MiniMAO: A Core Aspect Calculus

Curtis Clifton and Gary T. Leavens
Dept. of Computer Science
Iowa State University

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Research Program

Research Program

- Understand the power of aspects
- Use types for separation of concerns
- Reason within separate concerns
- Understand practical implications

Understand the Power of Aspects

- Designed a core language
- Developed a formal semantics
- Developed a sound, static type system

Use Types for Separation of Concerns

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- Object-oriented programming:
  - Behavioral subtyping
  - Subtypes represent refinement

Use Types for Separation of Concerns

- Object-oriented programming:
  - Behavioral subtyping
  - Subtypes represent refinement
- Aspect-oriented programming:
  - Extend type system
  - Represent orthogonal concerns

Reason Within Separate Concerns

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- Given:
  - Local verification conditions
  - Global system configuration

Reason Within Separate Concerns

- Given:
  - Local verification conditions
  - Global system configuration
- What can be proven about:
  - Behavior of main program
  - Behavior of aspects

Investigate Practical Implications

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- Design of future languages

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- Design of future languages
- Engineering of aspect-oriented systems:
  - Design guidelines
  - Tools needed
  - Automatic reasoning support

Investigate Practical Implications

- Design of future languages
- Engineering of aspect-oriented systems:
  - Design guidelines
  - Tools needed
  - Automatic reasoning support
- Teaching about aspect-oriented programming

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MiniMAO$_1$: A Core Aspect Language

- Object-oriented base, MiniMAO$_0$
- Aspect-oriented extensions, MiniMAO$_1$
- Imperative
- Advice can change targets
- Sound, static type system

MiniMAO$_0$
An Object-Oriented Base

$$P ::= decl^* \; e$$

$$decl ::= \text{class } c \text{ extends } c \; \{ \; field^* \; meth^* \; \}$$

$$field ::= t \; f$$

$$meth ::= t \; m(\; form^* \;) \; \{ \; e \; \}$$

$$form ::= t \; var, \text{ where } var \neq \text{this}$$

$$e ::= \text{new } c() \mid var \mid \text{null} \mid e.m(\; e^* \;) \mid$$
$$e.f \mid e.f = e \mid \text{cast } t \; e \mid e; \; e$$

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Operational Semantics: Locations and Functions

$$e ::= \ldots \mid loc \mid (\ \text{fun}\ m\langle var^* \rangle.e : \tau\ (\ e \ldots\ )\ )$$

$$\tau ::= t \times \ldots \times t \rightarrow t$$

$$v ::= loc \mid \text{null}$$

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Operational Semantics: Evaluation Contexts

$$
\begin{aligned}
\mathbb{E} ::= & - \\
& \mid \mathbb{E}.m(\, e \ldots \,) \\
& \mid v.m(\, v \ldots \mathbb{E}\, e \ldots \,) \\
& \mid (\, l\, (\, v \ldots \mathbb{E}\, e \ldots \,)\,) \\
& \mid \ldots
\end{aligned}
$$

Key Innovation in Operational Semantics

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<table>
<tr><td>Classic Java</td><td colspan="2"></td></tr>
<tr><td rowspan="2">Call</td><td></td><td></td></tr>
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Key Innovation in Operational Semantics

Classic Java	$MiniMAO_0$	
Call	Call	
	Exec	

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Key Innovation in Operational Semantics

Classic Java	MiniMAO_0	
Call	Call	looks up method
	Exec	substitutes for formals

Operational Semantics: Call and Execution

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Call in Classic Java

$$\langle \mathbb{E}[loc.m(\,\overline{v}\,)], J, S\rangle \hookrightarrow \langle \mathbb{E}[e\{loc/\,\mathsf{this}, \overline{v/\,var}\}], J, S\rangle$$

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Exec

$$\langle \mathbb{E}[(\ \text{fun}\ m\langle \text{this}, \overline{var}\rangle.e : \tau\ \ (\ loc, \overline{v}\ )\ )], J, S\rangle \hookrightarrow \langle \mathbb{E}[e\{\!|loc/\ \text{this}, \overline{v/\ var}|\!\}], J, S\rangle$$

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Aspect-Oriented Extension

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\begin{aligned}
\mathit{decl} &::= \ldots \mid \text{aspect } a \{ \mathit{field}^* \ \mathit{adv}^* \} \\
\mathit{adv} &::= t \text{ around}(\mathit{form}^*) : \mathit{pcd} \{ e \} \\
\mathit{pcd} &::= \text{call}(\mathit{pat}) \mid \text{execution}(\mathit{pat}) \mid \\
&\qquad \text{this}(\mathit{form}) \mid \text{target}(\mathit{form}) \mid \text{args}(\mathit{form}^*) \mid \\
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void around(Author a,
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    call(void royalty(..))
    && target(Author a)
    && this(Pub p)
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{
    proceed(a, p, amt);
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$MiniMAO_1$

Operational Semantics: Join Points and Chains

$$
\begin{aligned}
e ::= {} & \ldots \\
& \mid \text{joinpt } j(\, e^* \,) \\
& \mid \text{under } e \\
& \mid \text{chain } \bar{B}, j(\, e^* \,)
\end{aligned}
$$

$$
\begin{aligned}
\bar{B} &::= B + \bar{B} \mid \bullet \\
B &::= [\![b, loc, e, \tau, \tau]\!] \\
b &::= \langle \alpha, \beta, \beta^* \rangle \\
\alpha &::= var \mapsto loc \mid - \\
\beta &::= var \mid -
\end{aligned}
$$

Operational Semantics: Join Points and Chains

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\begin{aligned}
e ::= {} & \ldots \\
& \mid \boxed{\text{joinpt } j(\ e^*\ )} \\
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& \mid \text{chain } \bar{B}, j(\ e^*\ )
\end{aligned}
$$

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\begin{aligned}
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Operational Semantics: Join Points and Chains

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Key Innovation in Operational Semantics

Key Innovation in Operational Semantics

Key Innovation in Operational Semantics

MiniMAO_0		
Call		

Key Innovation in Operational Semantics

MiniMAO_0	MiniMAO_1	
Call	Call_A	
	Bind	
	Advise	
	Call_B	

Key Innovation in Operational Semantics

MiniMAO_0	MiniMAO_1	
Call	Call_A	
	Bind	
	Advise	
	Call_B	

Key Innovation in Operational Semantics

$MiniMAO_0$	$MiniMAO_1$	
Call	$Call_A$	creates a join point
	Bind	
	Advise	
	$Call_B$	

Key Innovation in Operational Semantics

MiniMAO_0	MiniMAO_1	
Call	Call_A	creates a join point
	Bind	looks up advice
	Advise	
	Call_B	

Key Innovation in Operational Semantics

MiniMAO_0	MiniMAO_1	
Call	Call_A	creates a join point
	Bind	looks up advice
	Advise	executes advice
	Call_B	

Key Innovation in Operational Semantics

MiniMAO_0	MiniMAO_1	
Call	Call_A	creates a join point
	Bind	looks up advice
	Advise	executes advice
	Call_B	does original operation

Key Innovation in Operational Semantics

$MiniMAO_0$	$MiniMAO_1$	
Exec CALL	ExecA CALLA	creates a join point
	Bind	looks up advice
	Advise	executes advice
	ExecB CALLB	does original operation

Operational Semantics: Splitting the Call Rule

Call in MiniMAO$_0$

$$\langle \mathbb{E}[v_0.m(\, v_1, \ldots, v_n \,)], J, S \rangle \hookrightarrow \langle \mathbb{E}[(\, l \,(\, \overline{v} \,)\,)], J, S \rangle$$

Operational Semantics: Splitting the Call Rule

Call in MiniMAO$_0$

$\langle \mathbb{E}[v_0.m(\ v_1, \ldots, v_n\ )], J, S \rangle \hookrightarrow$

$\langle \mathbb{E}[(\ l\ (\ \overline{v}\ )\ )], J, S \rangle$

Operational Semantics: Splitting the Call Rule

$\textsc{Call}_A$ in MiniMAO_1

$$\langle \mathbb{E}[v_0.m(\ v_1, \ldots, v_n\ )], J, S\rangle \hookrightarrow \langle \mathbb{E}[\text{joinpt } (\!|\text{call}, -, m, -, \tau|\!)(\ \overline{v}\ )], J, S\rangle$$

$$\langle \mathbb{E}[\text{chain } \lceil\!\lfloor b, loc, e, \sqcup, \sqcup \rfloor\!\rceil + \bar{B}, j(\ \overline{v}\ )], J, S\rangle \hookrightarrow \langle \mathbb{E}[\text{under } e' \{\!|loc/\ \text{this}|\!\}\{\!|\overline{v}/\ b|\!\}], j + J, S\rangle$$

$$\langle \mathbb{E}[(\ l\ (\ \overline{v}\ )\ )], J, S\rangle$$

Operational Semantics: Splitting the Call Rule

$\textsc{Call}_A$ in MiniMAO_1

$$\langle \mathbb{E}[v_0.m(\ v_1, \ldots, v_n\ )], J, S\rangle \hookrightarrow \langle \mathbb{E}[\text{joinpt}\ (\!|\text{call}, -, m, -, \tau|\!)(\ \overline{v}\ )], J, S\rangle$$

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Operational Semantics: Splitting the Call Rule

CALL_A in MiniMAO_1

$$\langle \mathbb{E}[v_0.m(\, v_1, \ldots, v_n\,)], J, S\rangle \hookrightarrow \langle \mathbb{E}[\text{joinpt}\ (\!|\text{call}, -, m, -, \tau|\!)(\,\overline{v}\,)], J, S\rangle$$

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Operational Semantics: Splitting the Call Rule

CALL$_A$ in MiniMAO$_1$

$$\langle \mathbb{E}[v_0.m(\ v_1, \ldots, v_n\ )], J, S\rangle \hookrightarrow \langle \mathbb{E}[\text{joinpt } (\!|\text{call}, -, m, -, \tau|\!)(\ \overline{v}\ )], J, S\rangle$$

BIND

$$\langle \mathbb{E}[\text{joinpt } j(\ \overline{v}\ )], J, S\rangle \hookrightarrow \langle \mathbb{E}[\text{under chain } \bar{B}, j(\ \overline{v}\ )], j + J, S\rangle$$

$$\langle \mathbb{E}[\text{chain } \lceil\!\lfloor b, loc, e, \_, \_ \rfloor\!\rceil + \bar{B}, j(\ \overline{v}\ )], J, S\rangle \hookrightarrow \langle \mathbb{E}[\text{under } e' \{\!|loc/\ \text{this}|\!\}\{\!|\overline{v}/\ b|\!\}], j + J, S\rangle$$

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Operational Semantics: Splitting the Call Rule

$\textsc{Call}_A$ in MiniMAO$_1$

$$\langle \mathbb{E}[v_0.m(\ v_1, \ldots, v_n\ )], J, S\rangle \hookrightarrow \langle \mathbb{E}[\text{joinpt } (\!|\text{call}, -, m, -, \tau|\!)(\ \overline{v}\ )], J, S\rangle$$

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Operational Semantics: Splitting the Call Rule

CALL_A in MiniMAO_1

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Bind

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Operational Semantics: Splitting the Call Rule

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Operational Semantics: Splitting the Call Rule

CallA in MiniMAO$_1$

$$\langle \mathbb{E}[v_0.m(\ v_1,\ldots,v_n\ )], J, S\rangle \hookrightarrow \langle \mathbb{E}[\text{joinpt } (\!|\text{call}, -, m, -, \tau|\!)(\ \overline{v}\ )], J, S\rangle$$

Bind

$$\langle \mathbb{E}[\text{joinpt } j(\ \overline{v}\ )], J, S\rangle \hookrightarrow \langle \mathbb{E}[\text{under chain } \bar{B}, j(\ \overline{v}\ )], j + J, S\rangle$$

Advise

$$\langle \mathbb{E}[\text{chain } \lceil\!\lfloor b, loc, e, \_, \_ \rfloor\!\rceil + \bar{B}, j(\ \overline{v}\ )], J, S\rangle \hookrightarrow \langle \mathbb{E}[\text{under } e' \{\!|loc/\ \text{this}|\!\}\{\!|\overline{v}/\ b|\!\}], j + J, S\rangle$$

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Operational Semantics: Splitting the Call Rule

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Advise

$$\langle \mathbb{E}[\text{chain } [\![b, loc, e, \_, \_]\!] + \bar{B}, j(\ \overline{v}\ )], J, S\rangle \hookrightarrow \langle \mathbb{E}[\text{under } e' \{\!|loc/\ \text{this}|\!\}\{\!|\overline{v}/\ b|\!\}], j + J, S\rangle$$

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Operational Semantics: Splitting the Call Rule

Call$_A$ in MiniMAO$_1$

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Operational Semantics: Splitting the Call Rule

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Operational Semantics: Splitting the Call Rule

$\textsc{Call}_{\textsc{A}}$ in MiniMAO_1

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$$\langle \mathbb{E}[\text{chain } \lceil\!\lfloor b, loc, e, \_, \_ \rfloor\!\rceil + \bar{B}, j(\ \overline{v}\ )], J, S\rangle \hookrightarrow \langle \mathbb{E}[\text{under } e' \{\!|loc/\ \text{this}|\!\}\{\!|\overline{v}/\ b|\!\}], j + J, S\rangle$$

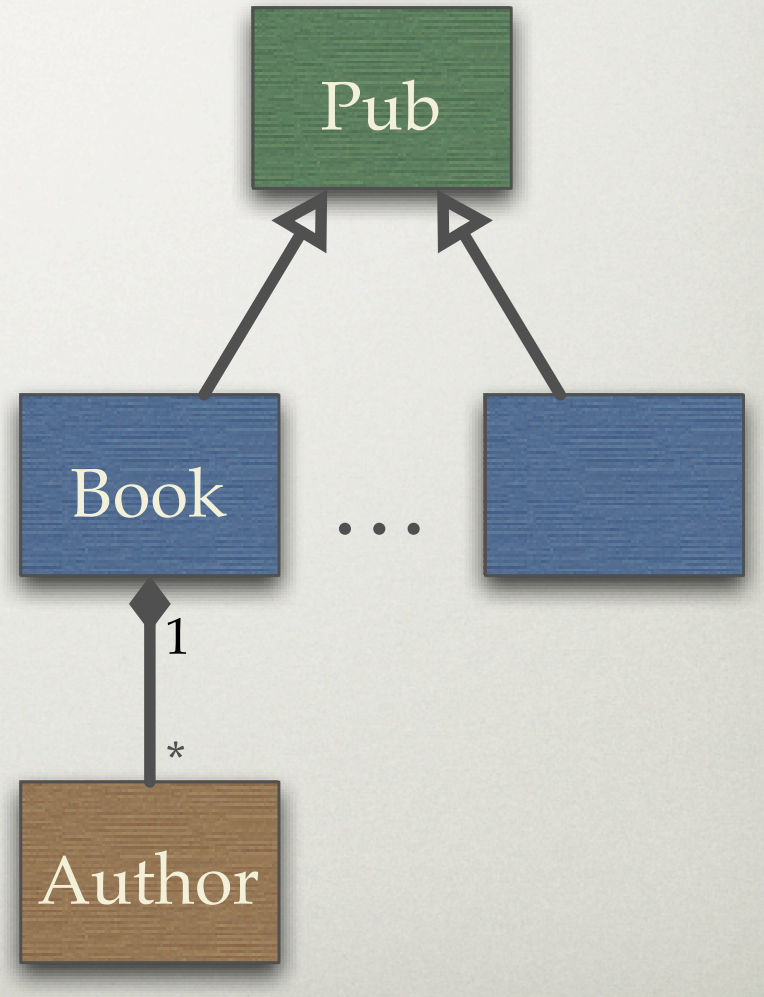
$\textsc{Call}_{\textsc{B}}$

$$\langle \mathbb{E}[\text{chain } \bullet, (\!|\text{call}, -, m, -, \tau|\!)(\ \overline{v}\ )], J, S\rangle \hookrightarrow \langle \mathbb{E}[(\ l\ (\ \overline{v}\ )\ )], J, S\rangle$$

Some Examples

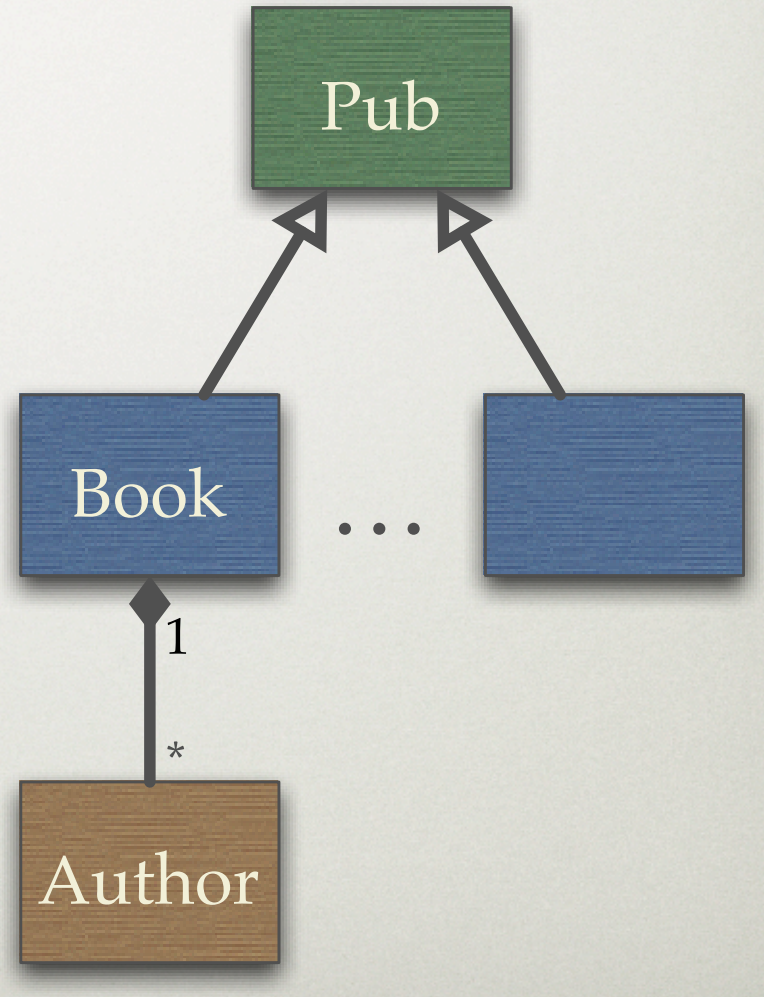
Running Example

Running Example



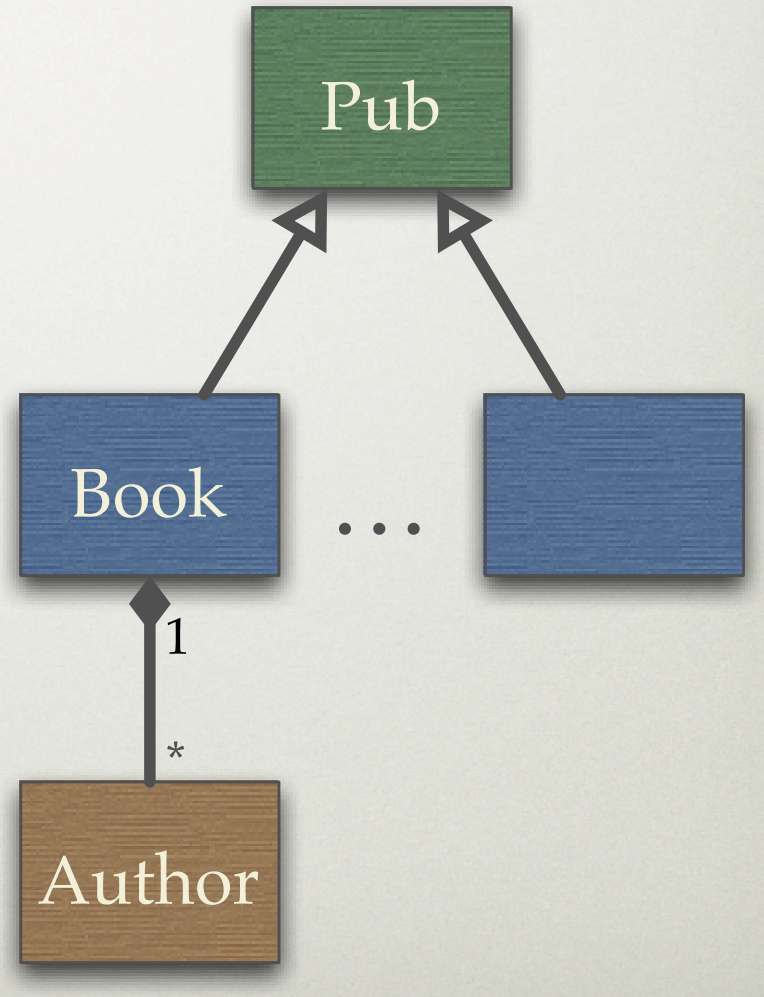
Running Example

- Assume Author includes: royalty(int)



Running Example

- Assume Author includes: royalty(int)
- Log every call to Author's royalty from any Pub



Advice

```
aspect Logger {
    void around(Author a, Pub p, int amt) :
        call(void royalty(..)) && target(Author a) &&
        this(Pub p) && args(int amt)
    {
        this.log(“Before:” + p + “ calls ” + a );
        a.proceed(amt);
        this.log(“After:” + p + “ calls ” + a );
    }
    …
}
```

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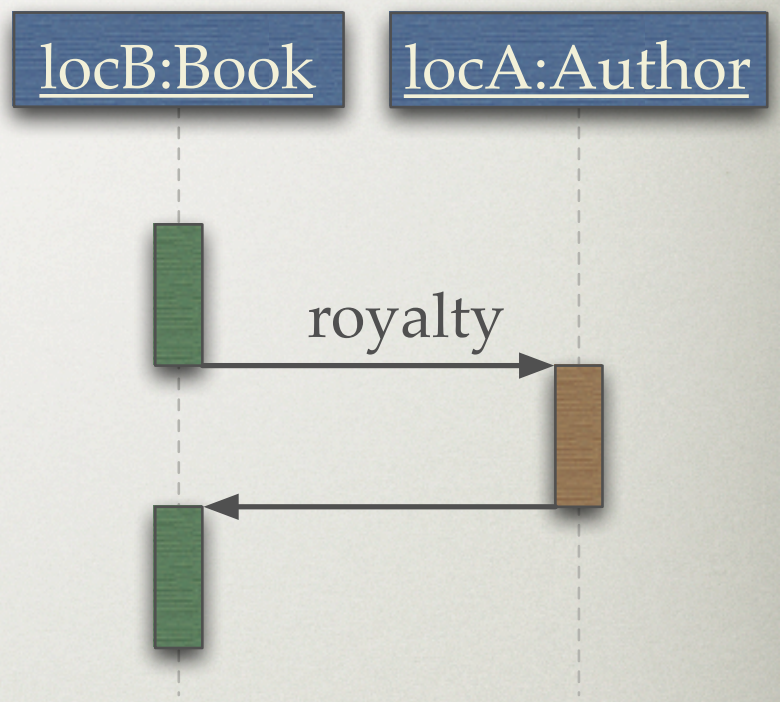
    }
    …
}
```

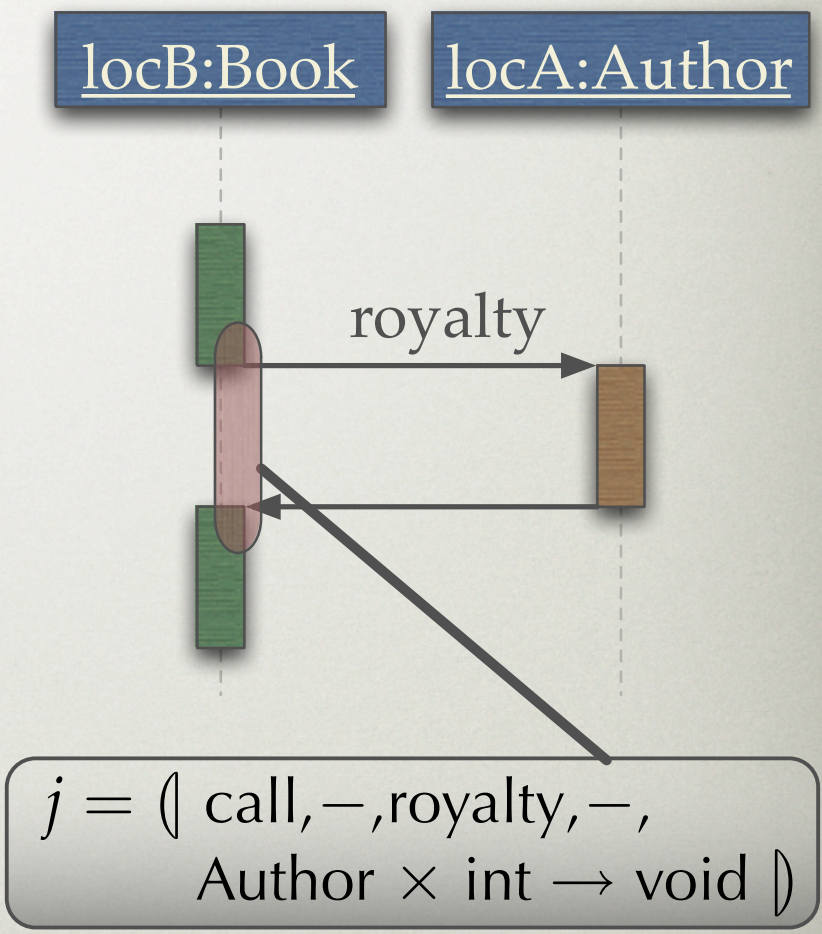
Pointcut Matching for the Bind Rule

Pointcut Matching

Pointcut Matching

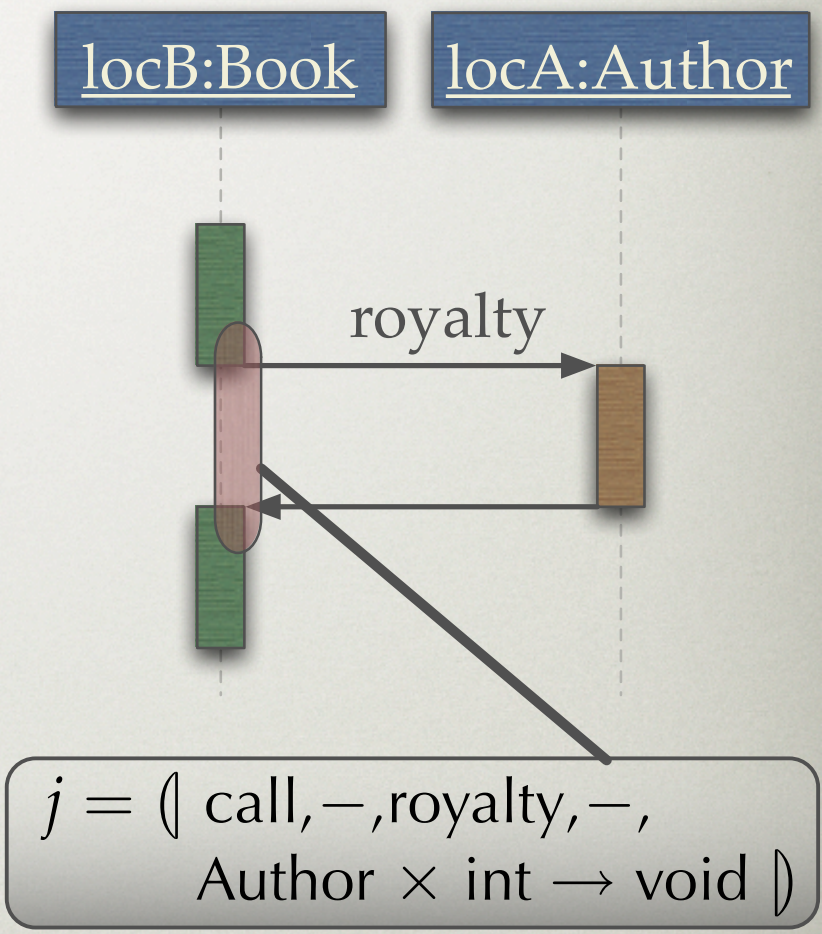


Pointcut Matching



Pointcut Matching

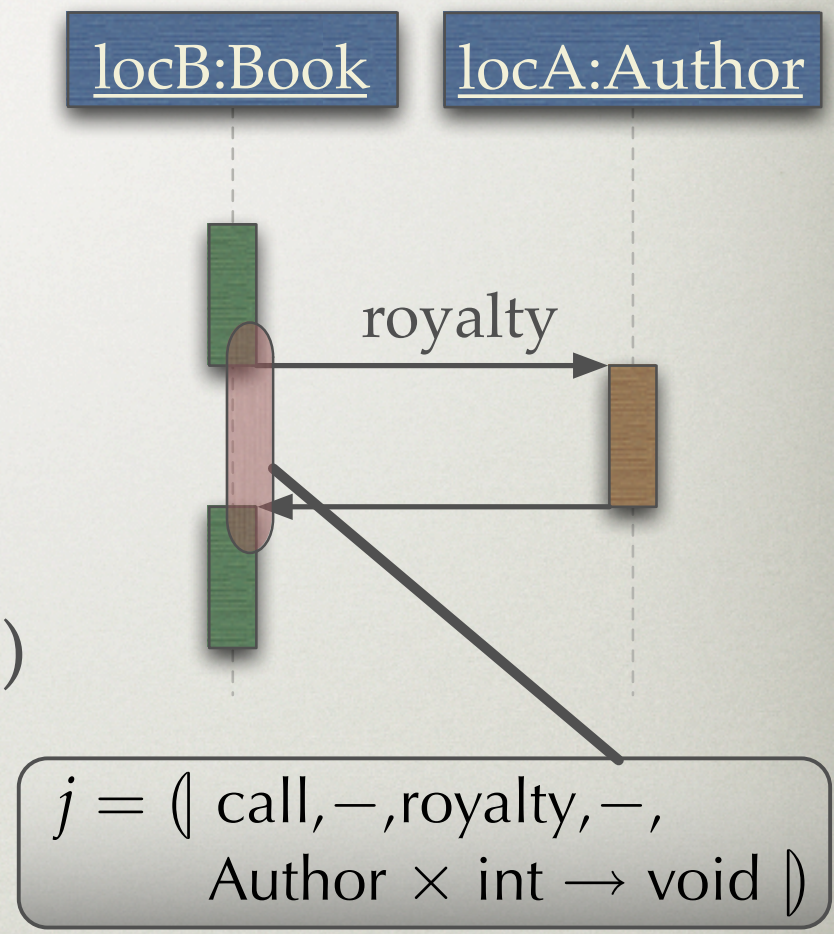
matchPCD(*j* + *J*,
    call(void royalty(..))
    && target(Author a)
    && this(Pub p)
    && args(int amt)
) =



Pointcut Matching

matchPCD(*j* + *J*,
call(void royalty(..))
&& target(Author a)
&& this(Pub p)
&& args(int amt)
) =

matchPCD(*j* + *J*,call(void royalty(..)))
∧ *matchPCD*(*j* + *J*,target(Author a))
∧ *matchPCD*(*j* + *J*,this(Pub p))
∧ *matchPCD*(*j* + *J*,args(int amt))



Pointcut Matching

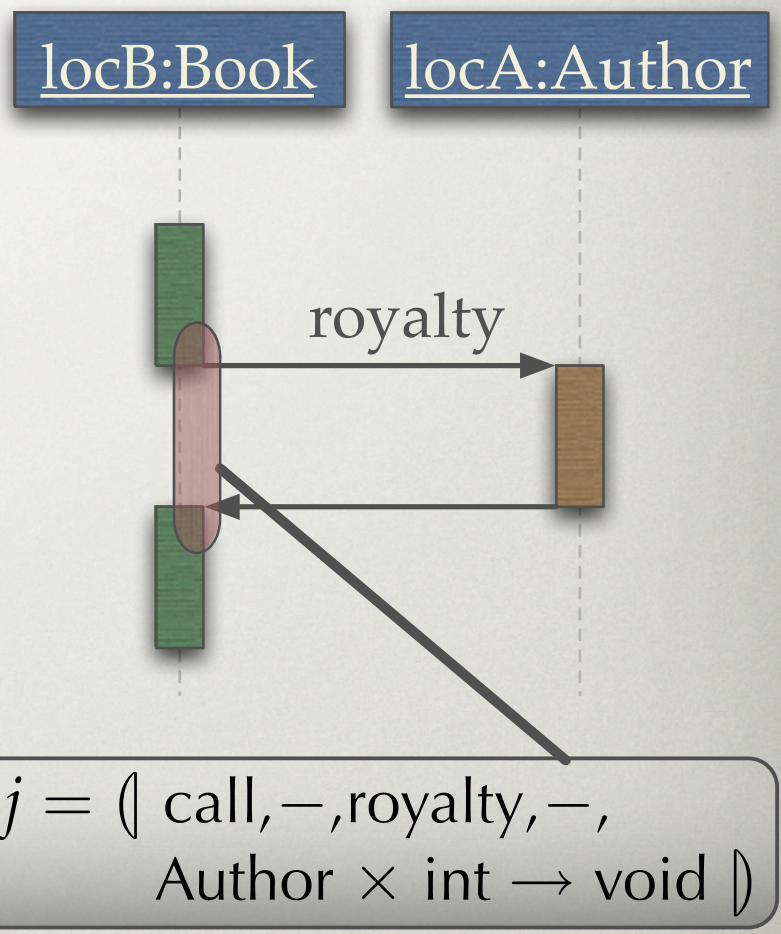
$matchPCD(j + J,$
call(void royalty(..))
&& target(Author a)
&& this(Pub p)
&& args(int amt)
$) =$

$\langle -, - \rangle$

$\wedge$ $matchPCD(j + J,$target(Author a)$)$

$\wedge$ $matchPCD(j + J,$this(Pub p) $)$

$\wedge$ $matchPCD(j + J,$args(int amt)$)$



Pointcut Matching

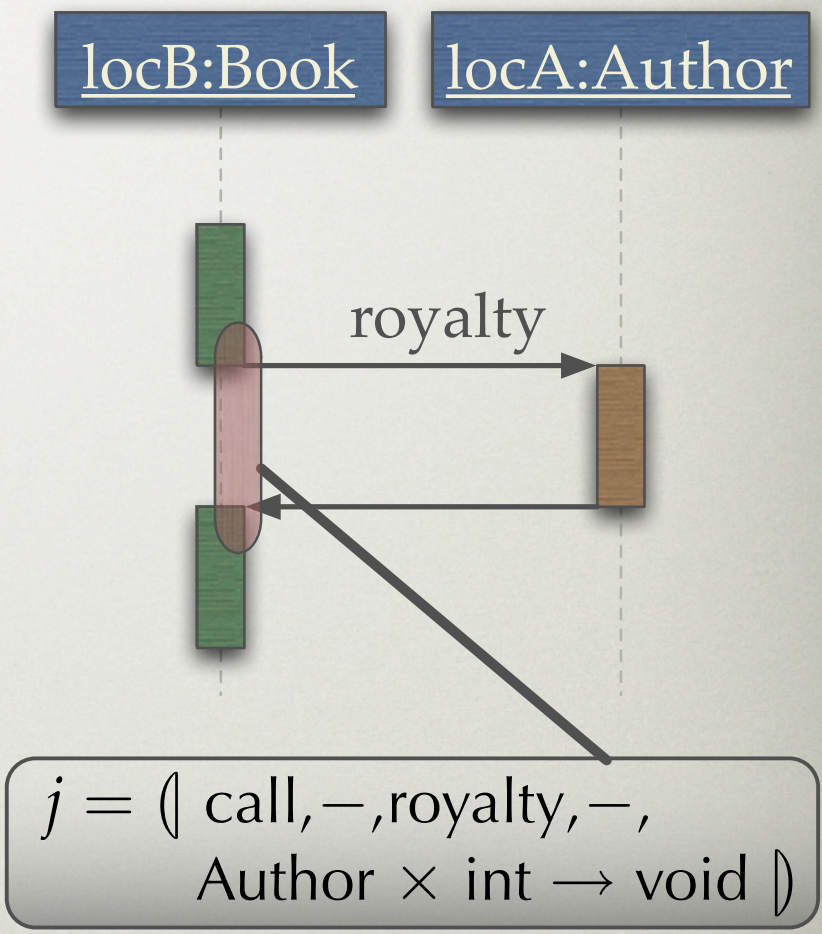
matchPCD(*j* + *J*,
call(void royalty(..))
&& target(Author a)
&& this(Pub p)
&& args(int amt)
) =

$\langle -, - \rangle$

$\wedge \langle -, \mathrm{a} \rangle$

$\wedge$ *matchPCD*(*j* + *J*,this(Pub p))

$\wedge$ *matchPCD*(*j* + *J*,args(int amt))



Pointcut Matching

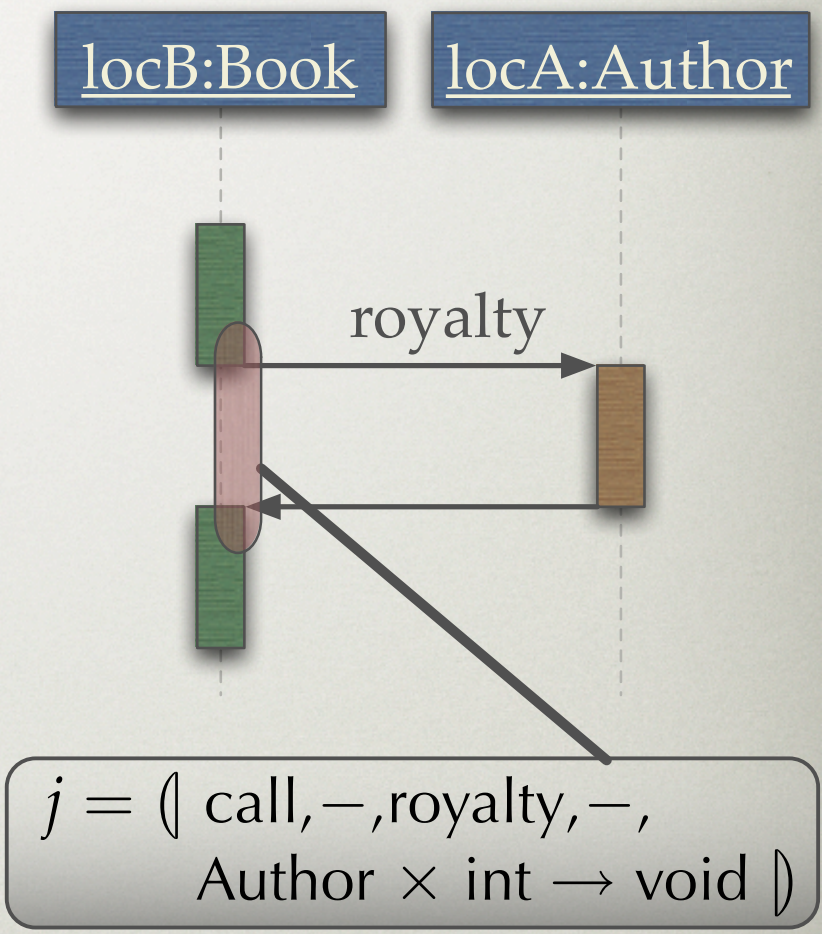
matchPCD(*j* + *J*,
call(void royalty(..))
&& target(Author a)
&& this(Pub p)
&& args(int amt)
) =

$\langle -, - \rangle$

$\wedge \langle -, \mathrm{a} \rangle$

$\wedge \langle \mathrm{p} \mapsto \mathrm{locB}, - \rangle$

$\wedge$ *matchPCD*(*j* + *J*,args(int amt))



Pointcut Matching

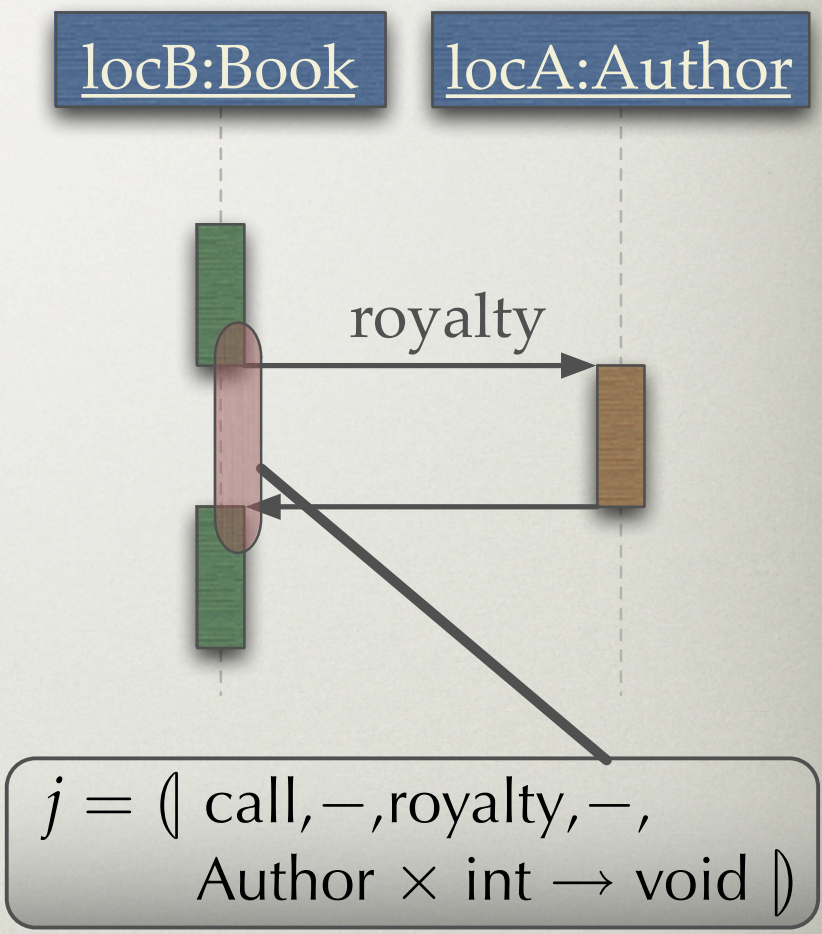
matchPCD(*j* + *J*,
    call(void royalty(..))
    && target(Author a)
    && this(Pub p)
    && args(int amt)
) =

$\langle -, - \rangle$

$\wedge \langle -, \mathrm{a} \rangle$

$\wedge \langle \mathrm{p} \mapsto \mathrm{locB}, - \rangle$

$\wedge \langle -, -, \mathrm{amt} \rangle$



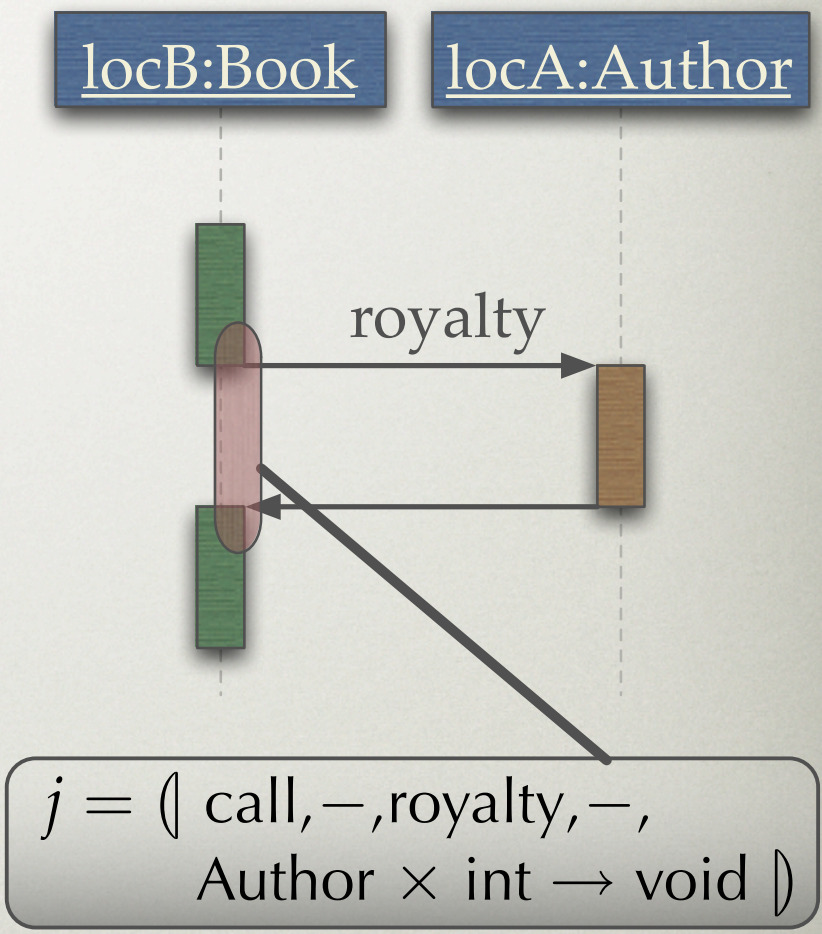
Pointcut Matching

matchPCD(*j* + *J*,
    call(void royalty(..))
    && target(Author a)
    && this(Pub p)
    && args(int amt)
) =

$\langle -, - \rangle$

$\wedge \langle -, \mathrm{a} \rangle$

$\wedge \langle \mathrm{p} \mapsto \mathrm{locB}, -, \mathrm{amt} \rangle$

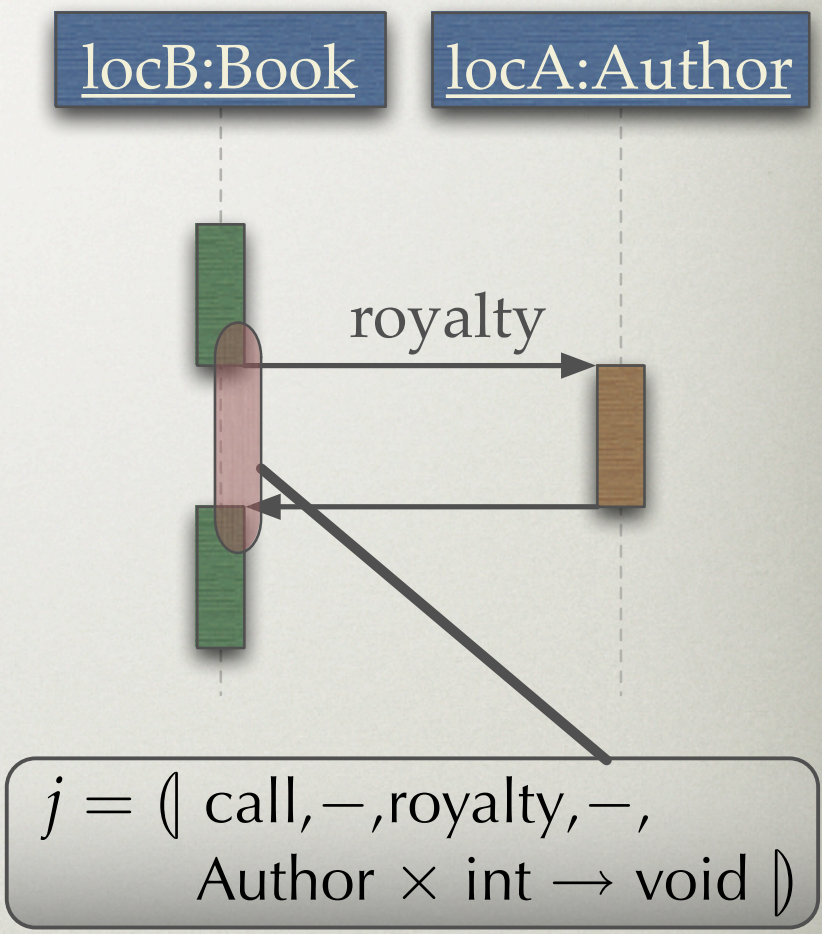


Pointcut Matching

matchPCD(*j* + *J*,
    call(void royalty(..))
    && target(Author a)
    && this(Pub p)
    && args(int amt)
) =

$\langle -, - \rangle$

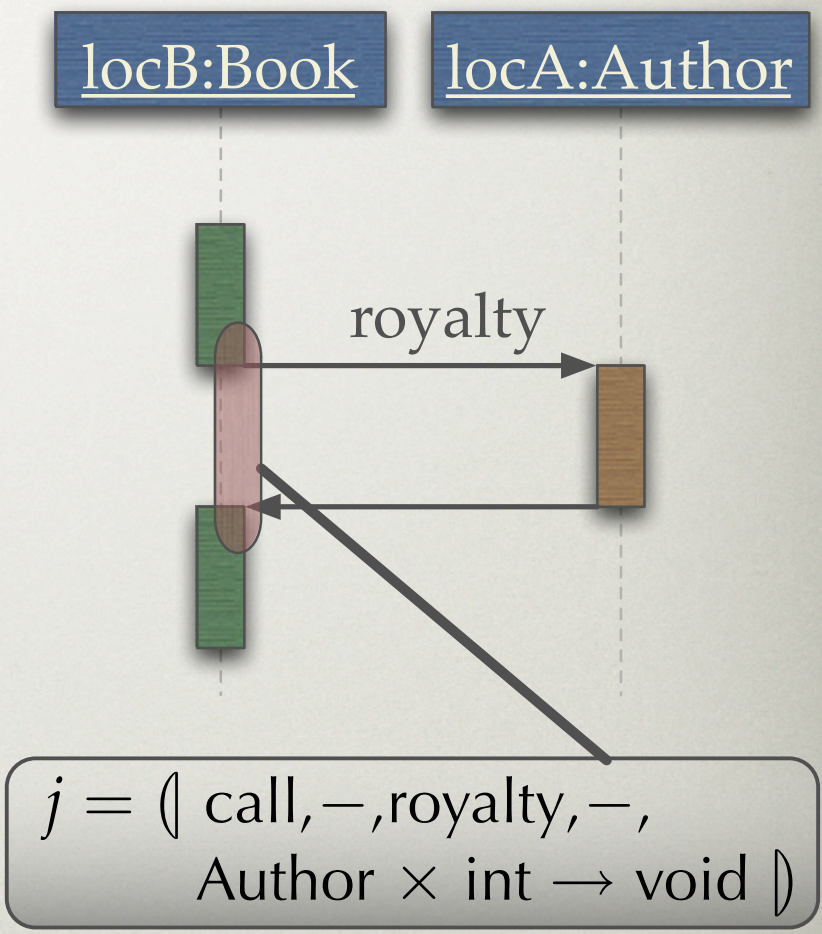
$\wedge \langle p \mapsto \text{locB, a, amt} \rangle$



Pointcut Matching

matchPCD(j + J,
    call(void royalty(..))
    && target(Author a)
    && this(Pub p)
    && args(int amt)
) =

    $\langle$p $\mapsto$ locB, a, amt$\rangle$



Binding Substitution

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$$e\{\!|\text{locA},100 \;/\; \langle \text{p} \mapsto \text{locB}, \text{a}, \text{amt} \rangle|\!\}$$

Binding Substitution

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$$e\{|\mathrm{locA}, 100 \;/\; \langle \mathrm{p} \mapsto \mathrm{locB}, \mathrm{a}, \mathrm{amt} \rangle|\}$$

$$= \quad e\{|\mathrm{locB} / \mathrm{p}|\}\{|\mathrm{locA}, 100 \;/\; \langle -, \mathrm{a}, \mathrm{amt} \rangle|\}$$

Binding Substitution

$$e\{\!|\mathrm{locA}, 100 \;/\; \langle \mathrm{p} \mapsto \mathrm{locB}, \mathrm{a}, \mathrm{amt} \rangle|\!\}$$

$$= \quad e\{\!|\mathrm{locB} / \mathrm{p}|\!\}\{\!|\mathrm{locA}, 100 \;/\; \langle -, \mathrm{a}, \mathrm{amt} \rangle|\!\}$$

Binding Substitution

$$e\{\!|\mathrm{locA}, 100 \;/\; \langle \mathrm{p} \mapsto \mathrm{locB}, \mathrm{a}, \mathrm{amt} \rangle|\!\}$$

$$= \quad e\{\!|\mathrm{locB} / \mathrm{p}|\!\}\{\!|\mathrm{locA}, 100 \;/\; \langle -, \mathrm{a}, \mathrm{amt} \rangle|\!\}$$

$$= \quad e\{\!|\mathrm{locB} / \mathrm{p}|\!\}\{\!|\mathrm{locA} \;/\; \langle -, \mathrm{a} \rangle|\!\}\{\!|100 \;/\; \mathrm{amt}|\!\}$$

Binding Substitution

$$e\{\!|\mathrm{locA}, 100 \;/\; \langle \mathrm{p} \mapsto \mathrm{locB}, \mathrm{a}, \mathrm{amt} \rangle|\!\}$$

$$= \quad e\{\!|\mathrm{locB} / \mathrm{p}|\!\}\{\!|\mathrm{locA}, 100 \;/\; \langle -, \mathrm{a}, \mathrm{amt} \rangle|\!\}$$

$$= \quad e\{\!|\mathrm{locB} / \mathrm{p}|\!\}\{\!|\mathrm{locA} \;/\; \langle -, \mathrm{a} \rangle|\!\}\{\!|100 \;/\; \mathrm{amt}|\!\}$$

Binding Substitution

$$
\begin{aligned}
& e\{\!|\mathrm{locA}, 100 \;/\; \langle \mathrm{p} \mapsto \mathrm{locB}, \mathrm{a}, \mathrm{amt} \rangle|\!\} \\
= \quad & e\{\!|\mathrm{locB} / \mathrm{p}|\!\}\{\!|\mathrm{locA}, 100 \;/\; \langle -, \mathrm{a}, \mathrm{amt} \rangle|\!\} \\
= \quad & e\{\!|\mathrm{locB} / \mathrm{p}|\!\}\{\!|\mathrm{locA} \;/\; \langle -, \mathrm{a} \rangle|\!\}\{\!|100 \;/\; \mathrm{amt}|\!\} \\
= \quad & e\{\!|\mathrm{locB} / \mathrm{p}|\!\}\{\!|\mathrm{locA} \;/\; \mathrm{a}|\!\}\{\!|100 \;/\; \mathrm{amt}|\!\}
\end{aligned}
$$

Binding Substitution

$$e\{\!|\mathrm{locA},100 \;/\; \langle \mathrm{p} \mapsto \mathrm{locB}, \mathrm{a}, \mathrm{amt}\rangle|\!\}$$

$$= \quad e\{\!|\mathrm{locB}/\,\mathrm{p}|\!\}\{\!|\mathrm{locA},100 \;/\; \langle -, \mathrm{a}, \mathrm{amt}\rangle|\!\}$$

$$= \quad e\{\!|\mathrm{locB}/\,\mathrm{p}|\!\}\{\!|\mathrm{locA} \;/\; \langle -, \mathrm{a}\rangle|\!\}\{\!|100 \;/\; \mathrm{amt}|\!\}$$

$$= \quad e\{\!|\mathrm{locB}/\,\mathrm{p}|\!\}\{\!|\mathrm{locA} \;/\; \mathrm{a}|\!\}\{\!|100 \;/\; \mathrm{amt}|\!\}$$

Advice Chaining

Advice Chaining

$$\langle \mathbb{E}[\text{chain } [\![b, loc, e, \sqcup, \sqcup]\!] + \bar{B}, j(\,\overline{v}\,)], J, S\rangle \hookrightarrow \langle \mathbb{E}[\text{under } e' \{\!|loc/\text{ this}|\!\}\{\!|\overline{v}/\ b|\!\}], j + J, S\rangle$$

Advice Chaining

$$\langle \mathbb{E}[\text{chain } [\![b, loc, e, \sqcup, \sqcup]\!] + \bar{B}, j(\,\overline{v}\,)], J, S\rangle \hookrightarrow \langle \mathbb{E}[\text{under } e' \{\!|loc/\text{ this}|\!\}\{\!|\overline{v}/\ b|\!\}], j + J, S\rangle$$

Advice Chaining

$$\langle \mathbb{E}[\text{chain } [\![b, loc, e, \sqcup, \sqcup]\!] + \bar{B}, j(\,\overline{v}\,)], J, S\rangle \hookrightarrow \langle \mathbb{E}[\text{under } e' \{\!|loc/\text{ this}|\!\}\{\!|\overline{v}/\ b|\!\}], j + J, S\rangle$$

$$\text{where } e' = \langle\!\langle e \rangle\!\rangle_{\bar{B},j}$$

Advice Chaining

$$\langle \mathbb{E}[\text{chain } [\![b, loc, e, \sqcup, \sqcup]\!] + \bar{B}, j(\,\overline{v}\,)], J, S\rangle \hookrightarrow \langle \mathbb{E}[\text{under } e' \{\!|loc/\text{ this}|\!\}\{\!|\overline{v}/\ b|\!\}], j + J, S\rangle$$

$$\text{where } e' = \langle\!\langle e \rangle\!\rangle_{\bar{B},j}$$

$$\langle\!\langle \text{this.log(...); a.proceed(amt)} \rangle\!\rangle_{\bar{B},j}$$

Advice Chaining

$$\langle \mathbb{E}[\text{chain } [\![b, loc, e, \sqcup, \sqcup]\!] + \bar{B}, j(\,\overline{v}\,)], J, S\rangle \hookrightarrow \langle \mathbb{E}[\text{under } e'\{\!|loc/\text{ this}|\!\}\{\!|\overline{v}/\,b|\!\}], j + J, S\rangle$$

$$\text{where } e' = \langle\!\langle e \rangle\!\rangle_{\bar{B},j}$$

$$\begin{aligned} & \langle\!\langle \text{this.log(...); a.proceed(amt)} \rangle\!\rangle_{\bar{B},j} \\ = \quad & \langle\!\langle \text{this.log(...)} \rangle\!\rangle_{\bar{B},j}; \langle\!\langle \text{a.proceed(amt)} \rangle\!\rangle_{\bar{B},j} \end{aligned}$$

Advice Chaining

$$\langle \mathbb{E}[\text{chain } [\![b, loc, e, \sqcup, \sqcup]\!] + \bar{B}, j(\,\overline{v}\,)], J, S\rangle \hookrightarrow \langle \mathbb{E}[\text{under } e' \{\!|loc/\text{ this}|\!\}\{\!|\overline{v}/\,b|\!\}], j + J, S\rangle$$

$$\text{where } e' = \langle\!\langle e \rangle\!\rangle_{\bar{B},j}$$

$$\begin{aligned} & \langle\!\langle \text{this.log(...); a.proceed(amt)} \rangle\!\rangle_{\bar{B},j} \\ = \quad & \langle\!\langle \text{this.log(...)} \rangle\!\rangle_{\bar{B},j}; \langle\!\langle \text{a.proceed(amt)} \rangle\!\rangle_{\bar{B},j} \\ = \quad & \langle\!\langle \text{this} \rangle\!\rangle_{\bar{B},j}\text{.log(...); } \langle\!\langle \text{a.proceed(amt)} \rangle\!\rangle_{\bar{B},j} \end{aligned}$$

Advice Chaining

$$\langle \mathbb{E}[\text{chain } [\![b, loc, e, \sqcup, \sqcup]\!] + \bar{B}, j(\,\overline{v}\,)], J, S\rangle \hookrightarrow \langle \mathbb{E}[\text{under } e' \{\!|loc/\text{ this}|\!\}\{\!|\overline{v}/\,b|\!\}], j + J, S\rangle$$

$$\text{where } e' = \langle\!\langle e \rangle\!\rangle_{\bar{B},j}$$

$$\begin{aligned}
& \langle\!\langle \text{this.log(...); a.proceed(amt)} \rangle\!\rangle_{\bar{B},j} \\
= \quad & \langle\!\langle \text{this.log(...)} \rangle\!\rangle_{\bar{B},j}; \langle\!\langle \text{a.proceed(amt)} \rangle\!\rangle_{\bar{B},j} \\
= \quad & \langle\!\langle \text{this} \rangle\!\rangle_{\bar{B},j}\text{.log(...)}; \langle\!\langle \text{a.proceed(amt)} \rangle\!\rangle_{\bar{B},j} \\
= \quad & \text{this.log(...)}; \langle\!\langle \text{a.proceed(amt)} \rangle\!\rangle_{\bar{B},j}
\end{aligned}$$

Advice Chaining

$$\langle \mathbb{E}[\text{chain } \llbracket b, loc, e, \sqcup, \sqcup \rrbracket + \bar{B}, j(\ \overline{v}\ )], J, S\rangle \hookrightarrow \langle \mathbb{E}[\text{under } e' \{\!|loc/\ \text{this}|\!\}\{\!|\overline{v}/\ b|\!\}], j + J, S\rangle$$

$$\text{where } e' = \langle\!\langle e \rangle\!\rangle_{\bar{B},j}$$

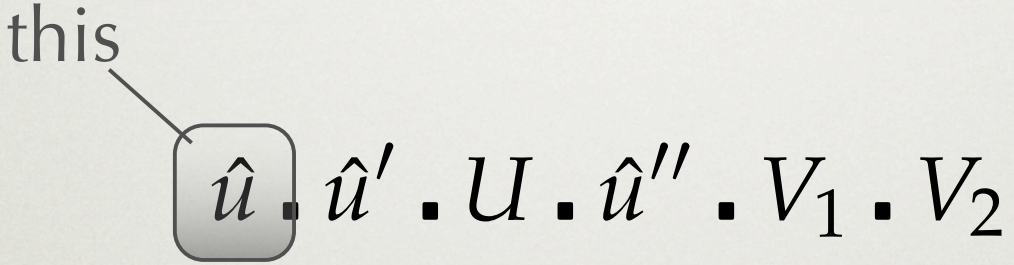
$$\begin{aligned}
& \langle\!\langle \text{this.log(...); a.proceed(amt)} \rangle\!\rangle_{\bar{B},j} \\
= \quad & \langle\!\langle \text{this.log(...)} \rangle\!\rangle_{\bar{B},j}; \langle\!\langle \text{a.proceed(amt)} \rangle\!\rangle_{\bar{B},j} \\
= \quad & \langle\!\langle \text{this} \rangle\!\rangle_{\bar{B},j}\text{.log(...)}; \langle\!\langle \text{a.proceed(amt)} \rangle\!\rangle_{\bar{B},j} \\
= \quad & \text{this.log(...)}; \langle\!\langle \text{a.proceed(amt)} \rangle\!\rangle_{\bar{B},j} \\
= \quad & \text{this.log(...); chain } \bar{B}, j \text{ (a,amt)}
\end{aligned}$$

MiniMAO$_1$
Type System

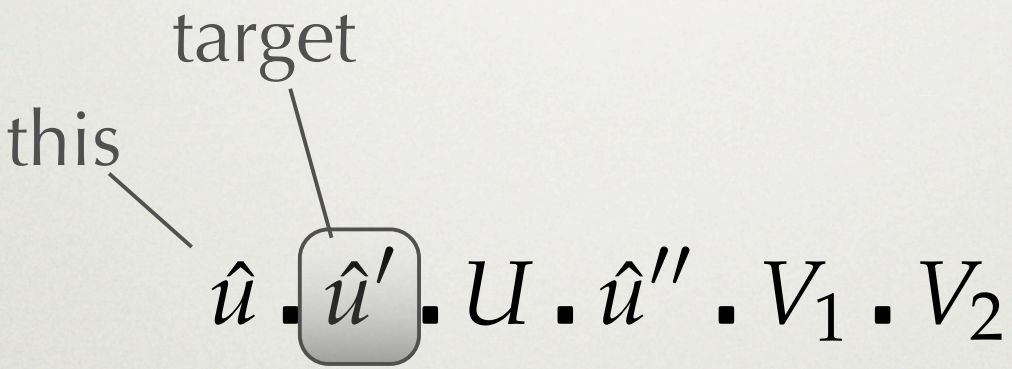
Pointcut Types

$$\hat{u} \,.\, \hat{u}' \,.\, U \,.\, \hat{u}'' \,.\, V_1 \,.\, V_2$$

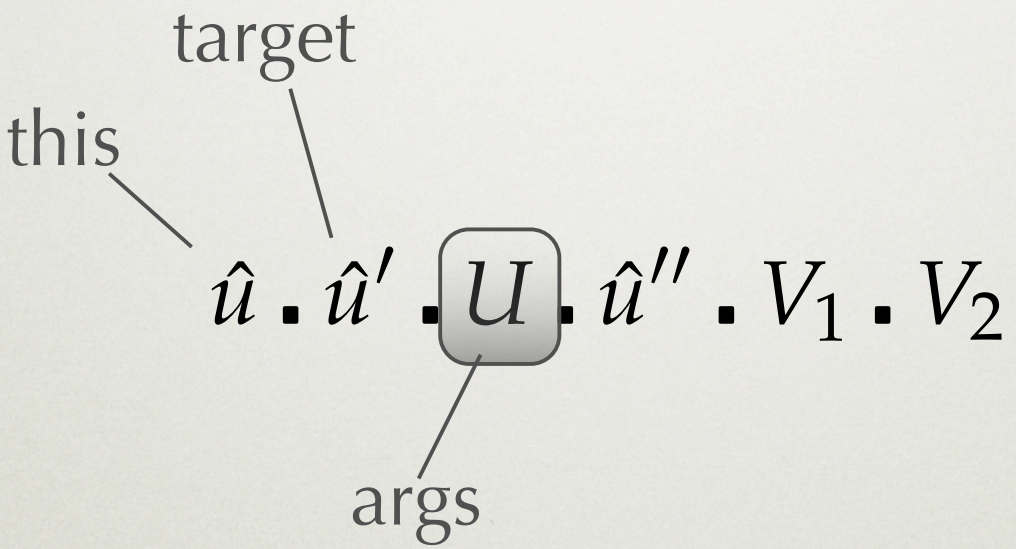
Pointcut Types



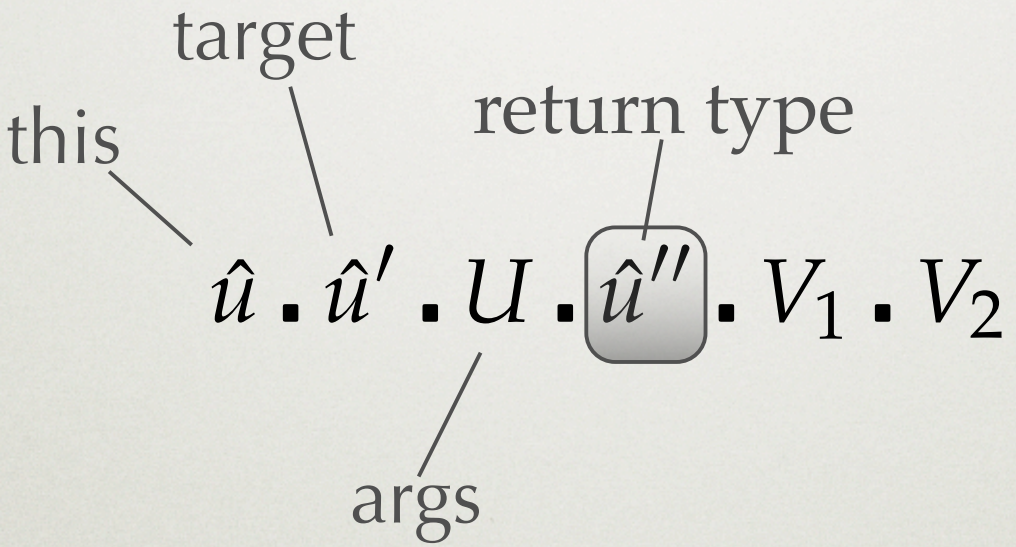
Pointcut Types



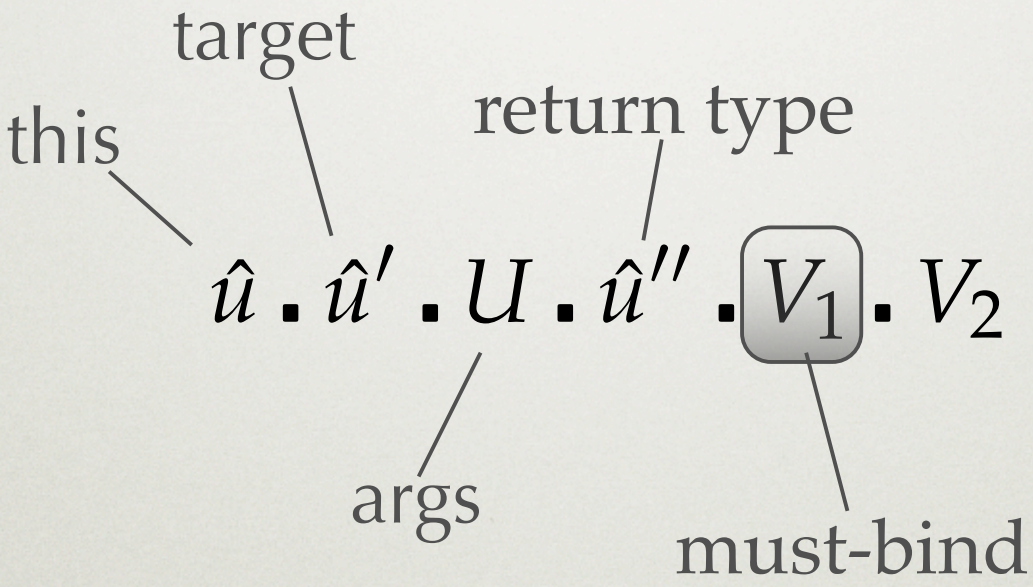
Pointcut Types



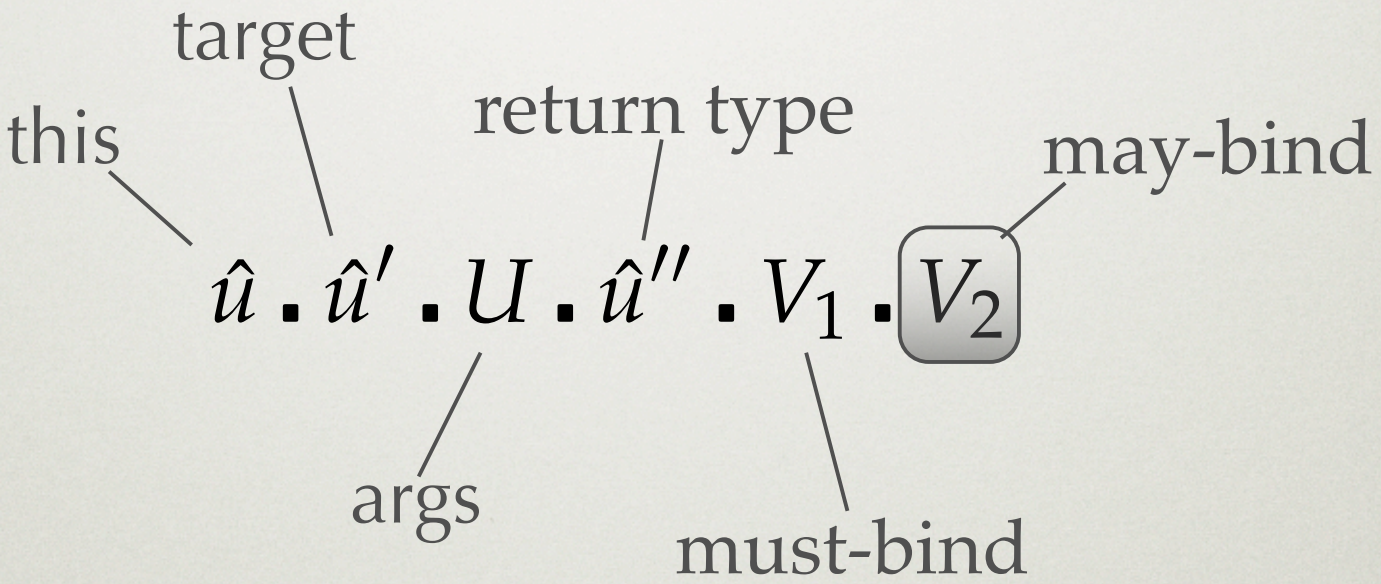
Pointcut Types



Pointcut Types



Pointcut Types



Pointcut Types

$$\Gamma \vdash \text{call(void royalty(..))} \;\&\&\; \text{target(Author a)} \;\&\&$$
$$\text{this(Pub p)} \;\&\&\; \text{args(int amt)}:$$
$$\text{Pub} \cdot \text{Author} \cdot \langle \text{int} \rangle \cdot \text{void} \cdot \{\text{p,a,amt}\} \cdot \{\text{p,a,amt}\}$$

Pointcut Types

$\Gamma \vdash$ call(void royalty(..)) && target(Author a) &&
this(Pub p) && args(int amt):
Pub . Author . ⟨int⟩ . void . {p,a,amt} . {p,a,amt}

Pointcut Types

$\Gamma \vdash$ call(void royalty(..)) && target(Author a) &&
this(Pub p) && args(int amt):
Pub . Author . ⟨int⟩ . void . {p,a,amt} . {p,a,amt}

Pointcut Types

$\Gamma \vdash$ call(void royalty(..)) && target(Author a) &&

this(Pub p) && args(int amt):

Pub . Author . $\langle$int$\rangle$. void . {p,a,amt} . {p,a,amt}

Pointcut Types

$\Gamma \vdash$ call(void royalty(..)) && target(Author a) &&
this(Pub p) && args(int amt):
Pub . Author . ⟨int⟩ . void . {p,a,amt} . {p,a,amt}

Pointcut Types

$$\Gamma \vdash \text{call(void royalty(..))} \;\&\&\; \text{target(Author a)} \;\&\&$$
$$\text{this(Pub p)} \;\&\&\; \text{args(int amt):}$$
$$\text{Pub} \cdot \text{Author} \cdot \langle \text{int} \rangle \cdot \text{void} \cdot \{\text{p,a,amt}\} \cdot \{\text{p,a,amt}\}$$

Advice Typing Rule

$$\textsc{T-Adv}\ \frac{\overline{var : t} \vdash pcd : \_ \,.\, u_0 \,.\, \langle \overline{u} \rangle \,.\, u \,.\, V \,.\, V \qquad \overline{var : t}, \text{this} : a, \text{proceed} : (u_0 \times \overline{u} \to u) \vdash e : s \qquad V = \{\overline{var}\} \qquad s \preccurlyeq t \preccurlyeq u}{\vdash t\ \text{around}(\ \overline{t\ var}\ ) : pcd\ \{\ e\ \}\ \text{OK in}\ a}$$

Advice Typing Rule

T-Adv

$$\frac{\overline{var : t} \vdash pcd : \_ \,.\, u_0 \,.\, \langle \overline{u} \rangle \,.\, u \,.\, V \,.\, V \qquad \overline{var : t}, \text{this} : a, \text{proceed} : (u_0 \times \overline{u} \to u) \vdash e : s \qquad V = \{\overline{var}\} \qquad s \preccurlyeq t \preccurlyeq u}{\vdash t \text{ around}(\ \overline{t\ var}\ ) : pcd\ \{\ e\ \}\ \text{OK in } a}$$

Advice Typing Rule

$$\textsc{T-Adv}\quad \frac{\overline{var : t} \vdash pcd : \_ \,.\, u_0 \,.\, \langle \overline{u} \rangle \,.\, u \,.\, V \,.\, V \qquad \overline{var : t}, \text{this} : a, \text{proceed} : (u_0 \times \overline{u} \to u) \vdash e : s \qquad V = \{\overline{var}\} \qquad s \preccurlyeq t \preccurlyeq u}{\vdash t \text{ around}(\ \overline{t\ var}\ ) : pcd \{\ e\ \}\ \text{OK in } a}$$

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Advice Typing Rule

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Advice Typing Rule

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Advice Typing Rule

T-Adv

$$\frac{\overline{var : t} \vdash pcd : \_ \,.\, u_0 \,.\, \langle \overline{u} \rangle \,.\, u \,.\, V \,.\, V \qquad \overline{var : t}, \text{this} : a, \text{proceed} : (u_0 \times \overline{u} \to u) \vdash e : s \qquad V = \{\overline{var}\} \qquad s \preccurlyeq t \preccurlyeq u}{\vdash t \text{ around}(\overline{t\ var}) : pcd \{ e \} \text{ OK in } a}$$

Advice Typing Rule

T-Adv

$$\frac{\overline{var : t} \vdash pcd : \_ \,.\, u_0 \,.\, \langle \overline{u} \rangle \,.\, u \,.\, V \,.\, V \qquad \overline{var : t}, \text{this} : a, \text{proceed} : (u_0 \times \overline{u} \to u) \vdash e : s \qquad V = \{\overline{var}\} \qquad s \preccurlyeq t \preccurlyeq u}{\vdash t \text{ around}(\ \overline{t\ var}\ ) : pcd\ \{\ e\ \}\ \text{OK in}\ a}$$

Advice Typing Rule

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Advice Typing Rule

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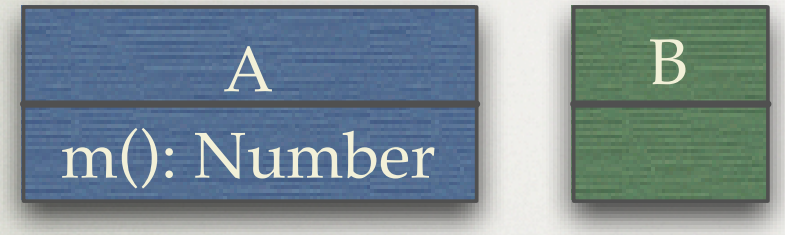
Invariant Target Matching



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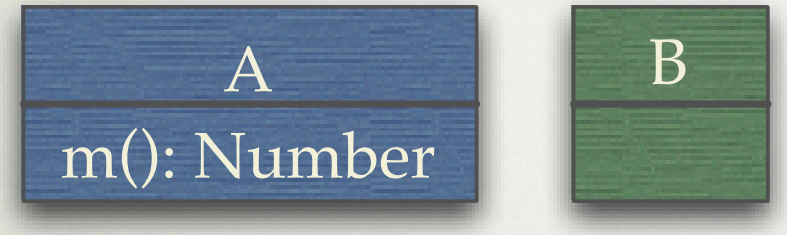


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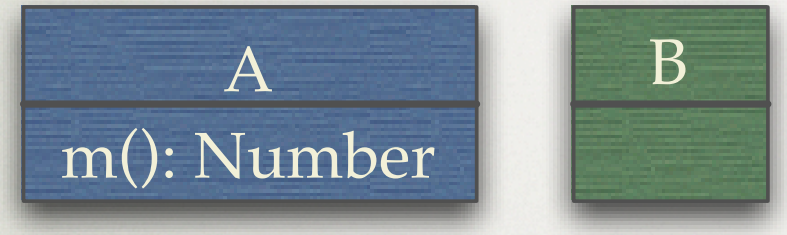


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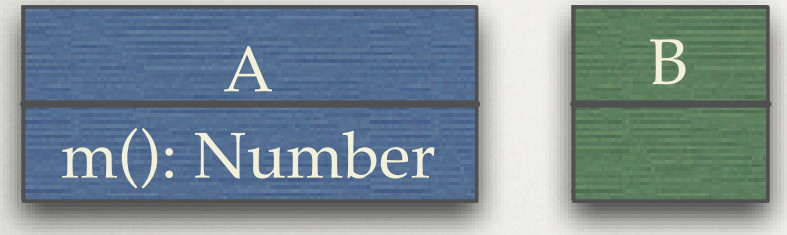


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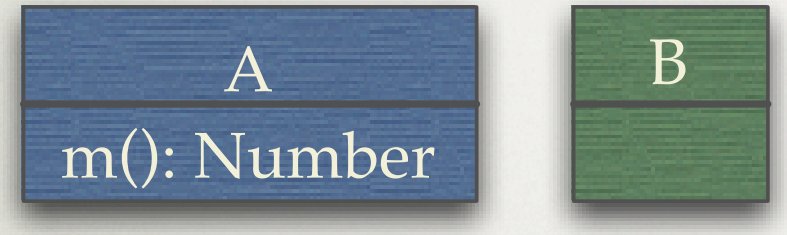


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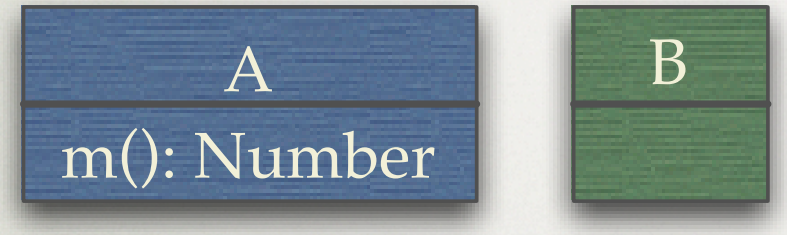


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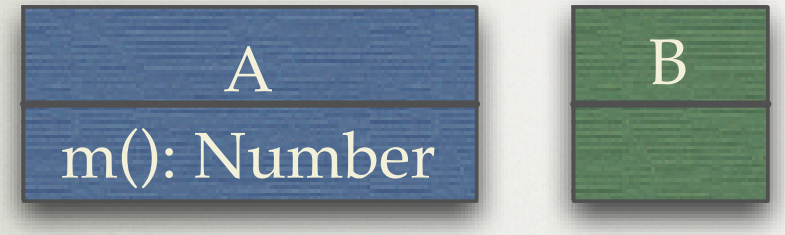
  - Fails at runtime
- MiniMAO$_1$
  - Does not match, A ≠ Object

Alternatives to Invariant Target Matching

- Subtype matching without allowing target changes
  - Two forms of target pointcut?
- Global typechecking

Advice Return Type



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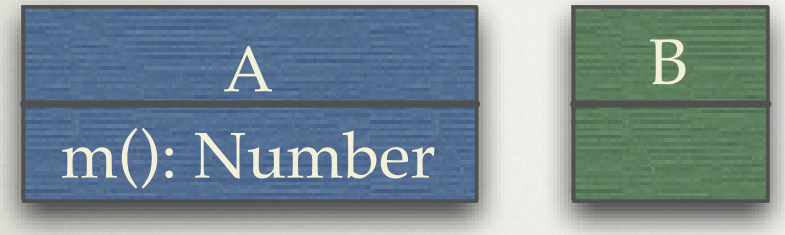


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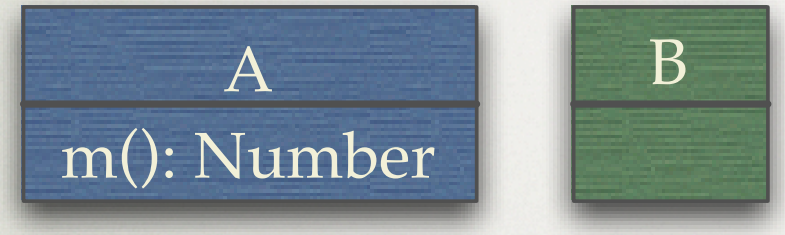

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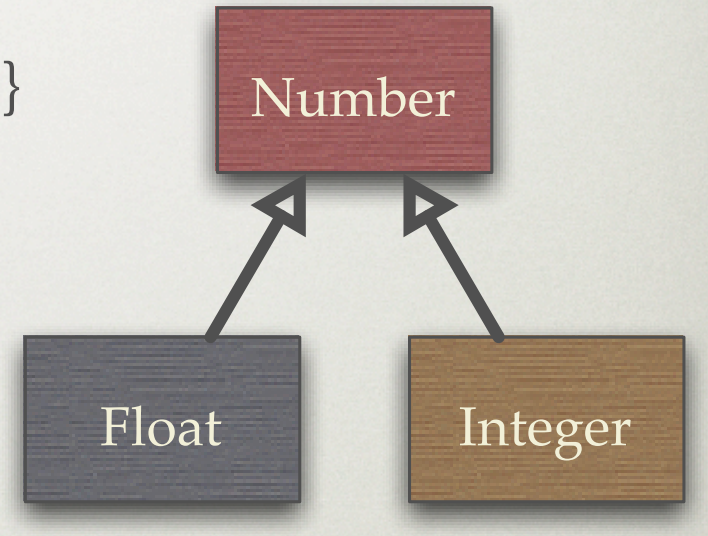

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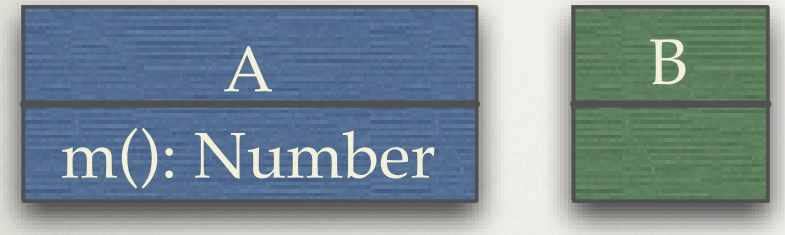


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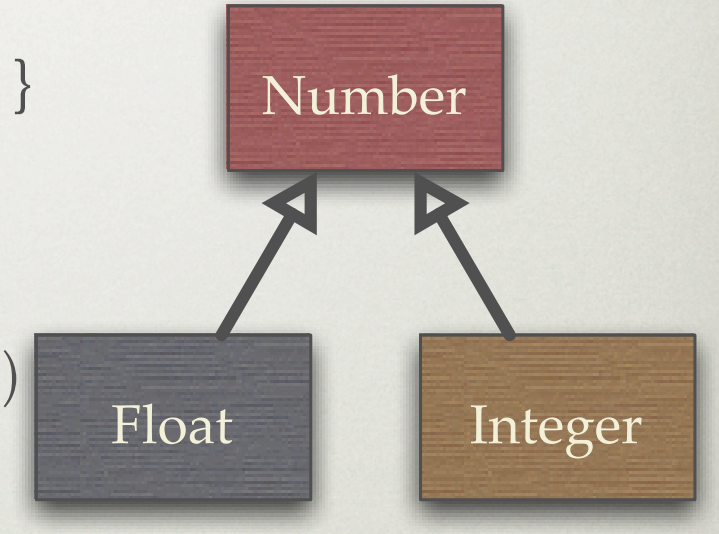


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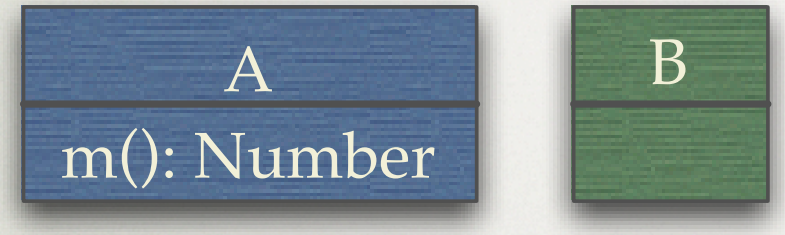


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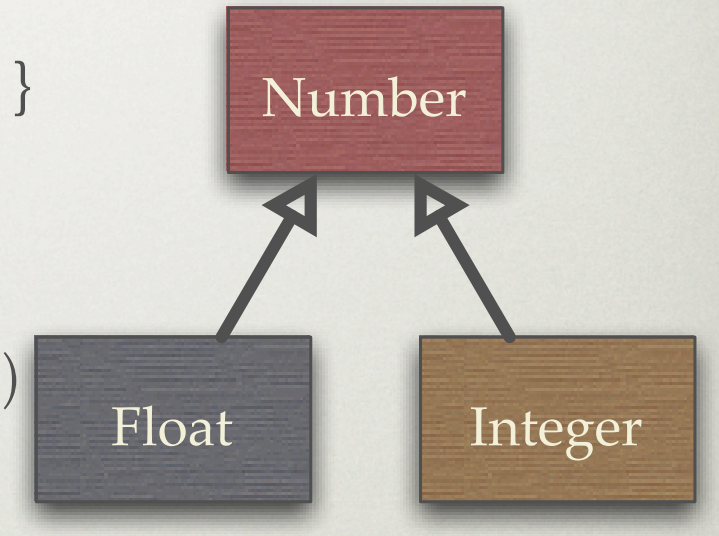

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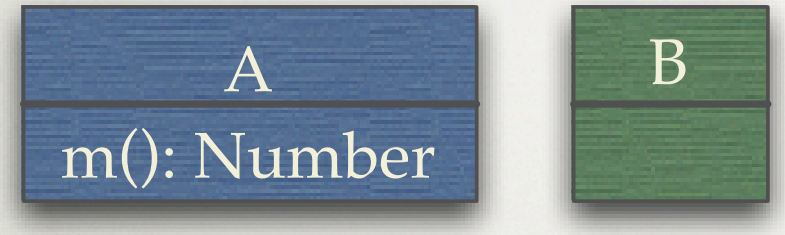


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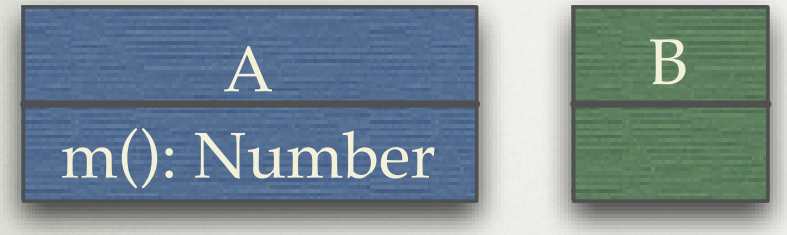


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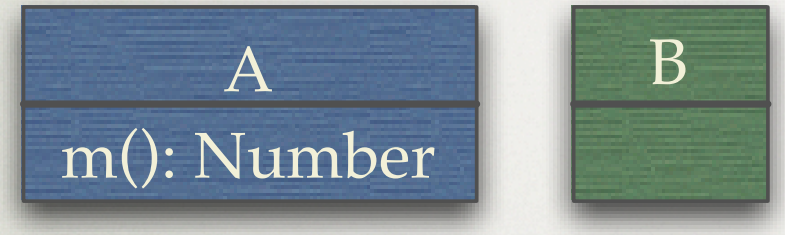


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Alternative to Return Type in Pointcut

- Calculate least upper bound on return types from pointcut
  - Object if not specified
  - Might require casts

Type System Soundness Results

Soundness Theorem

Given a program $P = decl_1 \ldots decl_n\ e$, with $\vdash P$ OK, and a valid store S_0, then either the evaluation of e diverges or else

$$\langle e, \bullet, S_0 \rangle \overset{*}{\hookrightarrow} \langle v, J, S \rangle$$ and either:

- $v = loc$ and $loc \in dom(S)$,
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- $v =$ NullPointerException, or
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- Sound, static type system

Related Work

- Bruns, et al. (Concur04)
- Dantas and Walker (FOOL05)
- Douence, Motelet, Südholt (Refl01)
- Jagadeesan, Jeffrey, and Riely (ECOOP03)
- Masuhara and Kiczales (ECOOP03)
- Walker, Zdancewic, and Ligatti (ICFP03)
- Wand, Kiczales, and Dutchyn (TOPLAS04)

Conclusions and Future Work

Main Contributions

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- General technique for adding aspects to a core language

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- General technique for adding aspects to a core language
- Sound, static type system
- Effect of advice on method selection when changing target

Next Steps

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- Types for separation of concerns:
  - Concern domains type system

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- Investigate practical implications

Questions?