

# Creating a Robust AspectMATLAB Compiler

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UCORE'16

# Aspect Oriented Programming in Java (AspectJ)

## Pointcuts

A pointcut is a program element that picks out join points and exposes data from the execution context of those join points. [6]

```
pointcut pCall() : call (* *.*(..))           // all function calls
pointcut pExec() : execution (* *.*(..))       // all function execs
pointcut pComp() : pCall() || pExec()         // both call and execs
```

## Pointcut Advice

Advice defines crosscutting behavior. It is defined in terms of pointcuts. The code of a piece of advice runs at every join point picked out by its pointcut. [7]

```
before() : pComp() {
    /* do something */
}
```

# Aspect Oriented Programming in Java (AspectJ)

## Aspect File

```
import org.aspectj.lang.JoinPoint;
import org.aspectj.lang.annotation.Aspect;
import org.aspectj.lang.annotation.Before;
import org.aspectj.lang.annotation.Pointcut;

@Aspect
public class DemoAspect{
    @Pointcut("call(*_DemoTarget.*(..))")
    public void pCall() {}

    @Pointcut("execution(*_DemoTarget.*(..))")
    public void pExec() {}

    @Pointcut("pCall() || _pExec()")
    public void pComp() {}

    @Before("pComp()")
    public void pAdvice(JoinPoint joinPoint) {
        System.out.println(String.format(
            "[line:%3d]_%s",
            joinPoint.getSourceLocation().getLine(),
            joinPoint.toLongString()
        ));
    }
}
```

## Target File

```
public class DemoTarget {
    public static void foo() {}

    public static void goo() {hoo();}

    public static void hoo() {}

    public static void main(String[] args) {
        foo();
        goo();
    }
}
```

# Aspect Oriented Programming in Java (AspectJ)

## Aspect File

```
import org.aspectj.lang.JoinPoint;
import org.aspectj.lang.annotation.Aspect;
import org.aspectj.lang.annotation.Before;
import org.aspectj.lang.annotation.Pointcut;

@Aspect
public class DemoAspect{
    @Pointcut(" call(*_DemoTarget.*(..))")
    public void pCall() {}

    @Pointcut(" execution(*_DemoTarget.*(..))")
    public void pExec() {}

    @Pointcut(" pCall() || _pExec()")
    public void pComp() {}

    @Before("pComp()")
    public void pAdvice(JoinPoint joinPoint) {
        System.out.println(String.format(
            "[line:%3d]_%s",
            joinPoint.getSourceLocation().getLine(),
            joinPoint.toLongString()
        ));
    }
}
```

## Target File

```
public class DemoTarget {
    public static void foo() {}

    public static void goo() {hoo();}

    public static void hoo() {}

    public static void main(String[] args) {
        foo();
        goo();
    }
}
```

```
[line: 8] execution(public static void DemoTarget.main(java.lang.String []))
[line: 9] call(public static void DemoTarget.foo())
[line: 2] execution(public static void DemoTarget.foo())
[line: 10] call(public static void DemoTarget.goo())
[line: 4] execution(public static void DemoTarget.goo())
[line: 4] call(public static void DemoTarget.hoo())
[line: 6] execution(public static void DemoTarget.hoo())
```

# Aspect MATLAB Programming in MATLAB

## Previous Work

- ▶ Toheed Aslam's AspectMATLAB Compiler [5]
- ▶ Andrew Bodzay's AspcetMATLAB++ Compiler [1]
- ▶ McSAF Framework [2], and Kind Analysis [3]
- ▶ Samuel Suffos's Parser [4]

# Aspect MATLAB Programming in MATLAB

- ▶ Pointcuts  $\Rightarrow$  Patterns
- ▶ Pointcut Advice  $\Rightarrow$  Actions

# Aspect MATLAB Programming in MATLAB

## Patterns and Actions

### Patterns

Annotate	annotation comment	MainExecution	entry point
Call	subroutine call	Operator	MATLAB matrix/array operation
Execution	subroutine execution		
Get	variable read	Set	variable write
Loop	for-loop or while-loop	Dimension	restrict search by shape
LoopHead	loop initialization	IsType	restrict search by type
LoopBody	loop execution body	Within	restrict search by scope

### Actions

- Before Action will be executed before the captured join point
- After Action will be executed after the captured join point
- Around Action will be executed instead of the captured join point

# Aspect MATLAB Programming in MATLAB

## Improvements and Contributions

- ▶ Use of More Robust Front-end
- ▶ Clear Grammar
- ▶ Semantic Validation
- ▶ More Robust Transforming Strategy
- ▶ Extended Argument Matching



# Improvement on Grammar

**Extended Get and Set Pattern** more clear pattern

```
get(goo) & dimension([1,1]) & istype(logical)  
set(*) & dimension([3,3,...]) & istype(double)
```

⇒

```
get(goo : [1,1] logical)  
set(* : [3,3,...] double)
```

**Enhanced Usage of Wildcards** allow wildcard to appear at any position within argument list

```
dimension([3,...,4])
```

**Extended Call and Execution Pattern** restrict matching according to shape and type of arguments and return values.

```
call(foo([1,1] function_handle , *, [...] double) : [1,3] logical)
```

# Semantic Validation

**Semantic Invalid Pattern and Action** may lead to unpredictable result during AST transformation and weaving.

```
% unbounded 'within pattern'  
a1 : before within(function , foo) : ()  
% annotation has no type nor shape  
a2 : before annotate(*(..)) & istype(logical) & dimension([3,3])  
% or operator RHS unbounded  
a3 : after loop(for : i) || within(script , demo.m) : ()  
% cannot predict type and shape of return values without invoking  
a4 : before call(foo(..) : [1,1]logical) : ()  
% same as above, but more complicate  
a5 : before (get(*) & call(*(..))) & istype(integer) : ()  
% unclear pattern apply not operation to get pattern  
a6 : before ~get(foo : double) : ()
```

# Semantic Validation

- ▶ Basic Pattern Classification (primitive pattern and modifier pattern)
- ▶ Pattern Type Analysis
- ▶ Logical Reduction (resolve modifier pattern on primitive pattern)
- ▶ Modifier Validation and Weaving Method Validation

# Semantic Validation

## Basic Pattern Classification

### Primitive Pattern

Primitive patterns are patterns with actual joint point within MATLAB source code.

- ▶ Get/Set Pattern
- ▶ Call/Execution Pattern
- ▶ Loop/LoopHead/LoopBody Pattern
- ▶ MainExecution Pattern
- ▶ Annotation Pattern
- ▶ Operator Pattern

### Modifier Pattern

Unlike primitive patterns, modifier patterns do not provide joint points for action weaving, instead, it pose restriction on the primitive pattern which they bound to.

- ▶ Dimension Pattern
- ▶ IsType Pattern
- ▶ Scope Pattern

# Semantic Validation

## Pattern Type Analysis

### And Compound Pattern

$(\text{Primitive} \wedge \text{Primitive}) \rightarrow \text{Primitive}$

$(\text{Primitive} \wedge \text{Modifier}) \rightarrow \text{Primitive}$

*The Modifier pattern is bounded towards the primitive pattern and remove from further analysis.*

$(\text{Modifier} \wedge \text{Primitive}) \rightarrow \text{Primitive}$

$(\text{Modifier} \wedge \text{Modifier}) \rightarrow \text{Modifier}$

### Not Compound Pattern

$\neg \text{Primitive} \rightarrow \text{Invalid}$

*Ambiguous Pattern*

$\neg \text{Modifier} \rightarrow \text{Modifier}$

### Or Compound Pattern

$(\text{Primitive} \vee \text{Primitive}) \rightarrow \text{Primitive}$

$(\text{Primitive} \vee \text{Modifier}) \rightarrow \text{Invalid}$

*Cannot resolve right hand side modifier pattern to a primitive pattern, thus the modifier pattern is unbounded.*

$(\text{Modifier} \vee \text{Primitive}) \rightarrow \text{Invalid}$

$(\text{Modifier} \vee \text{Modifier}) \rightarrow \text{Modifier}$

# Semantic Validation

## Pattern Simplification

Simplify pattern using logical equivalence, moving modifier pattern towards its bounded primitive pattern.

```
(get(*) & call(*(..))) & ~(istype(integer) & istype(logical))
```

$$\neg(A \wedge B) \equiv \neg A \vee \neg B$$

$\Rightarrow$

```
(get(*) & call(*(..))) & (~istype(integer) | ~istype(logical))
```

$$A \wedge (B \vee C) \equiv (A \wedge B) \vee (A \wedge C)$$

$\Rightarrow$

```
(get(*) & (~istype(integer) | ~istype(logical))) &  
  (call(*(..)) & (~istype(integer) | ~istype(logical)))
```

# Semantic Validation

## Modifier Validation and Weaving Method Validation

Pattern	Dimension			IsType			Scope
	Before	After	Around	Before	After	Around	
Get/Set	✓	✓	✓	✓	✓	✓	✓
Call/Exec	×	✓	×	×	✓	×	✓
Annotation	×	×	×	×	×	×	✓
Loops	×	×	×	×	×	×	✓
MainExec	×	×	×	×	×	×	×
Operator	×	✓	×	×	✓	×	✓

a5 : before (**get**(\*) & call(\*(..))) & istype(integer) : ()

⇒

a5 : before (**get**(\*) & (~istype(integer) | ~istype(logical))) &  
(call(\*(..)) & (~istype(integer) | ~istype(logical)))

⇒ **Reject**

# More Robust Transforming Strategy

- ▶ Comma Separated List Handling
- ▶ End Expression Resolve
- ▶ Set Pattern New Variable Capture
- ▶ ...



# More Robust Transforming Strategy

## Comma Separated List Handling

```
foo(c{:}, m(:).f, p);
```

with pattern

```
get(*) | call(*(..))
```

## Current AspectMATLAB

```
AM_VAR_1 = c{:};
```

```
AM_VAR_2 = m(:).f;
```

```
AM_VAR_3 = p;
```

```
AM_VAR_4 = foo(AM_VAR_1, AM_VAR_2, AM_VAR_3);
```

⇒

```
AM_VAR_1 = {c{:}};
```

```
AM_VAR_2 = {m(:).f};
```

```
AM_VAR_3 = p;
```

```
AM_VAR_4 = foo(AM_VAR_1{:}, AM_VAR_2{:}, AM_VAR_3);
```

# More Robust Transforming Strategy

End Expression Resolve

`m(p1, end, c{:}, :)`

with pattern

`get(*)`

**Current AspectMATLAB**

Ignored

⇒

```
AM_VAR_1 = p1;  
AM_VAR_2 = {c{1:builtin('end', c, 1, 1)}};  
AM_VAR_3 = sum([1, 1, length(AM_VAR_2), 1]);  
AM_VAR_4 = m(  
    AM_VAR_1,  
    builtin('end', m, sum([1, 1]), AM_VAR_3),  
    AM_VAR_3,  
    1:builtin('end', m,  
        sum([1, 1, length(AM_VAR_2), 1]),  
        AM_VAR_3)  
);
```

# More Robust Transforming Strategy

Set Pattern New Variable Capture

```
[var1 , c{1:2}] = foo();
```

with pattern

```
set(*)
```

## Current AspectMATLAB

```
[var1 , c{1:2}] = foo();
```

*% both new value as foo()*

⇒

```
if exist('var1', 'var')  
    AM_VAR_1 = var1;
```

```
end
```

```
if exist('c', 'var')  
    AM_VAR_2 = c;
```

```
end
```

```
[AM_VAR_1, AM_VAR_2{1:2}] = foo();  
[var1] = deal(AM_VAR_1); % new value as AM_VAR_1  
[c{1:2}] = deal(AM_VAR_2{1:2}); % new value as AM_VAR_2
```

# Extended Argument Matching

## Current AspectMATLAB

```
call(foo(*,...))
```

- ▶ Matching according to the number of input arguments
- ▶ dots wildcard only allow to appear at the end of the pattern list

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call(foo(*,...))
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- ▶ dots wildcard only allow to appear at the end of the pattern list

```
call(foo(*, ..., [1,*,...,2,3]double) : [...]logical, [2,2]*)
```

- ▶ Matching according to both input and output (restriction applied)
- ▶ Dots wildcards can appear at any part in the signature list
- ▶ Shape and Type information matching

# Extended Argument Matching

- ▶ Collect Alphabet
- ▶ Building nondeterministic finite automaton for shape patterns
- ▶ Convert nondeterministic finite automaton into deterministic finite automaton
- ▶ Emit matcher function

# Extended Argument Matching

Collect Alphabet

**Why?** We need a finite alphabet to built NFA and DFA. But, in MATLAB, any valid identifier can be a valid type name, and dimension can be a list of any positive integers.

Trivial solution. ✕

# Extended Argument Matching

## Collect Alphabet

**Why?** We need a finite alphabet to built NFA and DFA. But, in MATLAB, any valid identifier can be a valid type name, and dimension can be a list of any positive integers.

Trivial solution.  $\times$

Construct alphabet  $\Sigma$  as follow:

- ▶  $\epsilon \in \Sigma$
- ▶ if symbol  $s$  appears in signature, then  $s \in \Sigma$
- ▶ let  $\sigma$  be a special symbol, denoting any other symbol that don't appear in the signature

Then the alphabet  $\Sigma$  is a finite set, as we have a finite signature.



# Extended Argument Matching

## Collect Alphabet

**Why?** We need a finite alphabet to build NFA and DFA. But, in MATLAB, any valid identifier can be a valid type name, and dimension can be a list of any positive integers.

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Then the alphabet  $\Sigma$  is a finite set, as we have a finite signature.

```
call(foo(*, ..., [1,*...,2,3]double) : [...]logical, [2,2]*)
```

$$\Sigma_{shape} = \{\epsilon_{shape}, 1, 2, 3, \sigma_{shape}\}$$
$$\Sigma_{type} = \{\epsilon_{type}, \text{double}, \text{logical}, \sigma_{type}\}$$

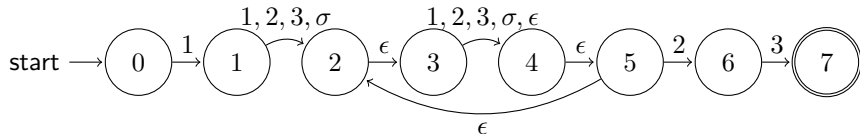
# Extended Argument Matching

Building nondeterministic finite automaton for shape patterns

## Pattern with only shape matching

`dimension([1, *, ..., 2, 3])`

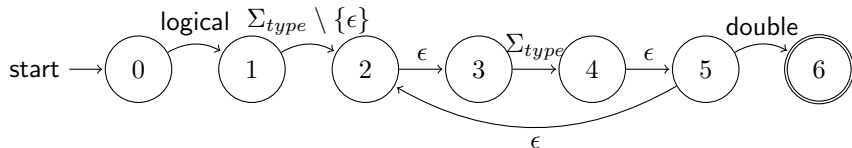
Alphabet :  $\Sigma_{shape} = \{\epsilon, 1, 2, 3, \sigma\}$



## Pattern with only type matching

`call(foo(logical, *, ..., double))`

Alphabet :  $\Sigma_{type} = \{\epsilon, \text{logical}, \text{double}, \sigma\}$



# Extended Argument Matching

Convert NFAs into DFAs

## Using subset construction method

`dimension([1, *, ..., 2, 3])`

Alphabet Map :

$\{1 = 1, 2 = 2, 3 = 3, \sigma = 4\}$

Matrix representation of DFA in  
MATLAB:

```
AM_FUNC_8 = [2, 6, 6, 6;  
              3, 3, 3, 3;  
              3, 4, 3, 3;  
              3, 4, 5, 3;  
              3, 4, 3, 3;  
              6, 6, 6, 6];
```

`call(foo(logical, *, ..., double))`

Alphabet Map :

$\{\text{logical} = 1, \text{double} = 2, \sigma = 3\}$

Matrix representation of DFA in  
MATLAB:

```
AM_FUNC_4 = [2, 5, 5;  
              3, 3, 3;  
              3, 4, 3;  
              3, 4, 3;  
              5, 5, 5];
```

# Extended Argument Matching

Emit matcher function

```
call(foo(logical , *, .. , double))
```

⇒

```
function [AM_FUNC_3] = AM_VAR_1(AM_FUNC_2)
    AM_FUNC_4 = [2, 5, 5; 3, 3, 3; 3, 4, 3; 3, 4, 3; 5, 5, 5];
    AM_FUNC_5 = 1;
    for AM_FUNC_6 = (1 : length(AM_FUNC_2))
        AM_FUNC_5 = AM_FUNC_4(AM_FUNC_5, AM_VAR_0(AM_FUNC_2{AM_FUNC_6}));
    end
    AM_FUNC_7 = [4];
    for AM_FUNC_8 = (1 : length(AM_FUNC_7))
        if (AM_FUNC_5 == AM_FUNC_7(AM_FUNC_8))
            AM_FUNC_3 = true;
            return
        end
    end
    AM_FUNC_3 = false;
    return
function [AM_FUNC_1] = AM_VAR_0(AM_FUNC_0)
    if isa(AM_FUNC_0, 'double')
        AM_FUNC_1 = 2;
    elseif isa(AM_FUNC_0, 'logical')
        AM_FUNC_1 = 1;
    else
        AM_FUNC_1 = 3;
    end
end
```

# Extended Argument Matching

More complicate pattern

```
call(foo([1, 2, ..., 3]logical, *, ..., [1, ..., 2, 3]logical))  
pattern1 = [1, 2, ..., 3]logical  
pattern2 = [1, ..., 2, 3]logical
```

Previous solution won't work, as alphabet is not a surjective map from variables to symbol code.

**Alternative solution:** let  $S_{pattern1}$  denotes the set of variable matching to pattern1,  $S_{pattern2}$  denotes the set of variable matching to pattern2, and  $S$  denotes the set of all possible input variables. Then alphabet  $A = \{\epsilon, s_1, s_2, s_3, \sigma\}$ , with following map  $\tau : S \rightarrow A$  is a suitable candidate for NFA/DFA construction, and  $A \supseteq \text{Im } \tau$  is a finite set with at most  $2^{|\text{patterns}|} + 1$  symbols.

$$\tau(x) = \begin{cases} \epsilon & \epsilon\text{-transition} \\ s_1 & x \in S_{pattern1} \setminus S_{pattern2} \\ s_2 & x \in S_{pattern2} \setminus S_{pattern1} \\ s_3 & x \in S_{pattern1} \cap S_{pattern2} \\ \sigma & x \in (S_{pattern1} \cup S_{pattern2})^c \end{cases}$$

# Extended Argument Matching

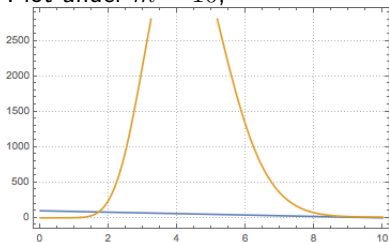
Analysis on performance

**If a pattern has  $m$  signature with  $k$  dots wildcards.**

The modified NFA/DFA method use  $m * (m - k)$  times shape and type checking.

The for-loop based method use  $k^{m-k} + k$  times shape and type checking.

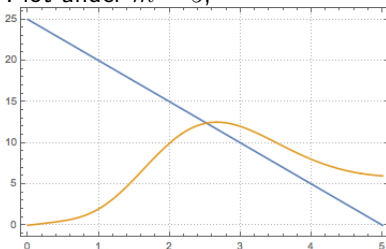
Plot under  $m = 10$ ,



⇒

Implemented as for-loop based method for patterns with few dots wildcard (1-2),  
NFA/DFA method for other scenario.

Plot under  $m = 5$ ,



# Extended Argument Matching

Using matcher function

## Input argument matching:

```
foo(var1, var2(:).f, var3{:})
```

⇒

```
AM_VAR_1 = {var1, var2(:), var{:}};  
AM_MATCH_RESULT(1) = matcher1(AM_VAR_1);  
AM_MATCH_RESULT(2) = matcher2(AM_VAR_2);  
% ...  
foo(AM_VAR_1{:})
```

## Output argument matching:

```
foo(var1, var2(:).f, var3{:})
```

⇒

```
% callWithMatcher is a MEX implemented subroutine using C  
AM_VAR_1 = {var1, var2(:), var{:}};  
[AM_MATCH_RESULT, ...] = callWithMatcher(  
                                @foo, AM_VAR_1,  
                                @matcher1, @matcher2, ...  
                                );
```



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The aspectj programming guide, 2003.

URL: <https://eclipse.org/aspectj/doc/next/progguide/semantics-advice.html>.