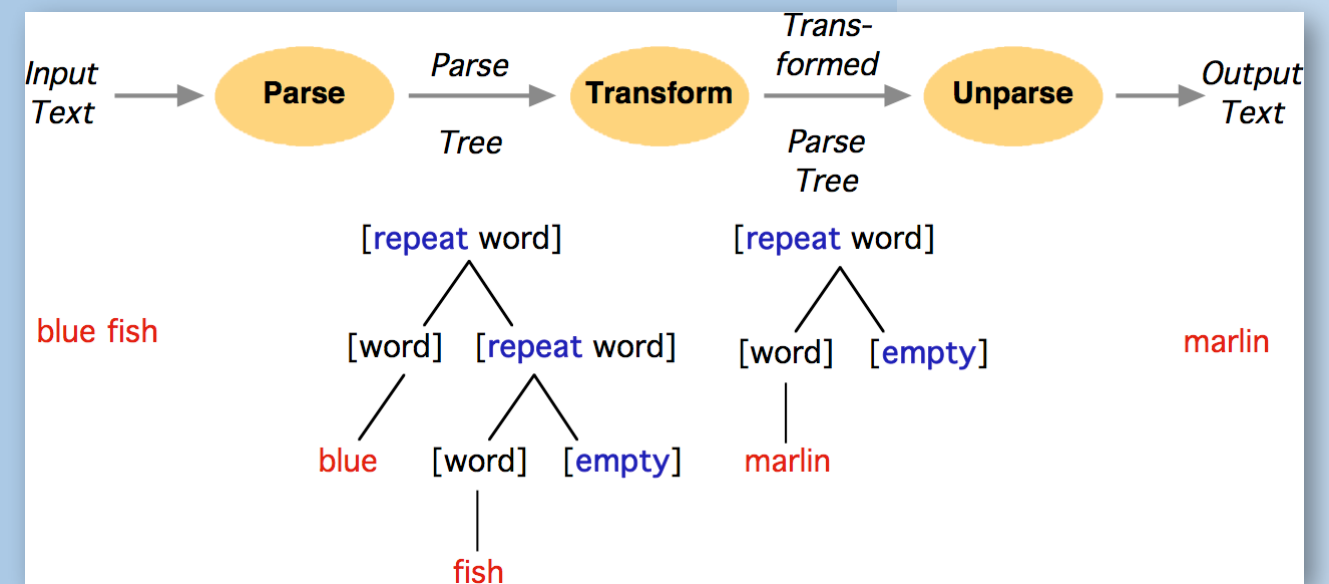


# 11. Program Transformation

Oscar Nierstrasz



# Roadmap



- > Program Transformation
- > Refactoring
- > Aspect-Oriented Programming

# Links

## > **Program Transformation:**

- <http://swerl.tudelft.nl/bin/view/Pt>
- <http://www.program-transformation.org/>

## > **Spoofax/Stratego:**

- <http://www.metaborg.org/>

## > **TXL:**

- <http://www.txl.ca/>

## > **Refactoring:**

- <http://www.ibm.com/developerworks/library/os-ecref/>
- <http://recoder.sourceforge.net/wiki/>
- <http://www.refactory.com/RefactoringBrowser/>

## > **AOP:**

- <http://www.eclipse.org/aspectj/>

# Roadmap



- > **Program Transformation**
  - Introduction
  - Stratego/XT
  - TXL
- > Refactoring
- > Aspect-Oriented Programming

Thanks to Eelco Visser and Martin Bravenboer for their kind permission to reuse and adapt selected material from their Program Transformation course.  
<http://swert.tudelft.nl/bin/view/Pt>

# What is “program transformation”?

- > Program Transformation is the process of transforming one program to another.
- > Near synonyms:
  - Metaprogramming
  - Generative programming
  - Program synthesis
  - Program refinement
  - Program calculation

*Metaprogramming* refers more generally to programs that manipulate other programs.

*Generative programming* refers to the generation of programs, for example, by composing templates in C++.

*Program synthesis* concerns the generation of programs from high-level specifications.

*Program refinement* refers to the stepwise transformation of high-level programs to lower-level executable ones.

*Program calculation* is the derivation of programs by manipulating formulas.

# Applications of program transformation

## > Translation

- *Migration*
- *Synthesis*
  - Refinement
  - Compilation
- *Reverse Engineering*
  - Decompilation
  - Architecture Extraction
  - Visualization
- *Program Analysis*
  - Control flow
  - Data flow

- *Migration*: transforming code from an old language to a new one.
- *Synthesis*: generating executable programs from higher-level specifications.
- *Reverse Engineering*: extracting higher-level representations from low-level code.
- *Program Analysis*: extracting information from code in order to reason about its properties.



# Translation — compilation

```
function fact(n : int) : int =  
  if n < 1 then 1  
    else (n * fact(n - 1))
```

*Tiger*

⇒

```
fact:subu    $sp, $sp, 20  
           sw    $fp, 8($sp)  
           addiu $fp, $sp, 20  
           sw    $s2, -8($fp)  
           sw    $ra, -4($fp)  
           sw    $a0, 0($fp)  
           move  $s2, $a1  
           li    $t0, 1  
           bge   $s2, $t0, c_0  
           li    $v0, 1  
           b     d_0  
c_0: lw      $a0, ($fp)  
           li    $t0, 1  
           subu  $a1, $s2, $t0  
           jal   fact_a_0  
           mul   $v0, $s2, $v0  
d_0: lw      $s2, -8($fp)  
           lw    $ra, -4($fp)  
           lw    $fp, 8($sp)  
           addiu $sp, $sp, 20  
           jr    $ra
```

*MIPS*

Tiger is an experiment in using program transformation to compile a high-level programming language (Tiger) to assembly code.

See: <http://strategoxt.org/Tiger/WebHome>

# Translation — migration from procedural to OO

```
type tree = {key: int, children: treelist}
type treelist = {hd: tree, tl: treelist}
function treeSize(t : tree) : int =
  if t = nil then 0 else 1 + listSize(t.children)
function listSize(ts : treelist) =
  if ts = nil then 0 else listSize(t.tl)
```

*Tiger*



```
class Tree {
  Int key;
  TreeList children;
  public Int size() {
    return 1 + children.size
  }
}
class TreeList { ... }
```

*Java*

# Rephrasing — desugaring regular expressions

```
Exp := Id
     | Id "(" {Exp ","}* ")"
     | Exp "+" Exp
     | ...
```

*EBNF*

$\Rightarrow$

```
Exp  := Id
      | Id "(" Exps ")"
      | Exp "+" Exp
      | ...

Exps :=
      | Expp

Expp := Exp
      | Expp "," Exp
```

*BNF*

“Syntactic sugar” refers to syntax that is convenient for the programmer, but is not strictly needed as the host language already supports a more verbose way of doing the same thing.

Autoboxing in Java is an example of syntactic sugar, since:

```
Integer n = 1;
```

is automatically rewritten to:

```
Integer n = new Integer(1);
```

The example in the previous slide shows how Extended BNF (EBNF) with a Kleene closure operator (\*) can be desugared by program transformation to an equivalent BNF without the extension.

# Rephrasing — partial evaluation

```
function power(x : int, n : int) : int =  
  if n = 0 then 1  
  else if even(n) then square(power(x, n/2))  
  else (x * power(x, n - 1))
```

*Tiger*

$\Downarrow n = 5$

*Tiger*

```
function power5(x : int) : int =  
  x * square(square(x))
```

Partial evaluation is a technique to rewrite programs if some of their parameters are known in advance. In this example, the second parameter `n` to the function `power ( )` is known, so we can generate an equivalent function that only takes the first argument, by partially evaluation the code of the original function.

If `n=5`, then the original body can be rewritten by partially evaluating it to:

```
x*power ( x , 4 )
```

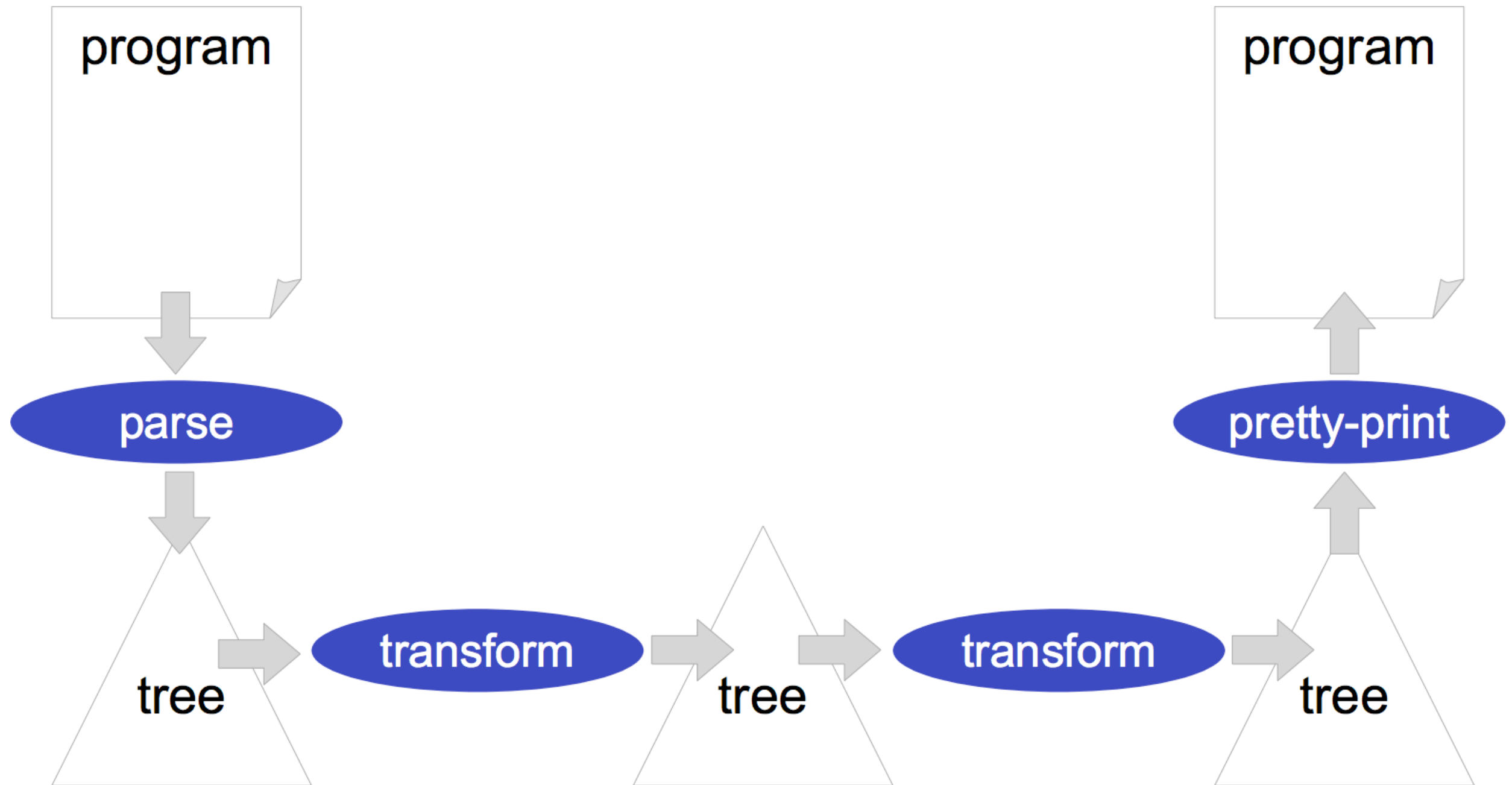
Another step allows us to partially evaluate `power ( x , 4 )` yielding:

```
x*square ( power ( x , 2 ) )
```

A final partial evaluation step yields:

```
x*square ( square ( x ) )
```

# Transformation pipeline





This general scheme applies to Stratego, TXL and various other systems. Transformation systems and languages may support or automate different parts of this pipeline.

If the source language is fixed, then a fixed parser and pretty-printer may be used.

If the source and target languages are arbitrary, then there should be support to specify grammars and automatically generate parsers and pretty-printers.

# Roadmap



- > **Program Transformation**
  - Introduction
  - **Stratego/XT**
  - TXL
- > Refactoring
- > Aspect-Oriented Programming

# Stratego/XT (AKA Spoofox Language Workbench)

## > *Stratego*

—A language for specifying program transformations

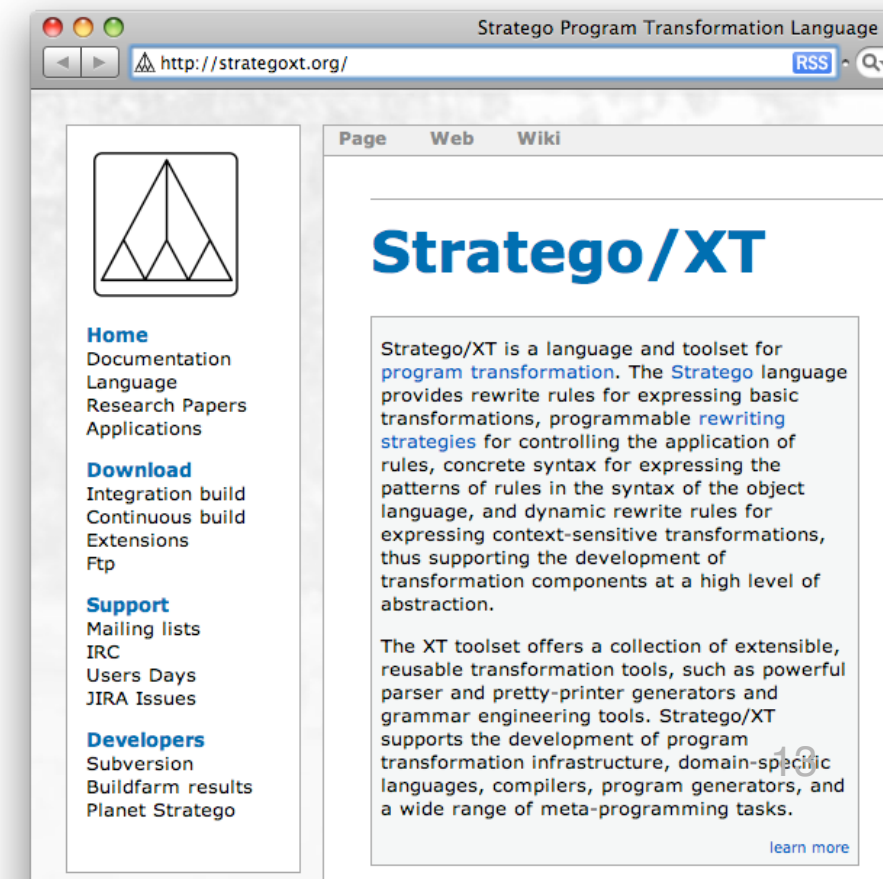
- *term rewriting rules*
- *programmable rewriting strategies*
- *pattern-matching against syntax of object language*
- *context-sensitive transformations*

## > *XT*

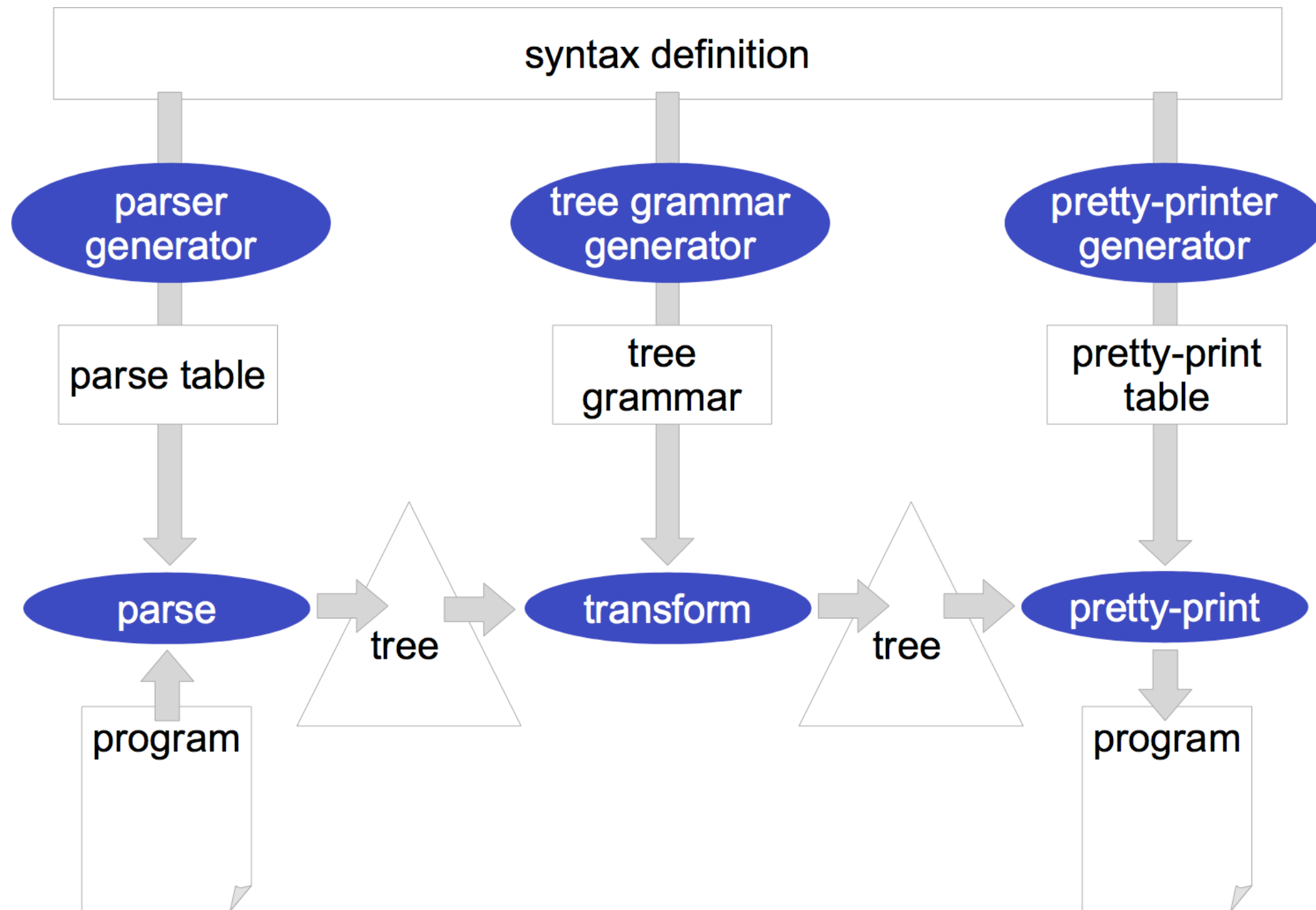
—A collection of transformation tools

- *parser and pretty printer generators*
- *grammar engineering tools*

<http://strategoxt.org/>



# Stratego/XT



The parser and a basic pretty-printer 100% generated.  
Language-specific support for transformations are generated.

# Parsing

Rules translate  
*terms to terms*

*Stratego parses any  
context-free language  
using Scannerless  
Generalized LR Parsing*

**module** Exp

**exports**

**context-free** start-symbols Exp

**sorts** Id IntConst Exp

**lexical syntax**

[ \ \t\n ] -> LAYOUT

[ a-zA-Z ]+ -> Id

[ 0-9 ]+ -> IntConst

**context-free syntax**

Id -> Exp {cons( "Var" )}

IntConst -> Exp {cons( "Int" )}

" ( " Exp " ) " -> Exp {bracket}

Exp "\*" Exp -> Exp {left, cons( "Mul" )}

Exp "/" Exp -> Exp {left, cons( "Div" )}

Exp "%" Exp -> Exp {left, cons( "Mod" )}

Exp "+" Exp -> Exp {left, cons( "Plus" )}

Exp "-" Exp -> Exp {left, cons( "Minus" )}

**context-free priorities**

{left:

Exp "\*" Exp -> Exp

Exp "/" Exp -> Exp

Exp "%" Exp -> Exp

}

> {left:

Exp "+" Exp -> Exp

Exp "-" Exp -> Exp

}

File: Exp.sdf

This example shows a simple expression language, with lexical rules for tokens, a simple (ambiguous) grammar for the syntax, and priority rules for the operators to aid in disambiguation. The grammar rules also contain actions to produce syntax tree terms.

Generalized LR (GLR) parsing essentially does a parallel, breadth-first LR parse to handle ambiguity.

[https://en.wikipedia.org/wiki/GLR\\_parser](https://en.wikipedia.org/wiki/GLR_parser)

See the Makefile for the steps needed to run the example.

git://scg.unibe.ch/lectures-cc-examples

subfolder: cc-Stratego

Caveat: the workbench is rather complex and not so easy to install and use.

# Testing

```
testsuite Exp
topsort Exp
```

File: Exp.testsuite

```
test eg1 parse
```

```
"1 + 2 * (3 + 4) * 3 - 1"
```

```
->
```

```
Minus(
  Plus(
    Int("1")
    , Mul(
      Mul(Int("2"), Plus(Int("3"), Int("4")))
      , Int("3")
    )
  )
  , Int("1")
)
```



This file specifies a test that the given input string, when parsed, will result in the term that follows.

# Running tests

```
pack-sdf -i Exp.sdf -o Exp.def  
including ./Exp.sdf
```

*"Pack" the definitions*

```
sdf2table -i Exp.def -o Exp.tbl -m Exp  
SdfChecker:error: Main module not defined  
--- Main
```

*Generate the parse table*

```
parse-unit -i Exp.testsuite -p Exp.tbl
```

*Run the tests*

```
-----  
executing testsuite Exp with 1 tests  
-----  
* OK      : test 1 (egl parse)  
-----  
results testsuite Exp  
successes : 1  
failures  : 0  
-----
```

We need to perform several steps to run the tests.

First the SDF modules (including any imported ones) are “packed” into a single definition. Next, the definitions are analyzed and a parse table is generated. Finally, the tests are run.

# Interpretation example

```
module ExpEval
```

File: ExpEval.str

```
imports libstratego-lib
```

```
imports Exp
```

```
rules
```

```
convert : Int(x) -> <string-to-int>(x)
```

```
eval : Plus(m,n) -> <add>(m,n)
```

```
eval : Minus(m,n) -> <subt>(m,n)
```

```
eval : Mul(m,n) -> <mul>(m,n)
```

```
eval : Div(m,n) -> <div>(m,n)
```

```
eval : Mod(m,n) -> <mod>(m,n)
```

File: ultimate-question.txt

```
1 + 2 * (3 + 4) * 3 - 1
```

```
strategies
```

```
main = io-wrap(innermost(convert <+ eval))
```

Stratego separates the specification of rules (transformations) from strategies (traversals). In principle, both are reusable.

In this example we specify a separate set of rules to transform syntactic terms of the parse tree to evaluated expressions. In this case the transformation rules use built-in arithmetic functions.

In general, term rewriting can be performed using a variety of strategies (top-down, bottom-up, etc.). Stratego separates the definition of the rules from the strategies (unlike Prolog, in which rules are strictly applied in the order they appear).

For this example, arithmetic functions can only be applied to fully evaluated expressions (i.e., numbers), hence the strategy to use must work from the leaves inwards (“innermost”).

Furthermore, we must convert integers before applying operations, so we specify (`convert <+ eval`).

# Strategies

A strategy determines how a set of rewrite rules will be used to traverse and transform a term.

- innermost
- top down
- bottom up
- repeat
- ...

# Running the transformation

```
sdf2rtg -i Exp.def -o Exp.rtg -m Exp
```

```
SdfChecker:error: Main module not defined
```

```
--- Main
```

*Generate regular tree grammar*

```
rtg2sig -i Exp.rtg -o Exp.str
```

*Generate signature*

```
strc -i ExpEval.str -la stratego-lib
```

*Compile to C*

```
[ strc | info ] Compiling 'ExpEval.str'
```

```
[ strc | info ] Front-end succeeded : [user/system] = [0.56s/0.05s]
```

```
[ strc | info ] Optimization succeeded -O 2 : [user/system] = [0.00s/0.00s]
```

```
[ strc | info ] Back-end succeeded : [user/system] = [0.16s/0.01s]
```

```
gcc -I /usr/local/strategoxt/include -I /usr/local/strategoxt/include -I /usr/local/strategoxt/include -Wall -Wno-unused-label -Wno-unused-variable -Wno-unused-function -Wno-unused-parameter -DSIZEOF_VOID_P=4 -DSIZEOF_LONG=4 -DSIZEOF_INT=4 -c ExpEval.c -fno-common -DPIC -o .libs/ExpEval.o
```

```
gcc -I /usr/local/strategoxt/include -I /usr/local/strategoxt/include -I /usr/local/strategoxt/include -Wall -Wno-unused-label -Wno-unused-variable -Wno-unused-function -Wno-unused-parameter -DSIZEOF_VOID_P=4 -DSIZEOF_LONG=4 -DSIZEOF_INT=4 -c ExpEval.c -o ExpEval.o >/dev/null 2>&1
```

```
gcc .libs/ExpEval.o -o ExpEval -bind_at_load -L/usr/local/strategoxt/lib /usr/local/strategoxt/lib/libstratego-lib.dylib /usr/local/strategoxt/lib/libstratego-lib-native.dylib /usr/local/strategoxt/lib/libstratego-runtime.dylib -lm /usr/local/strategoxt/lib/libATerm.dylib
```

```
[ strc | info ] C compilation succeeded : [user/system] = [0.31s/0.36s]
```

```
[ strc | info ] Compilation succeeded : [user/system] = [1.03s/0.42s]
```

```
sglri -p Exp.tbl -i ultimate-question.txt | ./ExpEval
```

*Parse and transform*

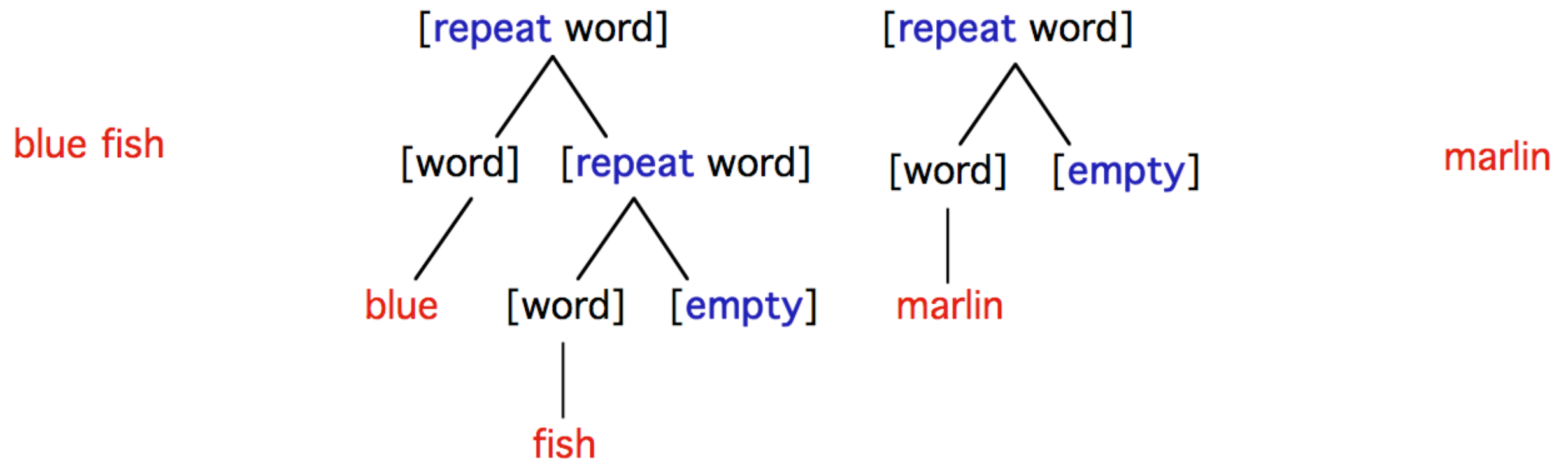
# Roadmap



- > **Program Transformation**
  - Introduction
  - Stratego/XT
  - **TXL**
- > Refactoring
- > Aspect-Oriented Programming



# The TXL paradigm: *parse, transform, unparse*



TXL was originally designed as a desugaring tool for syntactic extensions to the teaching language Turing (originally, TXL = “Turing eXtender Language”). Now it is more a general-purpose source to source transformation language.

See also:

[https://en.wikipedia.org/wiki/Turing\\_\(programming\\_language\)](https://en.wikipedia.org/wiki/Turing_(programming_language))

<https://www.txl.ca>

# TXL programs

---

Base grammar

*defines tokens and non-terminals*

Grammar  
overrides

*extend and modify types from grammar*

Transformation  
rules

*rooted set of rules and functions*

TXL assumes that there is a host programming language as the target, whose syntax is specified by a base grammar, and a set of “grammar overrides” specifying extensions to the base grammar. TXL then applies a set of transformation rules that will “desugar” the extensions, yielding a valid program adhering to just the base grammar.

# Expression example

File: Question.Txl

```
% Part I. Syntax specification
define program
    [expression]
end define

define expression
    [expression] + [term]
    | [expression] - [term]
    | [term]
end define

define term
    [term] * [primary]
    | [term] / [primary]
    | [primary]
end define

define primary
    [number]
    | ( [expression] )
end define
```

```
% Part 2. Transformation rules
rule main
    replace [expression]
        E [expression]
    construct NewE [expression]
        E [resolveAddition]
        [resolveSubtraction]
        [resolveMultiplication]
        [resolveDivision]
        [resolveBracketedExpressions]
    where not
        NewE [= E]
    by
        NewE
end rule

rule resolveAddition
    replace [expression]
        N1 [number] + N2 [number]
    by
        N1 [+ N2]
end rule
...

rule resolveBracketedExpressions
    replace [primary]
        ( N [number] )
    by
        N
end rule
```

This example specifies a grammar for an expression language (the same one we saw before), and rules to transform expressions by evaluating them.

TXL reverses the usual BNF convention and puts non-terminals in square brackets while interpreting everything else (except special chars) as terminals.

The default lexical scanner can be modified, but is usually fine for first experiments.

See:

`git://scg.unibe.ch/lectures-cc-examples`

subfolder: cc-TXL

# Running the example

File: Ultimate.Question

1 + 2 \* (3 + 4) \* 3 - 1

```
txl Ultimate.Question
```

```
TXL v10.5d (1.7.08) (c)1988-2008 Queen's University at Kingston
```

```
Compiling Question.Txl ...
```

```
Parsing Ultimate.Question ...
```

```
Transforming ...
```

```
42
```

# Example: TIL — a tiny imperative language

```
// Find all factors of a given input number
var n;
write "Input n please";
read n;
write "The factors of n are";
var f;
f := 2;
while n != 1 do
    while (n / f) * f = n do
        write f;
        n := n / f;
    end
    f := f + 1;
end
```

File: factors.til



This toy language is used for various transformation examples.

See: <http://www.program-transformation.org/Sts/TILChairmarks>

# TIL Grammar

```
% Keywords of TIL
keys
    var if then else while
    do for read write
end keys

% Compound tokens
compounds
    := !=
end compounds

% Commenting convention
comments
    //
end comments
```

File: TIL.Grm

*All TXL parsers are also pretty-printers if the grammar includes formatting cues*

```
define program
    [statement*]
end define

define statement
    [declaration]
    | [assignment_statement]
    | [if_statement]
    | [while_statement]
    | [for_statement]
    | [read_statement]
    | [write_statement]
end define

% Untyped variables
define declaration
    'var [id] ; [NL]
end define

define assignment_statement
    [id] := [expression] ; [NL]
end define

define if_statement
    'if [expression] 'then [IN][NL]
    [statement*] [EX]
    [opt else_statement]
    'end [NL]
end define
...
```


The [NL], [IN] and [EX] annotations tell the pretty-printer where to insert newlines, and where to indent and dedent code.

# Pretty-printing TIL

```
include "TIL.Grm"  
function main  
  match [program]  
    _ [program]  
end function
```

File: TILparser.Txl

```
txl factors.til TILparser.Txl
```



```
var n;  
write "Input n please";  
read n;  
write "The factors of n are";  
var f;  
f := 2;  
while n != 1 do  
  while (n / f) * f = n do  
    write f;  
    n := n / f;  
  end  
  f := f + 1;  
end
```

# Generating statistics

```
include "TIL.Grm"
```

File: TILstats.Txl

```
function main
```

```
  replace [program]
```

```
    Program [program]
```

```
  % Count each kind of statement we're interested in  
  % by extracting all of each kind from the program
```

```
  construct Statements [statement*]
```

```
    _ [ ^ Program]
```

```
  construct StatementCount [number]
```

```
    _ [length Statements] [putp "Total: %"]
```

```
  construct Declarations [declaration*]
```

```
    _ [ ^ Program]
```

```
  construct DeclarationsCount [number]
```

```
    _ [length Declarations] [putp "Declarations: %"]
```

```
...
```

```
  by
```

```
    % nothing
```

```
end function
```

```
Total: 11  
Declarations: 2  
Assignments: 3  
Ifs: 0  
Whiles: 2  
Fors: 0  
Reads: 1  
Writes: 3
```

# Tracing

```
include "TIL.Grm"
...
File: TILtrace.Txl
...
    | [traced_statement]
end redefine



define traced_statement
    [statement] [attr 'TRACED]
end define

rule main
replace [repeat statement]
    S [statement]
    Rest [repeat statement]
...
    by
        'write QuotedS;      'TRACED
        S                    'TRACED
        Rest
end rule
...
```

```
write "Trace: var n;";
var n;
write "Trace: write \"Input n please\";";
write "Input n please";
write "Trace: read n;";
read n;
...
```

This transformation replaces every statement by a “quoted” version of the statement (i.e., that prints the text of the statement preceded by “Trace: ”), followed by the original statement. Executing the program will then produce a printout of every statement just before it is executed.

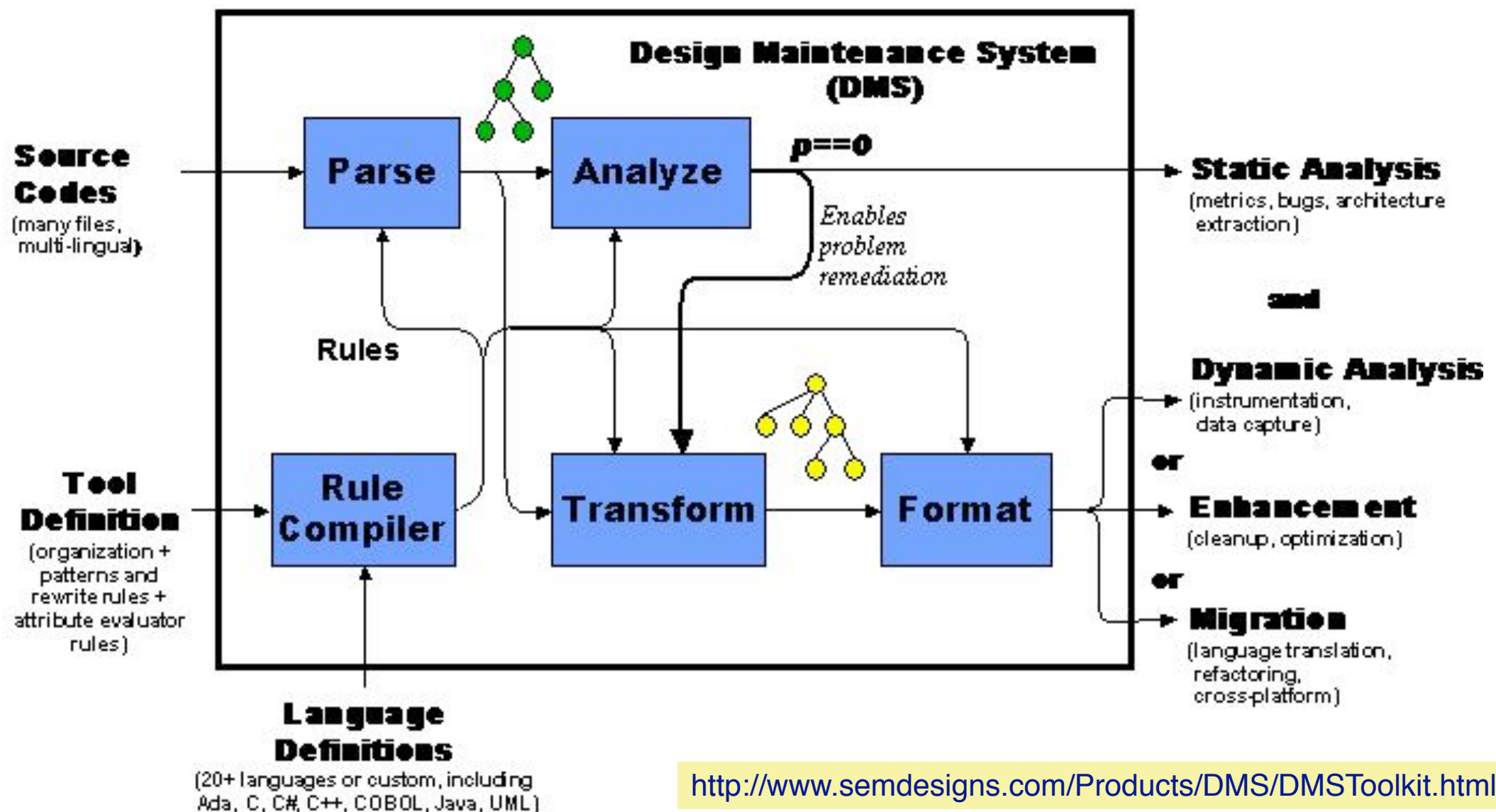
# TXL vs Stratego

<i><b>Stratego</b></i>	<i><b>TXL</b></i>
Scannerless GLR parsing	Agile parsing (top-down + bottom-up)
Reusable, generic traversal strategies	Fixed traversals
Separates rewrite rules from traversal strategies	Traversals part of rewrite rules
	



# Commercial systems

*“The DMS Software Reengineering Toolkit is a set of tools for automating customized source program analysis, modification or translation or generation of software systems, containing arbitrary mixtures of languages.”*



# Roadmap



- > Program Transformation
- > **Refactoring**
  - Refactoring Engine and Code Critics
  - Eclipse refactoring plugins
- > Aspect-Oriented Programming

# What is Refactoring?

---

- > The process of *changing a software system* in such a way that it *does not alter the external behaviour* of the code, yet *improves its internal structure*.
  - Fowler, et al., Refactoring, 1999.

# Rename Method — manual steps

- > Do it yourself approach:
  - Check that no method with the new name already exists in any subclass or superclass.
  - Browse all the implementers (method definitions)
  - Browse all the senders (method invocations)
  - Edit and rename all implementers
  - Edit and rename all senders
  - Remove all implementers
  - Test
- > Automated refactoring is better !

# Rename Method

- > Rename Method (method, new name)
- > Preconditions
  - No method with the new name already exists in any subclass or superclass.
  - No methods with same signature as method outside the inheritance hierarchy of method
- > PostConditions
  - method has new name
  - relevant methods in the inheritance hierarchy have new name
  - invocations of changed method are updated to new name
- > Other Considerations
  - Statically/Dynamically Typed Languages  $\Rightarrow$  Scope of the renaming

# The Refactoring Browser

The screenshot displays the Refactoring Browser interface. On the left, a tree view shows the project structure with 'SnakesAndLadders' selected. The main pane shows the 'SnakeSquare' class with a list of methods: 'initialize-release', 'playing', and 'printing'. The 'setBack:' method is selected, and a context menu is open over it. The context menu includes options like 'Refactoring', 'Rename method (all)', 'Find Method...', 'Add breakpoint', 'Browse full', 'Generate test and jump', 'Generate test', 'Senders of...', 'Implementors of...', 'Inheritance', 'Versions', 'Categorize method', 'Move to package...', 'Remove...', 'Add in group...', 'File Out', and 'DEBUG'. The 'Refactoring' option is highlighted, and a sub-menu is visible showing options like 'Add a parameter', 'Inline parameter', 'Inline target sends', 'Move', 'Move to class side', 'Push up', 'Push down', 'Remove', 'Remove parameter', 'Rename method (all)', 'Undo', and 'Redo'. The bottom pane shows the code for the 'setBack:' method: `setBack: aNumber  
back := aNumber.`

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# Typical Refactorings

Class Refactorings	Method Refactorings	Attribute Refactorings
add (sub)class to hierarchy	add method to class	add variable to class
rename class	rename method	rename variable
remove class	remove method	remove variable
	push method down	push variable down
	push method up	pull variable up
	add parameter to method	create accessors
	move method to component	abstract variable
	extract code in new method	

*Bill Opdyke, “Refactoring Object-Oriented Frameworks,”  
Ph.D. thesis, University of Illinois, 1992.*

*Don Roberts, “Practical Analysis for Refactoring,”  
Ph.D. thesis, University of Illinois, 1999.*



# QualityAssistant — search for common errors

The screenshot shows the QualityAssistant IDE interface. The main window is titled "LinkedList>>#do:". The left sidebar shows a project tree with "Collections-Sequenceable" selected. The right sidebar shows a "History Navigator" with a list of methods, including "do:". The main editor area displays the following code:

```
do: aBlock  
  
| aLink |  
aLink := firstLink.  
[aLink == nil] whileFalse:  
    [aBlock value: aLink value.  
    aLink := aLink nextLink]
```

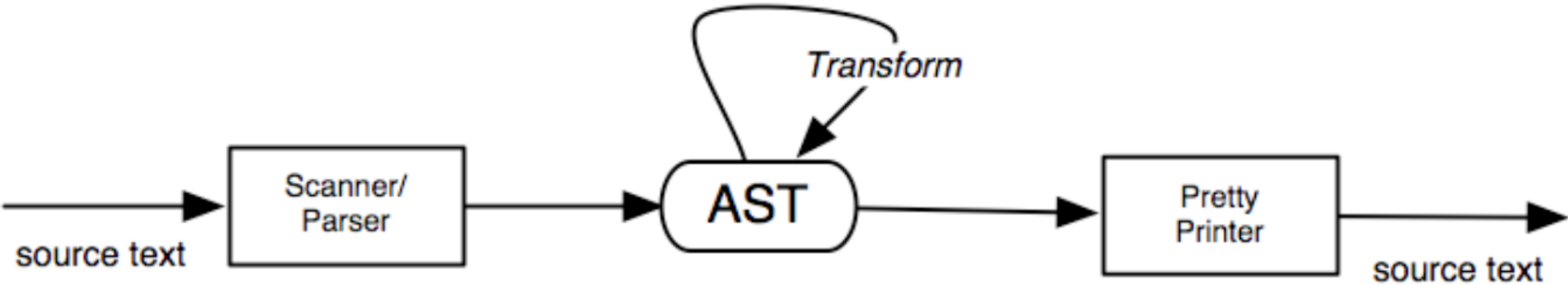
An "Apply the proposed changes?" dialog box is open, showing the same code with some changes highlighted in red and green. The dialog has "Ok" and "Cancel" buttons.

At the bottom of the IDE, there is a status bar with a warning icon and the text "= nil -> isNil AND ~= nil -> notNil". There are also icons for "Format as you read", "W", "+L", and "Helpful?".



QualityAssistant is a tool integrated into the Pharo IDE. It uses syntactic rules to detect violations of quality rules, and can also propose fixes with the help of transformation rules.

# Refactoring Engine — matching trees



NB: All metavariables start with `

Syntax	Type
`	recurse
@	list
.	statement
#	literal

`@object halt	recursively match send of halt
`@.Statements	match list of statements
Class `@message: `@args	match all sends to Class

# Rewrite rules

The screenshot shows the IntelliJ IDEA IDE interface. The title bar of the active window is "RBEqualNilRule>>#initialize". The interface is divided into several panes:

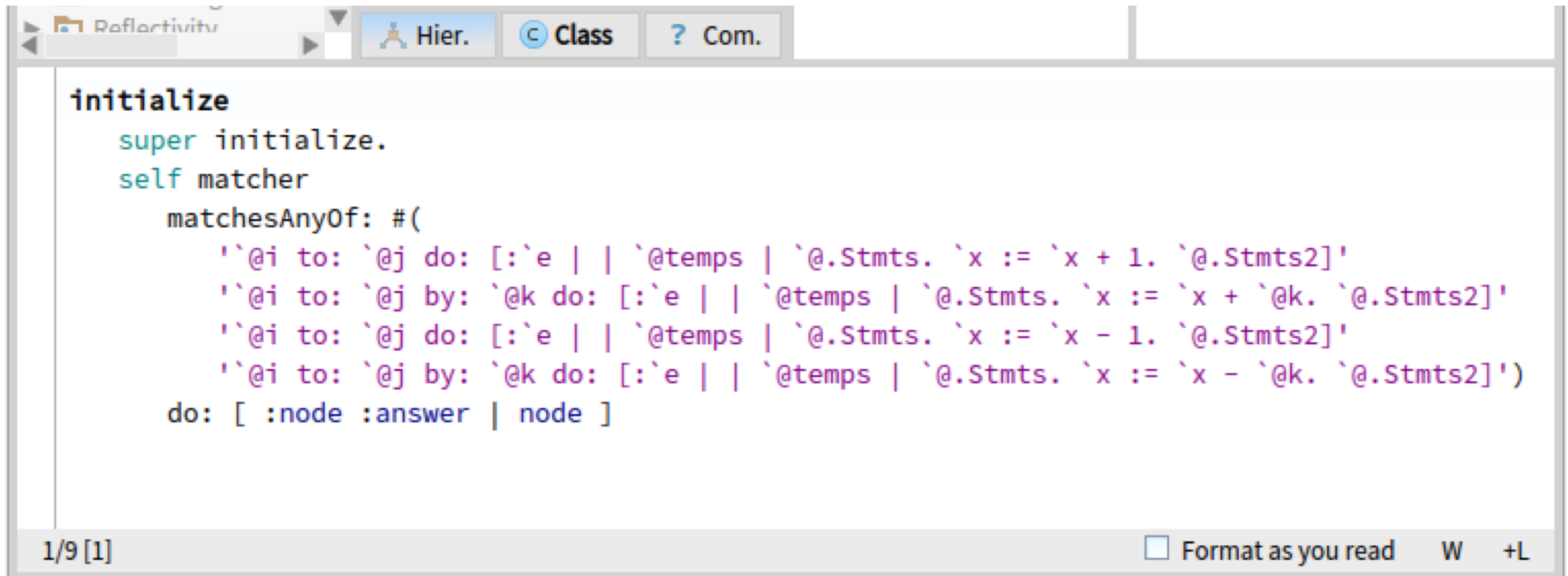
- Left Pane:** Contains a "Type: Pkg1|^Pkg2|Pk.\*Core\$" filter and a tree view of "TransformationRules". The tree is expanded to show "Reflexivity-Tools-Tests", which contains the "RBEqualNilRule" class. Below the tree are buttons for "Hier.", "Class", and "Com.".
- Center Pane:** Displays a list of classes under the "TransformationRules" package. "RBEqualNilRule" is selected and highlighted in blue.
- Right Pane:** Contains a "History Navigator" with a list of items: "-- all --", "accessing", "initialization" (highlighted with a yellow diamond), and "name". To the right of this is a list of items: "group", "initialize" (highlighted in blue), and "name".
- Main Editor:** Displays the source code for the "initialize" method of "RBEqualNilRule". The code is as follows:

```
initialize
  super initialize.
  self rewriteRule
    replace: '@object = nil' with: '@object isNil';
    replace: '@object == nil' with: '@object isNil';
    replace: '@object ~= nil' with: '@object notNil';
    replace: '@object ~~ nil' with: '@object notNil'
```

At the bottom of the IDE, there is a status bar showing "1/7 [1]" on the left and "Format as you read W +L" on the right.

Rewrite rules help a developer to easily specify a pattern that has to be matched and another pattern that should be used for replacement.

# Complicated matching rules



```
initialize
  super initialize.
  self matcher
    matchesAnyOf: #(
      '@i to: @j do: [:e | | @temps | @.Stmts. `x := `x + 1. @.Stmts2]'
      '@i to: @j by: @k do: [:e | | @temps | @.Stmts. `x := `x + `@k. @.Stmts2]'
      '@i to: @j do: [:e | | @temps | @.Stmts. `x := `x - 1. @.Stmts2]'
      '@i to: @j by: @k do: [:e | | @temps | @.Stmts. `x := `x - `@k. @.Stmts2]')
    do: [ :node :answer | node ]
```

1/9 [1] ☐ Format as you read W +L

Pattern-matching rules are powerful, but may be hard to maintain when they get more complex.

# MatchTool

×

–

□

MatchTool

Pattern code

☐ Method

```
`@i to: `@j do: [ :`e |  
  | `@temps |  
  `@.Stmts.  
  `x := `x + 1.  
  `@.Stmts2]
```

Test code

☒ Method

```
generateSequence  
  1 to: 10 do: [ :x |  
    5 to: 7 do: [ :y |  
      | z |  
      z := x * i + y.  
      j := j + 1. ].  
    i := i + 1 ]
```

▶ Match

?

```
1 to: 10 do: [ :x | 5 to: 7 do: [ :y | | z |  
5 to: 7 do: [ :y | | z | z := x * i + y. j := j +
```

`@i	5
`@j	7
`e	y
`@temps	z
`@.Stmts	z := x * i + y
`x	j
`@.Stmts2	

MatchTool provides an advanced way to work with the matching syntax. A developer can edit pattern code in the top left corner and it will be highlighted accordingly. The bottom left pane contains test code against which the pattern code from the top pane will be matched. The list in the middle contains all the matches (in this case 2). The right list contains a map specifying what each metavariable matched.

The example contains one of the match expressions from the “Complicated matching rules” slide.



# Rewrite Tool

The screenshot displays the RewriteRuleBuilder tool interface. It features two side-by-side text editors for input and output code, and a central section for defining transformation rules.

**Input Code:**

```
| myDictionary |  
myDictionary := Dictionary new  
  at: 1 put: 'a';  
  at: 2 put: 'b';  
  yourself.  
myDictionary  
  at: 3  
  ifAbsent: [  
    | temp1 temp2 temp3 |  
    temp1 := 'c'.  
    temp2 := 'd'.  
    temp3 := temp1, temp2.  
    myDictionary at: 3 put: temp3 ].  
^ myDictionary
```

**Output Code:**

```
| myDictionary |  
myDictionary := Dictionary new  
  at: 1 put: 'a';  
  at: 2 put: 'b';  
  yourself.  
myDictionary  
  at: 3  
  ifAbsentPut: [  
    | temp1 temp2 temp3 |  
    temp1 := 'c'.  
    temp2 := 'd'.  
    temp3 := temp1, temp2.  
    temp3 ].  
^ myDictionary
```

**Transformation Rule:**

The rule is defined in the central section, showing the transformation from the input code to the output code. The rule is:

```
| ``@temporaries1 |  
  ``@Statement1.  
  ``@variable1  
    at: ``@object2  
    ifAbsent: [  
      | ``@temporaries2 |  
        ``@Statements2.  
        ``@variable1 at: ``@object2 put:  
        ``@variable3 ].  
  ^ ``@variable1
```

The rule is applied to the input code, resulting in the output code. The transformation rule is defined in the central section, showing the transformation from the input code to the output code. The rule is:

```
| ``@temporaries1 |  
  ``@Statement1.  
  ``@variable1  
    at: ``@object2  
    ifAbsentPut: [  
      | ``@temporaries2 |  
        ``@Statements2.  
        ``@variable3 ].  
  ^ ``@variable1
```

The rule is applied to the input code, resulting in the output code. The transformation rule is defined in the central section, showing the transformation from the input code to the output code. The rule is:

```
| ``@temporaries1 |  
  ``@Statement1.  
  ``@variable1  
    at: ``@object2  
    ifAbsentPut: [  
      | ``@temporaries2 |  
        ``@Statements2.  
        ``@variable3 ].  
  ^ ``@variable1
```

While the MatchTool provides an interface to experiment with matching, the Rewrite Tool allows one to experiment while defining transformations.

From top left in a counter clockwise direction:

- 1) the target code of the transformation
- 2) matching code
- 3) replacement code
- 4) replacement result

# Transformation is about AST

Old syntax:

```
Smalltalk ui icons smallPlayIcon
```

New syntax:

```
#smallPlayIcon asIcon
```

At some point developers decided to simplify the API to retrieve icons. It should be easy to transform code with matching syntax.

# Transformation is about AST

Old syntax:

```
Smalltalk ui icons `icon
```

New syntax:

```
`icon asIcon
```

# Transformation is about AST

Old syntax:

```
Smalltalk ui icons `icon
```

New syntax:

```
#`icon asIcon
```

In theory you just have to take a “word” that comes after `Smalltalk ui icons` and append it with `asIcon`. Also you have to prepend it with `#` which is not a common use case for the rewrite syntax.

# Transformation is about AST

Old syntax:

Smalltalk ui icons `icon

New syntax:

# `icon asIcon

message



variable (literal)





The problem is more complicated, because ``icon` in the first expression is a meta message sent while in the second one it is a meta variable. This means that the transformation cannot happen automatically.

# Transformation is about AST

```
initialize
```

```
  super initialize.
```

```
  self
```

```
    replace: 'Smalltalk ui icons `iconName'
```

```
  by: [ :node :matchMap |
```

```
    | literal |
```

```
    literal := RBLiteralNode value: '#', (matchMap at: '`iconName').
```

```
    RBMessageNode receiver: (literal) selector: 'asIcon' ]
```

1/8 [1]

Format as you read W +L

Because matching engine works on AST we can obtain the matched result, take matched message selector, create a symbol literal out of it, and use it as a receiver of an asIcon message.

# Roadmap



- > Program Transformation
- > **Refactoring**
  - Refactoring Engine and Code Critics
  - **Eclipse refactoring plugins**
- > Aspect-Oriented Programming

# A workbench action delegate

*When the workbench action proxy is triggered by the user, it delegates to an instance of this class.*

```
package astexampleplugin.actions;
...
import org.eclipse.ui.IWorkbenchWindowActionDelegate;

public class ChangeAction implements IWorkbenchWindowActionDelegate {
    ...
    public void run( IAction action ) {
        for ( ICompilationUnit cu : this.classes ) {
            try {
                ...
                parser.setSource( cu );
                ...
                CompilationUnit ast = (CompilationUnit)parser.createAST( null );
                ...
                StackVisitor visitor = new StackVisitor( ast.getAST() );
                ast.accept( visitor );
                ...
            } catch ...
        }
    }
    ...
}
```

# A field renaming visitor

```
package astexampleplugin.ast;
...
import org.eclipse.jdt.core.dom.ASTVisitor;

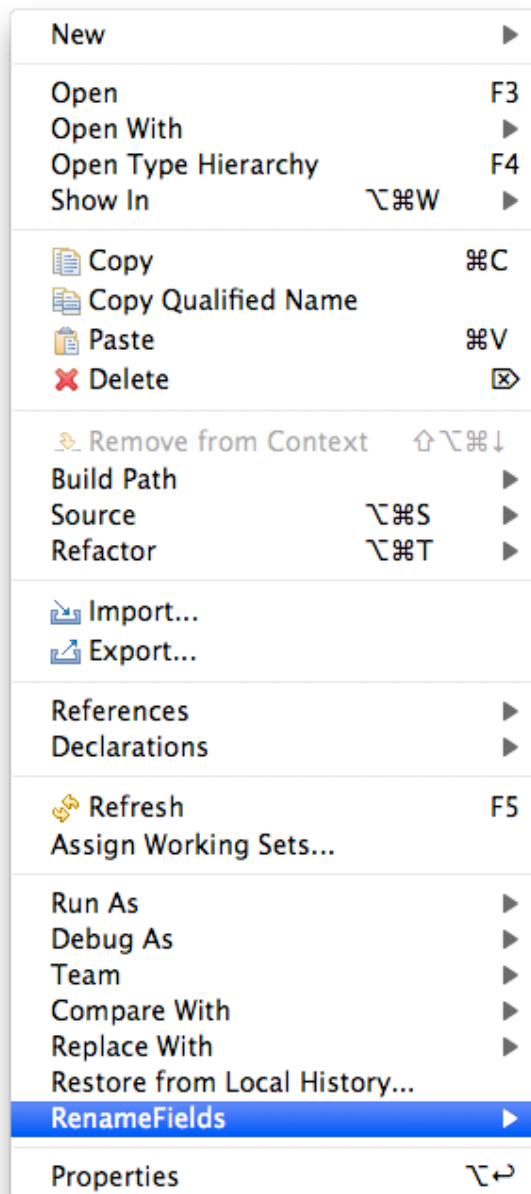
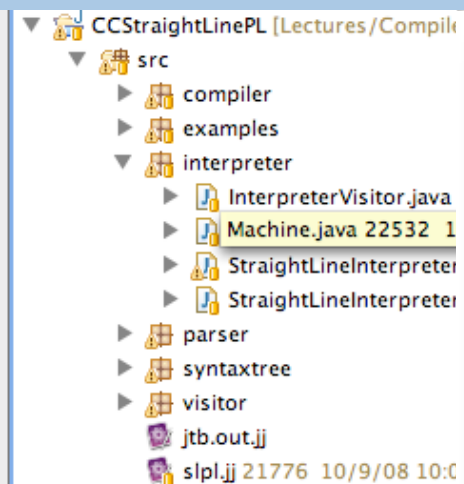
public class StackVisitor extends ASTVisitor {

    private static final String PREFIX = "_";
    ...
    public boolean visit(FieldDeclaration field){
        ...
    }

    public boolean visit(FieldAccess fieldAccess){
        String oldName = fieldAccess.getName().toString();
        String newName = this.fields.get( oldName );
        if(newName == null){
            newName = PREFIX + oldName;
            this.fields.put( oldName , newName );
        }
        fieldAccess.setName( this.ast.newSimpleName( newName ) );
        return true;
    }
}
```

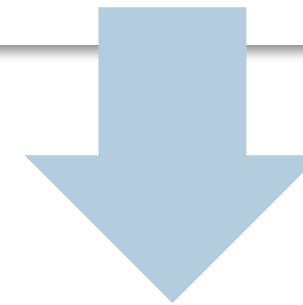
The visitor simply implements the `visit` method for field declarations and accesses, and prepends an underscore.

# Renaming fields



Rename

```
public class Machine {  
    private Hashtable<String,Integer> store;    // current this.values of variables  
    private StringBuffer output;              // print stream so far  
    private int value;                        // result of current expression  
    private Vector<Integer> vlist;            // list of expressions computed  
  
    public Machine() {  
        this.store = new Hashtable<String,Integer>();  
        this.output = new StringBuffer();  
        this.setValue(0);  
        this.vlist = new Vector<Integer>();  
    }  
}
```



```
public class Machine {  
    private Hashtable<String,Integer> _store;    // current this.values of variables  
    private StringBuffer _output;              // print stream so far  
    private int _value;                        // result of current expression  
    private Vector<Integer> _vlist;            // list of expressions computed  
  
    public Machine() {  
        this._store = new Hashtable<String,Integer>();  
        this._output = new StringBuffer();  
        this.setValue(0);  
        this._vlist = new Vector<Integer>();  
    }  
}
```

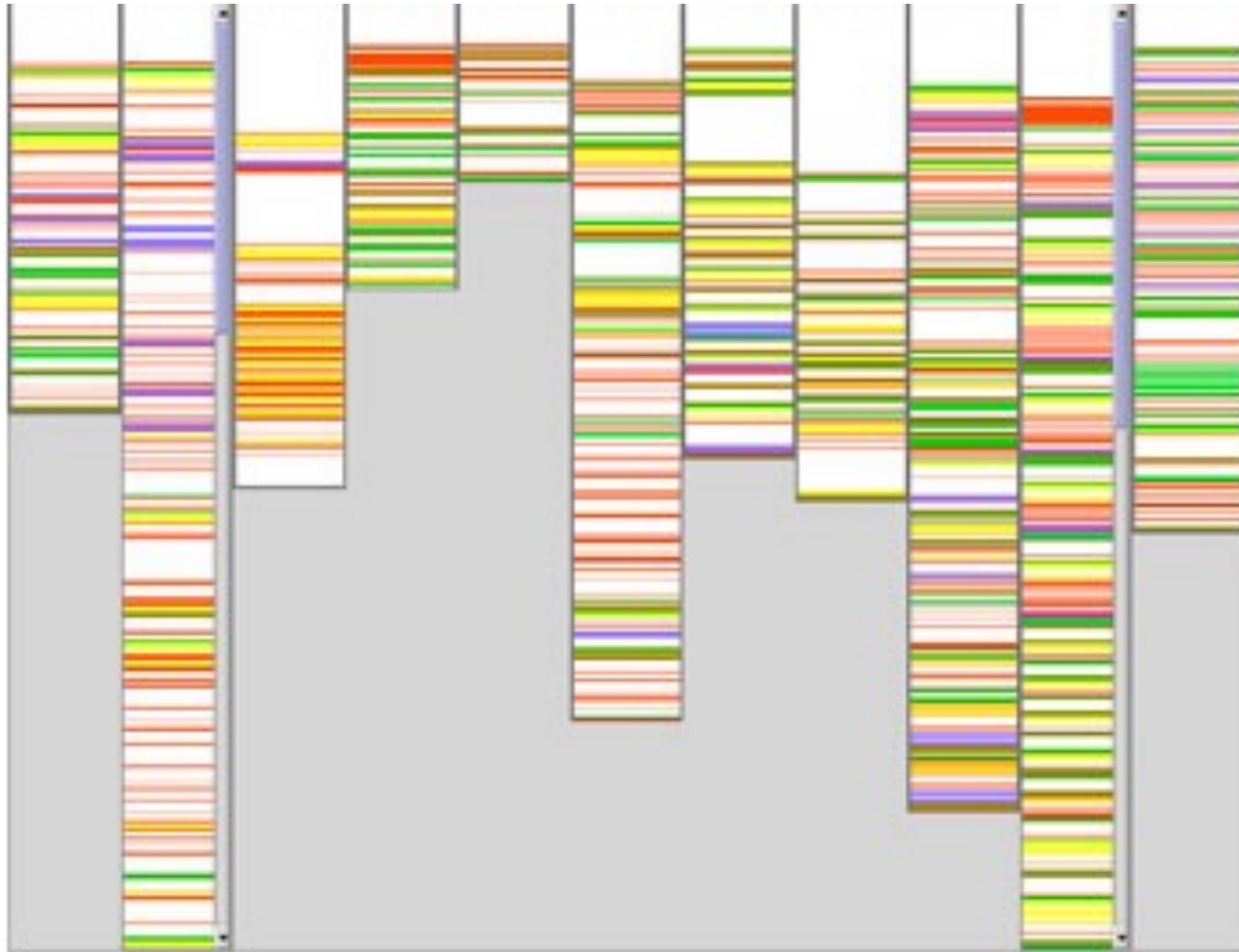
# Roadmap



- > Program Transformation
- > Refactoring
- > **Aspect-Oriented Programming**



# Problem: cross-cutting concerns

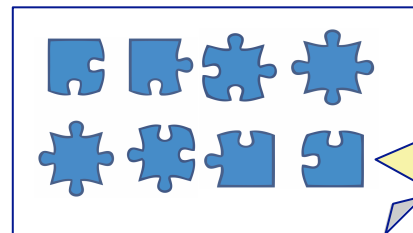


Certain features (like logging, persistence and security), cannot usually be encapsulated as classes. They cross-cut code of the system.

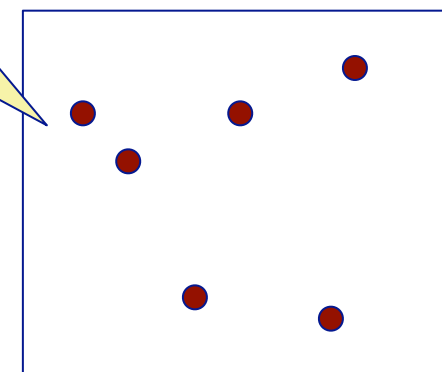
# Aspect-Oriented Programming

AOP improves modularity by supporting the separation of cross-cutting concerns.

An aspect packages cross-cutting concerns



A pointcut specifies a set of join points in the target system to be affected

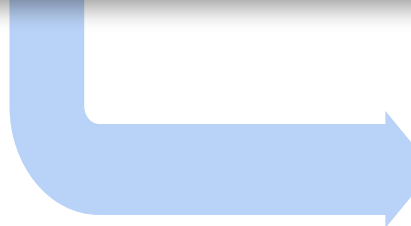


Weaving is the process of applying the aspect to the target system

# Canonical example — logging

```
package tjp;

public class Demo {
    static Demo d;
    public static void main(String[] args){
        new Demo().go();
    }
    void go(){
        d = new Demo();
        d.foo(1,d);
        System.out.println(d.bar(new Integer(3)));
    }
    void foo(int i, Object o){
        System.out.println("Demo.foo(" + i + ", " + o + ")\n");
    }
    String bar (Integer j){
        System.out.println("Demo.bar(" + j + ")\n");
        return "Demo.bar(" + j + ")";
    }
}
```



```
Demo.foo(1, tjp.Demo@939b78e)
Demo.bar(3)
Demo.bar(3)
```

# A logging aspect

Intercept execution within control flow of Demo.go ( )

Identify all methods within Demo

```
aspect GetInfo {  
    pointcut goCut(): cflow(this(Demo) && execution(void go()));  
    pointcut demoExecs(): within(Demo) && execution(* *(..));  
  
    Object around(): demoExecs() && !execution(* go()) && goCut() {  
        ...  
    }  
  
    ...  
}
```

Wrap all methods except Demo.go ( )

These *pointcuts* define *join points* in the target program where to add code.

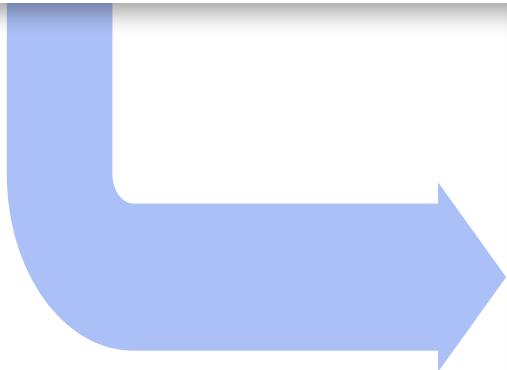
Each pointcut is associated with a predicate that specifies either static or dynamic conditions. A `cflow` predicate is dynamic. The `goCut ( )` pointcut intercepts the control flow of `Demo.go ( )`.

The `demoExecs ( )` pointcut intercepts all methods within the `Demo` class. Notice the use of the pattern “`* * ( . . )`”, which specifies any method with any return value and any number of arguments.

Finally, the *around* advice specifies the code to wrap the matching join points. In this case the pointcut specifies that we want to match all methods within `Demo` *except* `Demo.go ( )`.

# A logging aspect

```
aspect GetInfo {  
    ...  
    Object around() : demoExecs() && !execution(* go()) && goCut() {  
        println("Intercepted message: " +  
            thisJoinPointStaticPart.getSignature().getName());  
        println("in class: " +  
            thisJoinPointStaticPart.getSignature().getDeclaringType().getName());  
        printParameters(thisJoinPoint);  
        println("Running original method: \n" );  
        Object result = proceed();  
        println("  result: " + result );  
        return result;  
    }  
    ...  
}
```



```
Intercepted message: foo  
in class: tjp.Demo  
Arguments:  
    0. i : int = 1  
    1. o : java.lang.Object = tjp.Demo@c0b76fa  
Running original method:  
  
Demo.foo(1, tjp.Demo@c0b76fa)  
    result: null  
Intercepted message: bar  
in class: tjp.Demo  
Arguments:  
    0. j : java.lang.Integer = 3  
Running original method:  
  
Demo.bar(3)  
    result: Demo.bar(3)  
Demo.bar(3)
```

Here are the details of the around advice. Note the analogy with the use of `super` in single-inheritance OO languages. We are effectively “overriding” each matched method with the given code. The invocation of `proceed()` indicates where the original method is to be invoked (i.e., wrapped), in exactly the same way we use a `super` invocation to wrap an overridden method in a subclass.

Note how `Demo.foo()` and `Demo.bar()` are logged but not `Demo.go()`.

(No apologies for the stupid toy example.)

# Making classes visitable with aspects

```
public class SumVisitor implements Visitor {  
    int sum = 0;  
    public void visit(Nil l) { }
```

*We want to write this*

```
    public void visit(Cons l) {  
        sum = sum + l.head;  
        l.tail.accept(this);  
    }  
}
```

```
public static void main(String[] args) {  
    List l = new Cons(5, new Cons(4,  
        new Cons(3, new Nil())));  
    SumVisitor sv = new SumVisitor();  
    l.accept(sv);  
    System.out.println("Sum = " + sv.sum);  
}  
}  
  
public interface Visitor {  
    void visit(Nil l);  
    void visit(Cons l);  
}
```

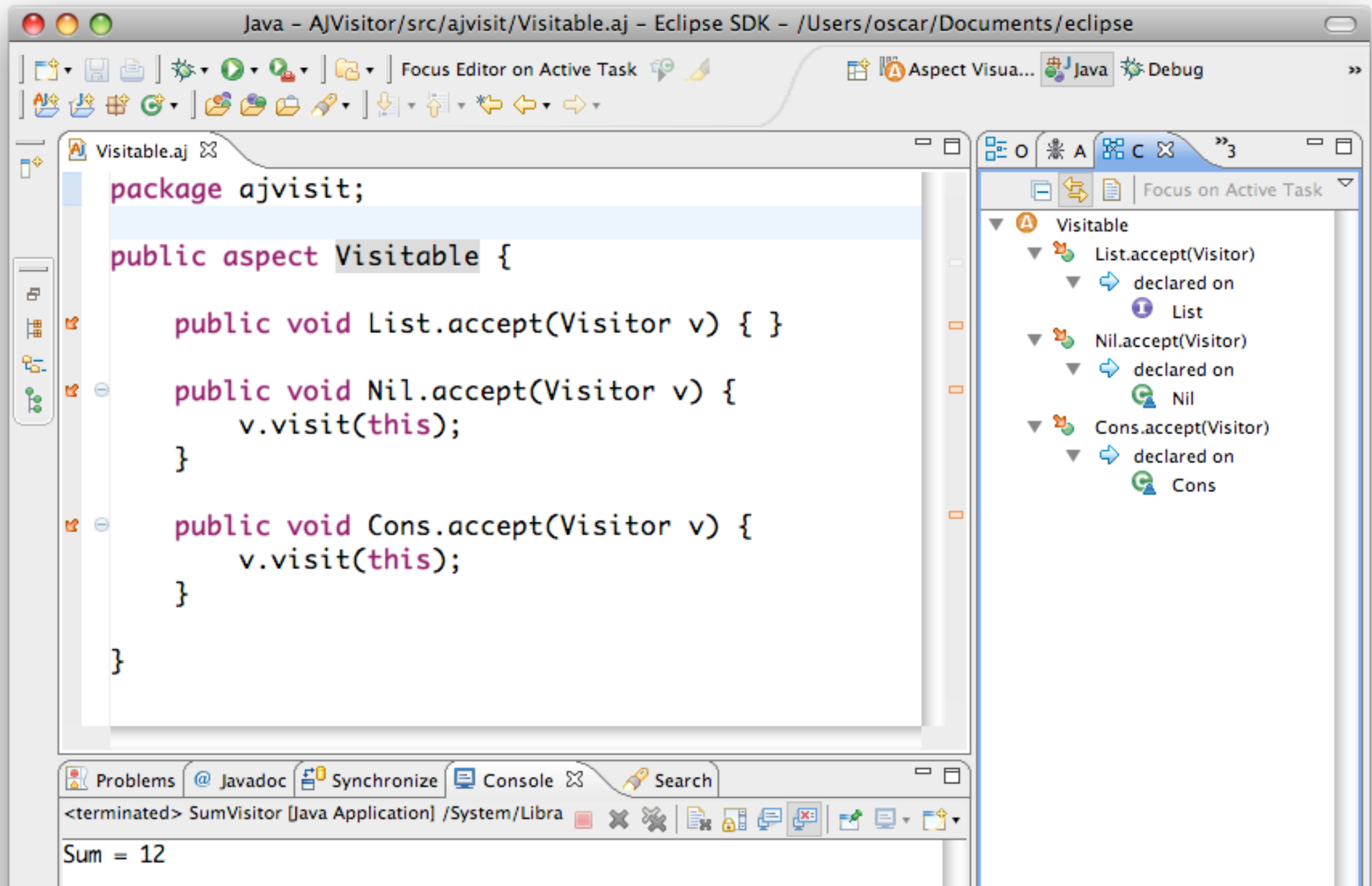
*But we are stuck with this ...*

```
public interface List {}  
public class Nil implements List {}  
public class Cons implements List {  
    int head;  
    List tail;  
    Cons(int head, List tail) {  
        this.head = head;  
        this.tail = tail;  
    }  
}
```



In this example we would like to be able to “visit” an existing composite structure, but we cannot since the structure is not “visitable”. We also do not own the code, so we cannot simply modify it to make it visitable.

# AspectJ



This problem is easily solved by defined an aspect `Visitable` that defines the missing accept methods.

Here we are using aspects not to defined any “before”, “after”, or “around” advice, but simply to add new methods.

This is also known as a “class extension”, or as a form of “monkey patching”.

See:

[https://en.wikipedia.org/wiki/Extension\\_method](https://en.wikipedia.org/wiki/Extension_method)

[https://en.wikipedia.org/wiki/Monkey\\_patch](https://en.wikipedia.org/wiki/Monkey_patch)

# With aspects, who needs visitors?

*This would be even cleaner*

```
public class SumList {  
    public static void main(String[] args) {  
        List l = new Cons(5, new Cons(4, new Cons(3, new Nil())));  
        System.out.println("Sum = " + l.sum());  
    }  
}
```








*The missing method  
is just an aspect*

```
public aspect Summable {  
    public int List.sum() {  
        return 0;  
    }  
    public int Nil.sum() {  
        return 0;  
    }  
    public int Cons.sum() {  
        return head + tail.sum();  
    }  
}
```






Don't forget that the Visitor pattern arose from a need to be able to add new algorithms to work with data structures after the fact. But AOP also offers a way to adapt classes after the fact, so perhaps we don't need visitors at all.

In fact, what we can do instead is to simply add methods directly to our List structure that do what our visitor is doing, i.e., compute sums directly.

# ***What you should know!***

-  *What are typical program transformations?*
-  *What is the typical architecture of a PT system?*
-  *What is the role of term rewriting in PT systems?*
-  *How does TXL differ from Stratego/XT?*
-  *How does the Refactoring Engine use metavariables to encode rewrite rules?*
-  *Why can't aspects be encapsulated as classes?*
-  *What is the difference between a pointcut and a join point?*

# *Can you answer these questions?*

-  *How does program transformation differ from metaprogramming?*
-  *In what way is optimization a form of PT?*
-  *What special care should be taken when pretty-printing a transformed program?*
-  *How would you encode typical refactorings like “push method up” using a PT system like TXL?*
-  *How could you use a PT system to implement AOP?*



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