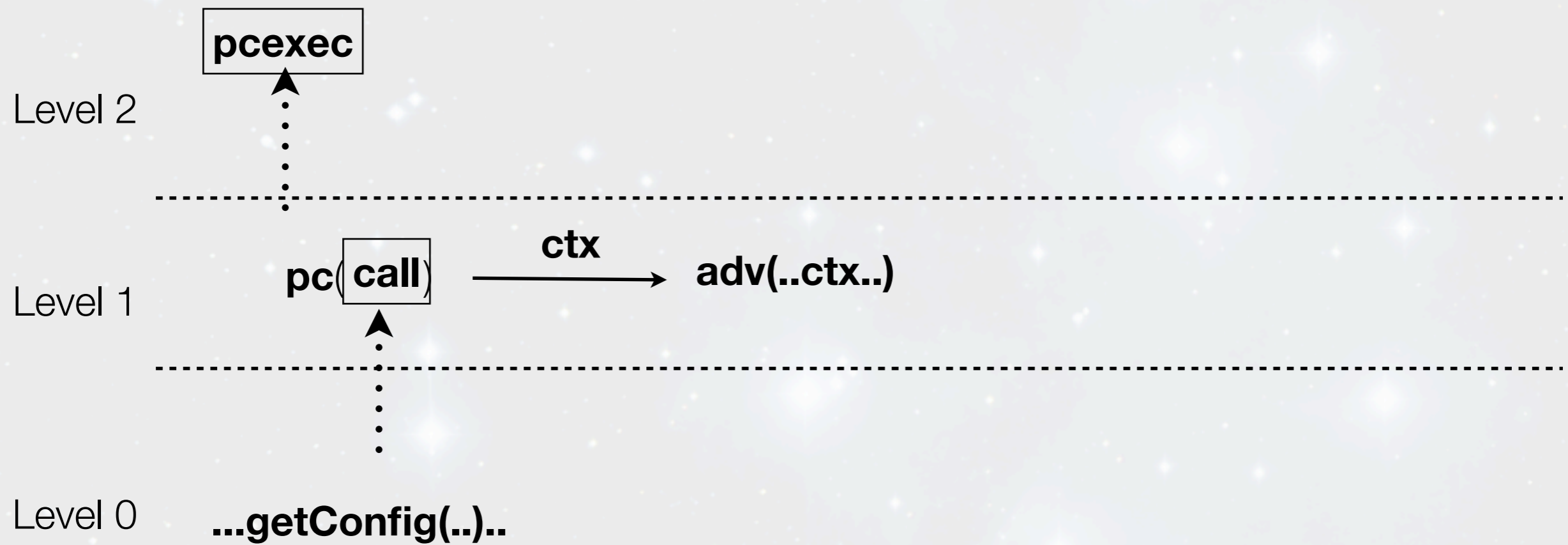
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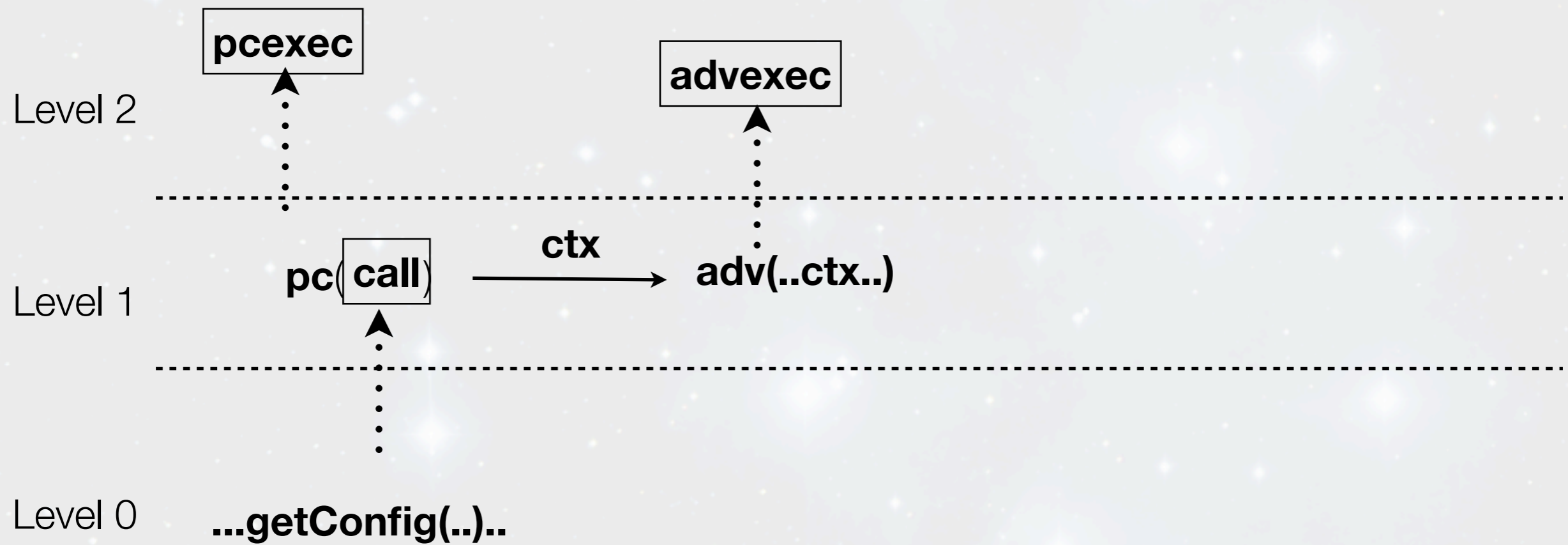
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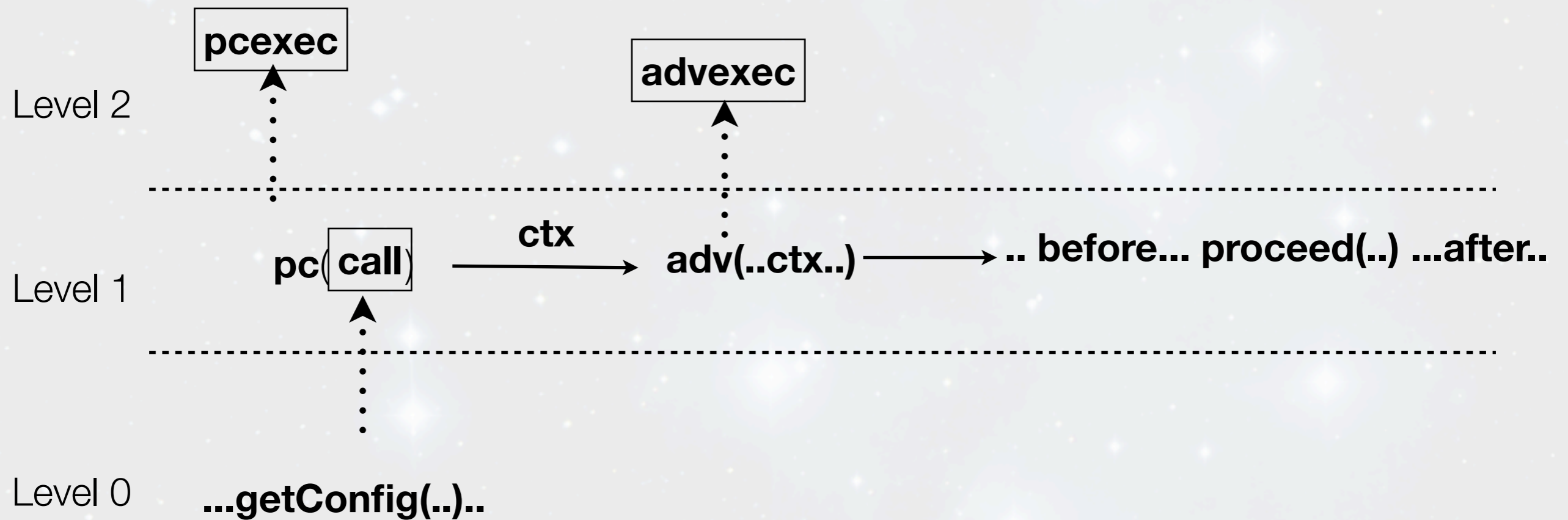
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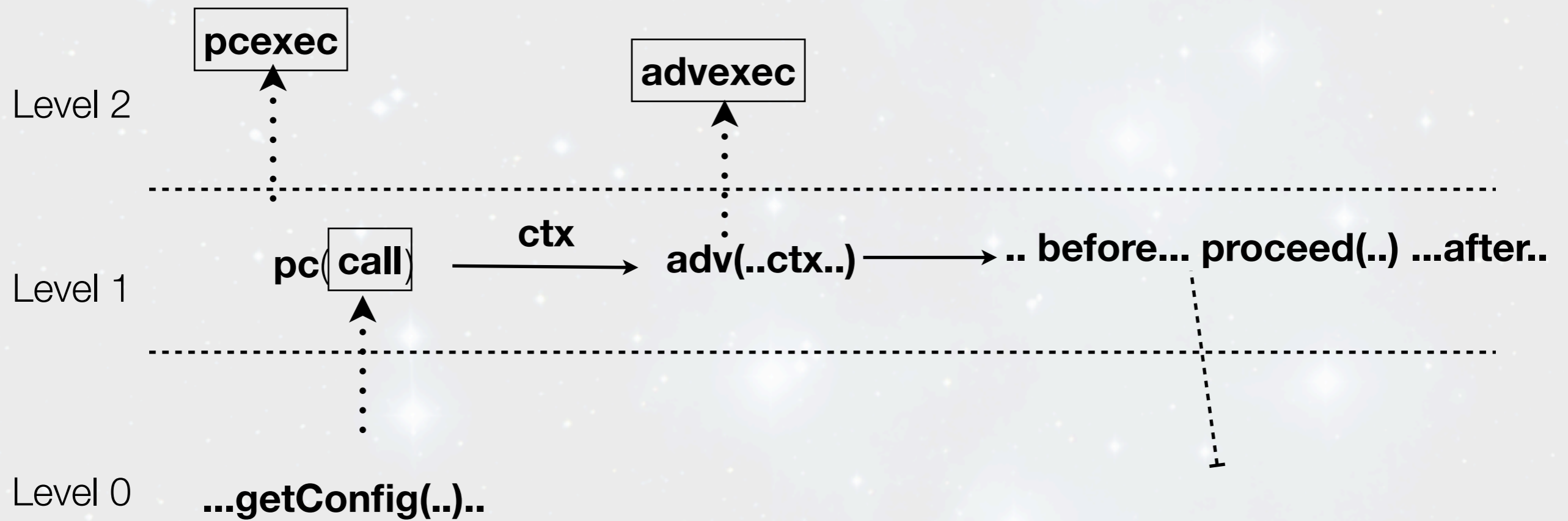
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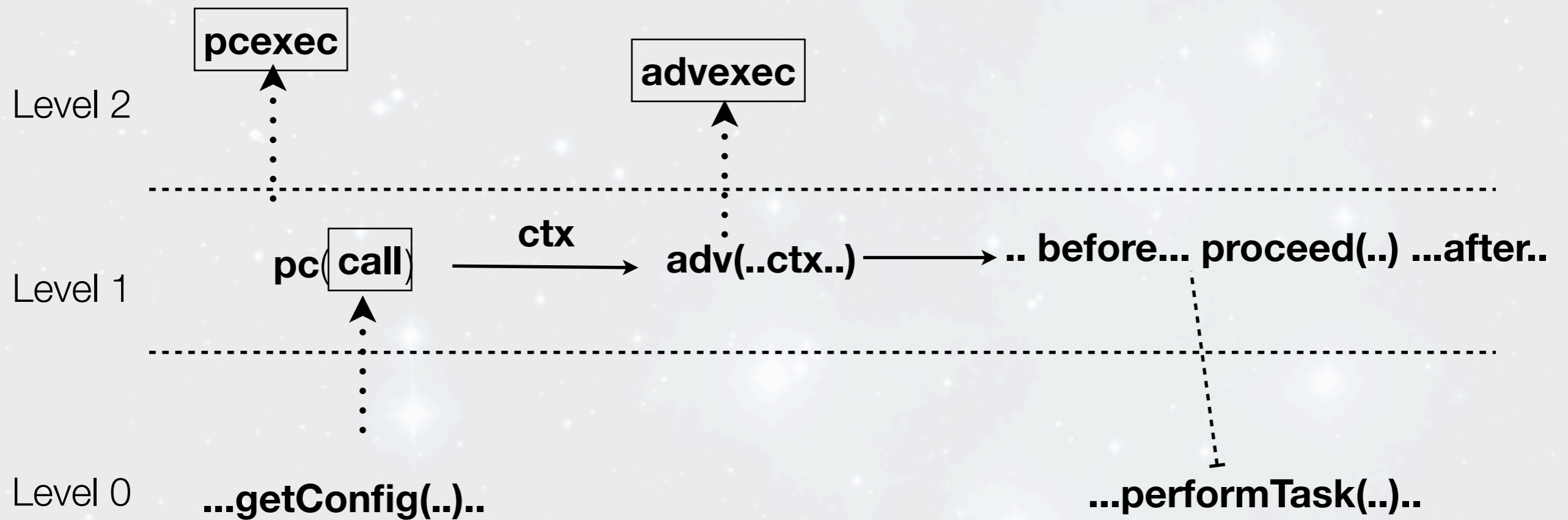
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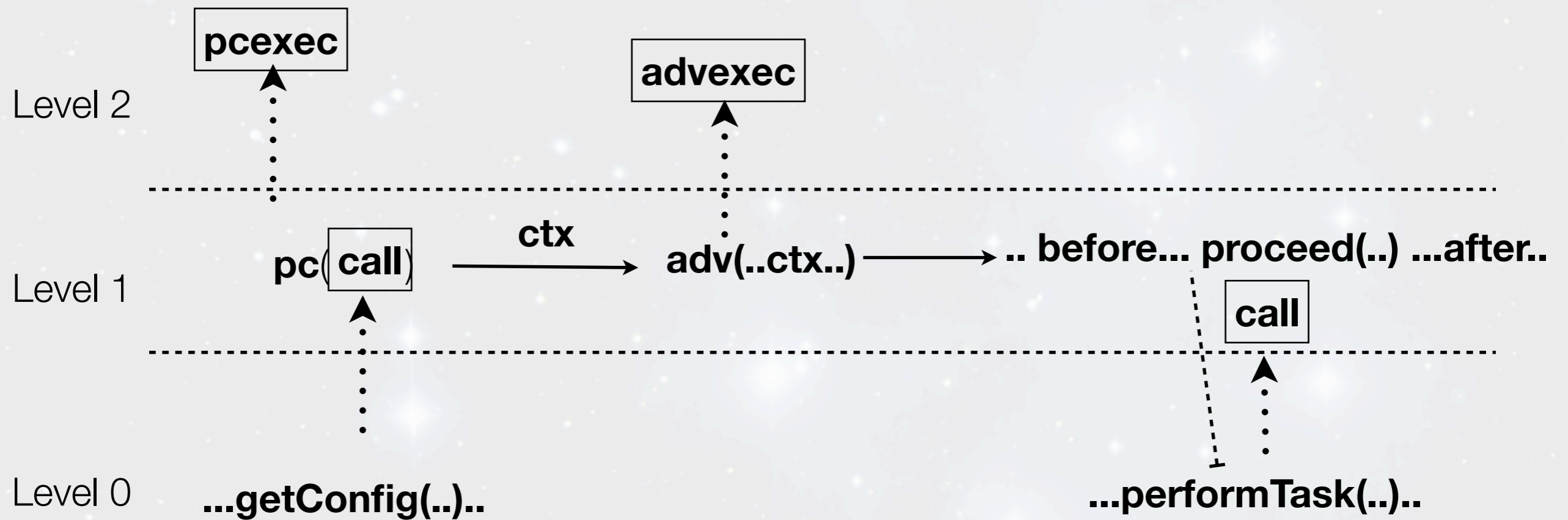
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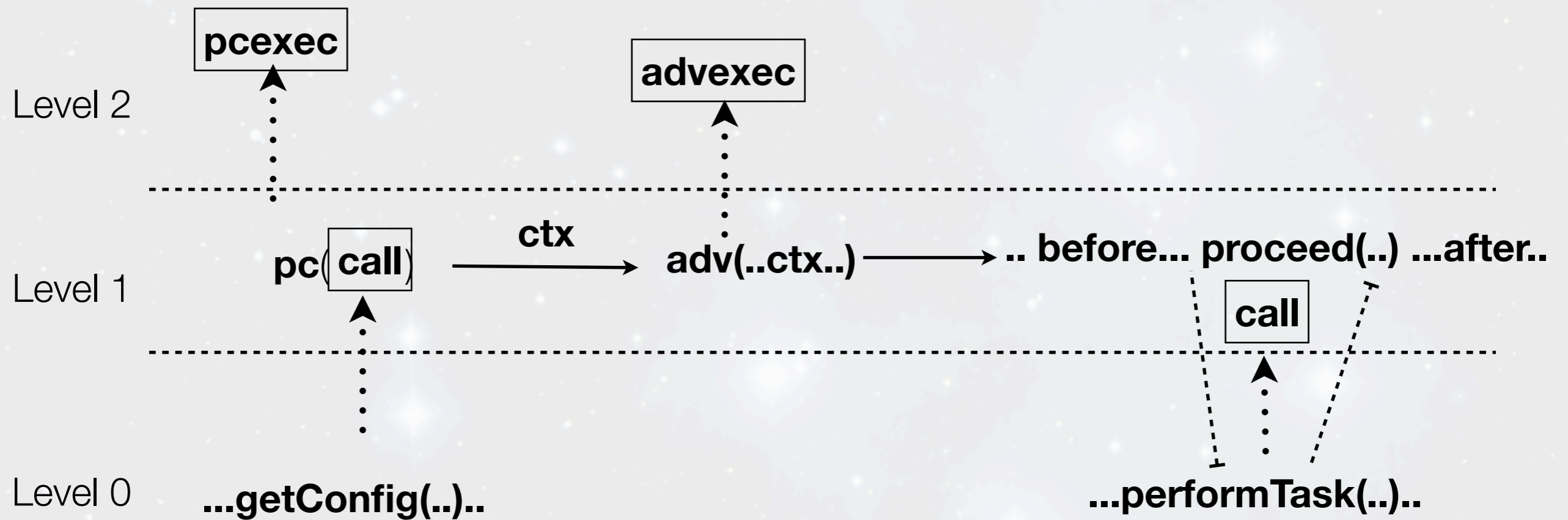
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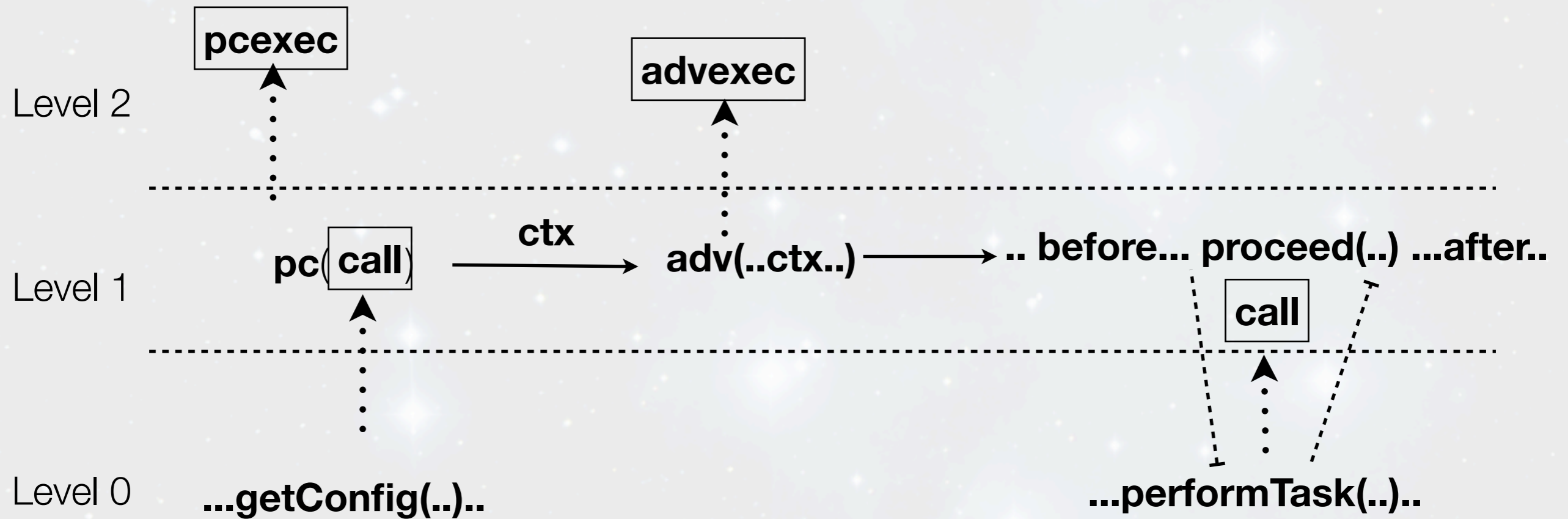
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# Execution Levels in a Nutshell

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We can have as many levels as needed

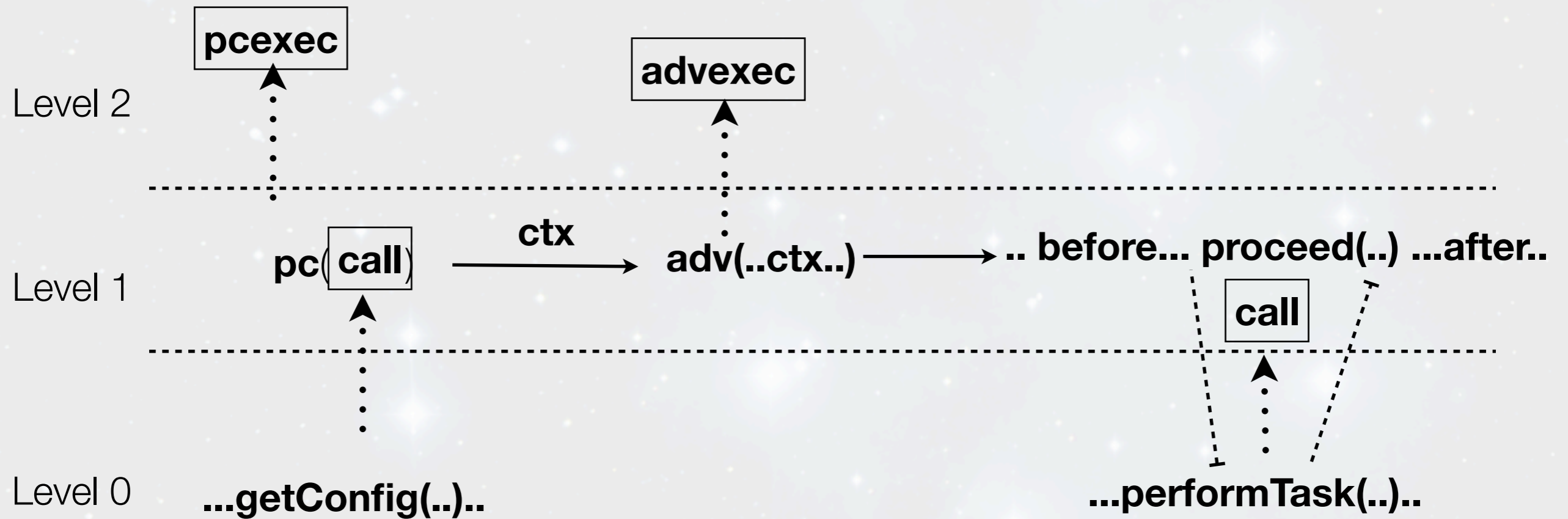


# Execution Levels in a Nutshell

Tanter (AOSD '10)

We can have as many levels as needed

e.g. composition of dynamic analysis aspects (Tanter *et.al.*, GPCE '10)



# Execution Levels in a Nutshell



# Execution Levels in a Nutshell

**up** and **down** operators to explicitly shift level

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**up** and **down** operators to explicitly shift level

a **level-capturing function** always evaluate at their  
**definition-time level**

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**In essence:**

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## In essence:

bind exceptions and handlers  
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flexibility using level-shifting operators



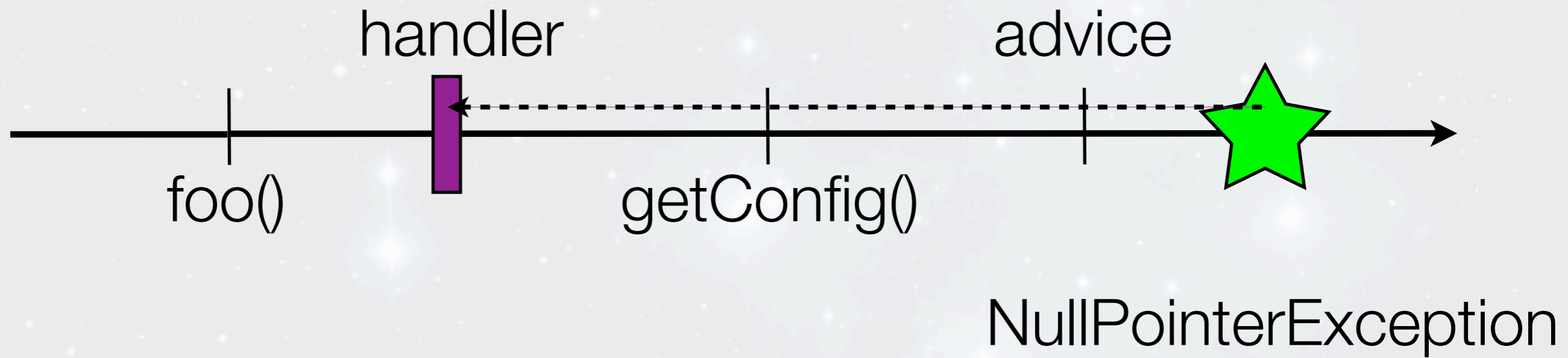
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**Recall our first example**

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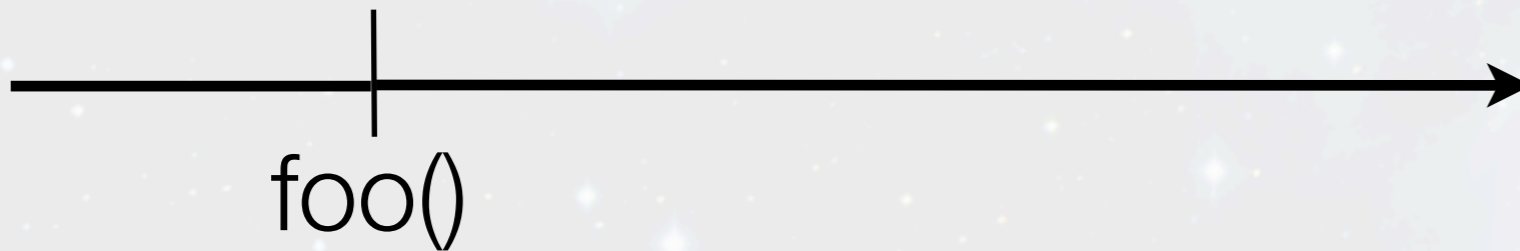
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**With the new semantics**

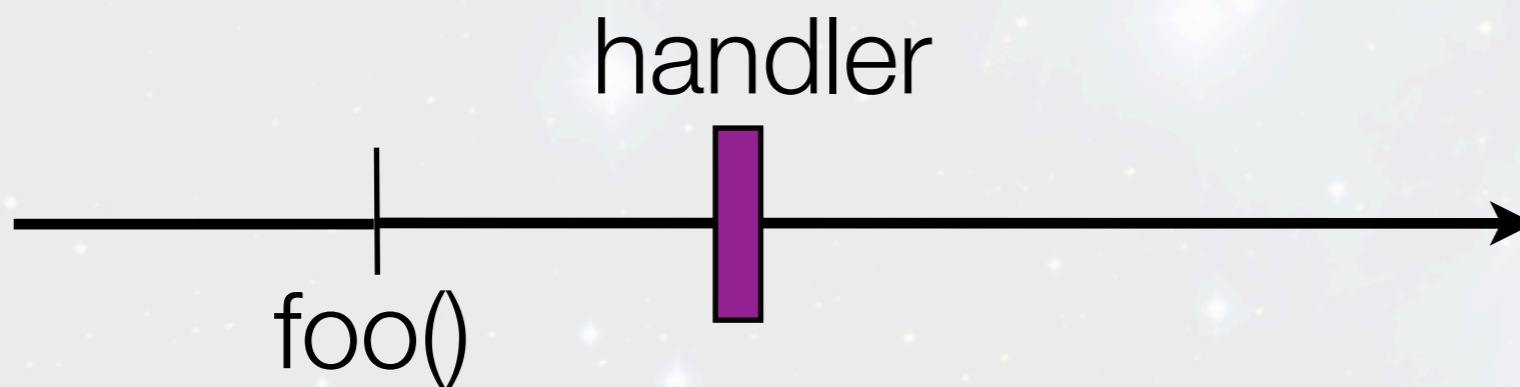
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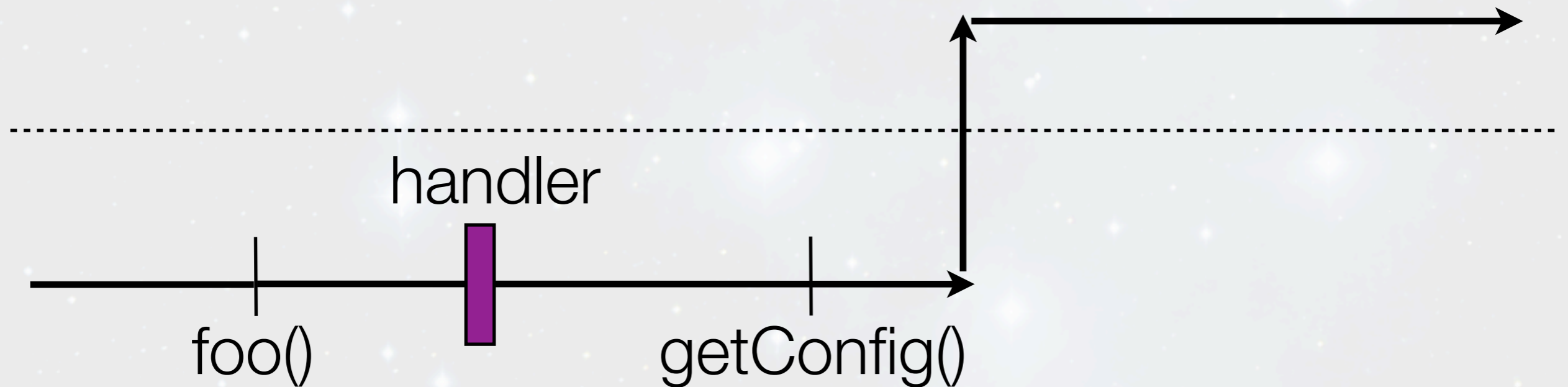
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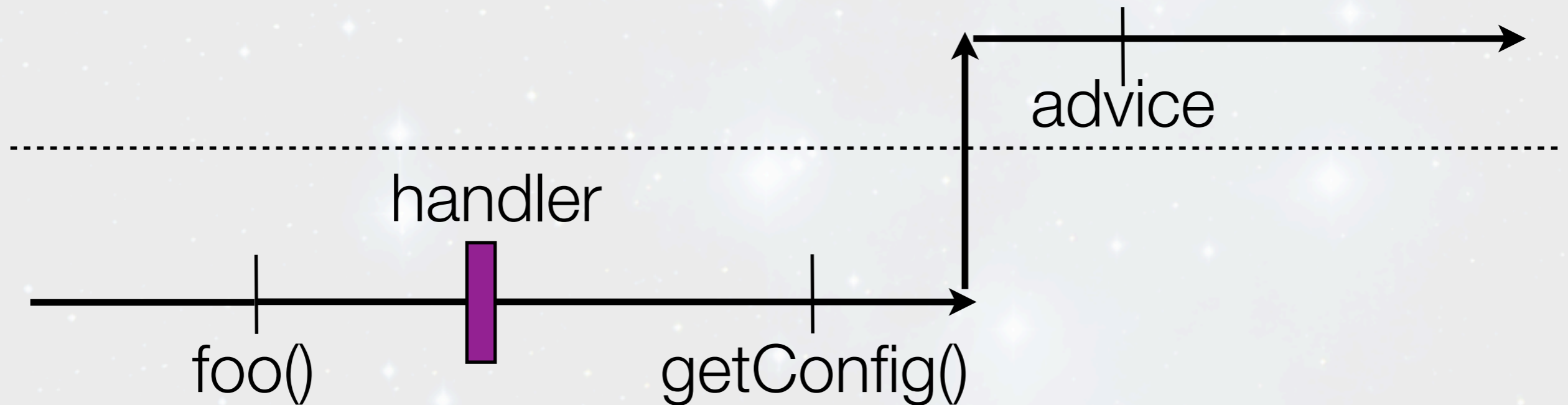
With the new semantics





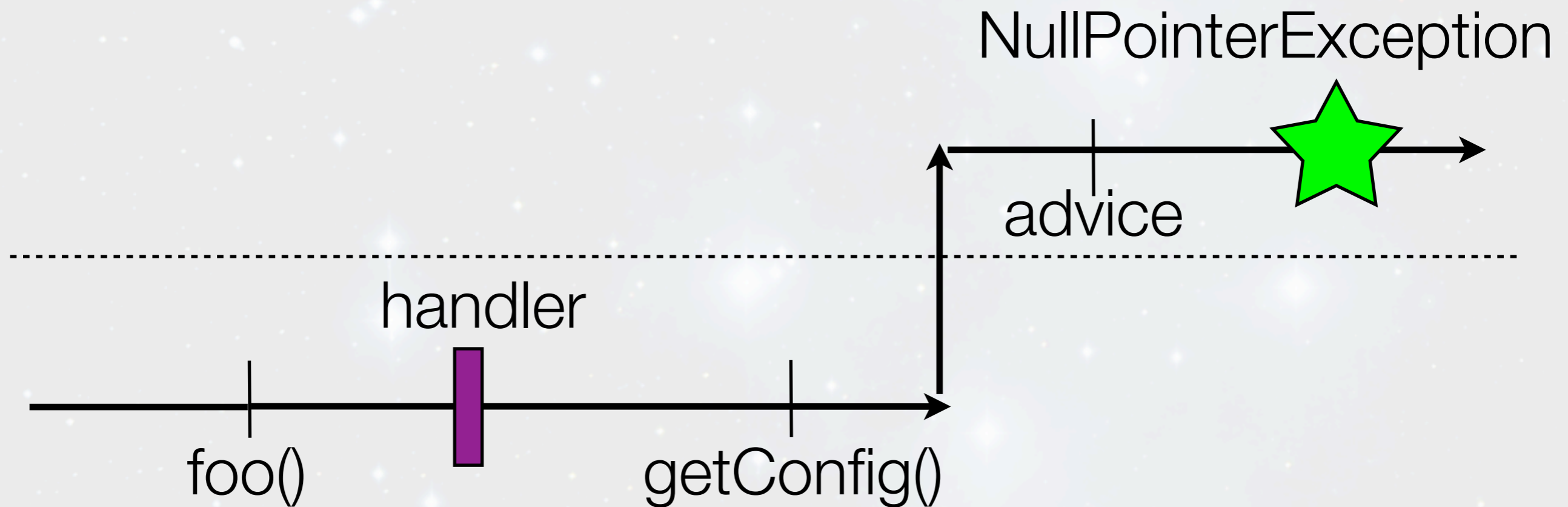
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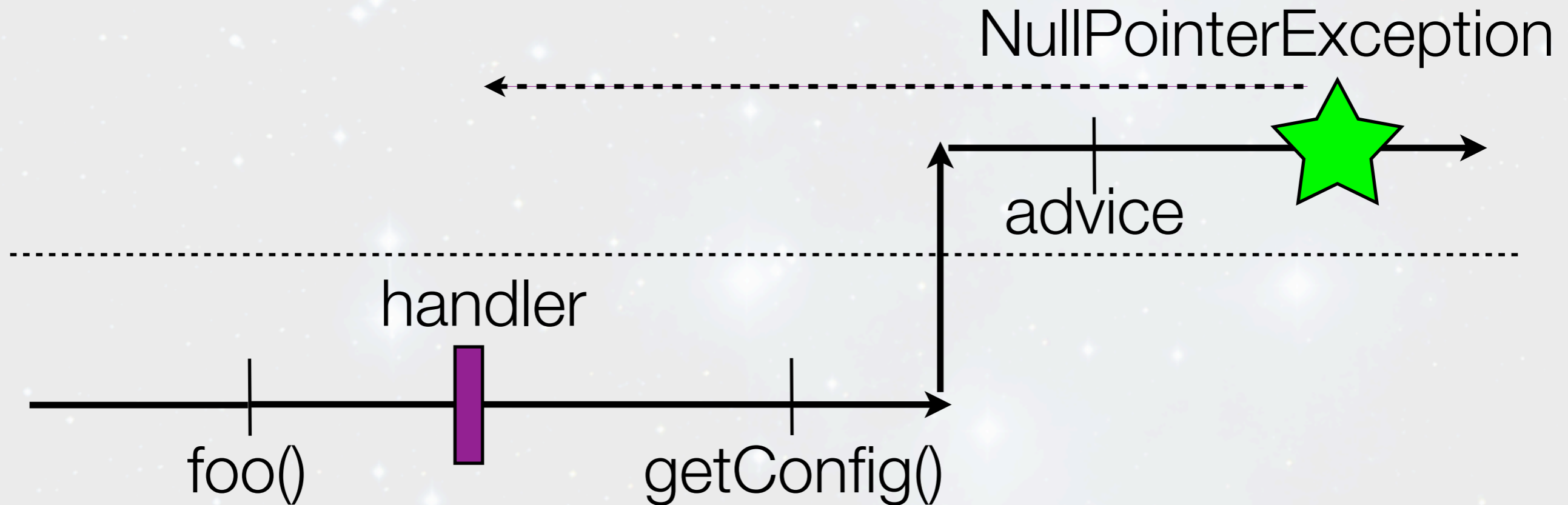
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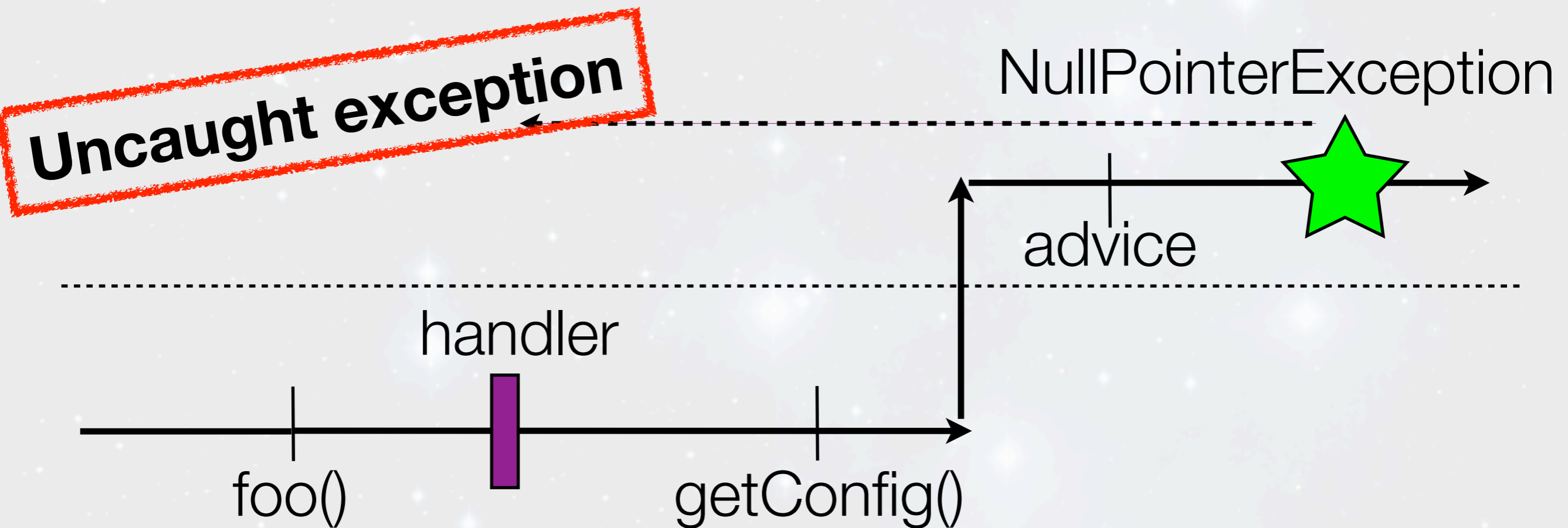
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With the new semantics



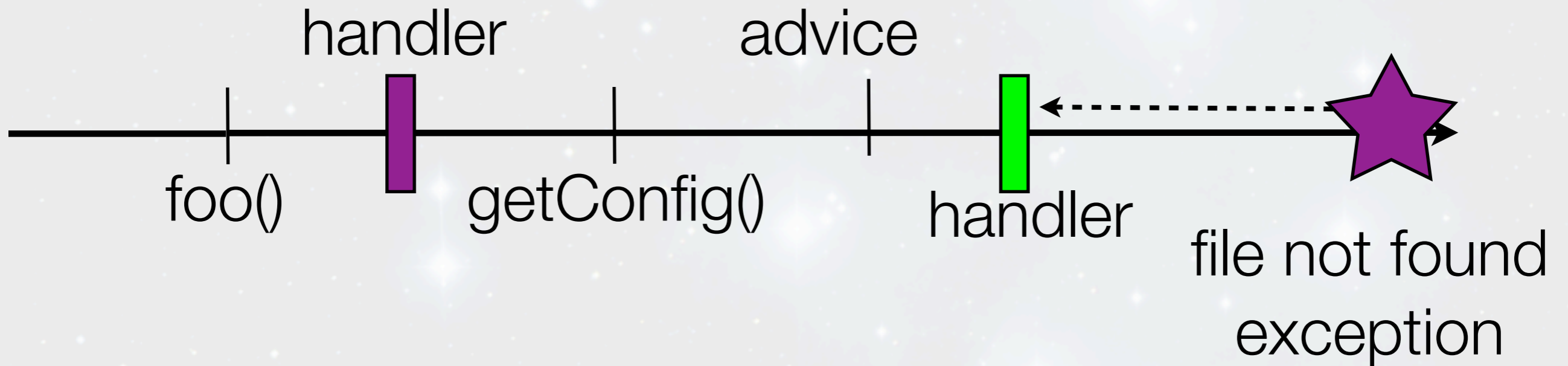
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**And so the second example**

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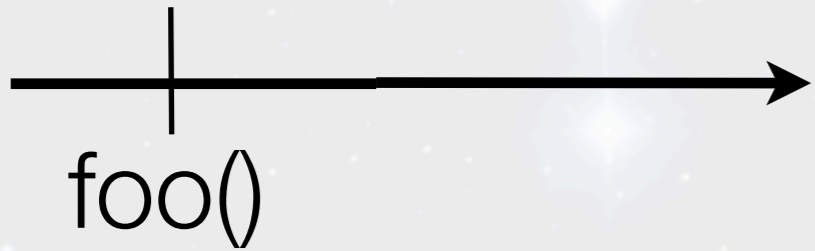


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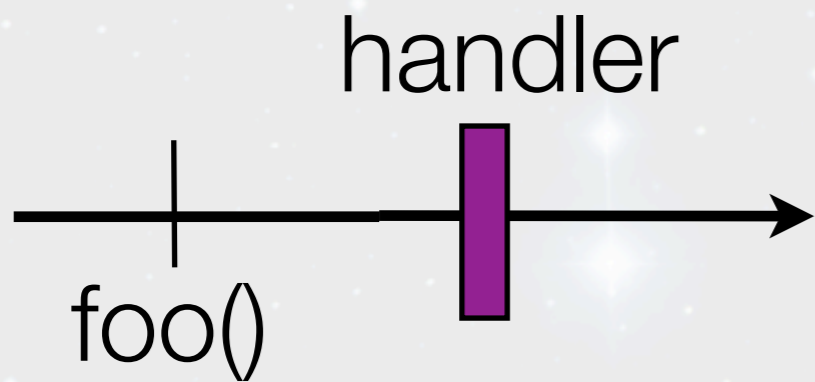


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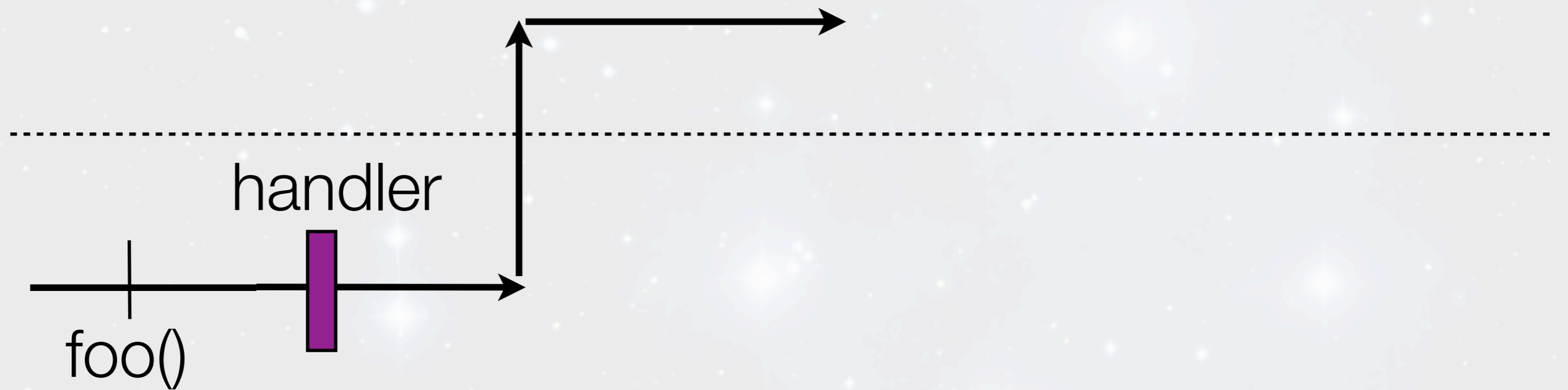
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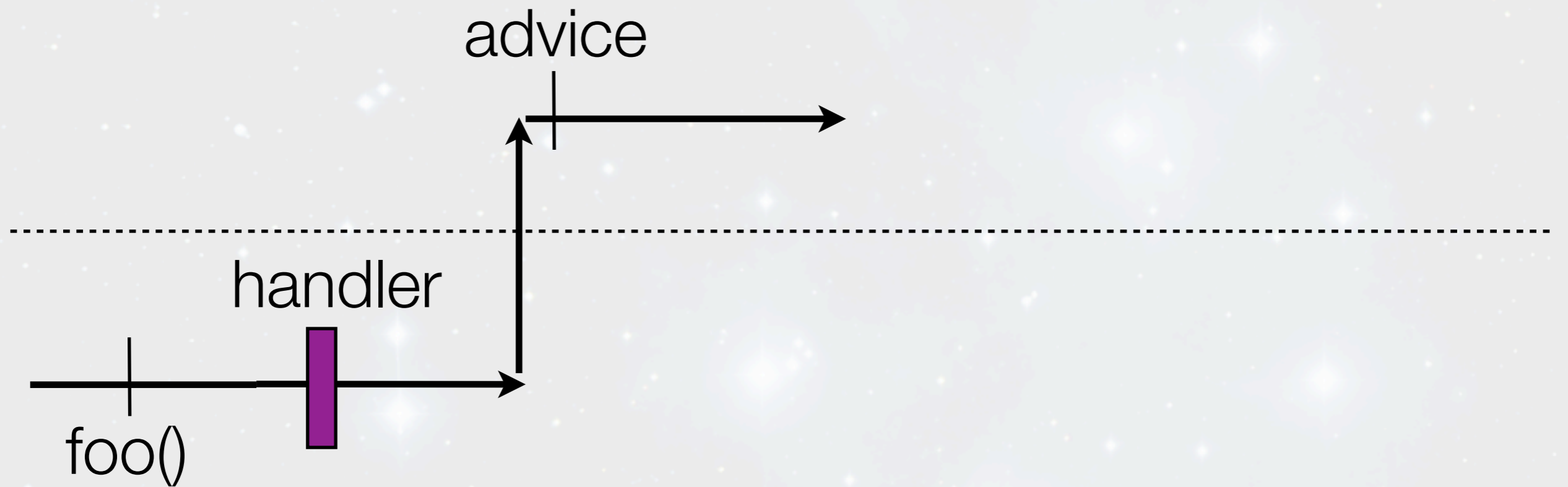
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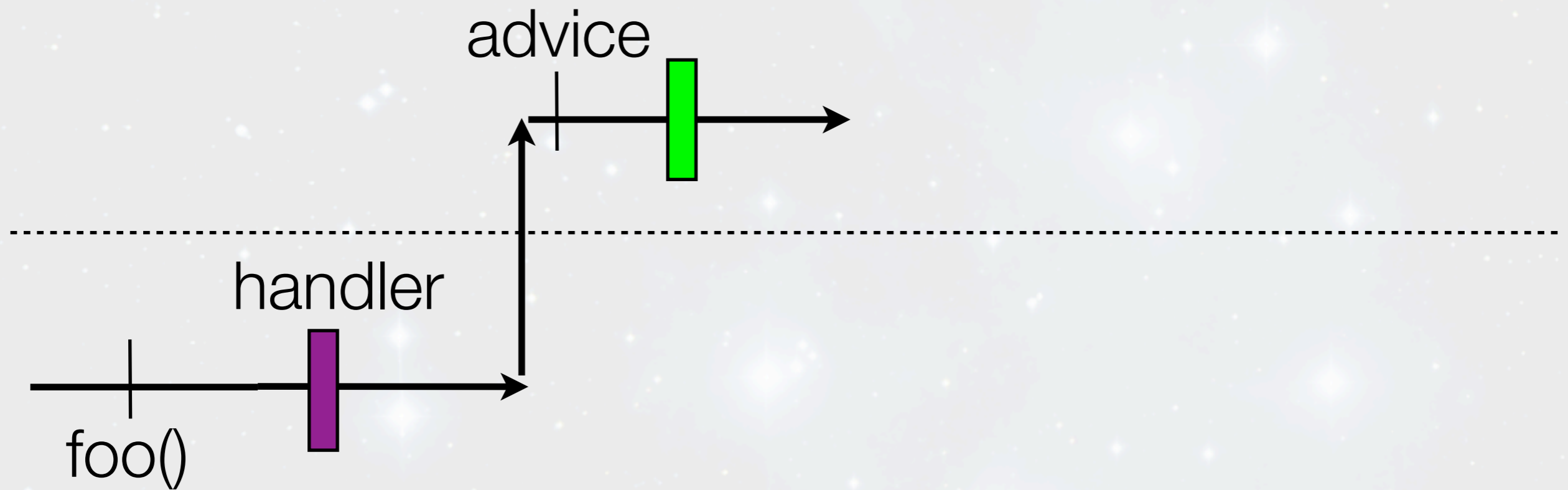
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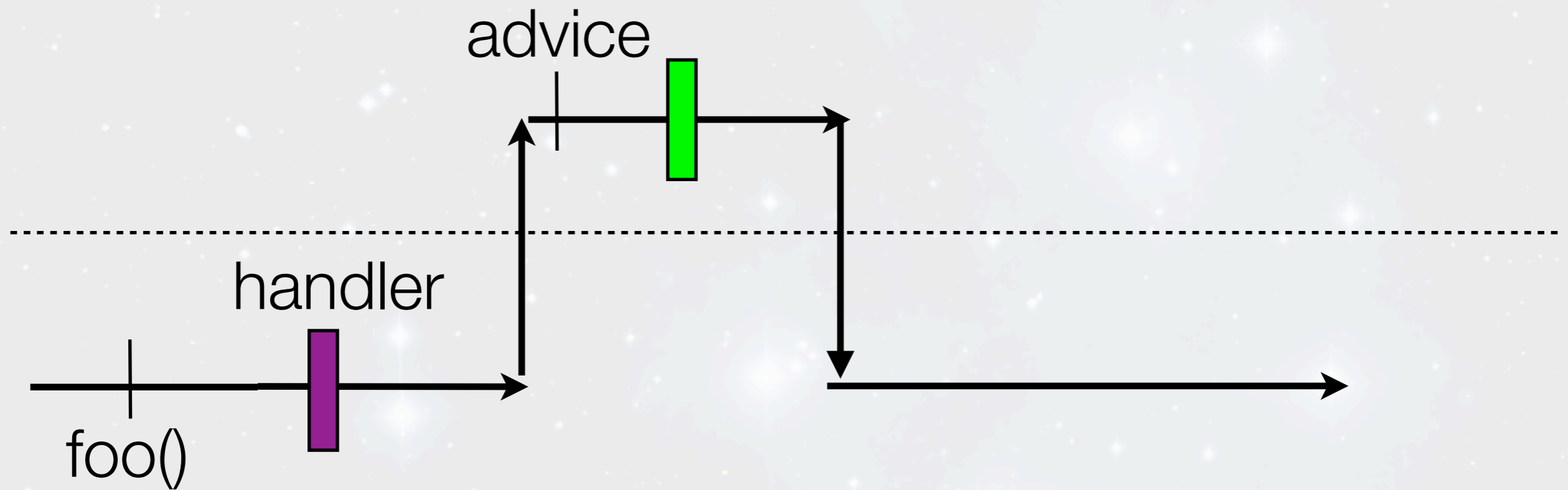
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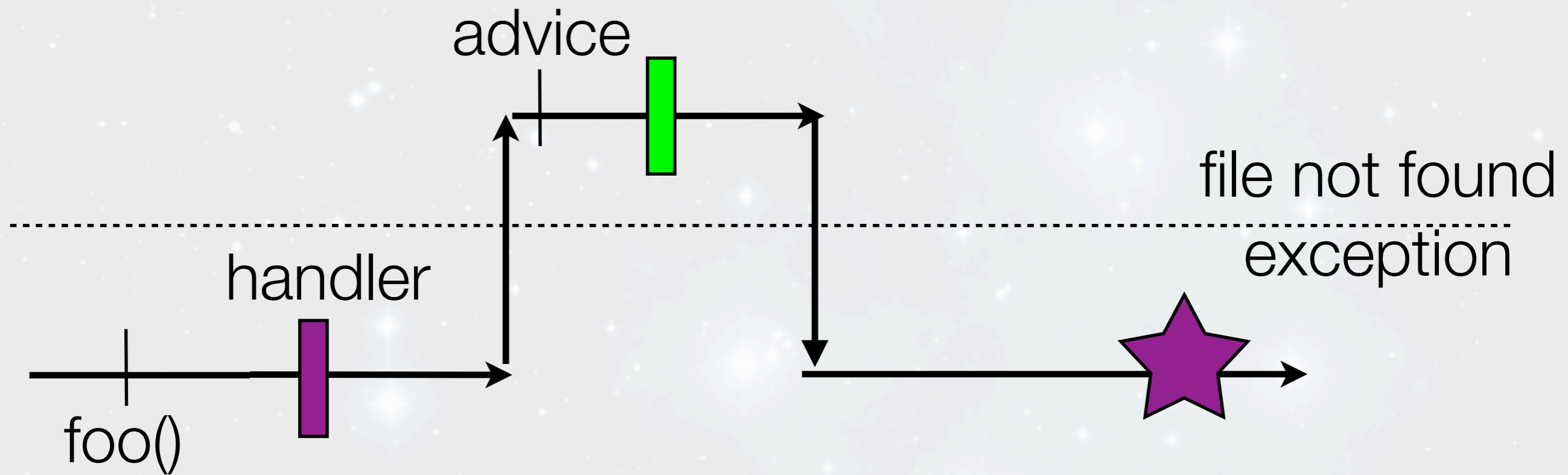
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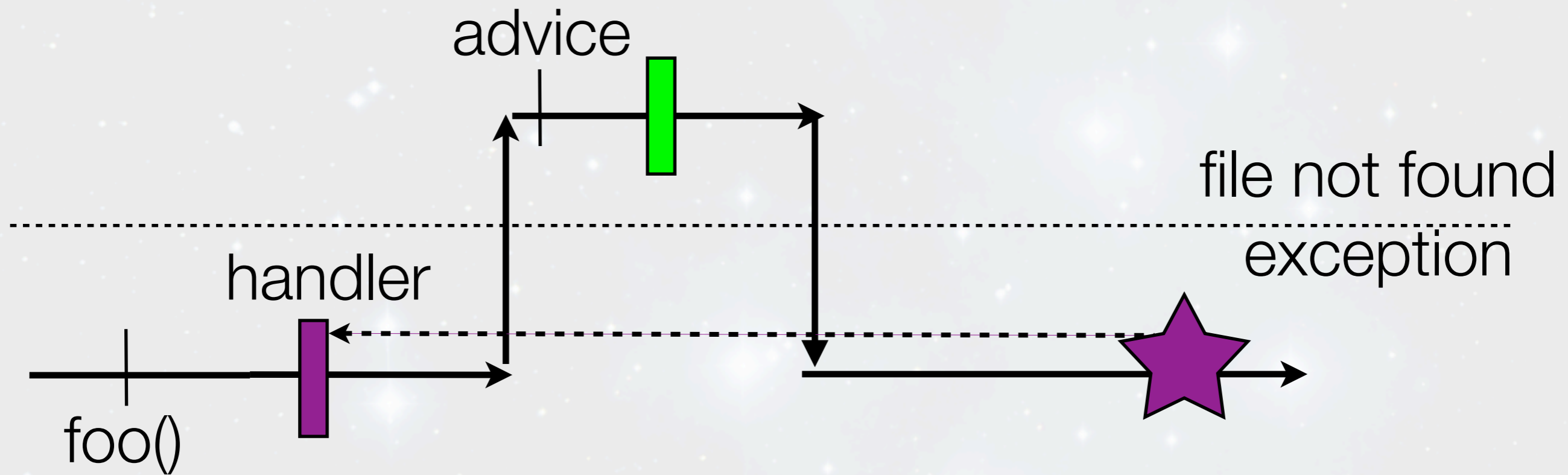


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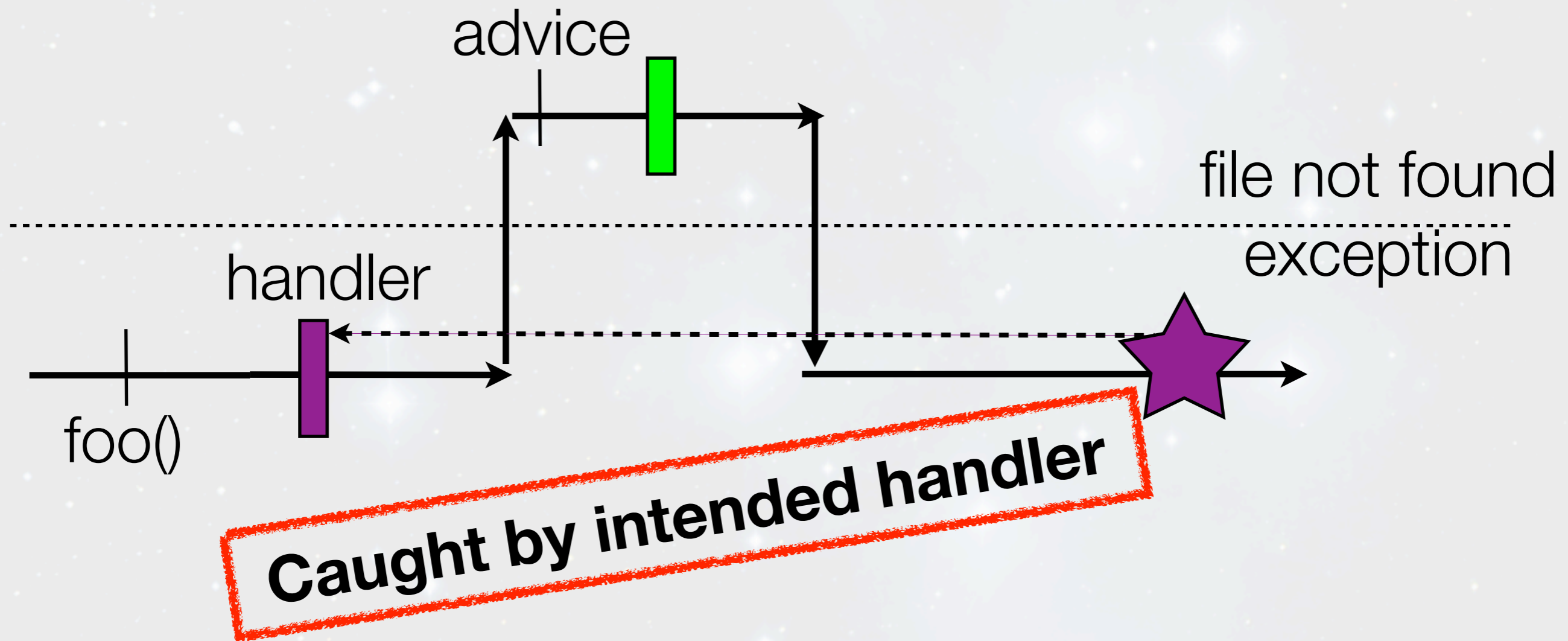




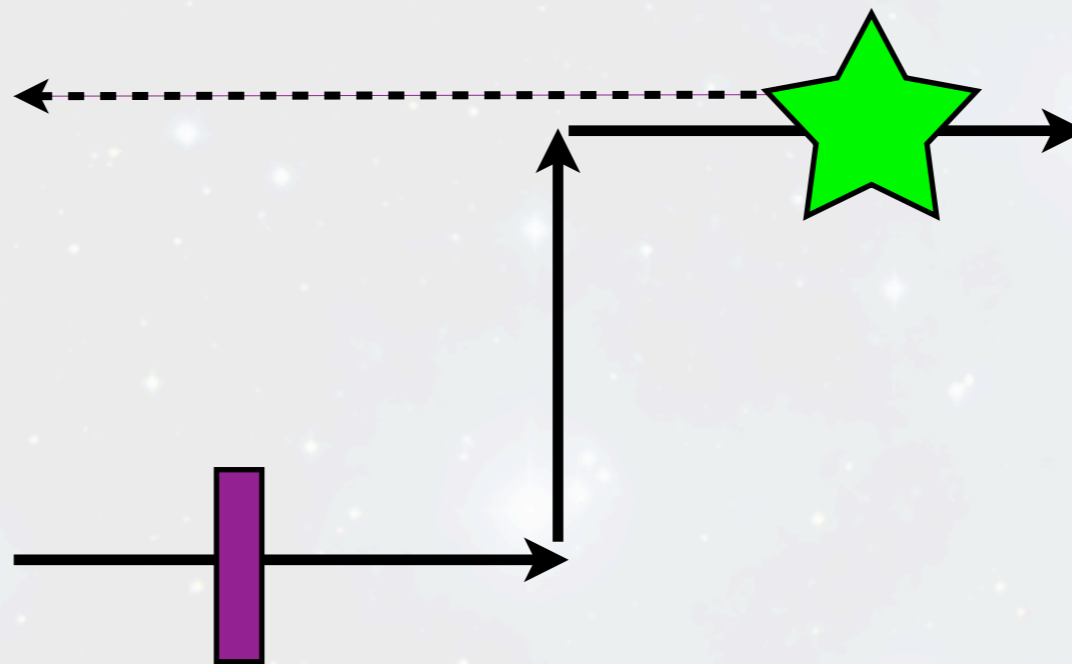
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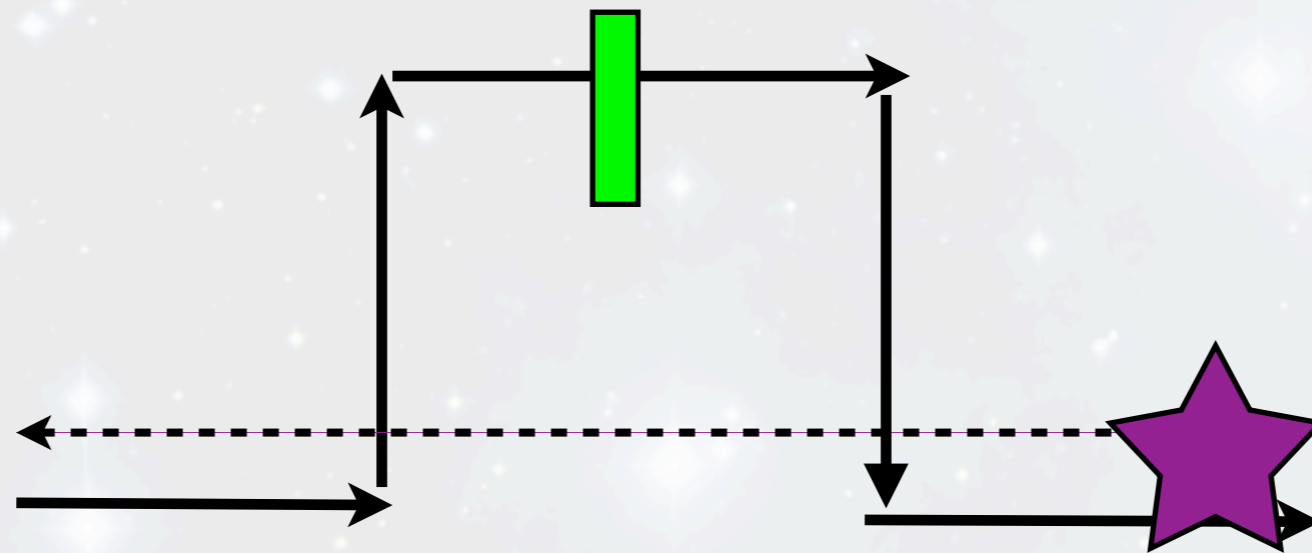


# Interaction Patterns



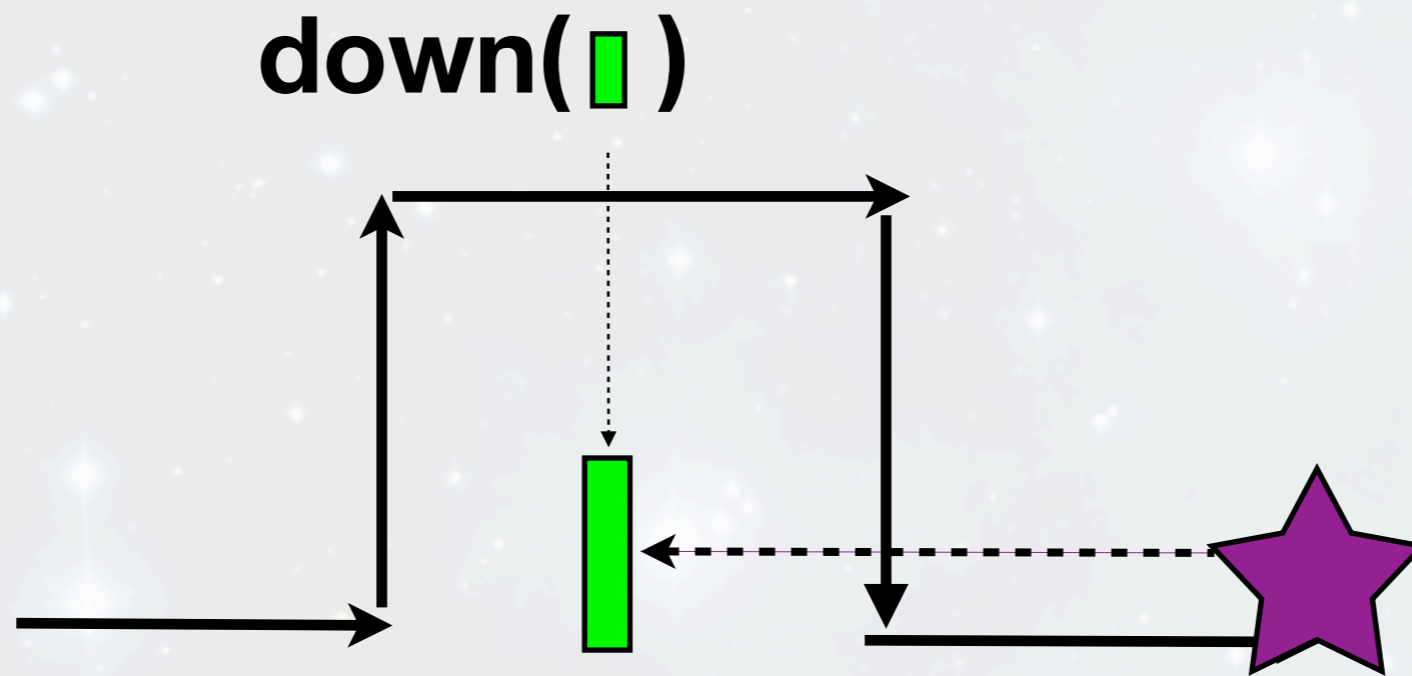
No interference of aspect exception with base handler

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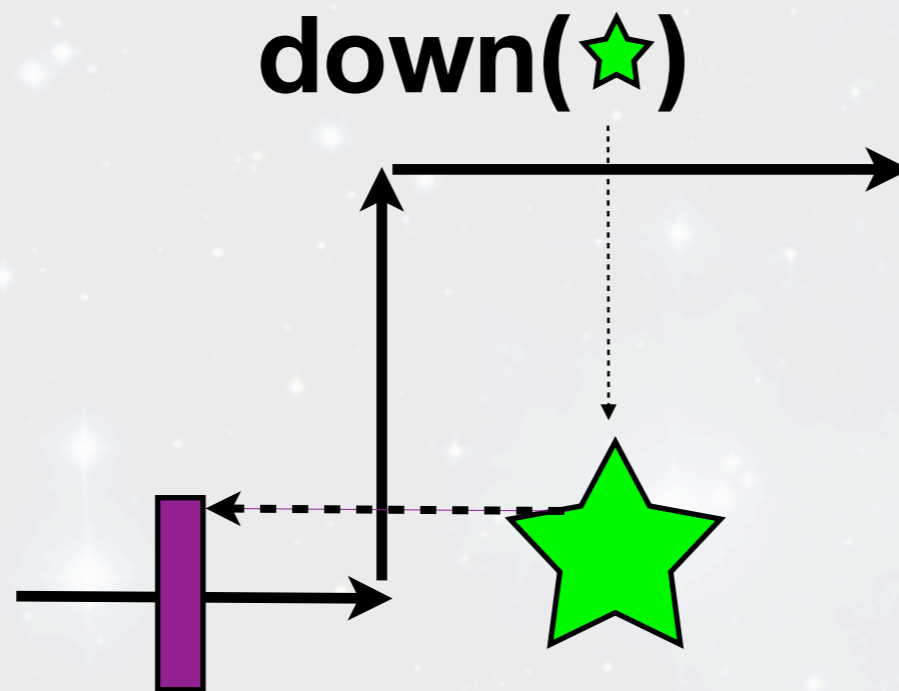
No interference of base exception with aspect handler

# Interaction Patterns



**down** operator to catch base exception

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**down** operator to throw aspect exception at base level

# Contributions

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## Exception Conflation Problem



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**Core calculus of execution levels + exceptions** (see paper!)

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Dealing with *finally* blocks