

Program Execution Environments as Contextual Values

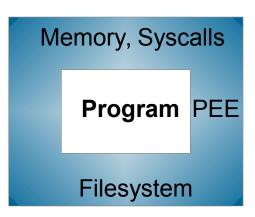
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Program Execution Environment (PEE)

- Interface of application to operating system
- Configuration management
- Consists of:
 - Configuration Files
 - Commandline Arguments
 - •





Contextual Values (CV)

- CV are variables
- Values can change depending on context
- Side-effects are no longer potentially global

Usage in C++

scoped by with(out) clause:

```
cout << var; with<Layer>()([]{ cout << var;})</pre>
```

using (de)activate:

```
cout << var; activate<Layer>(); cout << var++;</pre>
```



Outline

- Motivation
- Implementation
- Evaluation of Elektra
 - Benchmarks
 - Debugging
 - Persistence
- Conclusion



Elektra's Logo



Motivation



- Program Execution Environment (PEE)
 - PEE error-prone on multiple levels
 - Redundancy and wrong conversions within programs
 - Inconsistency in documentation and semantics (behavior)
 - Hardly any validation
 - Applications have undefined behavior on errors
 - Currently no standard way to change PEE by programs
 - No support for context



Motivating Example

- CV very useful for PEE
 - sessions, modes, host, internationalization, profiles, ...

```
int main (int argc, char**argv) {
   KeySet ks;
   parseConfigfiles(ks);
   parseCommandline(ks, argc, argv);
   Context c;
   Environment env(ks, c);
   c.activate<ProfileLayer>(env.profile);
   // the rest of the program works with profile
}
```



Connect PEE and CV

PEE is defined using a specification

```
[/%language%/%country%/%dialect%/person/greeting]
    type=String
[/%country%/person/visits]
    type=Integer
    default=0
```

- Generates hierarchy of CV (currently C++)
- Placeholders for layers

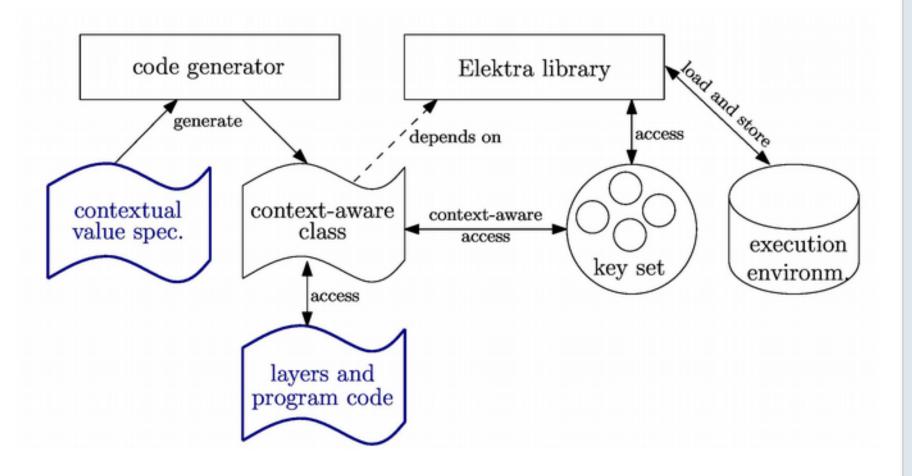
Code Generation

- All CVs are initialized at runtime using PEE, that is:
 - Configuration files
 - Commandline arguments

Library



Usage





Problem

- Implementations of COP today:
 - Performance penalties 75%-99%
 (with active layers, w/o layer activation)
 - But PEE is accessed frequently
 - Hardly any debugging facilities





Methodology

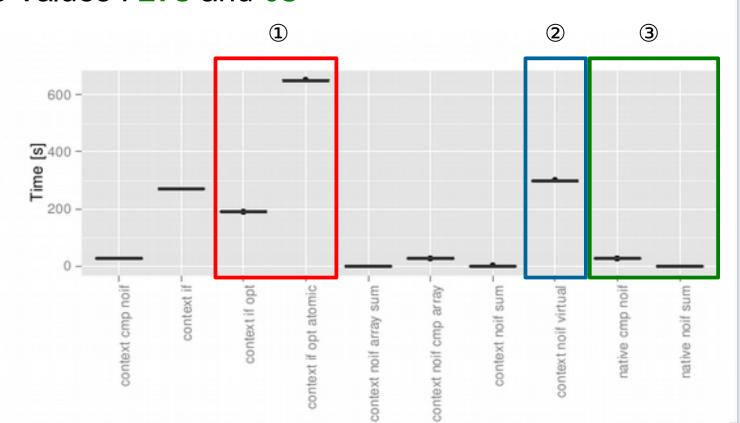
- Zero runtime-overhead on CV access?
- Micro-benchmark
- Overhead relative to native, algorithmic code
 - int instead of Integer



Benchmark



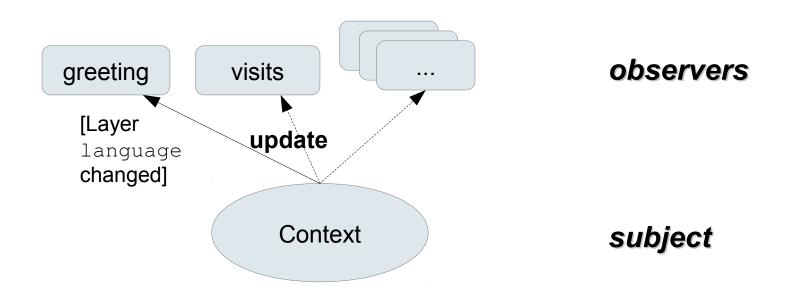
- 1 Use if to check for context switch (190s, 652s)
- ② Virtual Dispatch (299s)
- 3 Native Values: 27s and 0s





Implementation

```
[/%language%/%country%/%dialect%/person/greeting]
    type=String
[/%country%/person/visits]
    type=Integer
    default=0
```





Implementation Choice

- Member Array
 - No performance impact
 - But memory impact

```
operator uint32_t()
{ return g_ar[m_ind]; }
```

- Member Variable
 - No performance impact
 - Nearly no memory impact

```
operator uint32_t()
{ return m_cache; }
```



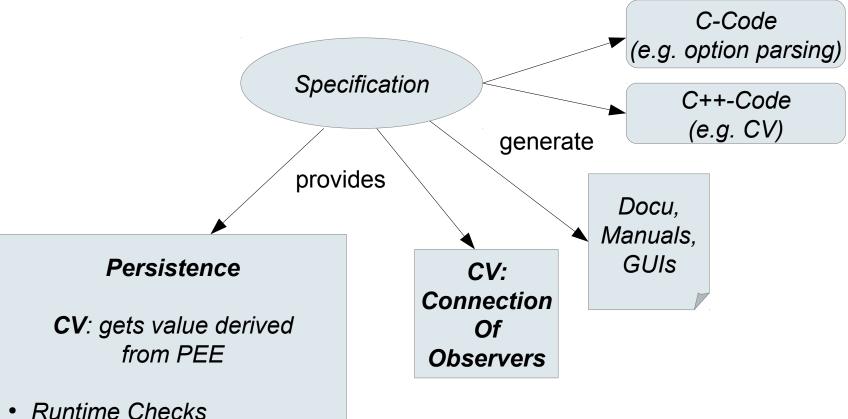
Evaluation

- Source Code released as free software within Elektra
 - Code generator for CV
 - Get/Set PEE ↔ CV
 - Mounting many configuration file standards
- http://www.libelektra.org





Specification



- Runtime Check
- Validation
- Upgrades
- Integration

```
/%/%/%/person/greeting=Hi!
/German/%/%/person/greeting=Guten Tag!
/German/Austria/%/person/greeting=Servus!
/German/Austria/t/person/greeting=Griaß enk!
```



Debugging



Assertions

```
assert(i.context()["language"] == "german");
assert(i.getEvaluatedName() == "/german/%/%/test");
```

Backtraces

```
#3  0x000000000407a56 in operator() at first.cpp:1521
i = @0x7fffe36b69a0: { ...
    m_evaluated_name = "/german/germany/%/test" }
```

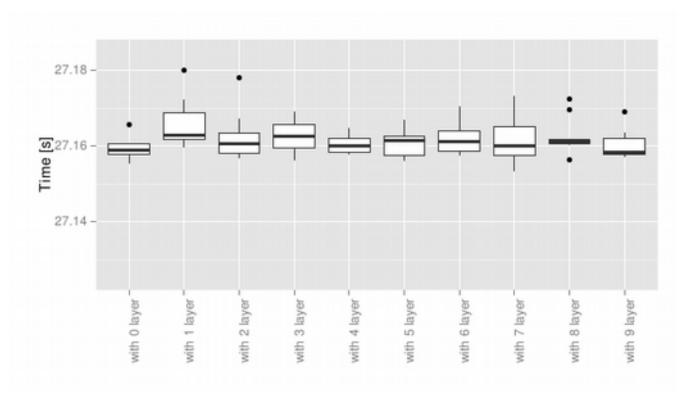
Breakpoints



Benchmark



- Number of active layers
- **±**0.07%
 - → No overhead with layers





Further Work

- Layer switching
 - Caching techniques
 - Real World Benchmark
 - More wildcards (still w/o ambiguity)
- Specification
 - More guarantees
 - Validate PEE
 - Generate Layers
- Exploit flexibility and extensibility
 - Support other programming languages
 - Support more types
 - •



Conclusion

- Motivation for PEE as CV
- A specification describes PEE
- A library to read/modify persistent PEE
- Evaluation of Elektra
 - No run-time overhead (w/o layer activation)
 - Unique names support debugging and persistence



Thank you for your attention!

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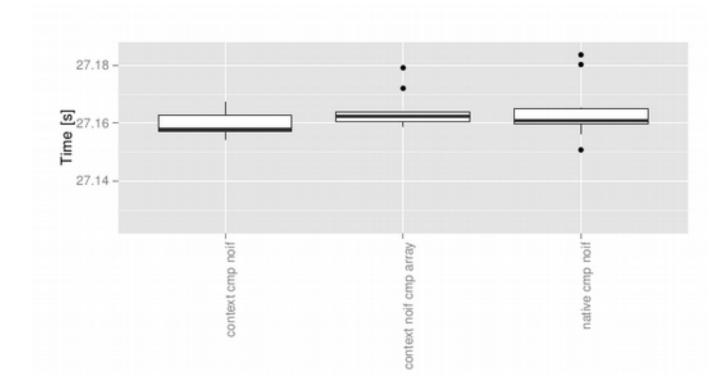
References

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 Efficient layer activation for switching context-dependent behavior.
- Erich Gamma, Richard Helm, Ralph Johnson, and John Vlissides.
 Design patterns: elements of reusable object-oriented software
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 Context-oriented programming: Beyond layers.



Benchmark

- CV compared to native variable
- Without active layer





Benchmark Setup

- Laptop: hp ® EliteBook 8570w ™
 - CPU Intel ® Core i7-3740QM @ 2.70GHz
 - 7939 MB Ram
- GNU/Linux Debian Wheezy 7.5
- gcc compiler Debian 4.7.2-5
 - with the options -std=c++11, -O2 and -Dopt=unlikely
- measured the time using gettimeofday
- Median of eleven executions
- 100 billion iterations