

Expressive and Safe Static Reflection with MorphJ

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Motivation

- A synchronization proxy: (from Java Collections)

```
class SynchronizedSet implements Set {
    final Set l;
    final Object mutex;

    public int size () {
        synchronized(mutex) { return l.size(); }
    }
    public boolean remove (int i) {
        synchronized(mutex) { return l.remove(i); }
    }
    ...
    // repeat for all methods in Set
}
```



Wouldn't it be great if I can say...

```
"Synchronization" for any type T {  
  for each method of T  
    declare a method with the same signature {  
      synchronize on a mutex  
      delegate the call to the real object of T  
    }  
}
```

- We call this: ***Structural Abstraction***



MorphJ Offers Structural Abstraction

```
class SynchronizeMe<interface T> implements T {  
    final T me;  
    final Object mutex;  
  
    <R,A*>[m] for ( R m (A) : T.methods )  
    public R m (A args) {  
        synchronized(mutex) { return me.m(args); }  
    }  
  
}
```



Morphing Your Code

```
interface List {  
    int size();  
    Object get (int i);  
    ...  
}
```

```
class SynchronizeMe<interface T>  
    final T me;  
    final Object mutex;
```

```
<R,A*>[m] for ( R m (A) : T.methods )  
public R m (A args) {  
    synchronized (mutex) {  
        return m.invoke(me, args);  
    }  
}
```

```
class SynchronizeMe<List> implements List {  
    final List me;  
    final Object mutex;
```

MorphJ: 18 LOC

Hardcoded Proxies: 315 LOC

```
        synchronized(mutex) { return me.get(i);  
    }  
    ...  
}
```

What Do People Do In Practice?

- Meta-programming techniques
 - Reflection, combined with bytecode engineering, templates
 - Aspect-Oriented Programming
 - etc.
- No ***separate type checking!***



MorphJ Offers Separate Type Checking!

```
class Foo {  
    public float bar (int a, int b) { ...  
    public int bar (int a) { ...  
}
```

```
class CallWithMax<class I> extends I {
```

```
<R,A>[m] for ( public R m (A) : T.methods )
```

```
public R m ( A arg1, A arg2 ) {  
    if ( arg1.compareTo(arg2) > 0 )  
        return super.m(arg1);  
    return super.m(arg2);  
}
```

```
}
```

```
class CallWithMax<Foo> extends Foo {  
    public int bar (int arg1, int arg2)  
        if ( arg1.compareTo(arg2) > 0 )  
            return super.bar(arg1);  
        return super.bar(arg2);  
    }  
}
```

Type Checking Idea



Challenges in Type Checking

```
class CallWithMax<T> extends T {  
  
    <R,A>[m] for ( public R m (A) : T.methods )  
    public R m ( A arg1, A arg2 ) {  
        if ( arg1.compareTo(arg2) > 0 )  
            return super.m(arg1);  
        return super.m(arg2);  
    }  
}
```

- Unknown number of methods/fields
- Unknown method/field names
- Unknown type signatures of methods/fields
- Unknown supertypes
- Can we even do this?

YES, WE CAN !



Main Idea

- Morphed members represented as abstract set
 - defined by: (superset, pattern)
- We can still answer subset/disjointness on abstract sets based on patterns
 - declaration uniqueness = disjointness of declaration-set with all others
 - two-way unification of patterns
 - reference validity = use-set subset of declaration-set
 - one-way unification of patterns



Easy-to-Show Validity

```
• class EasyReflection<X> {  
  X x; ... // code to set x field  
  
  [n] for(void n (int): X.methods )  
  void n (int i) { x.n(i); }  
}
```



Validity in Full Glory

- `class Declaration<Y> {
 <R,B*>[m] for(R m (B): Y.methods)
 void m (B b) { ... }
}`

- `class Reference<X> {
 Declaration<X> dx; ... //code to

 <A*>[n] for(String n (A): X.methods)
 void n (A a) { dx.n(a); }
}`

```
Y <: X  
R ↦ String  
B ↦ A  
m ↦ n
```

- decl-set subsumes use-set if patterns unify (*one way*)



Nested Patterns

Adding more expressiveness



Making Patterns More Expressive

- Field getters?

```
class Foo {  
    Meal lunch;  
  
    ...  
    boolean getlunch() {  
        return isNoon() ? true : false;  
    }  
}
```

```
class AddGetter<class X> extends X {
```

```
    <T>[f] for ( T f : X.fields )  
    public T get#f () {  
        return f;  
    }  
}
```

```
class AddGetter<Foo> extends Foo {  
    public Meal getlunch() {  
        return lunch;  
    }  
}
```



Negative Nested Pattern

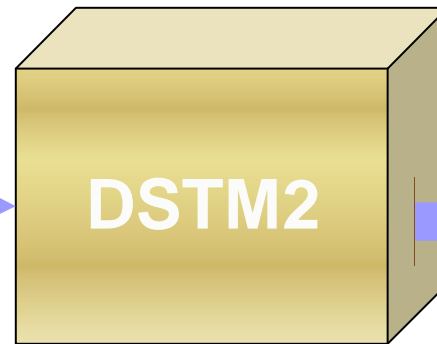
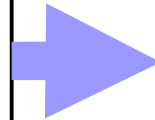
```
class AddGetter<class X> extends X {  
  <T>[f] for ( T f : X.fields )  
  public T get#f() {  
    return get#f () : X.methods )  
  }  
  public T get#f () {  
  } return f;  
  }  
}
```



Case Study: DSTM2

- Software transactional memory framework, by *Herlihy* et al.

```
interface INode {  
    int    getValue();  
    void   setValue(int);  
  
    INode getNext();  
    void   setNext(INode);  
}
```



```
class AtomicNode  
    implements INode {  
    int    value;  
    int    getValue() { ... }  
    void   setValue(int) { ... }  
  
    INode next;  
    INode getNext() { ... }  
    void   setNext(INode) { ... }  
}
```

- Implemented using reflection,
BCEL

DSTM2 with MorphJ

```
public class Atomic<interface I> implements I {  
  
    <T>[f] for ( T get#f() : I.methods;  
                some void set#f(T) : I.methods ) { |  
    T f;  
    public void set#f(T value) {  
        ... // open transaction.  
        f = value;  
        ... // resolve conflict.  
    }  
    public T get#f() { ... }  
    |}  
    ...  
}
```



More In The Paper

- “**if**” patterns (in addition to “**for**”)
- “**error**” patterns (encode assumptions: like type casts)
- More examples
- Details of type system.



Related Work

- Compile-Time Reflection (*Fähndrich, Carbin, and Larus*)
- SafeGen (*Huang, Zook, Smaragdakis*)
- Genoupe (*Draheim, Lutteroth, Weber*)
- Staging languages: MetaML, MetaOCaml (*Calcagno, Taha, Sheard, et al.*)



In Summary

**Structural
abstraction**

**Separate
Type Checking**

MorphJ

- MorphJ implementation available:
 - <http://code.google.com/p/morphing/>

