

Vesion Management & Retrieval

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Introduction

- Aspects of Programming-In-The-Large
 - ↳ describing component interfaces
 - ↳ managing interface and implementation variants
 - ↳ configuring systems from components
 - ↳ generating systems from configurations
- Will consider the implications that Inscope's interface specifications have for version management, system configuration and system generation.
- Why Is There A Problem?
 - ↳ corrections
 - ↳ improvements
 - ↳ alternative implementations
 - ↳ divergent functionality
 - ↳ different configurations
- Result: a forest of versions

Versions

- Kinds of Versions
 - ↳ Successive
 - > corrections
 - > improvements
 - ↳ Parallel
 - > alternative implementations
 - > divergent functionality
 - ↳ Composed
 - > different configurations

Questions and Issues

- Important Questions
 - ↳ How does one determine the correct version to use?
 - ↳ When does a version become a different version?
 - > When does a successive version become a parallel version?
 - > When does a parallel version become a different version altogether?
 - ↳ How will different versions interact?
- Important Issues
 - ↳ Identity
 - ↳ Equivalence
 - ↳ Compatibility
 - ↳ Consistency
 - > syntactic
 - > semantic

Versions Control Systems

→ Current Mechanisms

- ↳ No version control
- ↳ Basic version control
- ↳ Strongly-typed version control

→ No Version Control

- ↳ Kinds of Versions
 - may get some notion from file system
 - possibly some vague notions of successive and parallel
 - composition is whatever we throw together
- ↳ Issues
 - identity, equivalence and compatibility determined by fiat
 - consistency determined by compile/link/execute
- ↳ Evaluation
 - no control
 - system building very error prone
 - very difficult to reconstruct previous versions

Versions Control Systems

→ Basic Version Control

- ↳ Kinds of Versions
 - successive, parallel, composed
 - successive and parallel distinguished by version identifiers (append 'n.1' for a new parallel version; increment rightmost digit for new successive version)
 - composition: S-lists that are user defined for unit-level components with explicit versions specified
- ↳ Issues
 - workable solution to version identity
 - no system notion of either equivalence or compatibility
 - consistency determined by compile/link/execute
- ↳ Evaluation
 - no system determined difference between successive and parallel
 - composition only at system level
 - dependencies are implicit and too coarse grained

Versions Control Systems

→ Strongly-Typed Version Control

- ↳ Kinds of Versions
 - successive, parallel and composed versions are syntactic objects
 - successive versions: successive revisions
 - parallel versions: determined by fiat
 - composed versions:
 - ✓ explicit versions of syntactic objects
 - ✓ explicit dependencies — can be general, default, or definitive
 - ✓ for small objects as well as systems
- ↳ Issues
 - better solution to version identity (concatenate p-id and s-id)
 - version equivalence defined in terms of syntactic equivalence
 - no real notion of compatibility except what is not equivalent is incompatible
 - syntactic consistency guaranteed; semantic consistency by execution

Versions Control Systems

→ Strongly-Typed Version Control (continued)

- ↳ Evaluation
 - on the one hand, notion of equivalence is too broad: allows versions that really are not equivalent
 - on the other hand, notion of equivalence is too narrow: rules out cases that are equivalent
 - notion of compatibility is too strict: bound to name and parameter list for operations
 - ✓ e.g., P1(int) is not equivalent to P2(int, bool) and hence is incompatible with P2, even if, in an intuitive sense, P2 is upwardly compatible with P1

Inscape's Invariant

→ Versions in Invariant

- ↳ successive versions: revisions
- ↳ parallel versions: environmentally determinable to the extent of different behavior
- ↳ composed versions: similar to strongly-typed

→ Issues in Invariant

- ↳ Version identity — similar to strongly-typed
- ↳ Version equivalence — determinable from the interface specifications
- ↳ Version compatibility
 - > strict
 - > upward
 - > implementation
 - > system
- ↳ Version consistency
 - > syntactic: guaranteed (in a looser sense)
 - > semantic: guaranteed (within the limits of consistency checking)

Inscape's Invariant

→ Identity and Equivalence

↳ Interface Identity

I2 is identical with I1 iff
 $PRE(I1) = PRE(I2)$ and
 $POST(I1) = POST(I2)$ and
 $OBL(I1) = OBL(I2)$

↳ Version Identity

V2 is identical with V1 iff
 the interface of V2 is identical with V1 and
 their implementations are identical

↳ Version Equivalence

V2 is equivalent to V1 iff
 their interfaces are identical

Inscape's Invariant

→ Upward Compatibility

- ↳ V2 is a strictly compatible version of V1 iff

$PRE(V1) \supseteq PRE(V2)$ and
 $POST(V1) \supseteq POST(V2)$ and
 $OBL(V1) = OBL(V2)$.

i.e., V2 requires no more than, guarantees no less than, and obligates equally to V1 — captures substitutability

- ↳ V2 is an upwardly compatible version of V1 iff

$PRE(V1) \subseteq PRE(V2)$ and
 $POST(V1) \subseteq POST(V2)$ and
 $OBL(V1) \subseteq OBL(V2)$

i.e., V2 preserves the functionality of V1 while extending it

Inscape's Invariant

→ Implementation Compatibility

- ↳ Exact implementation compatibility

V2 is exactly implementation compatible with V1 if and only if
 $PI\{\dots, V1, \dots\} = PI\{\dots, V2, \dots\}$

i.e., there is no effect on the propagated interface (PI) of the implementation

- ↳ Strong implementation compatibility

V2 is strongly implementation compatible with V1 if and only if
 $PI\{\dots, V2, \dots\}$ is a strictly compatible version of $PI\{\dots, V1, \dots\}$

i.e., there is an effect on the propagated interface, but it is an acceptable one

- ↳ Weak implementation compatibility

V2 is weakly implementation compatible with V1 if and only if
 the effect of V2 is eventually acceptable

i.e., eventually the ripples subside

Inscape's Invariant

→ System Compatibility

- ↳ A version V2 is α system compatible with V1 if and only if V2 is an α implementation compatible version of V1 for all occurrences of V1 in the system. where α is either "exactly", "strongly", or "weakly".

→ Summary of Invariant

- ↳ A better understanding about the nature of parallel versions
- ↳ A more liberal, flexible method of composition
- ↳ Static determination of syntactic and semantic consistency of composed versions
- ↳ An intuitive definition of version equivalence
- ↳ Intuitive notions of version and system compatibility
- ↳ A unique notion of plug-compatibility

Inquire

Predicate Based Use and Reuse

Introduction

→ Fundamental aspects of use and reuse:

- ↳ Conceptualization
- ↳ Retrieval
- ↳ Selection
- ↳ Use

→ Compounding considerations:

- ↳ Multiple levels
- ↳ Various granularities

Inscape — a Specification Based SDE

→ Purpose of Specifications

- ↳ Express intent of designer
- ↳ Basis of semantic interconnections
- ↳ Basis of conceptualization and retrieval

→ Use of Semantic Interconnections

- ↳ Capture intent of implementer
- ↳ Detect semantic errors
- ↳ Synthesize interfaces
- ↳ Determine implications of change
- ↳ Basis for selection and use

Current State of the Art: Browsing

→ Browsing — Basic Discovery

- ↳ Follow syntactic dependencies
- ↳ Use analogical clues for use/reuse
- ↳ Static: Masterscope, Cscope, CIA
- ↳ Dynamic: Eureka, SDA
- ↳ Both: Mview

→ Browsing — Drawbacks

- ↳ Get what, not why of dependencies
- ↳ The larger the system, the more random the probing

Useful primarily for building an understanding; Little to offer for retrieval, selection, use.

Current State of the Art: Retrieval

→ Various Approaches:

- ↳ Semantic clues in names
- ↳ Keyword schemes:
 - > depend on appropriateness
 - > keywords = basic concepts
 - > BUT, no relationships among concepts
- ↳ Prieto-Diaz' faceted classification
 - > conceptual graph
 - > weighted terms
- ↳ LaSSIE
 - > KR for conceptual relationships
 - > tractable structure
 - > navigation — clarification
 - > BUT, handcrafted

General Problem: independent of system and subject to update problems and conceptual drift

Current State of the Art: Retrieval

→ Source-Code Based Retrieval:

- ↳ Rittri; Runciman and Toyn; Zarneski and Wing
 - > based on polymorphic type systems
 - > provide relaxation of matching conditions for functional types
 - > differ in ordering relation
- ↳ Rollins and Wing
 - > lambda-prolog
 - > extend signature matching to a restricted form of specification matching

The Shape of Inquire

→ Different Approach to Conceptualization and Naming

- ↳ Concepts represented by predicates
- ↳ Relationships expressed by logical definitions of predicates
 - > strength — formal
 - > weakness — undecidable
- ↳ SDE-managed connection between concepts and source
 - > propagate changes in conceptualization to appropriate place
 - > changes in behavior are reflected as changes in conceptualization

→ Formal Interface Specifications

- ↳ Medium for conceptualization
- ↳ Basis for selection, retrieval and correct use

Inquire — Syntactic Browsing

- Merely the traversal of the underlying extended symbol tables and inter/intra module links
- Standard syntactic objects and predicates
 - ↳ data flow
 - ↳ function flow
 - ↳ behavior flow
- 4 basic syntactic browsing commands
 - ↳ FIND-DEFS
 - ↳ FIND-USES
 - ↳ SHOW
 - ↳ VISIT
- Basic support for "coarse grained" discovery
- *Advantage: added predicate dimension*

Inquire — Predicate Based Retrieval

- **Context:**
 - ↳ objects — properties
 - ↳ operations — preconditions, postconditions, obligations
 - ↳ implementations — state and propagated interfaces
- **Challenge:**
 - ↳ find arbitrary behavior or properties
 - ↳ satisfy precondition ceilings and obligation floors
- Usable by both programmer and SDE
- Both single and multiple object retrieval
- **Advantages:**
 - ↳ *deductive retrieval*
 - ↳ *direct connection between concepts and objects*
 - ↳ *concepts and objects evolve together*

Retrieval — Operations

- **Query and Retrieval Commands**
 - ↳ OPERATION-QUERY-START
 - ↳ SHOW-OPERATIONS
 - ↳ SHOW_OPERATION-SETS
- **Ordering Results for Selection**
 - ↳ MIN-OPERATIONS
 - ↳ MIN-PREDICATES
 - ↳ MIN-IMPORTS
 - ↳ MIN-EXTRANEIOUS
 - ↳ MIN-CHANGES

Simplified View of Deductive Retrieval

P :: ¬Q	O1: ¬Q
R :: S & T	O2: R
U :: T > V	O3: U
QUERY-START	SHOW-OPERATIONS
pre: <none>	O1
post: P	
obl: <none>	
QUERY-START	SHOW-OPERATIONS
pre: <none>	O2
post: T	
obl: <none>	
QUERY-START	SHOW-OPERATIONS
pre: <none>	<none>
post: V	
obl: <none>	SHOW-OPERATION-SETS
	{ O2, O3 }

Summary

→ Current Use/Reuse Emphasis:

- ↳ Efficient retrieval at the expense of conceptualization
- ↳ Independent of system structure — update problem

→ Inquire/Inscope — A Different Approach

- ↳ Specifications are the medium for conceptualization
- ↳ Direct connection that is managed by the SDE
- ↳ Co-Evolution
- ↳ Retrieval, selection, correct use dependent on conceptualization
- ↳ Coarse grained discovery in browsing via predicates