Software Architecture Extraction

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Adapted from slides by Oscar Nierstrasz and Mircea Lungu
Roadmap

- Introduction to SAR
- The Architecture of Architecture Recovery
- Top-down SAR
- Bottom-up SAR
- Tool Demo
Roadmap

> Introduction to SAR
  — Architecture
  — Viewpoints, Styles, ADL’s
  — Architecture Recovery

> The Architecture of Architecture Recovery

> Top-down SAR

> Bottom-up SAR

> Tool Demo
Structure: Elements and Form

“[...] the fundamental organization of a system embodied in its components, their relationships to each other [..]”

[IEEE 1421, 2000]
Structure: Elements and Form
Rationale: Design Decisions

“The structure of components, their interrelationships, and principles and guidelines governing their design and evolution over time.”

[Garlan and Perry, 1995]
Rationale: Design Decisions

- D01—Extend System B to implement interactive approval processing
- D02—Use message-based middleware platform for real-time interfaces
- D03—Continue to use System A database to store product-specific data
- D04—Rollout only new marketing campaigns on new platform
- D05—Continue to populate data warehouse from System A database
- D06—Use XML as message format
- D07—All batch interfaces will be replaced
- D08—Use API-based middleware for current clients
- D09—Create interfaces between message-based and API-based middleware
Rationale: Design Decisions

- architectural decisions are ones that permit a system to meet its **quality attribute** and **behavioral requirements**.

- architecture is design, but not all design is architecture

- design decisions resulting in element properties that are *not visible* - that is, make no difference outside the element - are non-architectural.

[Clements et al., Software Architectures and Documentation]
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Architectural View

Architecture represented through View

- Viewpoint
  - template
- Style
  - design pattern
- ADL
  - notation

Variable range of complexity (structure -> rationale)
Architectural View

A **view** is a **representation** of a whole system from the perspective of a related set of concerns.

A **concern** is an interest which pertains to the system’s development, its operation or any other aspects that are important to one or more stakeholders.

  — e.g.: performance, security, distribution, maintenance

A **stakeholder** is an individual, team, or organization with interests in, or concerns relative to, a system.

  — e.g.: development team, operational staff, project manager
Architectural Viewpoint

> A **viewpoint** is
  — a specification of the conventions for constructing and using views
  — a **template** from which to develop individual views by establishing the purposes and audience for a view and the techniques for its creation and analysis.

> **Consensus in software engineering community**

> **Viewpoints catalogues**
  — Kruchten ’95
  — Hofmeister ’99
**Logical view:** Logical representation of the system’s functional structure
- **stakeholders:** end-user
- **formalization:** UML Class diagram

**Development view:** design time software structure, modules, sub-systems and layers
- **stakeholders:** developer
- **formalization:** UML Component diagram

**Process view:** system processes and how they communicate. Focuses on the runtime behavior
- **stakeholders:** developer, system engineer
- **formalization:** UML Activity diagram

**Physical view:** topology, physical connections, mapping of architectural elements to nodes
- **stakeholders:** system engineer
- **formalization:** UML deployment diagram
## Classical Architectural Viewpoints

<table>
<thead>
<tr>
<th>Run-time</th>
<th>How are responsibilities distributed amongst run-time entities?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Process</td>
<td>How do processes communicate and synchronize?</td>
</tr>
<tr>
<td>Dataflow</td>
<td>How do data and tasks flow through the system?</td>
</tr>
<tr>
<td>Deployment</td>
<td>How are components physically distributed?</td>
</tr>
<tr>
<td>Module</td>
<td>How is the software partitioned into modules?</td>
</tr>
<tr>
<td>Build</td>
<td>What dependencies exist between modules?</td>
</tr>
</tbody>
</table>
Architectural Style

An architectural style defines a family of systems in terms of a pattern of structural organization.

More specifically, an architectural style defines a vocabulary of components and connector types, and a set of constraints on how they can be combined.

[Shaw and Garlan]
### Classical Architectural Styles

<table>
<thead>
<tr>
<th>Style</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Layered</strong></td>
<td>Elements in a given layer can only see the layer below. Callbacks used to communicate upwards.</td>
</tr>
<tr>
<td><strong>Client-Server</strong></td>
<td>Separate application logic from interaction logic. Clients may be “fat” or “thin”</td>
</tr>
<tr>
<td><strong>Dataflow</strong></td>
<td>Data or tasks strictly flow “downstream”.</td>
</tr>
<tr>
<td><strong>Blackboard</strong></td>
<td>Tools or applications coordinate through shared repository.</td>
</tr>
</tbody>
</table>
Architectural Style “Catalogues”
Architectural Description Languages (ADLs)

**Formal languages** for representing and reasoning about software architecture.

Provide a *conceptual framework* and a concrete syntax for characterizing architectures.

Some are *executable*, or implemented in a general-purpose programming language.
Common ADL Concepts

**Component**: unit of computation or data store. Typically contains interface (ports) and formal behavioral description.

**Connector**: architectural building block used to model interactions among components. Typically contains interface (roles) and formal behavioral description.

**Configuration**: connected graph of components and connectors that describe architectural structure.
ADL example

process implementation process1.basic
    subcomponents
        A: thread t1.basic; B: thread t2.basic; C: thread t2.basic;
    connections
        cn1: data port signal -> A.p1;
        cn2: data port A.p2 -> B.p1;
        cn3: data port B.p2 -> result1;
        cn4: data port A.p2 -> C.p1;
        cn5: data port C.p2 -> result2;
        cn6: data port A.p3 -> status;
        cn7: event port init -> C.reset;
    flows
        f1: flow path signal->cn1->A.fs1->cn2->B.fs1->cn3->result1;
        f2: flow path signal->cn1->A.fs1->cn4->C.fs1->cn5->result2;
        f3: flow sink init->cn7->C.fs2;
        f4: flow source A.fs2->cn6->status;
end process1.basic;

system implementation Software.Basic
    subcomponents
        Sampler_A : process Collect_Samples {
            Source_Text => ("collect_samples.ads", "collect_samples.adb") ;
            Period => 50 ms ;
        } ;
end Software.Basic ;
Some ADLs

> **Wright**: underlying model is CSP, focuses on connectivity of concurrent components.

> **Darwin**: focuses on supporting distributed applications. Components are single-threaded active objects.

> **Rapide**: focuses on developing a new technology for building large-scale, distributed multi-language systems.
Roadmap

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Architecture Recovery

[...] are the techniques and processes used to uncover a system’s architecture from available information. [Jazayeri]

[...] is an archaeological activity where the analysts must unveil all the historical design decisions by looking at the existing implementation and documentation of the system. [Riva]
Roadmap

> Introduction to SAR
> The Architecture of Architecture Recovery
> **Top-down SAR**
  — Reflexion Models
> Bottom-up SAR
> Tool Demo
Top-Down SAR: Overview

Verifies whether the system conforms to the model the stakeholders have in mind

(1) an hypothesized architecture is defined,
(2) the architecture is checked against the src,
(3) the architecture is refined.
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Software Reflexion Models

> A reflexion model indicates where the source model and high-level model differ
  — Convergences
  — Divergences
  — Absences

> Has to be interpreted by developer
Reflexion modeling is iterative

Repeat
* Define/Update high-level model of interest
* Extract a source model
* Define/Update declarative mapping between high-level model and source model
* System computes a software reflexion model
* Interpret the software reflexion model.

Until “happy”
Case Study

The VMS of NetBSD
The High-level Model
The High-level Model

The Mapping

- file= .*pager.* mapTo=Pager
- file= vm_map.* mapTo=VirtAddressMaint
- file=vm_fault\.c mapTo=KernelFaultHandler
- dir=[un]fs mapTo=FileSystem
- dir=sparc/mem.*] mapTo=Memory
- file=pmap.* mapTo=HardwareTrans
- file=vm_pageout\.c mapTo=VMPolicy
Source Model

> Particular information extracted from source code
> Calculated with lightweight source extraction
  — Flexible: few constraints on source
  — Tolerant: source code can be incomplete, not compilable, …
> Lexical Approach
A Reflexion Model
Roadmap

> Introduction to SAR
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> **Bottom-up SAR**
  > Data Extraction
  > Knowledge Organization
  > Analysis & Exploration
> Tool Demo
Bottom-Up SAR: Overview

Starts without any assumptions about the code and tries to recover the architecture as-is.

(1) views are extracted from src
(2) view are refined
The Architecture of Architecture Recovery

1. Data Extraction

2. Knowledge Organization

3. Analysis & Exploration

"extract-abstract-present" [Tilley]
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Architecture Reconstruction

1. Definition of Architectural Concepts

Sources of information:
- Documentation
- Experts
- Source Code

Develop

Architecturally Significant Concepts

Domain Knowledge

Architectural Model

1. Model Refinement
2. Composition rules
3. View Selection

3. Abstraction

Low level model

Extract

Source Code

2. Data gathering

Hierarchical graphs
UML logical diagrams
Message sequence charts
HTML reports

4. Visualisation

Analyze & record rationales
Rationales for design decisions

5. Re-document
## 1. Data Extraction - Tools

<table>
<thead>
<tr>
<th>src</th>
<th>text</th>
<th>dyn</th>
<th>phys</th>
<th>hist</th>
<th>stk</th>
<th>style</th>
</tr>
</thead>
<tbody>
<tr>
<td>Alborz [110]</td>
<td>x</td>
<td></td>
<td>x</td>
<td></td>
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<td>x</td>
<td>x</td>
<td>x</td>
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<td>ARES [26]</td>
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<td>ART [32]</td>
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<td>x</td>
<td></td>
<td></td>
<td>x</td>
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<td>Bauhaus [13, 25, 62]</td>
<td></td>
<td></td>
<td></td>
<td>x</td>
<td></td>
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<td>Bunch [79, 90]</td>
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<tr>
<td>Cacophony [28]</td>
<td></td>
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<tr>
<td>Dali [56, 57]</td>
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<tr>
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<td>x</td>
<td>x</td>
<td></td>
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<td>x</td>
<td></td>
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<td>Focus [18, 84]</td>
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<td>x</td>
<td></td>
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<tr>
<td>Gupro [24]</td>
<td></td>
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<tr>
<td>Intensive [87, 145]</td>
<td></td>
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<tr>
<td>ManSART [4, 43]</td>
<td>x</td>
<td></td>
<td>x</td>
<td></td>
<td>x</td>
<td></td>
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<tr>
<td>MAP [117]</td>
<td></td>
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<tr>
<td>PBS/SBS [8, 31, 49, 113]</td>
<td></td>
<td>x</td>
<td></td>
<td></td>
<td></td>
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</tr>
<tr>
<td>PuLSE/SAVE [61, 103]</td>
<td></td>
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</tr>
<tr>
<td>QADSAR [118, 119]</td>
<td></td>
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<tr>
<td>Revealer [100, 101]</td>
<td></td>
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<tr>
<td>RMTool [92, 93]</td>
<td></td>
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<tr>
<td>SARTool [30, 64]</td>
<td></td>
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<tr>
<td>SAVE [89, 94]</td>
<td></td>
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<td></td>
<td></td>
</tr>
<tr>
<td>SoftwareNaut [77]</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td></td>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>Symphony,Nimeta [106, 135]</td>
<td></td>
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<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>URCA</td>
<td></td>
<td></td>
<td>x</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>W4 [44]</td>
<td></td>
<td></td>
<td></td>
<td></td>
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<td></td>
</tr>
<tr>
<td>X-Ray [86]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

src - source code  
text - textual information  
dyn - dynamic analysis  
phys - physical organization  
stk - human expertise / stakeholder  
style - architectural style
Roadmap

> Introduction to SAR
> The Architecture of Architecture Recovery Tools
> Top-down SAR
> **Bottom-up SAR**
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Knowledge Organization

> Different techniques
  a) Aggregation
  b) Clustering
  c) Concept Analysis
a. Aggregation

Package Dependencies

Highest-Level Dependency View

Hierarchical Graph Data Structure
b. Clustering

> Concepts
  — Entities
  — Similarity Metric
  — Algorithms

> Solutions: Hapax, Bunch
Similarity Metric

> Based on **relationships** between the elements or common **properties**
  - relationships (e.g. invocations)
  - natural language similarity
  - ...
Similarity Metric: (natural) language
Similarity Metric: (natural) language

[Lungu et al.’05]
Similarity Metric: Arch

> Arch [Schwanke]

— similarity between procedures:
  - number of common features (non-local symbols used in procedures)
  - feature weight
  - interactions

\[ Sim(A,B) = \frac{W(a \cap b) + k \times Linked(S,B)}{n + W(a \cap b) + d \times (W(a - b) + W(b - a))} \]
Algorithms

**Flat**

place each entity in a group by itself

repeat

identify the *two most similar groups*

combine them

until the existing groups are satisfactory

**Hierarchical**

place each entity in a group by itself

repeat

identify *the most similar groups* Si and Sj

combine Si and Sj

add a subtree with children Si and Sj to the clustering tree

until the existing groups are satisfactory or only one group is left
Result of Hierarchical Clustering

A Dendrogram: How do you select the cutoff factor?
Example: Clustering dot with Bunch
c. Formal Concept Analysis

> Identify meaningful groupings of elements that have common properties

> Concept: (objs, props)
  — props(obj) includes props
  — obj_with(props) == objs
## A Concept Analysis Example

### The Concept Lattice

<table>
<thead>
<tr>
<th>objects</th>
<th>attributes</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>four-legged</td>
</tr>
<tr>
<td>cats</td>
<td>✓</td>
</tr>
<tr>
<td>dogs</td>
<td>✓</td>
</tr>
<tr>
<td>dolphins</td>
<td></td>
</tr>
<tr>
<td>gibbons</td>
<td></td>
</tr>
<tr>
<td>humans</td>
<td></td>
</tr>
<tr>
<td>whales</td>
<td></td>
</tr>
</tbody>
</table>

- `props(obj) includes props`  
- `obj_with(props) == objs`

### The Concept Lattice

- `top`  
  - `{cats, gibbons, dogs, dolphins, humans, whales}, \emptyset`

- `c_5`  
  - `{gibbons, dolphins, humans, whales}, \{intelligent\}`

- `c_4`  
  - `{cats, gibbons, dogs}, \{hair-covered\}`

- `c_3`  
  - `{gibbons, humans}, \{intelligent, thumbsed\}`

- `c_2`  
  - `{dolphins, whales}, \{intelligent, marine\}`

- `c_1`  
  - `{gibbons}, \{hair-covered, intelligent, thumbsed\}`

- `c_0`  
  - `{cats, dogs}, \{hair-covered, four-legged\}`

- `bot`  
  - `\emptyset, \{four-legged, hair-covered, intelligent, marine, thumbsed\}`
A Concept Analysis Problem

#define QUEUE_SIZE 10
struct stack { int *base, *sp, size; }
struct queue { struct stack *front, *back; }

struct stack* initStack(int sz) {
    struct stack* s =
        (struct stack*) malloc(sizeof(struct stack));
    s->sp = (int*) malloc(sz * (sizeof(int)));
    s->base = s->sp;
    s->size = sz;
    return s; }

struct queue* initQ() {
    struct queue* q =
        (struct queue*) malloc(sizeof(struct queue));
    q->front = initStack(QUEUE_SIZE);
    q->back = initStack(QUEUE_SIZE);
    return q; }

int isEmptyS(struct stack* s) {
    return (s->sp == s->base); }

int isEmptyQ(struct queue* q) {
    return (isEmptyS(q->front)
        && isEmptyS(q->back)); }

void push(struct stack* s, int i) {
   .*(s->sp) = i; s->sp++; }

void enq(struct queue* q, int i) {
    push(q->front, i); }

int pop(struct stack* s) {
    if (isEmptyS(s)) return -1;
    s->sp--;
    return *(s->sp); }

int dqq(struct queue* q) {
    if (isEmptyQ(q)) return -1;
    if (isEmptyS(q->back))
        while (!isEmptyS(q->front))
            push(q->back, pop(q->front));
    return pop(q->back); }
# A Concept Analysis Problem

<table>
<thead>
<tr>
<th></th>
<th>returns stack</th>
<th>returns queue</th>
<th>has stack arg.</th>
<th>has queue arg.</th>
<th>uses stack fields</th>
<th>uses queue fields</th>
</tr>
</thead>
<tbody>
<tr>
<td>initStack</td>
<td>✔</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>initQ</td>
<td></td>
<td>✔</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>isEmptyS</td>
<td></td>
<td></td>
<td>✔</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>isEmptyQ</td>
<td></td>
<td></td>
<td></td>
<td>✔</td>
<td></td>
<td></td>
</tr>
<tr>
<td>push</td>
<td></td>
<td></td>
<td></td>
<td>✔</td>
<td></td>
<td></td>
</tr>
<tr>
<td>enq</td>
<td></td>
<td></td>
<td></td>
<td>✔</td>
<td></td>
<td></td>
</tr>
<tr>
<td>pop</td>
<td></td>
<td></td>
<td></td>
<td>✔</td>
<td></td>
<td></td>
</tr>
<tr>
<td>deq</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>✔</td>
</tr>
</tbody>
</table>
A Concept Analysis Problem

<table>
<thead>
<tr>
<th>top</th>
<th>(all objects, ∅)</th>
</tr>
</thead>
<tbody>
<tr>
<td>c5</td>
<td>({initQ, isEmptyQ, enq, deq}, {uses queue fields})</td>
</tr>
<tr>
<td>c4</td>
<td>({initStack, isEmptyS, push, pop}, {uses stack fields})</td>
</tr>
<tr>
<td>c3</td>
<td>({isEmptyQ, enq, deq}, {has queue argument, uses queue fields})</td>
</tr>
<tr>
<td>c2</td>
<td>({isEmptyS, push, pop}, {has stack argument, uses stack fields})</td>
</tr>
<tr>
<td>c1</td>
<td>({initQ}, {returns queue})</td>
</tr>
<tr>
<td>c0</td>
<td>({initStack}, {returns stack})</td>
</tr>
<tr>
<td>bot</td>
<td>(∅, all attributes)</td>
</tr>
</tbody>
</table>
Roadmap

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- **Bottom-up SAR**
  - Data Extraction
  - Knowledge Organization
  - **Analysis & Exploration**
- Tool Demo
3. Analysis & exploration - Rigi

Programmable reverse engineering environment
— C parser; relational data import
— Visualization of hierarchical typed graphs
— Graph manipulation, filtering, layout
— Tcl-programmable
— www.rigi.csc.uvic.ca/
3. Analysis & exploration - Creole

- Eclipse Integration
- Semantic Zooming
- Simple Aggregation

http://thechiselgroup.org/2003/07/06/creole/
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A uniform notation for keeping SA under control

// Dependencies
Syntax: Package with name="org.app.Syntax"
Core: Package with name="org.app.Core"
Parser: Package with name="org.app.Parser"

Parser can only depend on Syntax
Core, Syntax cannot depend on Parser

// Performance
Google: Website with url="http://www.google.com"

Google must handle load from "10 users"
Google must have latency < "100 ms"

http://scg.unibe.ch/dicto/
SoftwareNaut (Bottom-up)

> Based on FAMIX
> Hierarchical Graphs
> Collaboration & Sharing

http://scg.unibe.ch/softwarenaut
What you should know!

> Architecture, Architectural styles, Architectural viewpoints
> What is architecture recovery
> The two main types of architecture recovery processes
> How clustering software artefacts works
> How concept analysis works
Can you answer these questions?

> What is formal concept analysis and how can you use it in architecture recovery?
> How would you cluster the classes in an object-oriented software system if you want to discover its architecture?
> What are the limitations of top-down AR? Of bottom-up?
> What are Mavericks in Schwanke’s approach?
> What are the limitations of clustering?
> What are the limitations of concept analysis?
Further Reading

An intelligent tool for re-engineering software modularity, Schwanke R.

Software Reflexion Models: Bridging the gap between Source and High-Level Models, Murphy et al.

Identifying Modules via Concept Analysis, Siff and Reps

Constructive Architecture Compliance Checking -- An Experiment on Support by Live Feedback, Knodel et al.

Maintaining Hierarchical Graph Views, Bauchsbaum et al.

Evolutionary and Collaborative Software Architecture Recovery With Softwarenaut, Lungu et al.

Towards A Process-Oriented Software Architecture Reconstruction Taxonomy, Pollet et al.
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