

# Fraglight: Shedding Light on Broken Pointcuts Using Structural Commonality

Work in progress

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# Crosscutting Concerns

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Message encryption is an example since many parts of a program involve security



# Aspect-Oriented Programming

```
class A {
public:
    A() {}
    virtual ~A() {}
    virtual void foo() {}
};
```

```
class B : public A {
public:
    B() {}
    virtual ~B() {}
    virtual void foo() {}
};
```

```
class C : public A {
public:
    C() {}
    virtual ~C() {}
    virtual void foo() {}
};
```

```
class D : public A {
public:
    D() {}
    virtual ~D() {}
    virtual void foo() {}
};
```

```
class E : public A {
public:
    E() {}
    virtual ~E() {}
    virtual void foo() {}
};
```

```
class A {
public:
    A() {}
    virtual ~A() {}
    virtual void foo() {}
};
```

```
class B : public A {
public:
    B() {}
    virtual ~B() {}
    virtual void foo() {}
};
```

```
class C : public A {
public:
    C() {}
    virtual ~C() {}
    virtual void foo() {}
};
```

```
class D : public A {
public:
    D() {}
    virtual ~D() {}
    virtual void foo() {}
};
```

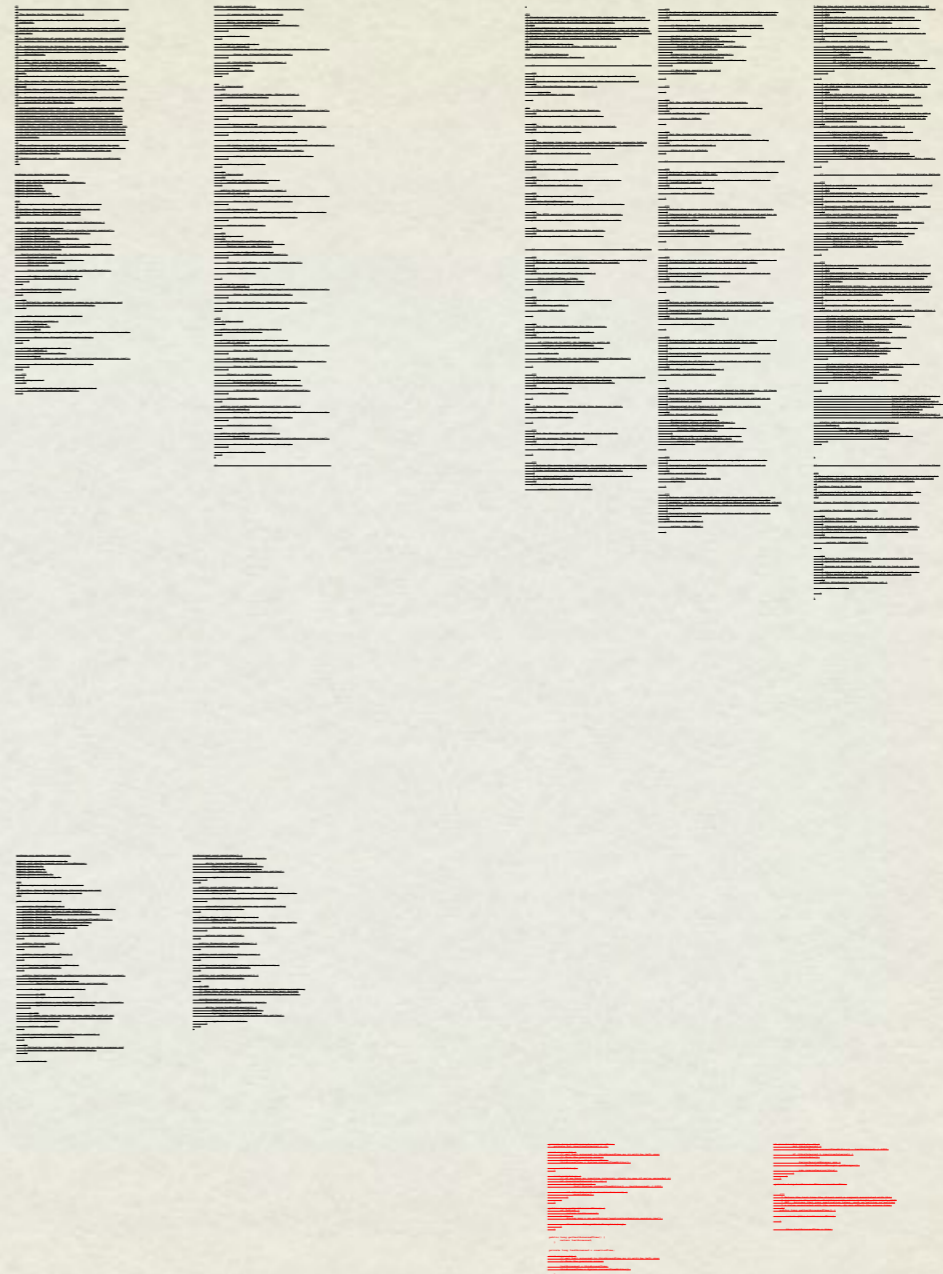






# Aspect-Oriented Programming

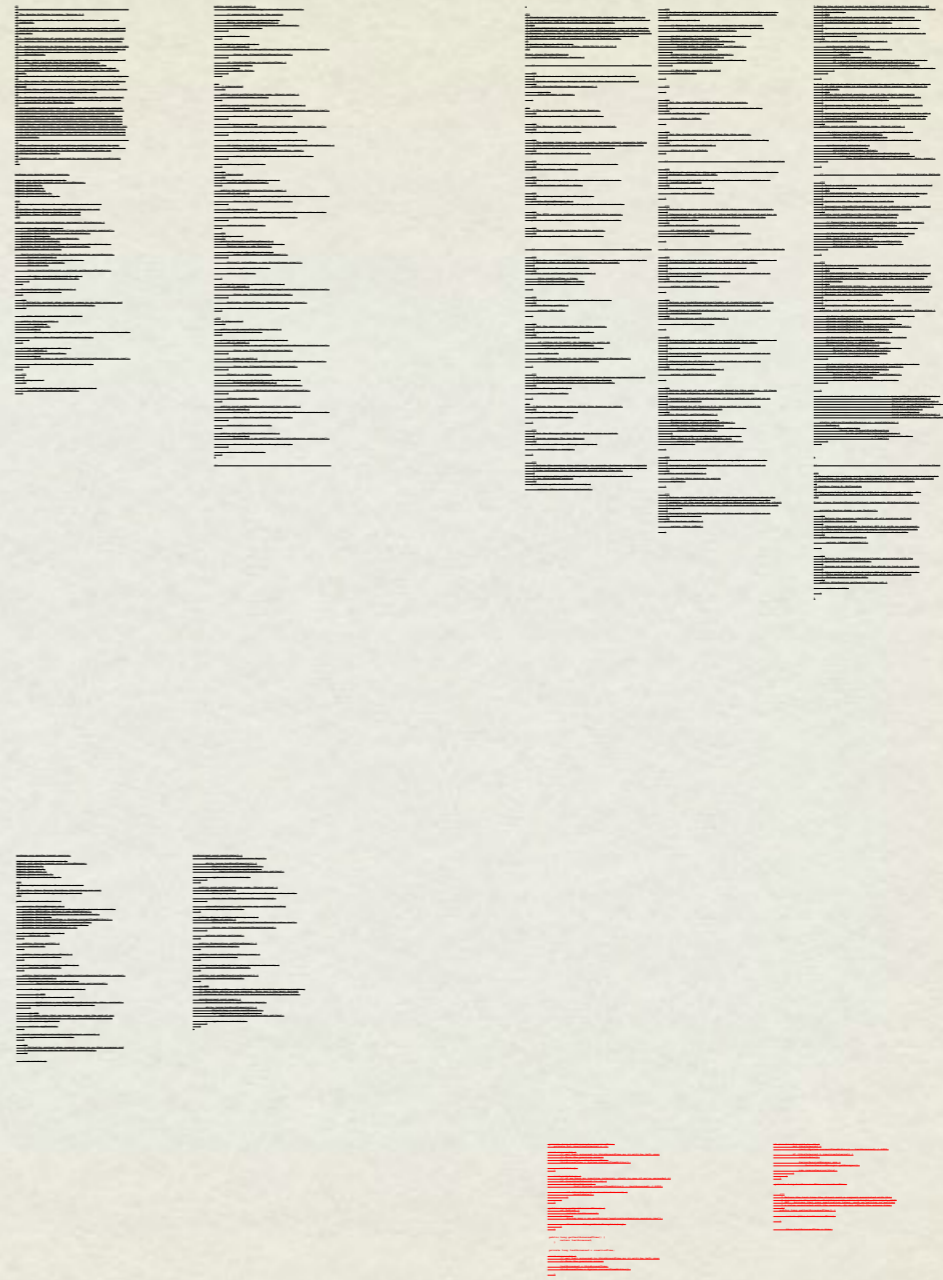
- Aspect-Oriented Programming enables localized implementations of CCCs.
- Pointcuts select (join) points in the program where a CCC applies.





# Aspect-Oriented Programming

- Aspect-Oriented Programming enables localized implementations of CCCs.
- Pointcuts select (join) points in the program where a CCC applies.
- Code (advice) is executed at those points.

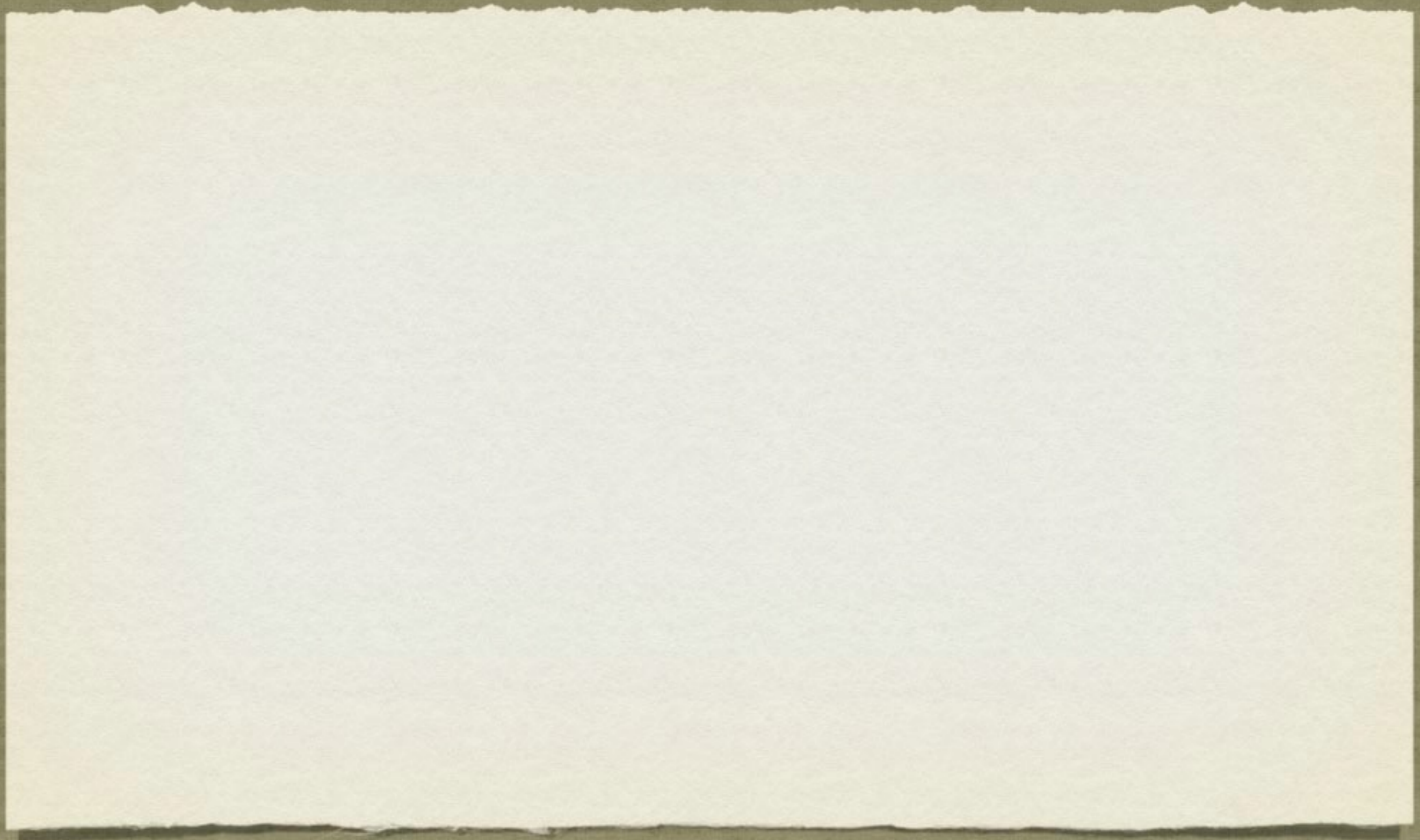








# Message Encryption Example





# Message Encryption Example

```
messageSent():
```

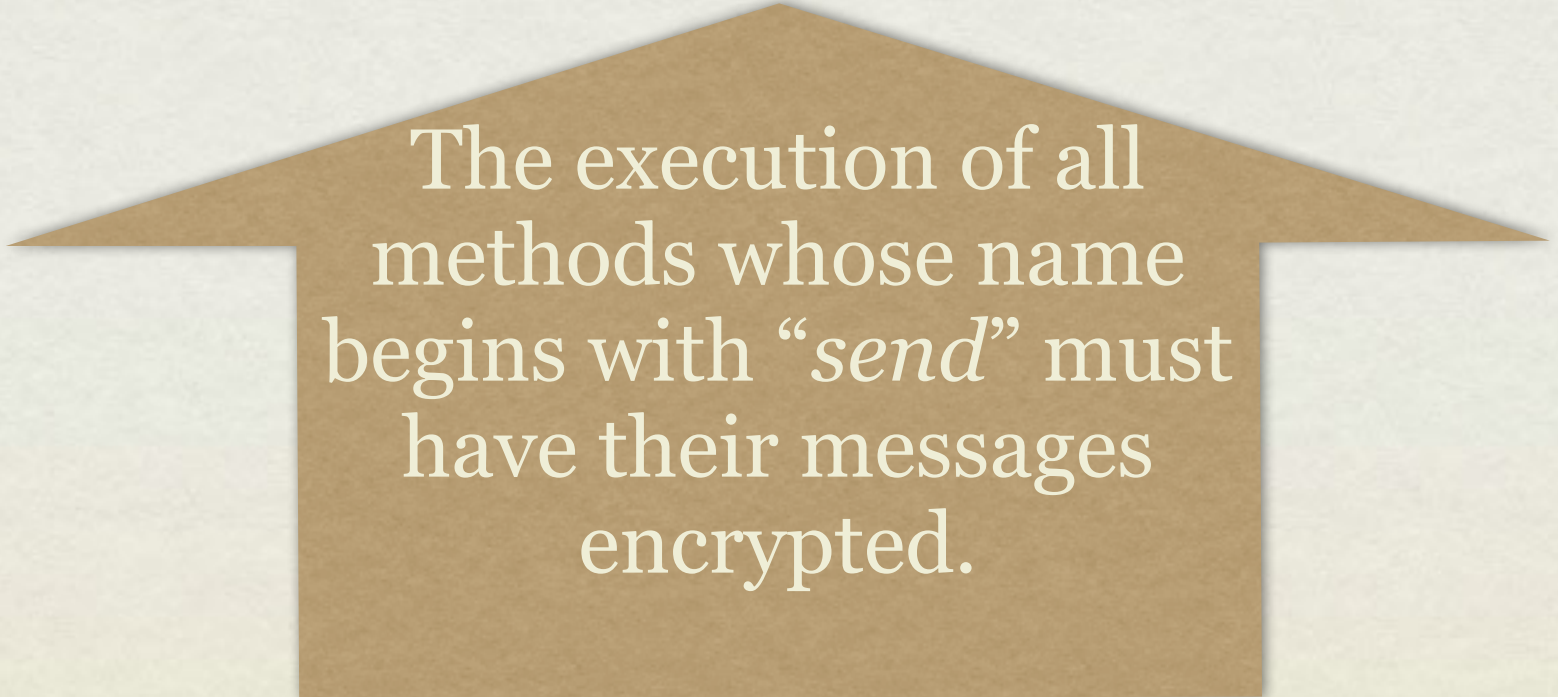
```
execution(* send*(..))
```



# Message Encryption Example

`messageSent():`

`execution(* send*(..))`



The execution of all methods whose name begins with “*send*” must have their messages encrypted.



# Fragile Pointcut Problem





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- Otherwise, a pointcut is *fragile*.





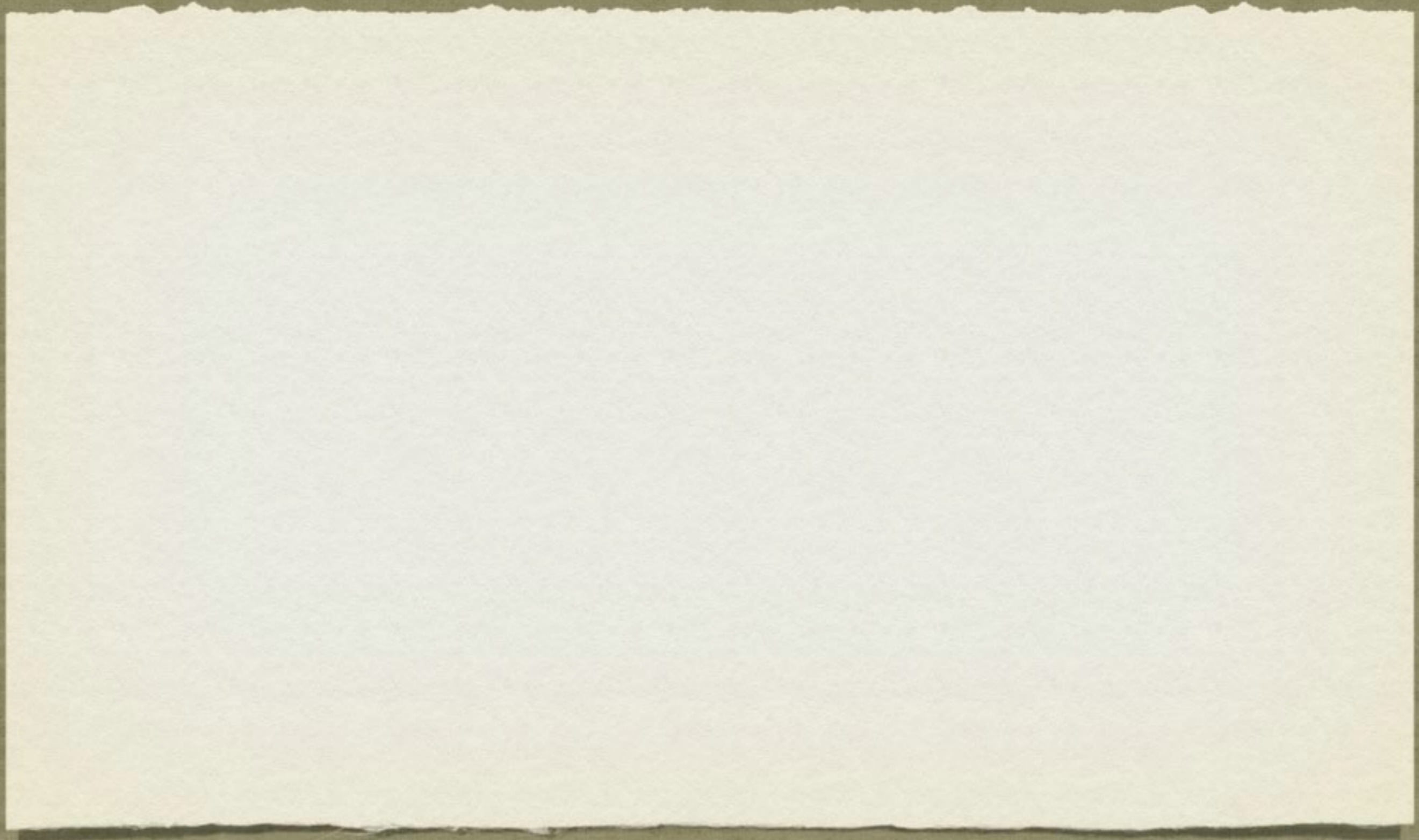
# Fragile Pointcut Problem

- A pointcut is ***robust*** iff it continues to select points where the CCC applies in subsequent base-code versions *without* textual modification.
- Otherwise, a pointcut is ***fragile***.
- Fragile pointcuts can cause software to ***silently malfunction!***





# Pointcut Fragility Example





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- Suppose a subsequent version, a *new* method is added that *sends* messages but whose name begins with “*transmit?*”



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# Pointcut Fragility Example

- Suppose a subsequent version, a *new* method is added that *sends* messages but whose name begins with “*transmit?*”
- Our pointcut *breaks* as a result.
- Thus, `messageSent()` is a fragile pointcut.



# Fixing Broken Pointcuts





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- Developer must *manually* identify *all* broken pointcuts following changes to the base-code to ensure the *software functions* as *intended*.





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Can be *tedious*, *time-consuming*, *error-prone*, and *omission-prone* when there are *many pointcuts*!



# Fixing Broken Pointcuts



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Can be *tedious*,  
*time-consuming*,  
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when there are *many*  
*pointcuts!*



# Broken Pointers

On average,  $\approx 12.95$  pointcuts must be checked after every  $\Delta$  base-code change!



Appox. 12.95 pointcuts per project

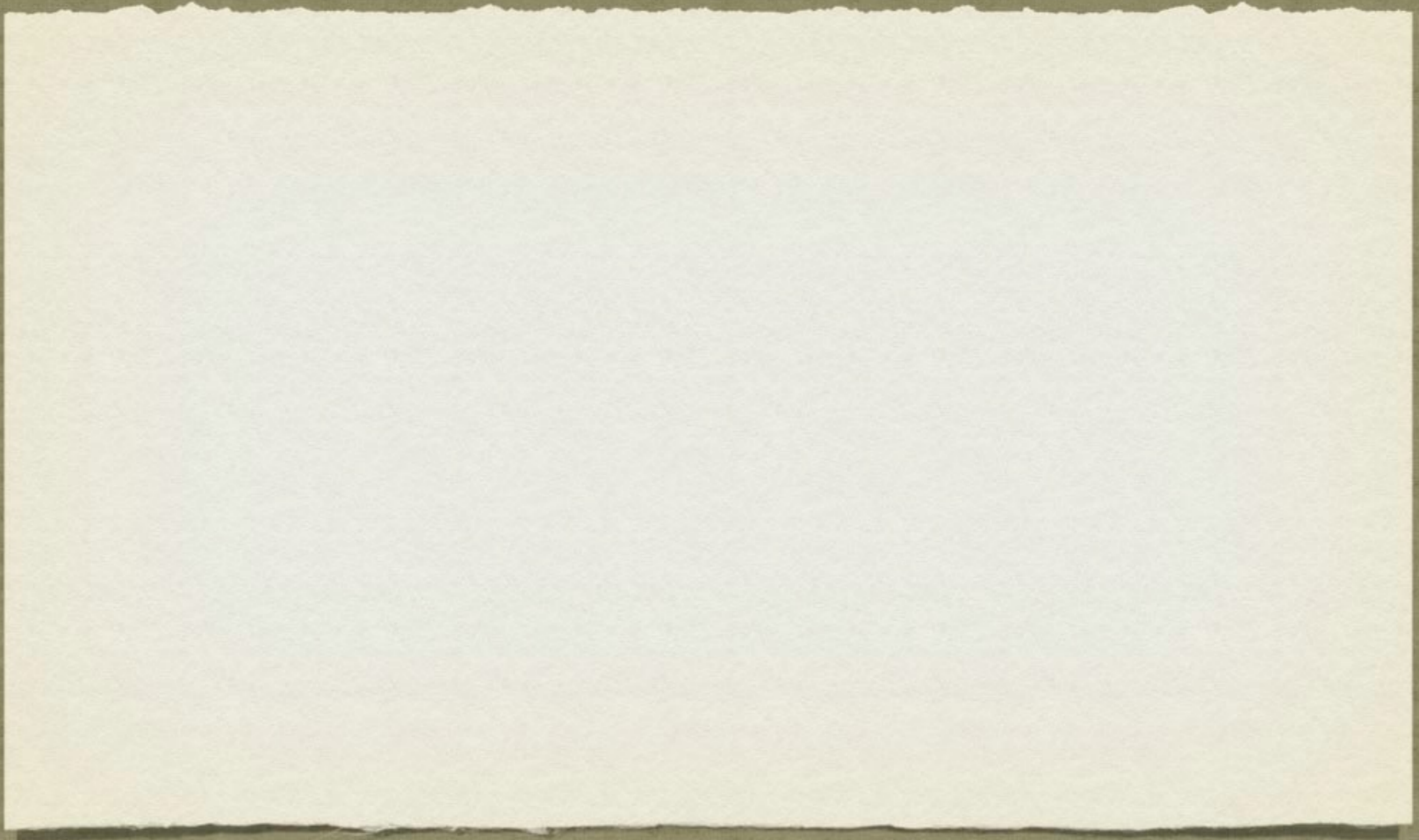
- Developer must manually identify all broken pointcuts following changes to the base-code to ensure the software functions as intended.

Can be *tedious*, *time-consuming*, *error-prone*, and *omission-prone* when there are *many* pointcuts!





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- ***Conditional Obliviousness***: Only inform developer if it is highly likely that new base-code will break a pointcut.



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How can broken pointcuts be mechanically identified?

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May involve *frequently* analyzing *large* portions of the system!



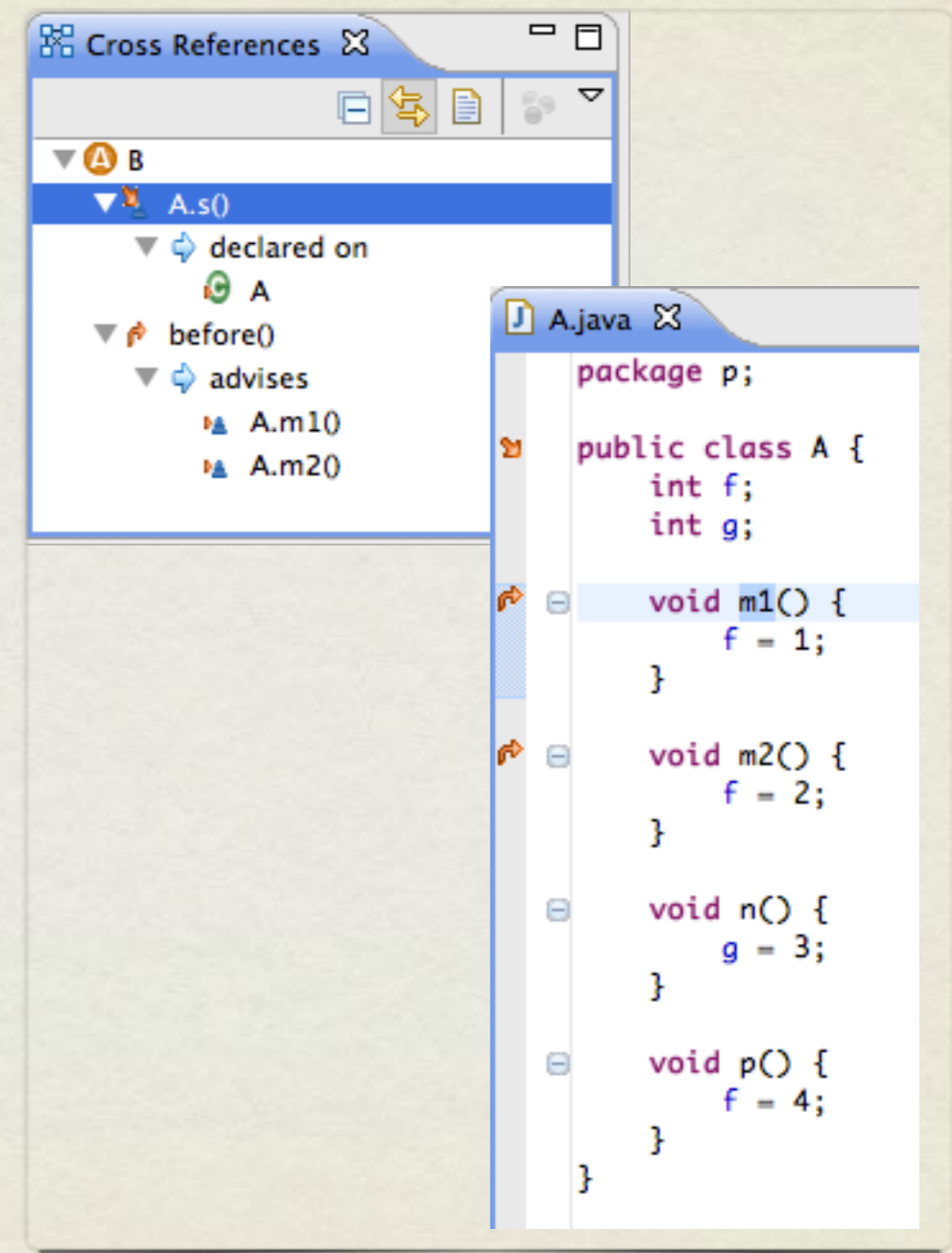
# Goals

How can broken pointcuts be mechanically identified?

- **Automation:** Mechanically alleviate the burden of detecting pointcuts that are broken by a code change(s).
  - Use *Mylyn* context to promote *interesting* pointcuts in UI *as he/she is typing*.
  - May involve *frequently* analyzing *large* portions of the system!
- **On-the-fly pointcut analysis:** Inform the developer when base-code changes make pointcuts in UI *as he/she is typing*.
- **Conditional Obliviousness:** Only inform developer if it is *highly likely* that new base-code will break a pointcut.



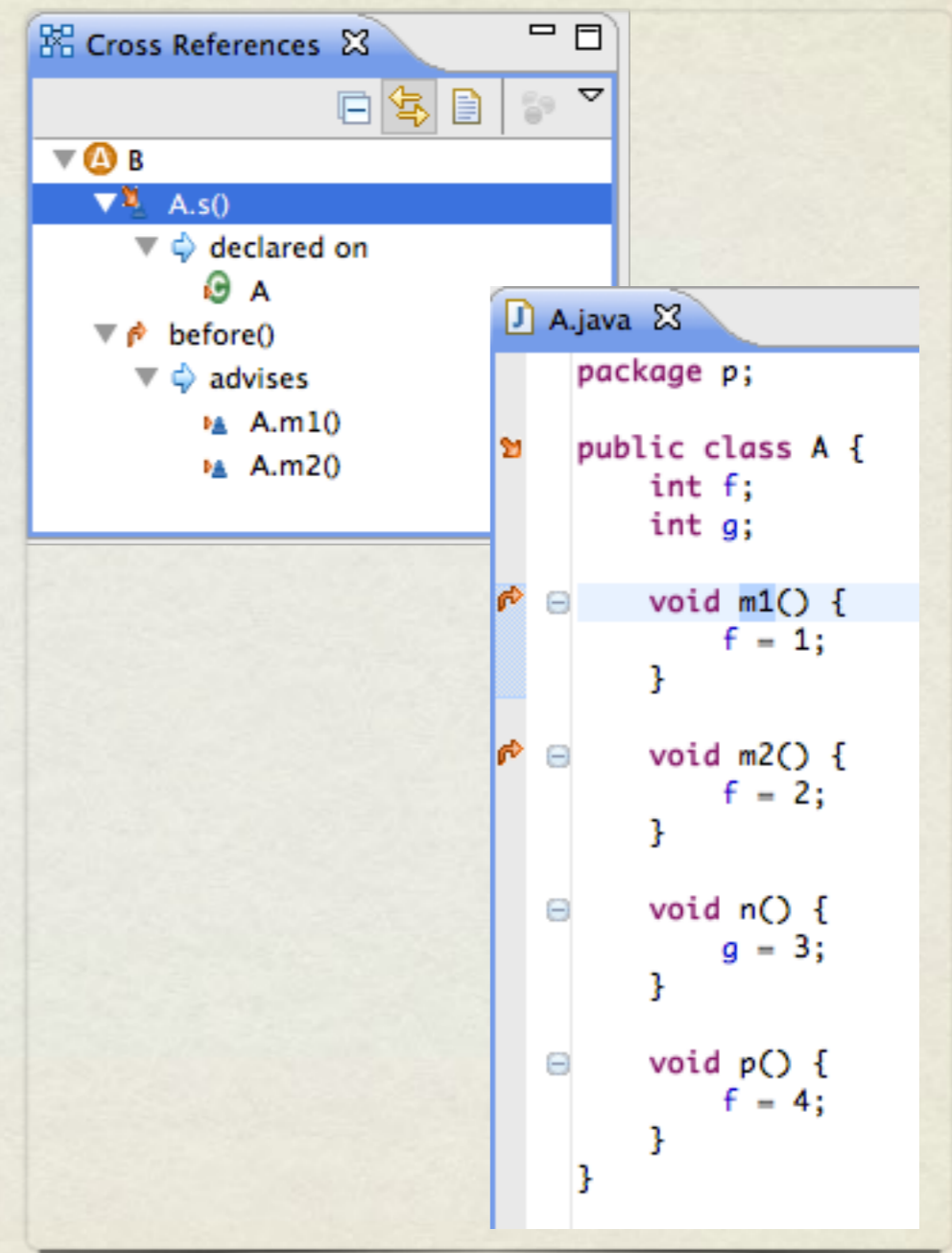
# AspectJ Developer Tools





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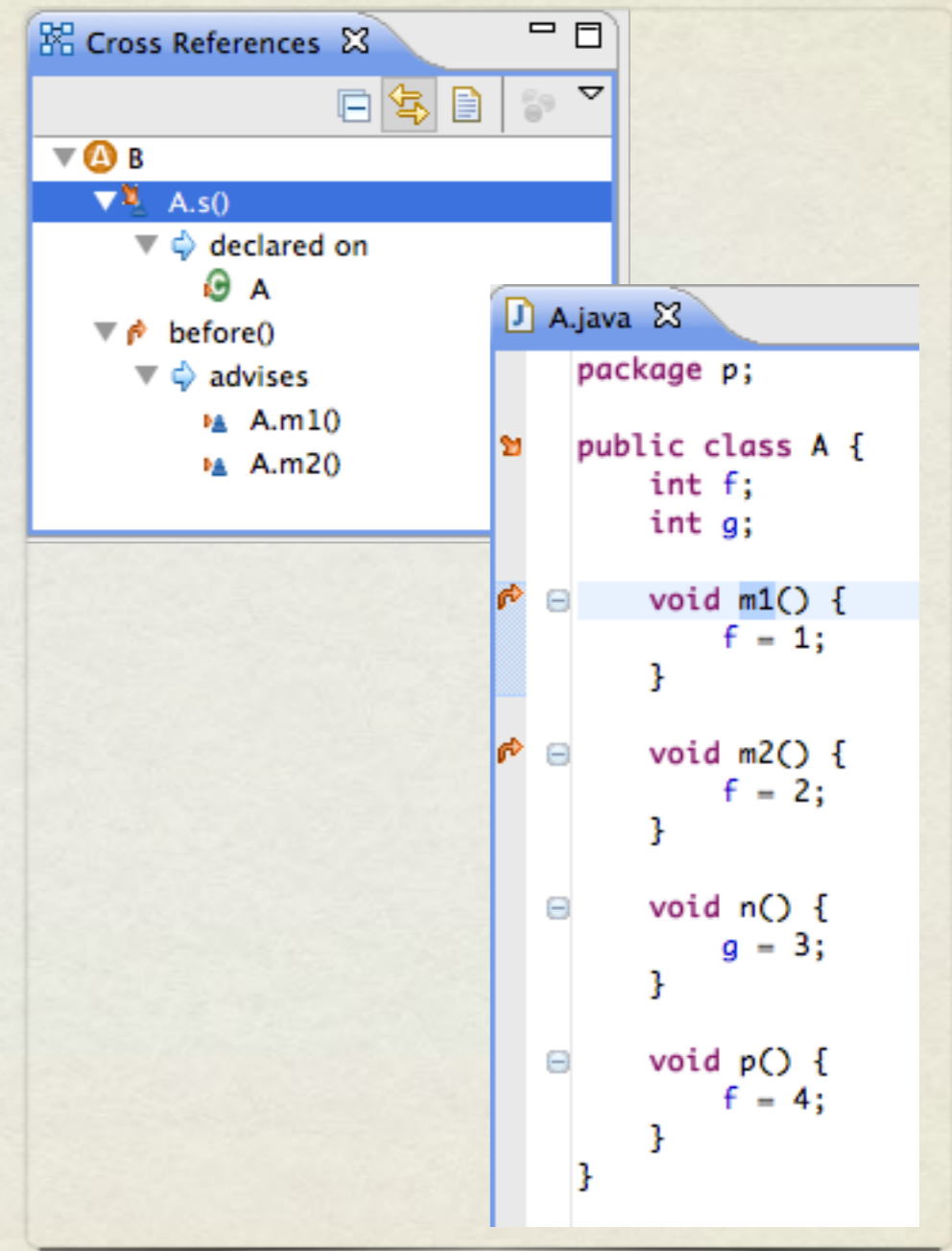
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# AspectJ Developer Tools

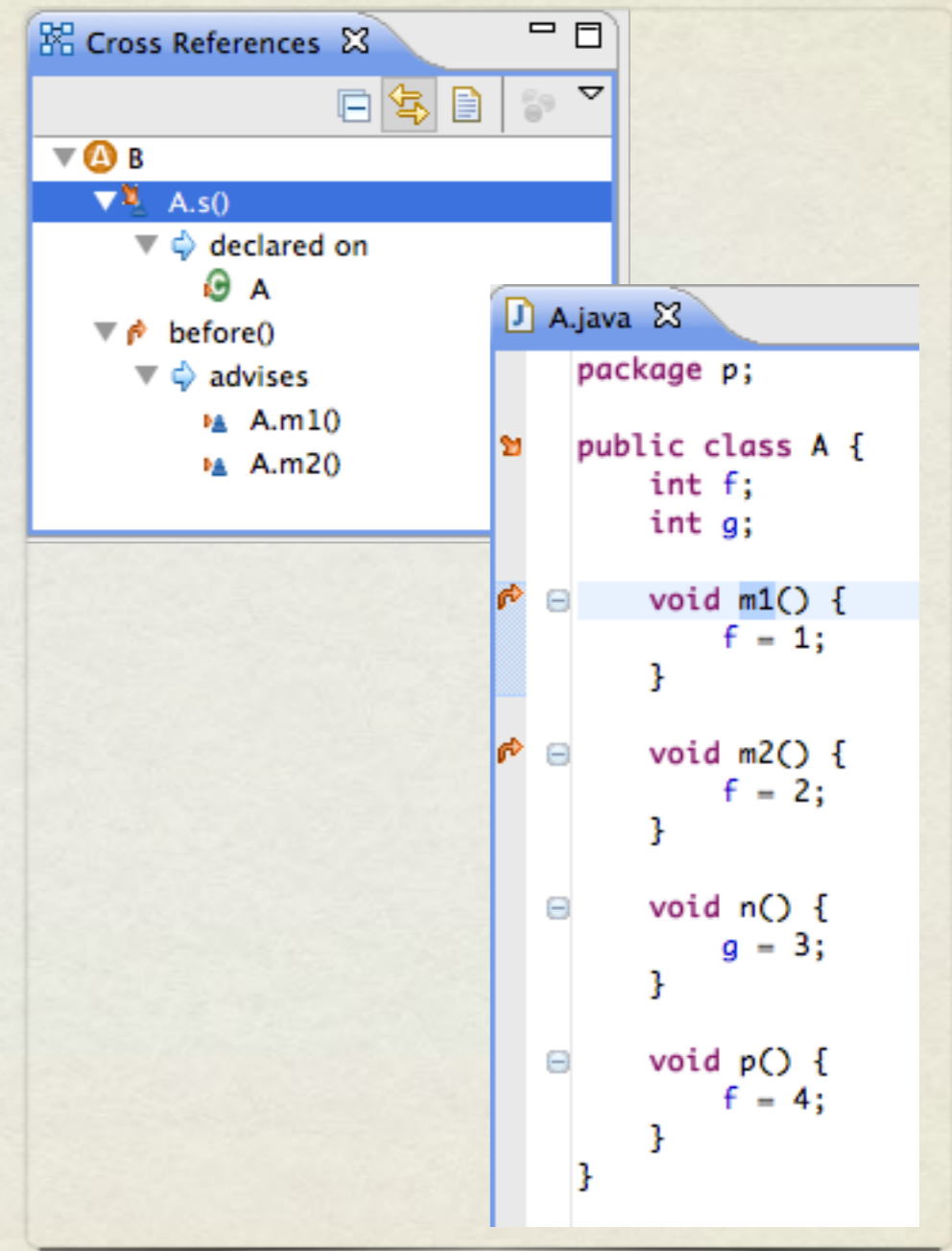
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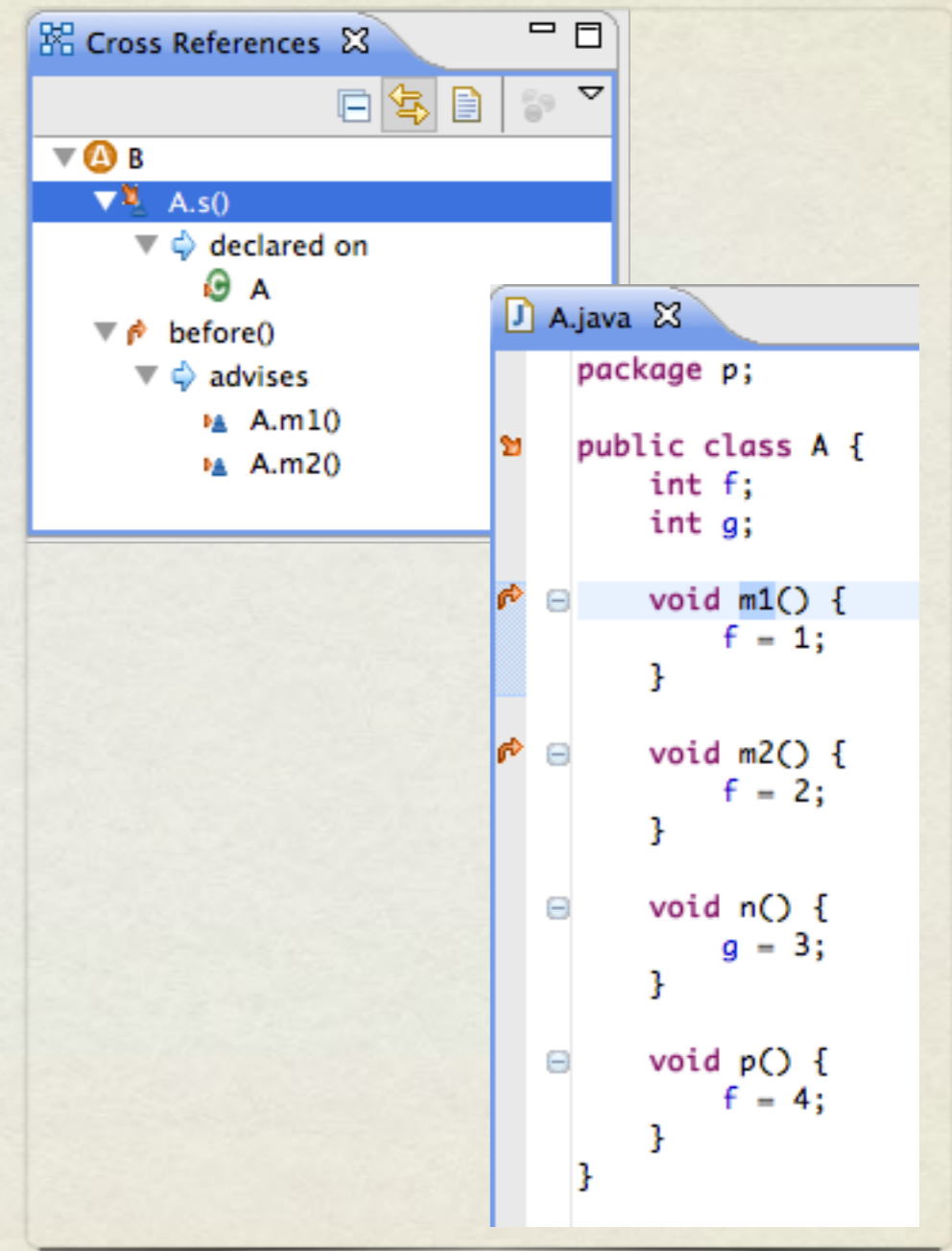
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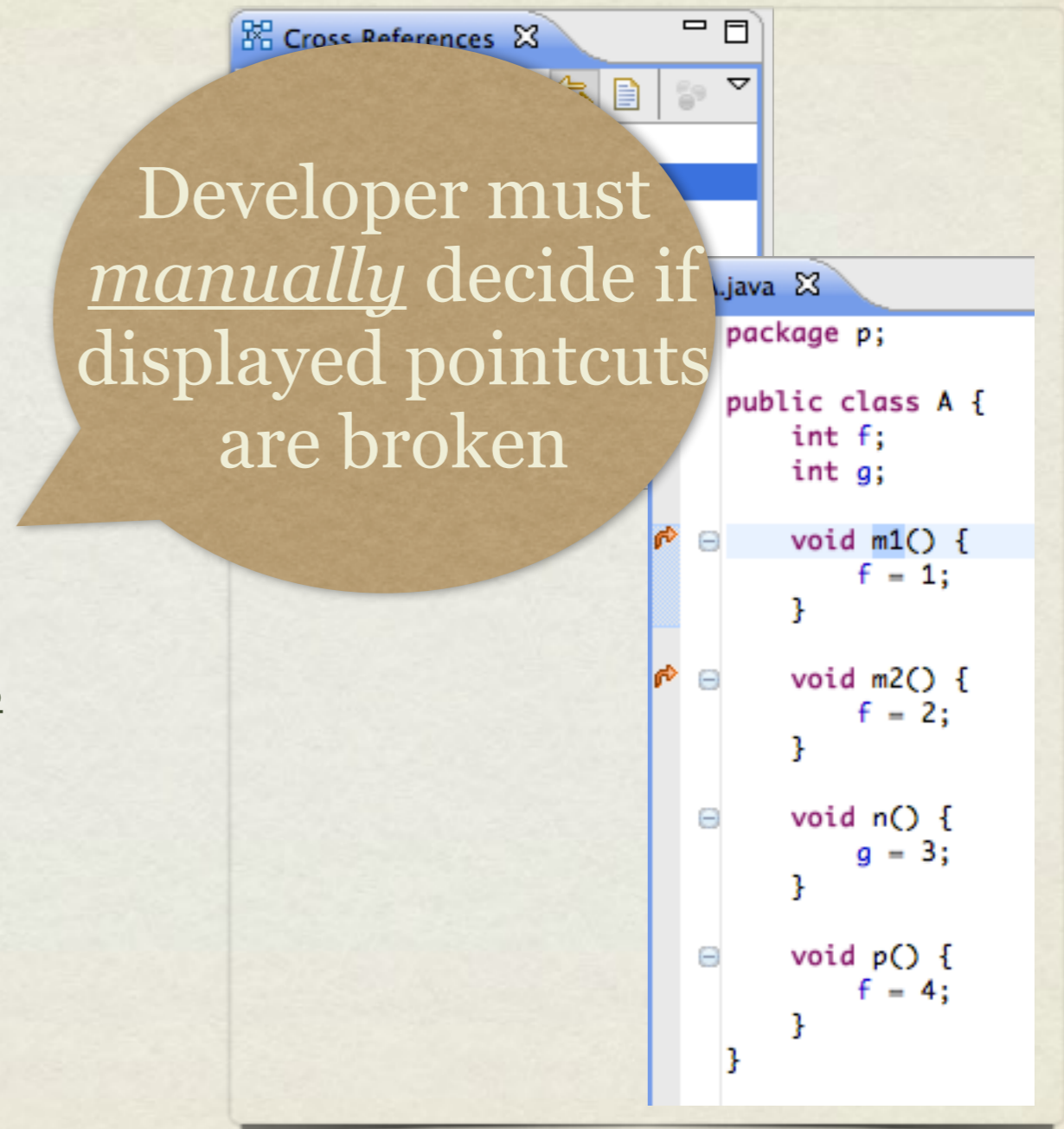
- AJDT can present developers with broken pointcuts to an extent.
- However, AJDT is more general purpose:
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  - Broken pointcuts that do not match focused base code are not displayed.





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Developer must manually decide if displayed pointcuts are broken

Developer must manually find all pointcuts and decide if each should apply to the given join point



# Our Hypothesis

Program elements corresponding to join points selected by a pointcut in a particular version typically share ***structural commonality*** that persists throughout subsequent versions.



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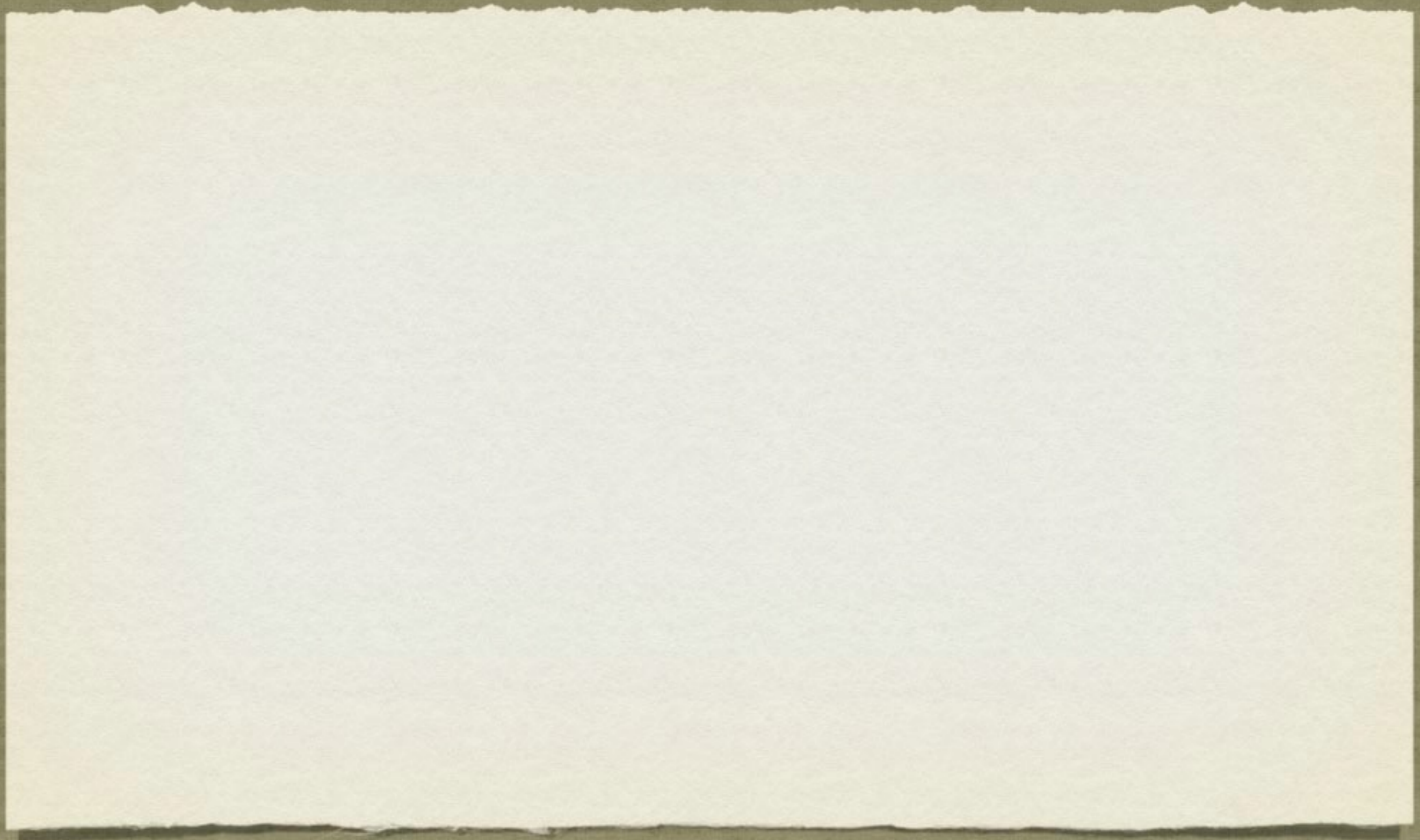
Program elements corresponding to join points selected by a pointcut in a particular version typically share ***structural commonality*** that persists throughout subsequent versions.

[Khatchadourian, Greenwood, Rashid, Xu '09]

Can be used to  
*mechanically*  
*identify* broken  
pointcuts!



# Aspect Example





# Aspect Example

```
aspect Encryption {
```

```
}
```



# Aspect Example

```
aspect Encryption {
```

```
    pointcut messageSent() : execution(* send*(String));
```

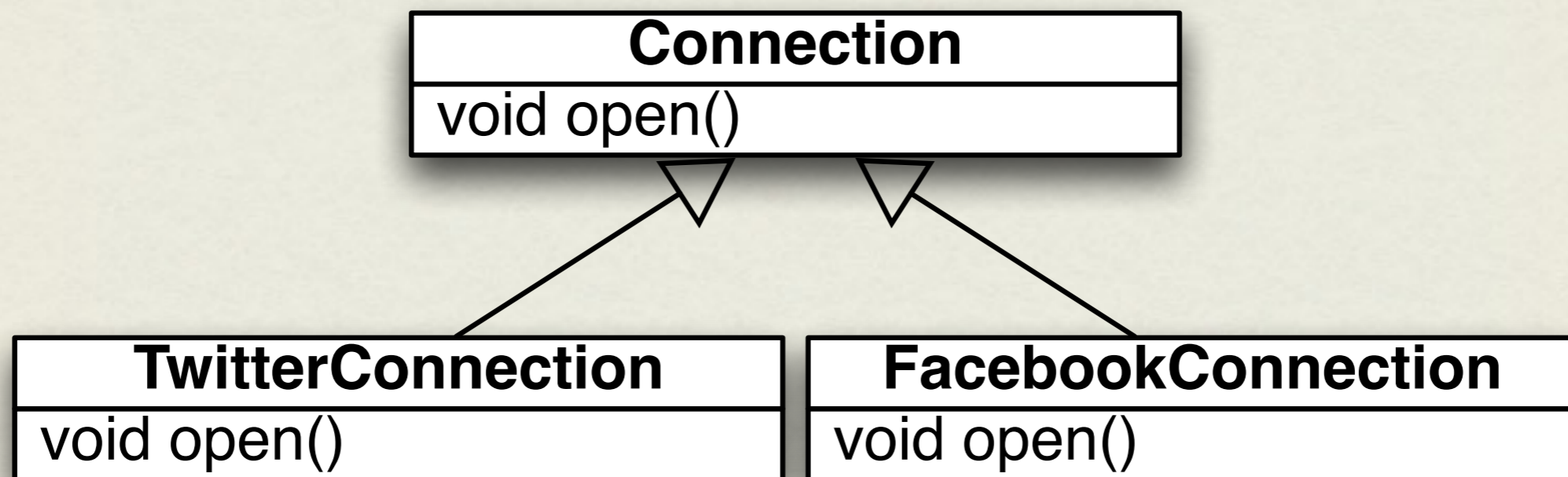
```
}
```



# Aspect Example

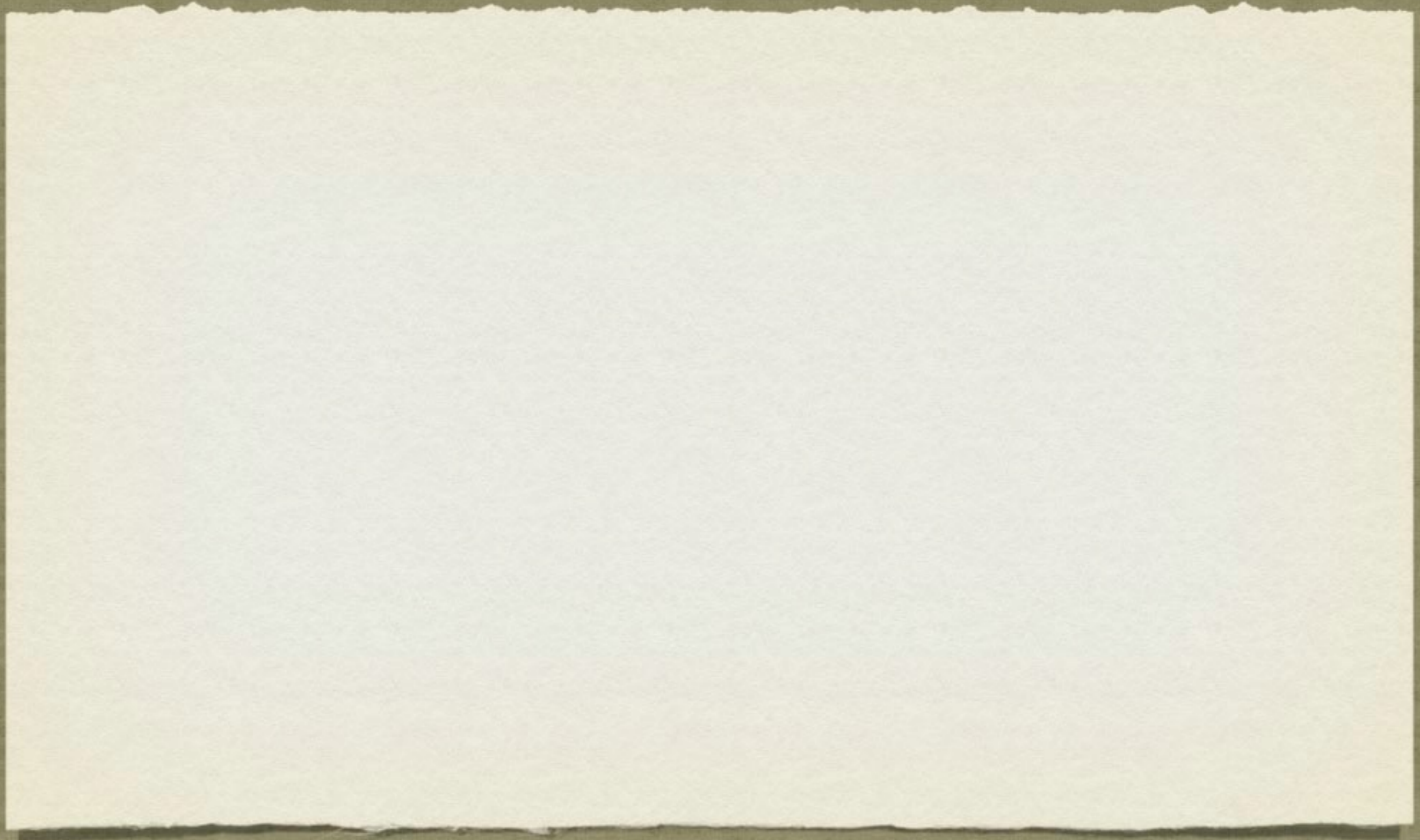
```
aspect Encryption {  
  
    pointcut messageSent() : execution(* send*(String));  
  
    void around(String message) :  
    messageSent() && args(message) {  
        proceed(encrypt(message));  
    }  
  
}
```







# Base Code Example





# Base Code Example

```
class SocialMessenger {
```

```
}
```



# Base Code Example

```
class SocialMessenger {
```

```
    Connection tconn = new TwitterConnection();
```

```
    Connection fconn = new FacebookConnection();
```

```
}
```



# Base Code Example

```
class SocialMessenger {  
  
    Connection tconn = new TwitterConnection();  
    Connection fconn = new FacebookConnection();  
  
    void sendTweet(String tweet) {tconn.open();...}  
  
}
```



# Base Code Example

```
class SocialMessenger {  
  
    Connection tconn = new TwitterConnection();  
    Connection fconn = new FacebookConnection();  
  
    void sendTweet(String tweet) {tconn.open();...}  
    void sendFacebookUpdate(String update) {fconn.open();...}  
  
}
```



# Base Code Example

```
class SocialMessenger {  
  
    Connection tconn = new TwitterConnection();  
    Connection fconn = new FacebookConnection();  
  
    void sendTweet(String tweet) {tconn.open();...}  
    void sendFacebookUpdate(String update) {fconn.open();...}  
    void updateLocation() {tconn.open();fconn.open();...}  
  
}
```



# Structural Analysis

Phase I: Extract structural commonality  
between currently selected join points.



# Base Code Example

```
class SocialMessenger {  
  
    Connection tconn = new TwitterConnection();  
    Connection fconn = new FacebookConnection();  
  
    void sendTweet(String tweet) {tconn.open();...}  
    void sendFacebookUpdate(String update) {fconn.open();...}  
    void updateLocation() {tconn.open();fconn.open();...}  
  
}
```



# Base Code Example

```
class SocialMessenger {
```

```
    Connection tconn = new TwitterConnection();
```

```
    Connection fconn = new FacebookConnection();
```

```
    void sendTweet(String tweet) {tconn.open();...}
```

```
    void sendFacebookUpdate(String update) {fconn.open();...}
```

```
    void updateLocation() {tconn.open();fconn.open();...}
```

```
}
```



# Base Code Example

Both methods call  
`Connection.open()`

```
class SocialMessenger {
```

```
    Connection tconn = new TwitterConnection();
```

```
    Connection fconn = new FacebookConnection();
```

```
    void sendTweet(String tweet) {tconn.open();...}
```

```
    void sendFacebookUpdate(String update) {fconn.open();...}
```

```
    void updateLocation() {tconn.open();fconn.open();...}
```

```
}
```



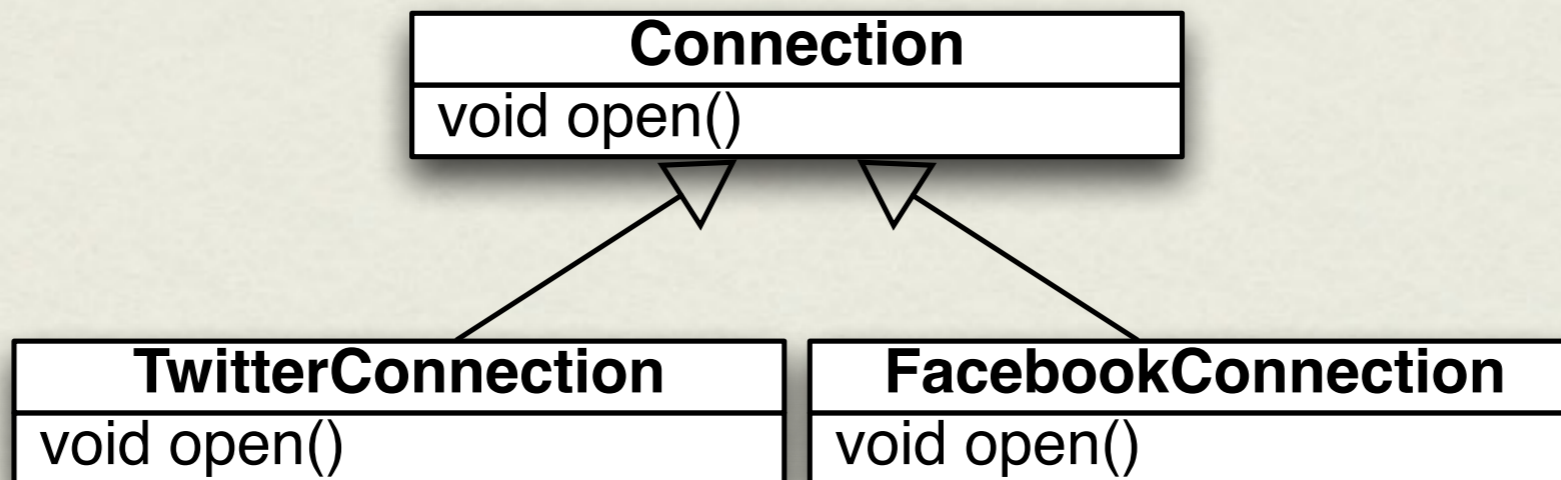
- A ***structural pattern*** for `messageSent()` is “all executions of method whose bodies (textually) include a call to `Connection.open()`”
- `messageSent()` selects two of these methods.
- The pattern describes three methods (includes `updateLocation()` ).
- Thus, the ***confidence*** [Dagenais, Breu, Warr, Robillard '07] of this pattern is 2/3.



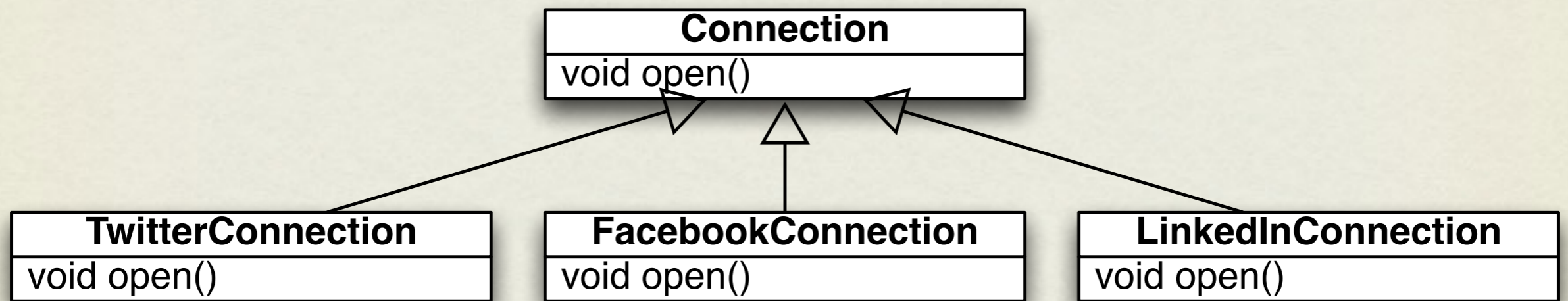
# Pointcut Break Detection

Phase II: Apply extracted structural patterns to revised base code.











# Base Code Evolution

```
class SocialMessenger {
```

```
    //...
```

```
    //...
```

```
}
```



# Base Code Evolution

```
class SocialMessenger {
```

```
    //...
```

```
    Connection lconn = new LinkedInConnection();
```

```
    //...
```

```
}
```



# Base Code Evolution

```
class SocialMessenger {
```

```
    //...
```

```
    Connection lconn = new LinkedInConnection();
```

```
    //...
```

```
    void transmitLinkedInStatus(String update) {lconn.open();...}
```

```
}
```



# Base Code Evolution

```
class SocialMessenger {
```

```
//...
```

```
Connection lconn = new LinkedInConnection();
```

```
//...
```

```
void transmitLinkedInStatus(String update) {lconn.open();...}
```

```
}
```

Should be encrypted but not  
selected by  
messageSent()!



# Base Code Evolution

```
class SocialMessenger {
```

```
//...
```

```
Connection lconn = new LinkedInConnection()
```

```
//...
```

```
void transmitLinkedInStatus(String update) {lconn.open();...}
```

```
}
```

Also calls  
`Connection.open()`

Should be encrypted but not  
selected by  
`messageSent()`!



# Base Code Event

```
class SocialMessenger {
```

```
//...
```

```
Connection lconn = new LinkedIn
```

```
//...
```

```
void transmitLinkedInStatus(String update) {lconn.open();...}
```

```
}
```

2/3 confident that  
messageSent() has broken as a  
result since  
transmitLinkedInStatus() is  
not selected by messageSent()  
but shares **structural  
commonality** with elements  
selected by messageSent()

ALSO CALLS  
Connection.open()

Should be encrypted but not  
selected by  
messageSent()!



If a *new join point* is added to the base code that shares a high degree of structural commonality with elements selected by a pointcut and is not selected by the pointcut, the pointcut becomes more interesting as it may need to be altered to include the new join point.

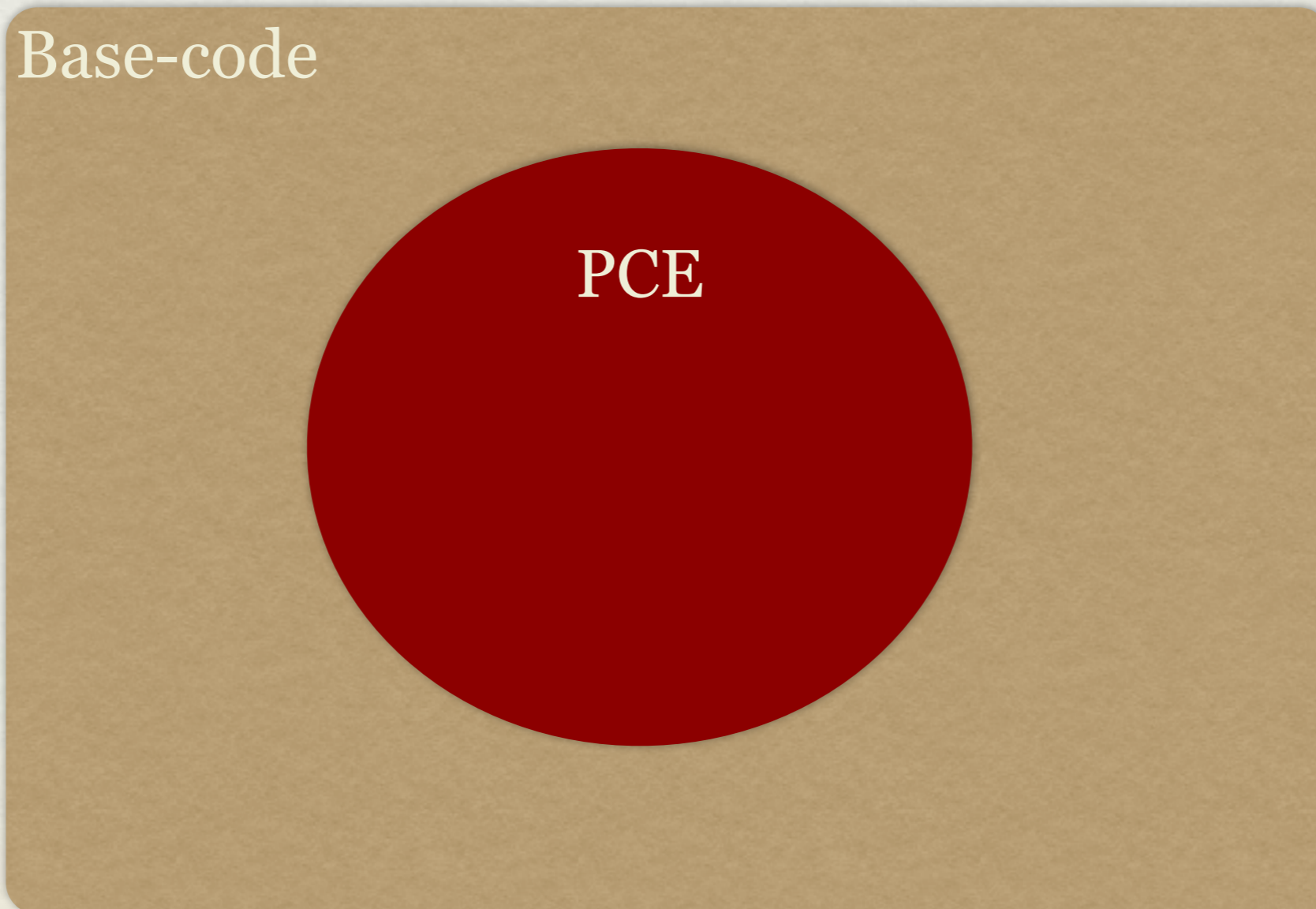


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Base-code

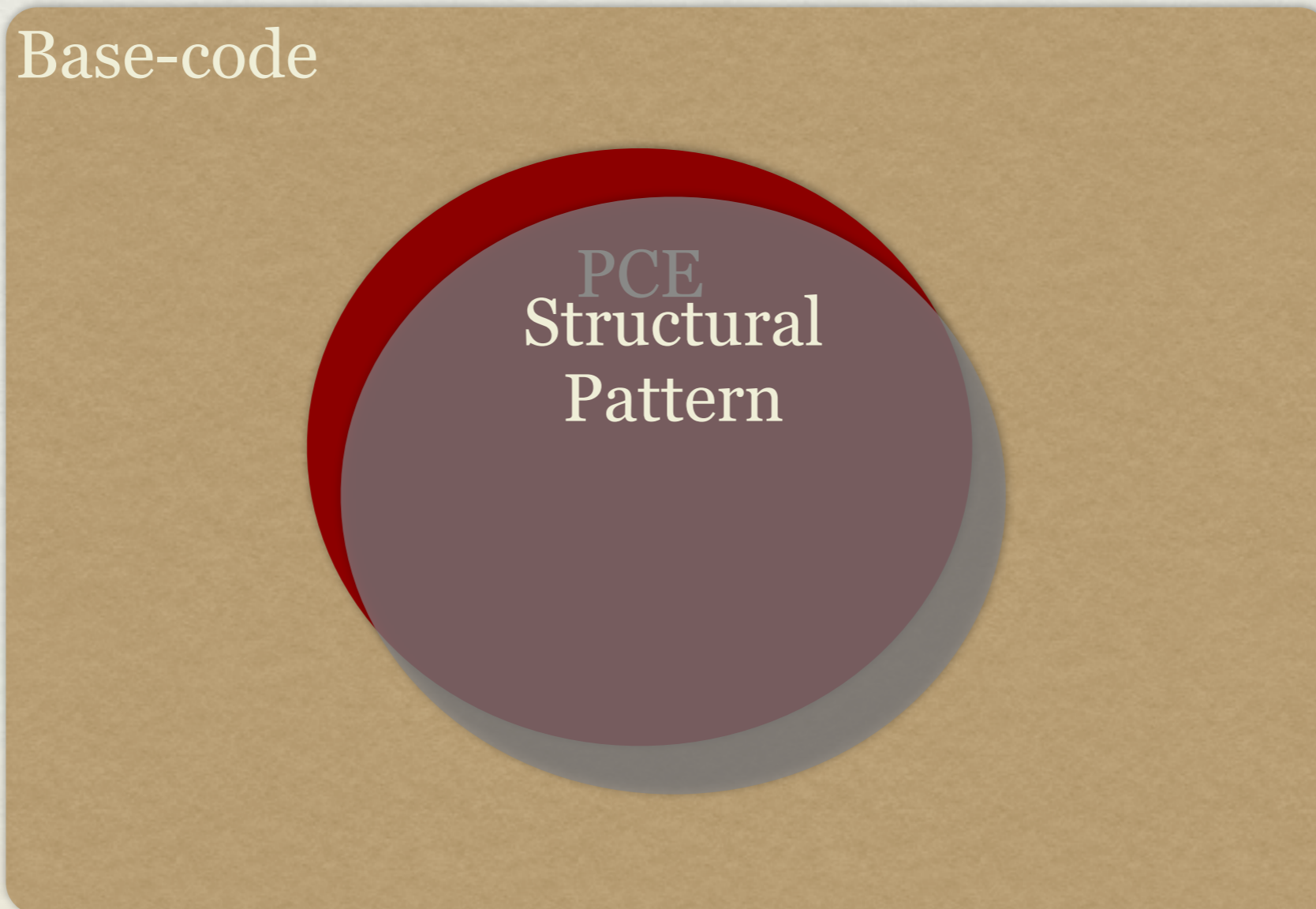


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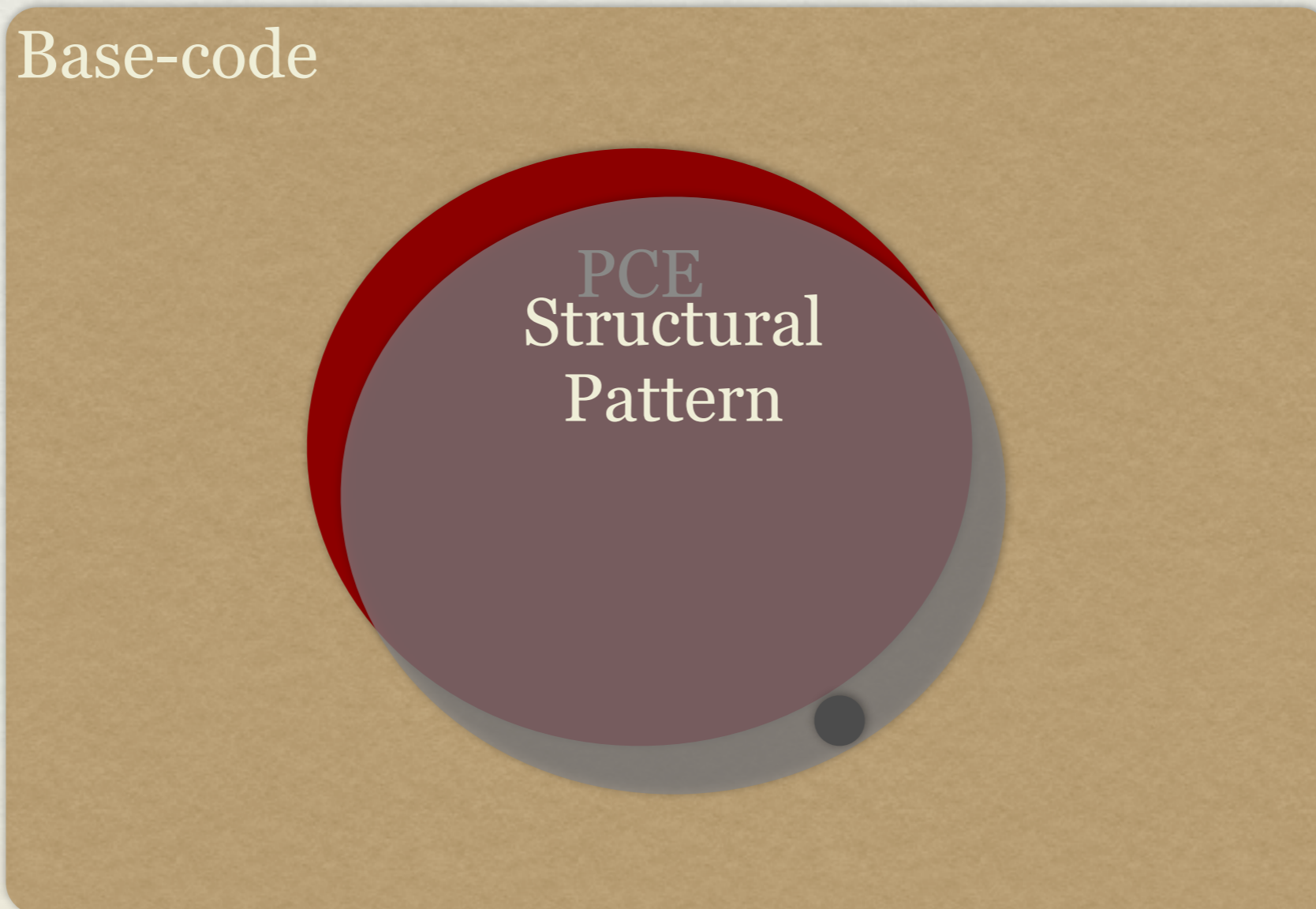


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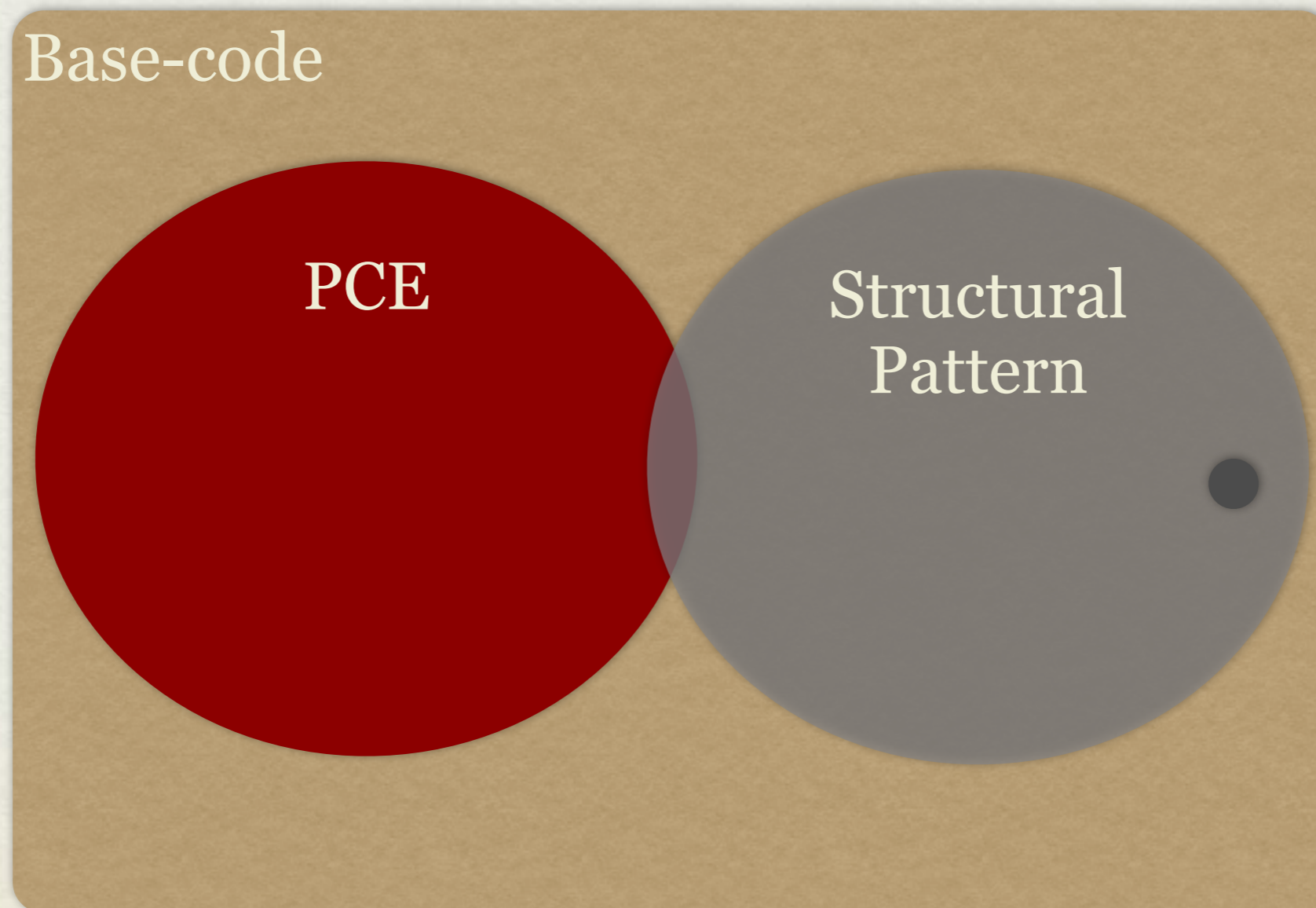
PCE  
Structural  
Pattern



This PCE is *likely* to change as result of adding the new join point

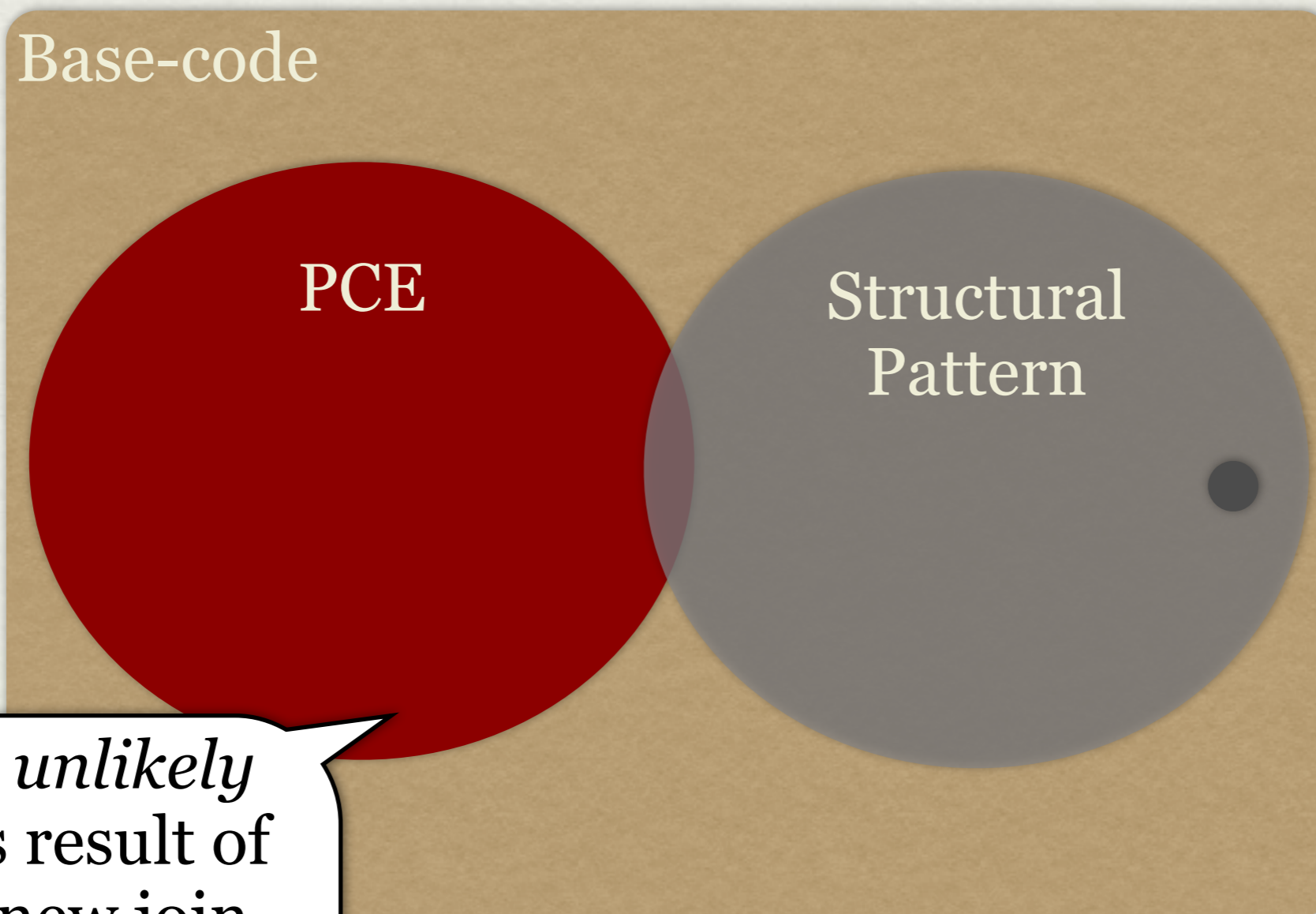


If a *new join point* is added to the base code that does not share a high degree of structural commonality with elements selected by a pointcut and is not selected by the pointcut, the pointcut becomes less interesting to preserve obliviousness.





If a *new join point* is added to the base code that does not share a high degree of structural commonality with elements selected by a pointcut and is not selected by the pointcut, the pointcut becomes less interesting to preserve obliviousness.



This PCE is *unlikely* to change as result of adding the new join point



If a *new join point* is added to the base code that shares a high degree of structural commonality with elements selected by a pointcut and is selected by the pointcut, the pointcut becomes less interesting to preserve obliviousness.

Base-code

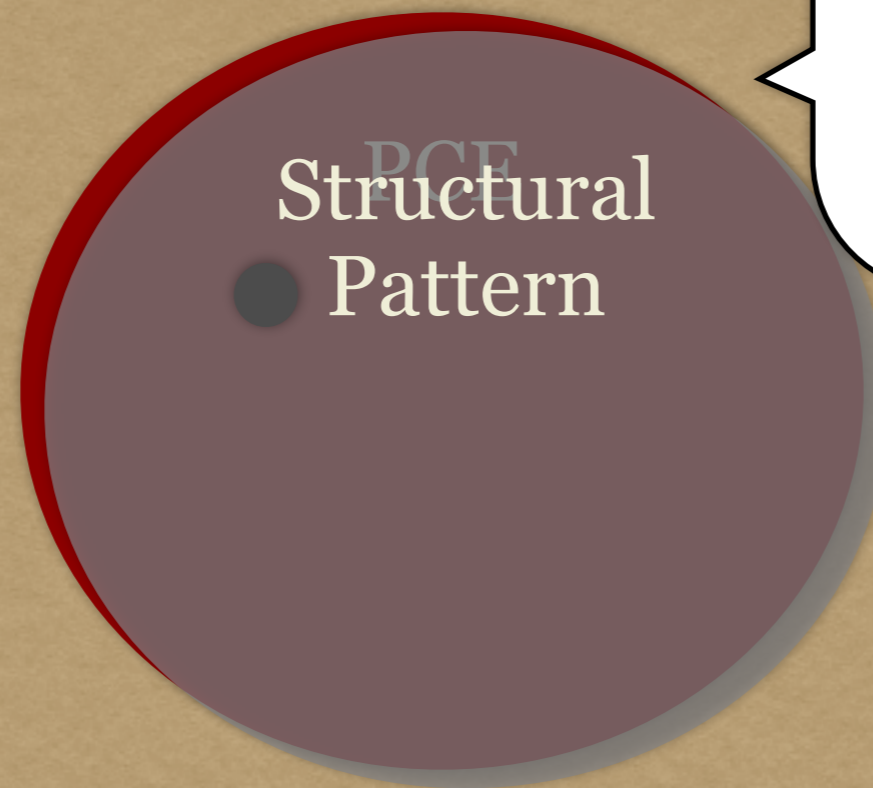
PCF  
● Structural  
Pattern

A diagram illustrating the relationship between a Structural Pattern and Base-code. It features a large, light brown rounded square representing the 'Base-code'. Inside this square is a smaller, dark purple circle representing the 'Structural Pattern'. The text 'Base-code' is written in white at the top left of the square. The text 'Structural Pattern' is written in white inside the purple circle, with a small black dot to its left. The letters 'PCF' are faintly visible in the background of the purple circle.



If a *new join point* is added to the base code that *shares a high degree* of structural commonality with elements selected by a pointcut and *is selected* by the pointcut, the pointcut becomes *less interesting* to preserve obliviousness.

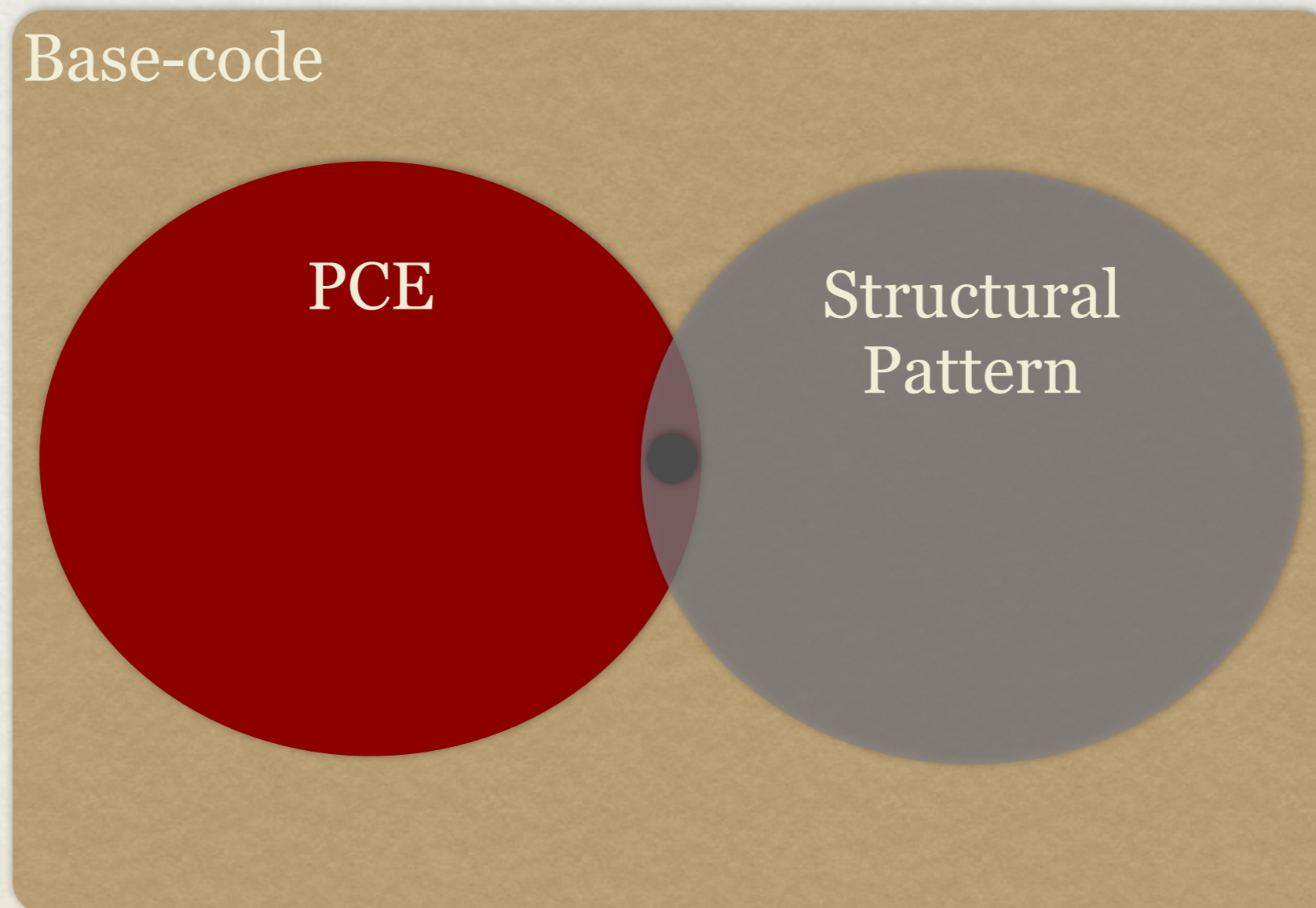
Base-code



This PCE is *unlikely* to change as result of adding the new join point

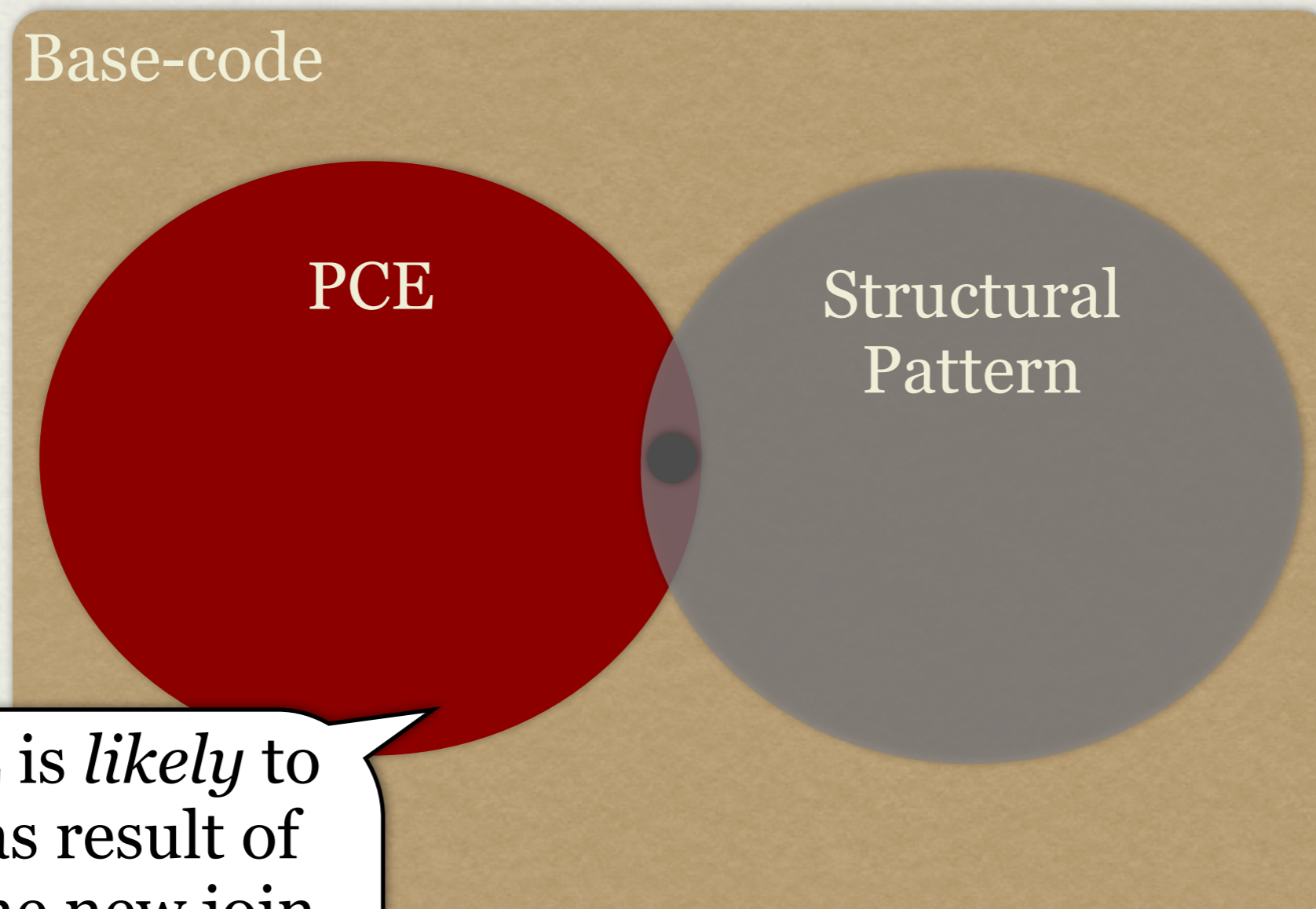


If a *new join point* is added to the base code that does not share a high degree of commonality with other elements selected by the pointcut and is selected by a pointcut, the pointcut becomes more interesting as it may need to be altered to exclude the new join point.





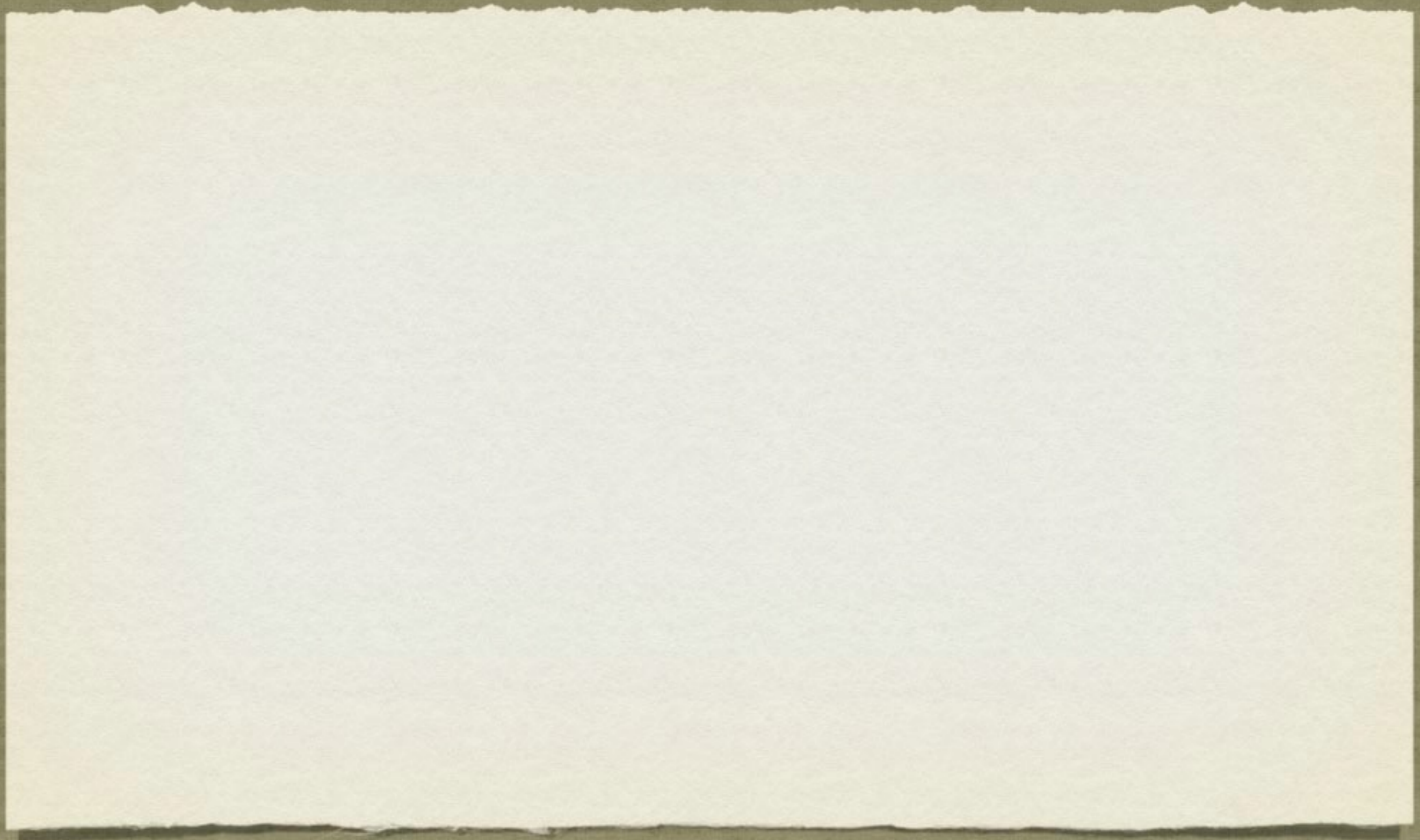
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# A Little About Pattern Construction





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- Patterns are built from structural relations in source code



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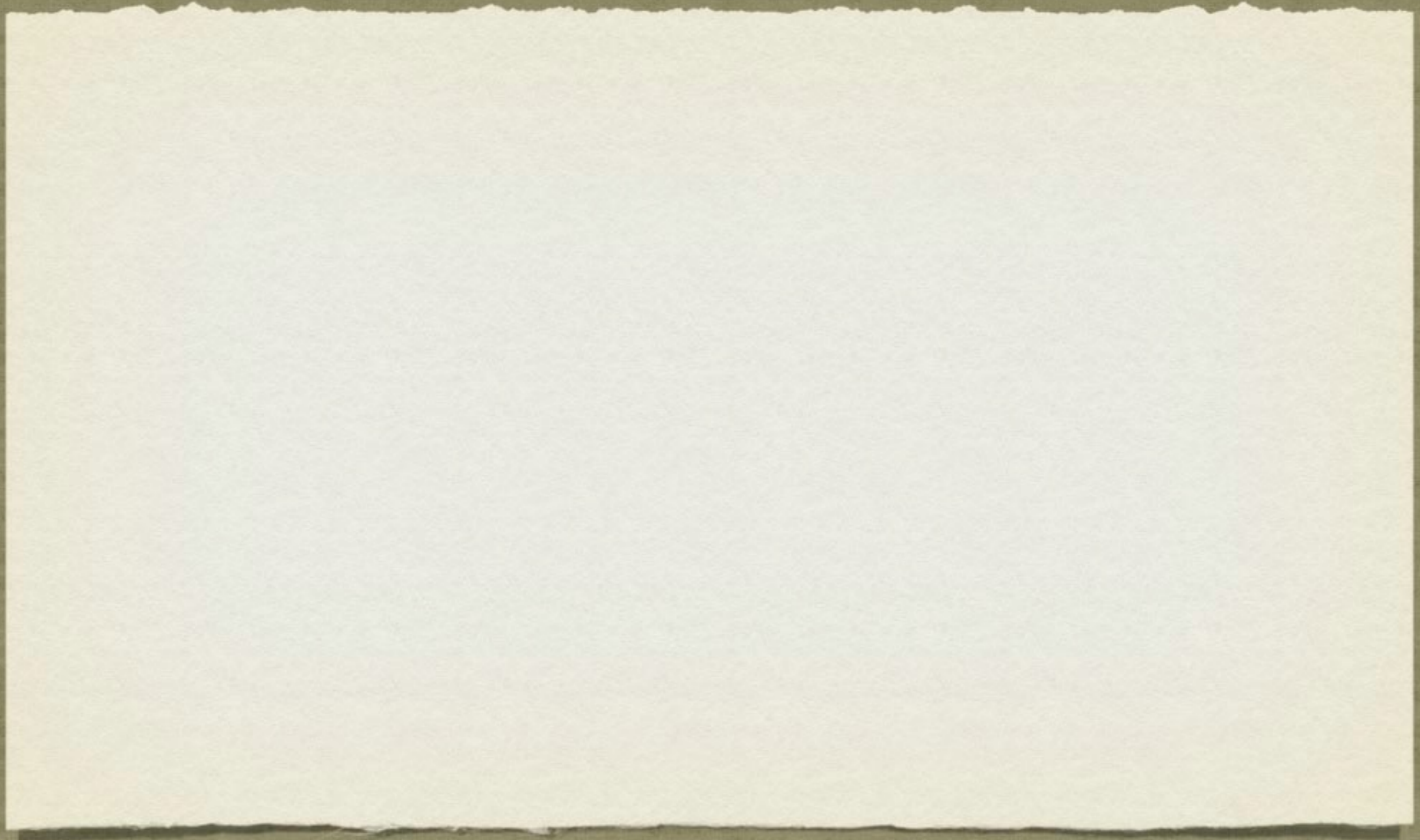


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- Patterns are built from structural relations in source code
  - Method calls (CHA), field reads/writes, package containment etc.
- Arbitrary length (parameter into analysis)
  - Patterns derived from finite, acyclic paths in graph
- Confidence is evaluated on three levels (see [Khatchadourian, Greenwood, Rashid, Xu ASE '09] for details).



# Ensuing Research Questions





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- Can Fraglight detect broken pointcuts accurately?



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- Can Fraglight detect broken pointcuts accurately?
- Can Fraglight prevent bugs?



# Ensuing Research Questions

- Can Fraglight detect broken pointcuts accurately?
- Can Fraglight prevent bugs?
- Are there performance trade-offs?



# Ensuing Research Questions

- Can Fraglight detect broken pointcuts accurately?
- Can Fraglight prevent bugs?
- Are there performance trade-offs?
- How can possibly broken pointcuts be brought to the developer's attention effectively without interrupting workflow?