Composing Aspects at Shared Join Points

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Abstract: Aspect-oriented languages provide means to superimpose aspecual behavior on a given set of join points. It is possible that not just a single, but several units of aspecual behavior need to be superimposed on the same join point. Aspects that specify the superimposition of these units are said to "share" the same join point. Such shared join points may give rise to issues such as determining the exact execution order and the dependencies among the aspects. In this paper, we present a detailed analysis of the problem, and identify a set of requirements upon mechanisms for composing aspects at shared join points. To address the identified issues, we propose a general and declarative model for defining constraints upon the possible compositions of aspects at a shared join point. Finally, by using an extended notion of join points, we show how concrete aspect-oriented programming languages, particularly AspectJ and Compose*, can adopt the proposed model.

1 Introduction

The so-called join point model is an important characteristic of every AOP language [El01]. It defines a composition interface ("hooks") where the behavior of a (sub)program can be modified or enhanced, by superimposing' aspecual (crosscutting) behavior. Almost all AOP languages allow composing independently specified aspecual behavior at the same join point, which we will refer to as a shared join point (SJP). The composition of multiple aspects at the same join point raises several issues, such as: What is the execution order of the aspects? Is there any dependency between them? These issues are not specific to certain AOP languages but they are relevant for almost every AOP language.

This paper presents a novel and generic approach for specifying aspect composition at SJPs in aspect-oriented programming languages. The approach adopts declarative specifications of both ordering constraints and controlling constraints among aspects. In the following section (2), we will first introduce an example, which will be used for explaining the problems that may occur when composing aspects at SJPs. This analysis results in a set of requirements. In section 3, for specifying aspect composition at SJPs.

1 We use this term to designate the weaving of behavior at one or more locations in the program.
we introduce a simple, generic model, which we term as Core Model. In section 4, we show how the concepts of Core Model can be integrated with aspect-oriented programming languages. Finally, section 5 discusses the related work and the contributions of this paper.

2 Problem Analysis
The superimposition of multiple advices on a particular join point involves several concerns. To explain the possible problems, we introduce an example application, which will be used throughout the paper.

2.1 Example
The example consists of a simple personnel management system. Class Employee, shown in Figure 1, forms an important part of the system. In particular, we will focus on the method increaseSalary(), which uses its argument to compute a new salary.

![Figure 1: Class Employee and its superimposed aspects](image)

Our example has been defined as a scenario, which introduces a new requirement at each step. Applying the principle of separation of concerns, we implement each of these requirements by separate aspects that will be superimposed on the same join point (as well as others); in this example, after the execution of the method increaseSalary() of class Employee. It is important to note that the implementation of the requirements has been made only for illustrative purposes in AspectJ. One may find other possible implementations, for instance, based on using exceptions.

2.2 Primary Requirements
In this example we compose, one by one, four aspects with class Employee. Each of them will be superimposed on the same join point\(^2\). At each step, we show the possible problems that can occur at the SJP. We present an analysis of these problems and formulate the requirements towards their solution.

\(^2\) Note that not every aspect will be superimposed on the same set of join points. However, for all aspects there is a common join point which can be designated by the pointcut \texttt{call(void Employee.increaseSalary(int))}\) in AspectJ.
2.2.1 Step 1 – Monitoring Salaries
Assume that the first requirement in this scenario is to introduce a logging system for monitoring changes in salaries. This requirement is implemented by the aspect `MonitorSalary` in Figure 2:

```java
public aspect MonitorSalary{
    pointcut salaryChange(Employee e, int l);
    target(e) && call(void increaseSalary(l));
    after(Employee person, int level): salaryChange(person, level){
        System.out.println("Salary increased to level"+level+ " for person "+ person);
        ...
    }
}
```

**Figure 2:** The advice of the aspect `MonitorSalary`

Whenever a salary is increased, this aspect will print a notification, including the information about the employee and the type of salary change.

2.2.2 Step 2 – Persistence
Assume that the second requirement in the scenario states that certain objects must store their state in a database. After each state change occurs in the corresponding objects, the database have to be updated as soon as possible. We consider persistence as a separate concern to be implemented as an aspect.

The abstract aspect `DBPersistence` contains the advice that performs the update operation on a persistent object:

```java
public abstract aspect DBPersistence
per target {target(PersistentObject)}{
abstract pointcut
    stateChange(PersistentObject po);
    after(PersistentObject po): stateChange(po){
        System.out.println("Updating DBMS...");
        po.update();
        ...
    }
}
```

**Figure 3:** The abstract aspect `DBPersistence`

The following definition applies the abstract aspect `DBPersistence` to class `Employee`:

```java
public aspect DBEmployeePersistence extends DBPersistence{
    /* Class Employee implements the interface of PersistentObject */
    declare parents: Employee extends PersistentObject;
    pointcut stateChange(PersistentObject po):
```

---

2 There are several issues, such as connection, storage, updating and retrieval that have to be considered when dealing with persistence. For simplicity, we will focus here only on updating. More details about implementing persistence by aspects can be found in [RC03].
These two aspects together implement the necessary behavior for making class Employee persistent. Here, we would like to focus on DBPersistence due to its significance. If the data of a persistent object changes, the corresponding information must be updated in the database too (Figure 3, the advice of the aspect). Changes to the state of the object are captured by the pointcut designator stateChange (PersistentObject po), which is implemented in DBEmployeePersistence. Note that the aspect MonitorSalary, which was required for the first scenario step, and the DBEmployeePersistence are now superimposed at the same join point.

Even though in most AOP languages aspects can be specified independently, once they are superimposed on the same join point, they may affect each others functionality. The concept of shared join point may be experienced when both aspects and classes are superimposed. Figure 5 illustrates these two cases. On the left hand side, we show that superimposing a new aspect (CheckRaise) introduces a SJP, together with the previously superimposed aspect MonitorSalary. On the right hand side of the figure, it is illustrated that adding a new class can also introduce a new SJP, particularly when there are wildcards in pointcut designators.

Problem: Because the database needs to be updated as soon as possible after the state change occurs in the object, the advice of the aspect DBPersistence has to be executed before the advice of the aspect MonitorSalary.

Analysis: As the example illustrates, due to semantic interference, different execution orders among aspects at SJPs may exhibit different behavior. We distinguish the following categories of interference:

(A) No difference in the observable behavior – For example, consider two aspects where each does not refer to the effect of the other but solely maintains its own state. Changing the execution order of the two aspects at a SJP will not be observable after the execution of the advices of these two aspects.

(B) Different order exhibits different behavior – We have distinguished three subcategories of this category:

(B1) The change in the order affects the observable behavior but there is no specific requirement what the behavior should be – As an example of this case, assume that one aspect is designed to trace the change in salary and the other one to notify the employee’s manager about any change in the salary. If the requirement is solely “both
aspects should execute”, it does not matter which aspect executes first. If there is an explicit requirement, however, the following category may apply:

(B2) The order of aspects does matter because there is an explicit requirement that dictates the desired order of aspects – A typical example is the interference between the aspects MonitorSalary and DBPersistence. The order between these aspects may seem to be not relevant, because they are defined as independent aspects. However, for DBPersistence there is a requirement that it should execute as soon as possible after a state change\(^4\) occurs. Since there is no such requirement for MonitorSalary, this implies that DBPersistence must be executed before MonitorSalary.

(B3) There is no explicit requirement for an order, but certain execution orders can violate the desired semantics of the aspects – For instance, when multiple advices lock shared resources, deadlocks may occur in certain execution order of advices. This means that due to the semantics of these advices, there are in fact implicit ordering requirements to be considered.

Requirement 1: Ordering Aspects – To ensure the required behavior of the superimposed aspects at SJP’s, it must be possible to specify the execution order of the aspects\(^5\).

2.2.3 Step 3 – Checking Salary Raises

Assume that the next requirement in this scenario is to ensure that an employee’s salary cannot be higher than his/her manager’s salary. Thus, a raise is not accepted if it violates this criterion. This is enforced by the aspect CheckRaise:

```java
public aspect CheckRaise
    per target(target(Employee) ){
        private boolean isValid;
        public boolean isValid(){ return isValid; }

        before(Employee person, int level):
            MonitorSalary.salaryChange(person, level){
                isValid = true;
            } // workaround for conditional execution

        after(Employee person, int level):
            MonitorSalary.salaryChange(person, level){
                Manager m= person.getManager();
                if ( (m!=null) && (m.getSalary() <= person.getSalary()) ){
                    //Warning message
                    System.out.println("Raise rejected");
                    //Undo
                    person.decreaseSalary(level);
                    //workaround for conditional execution
                    _isValid = false;
                }
            }
}
```

**Figure 6**: The aspect CheckRaise

\(^4\) In fact, in this case the rationale for this feature has to do with the observable different behavior in the case of crashes.

\(^5\) Some AOP languages, for example AspectJ, provide means to specify precedence between aspects, which implies an execution order.
The advice of this aspect (Figure 6) will check the new salary after the method increaseSalary() is executed. If the rule is violated, a warning message will be printed and the salary will be set back to its original value.

Problem: Adding the aspect CheckRaise affects the composition; if this aspect fails the DBPersistence aspect must not be executed because the employee’s data has not changed. That is, the execution of the aspect DBPersistence depends on the outcome of the aspect CheckRaise.

Analysis: Implementing conditional execution of aspects is not trivial since the AOP languages do not provide explicit language mechanisms for this purpose. For example, in AspectJ we can use so called workarounds, such as maintaining Boolean member variables in aspects, but effective (incremental) composition cannot be achieved in this way; in other words, it is necessary to introduce extra advices to maintain the Boolean variables and additional if-statements in the existing aspects to handle these variables.

Consider for example, Figure 7 which shows a modified version of DBPersistence. A new if-statement has been added to check if the raise has been accepted by the aspect CheckRaise before executing the original behavior of the advice.

```java
public aspect DBPersistence{
    pertarget (target(PersistentObject)){
        private boolean _isUpdated;
        public boolean isUpdated(){ return _isUpdated; }
        .../workaround for conditional execution
        after(PersistentObject po; stateChange(po){
            if (CheckRaise.aspectOf(po).isValid()){
                System.out.println("Updating DB...");
                po.update(po.getConnection());
            }
        })
    }
}
```

Figure 7: The modified version of DBPersistence composed with CheckRaise

Another disadvantage of this solution is that aspects will depend on each other. That is, to realize the expected behavior of the composition, aspects will need to refer to each other directly. The invocation of the method isValid in Figure 7 is a typical example of such a dependency. Besides, problems will also occur when CheckRaise, for some reason, is removed from the project.

Requirement 2: Conditional execution – This requirement refers to a case when the execution of an aspect depends on the outcome of other aspects. Only if the outcome of these aspects satisfy a certain criterion, the dependent aspect is allowed to execute. To avoid workarounds and their shortcomings, direct language support is needed for expressing this type of dependency.

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6 An alternative solution could be the prevention of an invalid raise using a before advice (as a pre-condition) instead of an after advice. However, this is not feasible in all cases; e.g. it is undesirable to repeat complex salary calculations, as this creates replicated code and may also incur a performance penalty.
2.2.4 Step 4 – Updating XML Representations

Assume that the fourth requirement in the scenario states that if the database is not available, persistence must be implemented using XML files. This means, for each instance of Employee, an XML file has to be generated. If the regular persistence does not take place (e.g., because of database connection problems), the file must be updated after each state change of an instance of class Employee. This is realized by the aspect XMLPersistence in Figure 8. This aspect has one advice, which calls the method that rewrites the XML file if the salary (or other data) changes.

```java
public aspect XMLPersistence {
    after(XMLPersistentObject po): stateChange(po){
        if ((CheckRaise.aspectOf((Object)po).isValid())
        && (!DBEmployeePersistence.aspectOf((Object)po).isUpdated()))
            po.toXML();
    }
}
```

Figure 8: The aspect XMLPersistence

In this example, XML files must be updated only if the aspect DBPersistence has not been able to update the database. This means that XMLPersistence must be executed only if DBPersistence has failed and CheckRaise has succeeded.

We identified several dependencies among aspects at SJP. If there is no explicit language support for expressing the dependencies, they have to be implemented as workarounds in the realization of aspects. This has generally a negative impact on adaptability and reusability. There is a need for introducing new operators for expressing composition of aspects at shared join points. These operators must be capable of expressing both ordering among aspects and conditional execution of aspects. The composable of aspects should significantly improve in case the operators are largely orthogonal to each other.

2.3 Software Engineering Requirements

In the previous section, we presented the requirements from the aspect interference viewpoint. However, software engineering requirements, such as modularity, correctness, evolvability, were also taken into account in the design of composition at shared join points. These requirements play an important role in the quality of programming languages. Due to lack of space, for a detailed description of these requirements we refer to [NBA05].

3 Core Model

The problem of shared join points is general to AOP languages. For this reason, we propose a generic solution model that can be possibly built into various AOP languages. The presentation aim of this section is not to present a formal foundation, but to illustrate the approach in an intuitive and concrete but language-independent way. This requires a set of assumptions about AOP languages, which are presented in Section 3.1. Section 3.2 presents composition constraints as a means to specify composition of aspects at SJP.
3.1 Basic Entities
In this section, we outline the key elements of AOP models, that we consider relevant to our purpose. In order not to be too restrictive, it is important to make only a few assumptions about these entities. In particular, we focus on join points and actions.

Join Points
AOP languages have different means to designate join points. Thus, the range of the possible join points that can be designated varies from language to language. We do not make further assumptions about the designators. We just assume that there are certain points (join points) in the execution of a program where aspectual behavior can be executed.

Actions
In our model, the aspectual behavior that can be executed at join points, is abstracted under the concept of action. An action has a name that is used for identification, and can have a return value. For the purposes of our model, we are only interested in Boolean return values. These typically indicate a success (true) or a failure (false) of the action. For example, in the case of the example problem where persistence was required, the action that is responsible for updating the database will indicate a failure if it cannot connect to the database for some reason. If an action returns a value which is not Boolean, or it does not return a value at all, we use the keyword void for this purpose. In our model, the return values of actions will be used to express certain dependencies among actions at the same joint point.

By default, every action assigned to the join point will be executed, unless specified otherwise. The execution of actions is sequential, that is, only one action executes at a given time. In the absence of ordering constraints, the execution order of the actions is undefined. How to handle this is considered a language-design issue. Typically, a fixed order can be determined at compile-time, and be applied for each execution. Alternatively, a random order of actions may be generated for each execution; this can result in a non-deterministic execution order.

3.2 Constraints
Our proposed model for composing aspects at JPs is based on declarative specifications of constraints. Constraints define dependencies between actions. We distinguish between two main categories of constraints: ordering constraints and control constraints. Ordering constraints specify a partial order upon the execution of a set of actions. Control constraints specify conditional execution of actions.

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1 A key reason for this restriction to Boolean values is that it guarantees uniform interfaces between the actions; allowing for more freedom in choosing return types would create undesired coupling between actions, since actions would become dependent on the compatibility of the return types of other actions.
2 Parallel execution is an orthogonal issue; if synchronization between actions executing in multiple threads is needed, this is not a different problem from regular issues of thread-safe code. In this paper, we focus on the sequential execution of aspects. Parallel execution of actions at shared join points is outside the scope of this paper. In particular, we have not encountered any motivation for exploring this further.
3 In this case, the programmer should be warned about possibly unspecified orderings.
**Ordering Constraints**

Ordering constraints specify a partial ordering over actions. When several actions are superimposed upon the same join point, all these actions are assumed to execute once, in an unspecified order. This implies that there can be many possible valid orderings. By applying ordering constraints, the number of possible orders can be decreased. For example, assume that four aspects are superimposed on the same join point, for example as shown in section 2.2. Without any ordering constraints, the number of possible execution orders is 4! = 24. To be able to specify ordering, we need to introduce an ordering constraint.

**Constraint pre**

The pre constraint specifies that the execution of corresponding action should precede the execution of another action at the SJP. The definition of the pre constraint is the following:

\[ \text{pre}(x,y) - \text{The order of actions is such that x should never be executed after the execution of y has been completed. Besides, y should be executed only after x has been executed at this join point.} \]

(The two actions do not have to follow each other directly; other actions can be executed between them.)

We use Table 1 to illustrate the definition of constraints that are applied on two actions, respectively x and y. The topmost row of the table shows the applied constraints. Let us now focus on the column of the constraint pre. The leftmost column lists the possible values (true, false and void) that the action x can have after its execution. The last item in this column is the special case when the action x has not been executed for some reason. According to the applied constraint and the return value of x, the remaining cells of the second column from left indicates if y is allowed to execute after the execution of x or not. We can see in this Figure that the pre constraint is not influenced by the return value: in each case y can be executed after x is executed. The last cell in this column shows that y is not allowed for execution if x has not been executed.

<table>
<thead>
<tr>
<th>pre(x,y)</th>
<th>cond(x,y)</th>
<th>skip(x,y,R)</th>
</tr>
</thead>
<tbody>
<tr>
<td>x: true</td>
<td>y:yes</td>
<td>y:yes</td>
</tr>
<tr>
<td>x: false</td>
<td>y:yes</td>
<td>y:no</td>
</tr>
<tr>
<td>x: void</td>
<td>y:yes</td>
<td>y:no</td>
</tr>
<tr>
<td>x: did not run</td>
<td>y:no</td>
<td>y:no</td>
</tr>
</tbody>
</table>

**Table 1:** The execution semantics of the composition constraints: y:yes means that y can be executed according to this specification; y_{return} \rightarrow R means that return value of y is substituted with R.

In Table 2 we illustrate how the pre constraint decreases the number of possible orders. We use the case that we have introduced in section 2. As a short hand notation, we show only the first letter of the name of an action. We assume that all four actions (C = CheckRaise, D = DBPersistence, M = MonitorSalary, X = XMLPersistence) are superimposed

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10 In general, constraints do not allow for the execution of an action if the dependent action did not execute. In other words, we deal with hard constraints. To be able to specify open-ended constraint specifications, we introduced additional functions that are discussed in Appendix A of 0.
upon the same join point. In the middle column, we list the constraints applied, and
correspondingly in the right column we list all the possible orders which are valid. In the
first row (Case I) we apply only one constraint specifying that DBPersistence should be
executed before MonitorSalary. The last six possible orders of Case I. are those cases
where the execution of DBPersistence and MonitorSalary are interleaved with other actions
(C and/or X).

<table>
<thead>
<tr>
<th>Case</th>
<th>Constraints</th>
<th>Possible Orders</th>
</tr>
</thead>
<tbody>
<tr>
<td>I.</td>
<td>pre(D, M)</td>
<td>DMX, CDMX, CXDM, DXMC, XDNC, XDNC</td>
</tr>
<tr>
<td>II.</td>
<td>pre(D, M),</td>
<td>CDMX, CDMX, CDMX, CXDM, DXMC, DXCM</td>
</tr>
<tr>
<td></td>
<td>pre(D, X)</td>
<td></td>
</tr>
<tr>
<td>III.</td>
<td>pre(D, M),</td>
<td>CDMX, CDMX</td>
</tr>
<tr>
<td></td>
<td>pre(G, D)</td>
<td></td>
</tr>
</tbody>
</table>

Table 2: The possible execution orders decrease as new constraints are added.

In Case II., we add a new pre constraint, which specifies that DBPersistence should
precede XMLPersistence as well. By applying two ordering constraints, the number of
valid orders are reduced to six in this case. In the third row (Case III), after applying
three constraints, there are only two alternatives left. Here, only the order between
MonitorSalary and XMLPersistence is not fixed.

Control Constraints
Control constraints express conditional execution dependencies between actions. The
general form of a control constraint is the following: Constraint (Condition, ConstrainedAction). The Condition is represented by an action,
or a Boolean expression built up from actions with logical connectors (AND, OR, NOT).
Control constraints use the return value of the executed actions for constraining the
execution of ConstrainedAction.

Constraint Cond
The cond constraint specifies that an action is conditionally executed depending on the
return value of another action. The definition of the cond constraint is the following:

cond(x, y) – Action y can execute only if x returns true. That is, y will not execute in
case of the following four conditions: (1) if x returns false; (2) if x returns void;
(3) if x has not been executed, or (4) if x is not present at the join point.

For the cond constraint, a Boolean return value is desired. Hence, if strong typing is
applied to the return values of actions and the arguments of constraints, the void case
(which is also used for all non-Boolean return values) can be avoided. We have
deliberately included the return value void as a legitimate case to make the system more
flexible and applicable to a wide range of languages; either with or without strong
typing.

The column of \text{cond}(x, y) in Table 1 illustrates the meaning of the cond constraint: y can
execute only if x succeeded (i.e. x returned true). Note that when x did not execute, cond
does not allow for the execution of y. Again, a ‘soft’ constraint would allow for this.
Table 3: Using the \textit{cond} constraint

<table>
<thead>
<tr>
<th>Case</th>
<th>Constraints</th>
<th>Possible Cases</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>$C$: true</td>
</tr>
<tr>
<td>IV.</td>
<td>pre(D, M),</td>
<td>$CDM$,</td>
</tr>
<tr>
<td></td>
<td>pre(D, X),</td>
<td>$CDXM$</td>
</tr>
<tr>
<td></td>
<td>cond(C, D)</td>
<td></td>
</tr>
</tbody>
</table>

Table 3 demonstrates the effect of the \textit{cond} constraint. In Case IV, we have changed the third constraint of Case III to \textit{cond}(CheckRaise, DBPersistence). Depending on the return value of CheckRaise, there are two sets of possible orders. When CheckRaise returns true (the first column of \textit{Possible Cases}) the possible orders are the same as the one of the \textit{pre} constraint. However, when the return value of CheckRaise is void or false (the second column of \textit{Possible Cases}) DBPersistence will not be executed. The right-most column, “$C$: did not run”, shows that both CheckRaise and DBPersistence have not been executed in this case.

\textbf{Constraint \textit{Skip}}

The \textit{skip} constraint specifies that the execution of an \textit{action} may be skipped, based on the result of the logical expression built up from the results of other actions. The definition of the \textit{skip} constraint is the following:

\textit{skip}(x, y, R) – The execution of $y$ is skipped and $y$ marked as ‘executed’ with the return value $R$, only if $x$ yields true.

$R$ substitutes the original return value of $y$ if $y$ is skipped. For example, $R$ can be true, false or void, but an arbitrary logical expression can also be used to express the return value. In Table 1, we show the behavior of \textit{skip}: $y$ is skipped only if $x$ has been succeeded (i.e. $x$ was true). In addition, the return value of $y$ is substituted with $R$.

Table 4: Using the \textit{skip} constraint

<table>
<thead>
<tr>
<th>Case</th>
<th>Constraints</th>
<th>$C \wedge D$</th>
<th>$\overline{C} \wedge \overline{D}$ = not _run</th>
</tr>
</thead>
<tbody>
<tr>
<td>V.</td>
<td>pre(D, M),</td>
<td>$CDM(x \rightarrow f)$</td>
<td>$CDMX$, $CDXM$</td>
</tr>
<tr>
<td></td>
<td>cond(C, D),</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>skip(D, X,F)</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

In Table 4, the first column on the left hand side under the cell \textit{Possible Cases} shows that when both CheckRaise and DBPersistence succeed, XMLPersistence is skipped as if it has returned a false value. In the middle column, CheckRaise succeeds but DBPersistence fails, so XMLPersistence is executed. The third column on the right hand side shows that XMLPersistence will also be executed in the absence of DBPersistence.

Note that other possible cases may occur for both control constraints. We have chosen only those cases that we considered important for the illustration of the behavior of control constraints. With the \textit{cond} constraint the execution of an \textit{action} is controlled on the basis of information that originates from the past. Using the \textit{skip} constraint it is possible to control the execution of an action that will be executed in the future. Although it is perhaps possible to introduce additional constraints, based on the example
cases that we have carried out, it seems to be that the three constraints pre, cond and skip are powerful enough for expressing a large category of conditional constraints.

### 3.3 Composition Rules for Multiple Constraints

The constraints discussed so far, are to a large extent orthogonal to each other. However, when multiple constraints apply to the same action, certain rules must be considered to resolve the composition of constraints.

#### Precedence of Constraint Types

If different type of constraints apply to the same action, e.g. skip(x, z, true); cond(y, z) the constraints are evaluated in a given order according to their type. The precedence order of the three constraints is the following (starting with highest priority): pre, skip, cond. It is important to note that when a new type of constraint is introduced, its relative precedence has to be determined according to this list.

#### Composition of Constraints

Control constraints are composed with AND logic; an action can be executed only if none of the constraints applied to it forbids its execution. For example, in a set of constraints, if there is a cond constraint that does not allow for execution, the action to which it applies cannot be executed. As an example, consider the following pair of constraints: cond(x,z); cond(y,z). Since both constraints are applied to Z, in order to execute Z both x and y have to be true. In fact, the above mentioned pair of constraints can be re-written into the following one: cond(x \& y, z). On the other hand, note that the execution of z can be skipped and marked as executed by an additional skip constraint, since the skip constraint has a higher precedence than the cond constraint.

If complex Boolean expressions are used in cond constraints, they are composed with AND logic as well. Consider the following example, where two cond constraints with different Boolean expressions are applied to the same action: cond(a \lor b, z); cond(lc, z). These two constraints can be rewritten in the following manner: cond((a \lor b) \land lc, z).

Note that OR composition is supported as well, as this is the default way of composition.

#### Multiple Skips

In case of multiple valid skip constraints with different substitution values, a runtime-conflict occurs, since it is ambiguous which value should be used for substitution. As an example, consider the following pair of constraints: skip(x,z,True); skip(y,z, False). Since both x and y can result in True values after their executions, it is not obvious if the return value of z should be substituted with True or False. Since this problem can be determined only after x and y have been executed, we indicate this by a runtime-conflict when it is necessary. Note that there can be conflict situations that can be determined statically as well. For instance, skip(x,z,True); skip(x,z, False) is a statically detectable conflict, since different substitution values are used with identical conditions.
Cascading Constraints

The sequential composition of actions through constraints can have cascading effects. For instance, consider cond(A, B); pre(B, C) as an example. If B is not executed it implies that C will not be executed as well.

3.4 Enforcing Ordering and Control Constraints

The enforcement of a given constraint specification involves two main steps: generating a valid execution order (which may be done statically), and managing execution based on the specified control constraints. The reader can find the detailed description of the algorithms that realize these two steps in Appendix C of the technical report [NBA5].

3.5 Hard & Soft Converter Functions

Both the ordering and control constraints introduced previously are termed as a ‘hard’ constraint. This means that the definition of a constraint does not allow for the execution of the constrained action if any action that is part of a condition is not present at the join point. That is, the constraints aim at ensuring the presence of actions. This may be important for the sake of safety and correctness. However, a ‘soft’ constraint may be preferred sometimes from the perspective of evolvability and maintainability: soft constraints are considered ‘tolerant’ to the absence of an action; if they can handle situations where a specification refers to an action that is not present in the system. This feature can be important to provide open-ended specifications. To support open-ended specifications we introduced hard and soft convert functions that can be used within the scope of constraints. For a detailed description of these functions we refer to [NBA05].

3.6 Structural Constraints

Structural constraints form another important category of constraints. They aim at specifying what actions have to be or cannot be mutually present at a shared join point. We discuss two kinds of structural constraints: the include constraint defines that the presence of an action requires the presence of another action at the join point. In contrast, the exclude constraint defines that the presence of an action excludes the presence of another action at the join point. A more detailed description about these constraints, as well as the possible conflicts that can occur in their specification, can be found in Appendix B of [NBA05].

4 Integration with AOP Languages

In this section, we will show the application of the concepts of Core Model to concrete AOP languages. As we pointed out before, Core Model is intended to be a succinct representation of the core concepts for controlling the interaction among aspects. Hence, it does not address programming language issues such as comprehensibility. It is rather intended as a model that can be adopted by AOP languages. This section is structured as follows: first, we extend the join point concept, as it is available in most AOP languages. Then, we use the extended join point construct to integrate our core model with AspectJ. We revisit the example that we introduced in the problem analysis section and show how the extended version of AspectJ can resolve the identified problems.

4.1 Extending Join Points with Properties

Most AOP languages provide reflective information about the current join point by representing the join point as a first-class entity. The ‘instance’ of the join point can be
accessed within the body of the *advice* that is being executed when the join point is reached. For example, in AspectJ, the *JoinPoint* type represents the concept of join point. The variable this*JoinPoint* is an instance of that type and it can be used only within the context of *advice*. The *Joinpoint* type in AspectWerkz [As05], invocation type in JBoss [Jb05], and ReifiedMessage [Co05][BA01] type in Compose* serve the same purpose.

To implement the conditional execution of *aspects* (i.e., cond constraint) and other concepts of our Core Model presented in section 3, we have extended the interface of type join point with new operations. These operations allow for placing and retrieving extra information into and from an instance of the join point – this extra information may originally not pertain to the join point itself. In this way, the join point will act as a communication channel/bus among the *aspect* instances that are sharing the same join point. Thus, *aspect* instances being executed on the same join point can exchange information among each other through the extended join point interface. In addition, the extra information placed in the join point can also be recognized and maintained by a weaver to direct the weaving process.

*Extra Information: Properties*

The extra information is represented in the form of properties. A property is a *key-value* pair that belongs to the join point during the execution of *advice*. The *key* is the fully qualified name of the property: a fully qualified representation where the property was created (the namespace and the name of an *aspect* and its *advice*), plus the identifier of the property itself. For example, the *value* is a fully qualified reference to a constant defined in Java. Figure 9 illustrates the structure of properties and an example property.

**Definition**

```
Property = <Key, Value>
Key = <Namespace Aspect.Advice.Identifier>
Value = Fully Qualified Constant References in Java
```

**Example**

```
< Persistence.update.isSucceeded; BooleanConstants.True>
```

*Figure 9:* An example definition of property and its application in an example

**Manipulation of Properties**

In general, properties can be manipulated by two parties: the weaver and programmers. Before or after the execution of an *advice* the weaver can create, access, change or release a property related to the join point. We refer to the properties recognized by the weaver as *built-in* properties. Programmers can also use built-in properties to direct the weaver. Built-in properties are independent from particular applications; typically, they are used by the weaver for maintaining standard interactions among *aspects*. We consider the conditional execution of *aspects* as an example of such an interaction. Programmers can also create their own properties and manipulate them within *advice*. We refer to the properties created by programmers as *user-defined* properties. User-defined properties are application specific properties. In this case, a user-defined property realizes a common parameter passing mechanism among *aspects* to exchange information.
4.2 Integration with AspectJ

Before we adopt Core Model in AspectJ, we need to carry out two simple extensions to the language:

Named Advices

As we mentioned above, every property has a fully qualified name for two reasons: to be able to trace back to the origin of the property and to provide a unique name for the property. For this reason, the advice-construct of AspectJ needs to be extended with an identifier\(^\text{11}\).

Extending the Join Point Interface

To be able to handle properties, the org.aspectj.lang.JoinPoint interface needs to be extended with the following methods:

void createProperty(String propertyId, Object value) throws PropertyExists — creates a property with the given value. If the property already exists, the method throws an exception.

Object getProperty(String propertyName) throws AmbiguousPropertyIdentifier — returns the value of the given property. The propertyName is either the fully qualified name, or only the identifier of the property. If the property with the given identifier or fully qualified name does not exist, the method returns a null value. When only the identifier is used as propertyName and there are more properties with the given identifier, the method looks up and returns the one that is in the default namespace (That is, it looks up the property that is created in the current aspect & advice). If there is not such a property, the method throws an AmbiguousPropertyIdentifier exception.

void setProperty(String propertyName, Object value) throws AmbiguousPropertyIdentifier — sets the value of the given property. The look up strategy is the same as described at the method getProperty. If the given value is null the property is released.

Figure 10 illustrates the use of these extensions by a simple example. Within a named advice (checkRaise) a property (isSucceeded) is stored with a given value. The initial value (true) is a constant defined in a utility class (BooleanConstants) that contains Boolean constants for our purpose.

```java
public aspect EnforceBusinessRules{
  after checkRaise(Employee p, int l):
  MonitorSalary.salaryChange(p, l){
    if (thisJoinPoint.createProperty(‘isSucceeded’, BooleanConstants.True);
    ...

Figure 10: Placing a property into a join point in AspectJ

4.2.1 Adopting Core Model to AspectJ

Before discussing how AspectJ can adopt our core model, we have to mention that AspectJ has already introduced the declare precedence construct to order the execution of

\(^{11}\) A number of AOP languages (e.g. AspectWerkz, JBoss, Compose*) already support the identifier of the construct that represents the superimposed behavior. (Typically, this construct is called advice in AOP). However, this does not apply to AspectJ, where advices are unnamed. To keep the backward compatibility of weaver, the name of the advice is an optional syntax element. However, properties can be created only within named advices.
advices at shared join points. For this reason, we do not provide a mapping from AspectJ to the ordering constraints in our approach. Consider the following significant characteristics of Core Model:

Granularity of actions: Advices are mapped to the actions of Core Model. A built-in property called isSuccessed is introduced to indicate the success or failure of an advice. This built-in property can be set by the above described operations, as shown in Figure 11. To enforce conditional constraints, such as cond, the weaver uses the isSuccessed property of each advice that is used in a condition of a control constraint. It is not mandatory for programmers to set isSuccessed in each advice. If isSuccessed is not set for an advice but the advice is used in a condition, the weaver takes the void case (neither success nor failure)\(^\text{12}\) by default.

Specification of constraints: A new construct is introduced in AspectJ to define specifications of control constraints termed as declare constraints. A set of constraint statements is introduced, which aims at providing the desired control constraints. We list the statements along with their mapping to Core Model:

Control constraints (x and y represent advices):

- \(x\) if \(y\); \(\iff\) cond\((y, x)\);
- skip \(x\) with const \(y\); \(\iff\) skip\((y, x, \text{const})\);

Structural constraints (\(x\) and \(y\) may represent both advices and sets of advices, see details below):

- \(x\) includes \(y\); \(\iff\) include\((x, y)\);
- \(x\) excludes \(y\); \(\iff\) exclude\((x, y)\);
- \(x\_m\) includes \(y\); \(\iff\) include\((x, y)\); include\((y, x)\);
- \(x\_m\) excludes \(y\); \(\iff\) exclude\((x, y)\); exclude\((y, x)\);

Designation of actions: In general, the arguments of the constraint statements (\(x\) and \(y\)) designate advices, which can be specified according to the template \texttt{namespace.Aspect.advice}. For structural constraints, the arguments can designate a set of possible advices, which means that the constraint statement is repeated over the elements in the Cartesian product of the argument(s). For example, the arguments of an include constraint statement can be resolved as follows:

\(\{a1, a2\}\) includes \(\{a3, a4\}\) \(\iff\) include\((a1, a3)\); include\((a1, a4)\); include\((a2, a3)\); include\((a2, a4)\);

This is equivalent to four include constraints with each of the possible combinations of advices \(a1\) to \(a4\). In effect, this illustrates that the constraint statements can express crosscutting constraints.

Modularization of specifications: In AspectJ, the constraint specification, similarly to other declare constructs, is modularized by aspects. Note that it is not necessary to place a constraint specification in an aspect that is referred by the specification itself; any aspect can contain arbitrary constraint specifications. Figure 11 shows an example of a constraint specification. It specifies that the advice update of the aspect DBPersistence executes only if the advice checkRaise of the aspect EnforceBusinessRules has been succeeded.

\(^\text{12}\) It is important to note we write the Boolean property into the join point and do not touch the original return value of an advice.
4.2.2 Example Revisited

In Figure 12 we revisit the second step (section 2.2) of our scenario. In this figure, we show how the extended version of AspectU can realize the composition of DBPersistence and CheckRaise, without introducing the problems we have identified in its original AspectJ version. In the aspect CheckRaise we have made three modifications: (1) the code that was responsible for resetting the Boolean variable has been removed; (2) the advice that is responsible for checking the salary has been named as checkRaise; (3) instead of the Boolean variable that was used for the workaround of conditional execution, the isSucceeded property has been introduced to indicate the success or failure of checkRaise. The realization of DBPersistence (regarding the update functionality) has been modified in two places: (4) the advice that was responsible for updating the database has been named update; (5) the code that was responsible for the conditional execution has been removed. Naturally, it is necessary to express the conditional execution between DBPersistence and CheckRaise. This is done in the constraint specification at (6). As we wrote before, control constraints do not specify the execution order of advices; this also has to be provided to achieve the correct composition of aspects.

Note that we have removed all code that was related to the workaround of conditional execution. The remaining code now represents clearly the intended responsibilities of aspects, since the conditional execution is realized by the weaver and it is not tangled with the affected aspects. The interaction between the aspects is expressed in the form of a declarative specification, which is much closer to the design, as opposed to the tangled realization. Besides, the two aspects have become independent from each other, since they do not contain references to each other anymore. As a result, there is a low coupling between these aspects; they can be developed and maintained independently.

```
public aspect CheckRaise pertarget(target(Employee) ){
(1) /* removed maintenance code */
(2) after checkRaise(Employee person, int l){
   MonitorSalary.salaryChange(person,l){
      Manager m=person.getManager();
      if((m!=null) && (m.getSalary() <= person.getSalary()) ){
         //Warning message
         System.out.println("Raise rejected"); _
         //Undo
         person.decreaseSalary(l);
         //setting Boolean for conditional execution
         /* _isValid = false */
         thisJoinPoint.createProperty("isSucceeded",
         BooleanConstants.False);
      }
      thisJoinPoint.createProperty("isSucceeded",
      BooleanConstants.True);
   }
}
```
public aspect DBPersistence pertarget (target(PersistentObject)){
    ...
    (4) after update(PersistentObject po): stateChange(po){
        (5) /* if (CheckRaise.aspectOf((Object)po).isValid()){
            System.out.println("Updating DB...");
        po.update(po.getConnection());
 /* }*/
 }
 }
 public aspect EmployeeConstraints{
    declare precedence:
        EnforceBusinessRules, DBPersistence;
    (6) declare constraint:
        DBPersistence.update if EnforceBusinessRules.checkRaise;
}

Figure 12: Realization of the second requirement in our scenario using the extended version of
AspectJ

4.3 Integration with Compose*
Core Model is generic in the sense that it can be adopted by different AOP languages.
For example, we have also provided an integration of Core Model with Compose* in a
way that is similar to AspectJ: The join point type of Compose* (the RefMessage
class) has been extended to handle properties, and we introduced a pre-defined property
(named isSucceeded) to map filtermodules to actions. The mapping has been realized
using similar steps as we have discussed for AspectJ. The full description of the
integration with Compose* can be found in [NBA05].

5 Conclusion
5.1 Related Work
Composition of aspects at shared join points is a common problem, which has been –
partially– addressed by several AOP languages. In the following, we examine some of
them with respect to the requirements that we identified in section 2.

In AspectJ [Ki01][Th01], the order between actions can be controlled by the declare
precedence statement. The precedence determines the execution order of advices
superimposed on the same join point, depending on the type of the advice. The
precedence declaration can be placed either in the aspect that defines the advice, or in
other independent aspects; this allows most of the modularizations discussed in
[NBA05], in section 2.3. Circular relationships among aspects are detected only if they
are superimposed on the same concrete join point. The precedence is defined at the level
of aspects, which implies that different pairs of advice of the same two aspects cannot
have different precedence. As in most other AOP languages, in AspectJ, conditional
executions are not supported. However, to the best of our knowledge, among the current
AOP languages, AspectJ is the one that supports the identified software engineering
requirements to the largest extent.

Constantinides et. al. [CBE99], emphasizes the importance of the ‘activation order’ of
aspects that have been superimposed on the same join point. In their framework, they
propose a dedicated class, called moderator, to manage the execution of aspects at
shared join points. The moderator class, as defined in [CBE99], can express conditional execution of aspects, but they cannot specify partial ordering relationships between aspects. The implementation of the moderator class allows the activation of an aspect only if all the preceding aspects are pre-activated successfully. In our work, a conditional execution is defined between individual aspects. In this way, the execution of an aspect does not depend on the order of other aspects, except the one of which the aspect uses as a condition. Note that since the application programmer can implement new moderator classes, it is possible to introduce other activation strategies; however, for certain cases, to define these strategies might not be straightforward in an imperative way as defined in Java. With the composition constraints we propose, the execution strategies are derived in a declarative way. Besides, extending the Aspect Moderator Framework to support partial ordering relationships would allow for a more sophisticated way of the activation of aspects.

In JAC [Pa01], wrappers are responsible for the manipulation of intercepted methods. A wrapper is implemented by a class that extends the Wrapper class. The order of the wrappers that can be loaded into the system is handled in a global configuration file. In this file the wrapper classes are listed in their wrapping order. This means in JAC the wrapping order is determined and fixed when the application is loaded, whereas in our approach the order can be adapted, since it is automatically derived when a new aspect is superimposed through new constraints.

EAO [DS02] defines several operators that are comparable to our constraints. The Seq operator specifies an exact order of aspects. Unlike pre in our model, it does not allow for partial ordering. The EAO operators Cond and Fst, are related to the Cond constraint of our model. However, in EAO the composition operators are used to construct a composition of aspects, whereas in our model we use the constraints to derive a possible composition of aspects. The difference between the two approaches is that EAO may require the re-construction of the composition of aspect instances whenever a new aspect instance has to be included. In our model, by adding one or more new constraints, the composition of the new aspect is automatically derived. Further, in EAO the specification of composition is not open-ended (it requires concrete aspect instances) and conflict analysis is not available, yet planned to be integrated in the tool.

5.2 Discussion

SJPs are not a new phenomena, nor specific to any AOP language. To the best of our knowledge, SJP composition has not been explicitly analyzed in-depth in the literature before. In particular, in the current approaches, we have encountered mostly ordering constraints, but little or no control constraints and structural constraints. In this paper, we have first performed an extensive analysis on the issues that arise when multiple aspects are superimposed at a SJP. Based on this analysis, we identified a set of requirements that drove our design (section 2). As a generic solution, independent of any specific AOP language, we have proposed a constraint-based, declarative approach to specify the composition of aspects (section 3).

The proposed constraint specification can express the composition of aspects from different libraries, provided by third parties. This is important for large scale-systems, where a large number of aspects are involved in the development process. Unlike other
approaches, the composition is expressed in form of declarative specifications, rather than in form of imperative code within methods. This declarative specification allows for defining the composition of aspects already in the design phase. We have implemented and tested the algorithms that are necessary to check the soundness of the constraint specification and detect possible runtime conflicts. By the underlying constraint model and conflict detection techniques we aimed at providing safe use for programmers.

We have extended the join points with the property construct to provide a mechanism by which aspects can exchange information with each other and control the weaver at shared join points. We claim that this extension is applicable to a wide range of aspect-oriented programming languages that offer an explicit join point type. By using the extended join point type and a dedicated property, we have provided mappings of two specific AOP languages, AspectJ and Compose*, to our Core Model. Finally, to provide an intuitive use of the constraint model, we proposed a small and clear-cut composition language in AspectJ and Compose*.

References

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[Co05] “Compose* portal”, http://composestar.xf.net
[JB05] JBOSS project: http://www.jboss.org