

# Granularity and Code Cloning in Software Product Lines

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Who are your parents?

Where is the code, belonging to a feature?

Who are the guys you hang out with?

How are features related to each other?

What does your education cost?

How expensive is it to change features?

# Conditional Compilation

```
static int _rep_queue_filedone(...)
    DB_ENV *dbenv;
    REP *rep;
    __rep_fileinfo_args *rfp; {
#ifndef HAVE_QUEUE
    COMPQUIET(rep, NULL);
    COMPQUIET(rfp, NULL);
    return (__db_no_queue_am(dbenv));
#else
    db_pgno_t first, last;
    u_int32_t flags;
    int empty, ret, t_ret;
#ifdef DIAGNOSTIC
    DB_MSGBUF mb;
#endif
    ...
}
```

*Excerpt from Oracle's Berkeley DB*

# Objections / Criticism

Designed in the 70<sup>th</sup> and hardly evolved since

“#ifdef considered harmful”

“#ifdef hell”

“maintenance becomes a ‘hit or miss’ process”

“is difficult to determine if the code being viewed is actually compiled into the system”

“incomprehensible source texts”

“programming errors are easy to make and difficult to detect”

“CPP makes maintenance difficult”

“source code rapidly becomes a maze”

“preprocessor diagnostics are poor”

# **A CLOSER LOOK AT PREPROCESSORS**

# Separation of Concerns

**ApplicationSession**

```
...
public void setAttribute(String name, Object value) {
    ...
}

public Object getAttribute(String name) {
    ...
}

public void removeAttribute(String name) {
    ...
}

...
}
```

**StandardSession**

```
...
public void setAttribute(String name, Object value) {
    ...
}

public Object getAttribute(String name) {
    ...
}

public void removeAttribute(String name) {
    ...
}

...
}
```

**SessionInterceptor**

```
...
public void intercept(HttpRequest request, HttpServletResponse response)
    throws ServletException, IOException {
    ...
}

...
}
```

**StandardManager**

```
...
public void invalidate(Session session) {
    ...
}

public void destroy() {
    ...
}

...
}
```

**StandardSessionManager**

```
...
public void save(Session session) {
    ...
}

public Session load(String id) {
    ...
}

public void destroy() {
    ...
}

...
}
```

**ServerSessionManager**

```
...
public void save(Session session) {
    ...
}

public Session load(String id) {
    ...
}

public void destroy() {
    ...
}

...
}
```



10000

2000 features

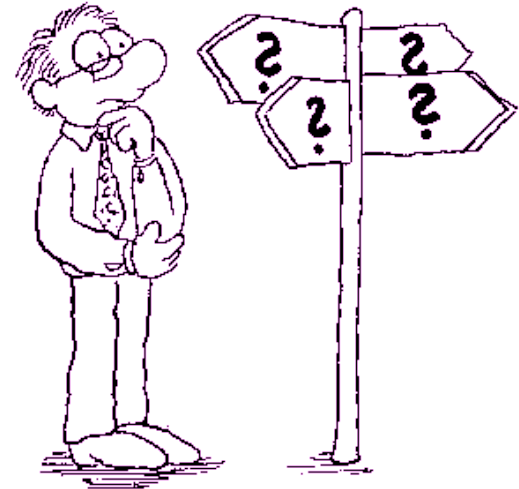
features





```
find <ordner> -type f \( -name "*.h" -o -name "*.c" \) -exec  
egrep '^\\s*#if' '{}' \\; | sed -e 's/#ifndef//' | sed -e 's/  
#ifdef//' | sed -e 's/#if//' | sort | uniq | wc -l
```

```
int put_eol(fd)  
    FILE *fd;  
{  
    if (  
#ifdef USE_CRNL  
    (  
#ifdef MKSESSION_NL  
        !mksession_nl &&  
#endif  
        (putc('\r', fd) < 0) ||  
#endif  
        (putc('\n', fd) < 0))  
        return FAIL;  
    return OK;  
}
```



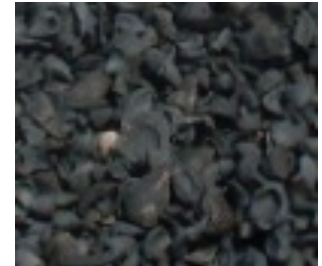
## How is the preprocessor used ? (Liebig et al., ICSE '10)

23% of the code is variable

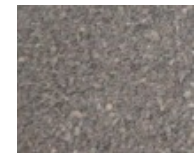
Variable code mostly heterogeneous (89%)

## At which granularity ? (Liebig et al., AOSD '11)

Variability mostly at coarse granularity (84%)



What about the remaining 16% ?



```
typedef struct {
    typebuf_T save_typebuf;
    int typebuf_valid;
    struct buffheader save_stuffbuff;
#ifdef USE_INPUT_BUF
    char_u *save_inputbuf;
#endif
} tasave_T;
```

```
void tcl_end() {
#ifdef DYNAMIC_TCL
    if (hTclLib) {
        FreeLibrary(hTclLib);
        hTclLib = NULL;
    }
#endif
}
```

```
for ( ; mp != NULL;
#ifdef FEAT_LOCALMAP
    mp->m_next == NULL ?
    (mp = mp2, mp2 =
        NULL) :
#endif
    (mp = mp->m_next)) {
```

```
#ifdef FEAT_CLIENTSERVER
    case SPEC_CLIENT:
        sprintf((char *)strbuf,
            PRINTF_HEX_LONG_U,
            (long_u)clientWindow);
        result = strbuf;
        break;
#endif
```



# Transformation (Refactoring)

```
void push(Object o
#ifdef SYNC
, Transaction txn
#endif
){
    if (o==null
#ifdef SYNC
|| txn==null
#endif
)
    return;
#ifdef SYNC
    Lock l=txn.lock(o);
#endif
    elementData[size++] = o;
#ifdef SYNC
    l.unlock();
#endif
    fireStackChanged();
}
```



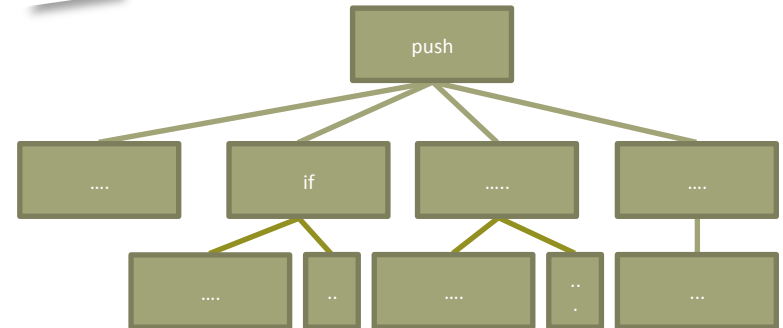
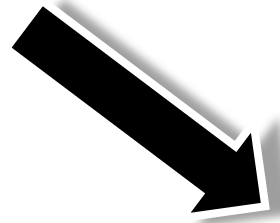
```
#ifdef SYNC
void push(Object o, Transaction txn) {
    if (o==null || txn==null)
        return;
    Lock l = txn.lock(o);
    elementData[size++] = o;
    l.unlock();
    fireStackChanged();
}
#else
void push(Object o) {
    if (o==null)
        return;
    elementData[size++] = o;
    fireStackChanged();
}
#endif
```

Coarse-grained annotations prone to clones (Schulze et al., SCAM '11)

Good or Bad?

What about Program Comprehension?

```
#ifdef SYNC
void push(Object o, Transaction txn) {
    if (o==null || txn==null)
        return;
    Lock l = txn.lock(o);
    elementData[size++] = o;
    l.unlock();
    fireStackChanged();
}
#else
void push(Object o) {
    if (o==null)
        return;
    elementData[size++] = o;
    fireStackChanged();
}
#endif
```



Experiment on Program Comprehension of  
preprocessor annotations

*Coarse-grained vs. fine-grained*

e.g., Remove all code that belongs to Feature IP\_V6 !



Explorer

Features Filestructure

- [-] xenomai
  - [-] examples
    - [+] common
    - [+] native
    - [+] posix
    - [+] rtdm
  - [+] include
  - [-] ksrc
    - [-] arch
      - [+] arm
      - [+] blackfin
      - [-] generic
        - compat.c
        - hal.c
        - nmi.c
    - [+] nios2
    - [+] powerpc
    - [+] x86
    - [+] drivers
    - [-] nucleus

Source Code Viewer

timer.h hal.c

```

46 #include <asm/unistd.h>
47 #include <asm/xenomai/hal.h>
48 #ifdef CONFIG_PROC_FS
49 #include <linux/proc_fs.h>
50 #endif /* CONFIG_PROC_FS */
51 #include <stdarg.h>
52
53 MODULE_LICENSE("GPL");
54
55 unsigned long rthal_cpufreq_arg;
56 module_param_named(cpufreq, rthal_cpufreq_arg,
57                    unsigned long, 0);
58 unsigned long rthal_timerfreq_arg;
59 module_param_named(timerfreq, rthal_timerfreq_arg,
60                    unsigned long, 0);
61 unsigned long rthal_clockfreq_arg;
62 module_param_named(clockfreq, rthal_clockfreq_arg,
63                    unsigned long, 0);
64 #ifdef CONFIG_SMP
65 static unsigned long supported_cpus;
66 module_param_named(supported_cpus, supported_cpus,
67                    unsigned long, 0);
68 cpumask_t rthal_supported_cpus;
69 EXPORT_SYMBOL(rthal_supported_cpus);
70 #endif /* CONFIG_SMP */
71
72 static struct {
73
74     void (*handler) (void *cookie,
75                     void *cookie);
76

```

Feature Model

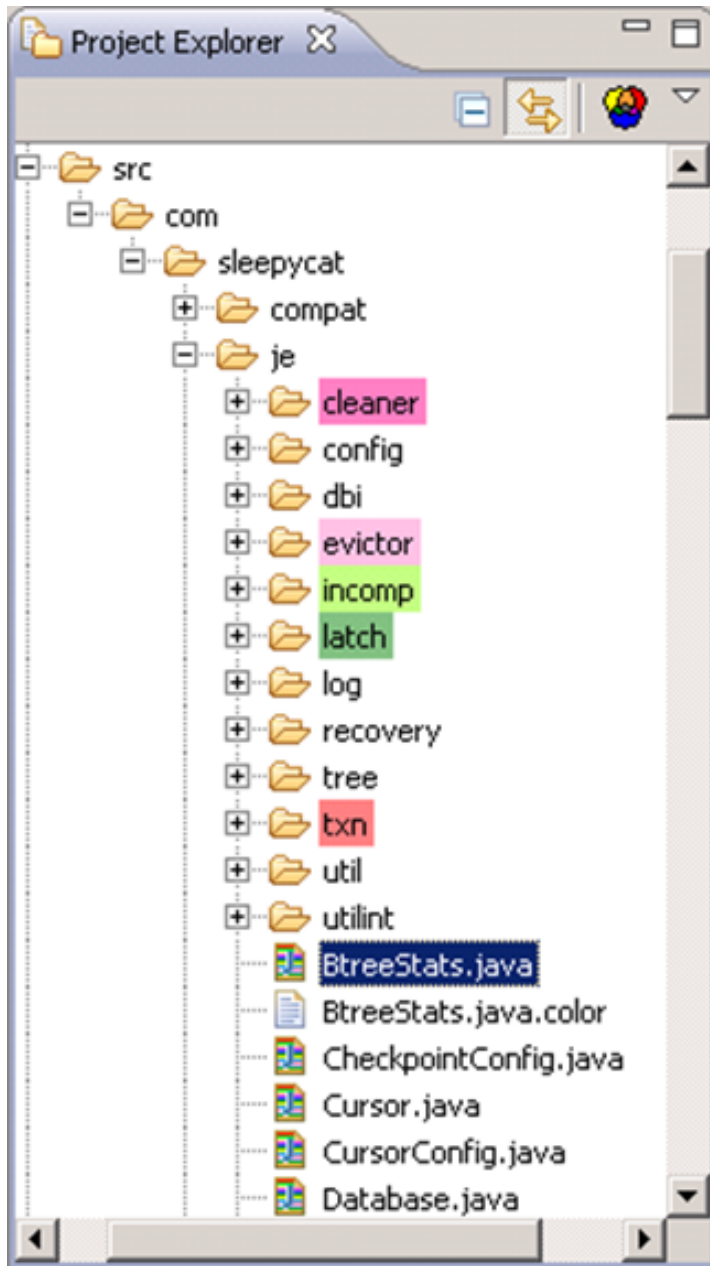
- [-] Xenomai
  - [-] Nucleus
    - ... CONFIG\_XEN...
    - ... CONFIG\_XEN...
    - ... CONFIG\_XEN...
    - ... CONFIG\_PRO... [X]
    - ... CONFIG\_SMP [X]
    - ... CONFIG\_XEN...
    - ... CONFIG\_MMU
    - ... CONFIG\_XEN...
    - ... CONFIG\_XEN...
    - ... CONFIG\_XEN...

Colors

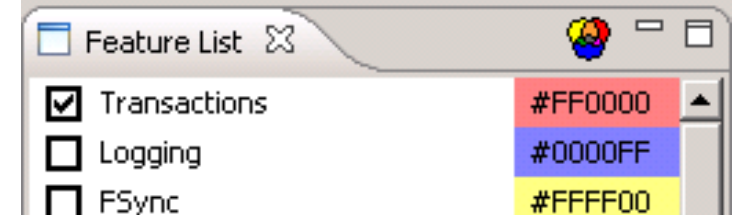
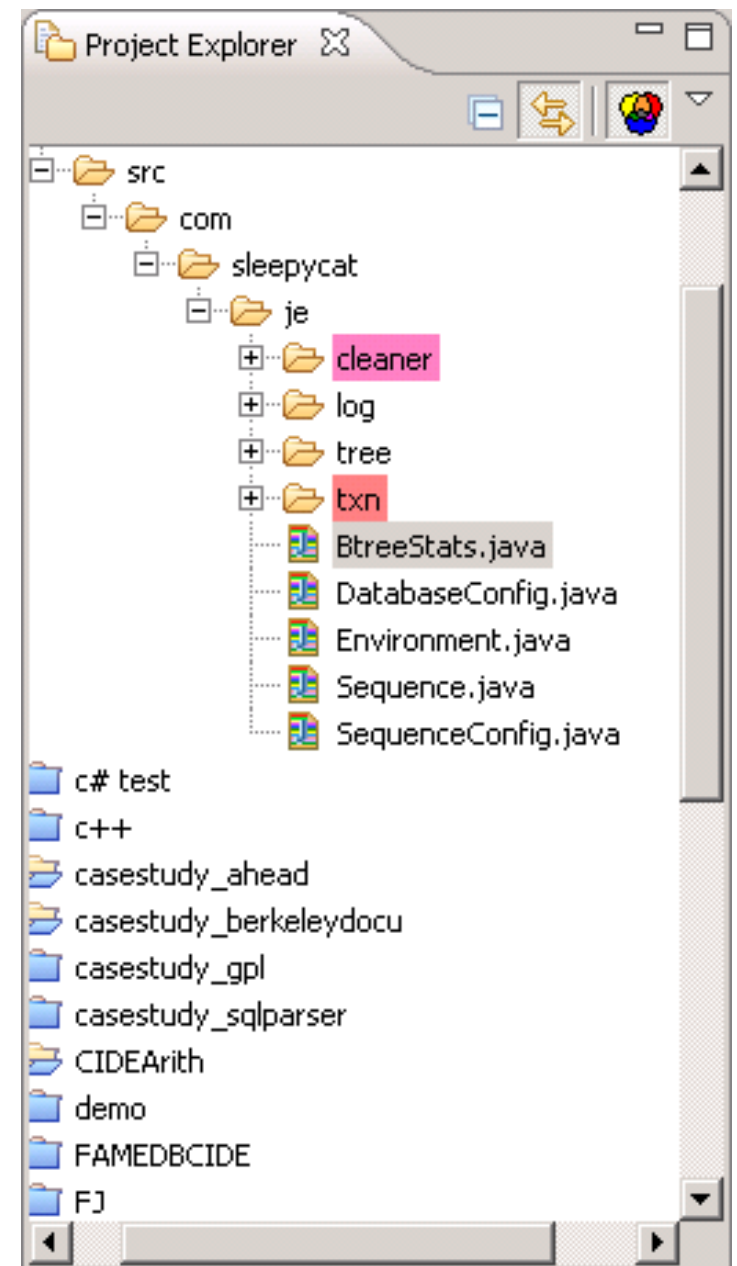


ColorAssignments





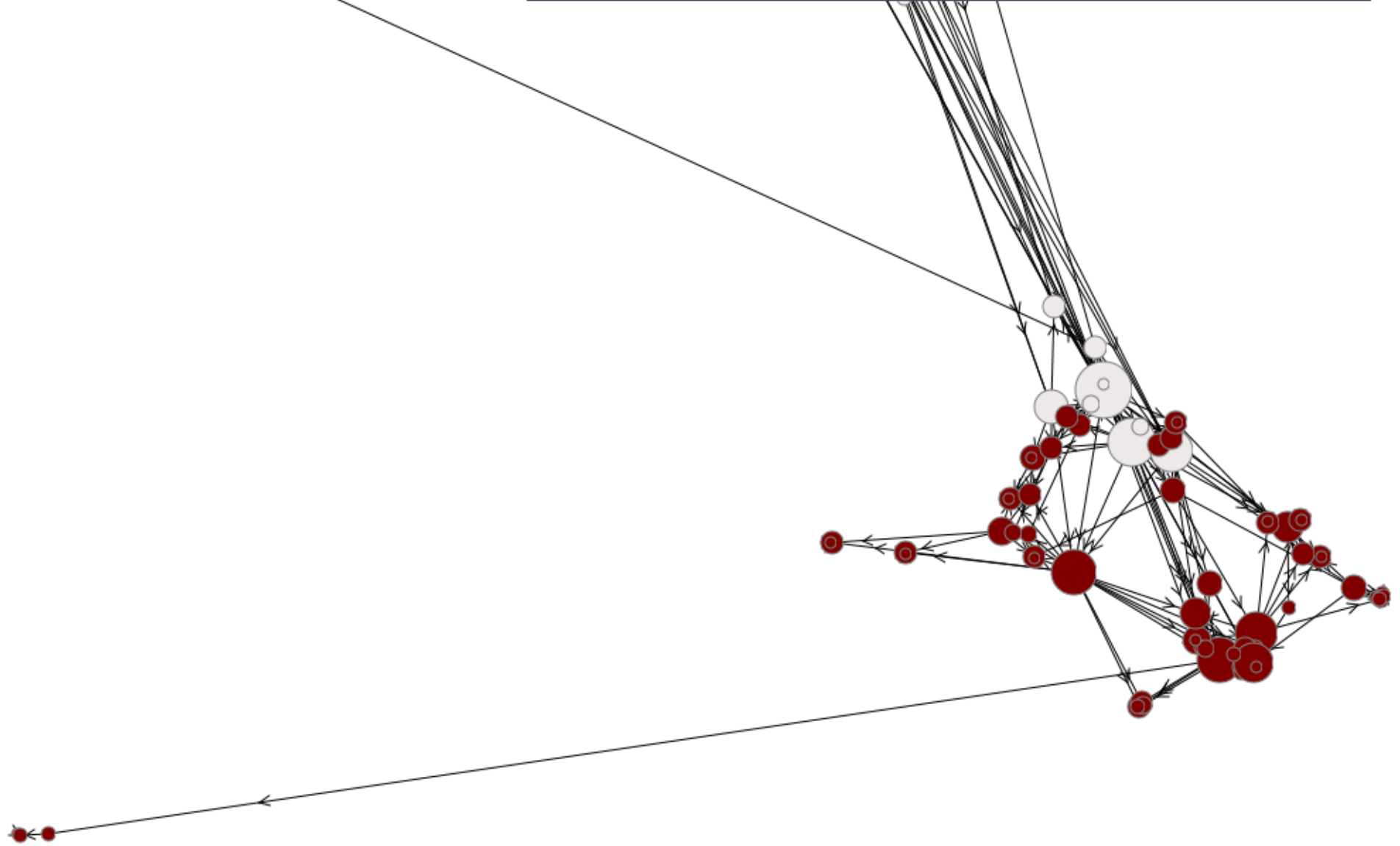
# Views



Click on vertex  
[]

Edit	visitor requireBali2jak collect
Del	require bali2jak bali_parser kernel
Up	Group 'Unassigned'
Down	

Show labels	
Hide labels	
Color:	darkred ▼
Shape:	disc ▼
Number of Vertices:	75
Average radius:	139.00735







- ✓ improved Readability
- ✓ reduced programmer effort
- ✓ compositionality

- ✗ lower expressiveness
- ✗ bloated code → clones



- ✓ high expressiveness
- ✓ language-independent
- ✓ easy to use

- ✗ tangled/scattered code
- ✗ obfuscation → hard to understand/modify



## VEGETARIAN

WHICH WICH WOULD YOU LIKE?



- TRIPLE CHEESE MELT
- ELVIS WICH (P.B., Honey & Bananas)
- TOMATO & AVOCADO
- BLACK BEAN PATTY
- HUMMUS & BELL PEPPERS

CHOOSE YOUR BREAD



- WHITE
- WHEAT

CHOOSE YOUR CHEESE (Optional)



- AMERICAN
- SWISS
- PROVOLONE
- CHEDDAR
- PEPPER JACK
- MOZZARELLA

### How Would You Like Your WICH Worked?



#### MUSTARDS

- Yellow
- Dijon
- Honey
- Deli

#### MAYOS

- Regular
- Lite
- Horseradish
- Spicy

#### SPREADS & SAUCES

- BBQ
- Buffalo
- Marinara
- 1000 Island
- Ranch

#### ONIONS

- Red
- Grilled
- Crispy Strings

#### VEGGIES

- Lettuce
- Tomato
- Pickles
- Jalapenos
- Olive Salad
- Mushrooms
- Sauerkraut
- Coleslaw
- Bell Peppers

#### OILS & SPICES

- Oil
- Vinegar
- Salt
- Pepper
- Oregano
- Parmesan

#### EXTRAS (.75¢ Each)

- Bacon
- Avocado
- Pickle (Whole)
- More Meat
- More Cheese

# Feature-Oriented Product Lines

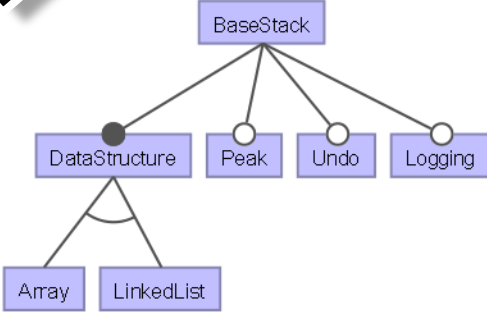
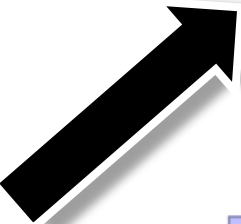


```

void privTaskInit (Tuint0
privTrace(traceTaskInit | uiTaskM
TtaskControlBlock * taskTCB = priv
#if (defReUseTaskInit == cfgTrue)
if ((uiInitControl & defInitLockMa
{
#if (cfgUseSynchronization != cf
if (uiTaskNumber < defNumberOf
{
privCleanSlotStack((TtaskExt
#if ((defUseMutexes == cfgT
privReleaseSyncBlockingT
#endif
}
}
#endif
cfgUseFileSystem

```

Feature Module



Legend:

- Mandatory
- Optional
- △ Alternative
- ∧ And

Undo ⇒ Peak

```

Base
class Stack {
  int[] data;
  void push(int o) { ... }
  int pop() { /*...*/ }
}

Top
refines class Stack
  int top() { /

Undo
refines class Stack {
  int backup;
  void undo() { /*...*/ }
  void push(int o) {
    backup = top();
    original(v);
  }
}

```

```

class Stack {
  int[] data;
  #ifdef UNDO
  int backup;
  void undo() { /*...*/ }
  #endif
  int top() { /*...*/ }
  void push(int o) {
    #ifdef UNDO
    backup = top();
    #endif
    /*...*/
  }
  int pop() { /*...*/ }
}

```







Where is the code, belonging to a feature ?

Hard to determine with preprocessors; modularity helps

How are features related to each other ?

Alternative representations required, e.g., visualization

How expensive is it to change features ?

Depends on granularity and separation of concerns



# What's next...

...from a Provenance Perspective

Identifying features in legacy applications → variability mining

Reverse Engineering Software Product Lines

→ commonalities and variabilities

Evolution of Software Product Lines

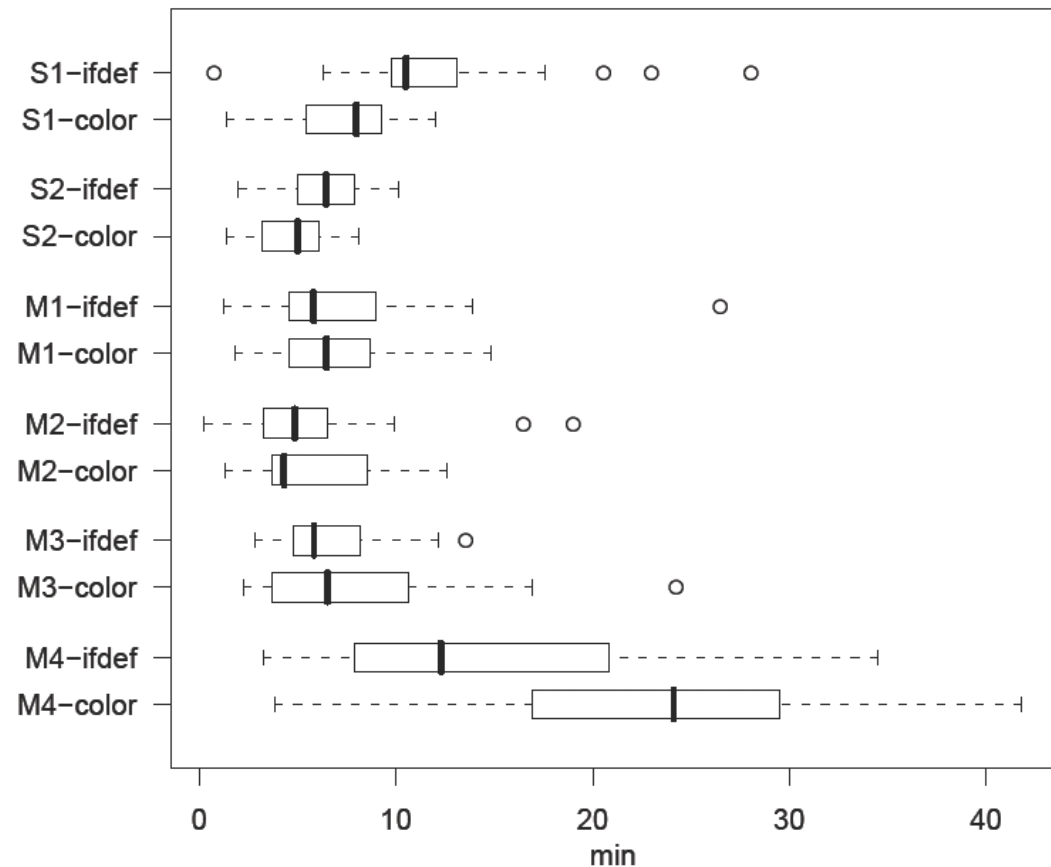


# Questions



# Program Comprehension: An Experiment

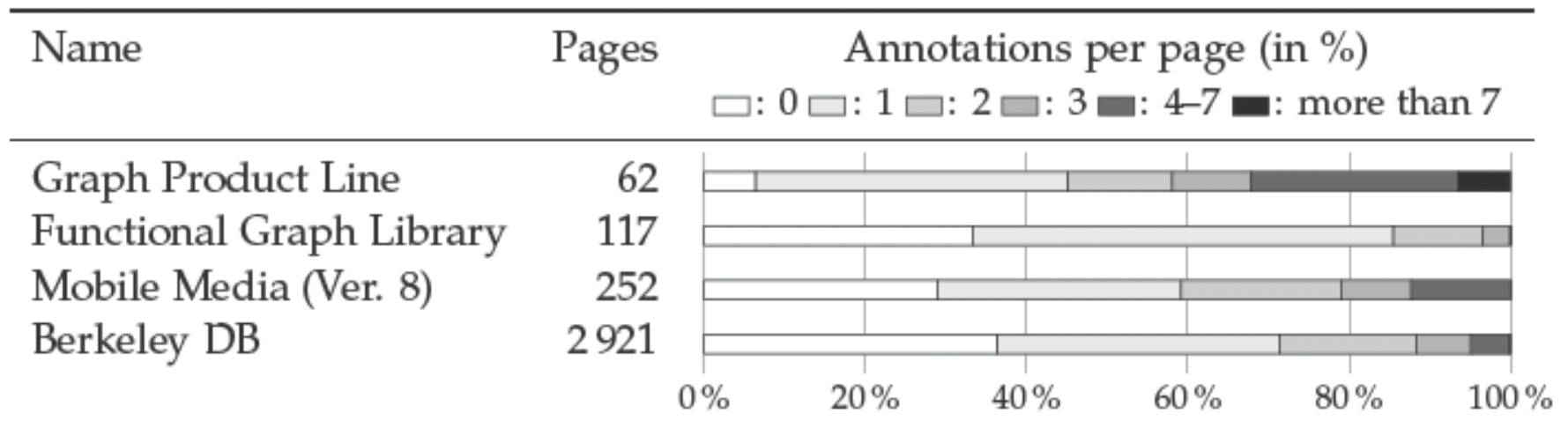
- #ifdef vs. colors
- 43 subjects in 2 groups
- S1-2: search tasks faster with colors (43% & 23%)
- M1-3: maintenance tasks same perform.
- M4: maintenance task with red background color -37%
- No influence on correctness
- Subjects prefer colors





# Scaling Visual Representations




- Focus on few features at a time
- Repeating colors / manual assignment sufficient
- Analysis of 4 Java ME and 40 C programs:
  - 96 % pages of source code with  $\leq 3$  colors
  - 99 % pages of source code with  $\leq 7$  colors



# Error-Prone

```
static int _rep_queue_filedone(...)
    DB_ENV *dbenv;
    REP *rep;
    __rep_fileinfo_args *rfp; {
#ifndef HAVE_QUEUE
    COMPQUIET(rep, NULL);
    COMPQUIET(rfp, NULL);
    return (__db_no_queue_am(dbenv));

#else
    db_pgno_t first, last;
    u_int32_t flags;
    int empty, ret, t;
#ifdef DIAGNOSTIC
    DB_MSGBUF
#endif
    // over 100 line
}
#endif
```



```
#ifdef TABLES
class Table {
    void insert(Object data, Txn txn) {
        storage.set(data, txn.getLock());
    }
#endif
class Storage {
#ifdef WRITE
    boolean set(...) { .. }
#endif
}
```