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# Implementing Feature Interactions with Generic Feature Modules

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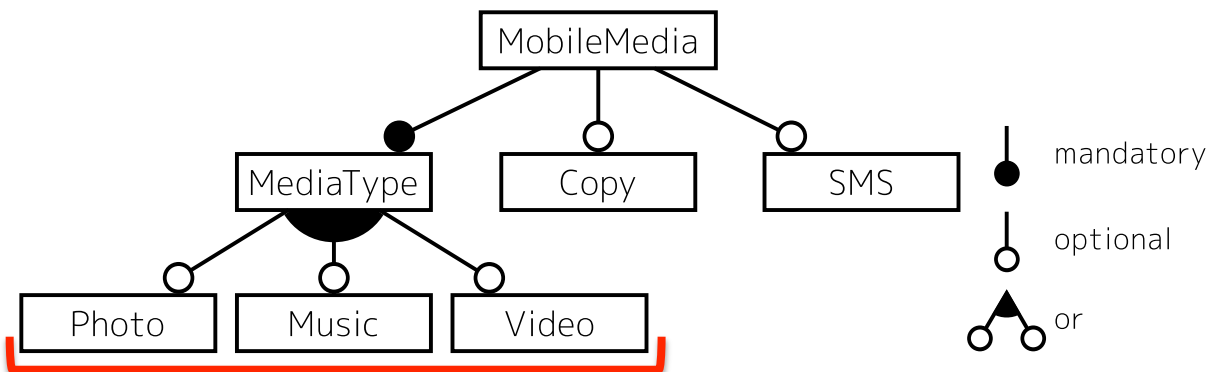
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# Software product lines and features

- ▶ A family of similar software products
- ▶ MobileMedia SPL [T. Young, et al., AOSD 2005 demo]
  - A multimedia management application SPL
  - e.g. Only music for character-display devices
- ▶ Developed by *selecting* features

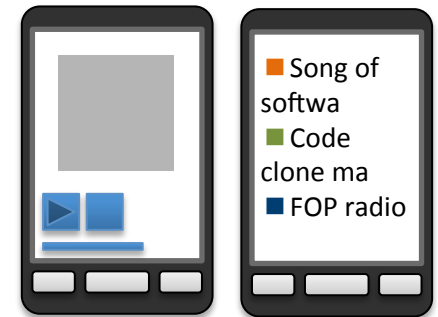


*or*-features: select at least one

Photo



Music



# How can we implement features?

- ▶ Conditional compilation
  - removes unnecessary feature
- ▶ Multiple features shares the same file
  - limits development for each feature
  - No encapsulation, etc...

```
class Application {  
#ifdef PHOTO  
    PhotoListScreen photoListScreen;  
    PhotoController photoController;  
#endif  
#ifdef MUSIC  
    MusicListScreen musicListScreen;  
    MusicController musicController;  
#endif  
  
    public void startApp {  
#ifdef PHOTO  
        photoListScreen = new PhotoListScreen();  
        photoController = new PhotoController();  
#endif  
#ifdef MUSIC  
        musicListScreen = new MusicListScreen();  
        musicController = new MusicController();  
#endif  
    }  
  
    public static void main(String[] args) {  
        Application app = new Application();  
        app.startApp();  
    }  
}
```

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# Features implementation in AOP

- ▶ Many languages allows separating features
  - AspectJ, GluonJ, AHEAD's Jak, (Feature House), ...

- ▶ The PhotoInit reviser

[S. Chiba et al., OOPSLA 2009]

- add fields to Application destructively
- overrides startApp method executes it instead of the original

```
class PhotoInit revises Application {
  PhotoListScreen screen;
  PhotoController cont;

  public void startApp() {
    screen = new PhotoListScreen();
    cont = new PhotoController();
    super.startApp();
  }
}
```

← separate

← separate

```
class Application {
  ... screen;
  ... cont;

  public void startApp() {
    screen = ...;
    cont = ...;
    ... other initializations ...
  }
}
```

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# Feature interaction

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- ▶ Additional behavior for combination of features
  - needed when they are used together in a product
  - cannot be obtained by naively combining the implementations of features
- ▶ Show “SMS” on the photo viewer
  - if Photo and SMS features are used



# Derivatives

[J. Liu et al., ICSE 2006]

- ▶ Implement feature interactions separately
  - A special feature used only when interacting features used
- ▶ Classes and aspects for interacting features should not contain code for the interaction
  - Necessary only when all of them are used

Photo

classes & aspects  
only for Photo

PhotoSMS

classes & aspects  
for this derivative

SMS

classes & aspects  
only for SMS



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# The optional feature problem

[J. Liu et al., ICSE 2006]  
[C. Kästner et al., SPLC 2009]

## ▶ Exponential explosion?

- $2^n - n - 1$ 
  - if all combination of features interacts
- 53 interactions in 38 features [C. Kästner, et al. SPLC 2009]
  - An AspectJ implementation of Berkley DB has

## ▶ 6 derivatives between

- {Photo, Music, Video}, {Copy, SMS}

## ▶ Derivatives must be prepared

- to build products just by selecting features without writing code

	Copy	SMS	...
Photo	PhotoCopy	PhotoSMS	Photo...
Music	MusicCopy	MusicSMS	Music...
Video	VideoCopy	VideoSMS	Video...
...	...Copy	...SMS...	...

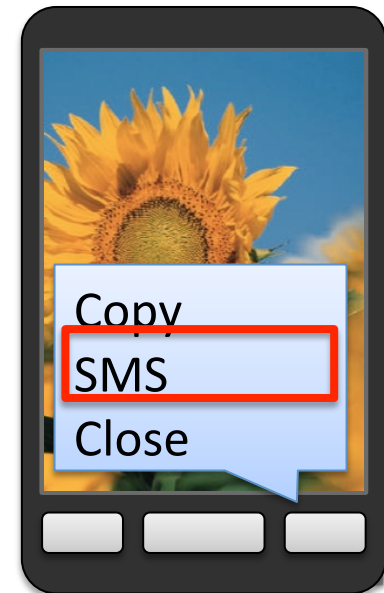
# Derivatives are often redundant

## ► Found in MobileMedia

- Only minor difference in class names.
- So they cannot be merged into one derivative
- Since derivatives are implemented like normal features

```
class AddSMSToPhoto revises PhotoViewScreen {  
    void initForm() {  
        t.addCommand(new SMSCommand());  
        super.startApp()  
    }  
}
```

```
class AddCopyToMusic revises MusicPlayerScreen {  
    void initForm() {  
        t.addCommand(new CopyCommand());  
        super.startApp();  
    }  
}
```

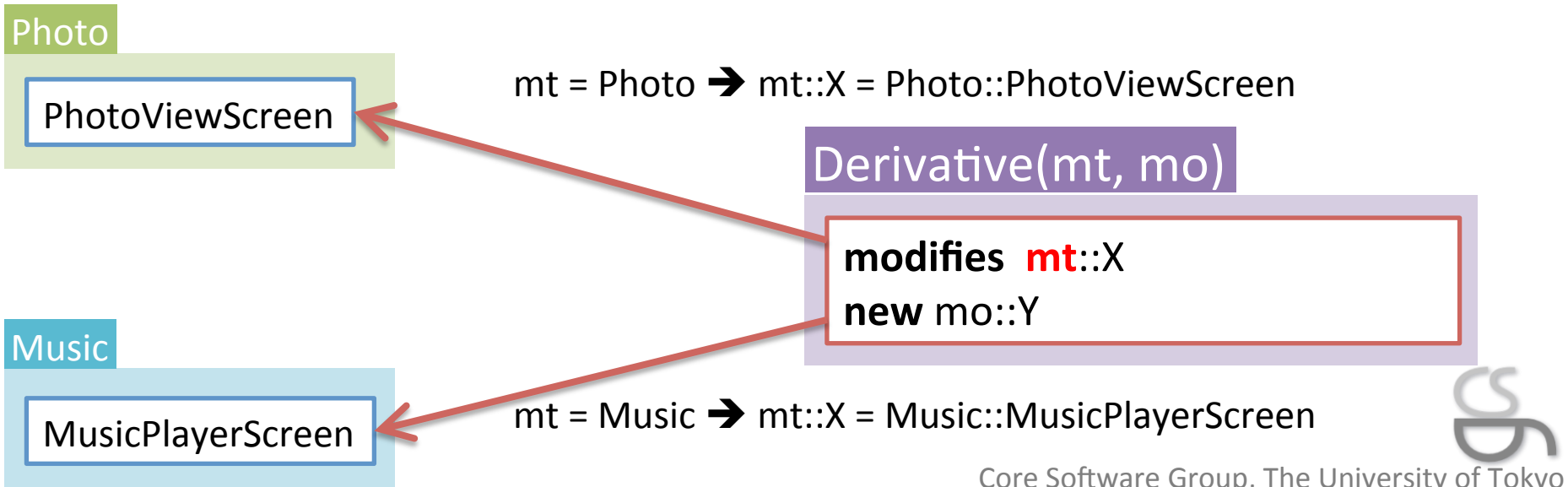


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# Solution: Generic derivatives

- ▶ Write a template and generate derivatives for every combination
  - Template parameters are **features**
  - Automate enumeration of all the combination
- ▶  $F::C$ —feature  $F$ 's class  $C$



# FeatureGluonJ: a new FOP language

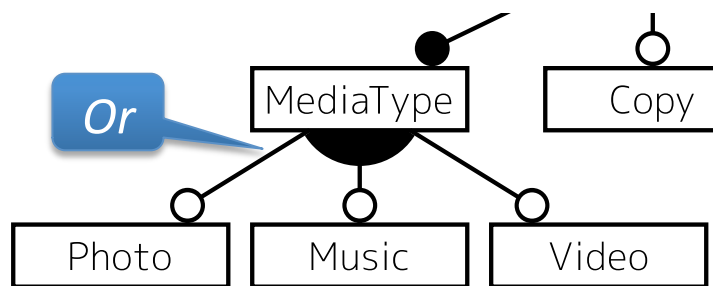
FOP: Feature-oriented programming language

## ▶ Interface among feature modules

- Specifies the classes that a feature module must contain
- For “**type-safe**” templates  
when using a feature as a template parameter

## ▶ Feature module

- Contains classes and revisers (aspect)
- Can **inherit** from an abstract feature module,  
which works as an **interface**.
- Also found in CaesarJ and ObjectTeams

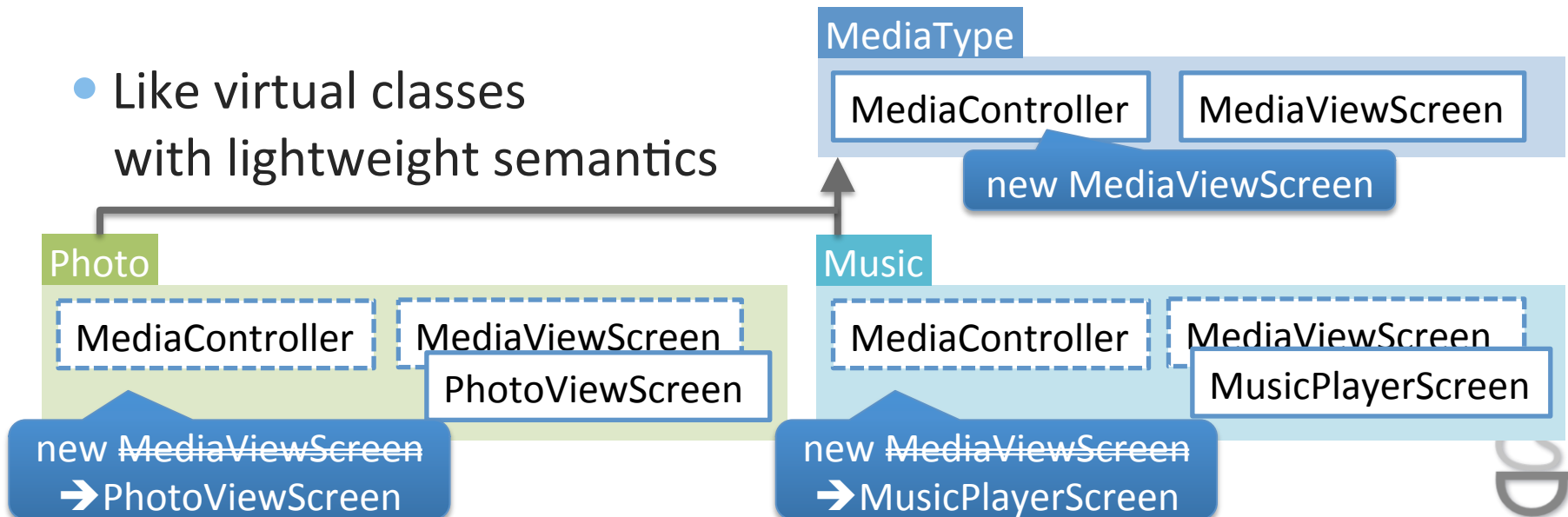


{Photo, Music, Video} is a MediaType



# Inheritance for feature modules

- ▶ A sub feature module can
  - Use the classes and revisers in the super module
  - Rename a class in the super module
  - Add new classes, methods, and fields.
  - Modify a class in the super module by **revisers** (or aspects)
- Like virtual classes with lightweight semantics



# Generic derivatives in FeatureGluonJ

- ▶ Implement by a template feature module
  - Parameters are feature modules.
- ▶ `forevery`
  - Automatically enumerate every combination of feature modules and instantiate the template

## MediaOpMediaTypeFE

```
feature MediaTypeFileOp defines forevery(mt, mo) {  
  abstract import feature mt: MediaType;  
  abstract import feature mo: MediaOp;  
}
```

```
class AddCmdToView revises mt::MediaViewScreen {  
  void initMenu() {  
    addCommand(new mo::MediaOpCommand());  
    super.initMenu();  
  }  
}
```

Photo::PhotoViewScreen

Music::MusicPlayerScreen

always provided by mt::MediaViewScreen

# Incremental implementation of derivatives

- ▶ Can manually instantiate a template (if needed)
  - for customizing the generated feature modules.

## MediaOpMediaType

```
abstract import feature mt: MediaType;  
abstract import feature mo: MediaOp;
```

```
class AddCmdToView rev. mt::... {  
  ... new mo::FileOpCommand()  
}
```

```
class AClass  
  extends mo::FileOpCommand {  
}
```

## SMSPhoto

```
import feature mt: Photo;  
import feature mo: SMS;
```

```
AddCmdToView
```

```
AClass  
ANewClass
```

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# Related work

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- ▶ Languages with virtual aspects + virtual classes
  - CaesarJ, Object Teams
  - designed for reusable collaboration of classes and aspects
    - across product lines
    - require to combine classes (glue code) for each product
  - Object Teams supports dependent team (collaboration) but it can depends on only a team
  
- ▶ Annotation based approach
  - #ifdef–#endif, CIDE
  - How reduce redundancy of code for interaction?
    - especially between or-features



# Conclusion

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## ▶ FeatureGluonJ

- A generic feature module as a template for derivatives
- Automatic template instantiation
- The template instantiation is “type-safe”
  - by introducing a feature interface

## ▶ Future work

- Case study and evaluation
  - few appropriate SPLs (e.g. non OOP)
- Algebra model, formal definition of semantics
- Feature local variables, method, ...

