

# ASPECT-ORIENTED MODELING

Patricia Derler

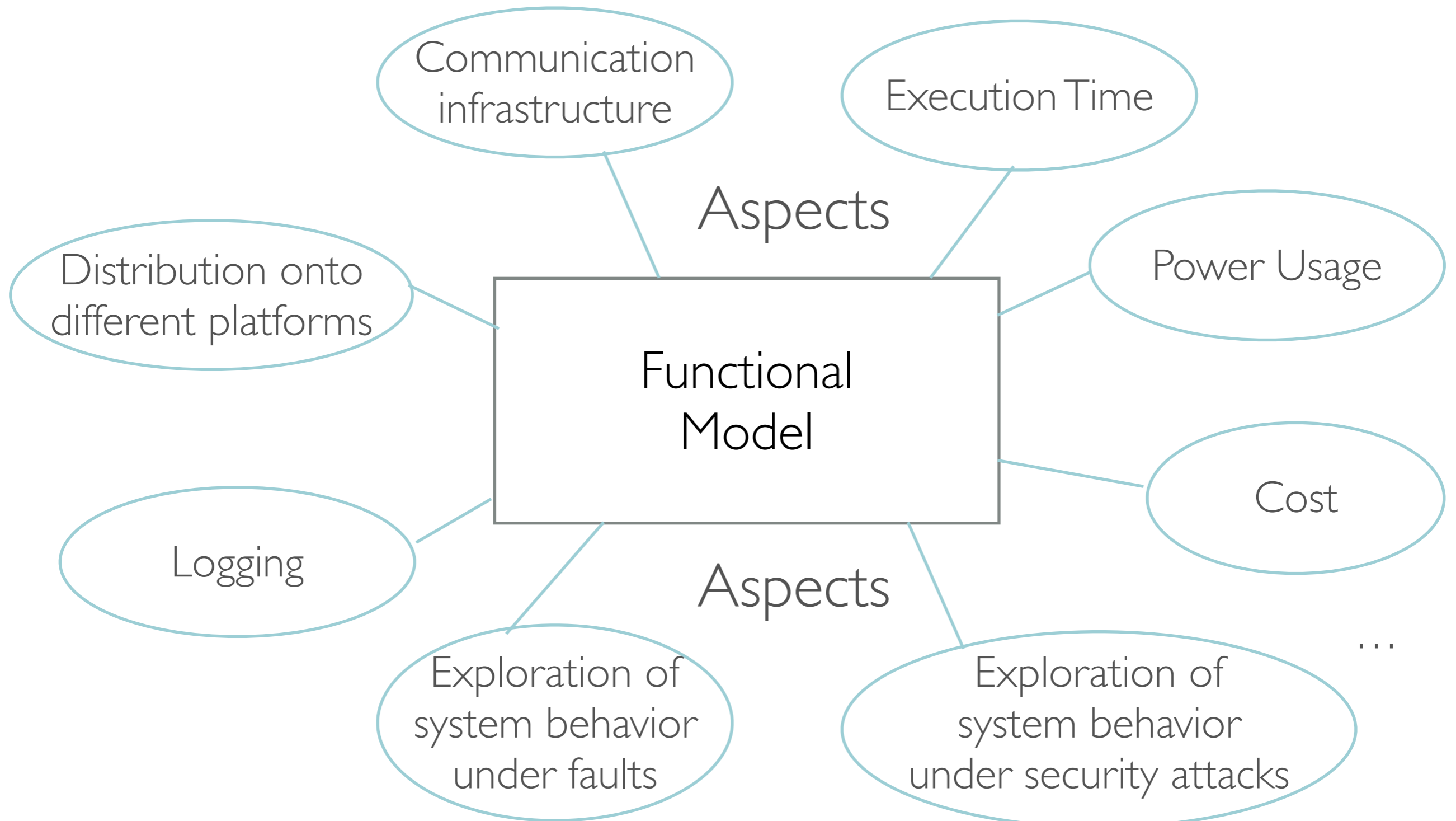


# MOTIVATION

Functional  
Model



# MOTIVATION





# A LITTLE BIT OF HISTORY

## Conventional programming

global data

objects encapsulate data



sequential

concurrent



## Object-oriented programming

separation of concerns into distinct objects

crosscutting concerns



sequential

concurrent



data

messages

## Aspect-oriented programming

Aspect-oriented programming, G Kiczales, J Lamping, A Mendhekar, C Maeda, C Lopes, JM Loingtier, J Irwin, ECOOP'97—Object-Oriented Programming, 220-242



Edward A. Lee. 2006. The Problem with Threads. Computer 39, 5 (May 2006), 33-42. DOI=10.1109/MC.2006.180 <http://dx.doi.org/10.1109/MC.2006.180>



## Actor-oriented programming

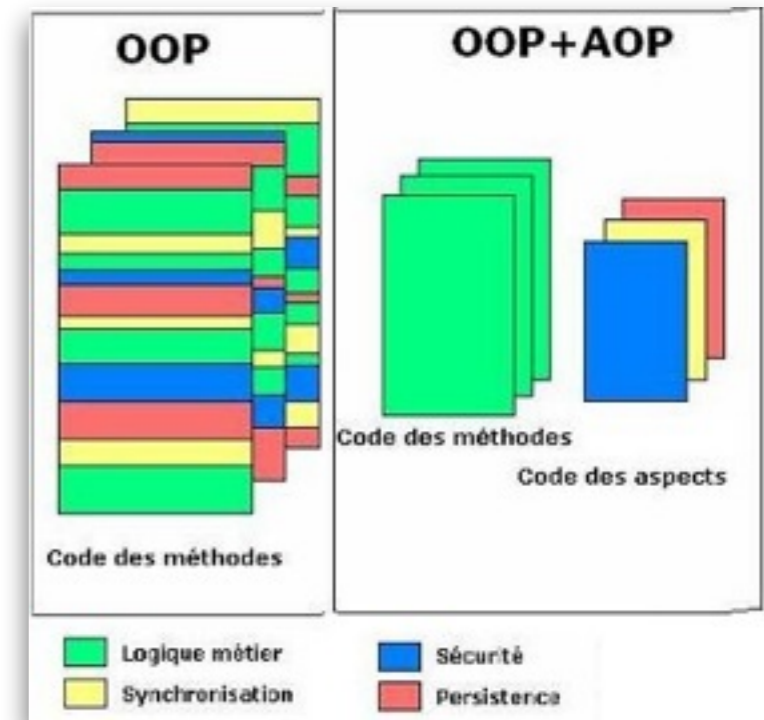
## Aspect-oriented modeling





# ASPECT-ORIENTED PROGRAMMING

- Reduce code duplication/tangling/scattering
- Examples: Logging, security, transaction management
- Various implementations



by Anonymous

- Slow adoption
- Debugging of AOP is hard
- Studies on fault-proneness in AOP

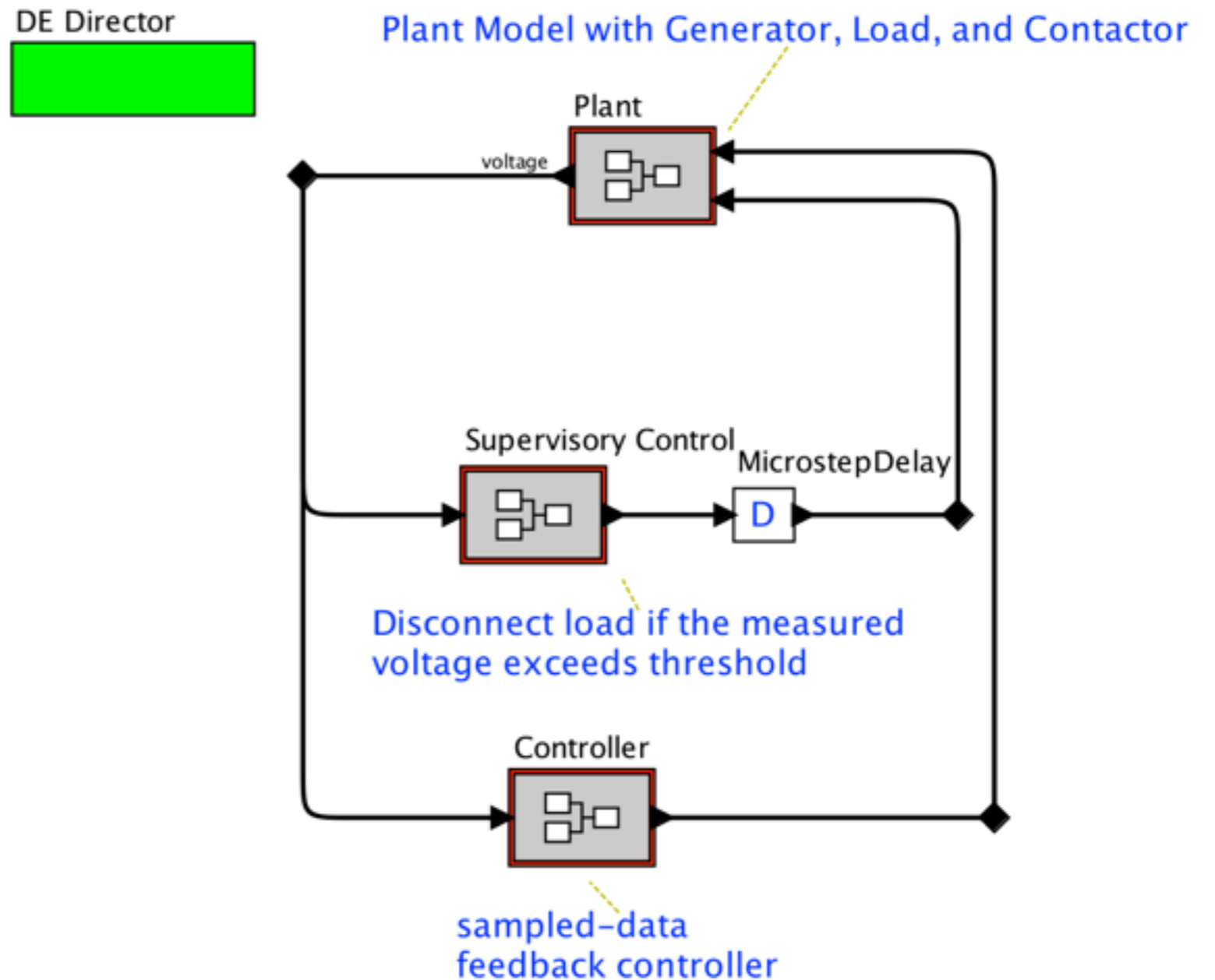
Haihan Yin, Christoph Bockisch, and Mehmet Aksit. 2012. A fine-grained debugger for aspect-oriented programming. In Proceedings of the 11th annual international conference on Aspect-oriented Software Development (AOSD '12). ACM, New York, NY, USA, 59-70. DOI=10.1145/2162049.2162057 <http://doi.acm.org/10.1145/2162049.2162057>

Fabiano Ferrari, Rachel Burrows, Otávio Lemos, Alessandro Garcia, Eduardo Figueiredo, Nelio Cacho, Frederico Lopes, Nathalia Temudo, Liana Silva, Sergio Soares, Awais Rashid, Paulo Masiero, Thais Batista, and José Maldonado. 2010. An exploratory study of fault-proneness in evolving aspect-oriented programs. In Proceedings of the 32nd ACM/IEEE International Conference on Software Engineering - Volume 1 (ICSE '10), Vol. 1. ACM, New York, NY, USA, 65-74. DOI=10.1145/1806799.1806813 <http://doi.acm.org/10.1145/1806799.1806813>



# COMMUNICATION

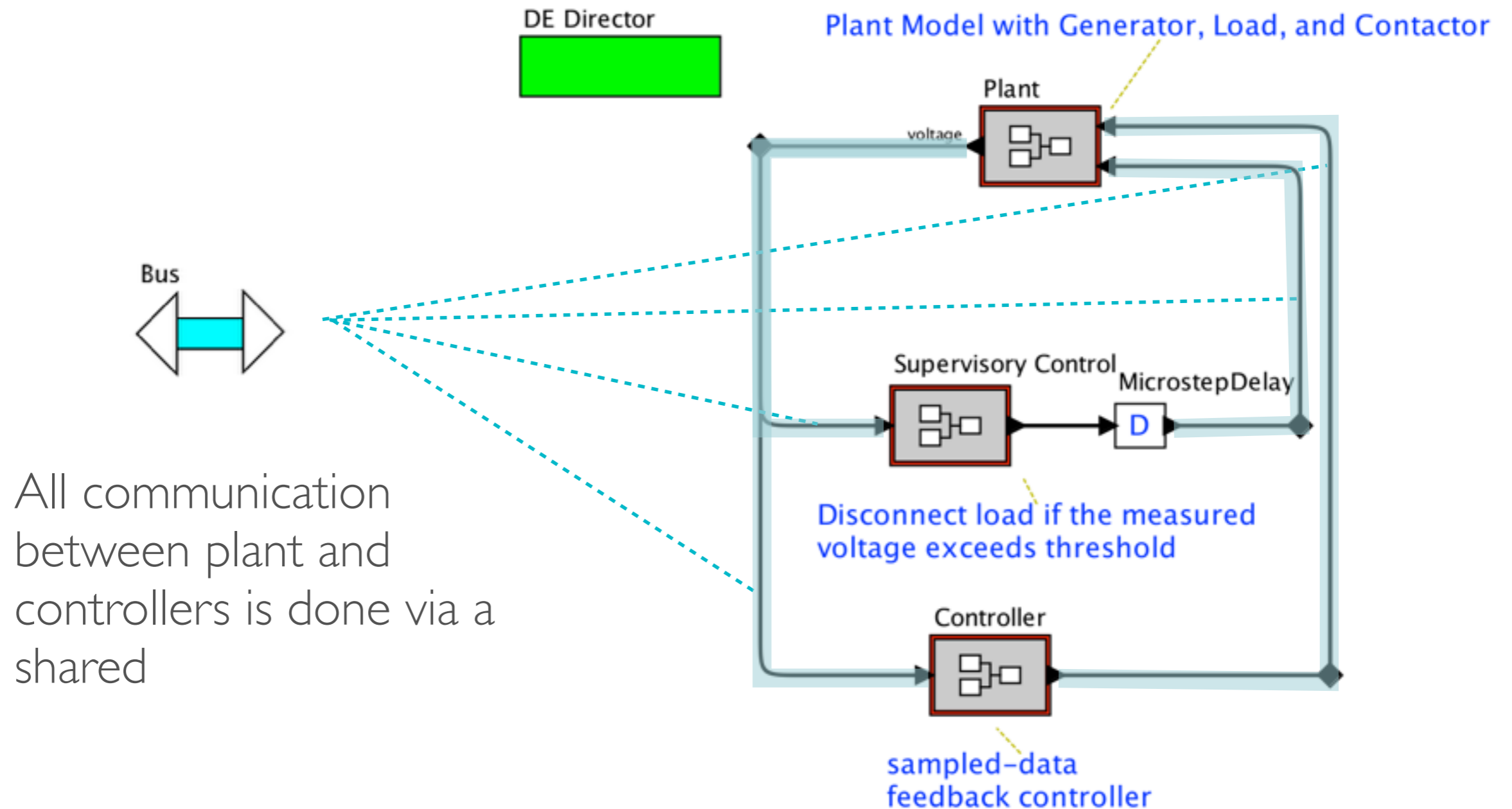
- Cross-cutting concern in actor-oriented models of CPS **Networks and Communication**





# COMMUNICATION

- Cross-cutting concern in actor-oriented models of CPS **Networks and Communication**

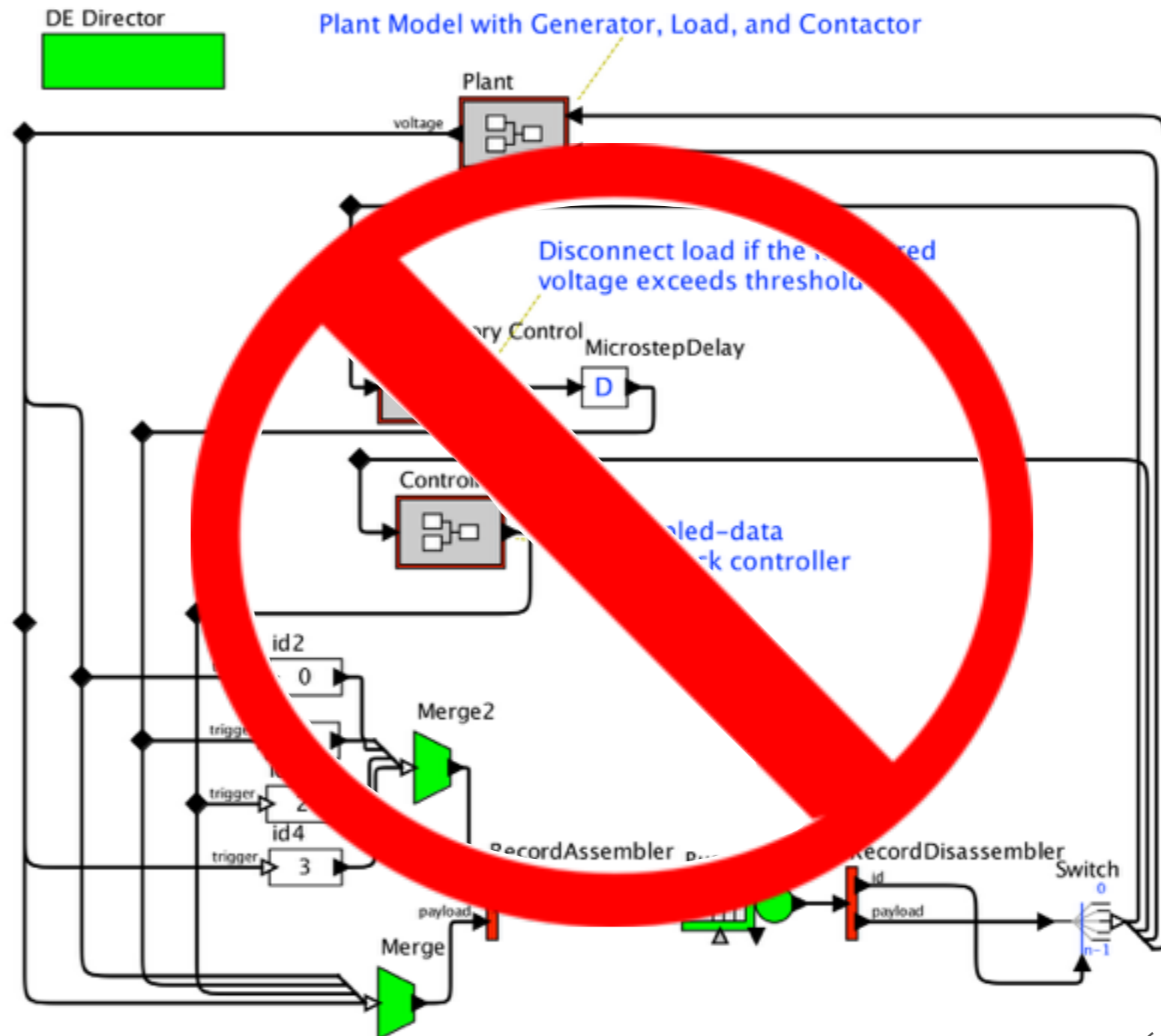
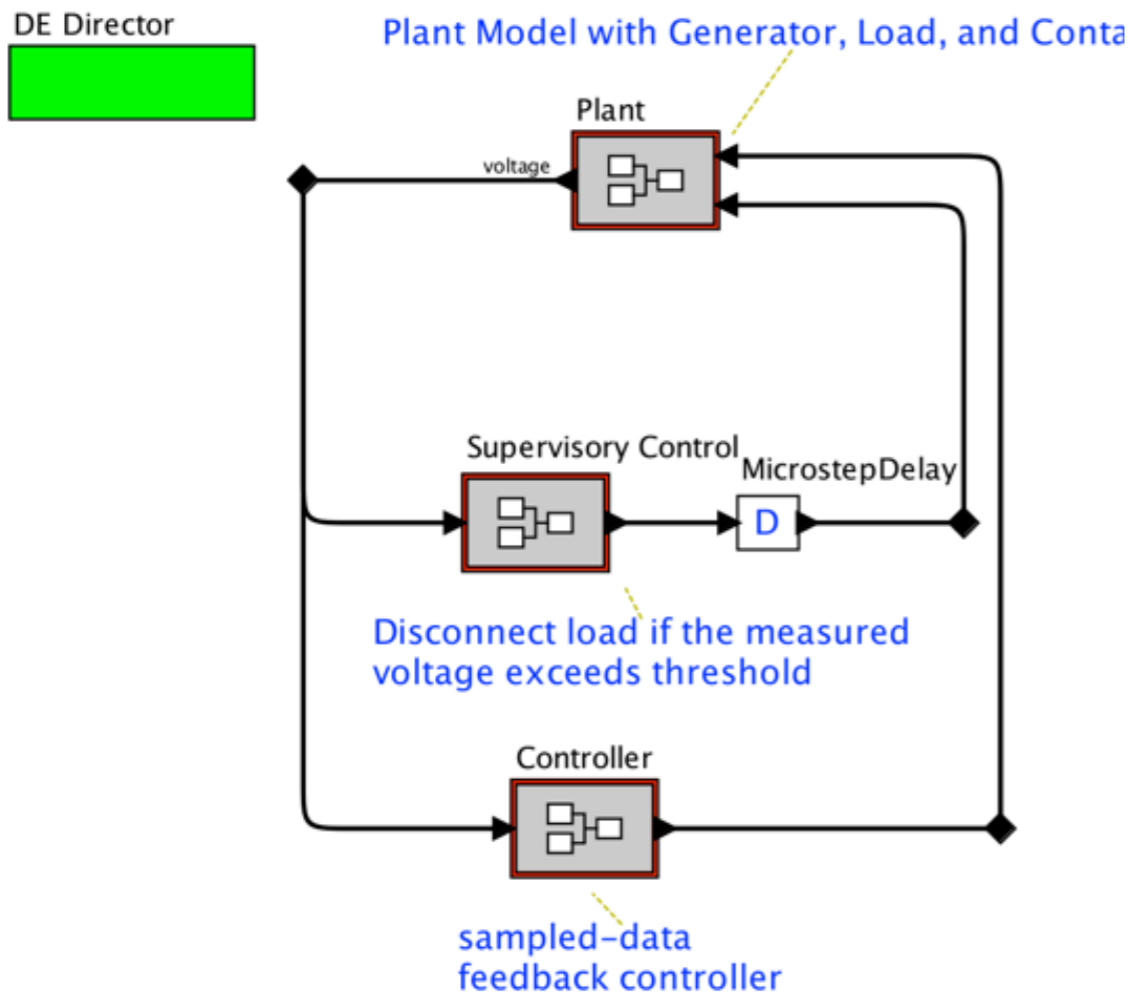




# COMMUNICATION

- Original Model

- Entangled Model

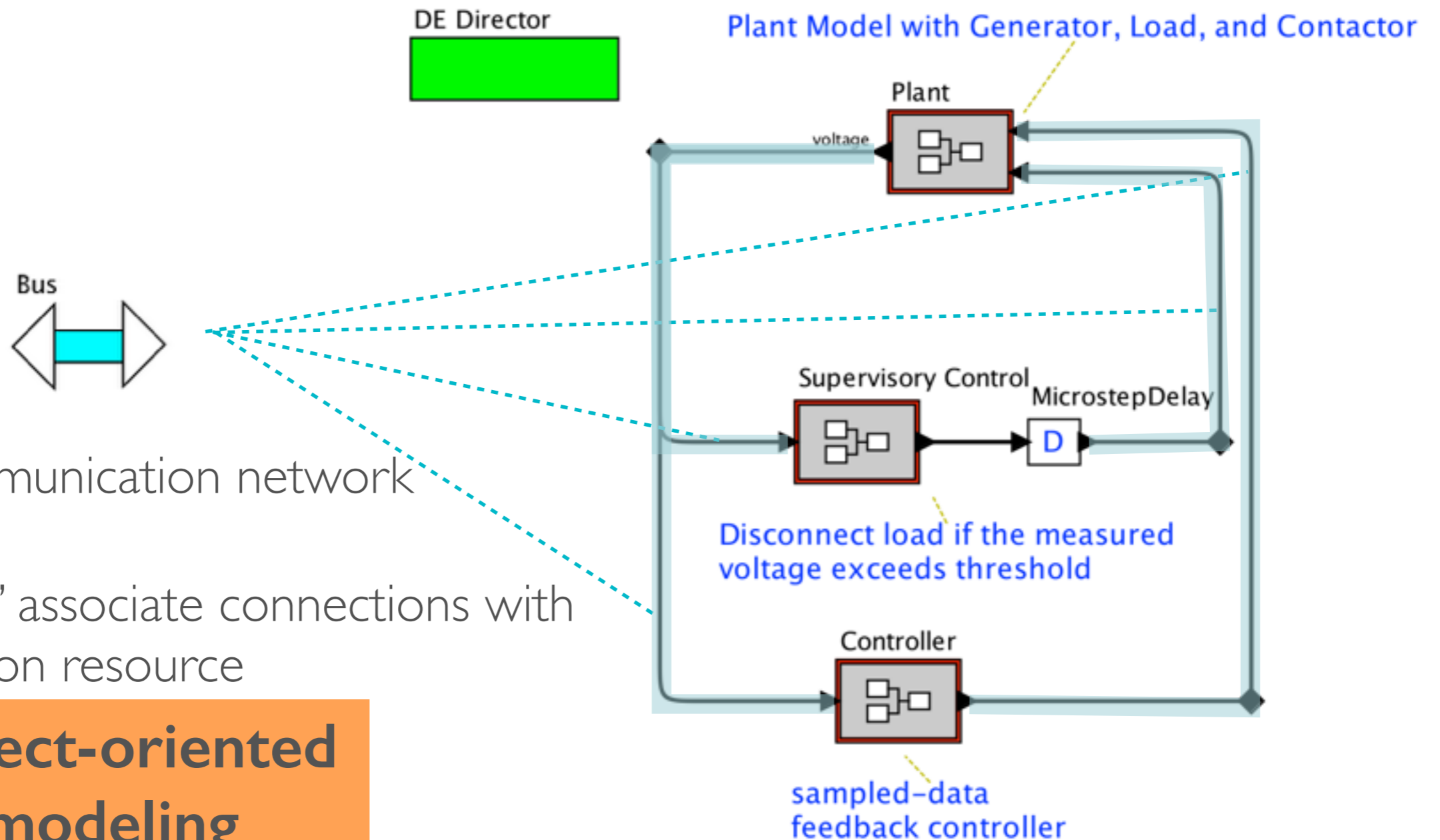






# COMMUNICATION

- Cross-cutting concern in actor-oriented models of CPS **Networks and Communication**



- Model communication network
- “Somehow” associate connections with communication resource

**Aspect-oriented modeling**



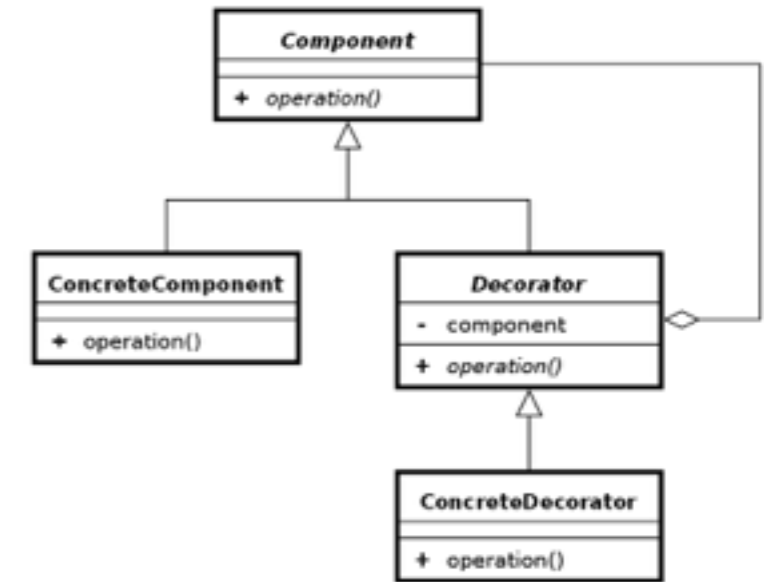
# DECORATOR MECHANISM

... behavior to be added to an individual object, either statically or dynamically, without affecting the behavior of other objects from the same class ...

*Wikipedia*

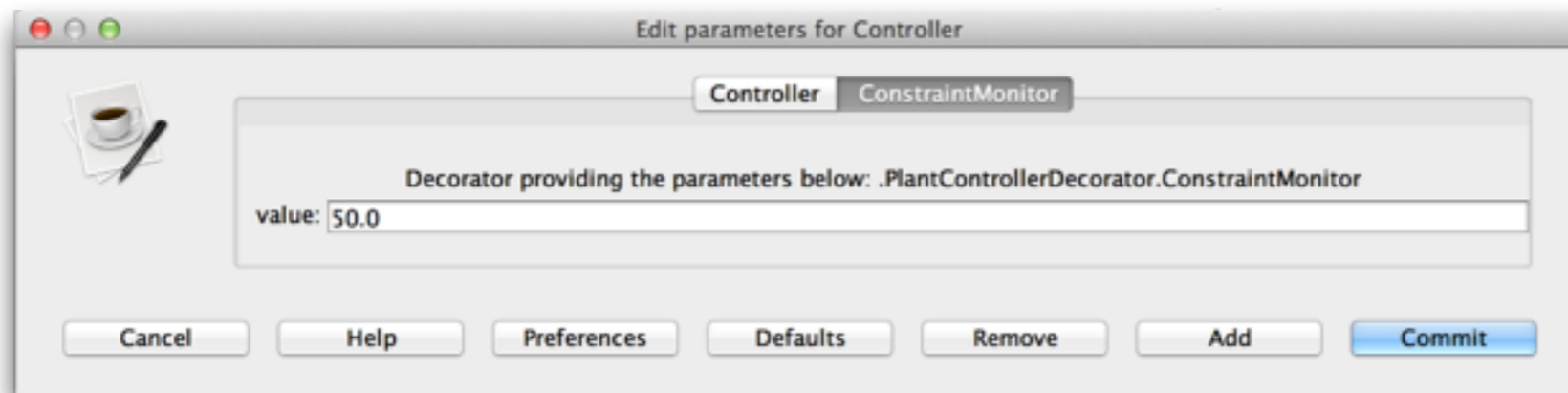
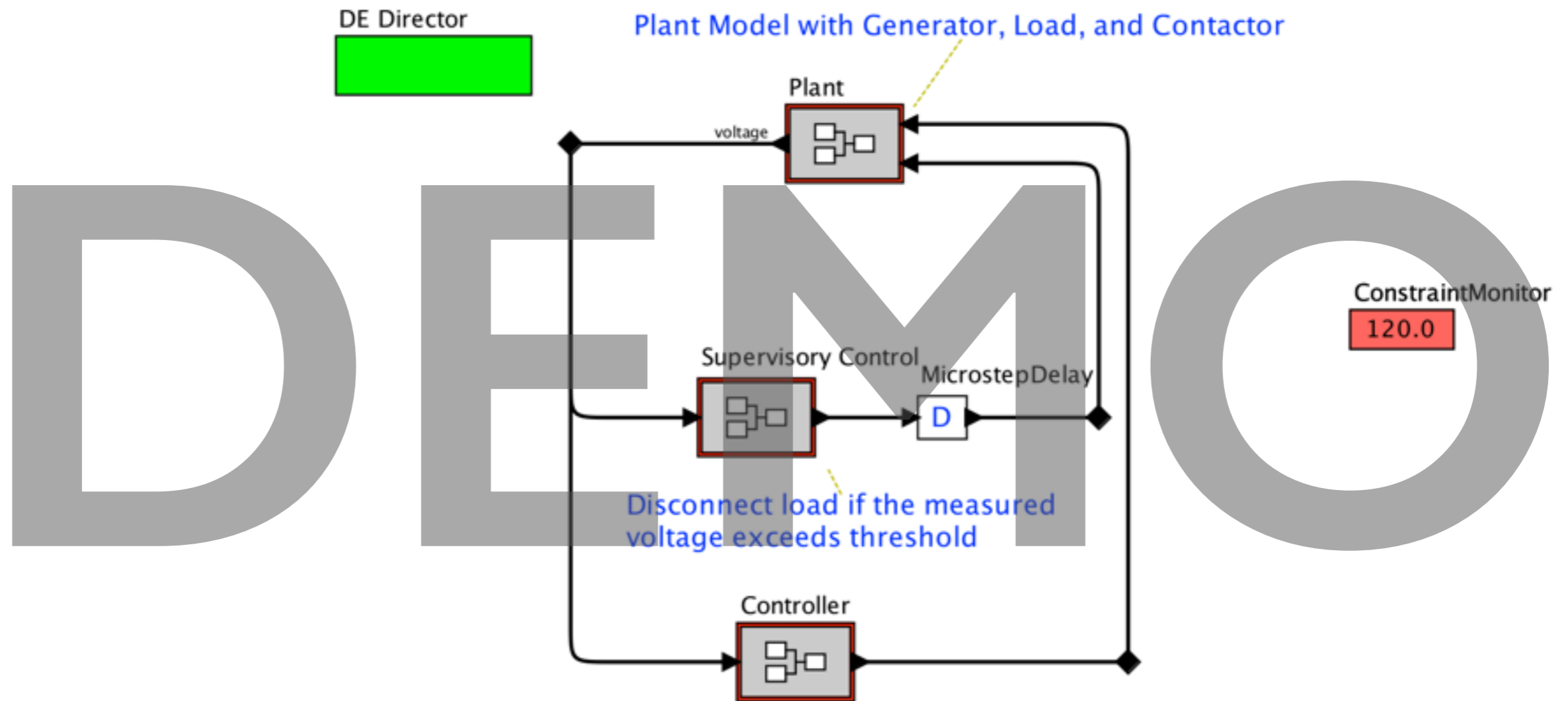
```
/*  
@author Bert Rodiers  
@author Edward A. Lee  
*/  
  
public interface Decorator
```

- Defines objects to decorate (e.g. actors, ports)
- Creates attributes for each decorated object





# DECORATOR MECHANISM



java ptolemy.vergil.VergilApplication  
 ptolemy/demo/ElectricPowerSystem/  
 PlantController.xml

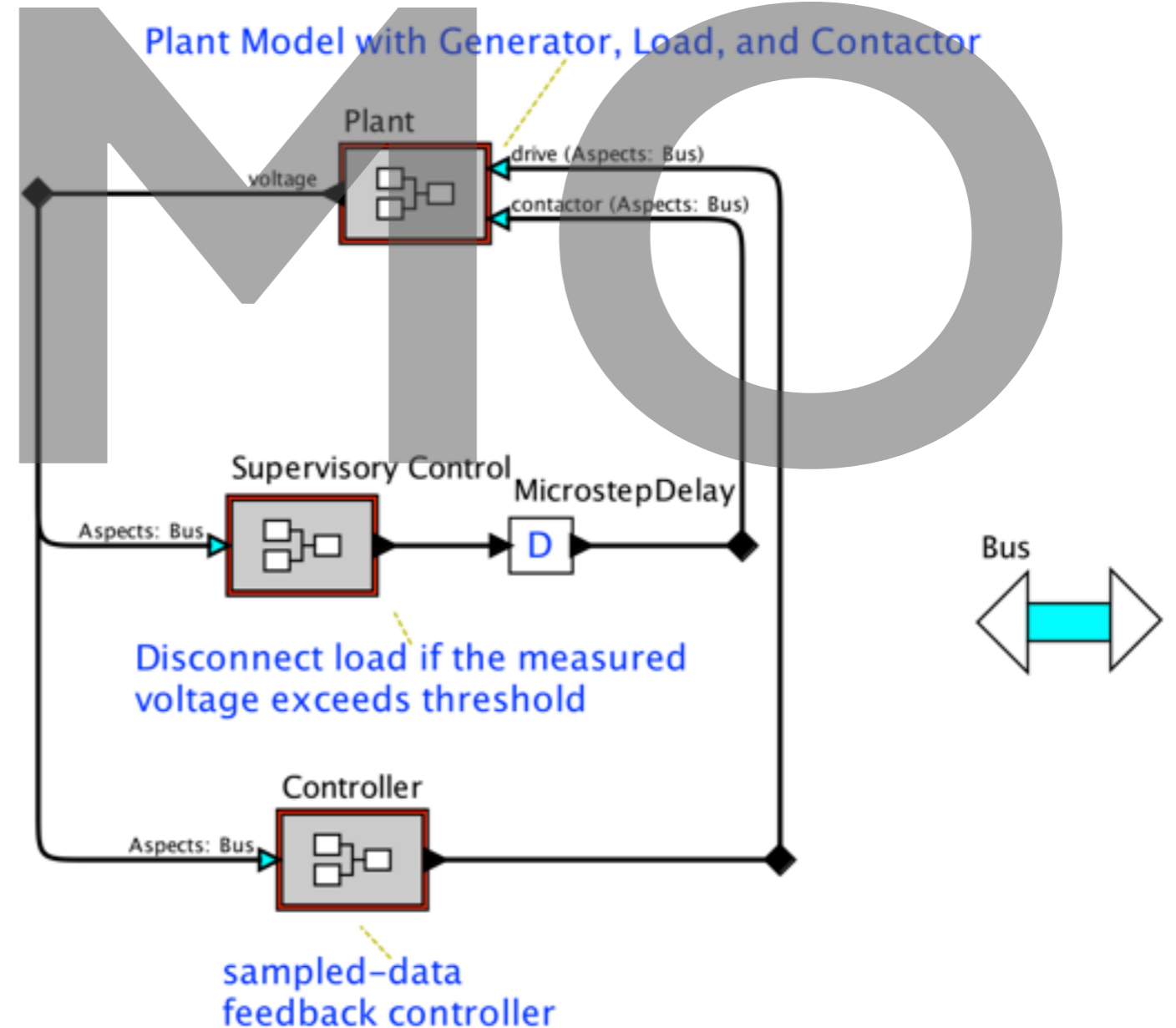
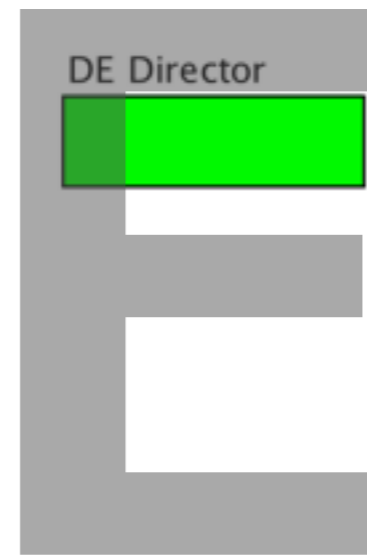
java ptolemy.vergil.VergilApplication ptolemy/demo/ElectricPowerSystem/PlantControllerDecorator.xml



# COMMUNICATION

- Cross-cutting concern in actor-oriented models of CPS **Networks and Communication**

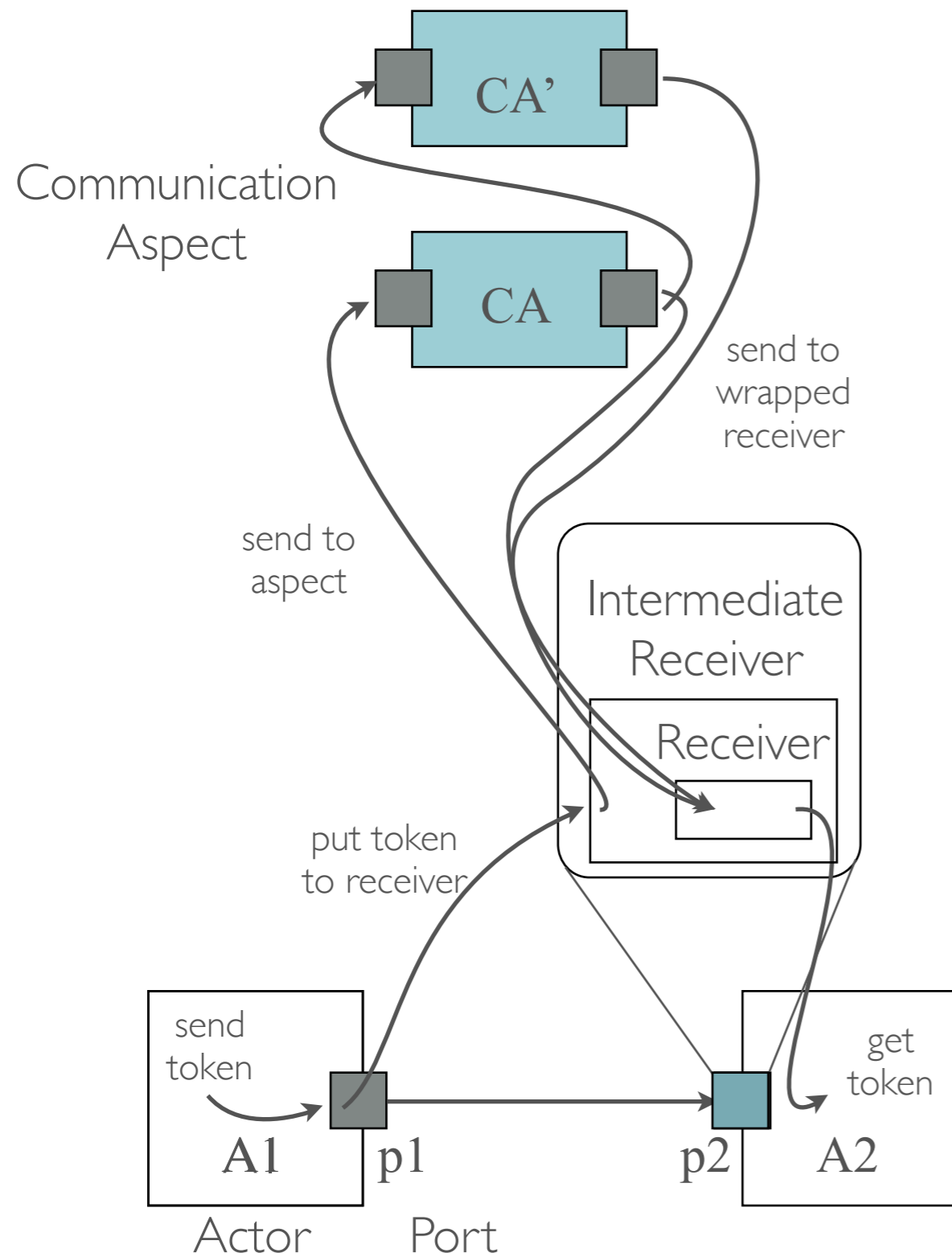
DEMO



java ptolemy.vergil.VergilApplication ptolemy/demo/ElectricPowerSystem/PlantControllerBus.xml  
java ptolemy.vergil.VergilApplication ptolemy/demo/ElectricPowerSystem/PlantControllerBus1.xml



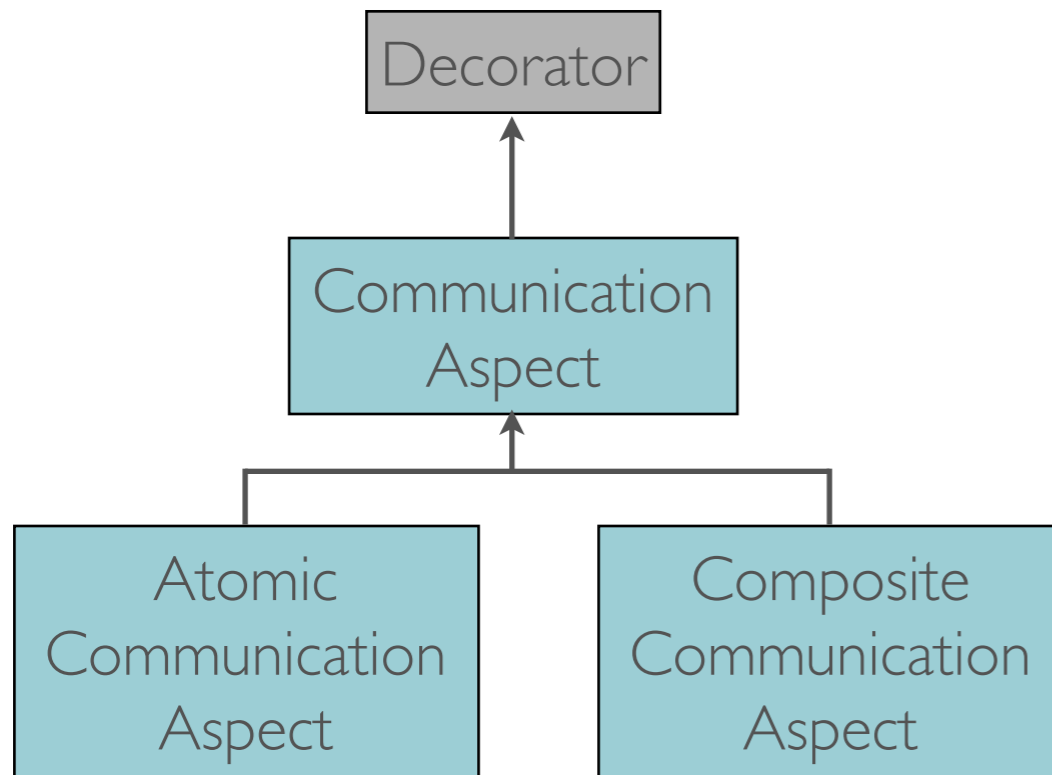
# COMMUNICATION ASPECTS



- If a communication between two actors is mediated by a communication aspect
  - An intermediate receiver is created wrapping the original receiver
  - The intermediate receiver receives tokens from the sender
  - The intermediate receiver sends tokens to the aspect
  - The aspect forwards tokens to the original receiver
- Multiple communication aspects possible



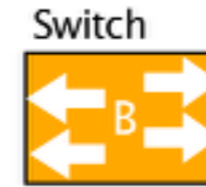
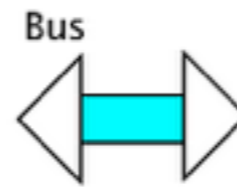
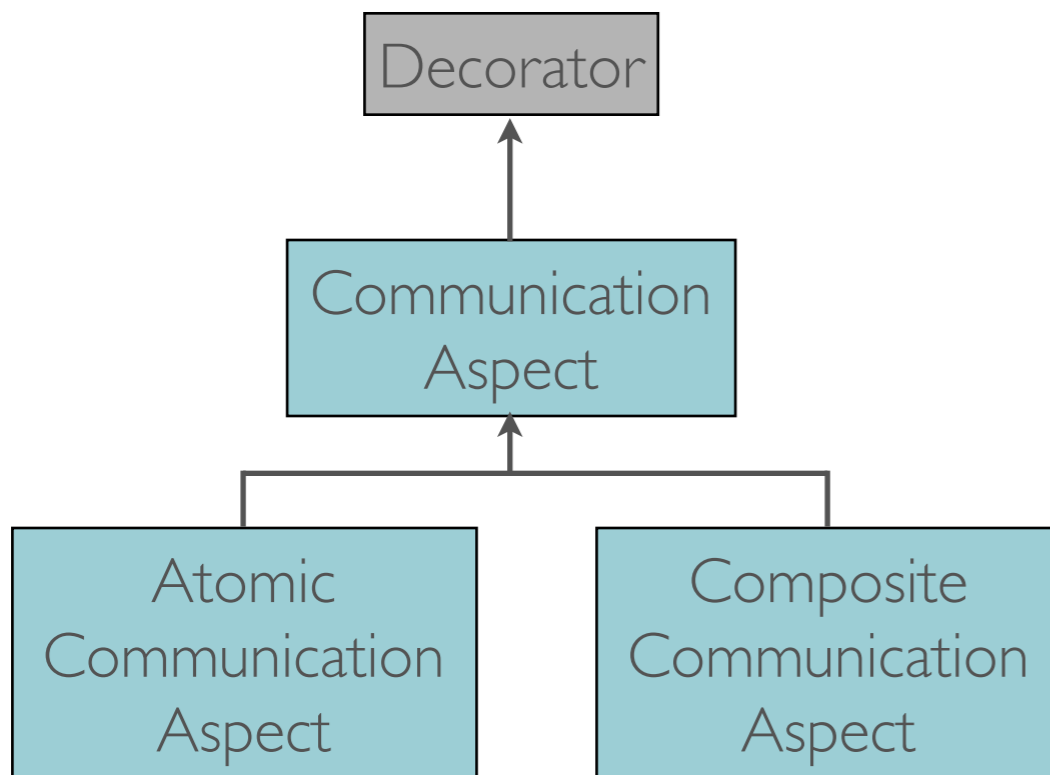
# COMMUNICATION ASPECTS





# COMMUNICATION ASPECTS

- Communication Modeling



BasicSwitch,  
CrossbarSwitch,  
TTESwitch



by Janette Cardoso, Gilles  
Lasnier, David Marciano  
from ISAE, Toulouse

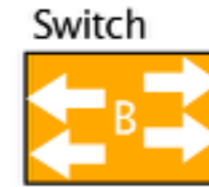
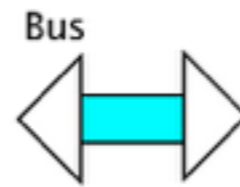
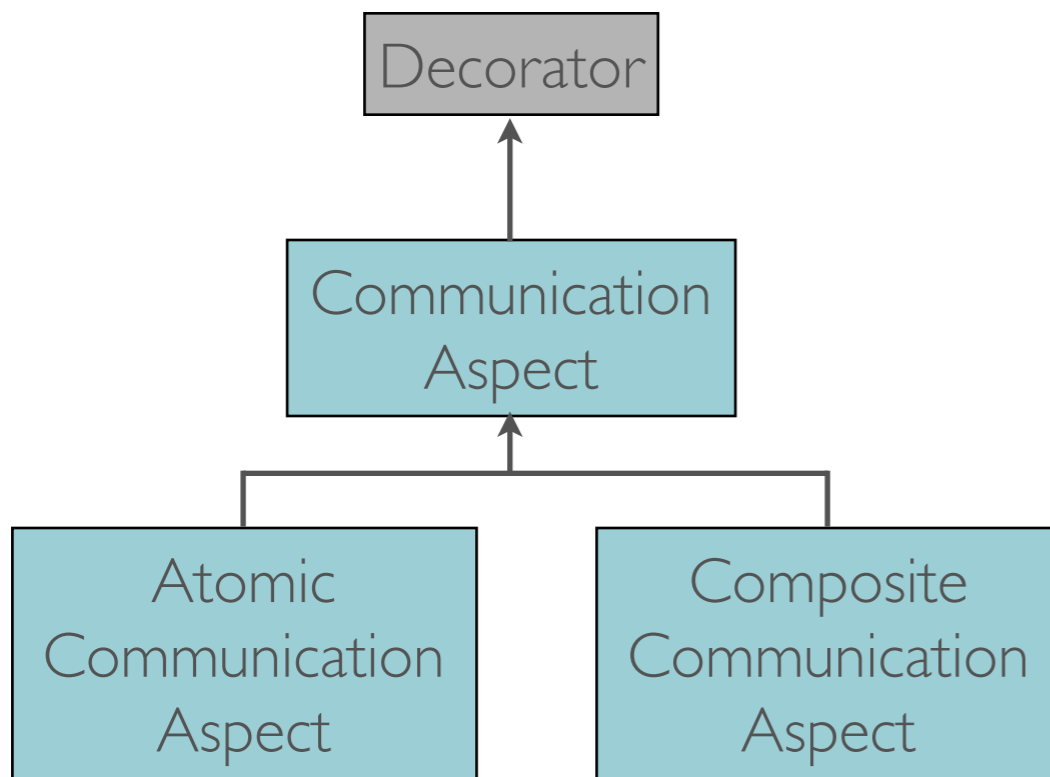


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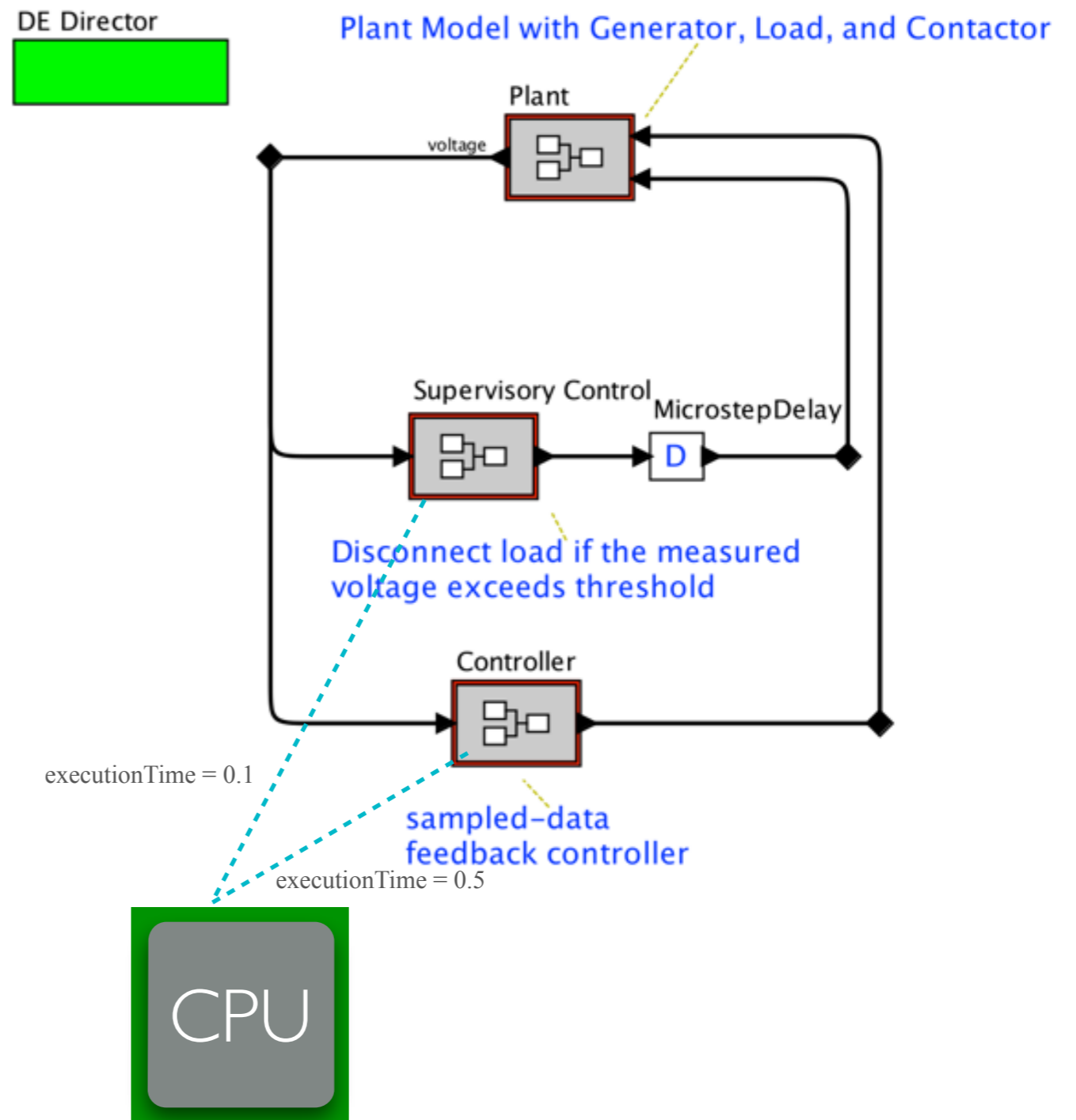
- Other communication aspects:
  - Logging
  - Fault models
  - Security modeling





# ASPECT-ORIENTED MODELING & CPS

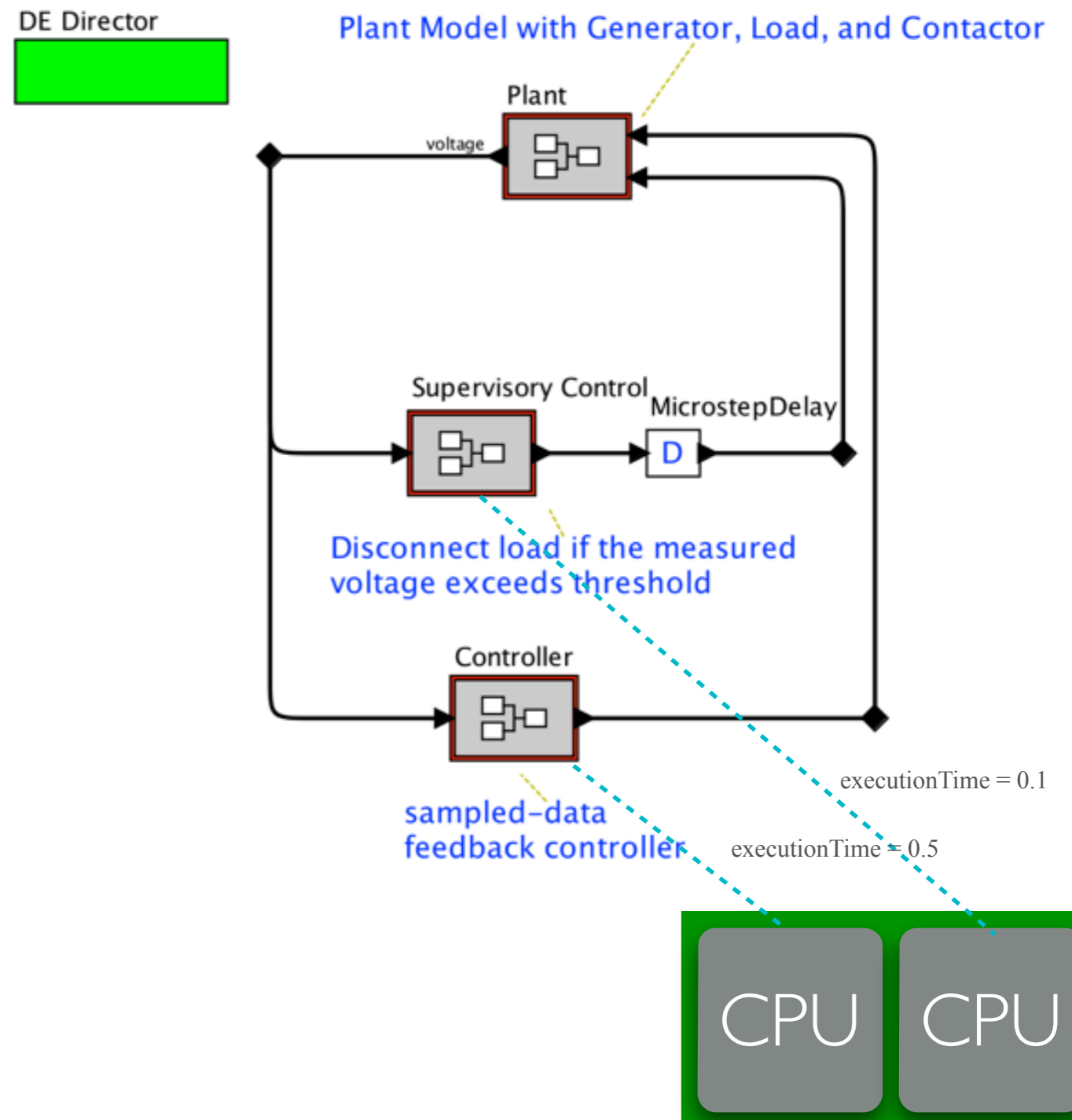
- Cross-cutting concerns
  - Communication
  - **Execution**
  - Logging and debugging
  - Error modeling - Ilge Akkaya
  - Security - Armin Wasicek





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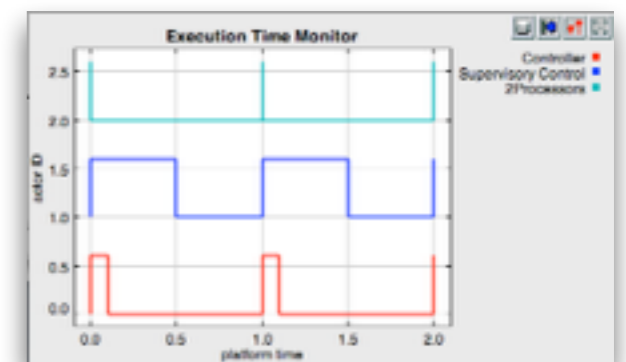
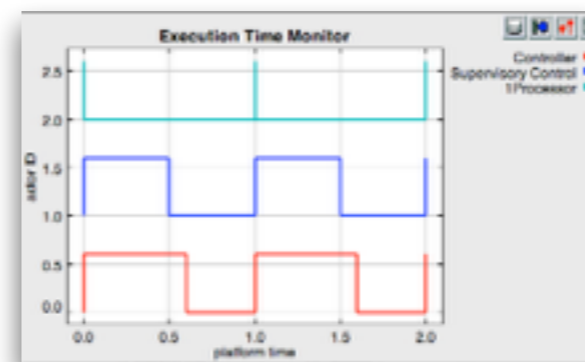
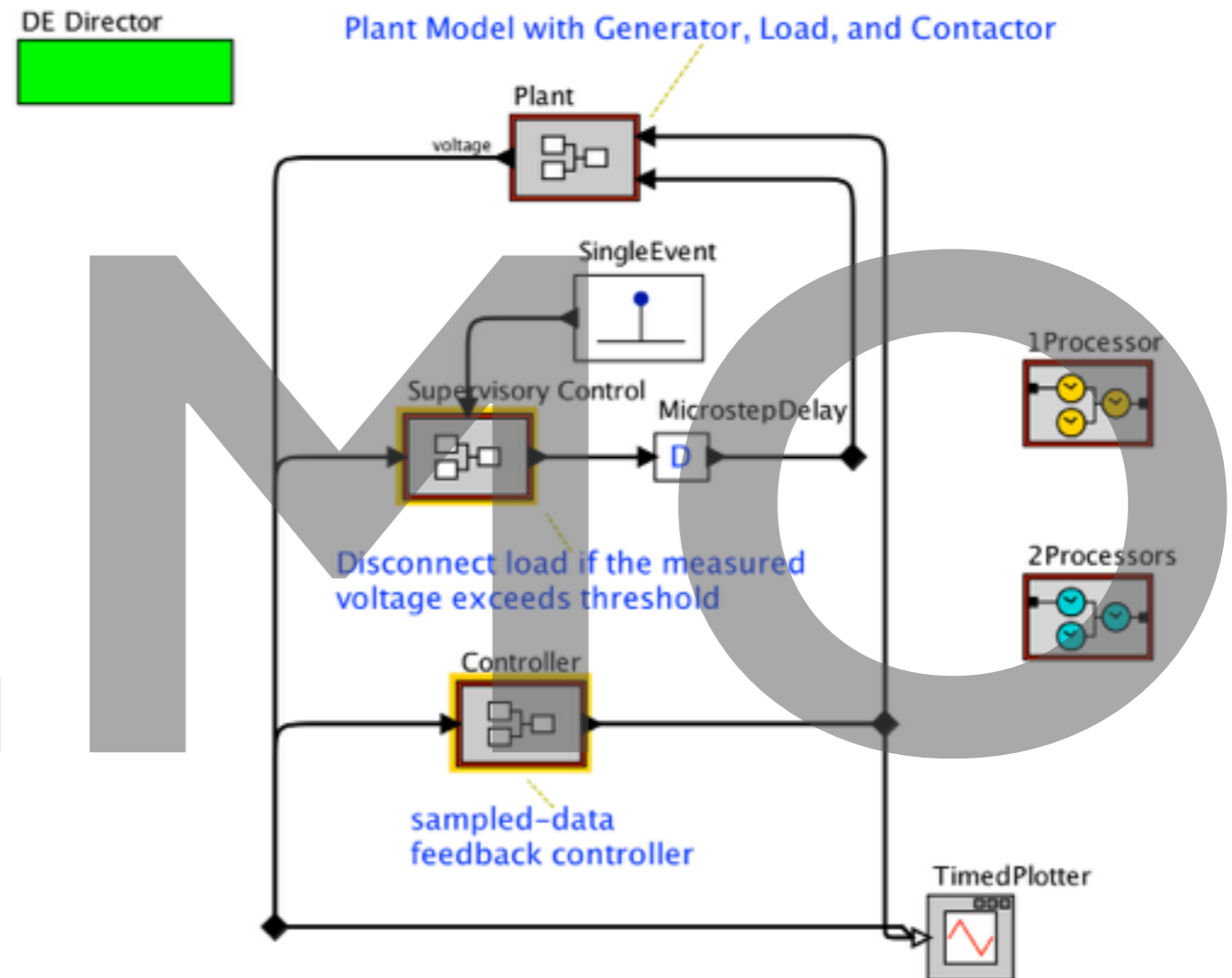
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- Cross-cutting concerns
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java ptolomy.vergil.VergilApplication ptolomy/demo/ElectricPowerSystem/PlantControllerProcessor.xml



# ASPECT-ORIENTED MODELING & CPS

- Cross-cutting concerns
  - Communication
  - Execution
  - **Logging and debugging**
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## Execution Log:

Sensor1  
Controller 1  
Controller 2  
Actuator 2  
Sensor 3  
Actuator 2  
Controller 3  
Controller 3

## Message Log:

0.00021  
342  
1  
true  
3.223  
069996  
0299, 49304,



# ASPECT-ORIENTED MODELING & CPS

- Cross-cutting concerns
  - Communication
  - Execution
  - Logging and debugging
  - **Error modeling - Ilge Akkaya**
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Aspect-Oriented  
Fault Modeling  
and Anomaly  
Detection



# ASPECT-ORIENTED MODELING & CPS

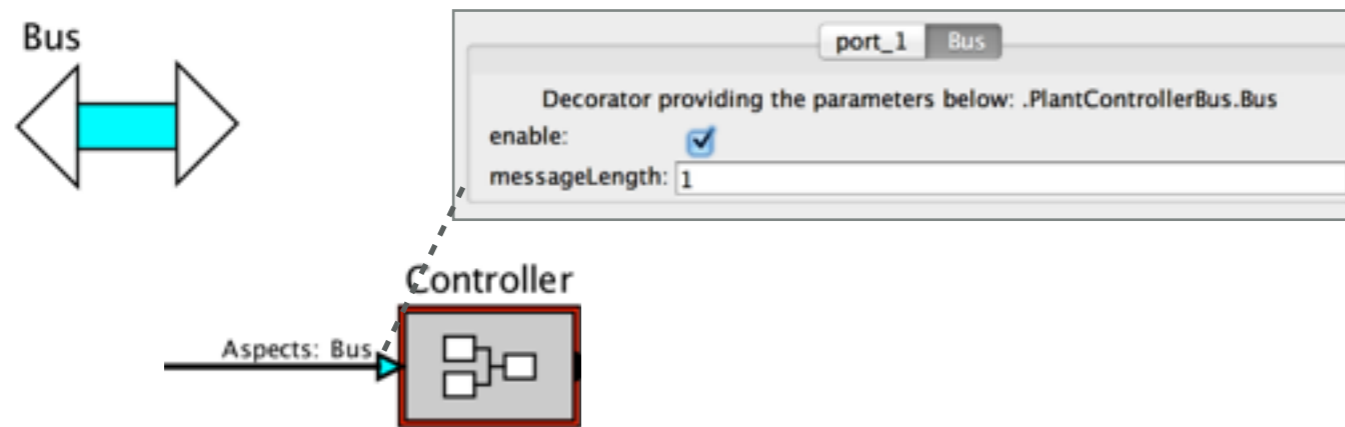
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Attack Modeling in  
Ptolemy: Towards a  
Secure Design for  
Cyber-Physical Systems



# CURRENT STATE AND FUTURE WORK

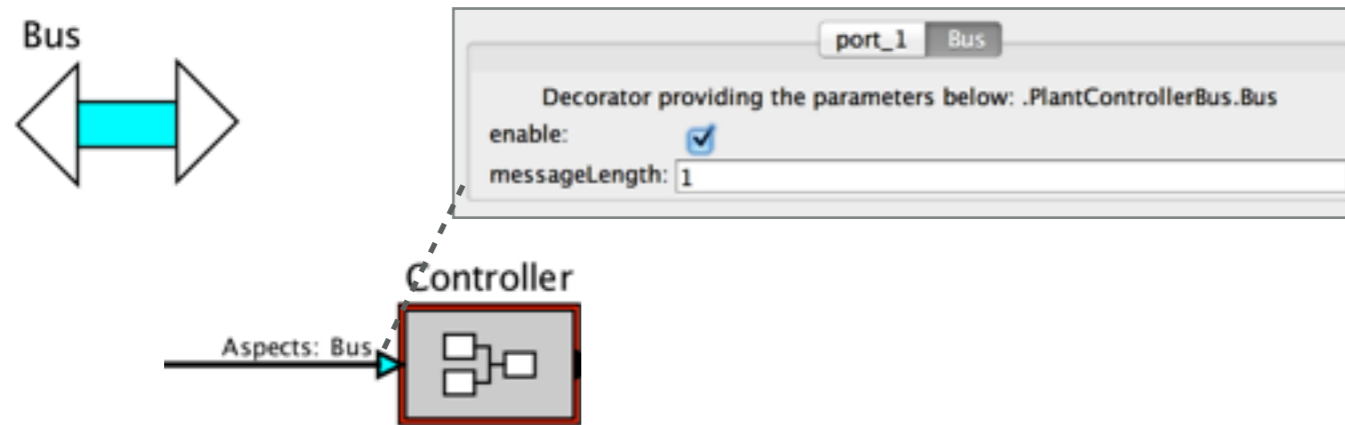
- Communication aspects



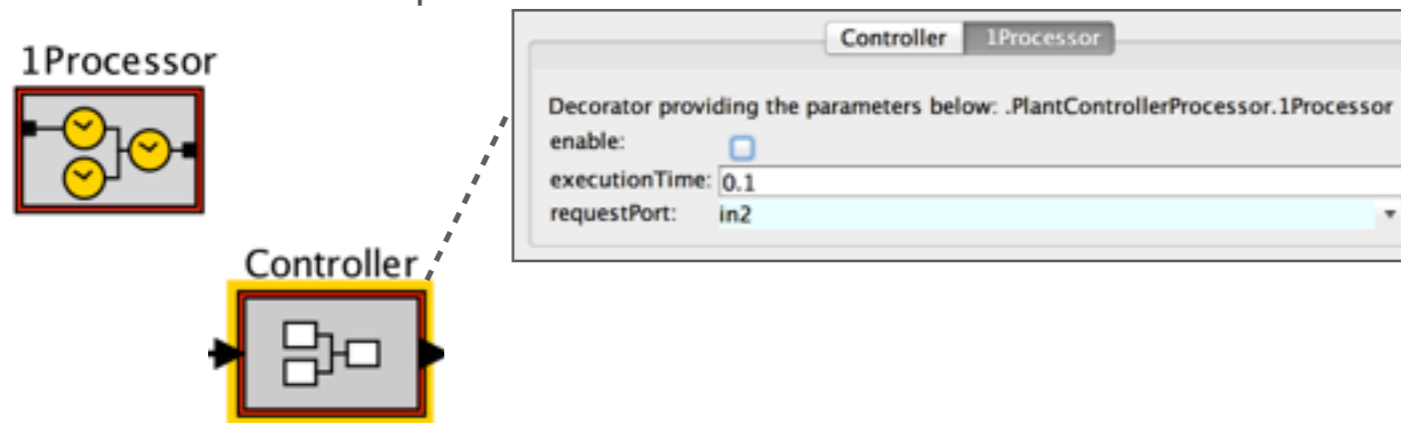


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- Communication aspects



- Execution aspects

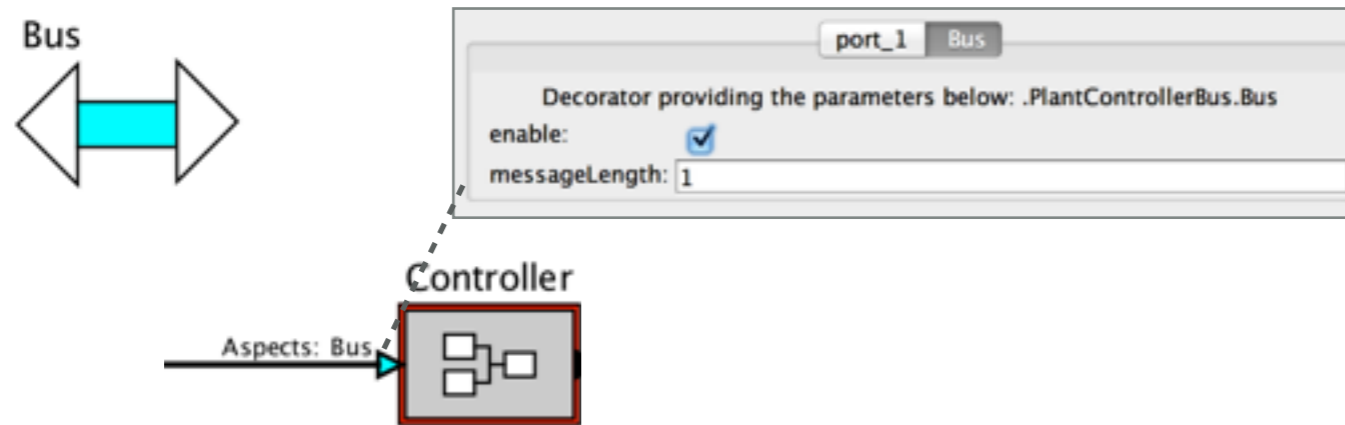




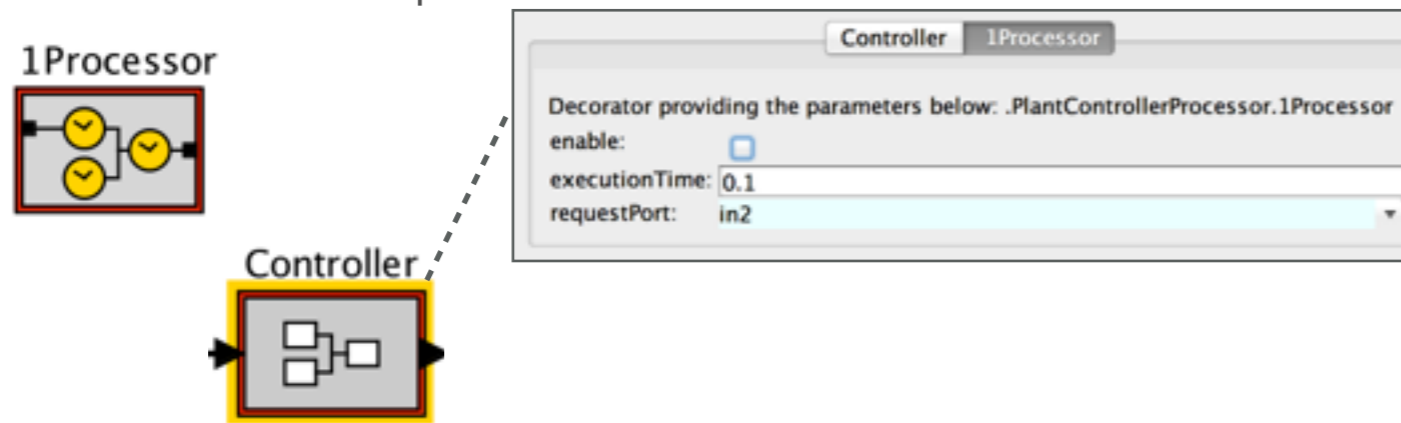


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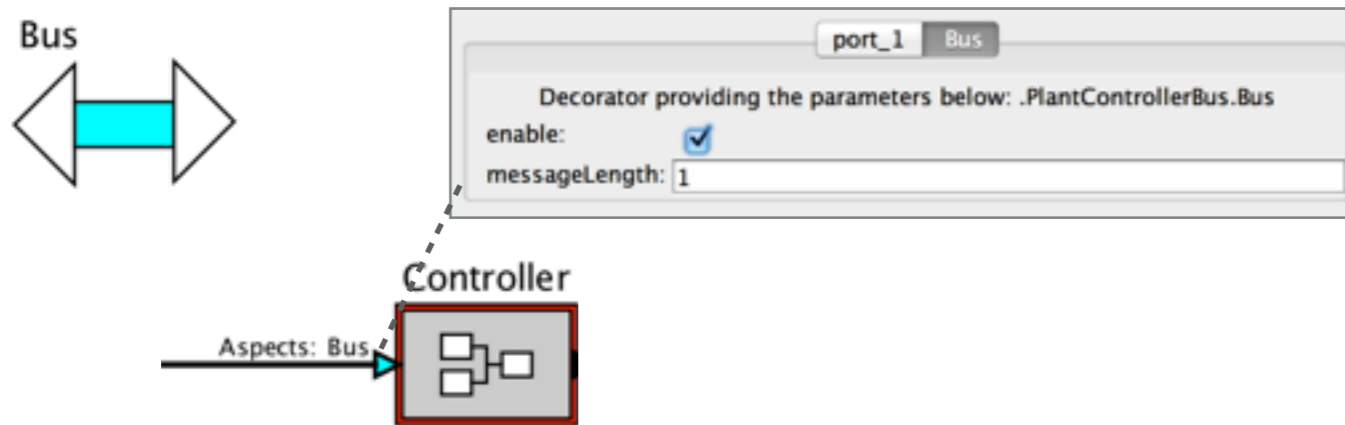


- Aspects work in a small set of Models of Computations (DE, Continuous, Ptides, SDF)

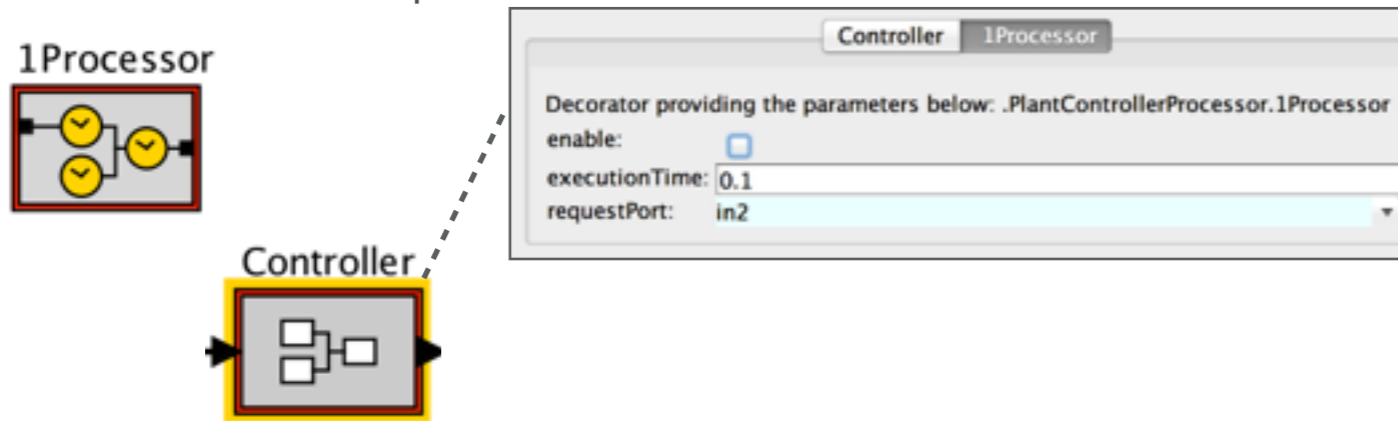


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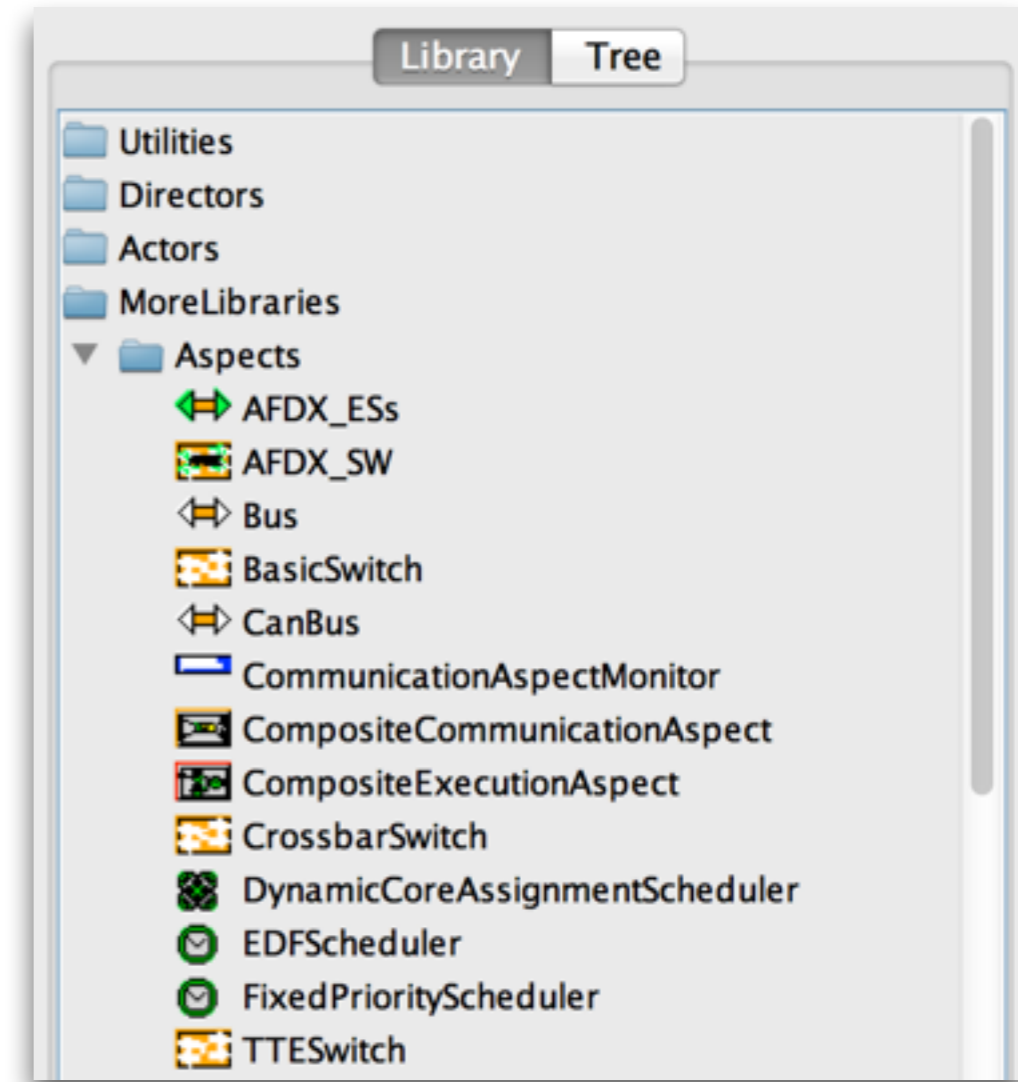
- Communication aspects



- Execution aspects



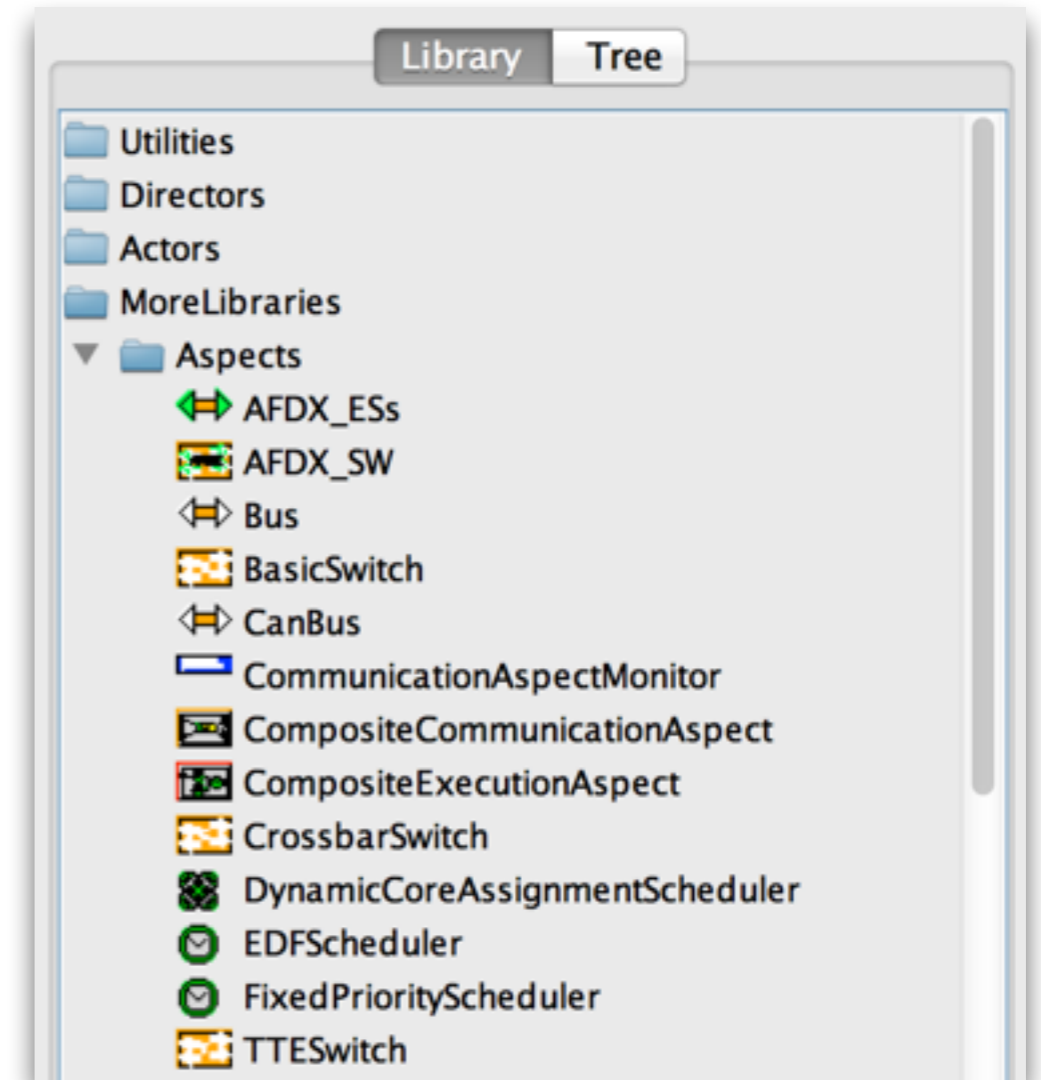
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# CURRENT STATE AND FUTURE WORK

- Support for other MoCs
- Additional aspects:
  - Initialization aspect
  - After-actor-execution aspect

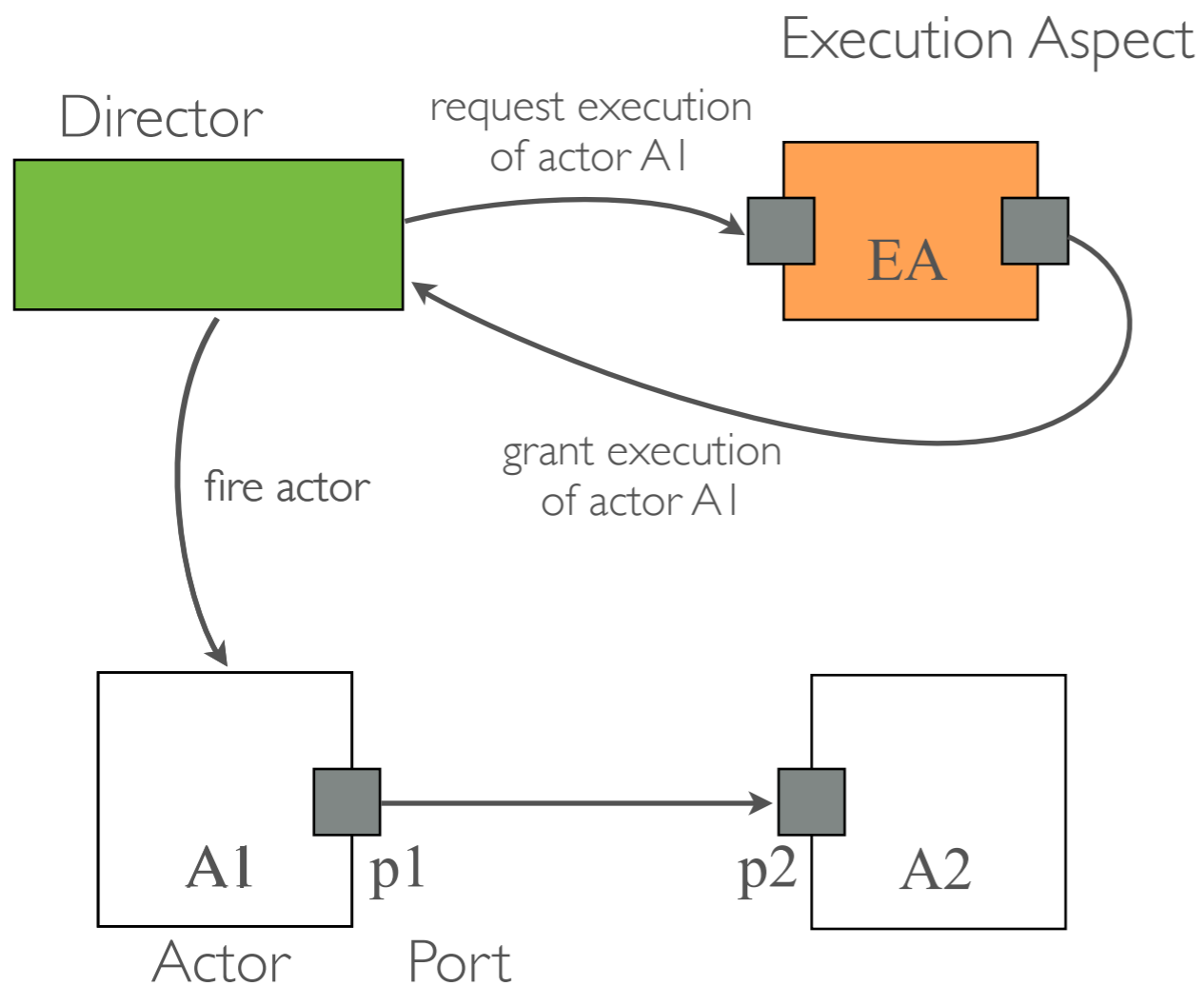




THANKS



# EXECUTION ASPECTS



- DE Director

- get event with smallest timestamp

contact EA

- fire actor corresponding to event

- SDF Director

- compute static schedule

contact EA

- execute next actor in schedule