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# Persistent Contextual Values as Inter-process Layers

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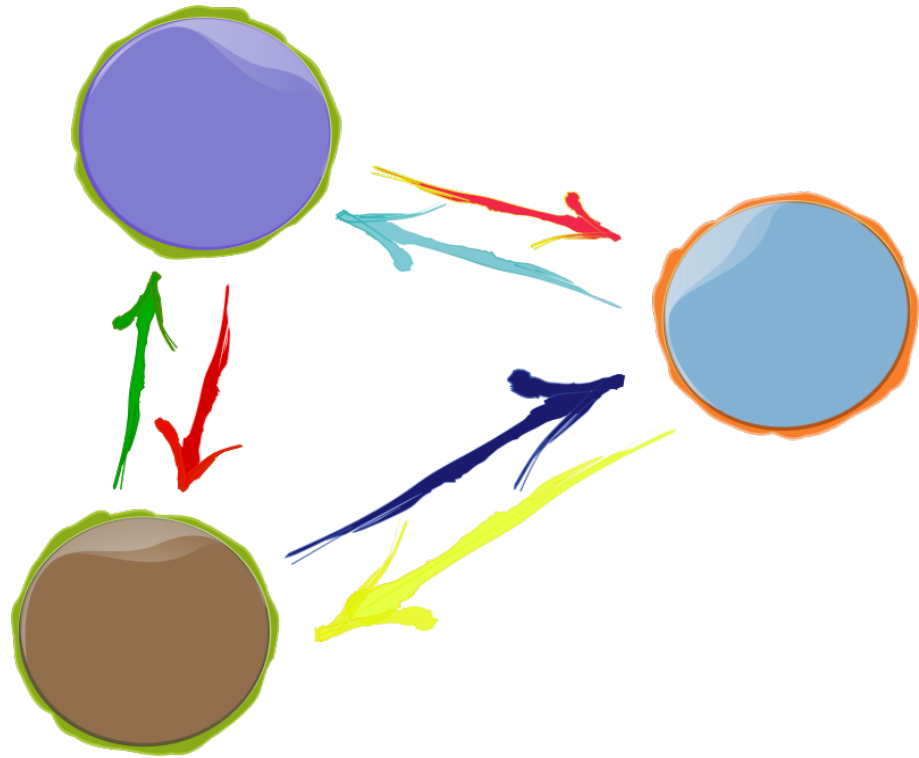
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# Goals

- **Context-aware**  
e.g. battery status

- **Customizable**  
adapt to user

- **Mobile**  
consistent context changes across apps  
performance/battery life



# Context-Oriented Programming

- originates from object-oriented programming
- layers represents context
- can be activated anywhere in the program
  - dynamic scope



many layers  
can be active

```
void rcvPhoneCall () {
    e.context().with() <PhoneCall> () ([&]{
        vibrate();
    });
}
```

name of layer

Part of dynamic Scope

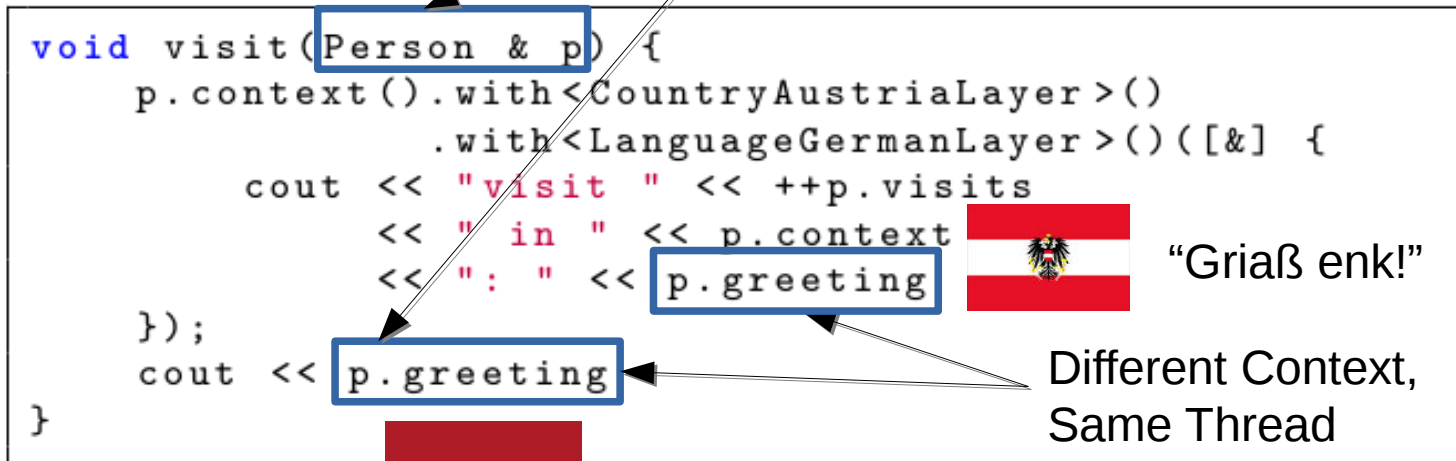
# Contextual Values

- “Trivial generalization of thread-local values”
- layers and dynamic scoping as in context-oriented programming
- access performance and usage identical to variables

```

void visit(Person & p) {
    p.context().with<CountryAustriaLayer>()
        .with<LanguageGermanLayer>()([&] {
        cout << "visit " << ++p.visits
            << " in " << p.context
            << ": " << p.greeting
        });
    cout << p.greeting
}

```



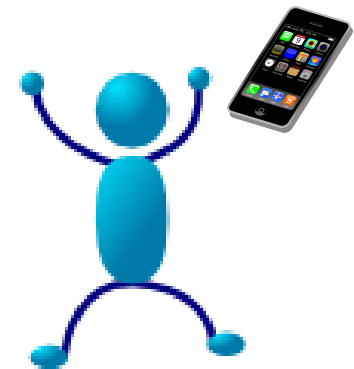
  “Hallo!”

# Program Execution Environment

- consists of: Configuration Files, Commandline Arguments, ...
- Program Execution Env. is defined using a specification

```
[/%language%/country%/dialect%/person/greeting]  
  type=String  
[/%country%/person/visits]  
  type=Integer  
  default=0  
[/%location%/country]  
  type=String
```

- /: denotes hierarchy of contextual values
- %: placeholders for layers
- needed for **customization**
  - initialize and persist every contextual value



# Problem

- no synchronization between processes
- dependencies between activations
- implementation of layer tedious

```
class PhoneCall  
{ ??? };
```

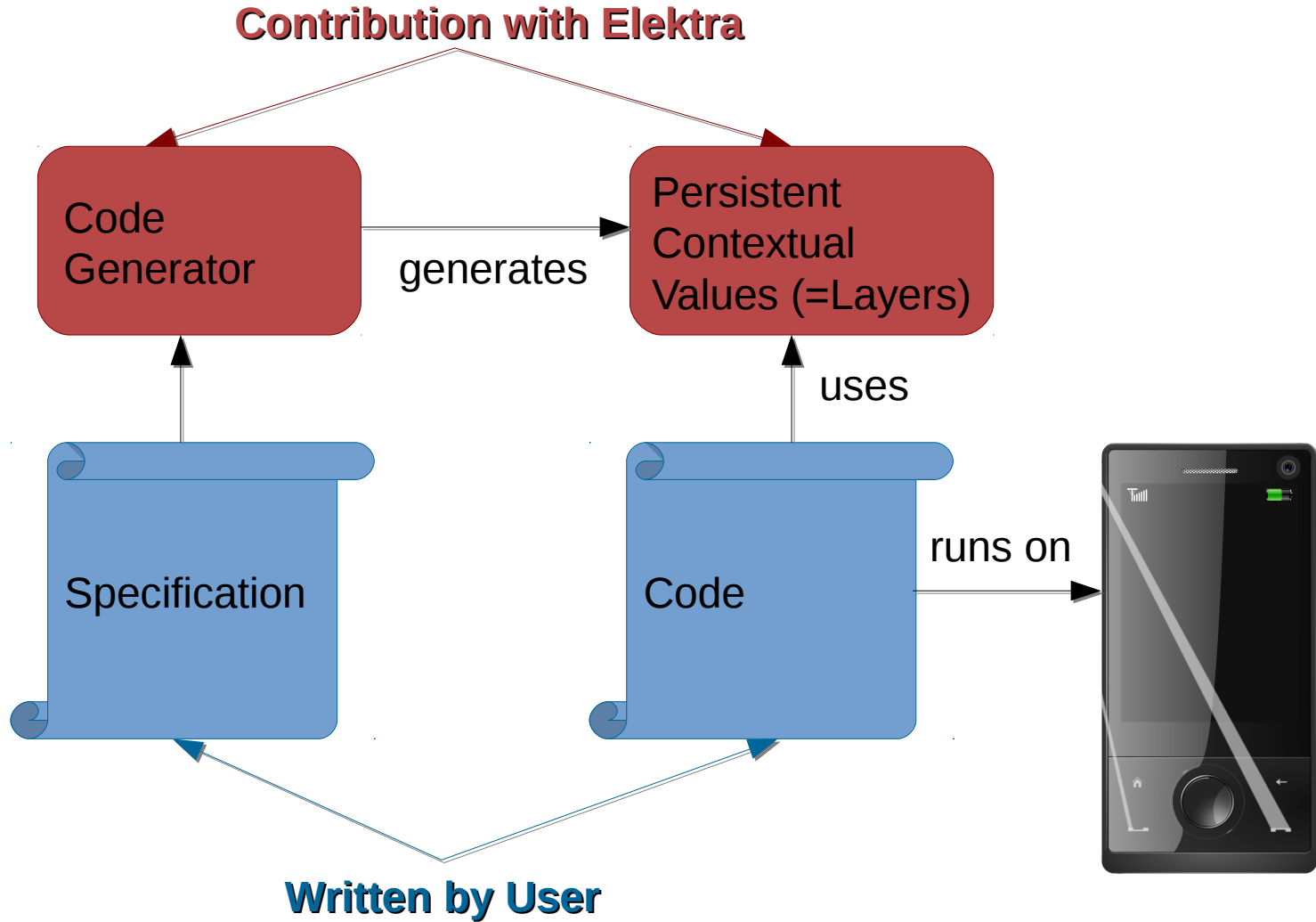
```
void rcvPhoneCall () {  
    e.context().with() <PhoneCall> () ([&]{  
        vibrate();  
    });  
    // vibrate();  
}
```



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# Elektra







# Solution

- directly activate CVs (every CV works as layer!)

```
1 void greet (Person & p, Country & country,  
2           Location & location) {  
3     p.activate(country);  
4     p.activate(location);  
5     cout << p.greeting << endl;  
6 }
```

- **sync** CVs between processes

```
1 void userInteraction(Accuracy const& a) {  
2     a.context().sync(); // a might change  
3     for (long i=0; i<a; ++i) {  
4         /* a does not change here */ }  
5 }
```

# Activation via Assignment

- **assignments** on CVs trigger layer activations
- **sync** triggers all necessary assignments
- implication: we do not need extra layers anymore

```
1 void assignLanguage(Language & lang) {  
2     lang.context().activate(lang);  
3     lang = "";  
4     // layer lang deactivated  
5     lang = "spanish";  
6     // layer switch to spanish  
7     lang.context().deactivate(lang);  
8     lang = "english";  
9     // layer still deactivated  
10 }
```



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# Evaluation

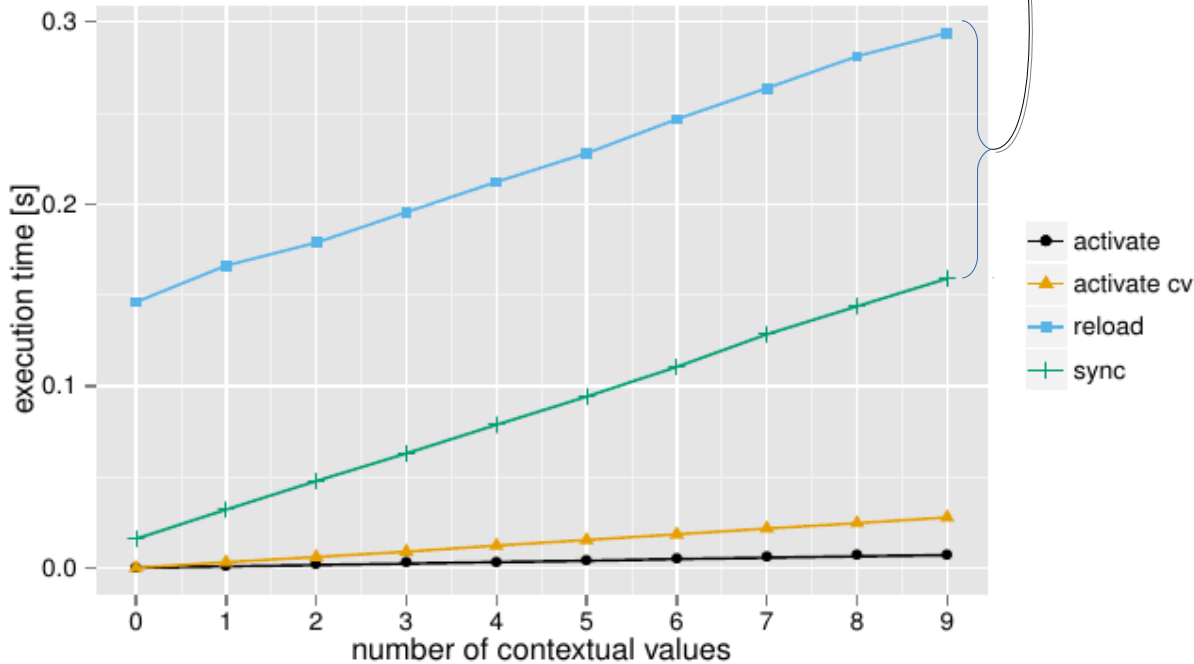
# Benchmark

- access: no overhead
- 4 benchmarks

```

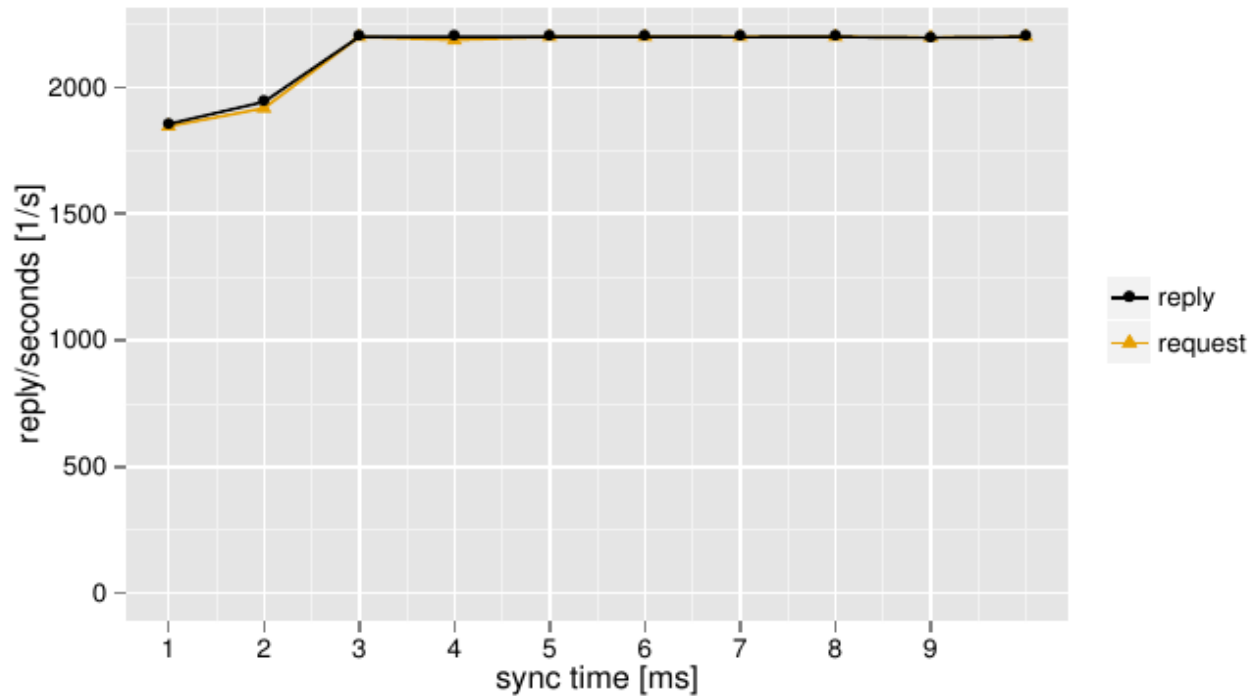
1 void benchmarkReload(vector<CV> & cv) {
2     vector<kdb::KDB> kdb;
3     kdb.resize(1000);
4     t.start ();
5     for (long i = 0; i < 1000; ++i)
6     {
7         kdb[i].get(c.values(), "/test");
8         c.sync();
9         x ^= tcv + tcv;
10    }
11    t.stop ();
12 }

```



# Case Study Webserver

```
1 httpperf --hog --timeout=1 --num-conn=50000  
2 --rate=2200 --num-call=1 --server=127.0.0.1
```



# Source Code

- Source Code released as free software within Elektra
  - >70 predefined plugins
  - support for hundreds kinds of configuration files
  - integrate standard software
  - specification is configuration (e.g. in XML, JSON)
- <http://www.libelektra.org>
  - version 0.8.18 released at 2016-09-16



# Conclusion

- combination of performance, context awareness and customization
- CVs with code generation in multi-threaded and multi-process applications
- CVs can be **shared** across applications
- implementation is **free software** and can be downloaded from <http://www.libelektra.org>
- supports mobile development in C++, Java, and more
- **benchmark**: overhead increases linearly with CVs
- **case study**: only with dominant layer activations performance decreases



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# Thank you for your attention!

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# Example: Hardware Abstraction

- hardware as context

```
/hw/pi/pi/gpio/folder = /sys/class/gpio/  
/hw/pi/pi/gpio/tamper = gpio7  
/hw/pi/elitebook/gpio/folder = ~/context/pi  
/hw/pi/elitebook/gpio/tamper = tamper.txt
```

(this is a configuration file, not a specification!  
But they are both part of Program Execution Environment)



- layer activations for sensor states

```
select(fd+1, 0, 0, &fds, 0);  
t.c().activate<Tamper>();
```

```
t.c().syncLayers();  
if (t) out<< "tamper!!!";
```

# Benchmark Setup

- hp ® EliteBook 8570w ™
  - CPU Intel ® Core i7-3740QM @ 2.70GHz
  - 7939 MB Ram
- GNU/Linux Debian Jessie 8.4
- gcc compiler Debian 4.9.2-10
  - with the options `-std=c++11, -O2`
- measured the time using **gettimeofday**
- median of eleven executions

# Some Related Work

## **context variables (check on every usage)**

M. von Löwis, M. Denker, and O. Nierstrasz, “Context-oriented programming: Beyond layers,” in Proceedings of the 2007 International Conference on Dynamic Languages

## **ensure-active-layers (global layer activation)**

P. Costanza, R. Hirschfeld, and W. De Meuter, “Efficient layer activation for switching context-dependent behavior,” in Modular Programming Languages

## **partial evaluation avoids usage of libxml2**

M. Jung, R. Laue, and S. A. Huss, “A case study on partial evaluation in embedded software design,” in SEUS 2005

## **hybrid mediator-observer pattern**

O. Riva, C. di Flora, S. Russo, and K. Raatikainen, “Unearthing design patterns to support context-awareness,” in Pervasive Computing and Communications Workshops

# Example: Battery low

```
c1.activate<BatteryLow>();
```



```
c2.syncLayers();  
// BatteryLow active
```



```
c1.deactivate<BatteryLow>();  
// Security unchanged
```

Thread 1

```
c2.activate<Security>(cv);  
// BatteryLow inactive
```

Thread 2

# Big Picture

