Konfigurierbare Systemsoftware (KSS)

VL 4 – Aspect-Aware Development: The CiAO Approach

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About this Lecture

Implementation Techniques: Classification

Decompositional Approaches
- Text-based filtering (untyped)
- Preprocessors

Compositional Approaches
- Language-based composition mechanisms (typed)
- OOP, AOP, Templates

Generative Approaches
- Metamodel-based generation of components (typed)
- MDD, C++ TMP, generators

Implementation Techniques: Goals

General
- Separation of concerns (SoC)
- Resource thriftiness

Operational
- Granularity
  Components should be fine-grained. Each artifact should either be mandatory or dedicated to a single feature only.
- Economy
  The use of memory/run-time expensive language features should be avoided as far as possible. Decide and bind as much as possible at generation time.
- Pluggability
  Changing the set of optional features should not require modifications in any other part of the implementation. Feature implements should be able to “integrate themselves”.
- Extensibility
  The same should hold for new optional features, which may be available in a future version of the product line.
4.1 AOP Mechanisms Under the Hood

Diagram Notation

Obliviousness & Quantification

AOP Mechanisms: Summary

4.2 Study: i4Weathermon AOP

4.3 CiAO

4.4 CiAO Results

4.5 Summary

4.6 References

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**Scenario:**

Optional feature component $F_1$ shall be integrated into SPL component $PL$.

With OOP:
- $PL$ has to call $F_1 \leadsto$ $PL$ has to know $F_1$.
- control flows can only be established in the direction of knowledge.

With AOP:
- $F_1$ can give advice to $PL \leadsto$ $F_1$ has to may know $PL$.
- control flow is established opposite to the direction of knowledge.
- binding is inherently loose $\leadsto$ silently missed, if $PL$ does not exist.

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AOP Mechanisms Demystified: “Quantification”

**Szenario:**
(Nonfunctional) feature component $F_1$ shall be integrated into (optional) SPL components $PLC_{1...n}$

- With AOP:
  - binding is inherently loose $\leadsto$ may quantify over $n$ join points
  - possible by declarative pointcut concept (here: wildcard in match expression)

Advice inverses the direction in which control-flow relationships are established: $C$ calls $A \implies A$ advises $C$

- Aspects integrate themselves into the surrounding program $\leadsto$ “I make you call me”
- Surrounding program can be kept oblivious of the aspects $\leadsto$ advice-based binding as a means to integrate (optional) features

Pointcuts provide for an implicit quantification of this integration

- Applies to $0 \ldots M \ldots n$ join points, depending on the pointcut expression $\leadsto$ Aspects can be kept oblivious of the surrounding program
- Thereby, advice-based binding is inherently loose $\leadsto$ advice-based binding as a means to integrate interacting features

I4WeatherMon: Feature Model

- How to achieve **Granularity, Economy, Pluggability, Extensibility?**
  - Configuration-dependent sensor and actuator sets
  - initialization, integration, interaction of optional feature code
  - Generic and nongeneric actuators
  - interacting optional feature code

Agenda

4.1 AOP Mechanisms Under the Hood
4.2 Study: i4Weathermon AOP
   - Flashback: i4Weathermon
   - i4WeatherMon with AOP
   - i4WeatherMon with AOP: Results
4.3 CiAO
4.4 CiAO Results
4.5 Summary
4.6 References

I4WeatherMon: Feature Model

- Actuators
- Sensors

WeatherMon

- Alarm
- Display
- PC Connection
- Temperature
- Air Pressure
- Wind Speed

- RS232Line
- USBLine
- Ethernet

rationale: SNGProto provides backwards compatibility to existing client software

- XMLProto

- How to achieve **Granularity, Economy, Pluggability, Extensibility?**
  - Configuration-dependent sensor and actuator sets
  - initialization, integration, interaction of optional feature code
  - Generic and nongeneric actuators
  - interacting optional feature code
I4WeatherMon: OOP Solution Space

Basic structure

Weather and Sink are (almost) empty classes.
- Provide a lexical scope for sensor/actuator introductions
- Provide explicit join points (empty methods measure() / process()) that are invoked by the main loop, when measuring/processing should take place
- All further functionality is provided by the aspects!

I4WeatherMon: AOP Solution Space

Sensor integration

A Sensor is implemented as a class with an accompanying Handling aspect
- Slices the sensor singleton instance into Weather
- Gives advice to Weather::measure() to invoke Sensor::measure()
- Slices an explicit join point process_data(Sensor) into Sink
- Gives advice to Sink::process() to invoke process_data(Sensor)
# I4WeatherMon: AOP Solution Space

### Generic actuator integration

A generic actuator (processes all sensors) is implemented by an aspect:
- Gives advice to `Sink::process()` to execute processing pre-/post actions
- Gives generic advice to all overloads of `Sink::process_data()` to invoke each sensor (typed) in order to process its data via the generic `str_val()`

- ~ Generic actuator does not know the available / possible sensor types

### Nongeneric actuator integration

A nongeneric actuator (processes some sensors) is implemented by an aspect:
- Gives advice to `Sink::process()` to execute processing pre-/post actions
- Gives advice to selected overloads of `Sink::process_data()` to invoke them in order to process each sensors data via a sensor-specific interface

- ~ Nongeneric actuator has to know specific sensor types

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## I4WeatherMon: AOP Sensor Integration

```cpp
class Weather {
public:
    void measure() {} // empty implementation
};
class Sink {
public:
    void process() {} // empty implementation
};
aspect PressureHandling {
    // Weather integration
    advice "Weather": slice struct{
        Pressure _pressure; // introduce sensor instance (singleton)
    };
    advice execution("void Weather::measure()") : before() {
        _theWeather._pressure.measure(); // invoke sensor's measure()
    }
    // Sink integration
    advice "Sink": slice struct {
        // introduce sensor-specific explicit join point for actuator aspects
        void process_data( const Pressure & ) {}
    };
    advice execution("void Sink::process()") : after() {
        _theSink.process_data( _theWeather._pressure ); // trigger it
    }
};
```

## I4WeatherMon: AOP Generic Actuator Integration

```cpp
aspect Display {
    // display each element of the weather data
    advice execution("void Sink::process_data(%)") : before() {
        typedef JoinPoint::template Arg0::ReferredType Data;
        char val[5];
        tjp->arg0()->str_val( val );
        print( Data::name(), val, Data::unit() );
    }
}
```
I4WeatherMon: AOP Generic Actuator Integration

aspect SNGConnection : protected PCConnection {
  UInt8 _p, _w, _t1, _t2; // weather record
  // let this aspect take a higher precedence than <Sensor>Handling
  advice process () : order ("SNGConnection", "#Handling")
    : before () { /* ... */ init record /* */ }
    : after () { /* ... */ transmit record /* */ }
  // collect wind, pressure, temperature data by giving specific advice
  advice execution("void Sink::process(const Weather&)") & args (wind)
    : before (const Wind &wind) {
      _w = wind._w;
    }
  advice execution("void Sink::process.data(...)") & args (pressure)
    : before (const Pressure &pressure) {
      _p = pressure._p - 850;
    }
  advice execution("void Sink::process.data(...)") & args (temp)
    : before (const Temperature &temp) {
      _t1 = (UInt8)temp._t1;
      _t2 = temp._t2;
    }
};

I4WeatherMon: CPP vs. AOP – Footprint

AOP is as efficient as CPP-based configurability!

I4WeatherMon (AOP): Evaluation

General
1. Separation of concerns (SoC)
2. Resource thriftiness

Operational
3. Granularity
   - Every component implements functionality of a single feature only.
4. Economy
   - All control-flow bindings are established at compile time.
5. Pluggability
   - Sensors and actuators integrate themselves by aspects.
6. Extensibility
   - “Plug & Play” of sensor and actuator implementations.

Agenda
4.1 AOP Mechanisms Under the Hood
4.2 Study: i4Weathermon AOP
4.3 CiAO
   - Motivation and Goals
   - Design Approach
   - Examples: Aspects in Action
   - Further Examples
4.4 CiAO Results
4.5 Summary
4.6 References
CiAO: Motivation and Goals

Throughout the entire operating-system design cycle, we must be careful to separate policy decisions from implementation details (mechanisms). This separation allows maximum flexibility if policy decisions are to be changed later.

Silberschatz, Gagne, and Galvin 2005: Operating System Concepts [8, p. 72]

Primary goal: architectural configurability
- configurability of even fundamental policies
  → synchronization, protection, interaction

Secondary goal: < the standards >
- efficiency, configurability in general, portability

Approach: aspect-aware operating system design
- strict decoupling of policies and mechanisms in the implementation
  → using aspects as the primary composition technique

CiAO: General Structure

Layered Architecture
- Interface layer (as/ciao)
- System layer (os)
- Hardware layer (hw)

Layers → C++ namespaces
- Potential join points for cross-layer transitions
- Further refined by sublayers (os::krn, hw::irq)
- Layers as a means of aspect-aware development
  → "visible transitions"

Methodology: Principles of Aspect-Aware Development

Design Principles → Development Idioms
1. loose coupling by advice-based binding
2. visible transitions by explicit join points
3. minimal extensions by extension slices
Methodology: Principles of Aspect-Aware Development

The principle of loose coupling. Make sure that aspects can hook into all facets of the static and dynamic integration of system components. The binding of components, but also their instantiation (e.g., placement in a certain memory region) and the time and order of their initialization should all be established (or at least be influenceable) by aspects.

The principle of visible transitions. Make sure that aspects can hook into all control flows that run through the system. All control-flow transitions into, out of, and within the system should be influenceable by aspects. For this they have to be represented on the join-point level as statically evaluable, unambiguous join points.

The principle of minimal extensions. Make sure that aspects can extend all features provided by the system on a fine granularity. System components and system abstractions should be fine-grained, sparse, and extensible by aspects.

Methodology: Roles of Aspects and Classes

What to model as a class and what as an aspect?

- `<Thing>` is a class if – and only if – it is a distinguishable, instantiable concept of CiAO:
  - A system component, instantiated internally on behalf of CiAO
    - The Scheduler, the Alarm Manager, the OS control facility, ...
    - Hold and manage kernel state, singletons by definition
  - A system abstraction, instantiated as objects on behalf of the user
    - Task, Event, Resource, ...
    - In AUTOSAR OS: instantiated at compile time
  - Both are sparse → provide a minimal implementation only

- Otherwise `<thing>` is an aspect!

Example: Mechanism Integration

Serial0
init()
sendBlock()
Sched
init()
ready()
Minute task

extension aspect

Serial0Ext
exec("init")

binding aspect

Serial0_Init
exec("init")

binding aspect

Sched_Init
exec("init")

This might lead to additional functional dependencies:

- `os::krn`
- `hw::hal`

visible transitions by explicit join points
Example: Mechanism Integration

```
Serial0
init()
sendBlock()
```

```
Sched
init()
ready()
```

```
Serial0Ext
exec("init")
```

```
Serial0_Init
exec("init")
```

```
Sched_Init
exec("init")
```

```
Serial0Ext_Task
Task_task
init()
init()
```

- **binding aspects** implement upcalls by advice-based bindings
- **extension aspects** add to mechanisms by extension slices

```
aspect Serial0Ext {
  advice execution( "void hw::hal::init()" ) :
    order( "Sched_Init", "Serial0_Init" );
};
```

This might lead to additional functional dependencies

---

Example: Policy Integration

```
Cooperative Scheduling:

Preemptive Scheduling:

aspect Sched_LeaveBinding {
  orderKernel();
  leaveKernel();
}
```

```
Sched_ASTBinding
exec("ast")
exec("setNeedReschedule")
```

```
Sched
reschedule()
setNeedReschedule()
```

```
AST0
trigger()
disable()
enable()
```

- **policy aspect**
  - Sched_LeaveBinding: execute leaveKernel
  - Sched_ASTBinding: execute ast

```
AST0
```

This might lead to additional functional dependencies
Methodology: Explicit Join Points

- Advice-based binding $\mapsto$ availability of the "right" join points
  - for all semantically important transitions in the system
  - statically evaluable

- Fine-grained component structure $\sim$ many implicit join points, but
  - amount and precise semantics often implementation dependent
  - aspects have to "know" $\sim$ no obliviousness

- Important transitions not available for technical reasons as JPs
  - target code may be fragile (e.g., context switch) $\sim$ must not be advised
  - target code may be written in assembly $\sim$ transitions not visible as JPs

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Example: Policy Integration

Cooperative Scheduling:

Preemptive Scheduling:

- Policy aspects: Sched_LeaveBinding, exec("leaveKernel")
- Policy aspects: Sched_ASTBinding, exec("ast")
- Policy aspects: Kernel_ASTSync, exec("enterKernel()", "leaveKernel()")

- Advice-based binding $\mapsto$ availability of the "right" join points
- Empty inline methods for the sole purpose that aspects can bind to them
- Explicitly triggered by components or other aspects
- Well defined semantics

- Upcall join points (U) represent system-internal events that are to be processed on a higher layer
  - exceptions, such as signals or interrupts
  - internal events, such as system initialization or entering of the idle state

- Transition join points (T) represent semantically important control-flow transitions inside the kernel
  - Level transitions: user $\rightarrow$ kernel, user $\rightarrow$ interrupt
  - Context transitions: threadA $\rightarrow$ threadB
4.1 AOP Mechanisms Under the Hood
4.2 Study: i4Weathermon AOP
4.3 C iAO
4.4 C iAO Results
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Kernel Latency Comparison with “OSEK”

<table>
<thead>
<tr>
<th>test scenario</th>
<th>CiAO</th>
<th>OSEK</th>
</tr>
</thead>
<tbody>
<tr>
<td>(a) voluntary task switch</td>
<td>160  178</td>
<td>218</td>
</tr>
<tr>
<td>(b) forced task switch</td>
<td>108  127</td>
<td>280</td>
</tr>
<tr>
<td>(c) preemptive task switch</td>
<td>192  219</td>
<td>274</td>
</tr>
<tr>
<td>(d) system startup</td>
<td>194  194</td>
<td>399</td>
</tr>
<tr>
<td>(e) resource acquisition</td>
<td>19   56</td>
<td>54</td>
</tr>
<tr>
<td>(f) resource release</td>
<td>14   52</td>
<td>41</td>
</tr>
<tr>
<td>(g) resource release with preemption</td>
<td>240  326</td>
<td>294</td>
</tr>
<tr>
<td>(h) category 2 ISR latency</td>
<td>47   47</td>
<td>47</td>
</tr>
<tr>
<td>(i) event blocking with task switch</td>
<td>141  172</td>
<td>224</td>
</tr>
<tr>
<td>(j) event setting with preemption</td>
<td>194  232</td>
<td>201</td>
</tr>
<tr>
<td>(k) comprehensive application</td>
<td>748  748</td>
<td>1216</td>
</tr>
</tbody>
</table>

Execution time [clock ticks] on TC1796@50 MHz (ac++1.0pre3 with tricore-g++3.4.3 -O3 -fno-rtti -funit-at-a-time -ffunction-sections -Xlinker --gc-sections)

CiAO achieves excellent granularity!

Feature Granularity of CiAO (static memory demands per feature)

<table>
<thead>
<tr>
<th>feature with feature or instance</th>
<th>text</th>
<th>data</th>
<th>bss</th>
</tr>
</thead>
<tbody>
<tr>
<td>Base system (OS control and tasks)</td>
<td>+func</td>
<td>+20</td>
<td>+16 + stack</td>
</tr>
<tr>
<td>per task</td>
<td>0</td>
<td>+4</td>
<td>0</td>
</tr>
<tr>
<td>per application mode</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>per ISR</td>
<td>+func</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>per disable-enable</td>
<td>+4</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Resource support</td>
<td>+128</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>per alarm</td>
<td>0</td>
<td>+12</td>
<td>0</td>
</tr>
<tr>
<td>Full preemption</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>per join point</td>
<td>+12</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Mixed preemption</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>per join point</td>
<td>+44</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>per task</td>
<td>0</td>
<td>+4</td>
<td>0</td>
</tr>
<tr>
<td>Wrong context check</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>per void join point</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>per StatusType join point</td>
<td>+8</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Interrupts disabled check</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>per join point</td>
<td>+64</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Invalid parameters check</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>per join point</td>
<td>+36</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Error hook</td>
<td>0</td>
<td>0</td>
<td>+4</td>
</tr>
<tr>
<td>per join point</td>
<td>+54</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Startup hook or shutdown hook</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Pre-task hook or post-task hook</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

CiAO outperforms the marked leader in 11 out of 12 cases by up to 260 percent.
Discussion: Aspect-Aware Development

By AAD CiAO achieves excellent properties [3–5]
- configurability and granularity even for fundamental kernel policies
- complete separation of concerns in the implementation

The approach has also been applied to other system software
- PUMA, the C/C++ transformation framework behind ac++ [9]
- CiaOP, an aspect-oriented IP stack for embedded systems [2]

Issues: comprehensibility & tool support

<table>
<thead>
<tr>
<th></th>
<th>Base code</th>
<th>Aspect code</th>
</tr>
</thead>
<tbody>
<tr>
<td>Files LOC</td>
<td>Files LOC</td>
<td></td>
</tr>
<tr>
<td>CiAO kernel only</td>
<td>423 21,086</td>
<td>333 5,923</td>
</tr>
<tr>
<td>CiAO COM</td>
<td>112 8,689</td>
<td>297 5,552</td>
</tr>
<tr>
<td>CiAO IP stack</td>
<td>45 5,038</td>
<td>96 3,230</td>
</tr>
<tr>
<td>CiAO overall</td>
<td>580 34,813</td>
<td>726 14,705</td>
</tr>
</tbody>
</table>

This is research, after all :-)


