

what

Towards Structural Decomposition of Reflection with Mirrors

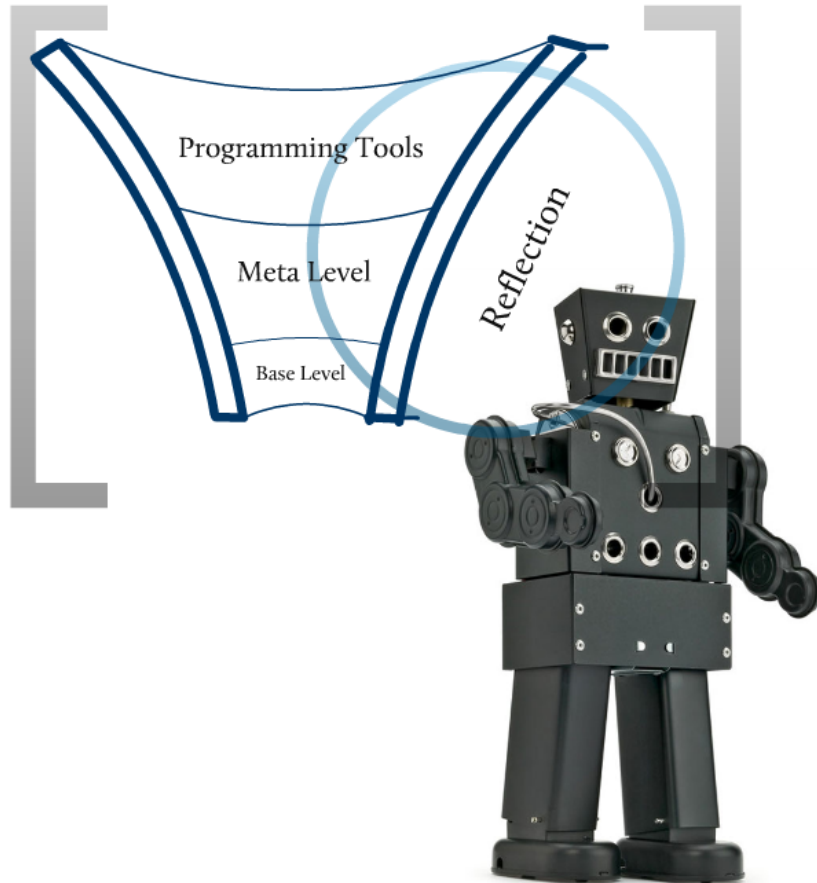
who

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why

• Reflection as a pluggable sub-system for:



- Remote Programming
- Resources
- Security
- Cleaner OO Design

Problems with Reflection

- Breaks encapsulation
- Mixed base and meta access
- Resource intensive
- Security / Integrity threat
- No OO design (supporting multiple implementations)

Smalltalk Example

Meta level functionality is indistinguishably mixed in program code.

```
mvCar := Car new.
```

sign (supporting multiple
ications)

Smalltalk Example

Meta level functionality is indistinguishably mixed in
program code.

```
myCar := Car new.
```

```
numberOfDoors := myCar numberOfDoors.
```

```
carClass := myCar class.
```

```
anotherCar := carClass new.
```

```
carSuperClass := carClass superclass.
```

```
numberOfDoors := myCar numberOfDoors.  
carClass := myCar class.  
anotherCar := carClass new.  
carSuperClass := carClass superclass.
```

Mirrors (Bracha & Unghar 2004)

Functional decomposition of Reflection

- Encapsulation
- Stratification
- Ontological Correspondance



Smalltalk Example - with Mirrors

Meta level functionality is indistinguishably mixed in program code.

```
myCar := Car new.  
numberOfDoors := myCar numberOfDoors.  
carMirror := Mirror on: myCar.  
carClassMirror := carMirror class.
```

Smalltalk Example - with Mirrors

Meta level functionality is indistinguishably mixed in program code.

```
myCar := Car new.
```

```
numberOfDoors := myCar numberOfDoors.
```

```
carMirror := Mirror on: myCar.
```

```
carClassMirror := carMirror class.
```

```
carClassSuperMirror := carClassMirror superclass.
```

But what about meta-information ?

The image shows a screenshot of a Ruby IDE with three windows open: 'Point', 'Point class', and 'Metaclass'. The 'Point' window shows instance variables: self, all inst vars, x, and y. The 'Point class' window shows class variables: self, all inst vars, superclass, methodDict, format, instanceVariables, organization, subclasses, name, classPool, sharedPools, environment, category, traitComposition, and localSelectors. The 'Metaclass' window shows a MethodDictionary with various methods like #fromUser, #fromUserWithCursor, #degrees, #settingInputWidgetForNode, and #xy. Below these windows is a larger window titled 'Point' showing a class hierarchy and a description: 'I represent an x-y pair of numbers usually designating a location on the screen.'

```
self
all inst vars
x
y
```

```
self
all inst vars
superclass
methodDict
format
instanceVariables
organization
subclasses
name
classPool
sharedPools
environment
category
traitComposition
localSelectors
```

```
self
all inst vars
superclass
methodDict
format
instanceVariables
organization
thisClass
traitComposition
localSelectors
```

```
a MethodDictionary(#fromUser->(Point
class>>#fromUser "a
CompiledMethod(879755264)")
#fromUserWithCursor->(Point
class>>#fromUserWithCursor: "a
CompiledMethod(295698432)")
#r:degrees->(Point class>>#r:degrees:
"a CompiledMethod(5505024)")
#settingInputWidgetForNode->(Point
class>>#settingInputWidgetForNode: "a
CompiledMethod(706740224)")
#xy->(Point class>>#xy: "a
CompiledMethod(1059848192)"))
```

Graphics-Primitives
Graphics-Support-Display Ob
Graphics-Tests-Files
Graphics-Tests-Primitives
Graphics-Tests-Text
Graphics-Text
Graphics-Transformations
HelpSystem-Core-Builders
HelpSystem-Core-Help
HelpSystem-Core-Model
HelpSystem-Core-UI
HelpSystem-Core-Utilities
UserCustom-Test-Outline

BitBlt
Bitmap
Color
ColorMap
Point
Quadrangle
Rectangle
TextStyle
TranslucentColor
WarpBlt

Instance ? Class

Point class
instanceVariableNames: "

I represent an x-y pair of numbers usually designating a location on the screen.

Point

self	nil@nil
all inst vars	
x	
y	

Point class

self	#('x' 'y')
all inst vars	
superclass	
methodDict	
format	
instanceVariables	
organization	
subclasses	
name	
classPool	
sharedPools	
environment	
category	
traitComposition	
localSelectors	

Metaclass

self	a MethodDictionary(#fromUser->(Point class>>#fromUser "a CompiledMethod(879755264)")
all inst vars	
superclass	
methodDict	#fromUserWithCursor->(Point class>>#fromUserWithCursor: "a CompiledMethod(295698432)")
format	
instanceVariables	
organization	
thisClass	#r:degrees->(Point class>>#r:degrees: "a CompiledMethod(5505024)")
traitComposition	#settingInputWidgetForNode->(Point class>>#settingInputWidgetForNode: "a CompiledMethod(706740224)")
localSelectors	#x.y->(Point class>>#x.y: "a CompiledMethod(1059848192)")

Point

Graphics-Primitives	BitBlit	-- all --	fromUser
Graphics-Support-Display Ob	Bitmap	*System-Settings-Browser	fromUserWithCursor:
Graphics-Tests-Files	Color	instance creation	r:degrees:
Graphics-Tests-Primitives	ColorMap		settingInputWidgetForNode:
Graphics-Tests-Text	Point		x.y:
Graphics-Text	Quadrangle		
Graphics-Transformations	Rectangle		
HelpSystem-Core-Builders	TextStyle		
HelpSystem-Core-Help	TranslucentColor		
HelpSystem-Core-Model	WarpBlit		
HelpSystem-Core-UI			
HelpSystem-Core-Utilities			
HelpSystem-Tests-Builders			

Browse Senders Implementors Versions Inheritance Hierarchy Inst vars Class vars Source

Point class

```
instanceVariableNames: "
```

I represent an x-y pair of numbers usually designating a location on the screen.

impact on:

- Encapsulation/Stratification
- Resources
- Security

What is Base and what is Meta ?

There is a powerfull inherent ambiguity !

**"With great power comes
great responsibility.."
--Uncle Ben--**



or Voltaire !

Our goal

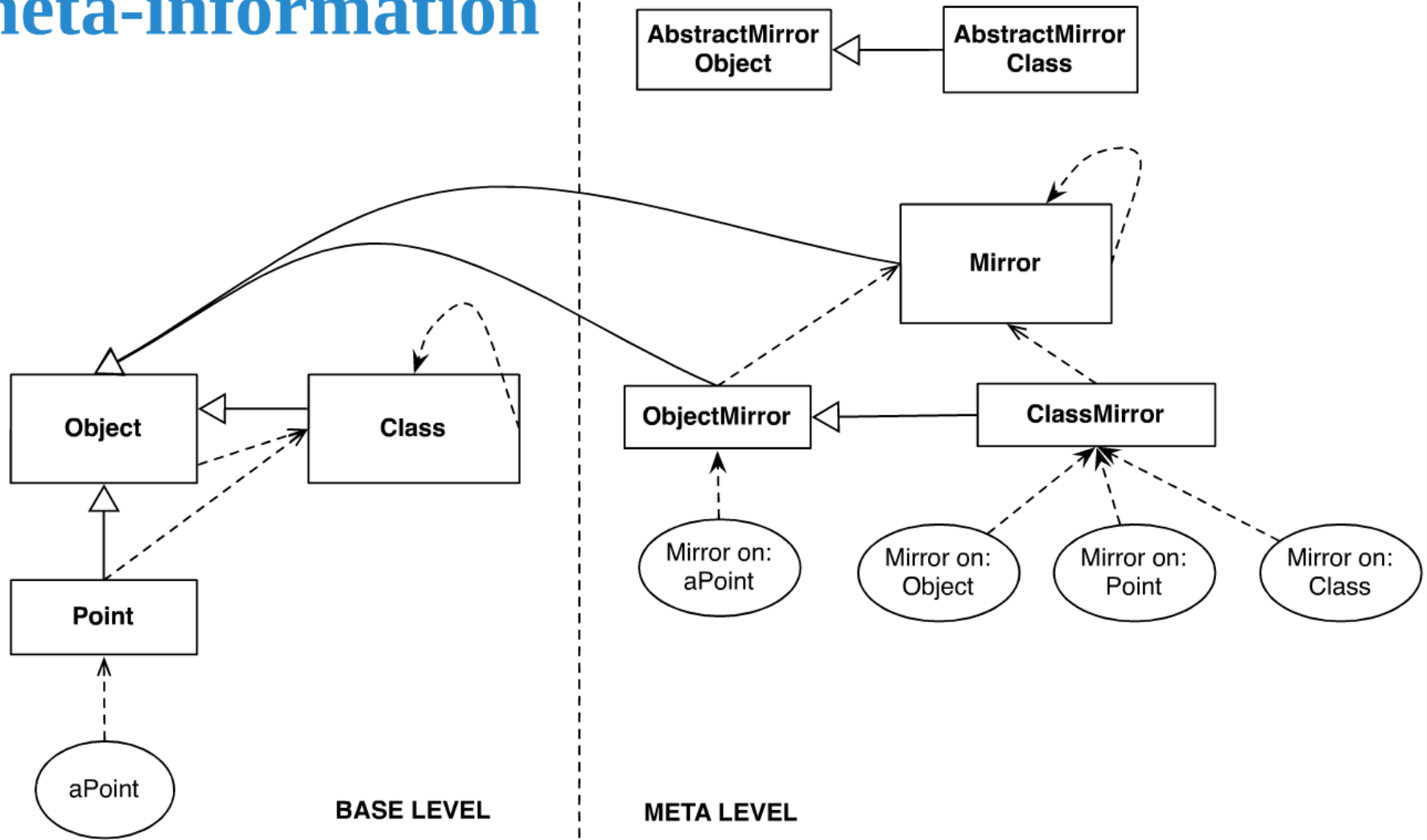
	Smalltalk	Classic mirror-based systems	Our goal
Reflective Functionality	FIX	DISCARDABLE	DISCARDABLE
Meta-Data	FIX	FIX	DISCARDABLE
Base-Level	FIX	FIX	FIX

all the power, without
the responsibility

• V
when

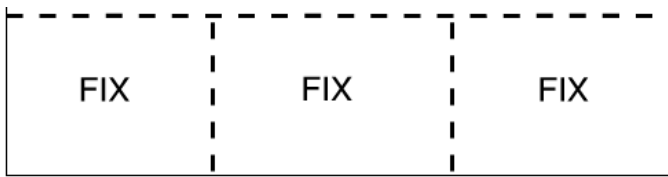
Our proposition

Mirrors as the storage entities of meta-information



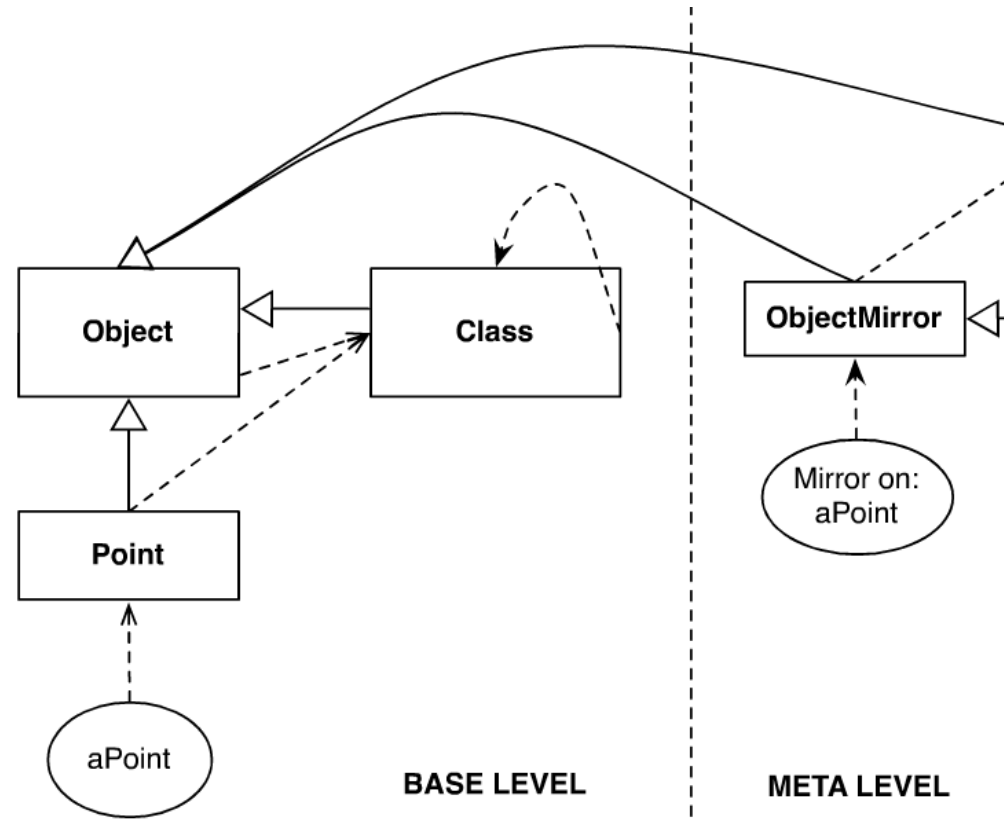
ation
ection explicitly through mirrors
can only be done through mirrors

level



l the power, without the responsibility

- every object has a mirror
- mirrors hold all meta-information
- all other entities provide reflection explicitly through mirrors
- dynamic addition of behaviour can only be done through mirrors



BASE LEVEL

META LEVEL

Validation & Prototype

MetaTalk Whole system: VM, Compiler, Object Model implemented on top of Pharo.

Sound execution of base level functionality both:

- In the presence and
- In the absence of mirrors
- Validated complete stratification of meta-information

when they are not needed.

Related Work

- Bracha and Ungar 2004
- Lorenz and Vlissides 2003
- Declarative model for Smalltalk

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Related Work

- Bracha and Unghar 2004
- Lorenz and Vlissides 2003
- Declarative model for Smalltalk
- Resilient
- Mirages and AmbientTalk

Future Work



- Metrics
- Behavioral Reflection
- Remote Programming (case studies)



- Metrics
- Behavioral Reflection
- Remote Programming (case studies)



<http://squeaksource/MetaTalk>

Thank you !