

Type Annotation for Adaptive Systems

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Outline

- A view on type information
- Annotations on graphs
- From typing to type annotations
 - Correspondence patterns
 - Representing inheritance
- Dynamic typing
 - Case studies
- Conclusions

A view on type information

- Types constrain structure and behaviour of instances
- Inflexible when context changes
 - I have a book but I need a hammer
 - How do I derive that the book I have is “hammerisable”?
- Typical solutions
 - Merging information on domains
 - Creating bridges
- Rigidity connected with the notion of typing morphism

Types as annotations

- Annotations give information about properties
- Type morphisms substituted by annotation patterns
- Constraints associated with types
- Not instances of types but elements of a domain
 - Elements annotated with some type must conform to some pattern
 - Elements conforming to some pattern must be annotated with some type

Graphs with boxes (B-graphs)

$$G = (V, E, B, s, t, \text{cnt})$$

- V, E as in usual graphs
- $s, t : E \rightarrow V \cup B$ source and target functions
- $\text{cnt} : B \rightarrow \mathcal{P}(V \cup B)$

Transitive containment, anti-symmetry not required, antireflexive

- $x \in \text{cnt}(b_1) \wedge b_1 \in \text{cnt}(b_2) \Rightarrow x \in \text{cnt}(b_2)$
- $b \notin \text{cnt}(b)$

Morphisms

A (B -)morphism $f: G_1 \rightarrow G_2$ between B -graphs

$G_i = (V_i, E_i, B_i, s_i, t_i, \text{cnt}_i)$ is a triple

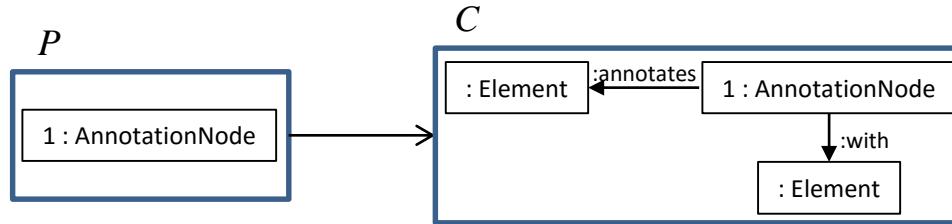
($f_V: V_1 \rightarrow V_2, f_E: E_1 \rightarrow E_2, f_B: B_1 \rightarrow B_2$) that

- preserves s_i and t_i , and
- if $x \in \text{cnt}(b_1)$ then $f_{V \cup B}(x) \in \text{cnt}(f_B(b_1))$

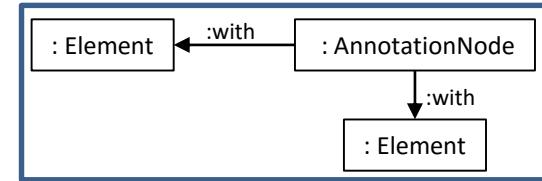
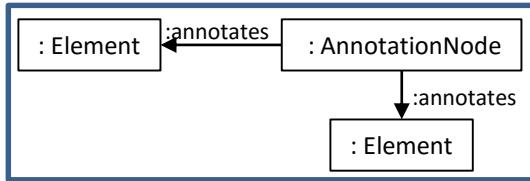
(composition of morphisms is constructed componentwise)

Annotations on graphs

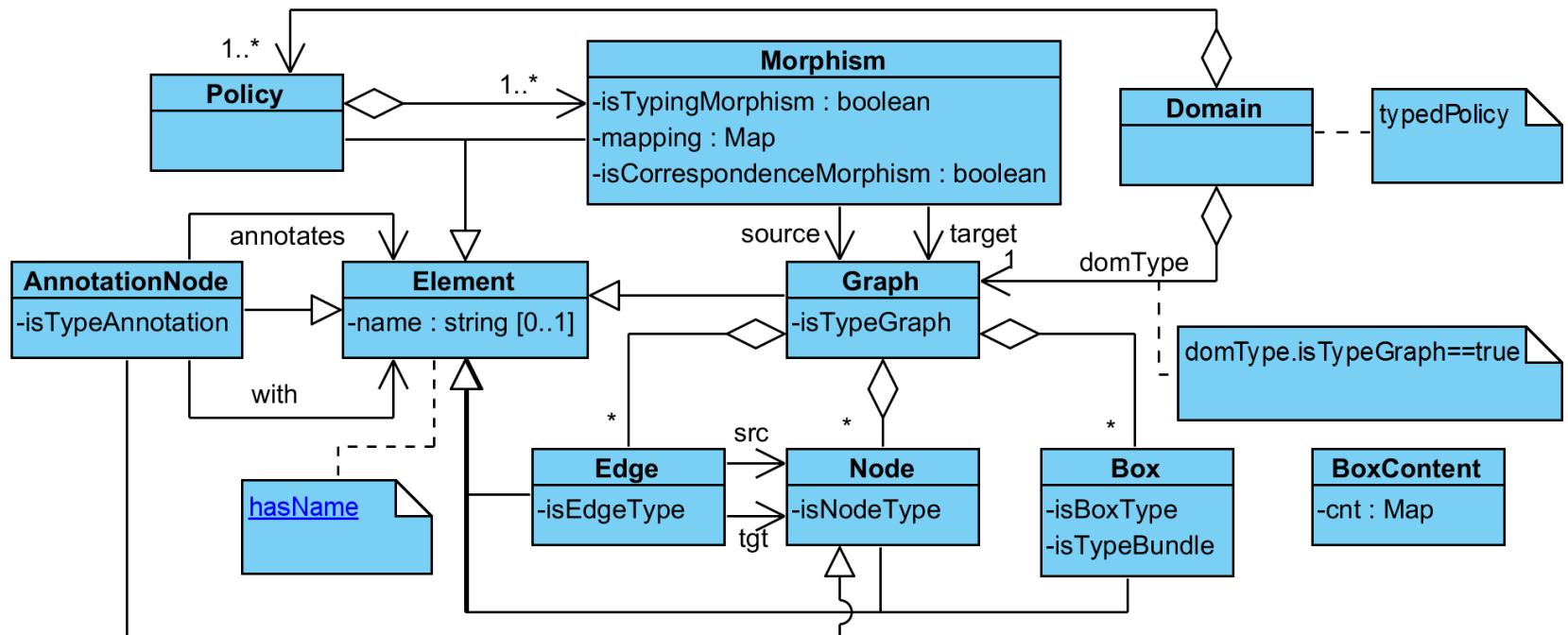
- Annotations relate elements of two different domains via an annotation node.
- Constraints for well-formedness



Forbidden graphs



The metamodel M for type annotation



OCL constraints on M

context Domain **inv**

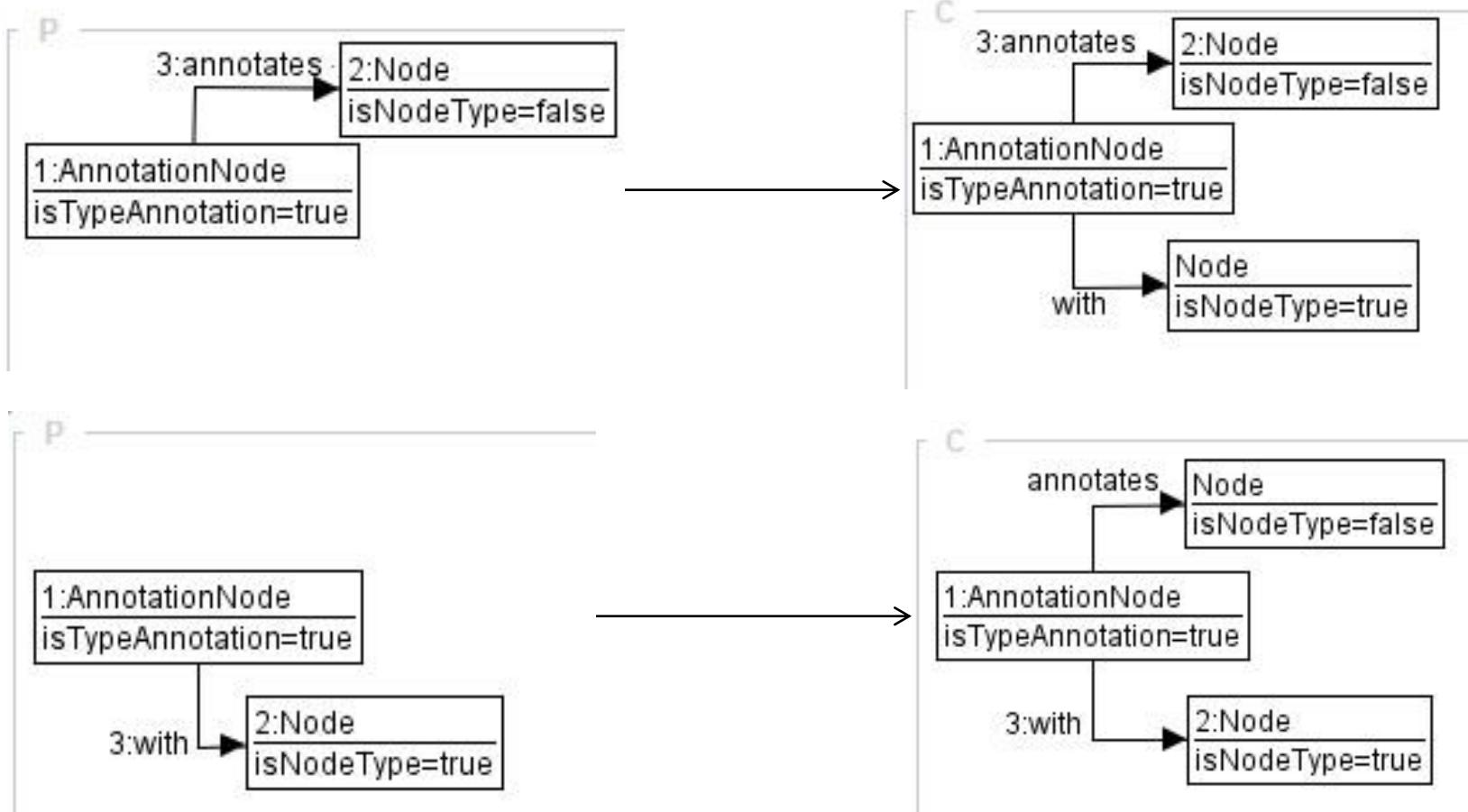
let

 allMor : Set = Morphism.allInstances(),
 type : Graph = self.graph

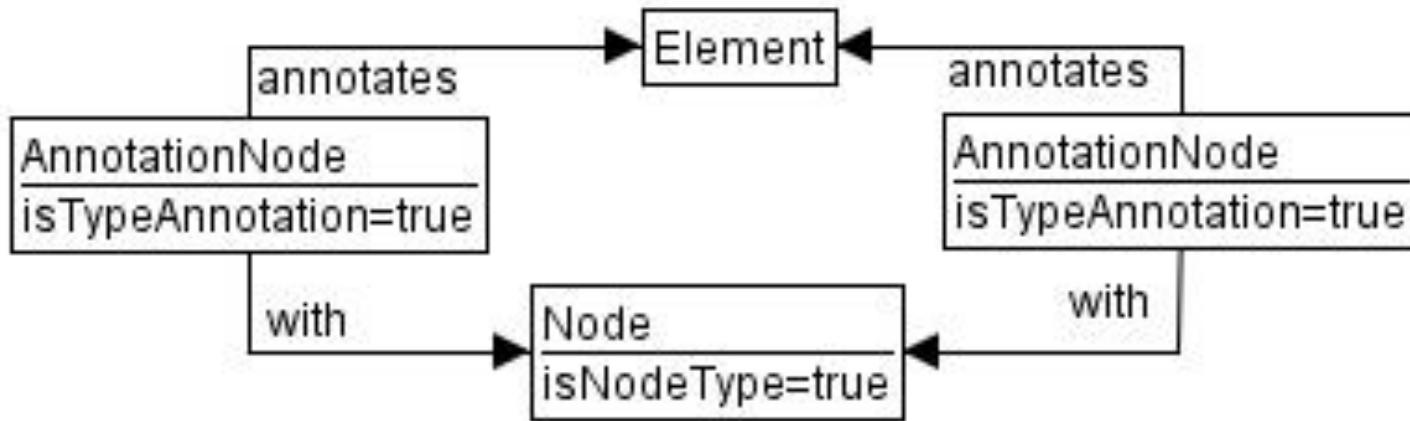
in

 self.policy.morphism -> **forall** (m| allMor -> exists(m2,m3 |
 m2.isTypingMorphism = true **and** m2.source = m.source **and** m2.target =
 self.domType **and**
 m3.isTypingMorphism = true **and** m3.source = m.target **and** m3.target =
 self.domType
))

Graph constraints for type annotation



Forbidden graph



For an element e ,
 $annType(e)$ is the set of types with which it is annotated

From typing to type annotations

$$\begin{array}{ccccc} & & tp^g & & \\ & G \xrightarrow{\quad} & G \oplus TG & \xleftarrow{\quad} & TG \\ & \searrow in_1 & \downarrow f_g \oplus f_t & \swarrow in_2 & \\ & & H(G, tp^G) & & \end{array}$$

$H(G, tp^G)$, is the minimal graph with type annotation s.t.:

- both G and TG have isomorphic (disjoint) immersions in G' , G' and TG' , defined by morphisms f_g and f_t
- each element in G' is annotated with exactly one type element in TG' ;
- for each element x in G $\text{annType}(f_g(x)) = f_t(tp^G(x))$

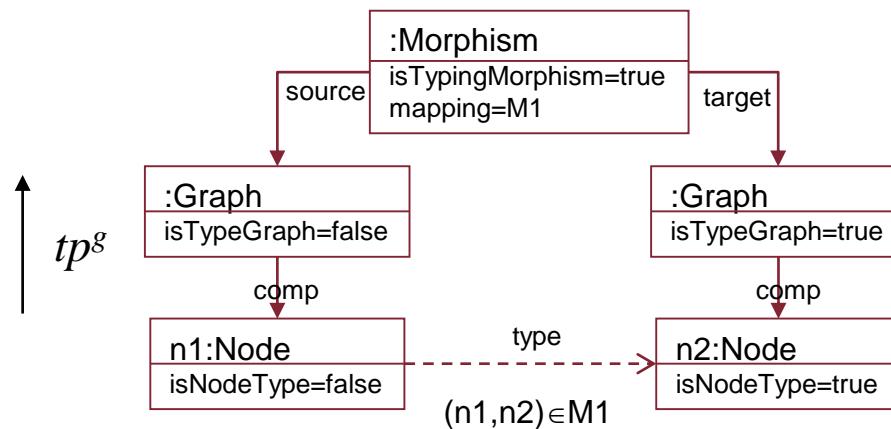
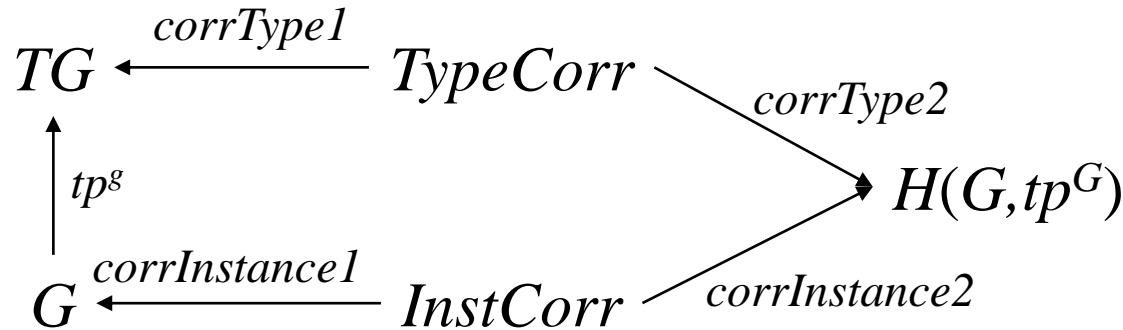
The induced functor $\text{typeAnn}: \mathbf{TG} \rightarrow \mathbf{AT1}$

- $\text{typeAnn}_{\text{Ob}}$ maps each object G of \mathbf{TG} into the object $H(G, tp^G)$ of $\mathbf{AT1}$
- $\text{typeAnn}_{\text{Hom}}$ maps each morphism $m: G \rightarrow G'$ of \mathbf{TG} into a morphism $m': H(G, tp^G) \rightarrow H(G', tp^{G'})$ such that for each element x of G $f_{g'}(m(x)) = m'(f_g(x))$

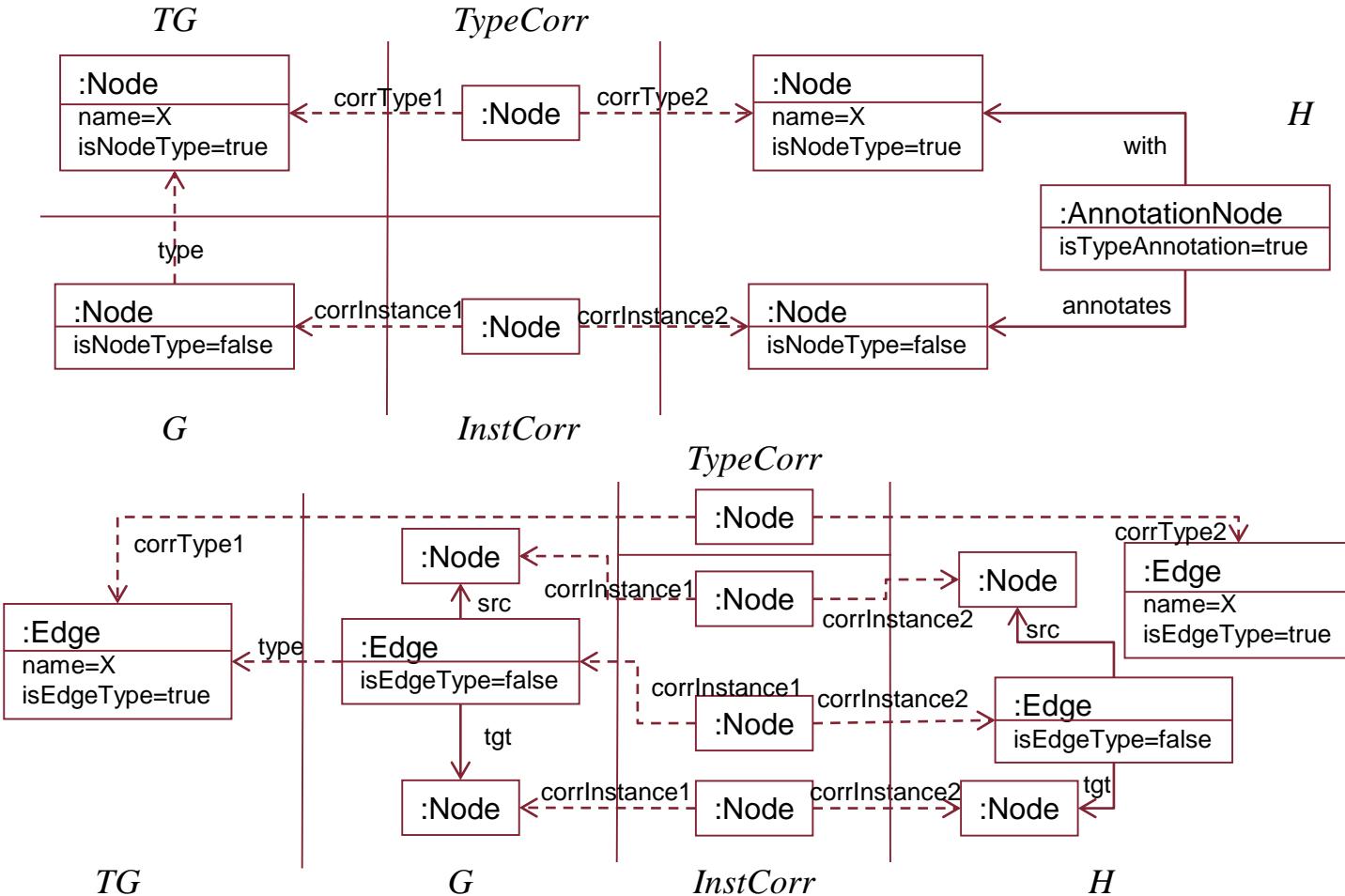
Properties of typeAnn

- **Lemma 1.** If a graph $G \in Ob(\mathbf{TG})$ is correct under typing morphisms, then its image under typeAnn_{Ob} is correct under type annotation.
- **Lemma 2.** If a morphism $m \in Hom(\mathbf{TG})$ is type-preserving then $\text{typeAnn}_{Hom}(m)$ is type-annotation-preserving.

Correspondence patterns (in M) I



Correspondence patterns (in M) II



Inheritance

$$T_1 \triangleleft \dots \triangleleft T_i \triangleleft \dots \triangleleft T_j \triangleleft \dots \triangleleft \top$$

Typing

el:T_i

el:Element

Type Annotation

:AnnotationNode
isTypeAnnotation=true

b1:Box
isTypeBundle=true

$$cnt(b1) = \{T_i, \dots, T_j, \dots \top\}$$

el1:T_i

?

el2:T_j

el:Element

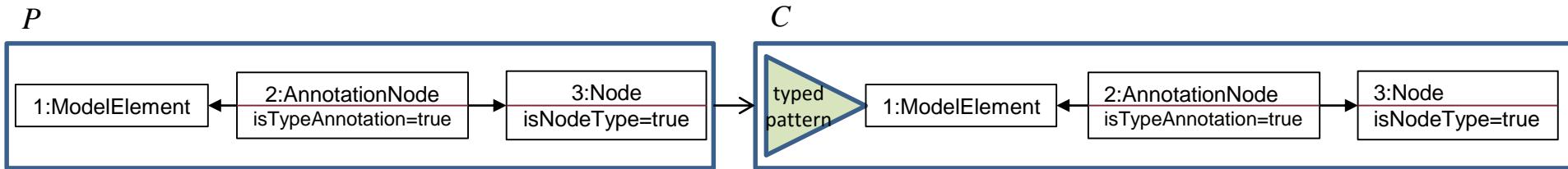
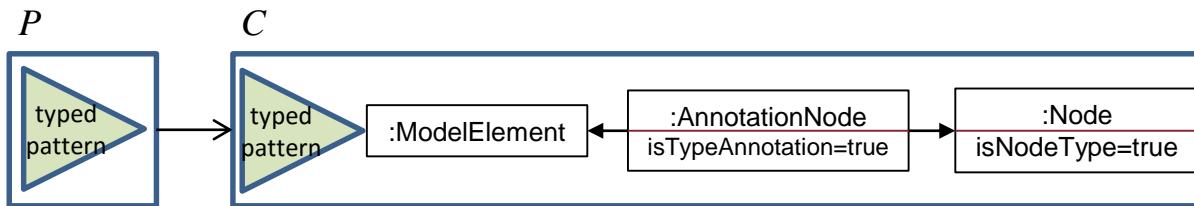
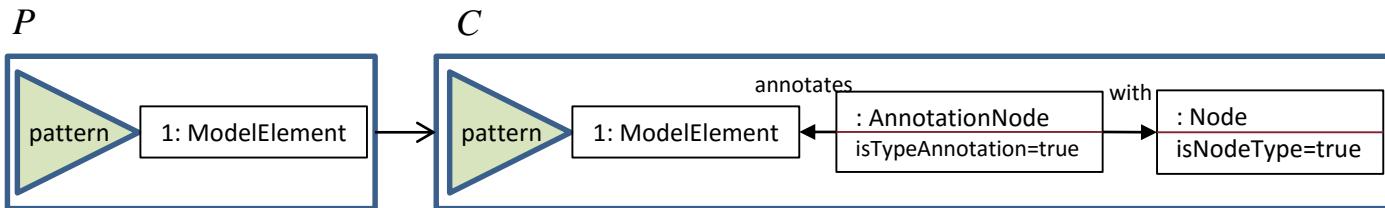
:AnnotationNode
isTypeAnnotation=true

b2:Box
isTypeBundle=true

$$cnt(b2) = \{T_j, \dots \top\}$$

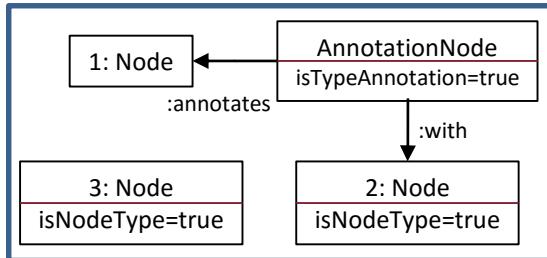
Instance Level Type Change

Patterns and types

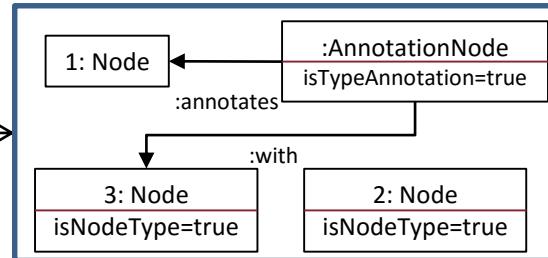


Type change and repair actions

L



R



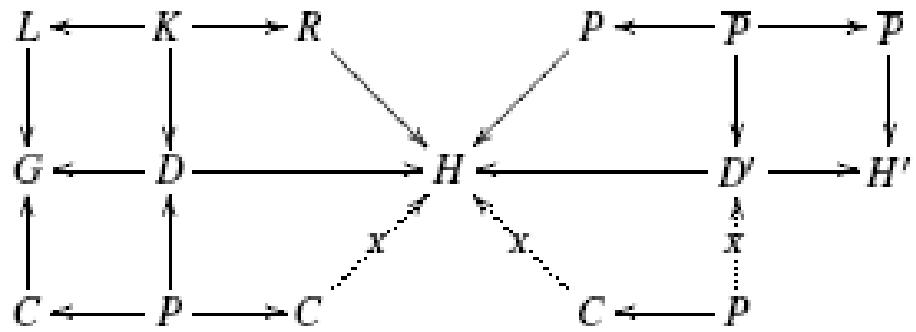
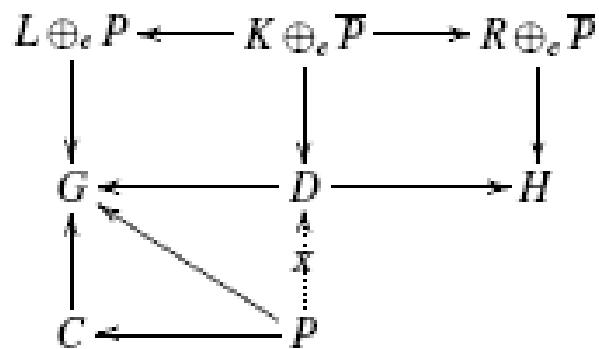
L \leftarrow *K* \rightarrow *R*



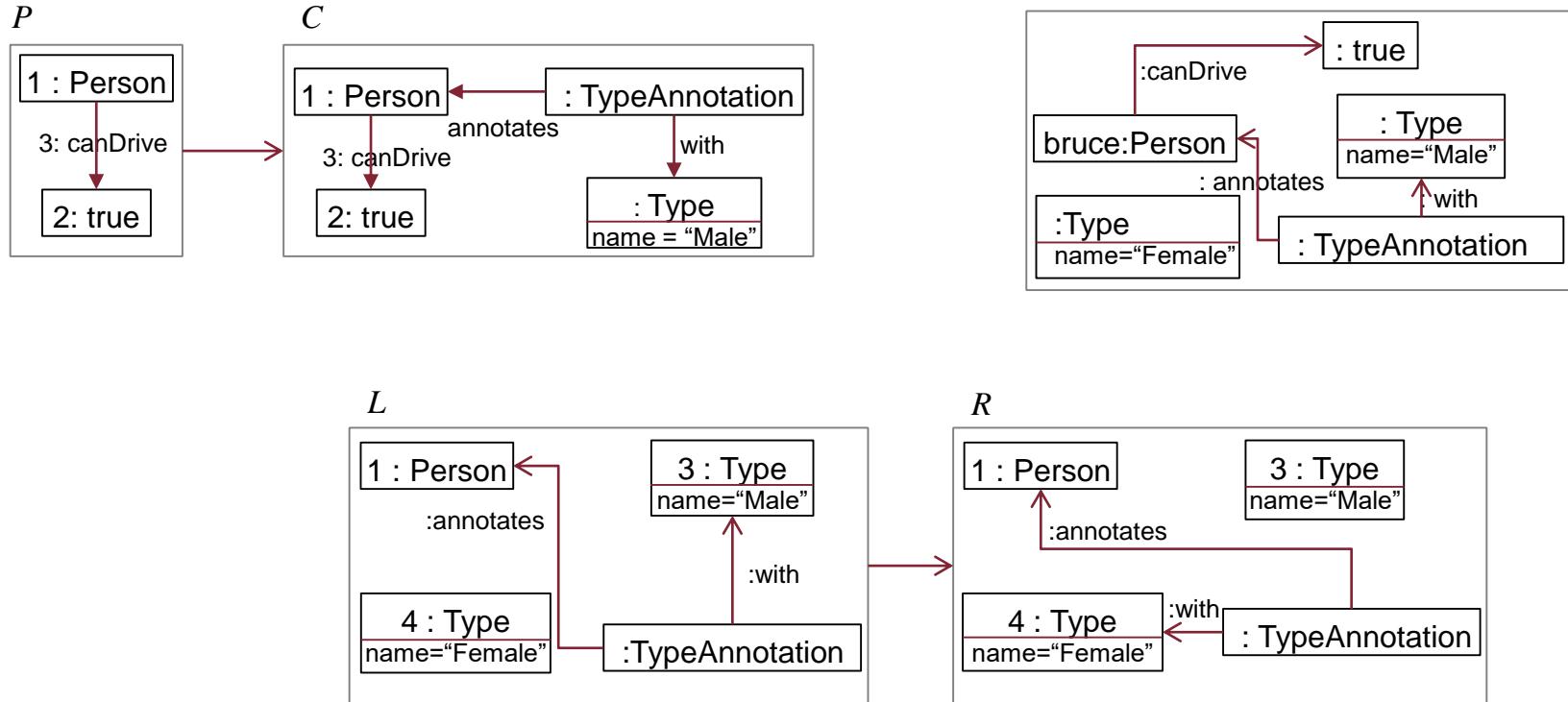
G \leftarrow *D* \rightarrow *H*



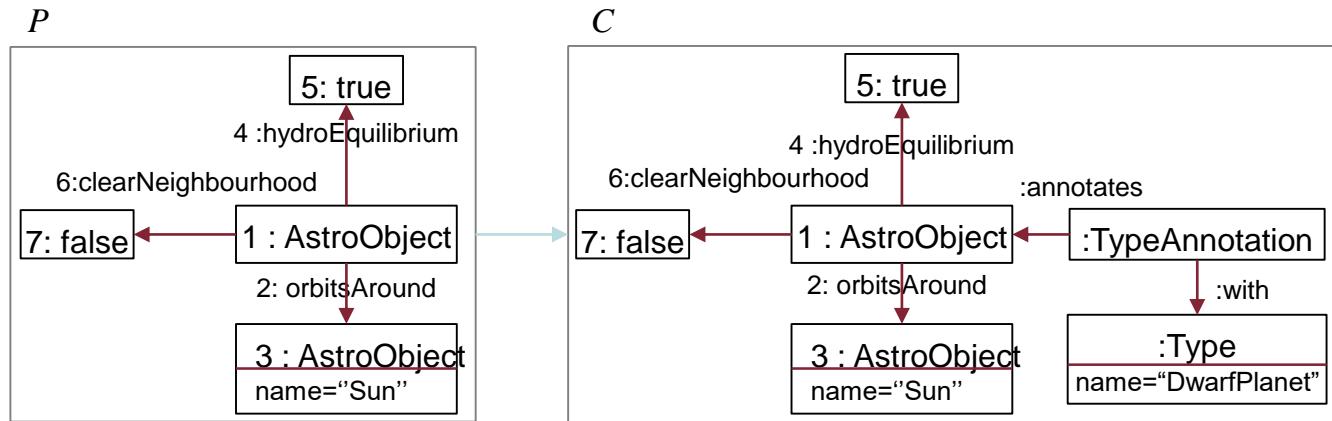
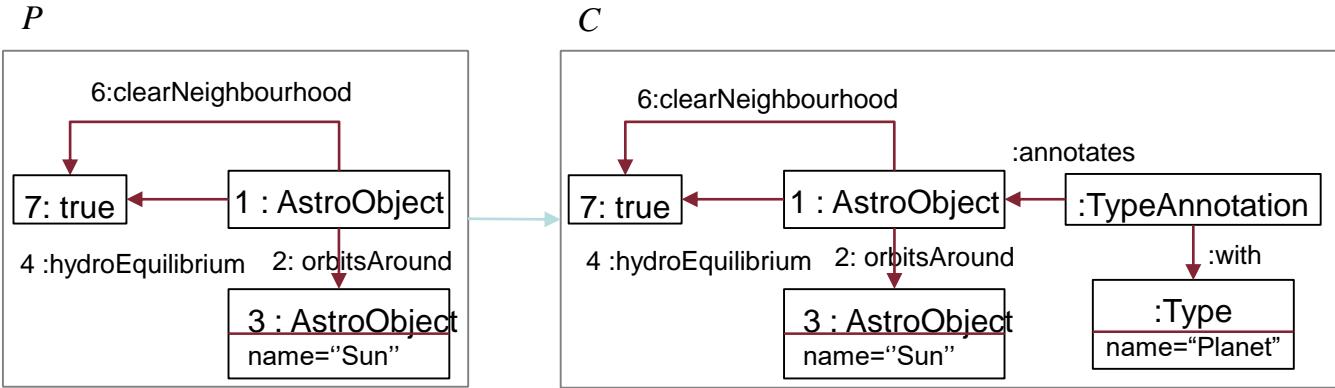
C \leftarrow *P* \rightarrow *C*



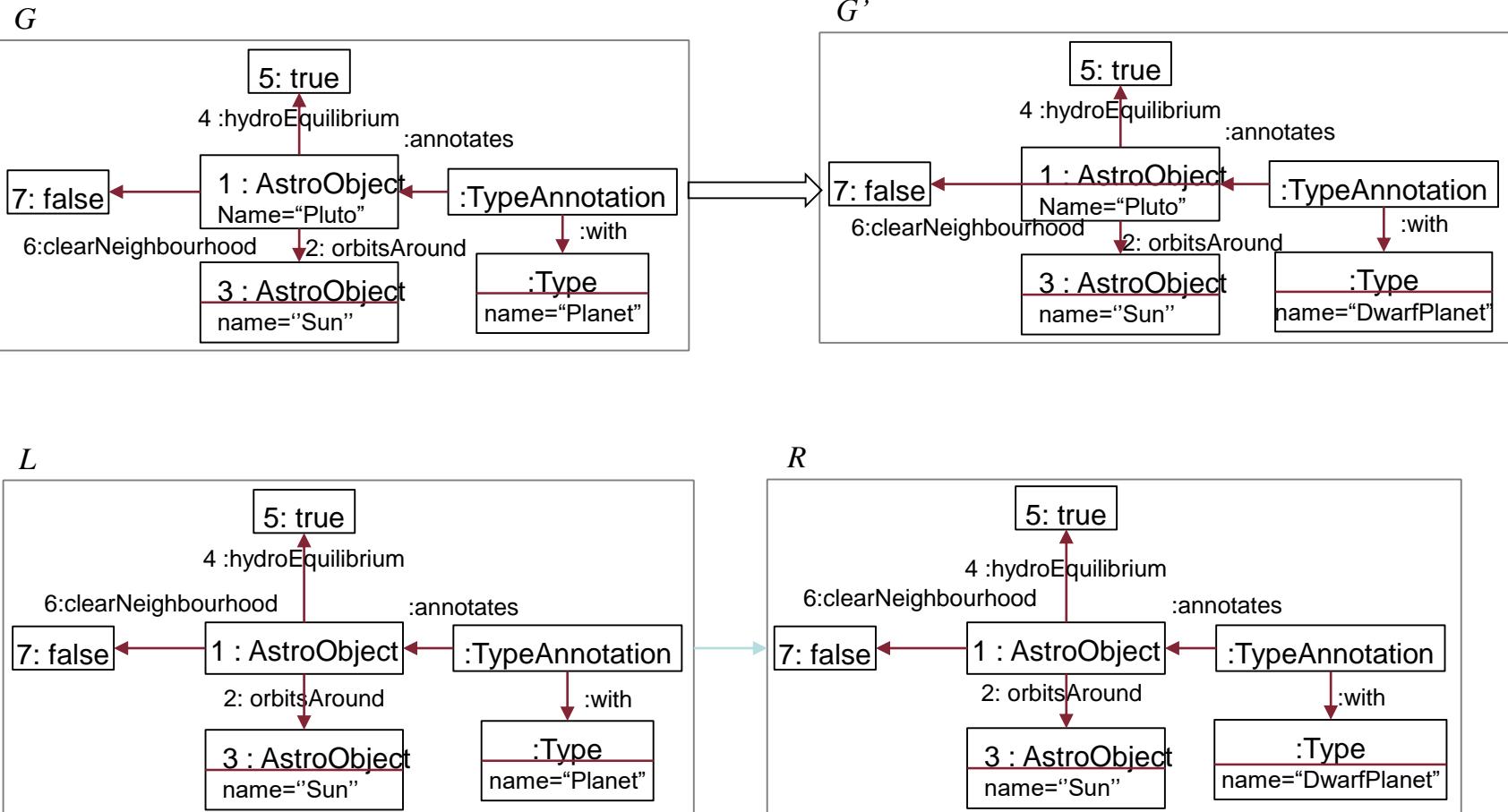
Case study: gender change



Case study: classification



Case study: reclassification



Conclusions

- Type annotations as a flexible way to associate type information to instances
- Types integrated in the domain graphs
- Consequences:
 - Dynamic typing possible at the instance level
 - Multiple typing inherently supported
 - Additional information can be associated with elements, even if not required by their types