Component-based Software

Introduction and overview

Slides by courtesy of Uwe Aßmann, TU Dresden

Recommended Reading

- [ISC] Chapters 1 + 2
- Douglas McIlroy's home page
  http://cm.bell-labs.com/who/doug/
- Douglas McIlroy. *Mass-produced software components*.
  http://cm.bell-labs.com/cm/cs/who/doug/components.txt
  in:
  P. Naur and B. Randell, "*Software Engineering, Report on a conference sponsored by the NATO Science Committee, Garmisch, Germany, 7th to 11th October 1968*", Scientific Affairs Division, NATO, Brussels, 1969, 138-155.

Motivation for Component Based Development

- Divide-and-conquer (Alexander the Great)
- Well known in other disciplines
  - Mechanical engineering (e.g., German DIN 2221); IEEE standards)
  - Electrical engineering
  - Architecture
  - Computer architecture
- Outsourcing to component producers
  (components off the shelf, COTS)
- Goal: Reuse of partial solutions
- Easy configurability of the systems
  - Variants, versions, product families

Mass-produced Software Components

- Garmisch 1968, NATO conference on software engineering
- McIlroy:
  - Every ripe industry is based on components, since these allow to manage large systems
  - Components should be produced in masses and composed to systems afterwards

Mass-produced Software Components

In the phrase `*mass production techniques*,' my emphasis is on `*techniques*' and not on mass production plain.
Of course, mass production, in the sense of limitless replication of a prototype, is trivial for software.

But certain ideas from industrial technique I claim are relevant.
- The idea of subassemblies carries over directly and is well exploited.
- The idea of interchangeable parts corresponds roughly to our term `modularity,' and is fitfully respected.
- The idea of machine tools has an analogue in assembly programs and compilers.

Yet this fragile analogy is belied when we seek for analogues of other tangible symbols of mass production.
- There do not exist manufacturers of standard parts, much less catalogues of standard parts.
- One may not order parts to individual specifications of size, ruggedness, speed, capacity, precision or character set.

Mass-produced Software Components

- Later McIlroy was with Bell Labs ...
  - ... and invented pipes, diff, join, echo (UNIX).
  - Pipes are still today the most employed component system!
- Where are we today?

Definitions of “Component”

“A software component is a unit of composition with contractually specified interfaces and explicit context dependencies only.
A software component can be deployed independently and is subject to composition by third parties.”
- C. Szyperski, ECOOP Workshop WCOP 1997.

“A reusable software component is a logically cohesive, loosely coupled module that denotes a single abstraction”
- Grady Booch

“A software component is a static abstraction with plugs.”
- Nierstrasz/Dami

Definitions of Components

MetaGroup (OpenDoc):
“Software components are defined as prefabricated, pretested, self-contained, reusable software modules bundles of data and procedures - that perform specific functions.”

Sametinger:
“Reusable software components are self-contained, clearly identifyable pieces that describe and/or perform specific functions, have clear interfaces, appropriate documentation, and a defined reuse status.”

Definitions of Components (cont.)

- Heineman / Councill [Ch.1]:

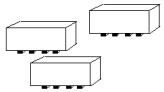
  "A *software component* is a software element
  that conforms to a component model
  and can be independently deployed and composed
  without modification according to a composition standard.

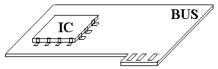
  A *component model* defines specific interaction and
  composition standards.

  Composition is the combination of two or more software components yielding a new component behavior at a different level of abstraction ... [which is] determined by the components being combined and the way how they are combined."

Real Component Systems

- Lego
- Square stones
- Building plans
- IC's
- Hardware bus
- How do they differ from software?





What is a Component? [ISC/CS]

- A *component* is a *container with*
  - *variation points*
  - *extension points*
  - that are adapted during composition
- A component is a reusable *unit for composition*
- A component underlies a *component model*
  - abstraction level
  - composition time (static or runtime?)

What Is A Component-Based System?

A *component-based system*
has the following divide-and-conquer feature:

- A component-based system is a system in which a major relationship between the components is
  - tree-shaped
  - or reducible.
- Consequence:
  the entire system can be reduced to one abstract node
  - at least along the structuring relationship
- Systems with layered relations (dag-like relations) are not necessarily component-based.

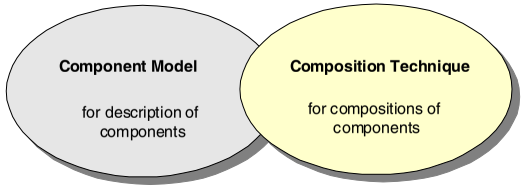
Because they cannot be reduced

What Is A Component-Based System?

- Because it is divide-and-conquer, component-based development is attractive.
- However, we have to choose the structuring relation
- And, we have to choose the composition model
- Mainly, two sorts are known:
  - Modular decomposition (blackbox)
  - Separations of concerns (graybox)

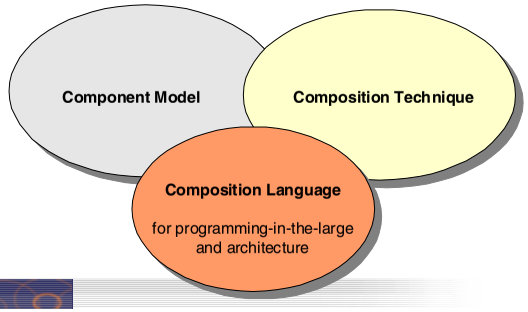
Component Systems (Component Platforms)

- We call a technology in which component-based systems can be produced a *component system* or *component platform*.
- A component system has



Software Composition Systems

- A *composition system* has



The Ladder of Component and Composition Systems

Aspect Systems	View Systems	Software Composition Systems
Aspect Separation	Composition Operators	Composition Language
Aspect/J	*Composition Filters Hyperslices*	*Invasive Composition Metaclass Composition Piccola*

Architecture Systems	Architecture as Aspect	*Darwin ACME*
Classical Component Systems	Standard Components	*.NET CORBA Beans EJB*
Object-Oriented Systems	Objects as Run-Time Components	*C++ Java*
Modular Systems	Modules as Compile-Time Components	*Modula Ada-85*

Desiderata for Flexible Software Composition

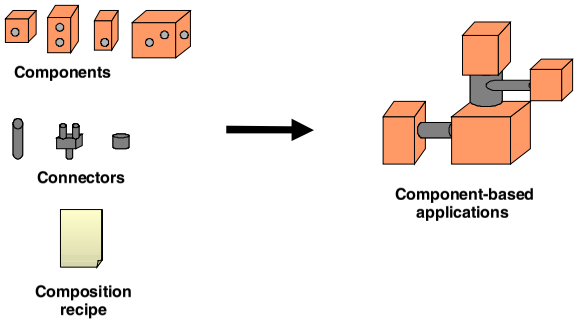
- Component Model:
  - How do components look like?
  - Secrets, interfaces, substitutability
- Composition Technique
  - How are components plugged together, composed, merged, applied?
  - Composition time (Deployment, Connection, ...)
- Composition Language
  - How are compositions of large systems described?
  - How are system builds managed?
- Be aware: This list is NOT complete!

The Essence of the 60s-90s: LEGO Software

- **Procedural systems**
- **Modular systems**
- **Object-oriented technology**
- **Component-based programming**
  - CORBA, EJB, DCOM, COM+, .NET
- **Architecture languages**

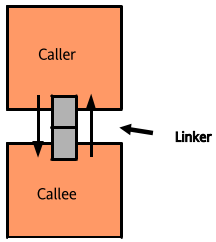
Blackbox composition

Blackbox Composition

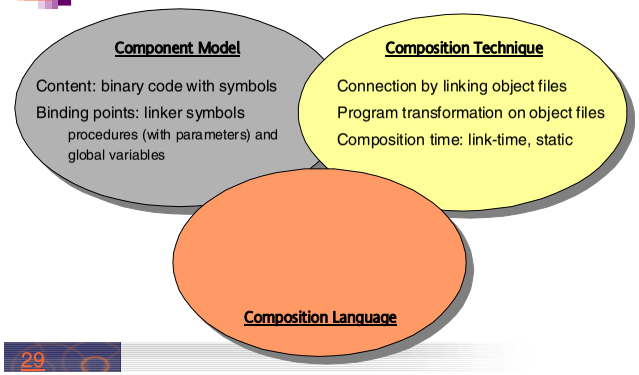


Procedure Systems

- Fortran, Algol, Pascal, C, ...
- The *procedure* is the static component
- The *activation record* the dynamic one
- Component model is supported by almost all processors directly
  - JumpSubroutine instruction
  - Return instruction



Procedures as Composition System



Modules (a la Parnas)

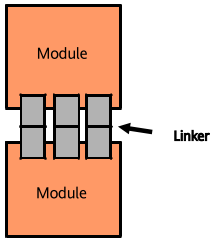
We can attempt to define our modules "around" assumptions which are likely to change. One then designs a module which "hides" or contains each one.

Such modules have rather abstract interfaces, which are relatively unlikely to change.

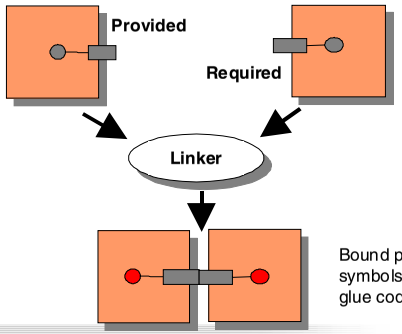
- Every module hides an important design decision behind a well-defined interface which does not change when the decision changes.

Modules

- Static binding of functional interfaces to each other
- Concept has penetrated almost all programming languages (Modula, Ada, Java, C++, Standard ML, C#)

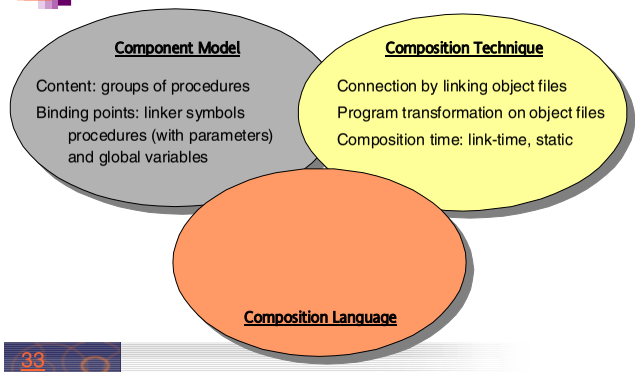


A Linker is a Composition Operator That Composes Modules



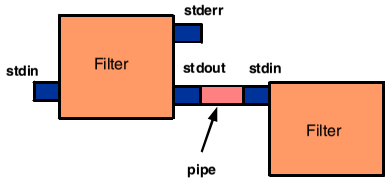
Bound procedure symbols, no glue code

Modules as Composition System

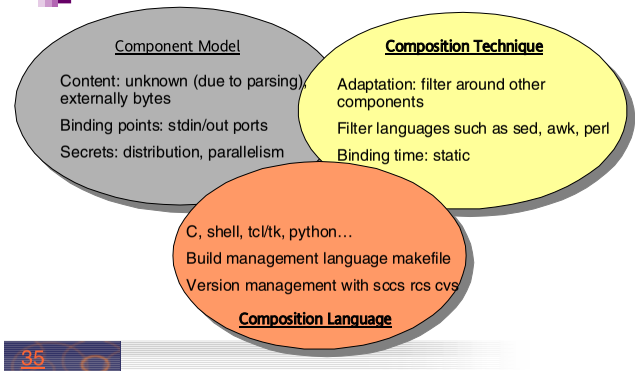


UNIX Filters and Pipes [McIlroy]

- UNIX shells style still offers the most used component paradigm:
  - Communication with byte streams via standard I/O ports
  - Parsing and linearizing the objects
  - Extremely flexible, simple

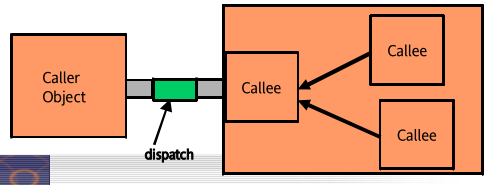


Unix Filters and Pipes as Composition System

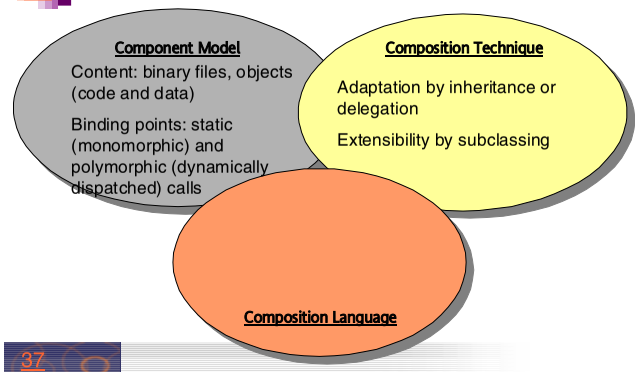


Object-Oriented Systems

- Components: objects (runtime) and classes (compile time)
  - Objects are instances of classes (modules) with unique identity
  - Objects have runtime state
  - Late binding of calls by search/dispatch at runtime

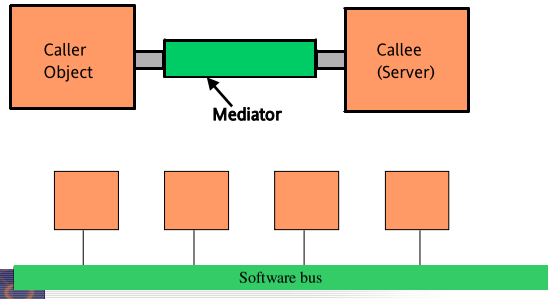


Object-Orientation as Composition System



Commercial Component Systems

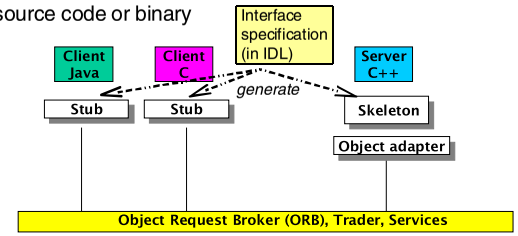
- CORBA / DCOM / .NET / JavaBeans / EJB
- Although different on the first sight, turn out to be rather similar



CORBA

http://www.omg.org/corba

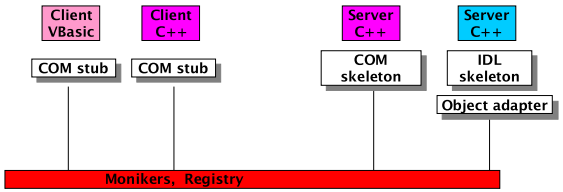
- Language independent, distribution transparent
- interface definition language IDL
- source code or binary



(D)COM, ActiveX

http://www.activex.org

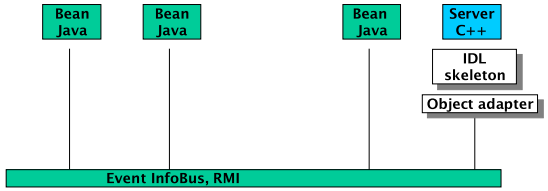
- Microsoft's model is similar to CORBA. Proprietary
- (D)COM is a binary standard



Java Beans

http://www.javasoft.com

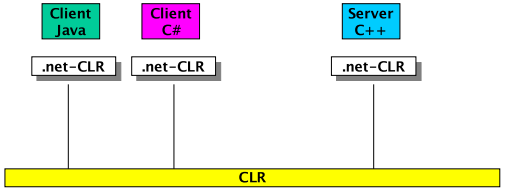
- Java only: source code / bytecode-based
- Event-based, transparent distribution by remote method invocation (RMI – includes Java Object Serialization)



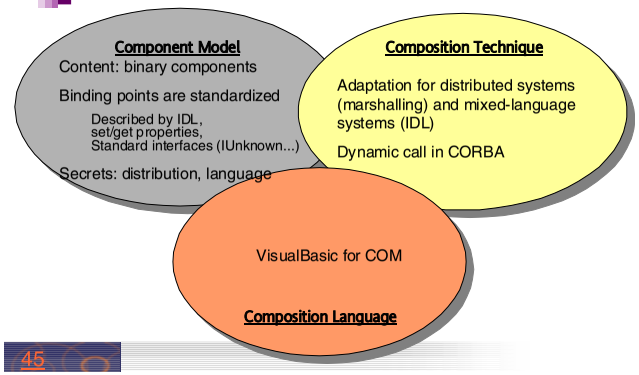
DOT-NET

http://www.microsoft.com

- Language independent, distribution transparent
- NO interface definition language IDL (at least for C#)
- source code or bytecode MSIL
- Common Language Runtime CLR

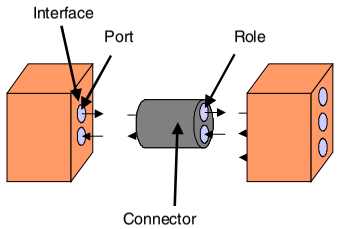


CORBA/DCOM/JavaBeans/...: Components Off-The-Shelf (COTS)



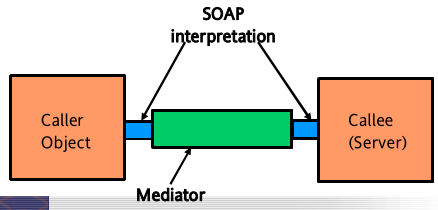
Component Model in Architecture Systems

- *Ports* abstract interface points (as in Linda)
  - in(data), out(data)
  - Components may be nested
- *Connectors* as special communication components

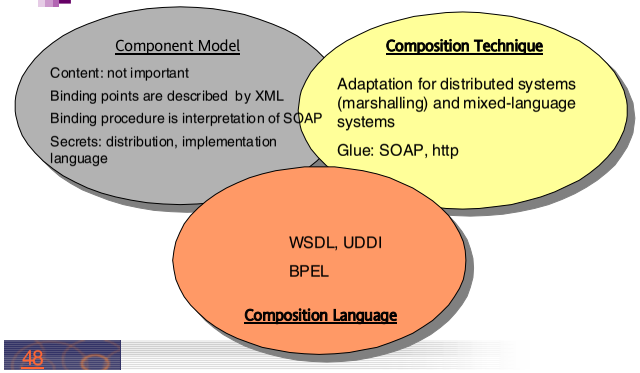


Web Services

- Binding procedure is interpreted, not compiled
- More flexible:
  - When interface changes, no recompilation and rebinding
  - Ubiquitous http protocol – independent of a specific ORB



Web Services as Composition System

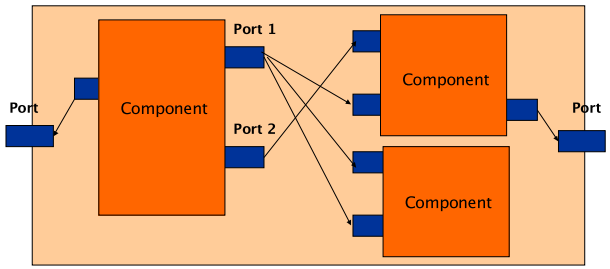


Architecture Systems

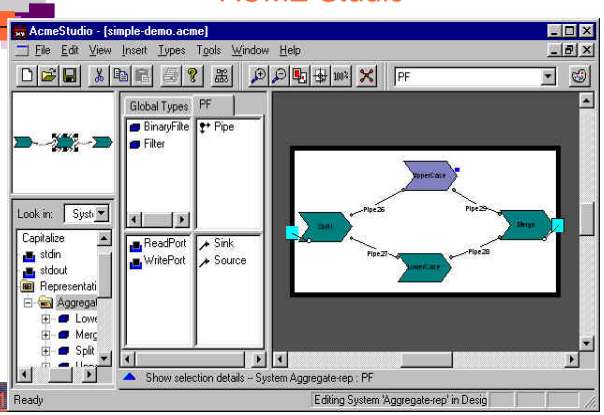
- Unicon, ACME, Darwin
  - feature an Architecture Description Language (ADL)
- Split an application into:
  - Application-specific part (encapsulated in components)
  - Architecture and communication (in architectural description in ADL)
  - Better reuse since both dimensions can be varied independently

Architecture can be exchanged independently of components

- Reuse of components and architectures is fundamentally improved



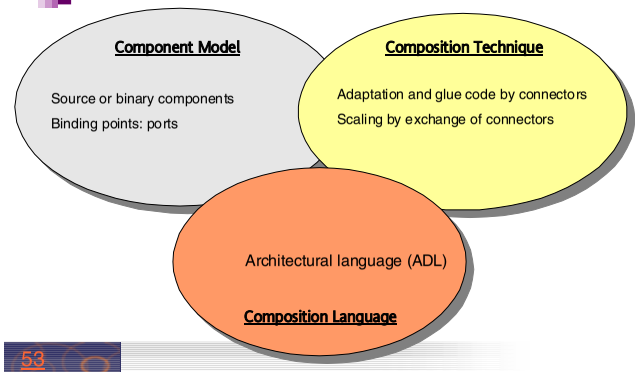
ACME Studio



The Composition Language: ADL

- Architectural description language, ADL
  - ADL-compiler
  - XML-Readers/Writers for ADL.
    XADL is a new standard exchange language for ADL based on XML
- Graphic editing of systems
- Checking, analysing, simulating systems
  - Dummy tests
  - Deadlock checkers
  - Liveness checking

Architecture Systems as Composition Systems



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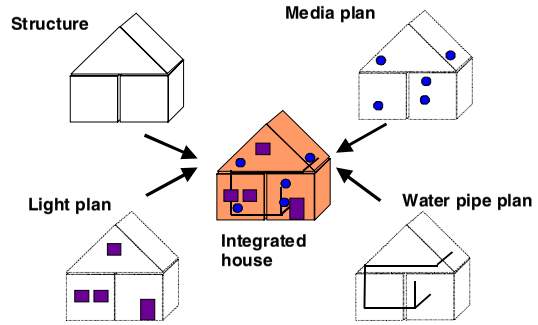
Modular Systems	Modules as Compile-Time Components	*Modula Ada-85*

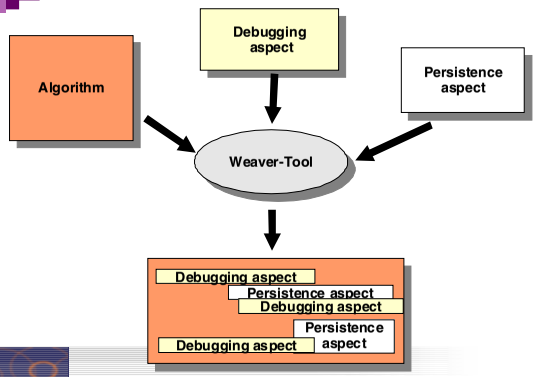
Graybox Component Models

Component integration
- Aspect oriented programming
- View-based composition

Aspects in Architecture



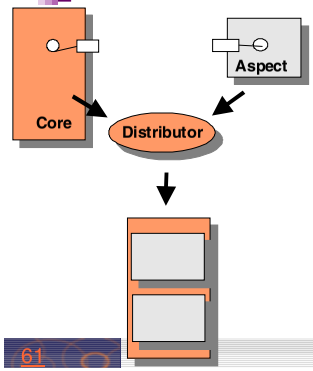
Aspects in Software



Aspect Systems

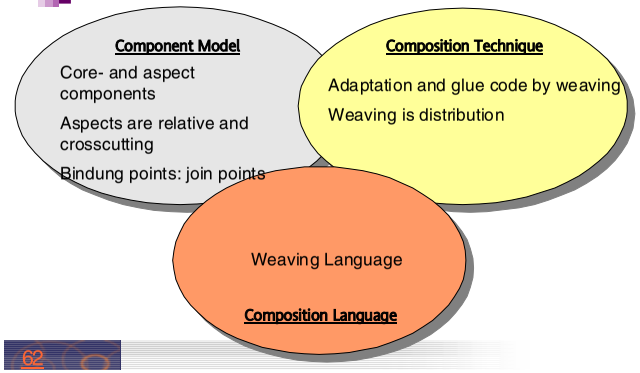
- Aspect languages
  - Every aspect in a separate language
  - Domain specific
  - Weaver must be built (is a compiler, much effort)
- Script-based Weavers
  - The weaver interprets a specific script or aspect program
  - This introduces the aspect into the core

Aspect Weavers Distribute Advice Components over Core Components



- Aspects are *crosscutting*
- Hence, aspect functionality must be *distributed* over the core

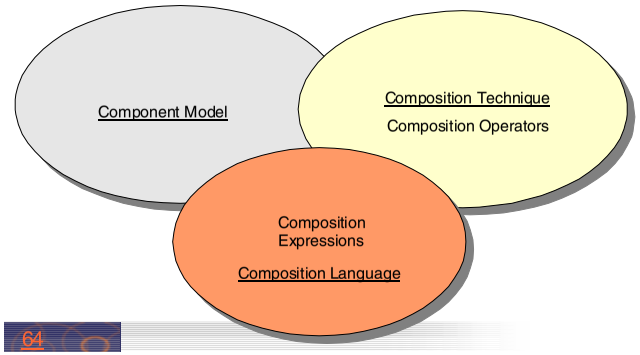
Aspect Systems As Composition Systems



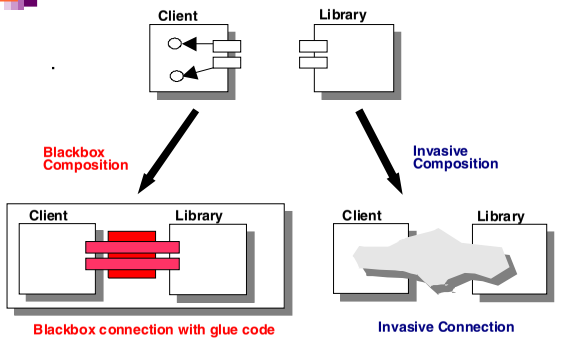
Composition Systems
with composition operators and expressions

- Hyperspace Programming [Ossher *et al.*, IBM]
- Piccola [Nierstrasz, et.al., Berne]
- Metaclass composition [Forman/Danforth, Cointe]
- Invasive composition [Aßmann]
- Formal calculi
  - Lambda-N calculus [Dami]
  - Pi-L calculus [Lumpe]

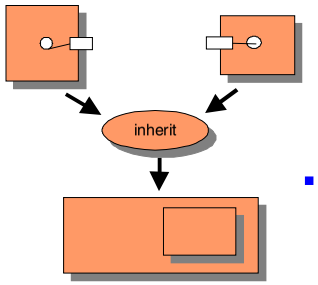
Composition Systems
with composition operators and expressions



Connectors are Composition Operators



Composers can be used for inheritance

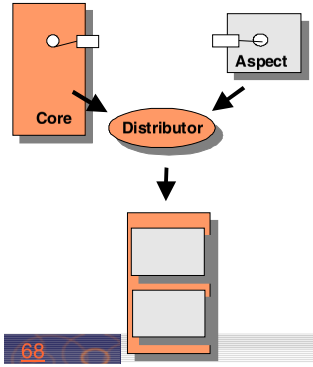


- Extension can be used for inheritance (mixins)

A *mixin* is a class (i.e., a set of features) by which a superclass can be extended to derive a subclass. The mixin class itself is final, i.e., cannot be subclassed.

- Mixin-based inheritance:
  - copy first superclass
  - extend with fragments of second superclass (mixin)

Composers Generalize Aspect Weavers in AOP



- Complex composers distribute aspect fragments over core fragments
- *Distributors* extend the core
- Distributors are more complex operators, defined from basic ones

Composition Languages

- **Composition languages** describe the structure of the systen in-the-large (“programming in the large”)
- **Composition programs** combine the basic composition operations of the composition language
- Composition languages can look quite different
  - Standard languages, such as Java
  - Makefiles
- Enables us to describe large systems

Composition program size	1
System size	10

Conclusions for Composition Systems

- Components have a *composition interface*
  - Composition interface is different from functional interface
  - The composition is running usually *before* the execution of the system
  - From the composition interface, the functional interface is derived
- System composition becomes a new step in system build

Steps in System Construction

- We need component models and composition systems on all levels of system construction

System composition
(System generation)

System compilation

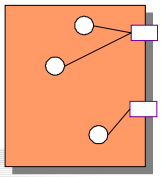
System deployment

System execution

Fragment Components Have Hooks

Hooks are variation points of a component:
fragments or positions,
which are subject to change

- **Software variation points, hooks**
  - Method entries/exits
  - Generic parameters

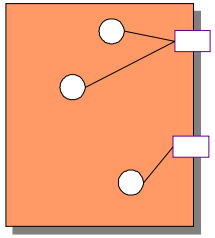


Invasive Composition

Invasive composition
adapts and extends
components
at hooks
by transformation

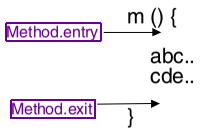
The Component Model of Invasive Composition

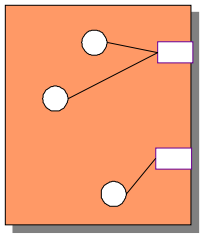
- **The component is a *fragment container (fragment box)***
  - a set of fragments/tag elements
- **Uniform representation of**
  - a fragment
    - a class, a package, a method
  - a set of fragments
    - an aspect
    - a meta description
    - a composition program



Implicit Hooks In Software

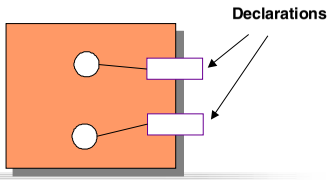
- Given by the programming language
- Example: Method entry/exit





Declared Hooks

Declared Hooks are declared
by the component writer as code parameters

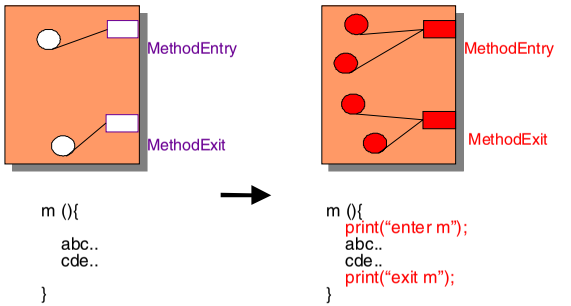


The Composition Technique of Invasive Composition

Invasive Composition
adapts and extends
components
at hooks
by transformation

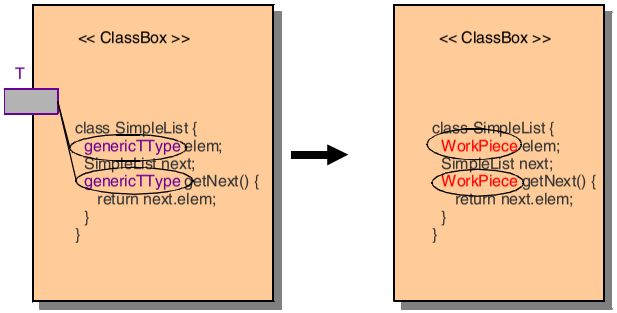
A composer transforms unbound to bound hooks

***composer*: fragment box with hooks --> fragment box with bound hooks**

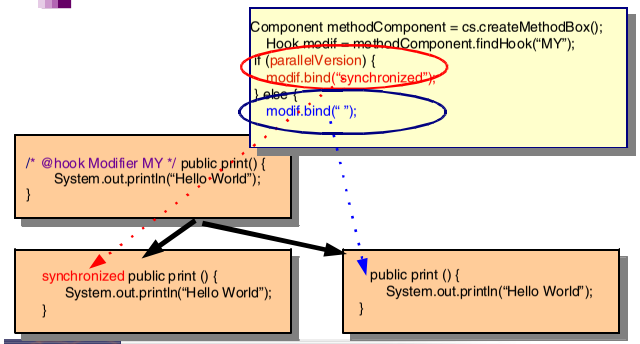



```
component.findHook("MethodEntry").extend("print(\"enter m\");");
component.findHook("MethodExit").extend("print(\"exit m\");");
```

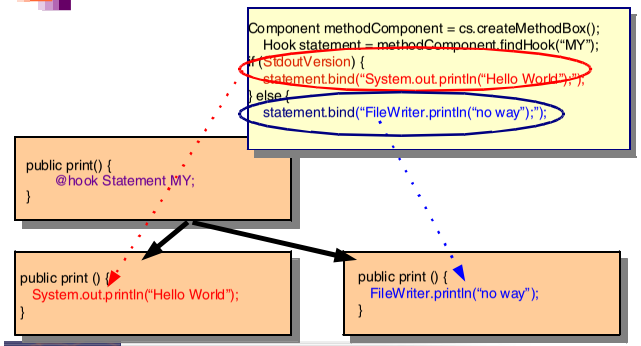

Generic Types



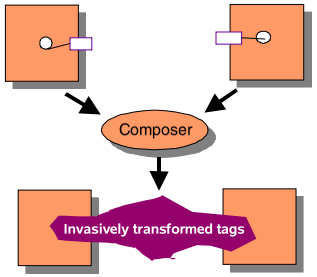
Generic Modifiers



Generic Statements



The Composition Technique of Invasive Composition



Uniform for declared and implicit hooks

Composition Operators

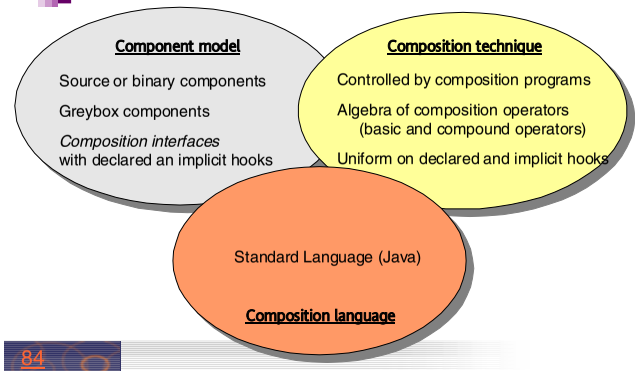
Basic operators:

- bind hook (parameterization)
  - generalized generic program elements
- rename component, rename hook
- remove value from hook (unbind)
- extend
  - extend in different semantic versions

Basic Composition Algebra

+ compound operators ...

Invasive Composition as Composition System



The COMPOsition SysTem COMPOST

- COMPOST is a composition system for Java
  - Library of static meta-programs
  - Composition language Java
  - Reifies concepts Components, Hooks, Composers
- Uni Karlsruhe/Uni Linköping 1998-2003
  - http://www.the-compost-system.org
  - Version 0.78 of 2003
  - Continued at TU Dresden since 2004
- U. Assmann: *Invasive Software Composition*. Springer, 2003.

Unification of Development Techniques

- With the uniform treatment of declared and implicit hooks, several technologies can be unified:
  - Generic programming
  - Inheritance-based programming
  - Connector-based programming
  - View-based programming
  - Aspect-based programming

Summary: Component-based Systems

- ... are produced by component systems or composition systems
- ... have a central relationship that is tree-like or reducible
- ... support a component model
- ... allow for component composition with composition operators
  - ... and – in the large – with composition languages
- Historically, component models and composition techniques have been pretty different
  - from compile time to run time
- Blackbox composition supports variability and adaptation
- Graybox composition also supports extensibility