

Design patterns

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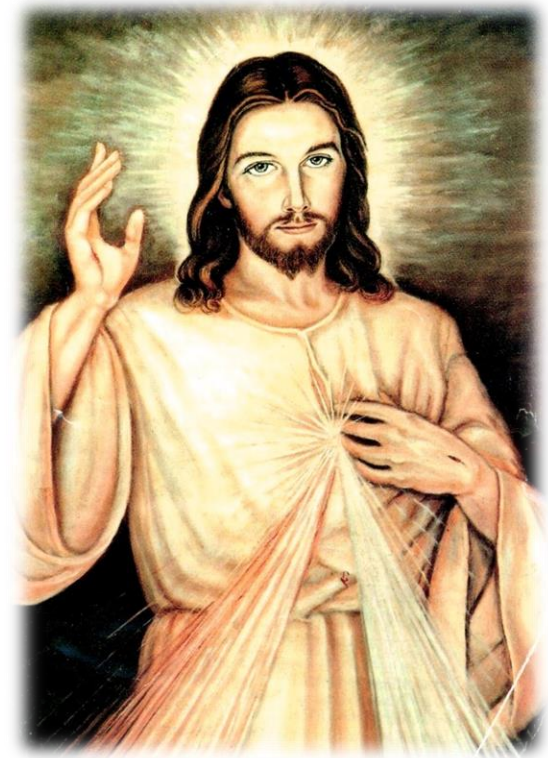
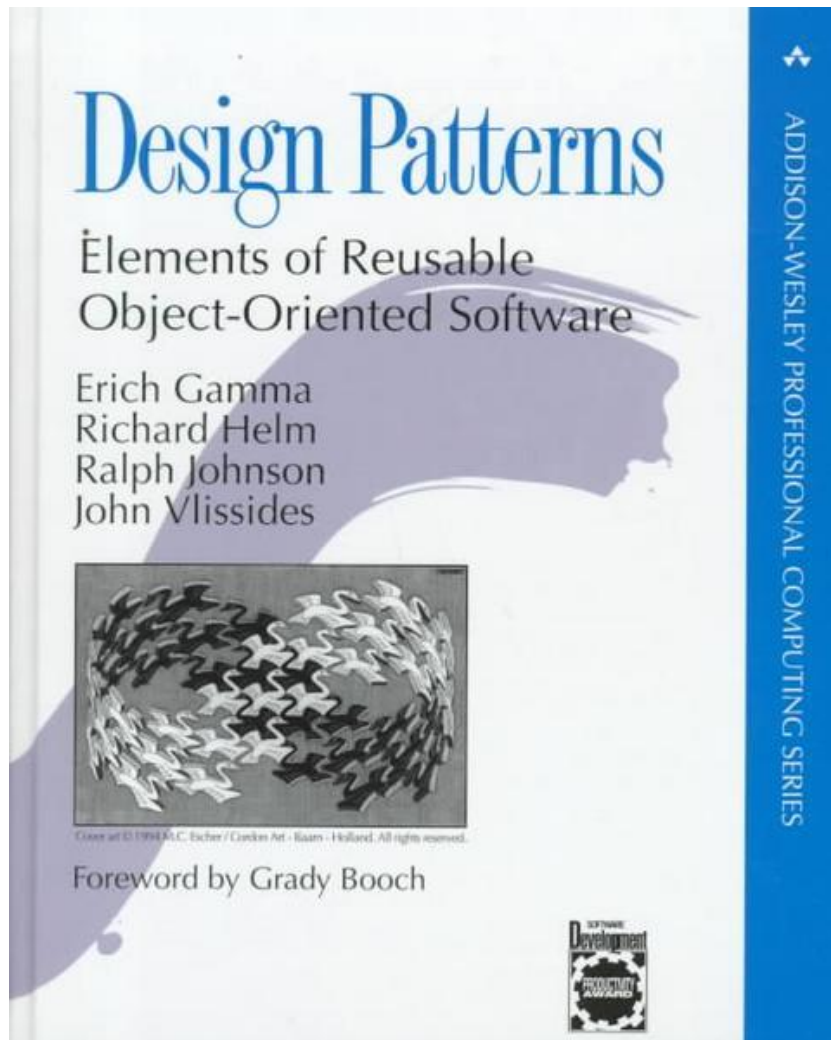
High Performance
Real Time **Lab**

PROGRAMMING

70% THINKING

5% CODING

25% DEBUGGING



The Gang of Four



Elements of reusable Object Oriented Software *

Elements

of reusable

Object Oriented

Software

** Cit. Wikipedia*



Elements of reusable Object Oriented Software *

Elements

- › Simple, basic parts of

of reusable

- › We did mistakes, we learned from them

Object Oriented

- › Years of mistakes

Software

- ›

** Cit. Wikipedia*



As simple as that

Your parents, grandparents, teachers, ancestors faced problems

They found solutions

- › ..smart solutions...

This is their (our) legacy

- › Hundreds of know problems, with known solutions
- › All of them build upon basic principles
- › Sync/vs async, de-coupling, SOLID, etc



Ok, let's be clear

What design patten **can** give you

- › A common, known vocabulary
- › Solve complex problems way ahead of time
- › Provide solid ground to motivate your design choices

What they **cannot** give you

- › Exact solution: each problem/project is unique
- › Full-fledged solution for every design/programming problem

But they can save you a lot of headaches!



How do they help you?

They force you to

- › Find appropriate objects to model your domain (aka: decomposition)
- › Determine objects granularity (e.g., *Creational* patterns such as *Factory*)

Clearly define interfaces and classes

- › Defining object implementations...
- › ...and the relations among them (inheritance between interfaces, or between classes?)

Implement reusable code

- › Better inheritance, or composition/aggregation?
- › Delegation (e.g., *Adapter*, *Strategy*, *Visitor*) implements loose coupling among SW entities
- › “*Who has control?*”, “*Who creates objects?*” ...focus on the **role** of your SW entities!



Commonly known (design) mistakes

...you didn't know about

- › You explicitly declare object classes
- › You explicitly call methods, to implement an high-level operation
- › You have strong dependencies on HW and SW platforms (e.g., middleware)
- › Your classes depend on internals of another class
- › Your code might depend on algorithms that you implement
- › Tightly coupling among components/entities/classes/...
- › Always use subclasses to extend functionality/specialize behavior
- › (not actually a mistake) you might need to modify a "closed" class
- › ...



The so-called Code smells (we'll see them later)

A brief recap...

so that we can go
beyond





Dependency inversion principle

Your project shouldn't depend of anything, make those things depend of interfaces

- › Design wrappers around your dependencies
 - (This is **NOT** “dependency injection”...but its good friend)
- › **Answers to:** “How can I avoid getting crazy with dependencies?”
- › **Pros:** isolation between code components; your code reflects the analysis/model of business
- › (**Cons:** additional programming effort)

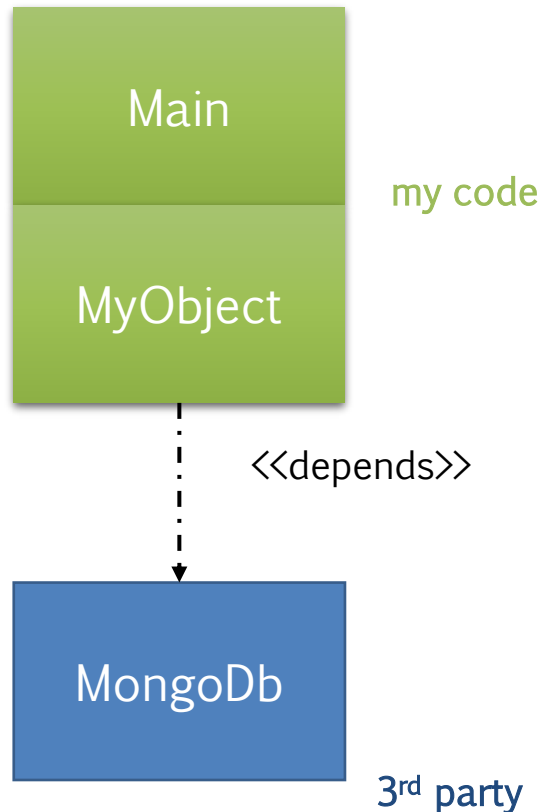




Dependency inversion principle

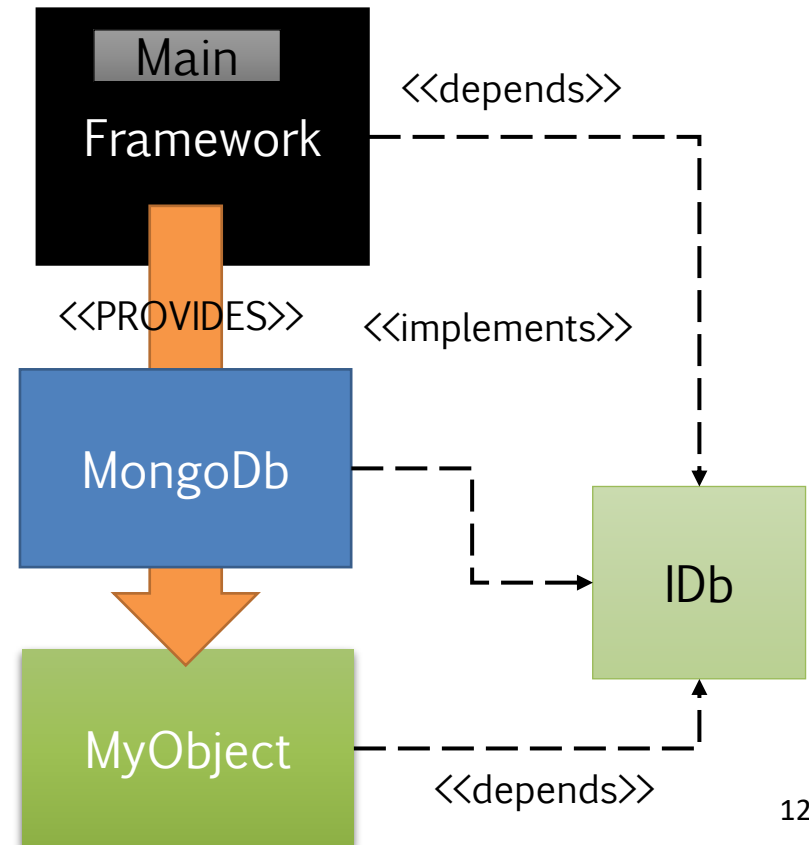
Library/Toolkit

- › Tied to 3rd party code



Framework

- › Inversion of control
- › Dependency injection

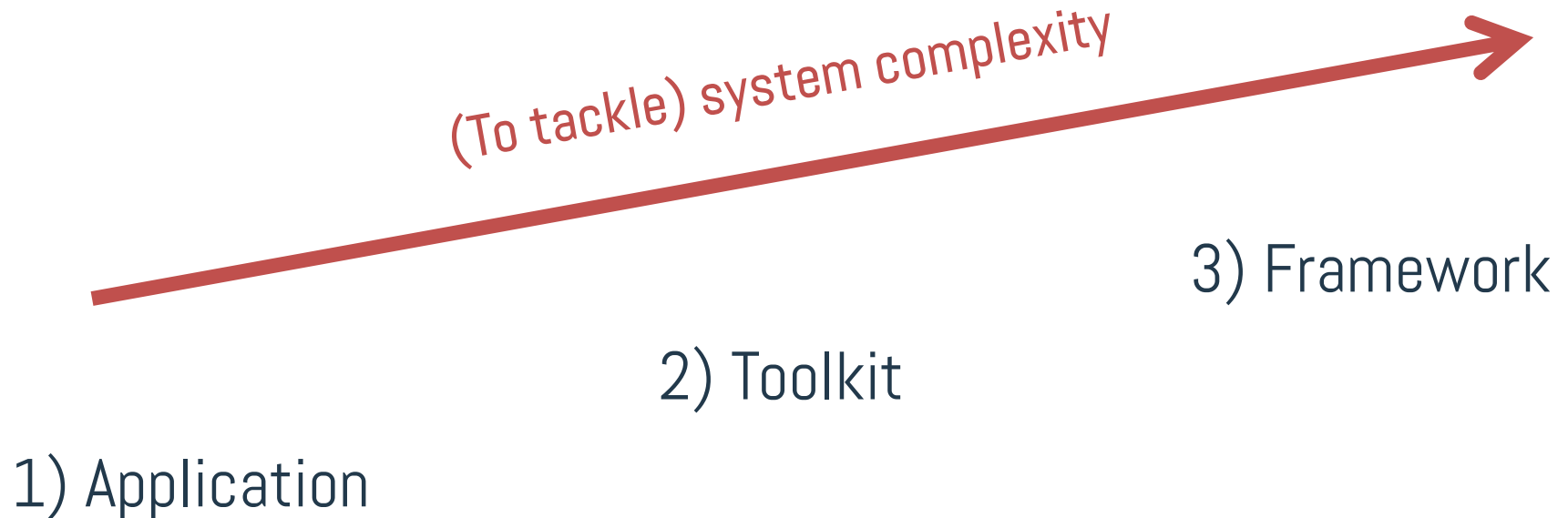




The software journey, so far...

Aka: welcome to the real world

- › (You didn't know, but) you've been designing software according to one of this schemes
- › Depending on the complexity of your system, you have these tools





1) Application

Self-contained software artifacts

- › In two words: it has its own `main()`, and few dependencies
- › The only hard dependency might be on HW platform (e.g., uses Ethernet, or GPU w/CUDA), or SW platform (uses GNU/Linux vs. Win API)
- › Typical of small projects (because it's **hard** to make it grow bigger)

How design patterns can help you

- › Reduce dependencies among app internals
- › Loosely coupling among (sub)modules increases reusability/debugging/testing
- › Wrapping HW/SW platform increases portability



2) Toolkit

Self-contained application

- › ..but it heavily uses runtimes and libraries
- › You call them to get basic functionalities such as filesystem, I/O towards peripherals, etc..
 - Examples: stdlib, JRE
- › Projects can get bigger, components are reusable (e.g., runtime libs)

How design patterns can help you

- › Same as before
- › Moreover, by wrapping libraries, you ensure that disrupting changes in their structure/API won't affect your code



3) Framework

A set of classes that constitutes the architecture/structure of an application

- › Most of the part of application is already written...you often don't even write/own the `main()` function!
- › Of course, frameworks are written for a specific application domain (e.g., Web servers)
- › Heavily relies on Dependency inversion / Inversion of Control

How design patterns can help you

- › They are implemented in frameworks
- › If you want to interact with it...well, you'd better stick to them, to code faster
- › What is the difference?
- › They work at higher abstraction level
- › They are small architectural bricks to build bigger applications (e.g., how to build a door, a stair, etc)
- › They are not specialized for an application domain



(Incomplete) taxonomy of design patterns

Creational

- › **Factory**
- › **Singleton**
- › Builder
- › Prototype

Structural

- › **Adapter**
- › Bridge
- › Composite
- › Façade
- › Proxy
- › Decorator
- › FlyWeight



Behavioral

- › Chain of Responsibility
- › *Command*
- › *Iterator*
- › Interpreter
- › *Mediator*
- › Memento
- › Observer
- › State
- › *Strategy*
- › Template Method
- › *Visitor*



The typical structure of a design pattern

1. Name, purpose, aliases
 2. Motivation - *Why the hack should I do so?*
 3. Applicability - *Where it applies, and where it doesn't*
- => What to do (Personal note: even if you don't know why...use them!)

A full set of example/code snippets to implement it

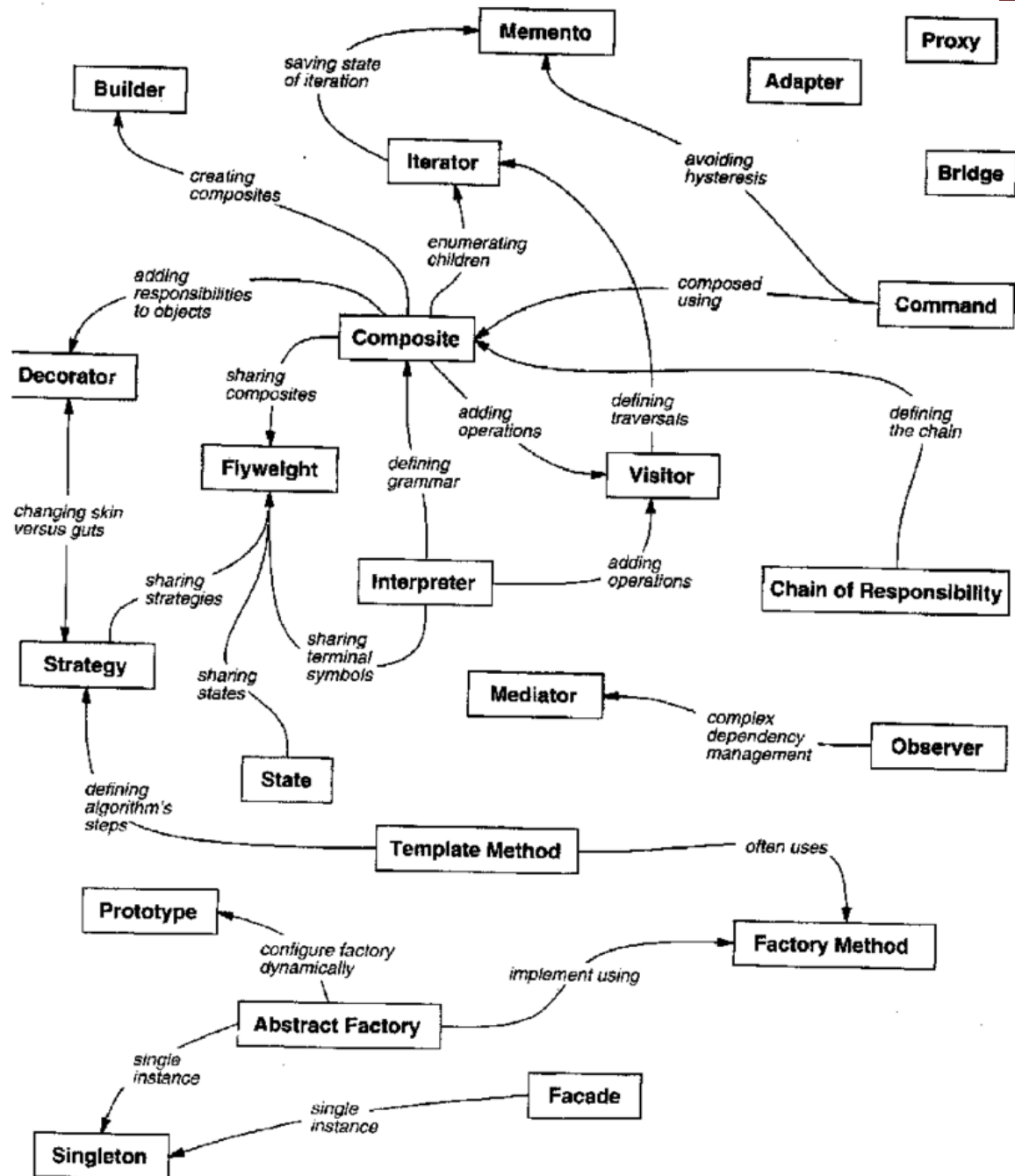
- › With known examples
- › With related patterns (everything is part of a bigger picture!)
- › With (wanted or unwanted) side effects

The bad news

- › I will only teach you 3-4 four of them
- › Advanced (LM?) courses can give you a full
- › Coding, coding, coding



Relationships between patterns





Singleton



How to code it

Let's
code!

I won't give you any practical example, I'll let you do it

- › Create a simple application that creates an object, and calls a method on this object
- › Just, make sure it is possible to instantiate only one object of this class



Singleton

A **creational** pattern

Purpose

- › Make sure that there is only one instance (object) of a class active in the system

Motivation

- › You might need to abstract single resources (e.g., printing queues, DBMS, ...)
- › The class itself shall be responsible to instantiate the singleton
- › No other instance (i.e., object of the same class) shall exist

Applicability

- › When you need a single point of access to an instance of a class



Consequences/side effects

- › You give controlled access to the single instance, which is a bottleneck in your system
 - You can handle access to its internals via queues...
 - Need to handle concurrency, via locks, mutexes, etc..
- › You reduce the namespace (no global vars)
- › Still, easy to specialize via subclassing
- › You can extend it to provide a limited set (pool) of instances instead of one
 - Goes towards the Factory pattern
- › More flexibility wrt class-wise operations and members (aka: `static`)



Factory



Factory/Factory method/Virtual constructor

A **creational** pattern

Purpose

- › Defines an interface for the creation of an object, leaving to subclasses the choice of which class to instantiate (basically, it forbids you using the constructor anywhere in code)

Motivation

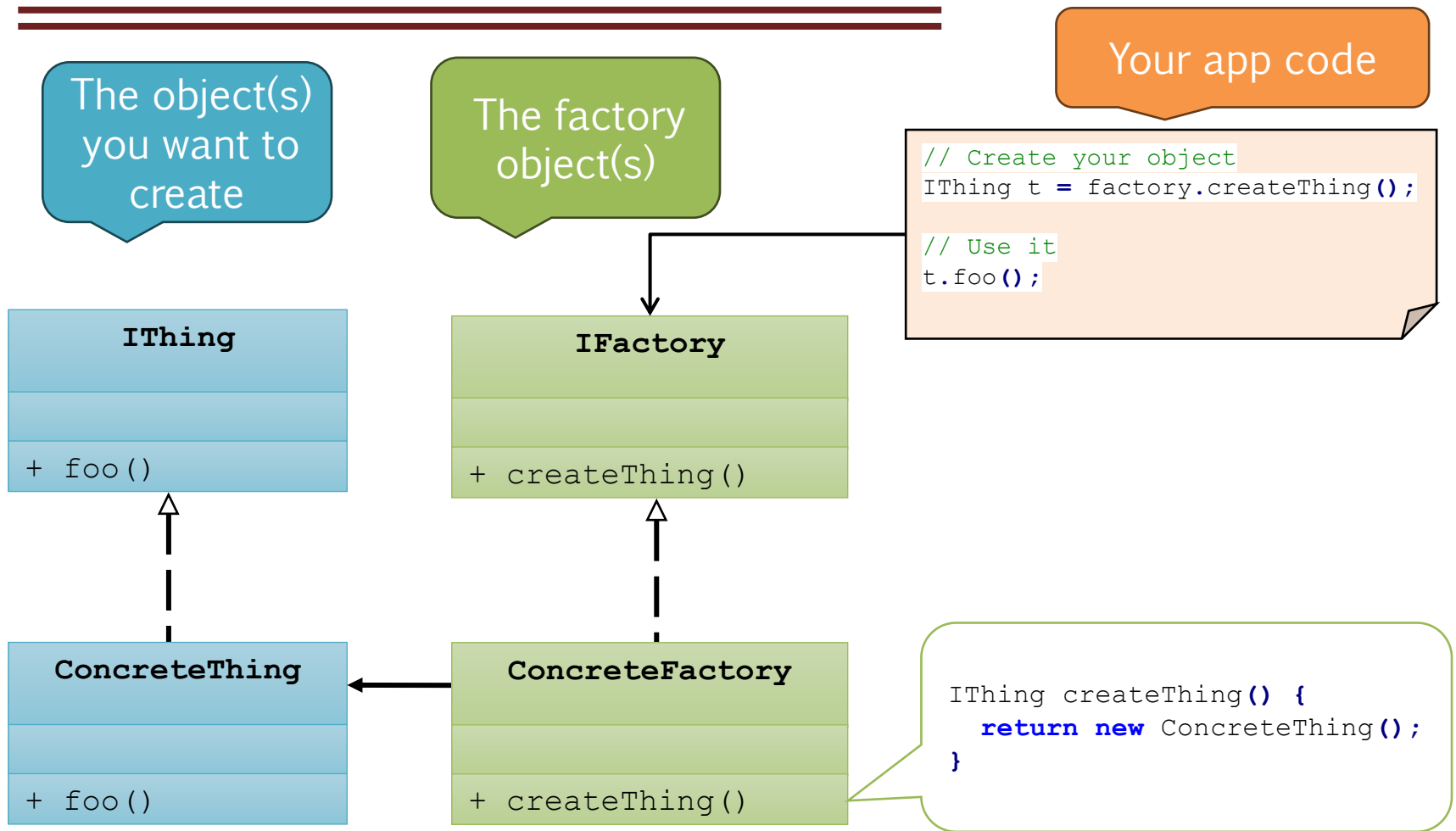
- › Most of modern frameworks rely on abstract classes/interfaces, and maintain the relations among them

Applicability

- › When you don't (want to) know which actual class you shall instantiate
- › You can choose among multiple objects that implement the same contract (interface)
- › Single point of access for delegates



Class diagram



IMPORTANT: The entities that you see here are the actors of the pattern, often named roles



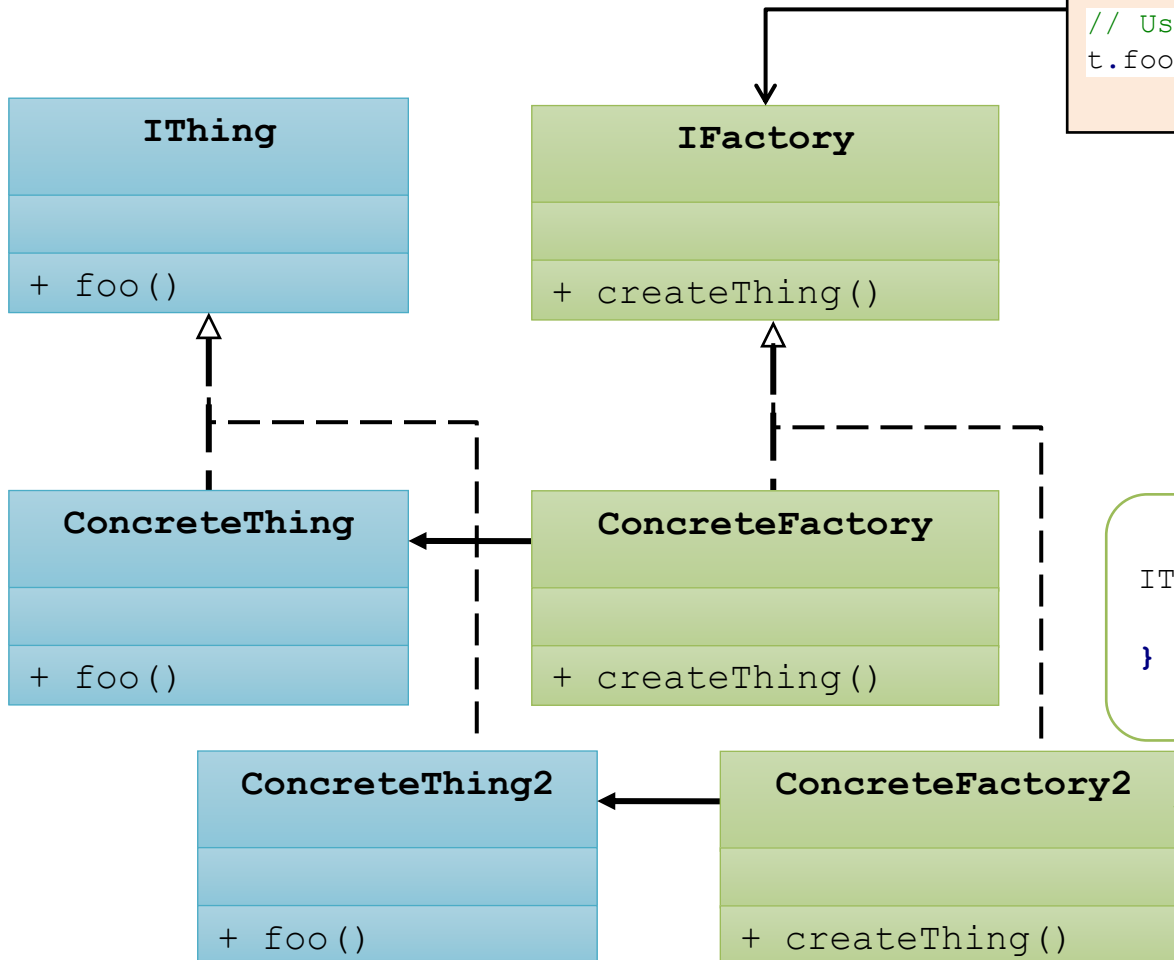
How to extend this

Your app code

```
// Create your object
IThing t = factory.createThing();

// Use it
t.foo();
```

This won't change!



```
IThing createThing() {
    return new ConcreteThing2();
}
```



Consequences/side effects

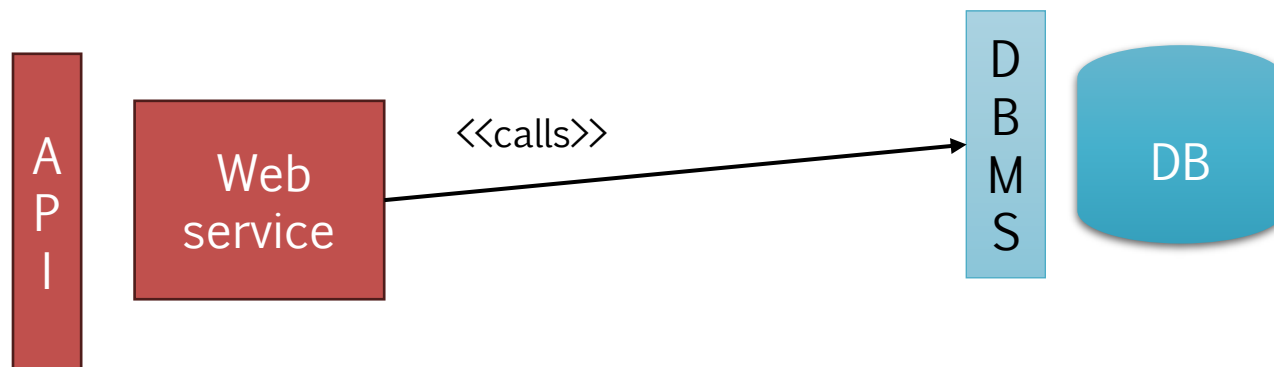
- › You **decouple** the created object from the utilizer (it *uses* `IThing`, you *provide* `ConcreteThing`)
- › ...and the choice of which class to instantiate is **responsibility** of another class, which is itself segregated behind an interface (e.g., `IFactory`) to enable scalability
- › You can easily specialize/alter functionalities (`ConcreteThing2`), with minimal modifications to code
- › You can provide parallel/alternate implementations of the same functionality



Practical example: Unit & Integration testing

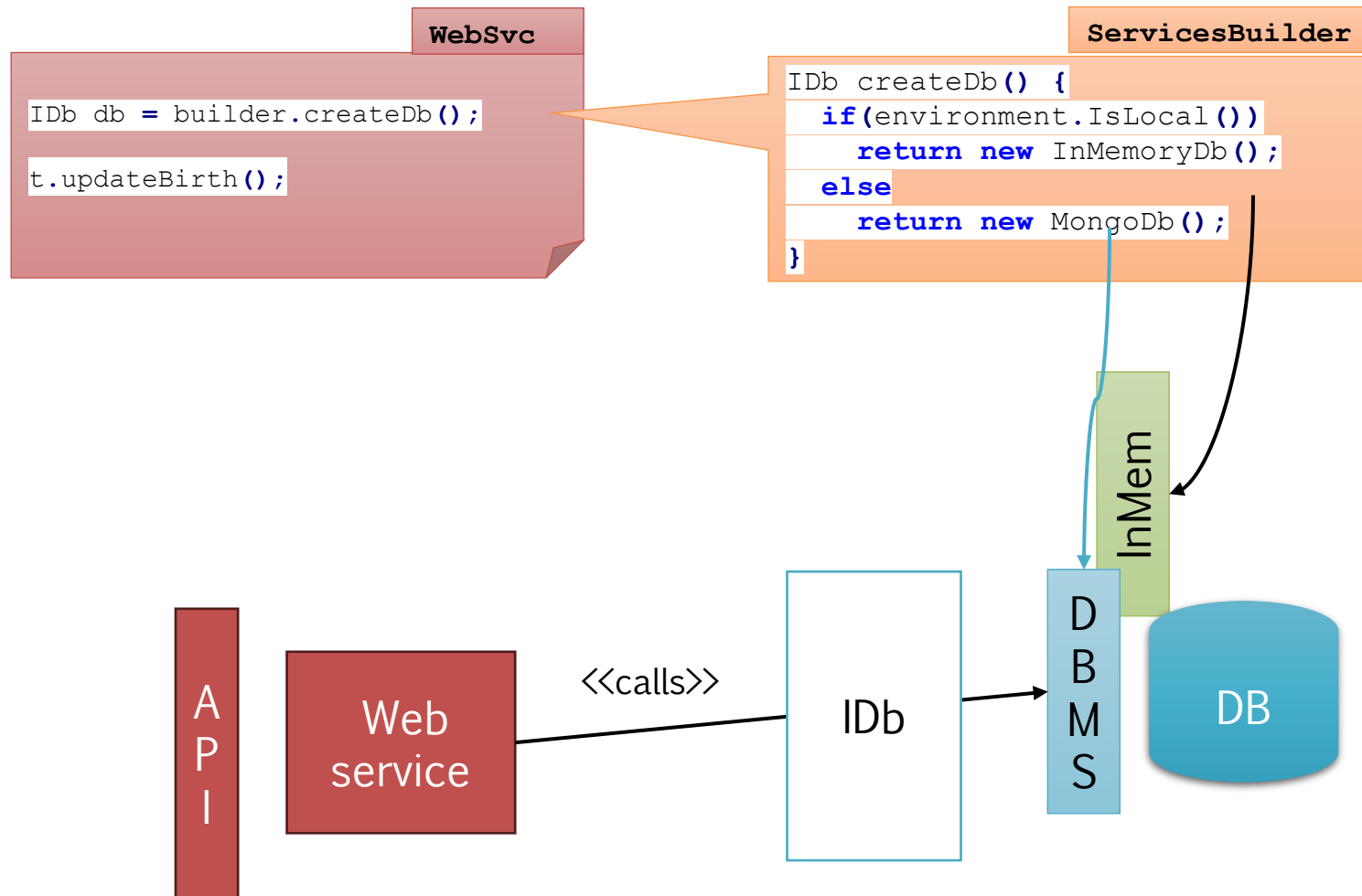
Problem: I need to implement & test an application that has a DB

- › I don't want to run a DB every time I am testing!
- › In Unit tests, I only want to test a single functionality (e.g., check for age)
- › In Integration tests, I don't need a persistent storage!





Integration tests: InMem DB vs. real storage

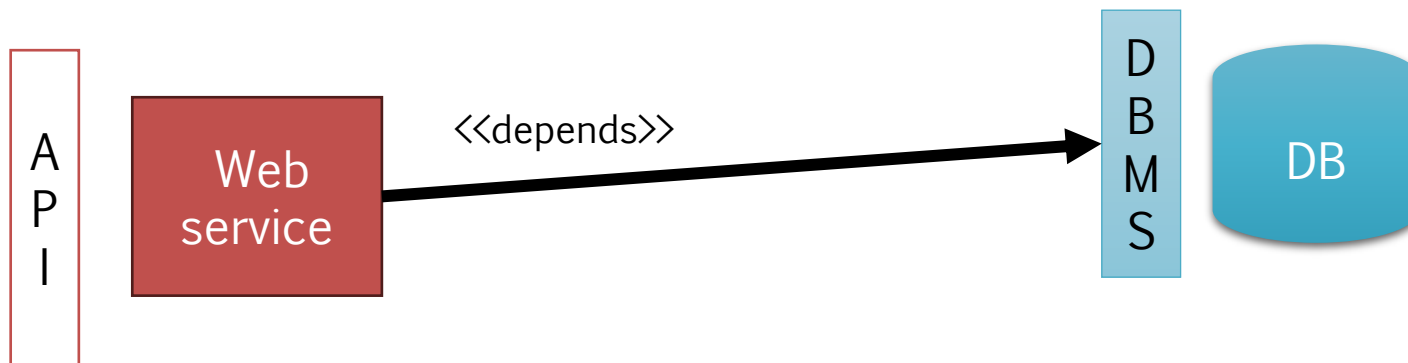




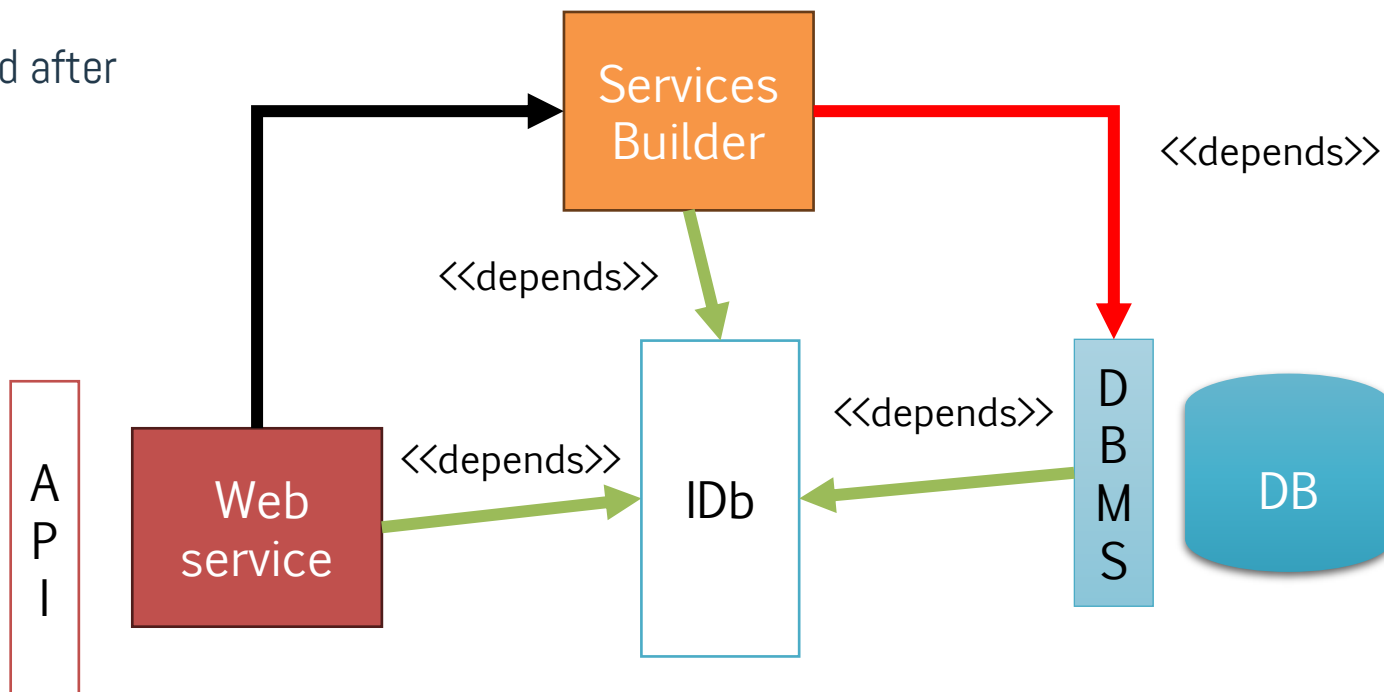
Interface segregation & Dependency inversion



› Before...




› ..and after





The set-up/build responsibility



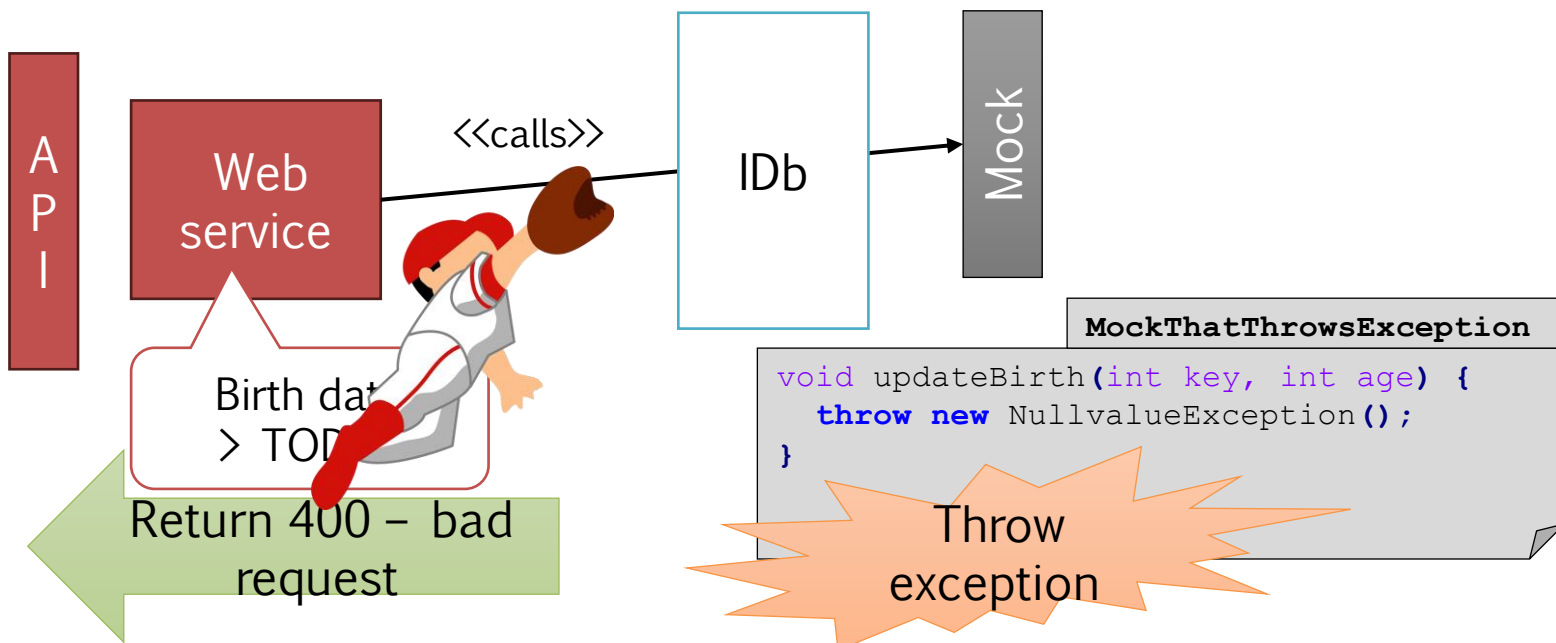
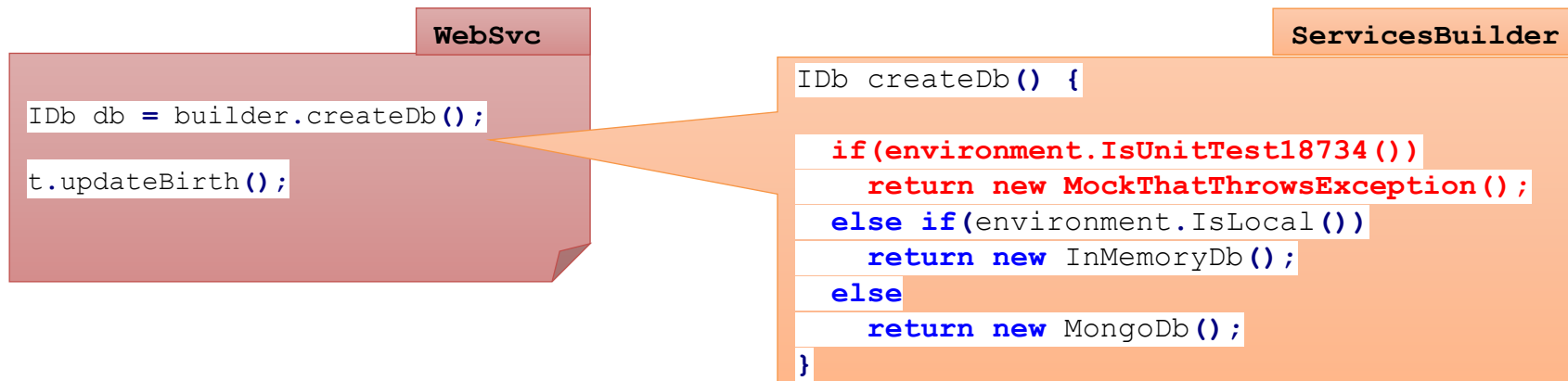
```
ServicesBuilder
IDb createDb () {
    if (environment.IsLocal ())
        return new InMemoryDb ();
    else
        return new MongoDB ();
}
```

We cannot completely remove the dependency towards MongoDB (of course!)

- › Someone shall know about which class to create!
- › In this case, `ServicesBuilder` class has the responsibility of setting up the application services
- › This is a typical pattern for set-up / bootstrap in highly-scalable systems



Another example: mocking objects





Another example: mocking objects

```
WebSvc
IDb db = builder.createDb();
t.updateBirth();
```

```
ServicesBuilder
IDb createDb() {
    if(environment.IsUnitTest18734())
        return new MockThatThrowsException();
    else if(environment.IsLocal())
        return new InMemoryDb();
    else
        return new MongoDB();
}
```

Hello there *, I am
the code smell
watchdog

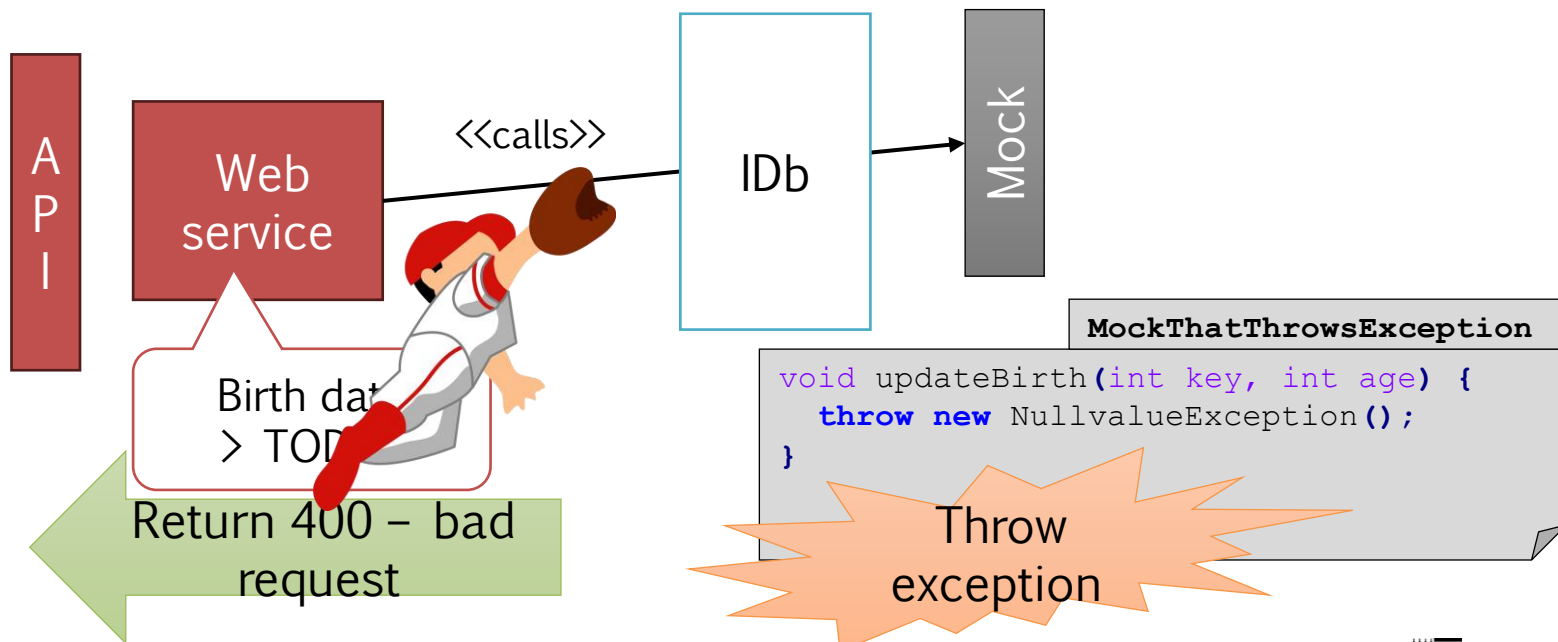
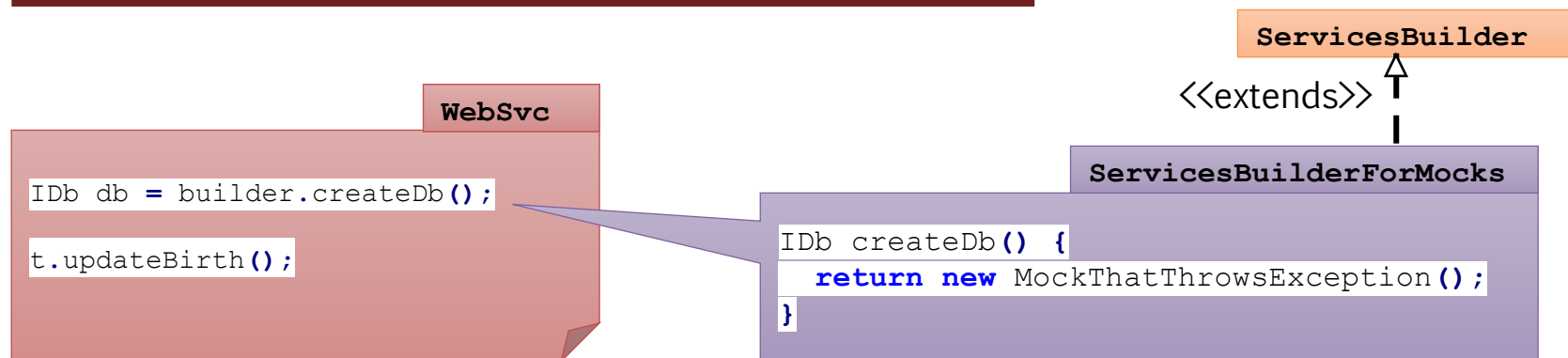
Moreover, are you sure
you want to hardcode a
unit-test feature in a
builder, that goes in
production?

...and your class smells
a lot, because it has too
many if-else





Mocking objects: you're doing it well

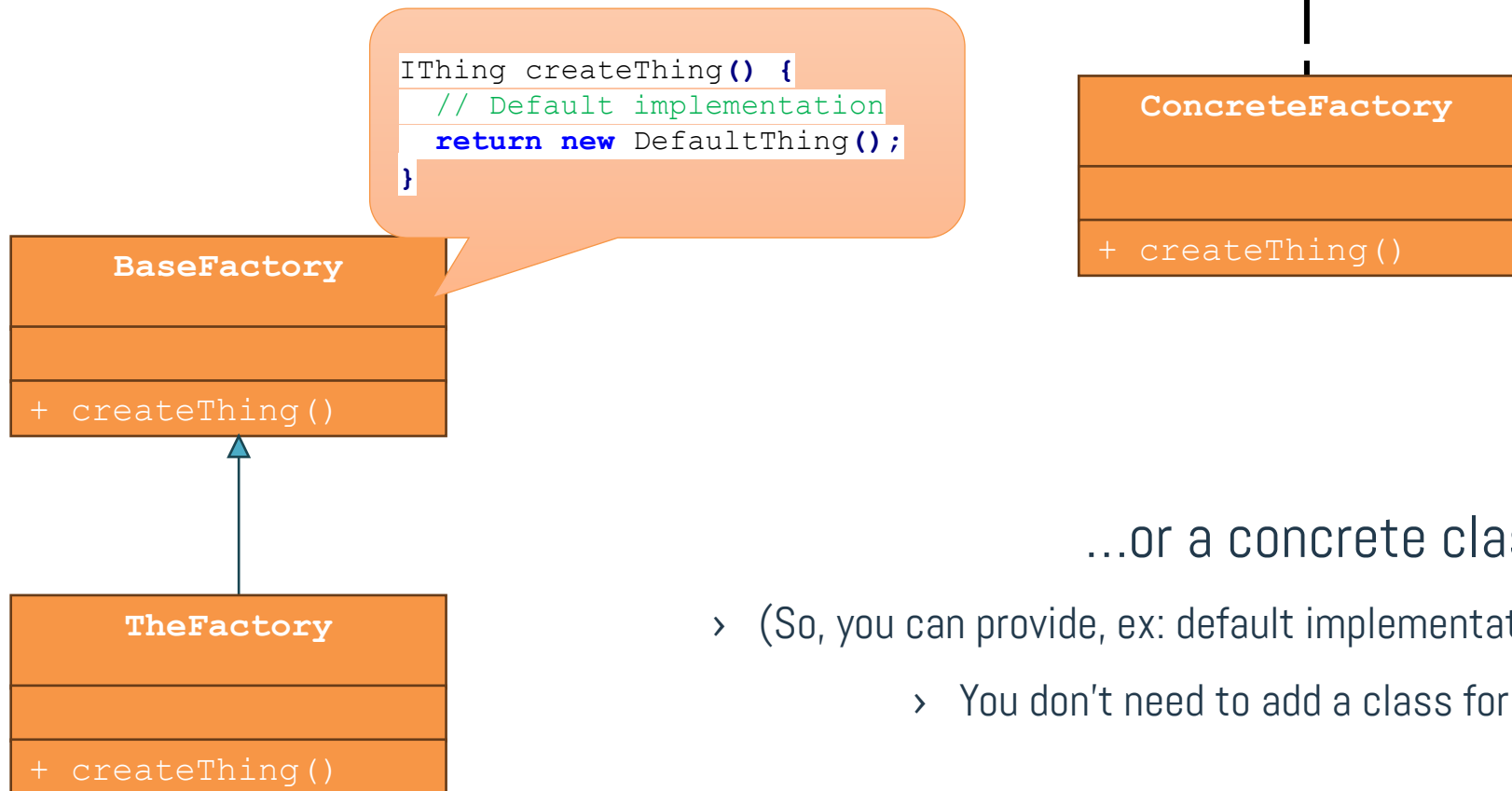




Variants: abstract vs. concrete class

A completely/partly abstract class...

› (i.e., Interface)



...or a concrete class?

- › (So, you can provide, ex: default implementation)
 - › You don't need to add a class for this



Variants: parametrical methods

Practical problem: how do I provide Environment to the Builder?!

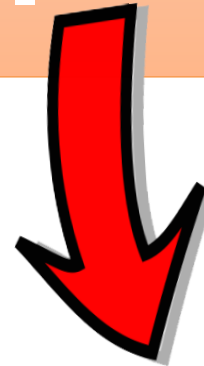
- › We don't like global vars!!!
- › Add it as a parameter

ServicesBuilder

+ createDb(in environment)

ServicesBuilder

```
IDb createDb() {  
    if(environment.IsLocal())  
        return new InMemoryDb();  
    else  
        return new MongoDB();  
}
```



ServicesBuilder

```
IDb createDb(IEnv environment) {  
    if(environment.IsLocal())  
        return new InMemoryDb();  
    else  
        return new MongoDB();  
}
```



Variants: use templates/generics

- › When the problem is simple, avoid creating subclasses
- › Here, we use template 'T' to specify the default type
- › Optionally, "hide" actual DB implementation using concrete subclasses

WebSvc

```
IDb db = builder<DefaultDb>.createDb();  
t.updateBirth();
```

ServiceBuilder

```
// Note: 'T' shall be declared to implement  
// IDb, otherwise this doesn't compile  
public class ServiceBuilder<T> {  
    IDb createDb() {  
        if(environment.IsProduction())  
            return new MongoDB();  
        else  
            return new T();  
    }  
}
```

WebSvc

```
IDb db = builderWithDefault.createDb();  
t.updateBirth();
```

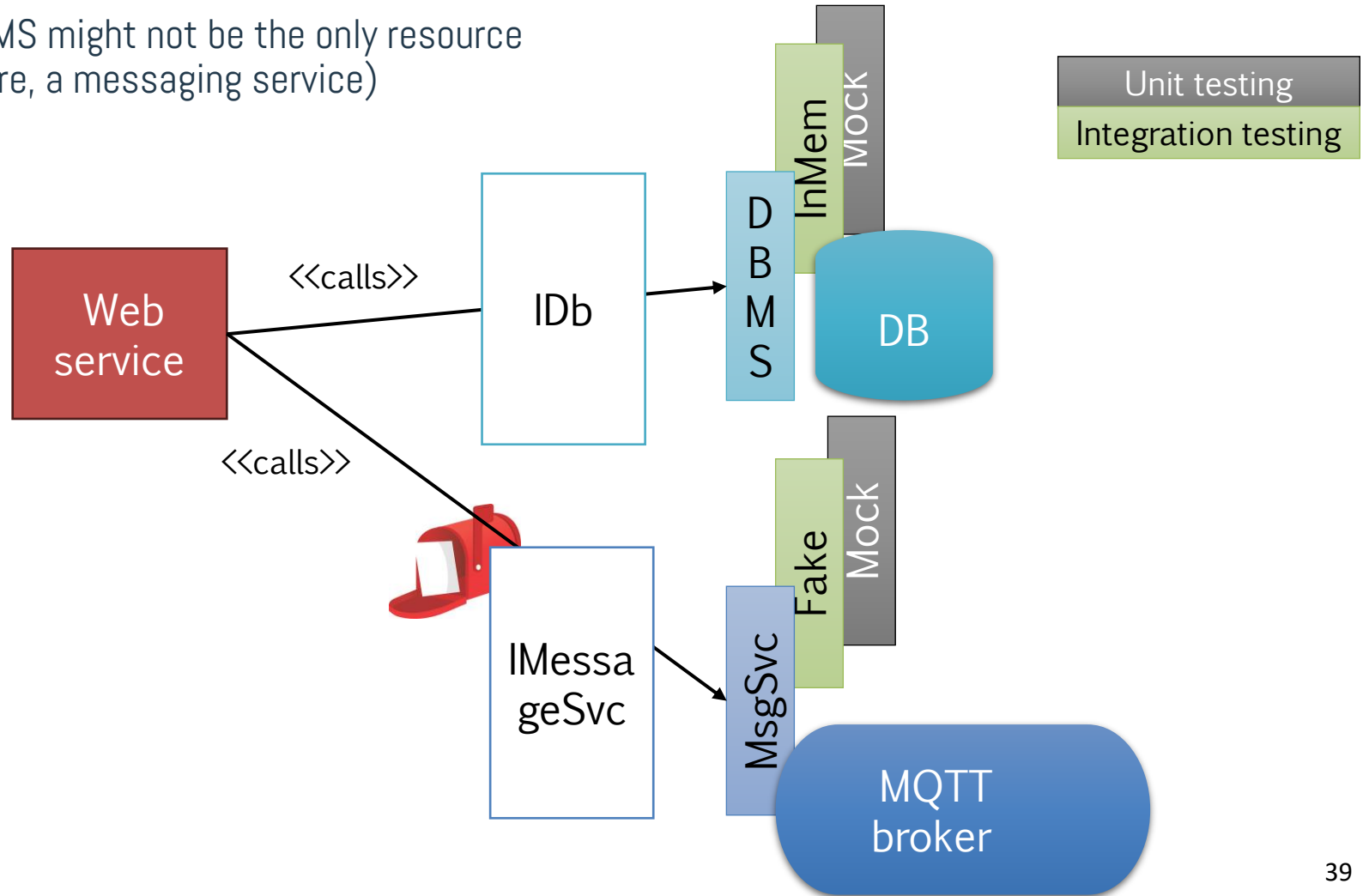
ServiceBuilderWithDefault

```
// Another option, to hide the "DefaultDb"  
// class choice  
public class ServiceBuilderWithDefault  
    extends ServiceBuilder<DefaultDb> {  
}
```



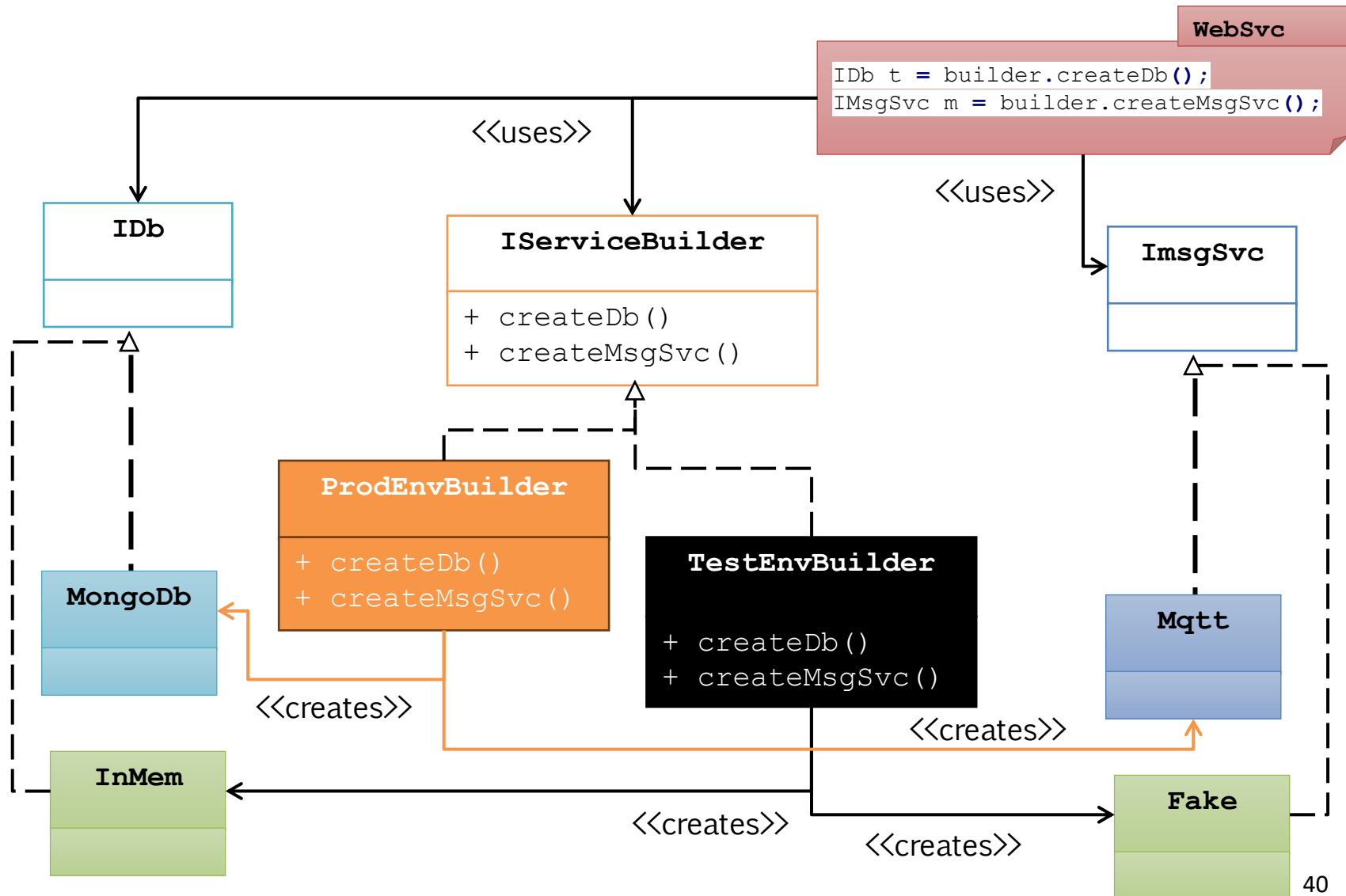
...local environment?

- › We could **group** classes for local environment, for DEV environment, etc
- › DBMS might not be the only resource (here, a messaging service)





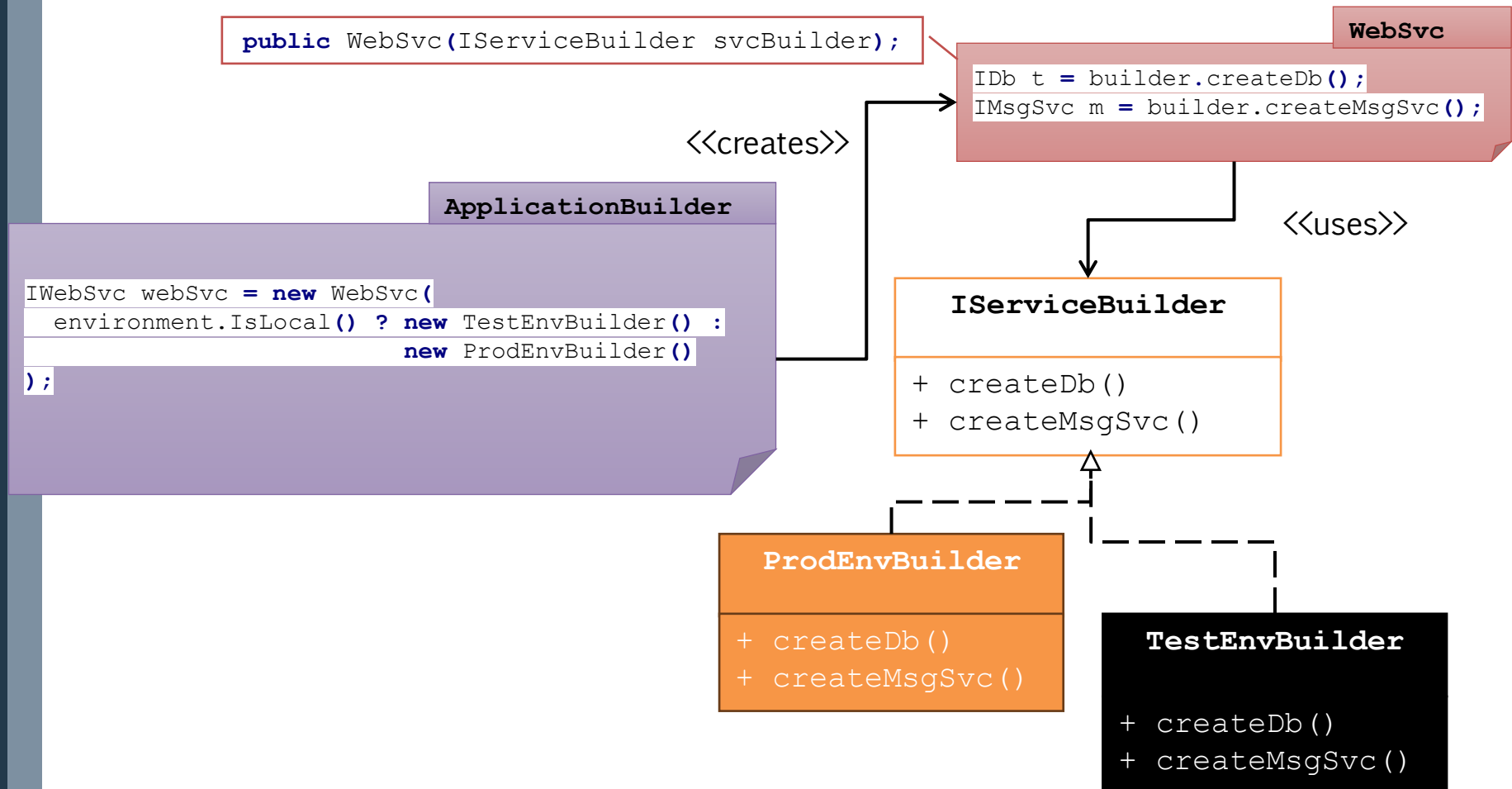
Environment-specific builders





Dependency injection

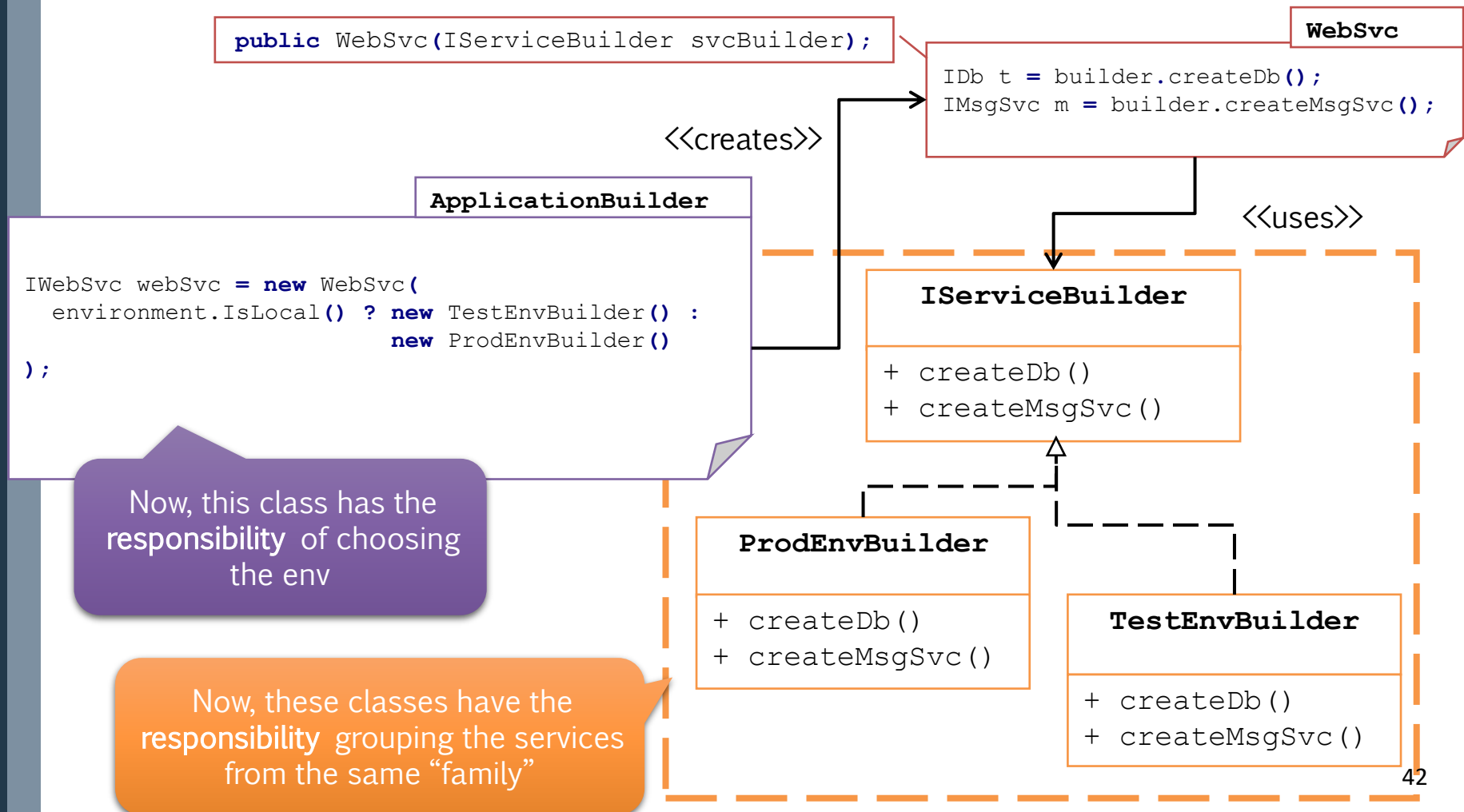
- › A consequence/nice side effect of Dependency inversion / Inversion of Control





Dependency injection

- › A consequence/nice side effect of Dependency inversion / Inversion of Control





Growing up: Abstract Factory (aka: Kit)

A **creational** pattern

Purpose

- › Defines an interface for the creation of objects that are correlated among them, without specifying the actual classes

Motivation

- › Classes for which we provide multiple variants/overrides, are often related among them

Applicability

- › There are multiple “families” of objects/services that a system shall use
- › Objects belonging to the same “family” are related among them (e.g., depending on the environment)
- › The system shall be independent on actual implementation of its services



Consequences/side effects

- › Same as Factory Method
- › But you can quickly change the “family” of services you are using
- › You typically shall use all classes from one “family” at the same time

Warning!

- › Adding new classes implies modifying the factory Interface, hence, all factories/classes that implement that interface!

Notes

- › Typically, every factory is a Singleton
- › Not only related to OOP! See the example of runtime libraries





Adapter (and variants)





Adapter

A **structural** pattern

Purpose

- › Convert the interface of a class into another interface, as requested by the client (i.e., the object who uses it)

Motivation

- › Eventually, you might be able to use a given interface (e.g., from a library) because the client application cannot use it

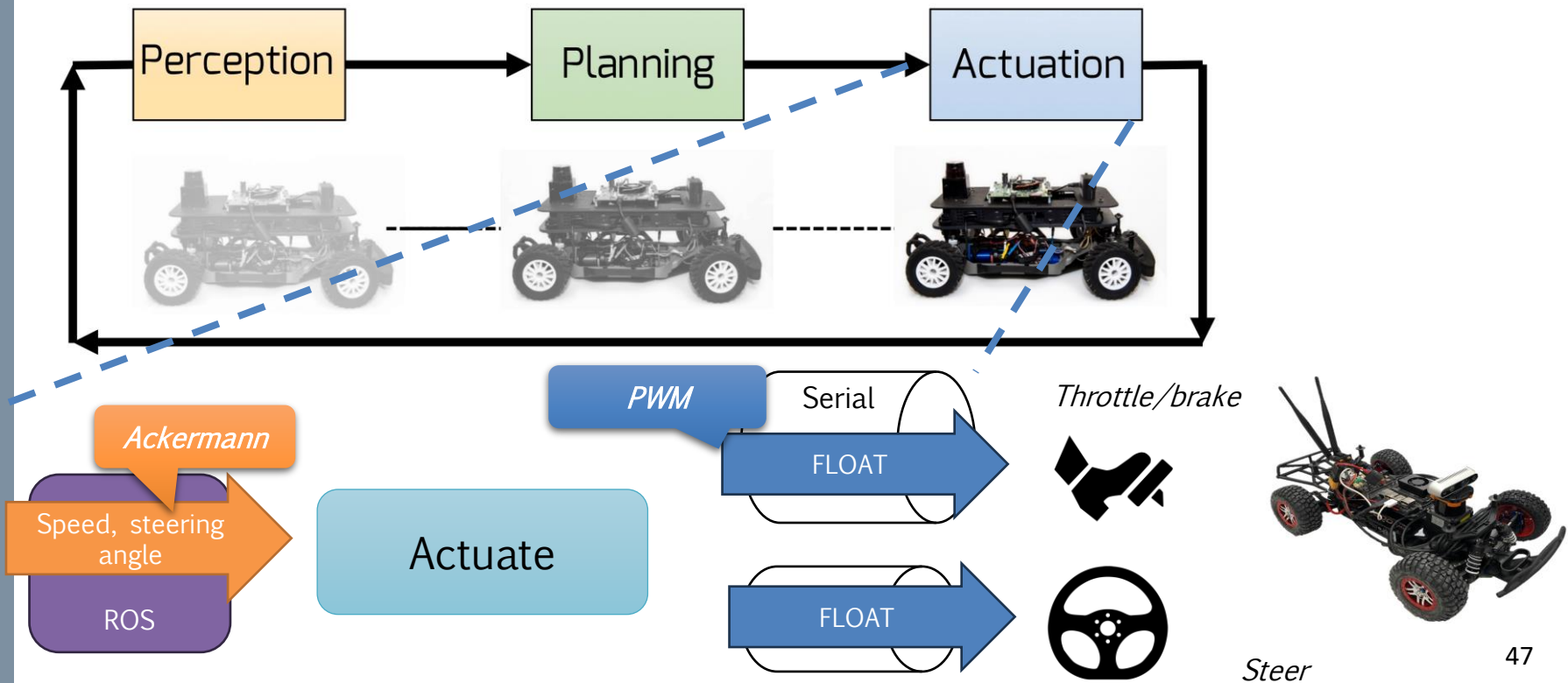
Applicability

- › Whenever you have “compatibility” issue between two objects, because the client uses an interface that the source object does not declare it

Motivational example: F1/10

- › The engine controller (aka: VESC) speaks *PWM* protocol, via Serial
- › Driving system runs using *Ackermann* control protocol, via ROS2

Different protocols, different data formats





Motivational example: F1/10

AckermannMsg.java

```
public class AckermannMsg {  
    float steering_angle           // virtual angle (rad)  
    float steering_angle_velocity // rate of change (rad/s)  
  
    float speed                    // forward speed (m/s)  
    float acceleration             // acceleration (m/s^2)  
    float jerk                     // jerk (m/s^3)  
}
```

IRosReceiver.java

```
public interface IRosReceiver {  
    // let's skip this, ok? }  
}
```

ISerialPwm.java

```
public interface ISerialPwm {  
    /* Param pwr. A float number to  
     * express the % of engine power  
     */  
    public void send(float pwr);  
}
```

```
public class VehicleActuation {  
    public void driveVehicle(AckermannMsg msg) {  
        /* ...? */  
    }  
}
```

Speed, steering
angle

ROS

Actuate

FLOAT

Throttle/brake



FLOAT



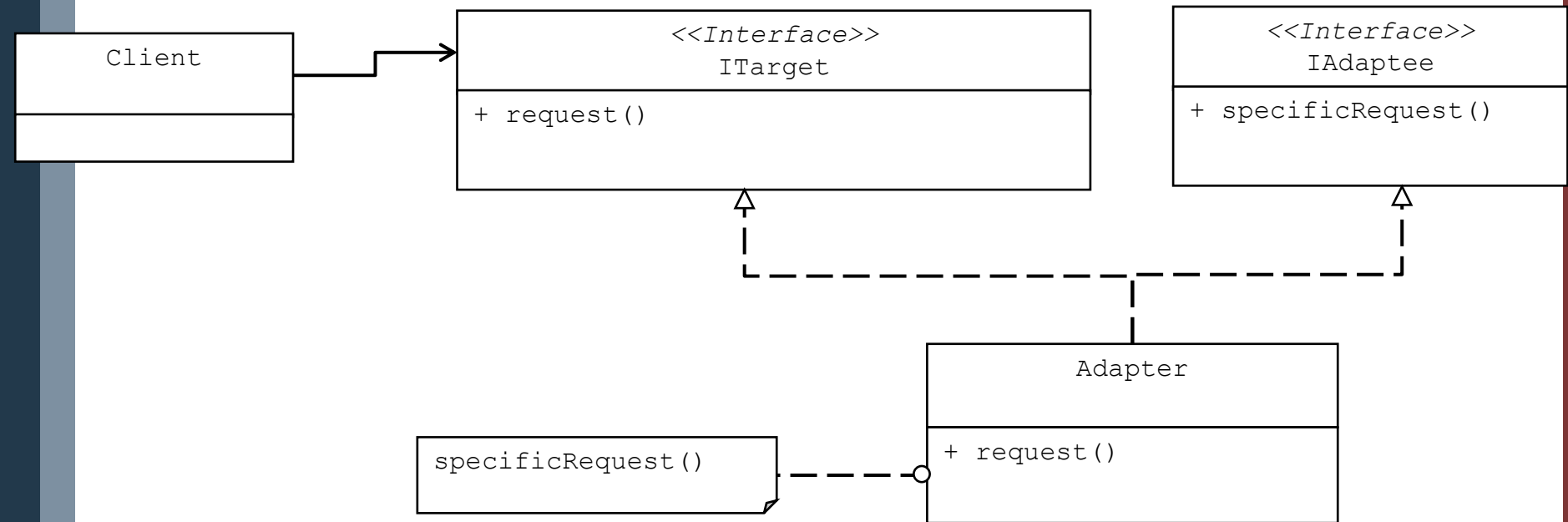
Skip this for
simplicity



Basic structure: class-based

Overloads interfaces/abstract classes

> Here, interfaces





In the F1/10 case

Speed, steering
angle

ROS

Actuate

FLOAT

Note

- › It might look like we're breaking the Single Responsibility principle...

<<uses>>

ControlThread

<<Interface>>

IActuation

+ driveVehicle(in msg: AckermannMsg)

<<Interface>>

ISerialPwm

+ send(in pwr: float)



```
public class VehicleActuation implements IActuation,  
                                         ISerial {
```

```
    public void driveVehicle(AckermannMsg msg) {  
        this.send(/* ... */);  
    }
```

```
    public void send(float pwr) {  
        /* ... */  
    }  
}
```

VehicleActuation

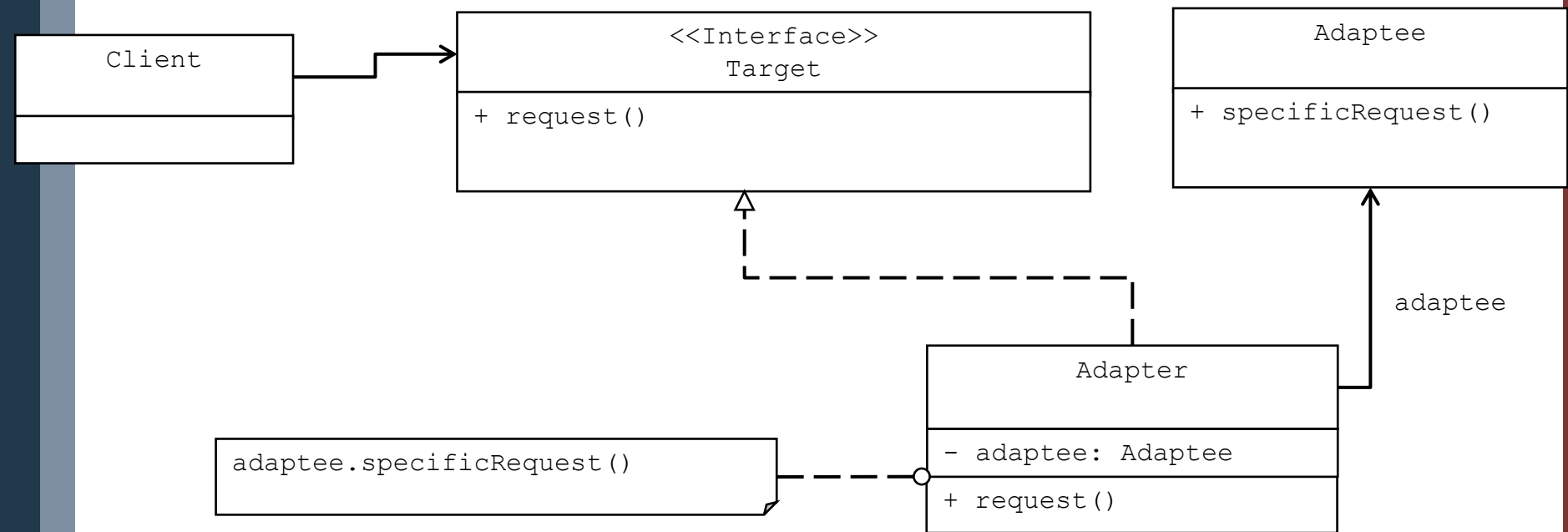
+ driveVehicle(..)
+ send(..)



Basic structure: object-based

Overloads concrete classes

> Here, target is an interface, and Adaptee is not for the purpose of clarity





In the F1/10 case

Speed, steering
angle

ROS msg

Actuate

FLOAT

Note

- › We use interfaces to hide implementation

<<uses>>

ControlThread

IActuation

+ driveVehicle(in msg: AckermannMsg)

ISerialPwm

+ send(in pwr: float)

ConcreteSerialPwm

+ send(in pwr: float)

VehicleActuation

_serial

- _serial: ISerialPwm

+ driveVehicle(..)

```
public class VehicleActuation implements Iactuation {
    private ISerialPwm _serial;

    public VehicleActuation(ISerialPwm serial) {
        this._serial = serial;
    }

    public void driveVehicle(AckermannMsg msg) {
        this._serial.send(/* Convert format */);
    }
}
```

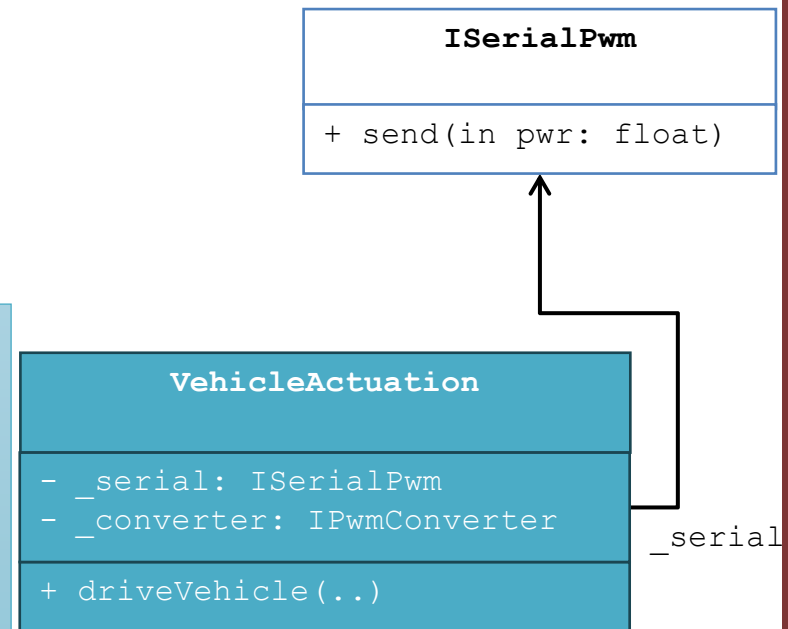


Go beyond...

How do we convert the format?

- › Is this responsibility of the Vehicle Actuation class?
- › Is this responsibility of another class?

```
public class VehicleActuation implements Iactuation {  
    private ISerialPwm _serial;  
  
    public VehicleActuation(ISerialPwm serial) {  
        this._serial = serial;  
    }  
  
    public void driveVehicle(AckermannMsg msg) {  
        this._serial.send(/* Convert format */);  
    }  
}
```

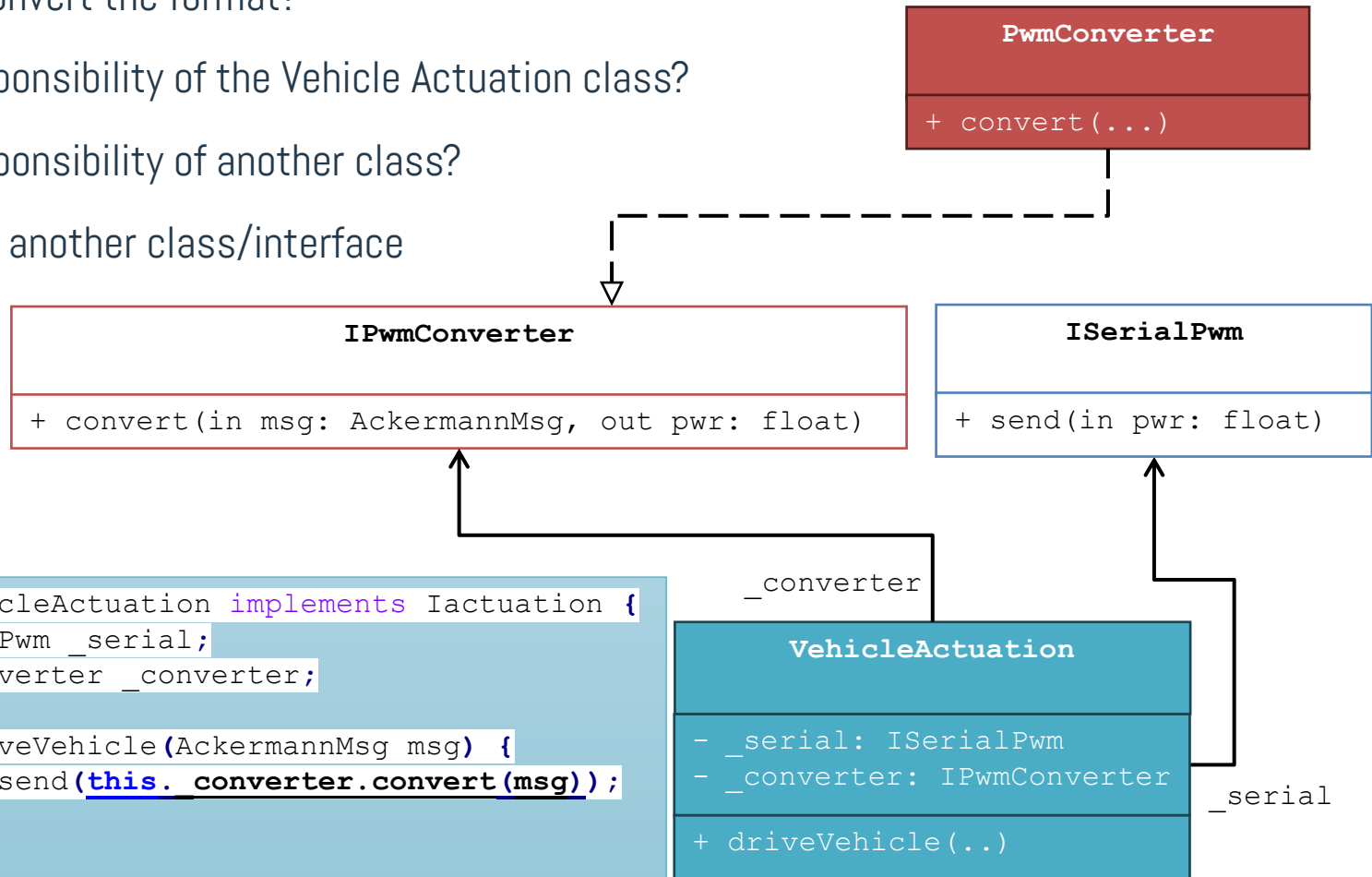




Go beyond...

How do we convert the format?

- › Is this responsibility of the Vehicle Actuation class?
- › Is this responsibility of another class?
- › Here, I use another class/interface



```
public class VehicleActuation implements Iactuation {
    private ISerialPwm _serial;
    private IPwmConverter _converter;

    public void driveVehicle(AckermannMsg msg) {
        this._serial.send(this._converter.convert(msg));
    }
}
```



Consequences/side effects

- › The amount of work an adapter shall do depends on the difference between the two interfaces to adapt: you might want (and I did) use multiple adapters
- › You can group them into a “family” of adapters (see also Abstract Factory) to enable multiple targets (e.g., serial/PWM vs another protocol)
- › We should implement many smaller interfaces, rather than few, big ones, to enable “seeing the same class from different perspectives”
 - The Single Responsibility principle applies also to interfaces! And it's even more important than for classes (**why?**)

Notes

- › In the example, I used the interfaces as much as I could. See also the `Bridge` pattern (or the “I” principle)



Consequences/side effects (cont'd)

The class-based implementation

- › Does not break the “S” principle, because...it’s exactly the **responsibility** of the adapter!
- › It requires only one object
- › Makes it easier to subclass

The object-based approach

- › Lets you providing a “default implementation/behavior”
- › Makes the adapter operating with multiple adaptees (the F1/10 has two serials, one for throttle, one for steering!)

In embedded systems (Adapter variants)





What's special about embedded programming?

You typically have less generalized, more purpose-specific circuits and systems

- › Real-time constraints (e.g., Cyber-Physical Systems) call for hard requirements
 - BTW...The good news: requirements collection is highly structured and standardized
 - Specialized OSes (e.g., RT-OSes)
- › Hardware might have specific features
 - How do we abstract them?
- › Tight Size, Weight and Power constraints (SWaP), cause low computational power

We typically program them in C, C++, or reduced set of C (or even ASM!)

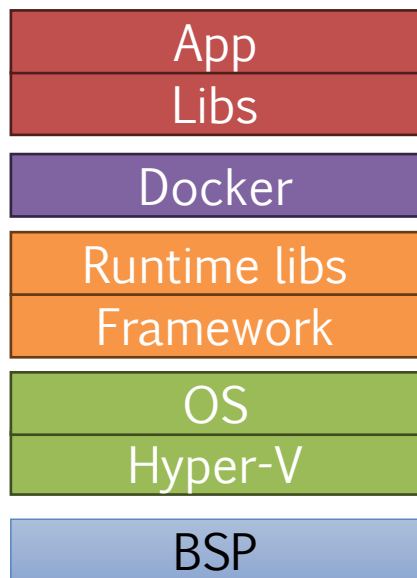
- › OOP might be traded for performance reasons, for functional/structured programming
- › Classes are “hacked” via structs, and functions; header files specify contracts/interfaces
- › Finite State Machines as paradigm/pattern to ensure formal correctness



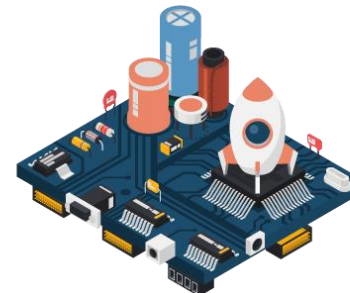
Closer to HW

Software stack for General-purpose/HPC systems vs. embedded systems

› Note: this is just a possible example



Can even be
compiled all
together





The challenge: abstracting the HW

- › Cores and caches are hidden, however specific functionalities might exist (ex: RISC-V extensions)
- › Memory is explicitly managed: no Garbage Collector!
- › HW devices are typically memory-mapped: I/O space
- › We speak with them setting-unsetting bits, registers, using masks, etc

Every device has a specific protocol!

- › Actually, also GP system have this issue...but they have full-fledged OS such as GNU/Linux and Win
- › How can we convert low-level drivers/protocols into high level protocols?
- › E.g.; "Set a bit here" => "Activate the robotic arm"
- › Does this remind of something?



The challenge: abstracting the HW



Adapter

- › Does this remind of something?



Hardware Proxy

A **structural** pattern

Purpose

- › Represent a given device with specific (C) structure and primitives, that provide access to it

Motivation

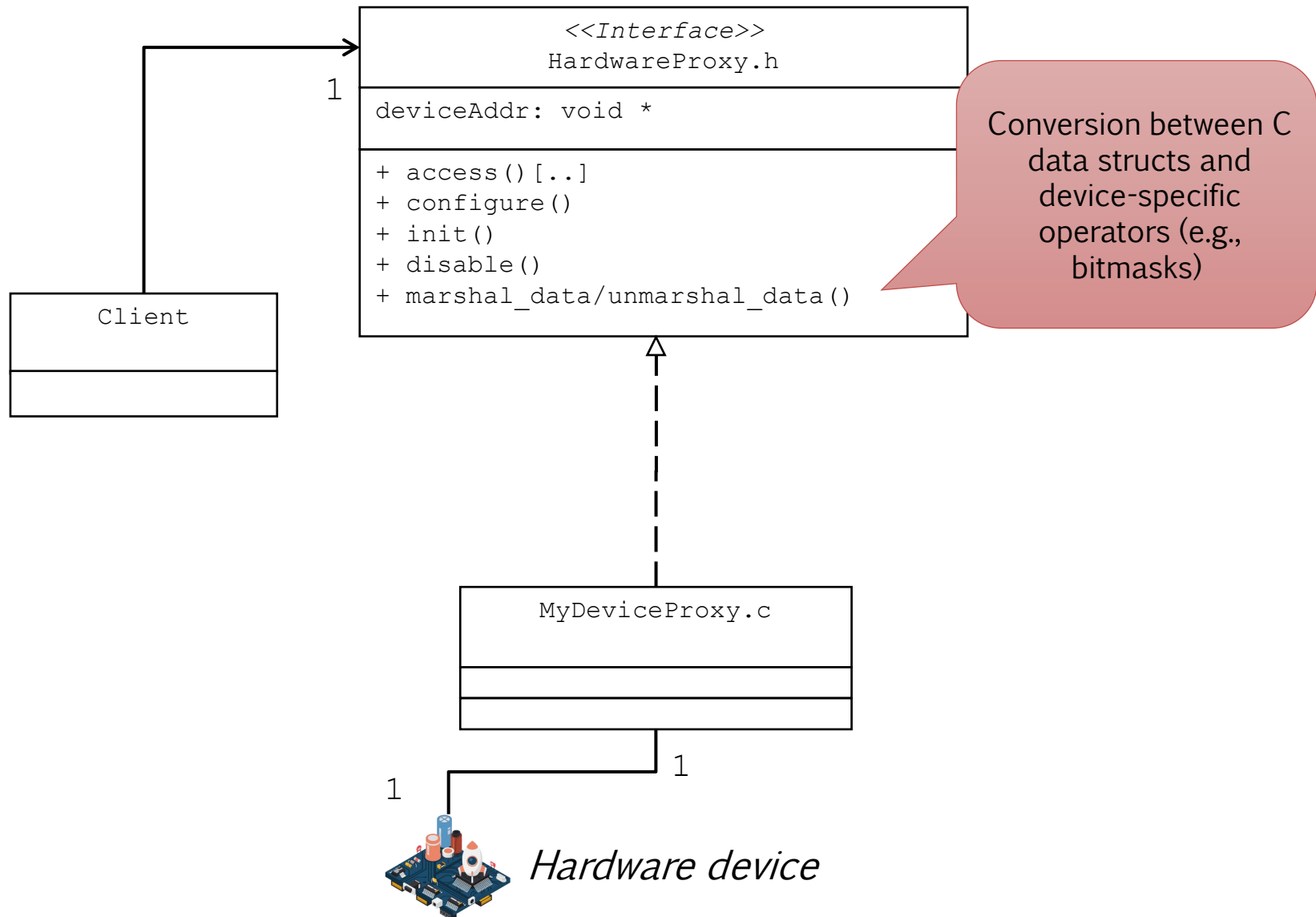
- › If we access HW directly, changes to HW might affect our code, so we wrap it in a **proxy**

Applicability

- › Whenever you need to abstract HW which is not “standard” in the sense that there exist no standard representation for it (ex: threads are an abstraction for CPU cores)



Pattern structure





Consequences/side effects

Same as previously seen in Adapter, plus

- › You have to handle concurrency (with locks, critical regions...)
- › You shall implement interrupt-base device-to-app communication (e.g., callbacks)
- › Format conversion might add delays (which, in embedded systems, are extremely unwanted!)

Notes

- › In C coding, headers contain contracts, hence, interfaces!



Hardware Adapter pattern

A **structural** pattern

Purpose

- › Adapt the specific HW interface to the format required by the application

Motivation

- › While all HW interfaces have similar operations (see HW Proxy pattern), their data format might certainly differ!
- › Actually, it is typically used together with Proxy!

Applicability

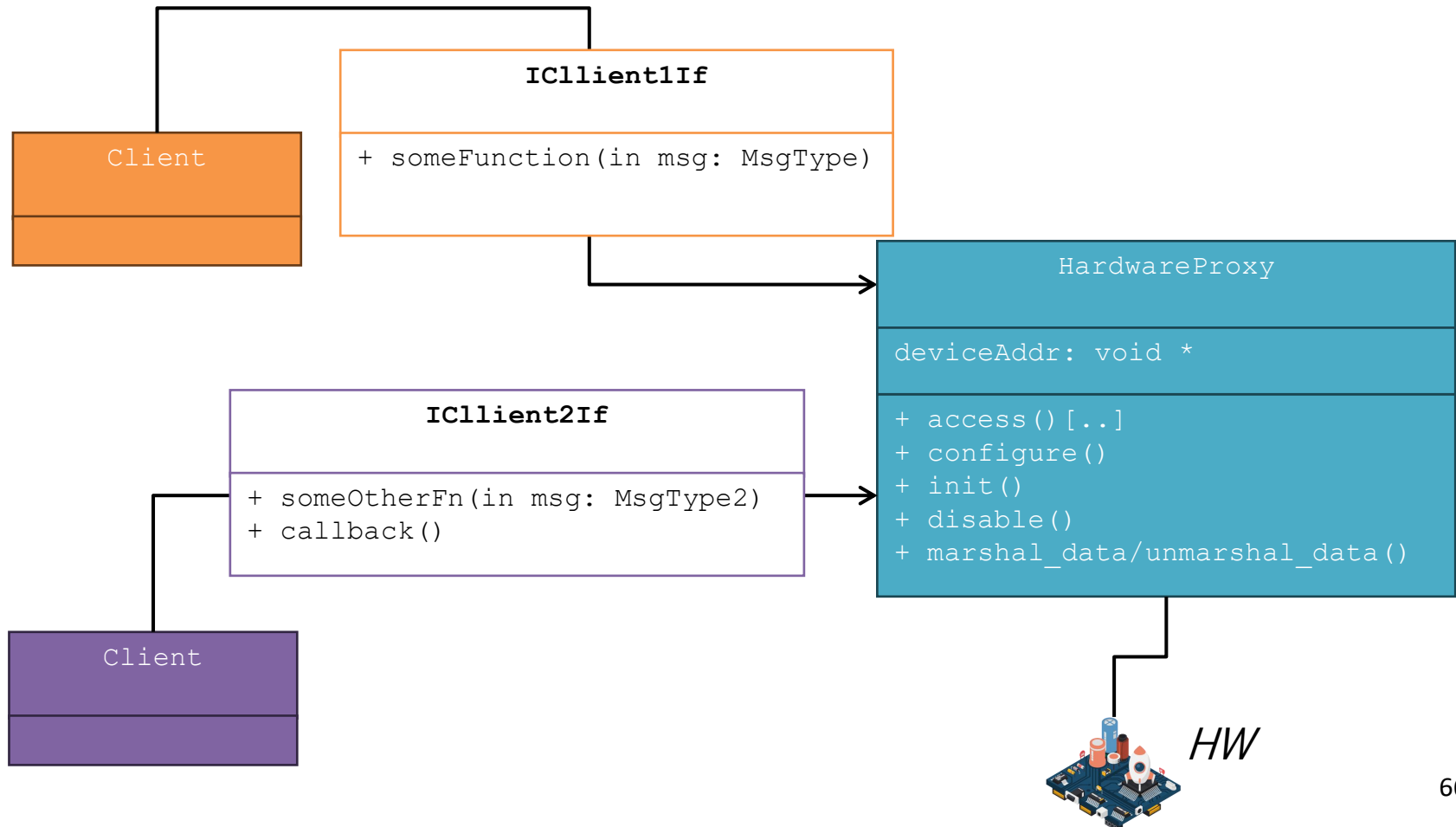
- › When you need to adapt application data structs to HW



Roles

- › Note. Here, I omit the structure of Proxy for the sake of readability

1





Example: the F1/10

Speed, steering
angle

ROS

Actuate

FLOAT

Note

- › Here, I implemented using C-style primitives

This is a library

SerialPwm.a / .so

<<uses>>

ControlThread

<<Interface>>
AckermannActuation.h

+ driveVehicle(in msg: AckermannMsg)

<<Interface>>
SerialPwm.h

+ send(in pwr: float)

VehicleActuation

+ driveVehicle(..)

```
#include "AckermannActuation.h"
#include "SerialPwm.h"

void driveVehicle(AckermannMsg msg)
{
    send(/* ... */);
}
```

Code smells





Code smells



"Any characteristic in the source code of a program that possibly indicates a deeper problem." (cit. Wikipedia)

- › It's just a "warning" that "probably something is going wrong"
- › Typically, a wrong/stale design choices (yes, project evolve over time), or you're breaking SOLID principles, or some design pattern is not applied them
- › You can probably solve it by using design patterns

The definition of Anti-pattern

- › A **commonly-used** process, structure or pattern of action that, despite **initially appearing to be an appropriate** and effective response to a problem, **has more bad consequences than good ones**.
- › Another solution exists to the problem the anti-pattern is attempting to address. This solution is documented, repeatable, and proven to be effective where the anti-pattern is not.
- › "Rule-of-three": you should witness at least three times in your code



The bad news, and the good ones

In 2015, an automated analysis * for half a **million source** code commits, and the manual examination of 9,164 commits, found that:

- › There are only anecdotal evidence as to how, when, or why “technical debt” occurs, it cannot be formally analyzed (hence, there are no tools that can 100% identify it)
- › Typically, caused by **urgent** maintenance activities and **pressure** to deliver features while *prioritizing time-to-market over code quality*

These were the good news

- › The bad news is that you have **no control** on management..but still you can force you (and your team) to try to follow good coding guidelines
- › Typically, +20-25% of coding time
- › Providing a single, (declared) unstable version of an SW components, as proof-of-concept, is a good idea (you can refine it later), but the overall architecture must be well designed!
- › The usage of frameworks and well-known technologies forces, at least, to adhere to a SW architecture

* Tufano, Michele; Palomba, Fabio; Bavota, Gabriele; Oliveto, Rocco; Di Penta, Massimiliano; De Lucia, Andrea; Poshyanyk, Denys (2015). "When and Why Your Code Starts to Smell Bad" (PDF). 2015 IEEE/ACM 37th IEEE International Conference on Software Engineering. pp. 403–414. CiteSeerX 10.1.1.709.6783."



Typical smells

Bloaters

- › Code, methods and classes that have increased to such gargantuan proportions that they are hard to work with. They typically accumulate over time as the program evolves.
- › Few examples are: long methods, big classes, too many params in ctors, methods...

OO abuse/misuse

- › When you apply the OO principles in a wrong manner
- › Ex: two classes that basically do the same thing; too many `ifs` or `switches`...

Changes preventers

- › A single change/bugfix/added functionalities, requires too many modifications in different places
- › Ex: when you create a subclass for a class, you need to create a subclass to another class
- › Does this remind of something?



Typical smells

Dispensables

- › You have, in your code, something that you don't really need
- › Ex: dead code, duplicate code, overload of comments (we'll talk about this..), too many public fields in a class

Couplers

- › Two or more classes are too much dependant one another
- › Ex: *Feature Envy* - one class accesses more the methods of another class, than its own (ant it's not an aggregation)

There are typical patterns to solve each of these problems

References



Course website

- › <http://hipert.unimore.it/people/paolob/pub/ProgSW/index.html>

Course website

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- › Douglass – «Design Patterns for Embedded Systems in C», Newnes
- › Fowler, Martin (1999). "Refactoring. Improving the Design of Existing Code. Addison-Wesley". ISBN 978-0-201-48567-7.
- › <https://refactoring.guru/>

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