
Lub

A language for Dynamic Context Oriented Programming

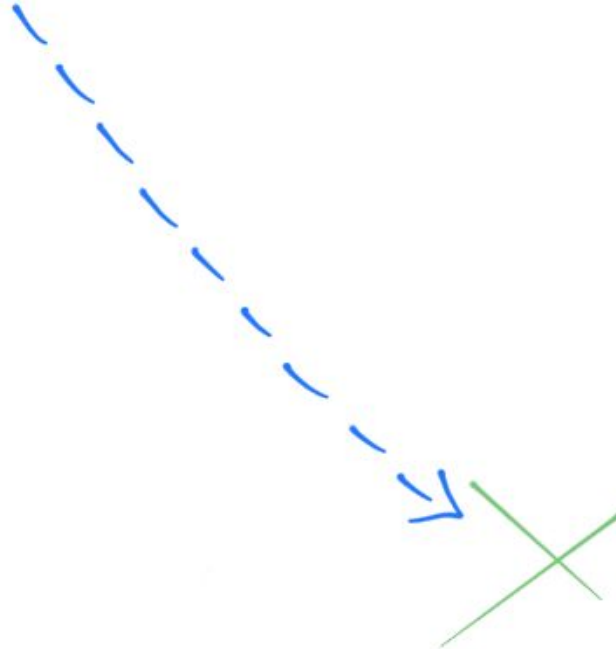
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Université de Bretagne Occidentale

Drone 2 + GPS



Drone 1 + GPS

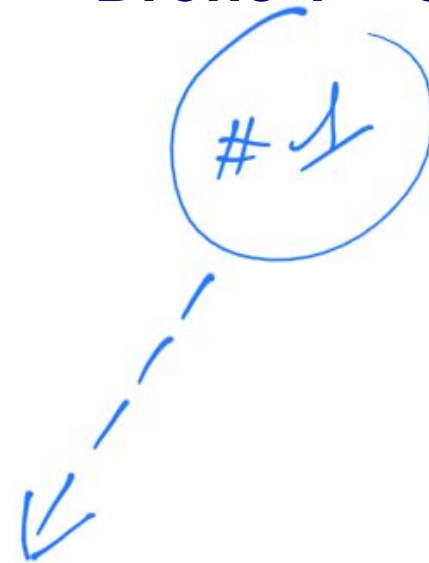


Target

Drone 2 NO GPS



Drone 1 + GPS



Unanticipated

Unanticipated

=

Not foreseen at design time

Unanticipated

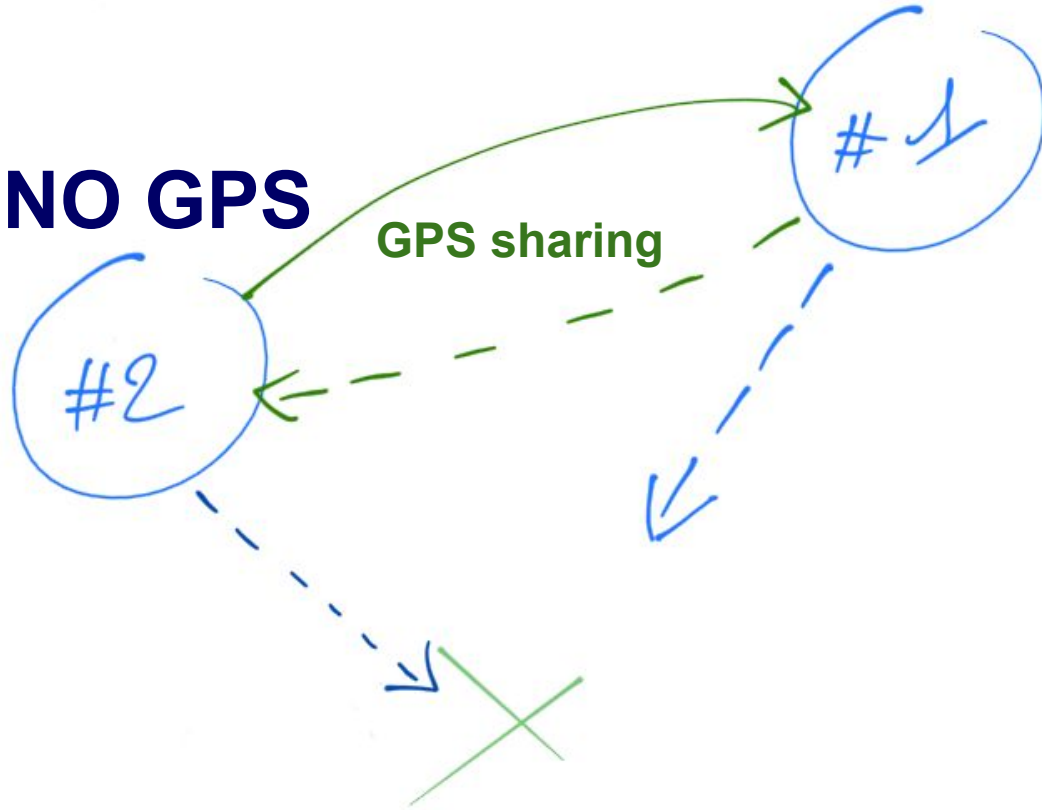
=

Not foreseen at design time

=

The behavior we need was
not expected

Drone 2 NO GPS **Drone 1 + GPS**



-1

**Unanticipated behavior
adaptation at runtime**

Minimal anticipation

Minimal anticipation

=

**Anticipate the need to face
unanticipated adaptation**

Minimal anticipation

=

Anticipate the need to face
unanticipated adaptation

=

Build Support
(frameworks)

Dynamic context oriented programming (COP)

What we adapt: Objects

-
- Instance based adaptation
 - Adapted object preserve their identity

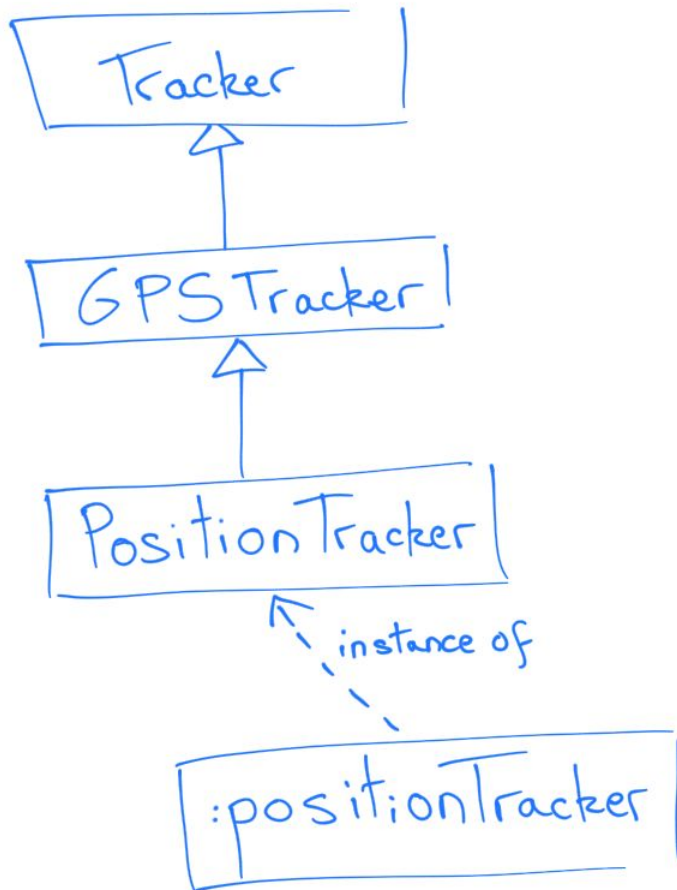
How do we adapt ?

-
- Free adaptation strategy
 - Easy and controlled behavior selection

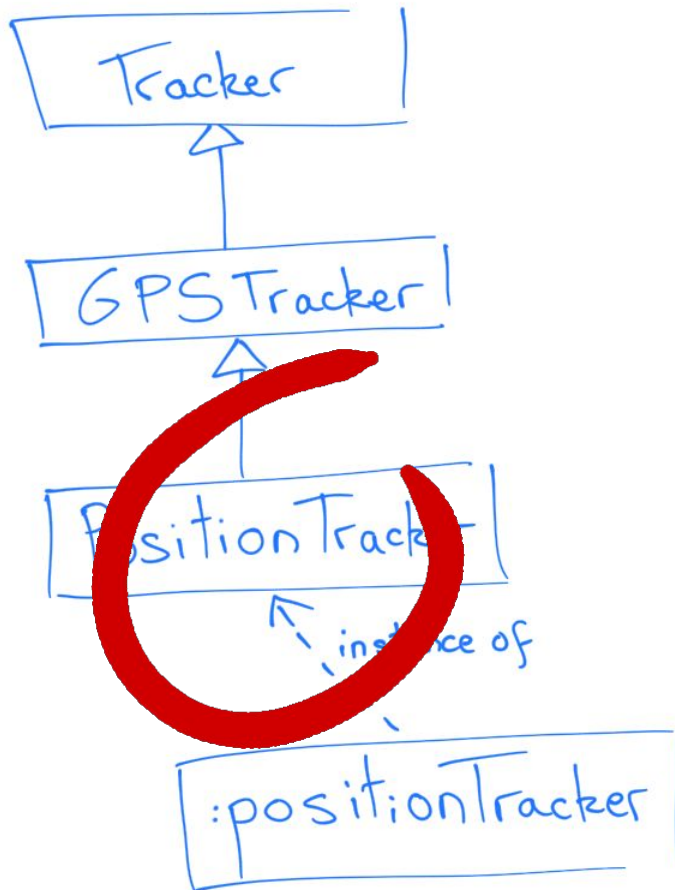
LUB

An extension of Pharo

Behavior adaptation through dynamic lookup control



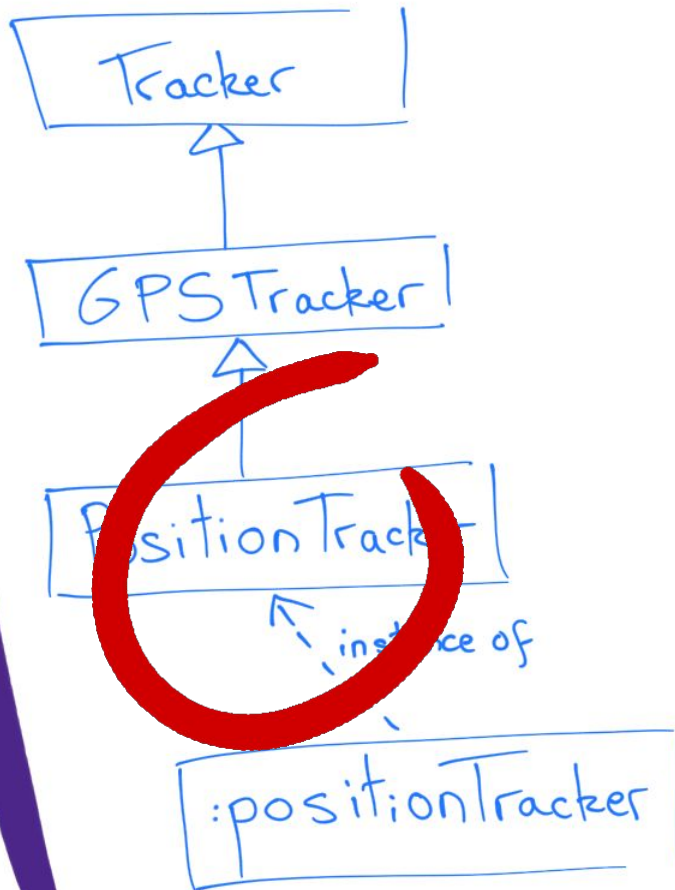
#pinPoint



Lookup base

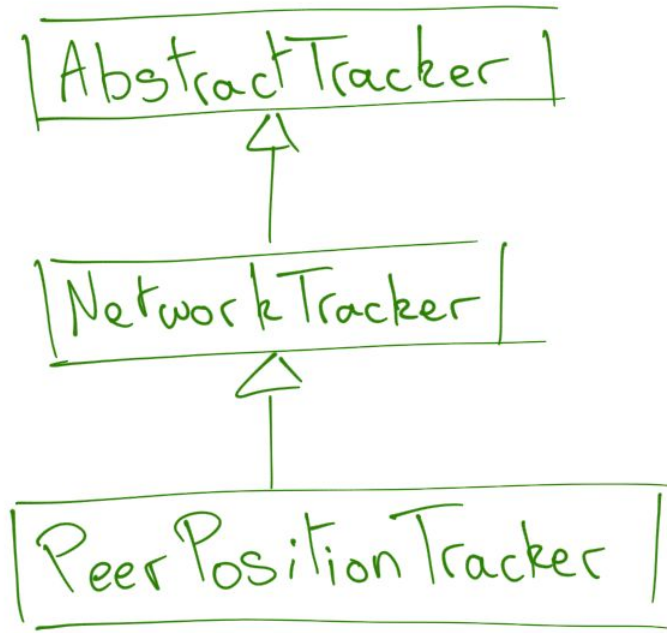
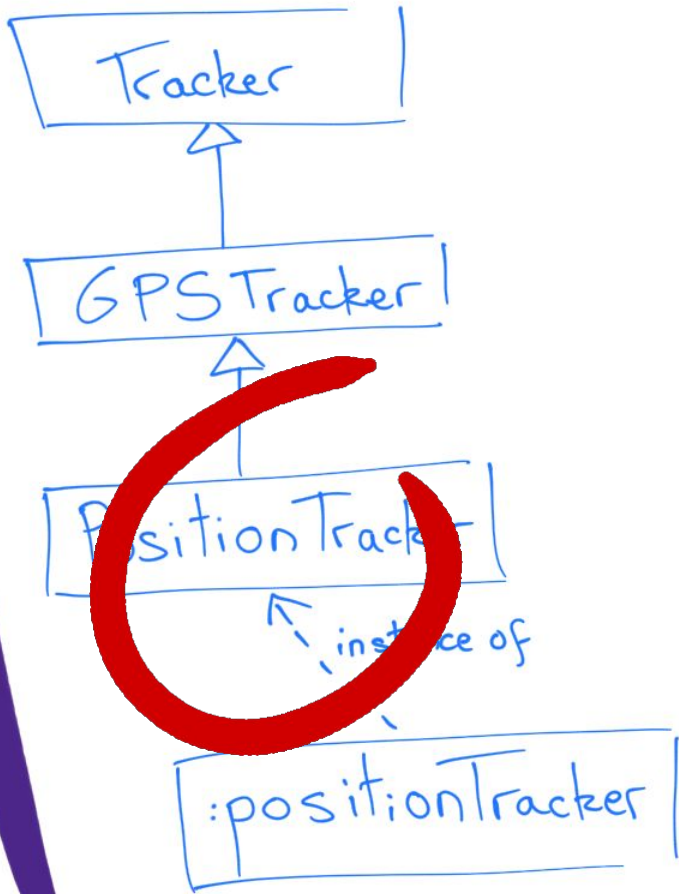
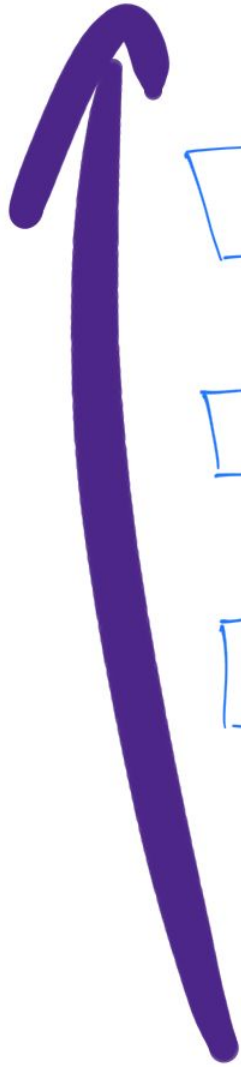
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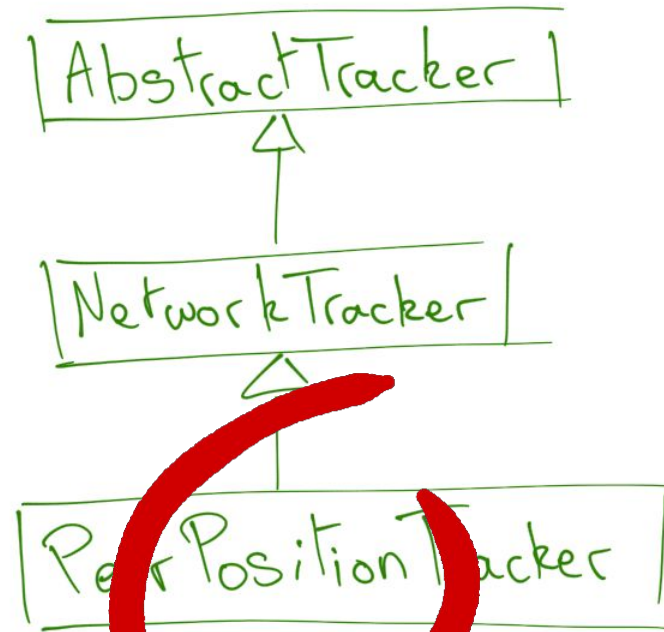
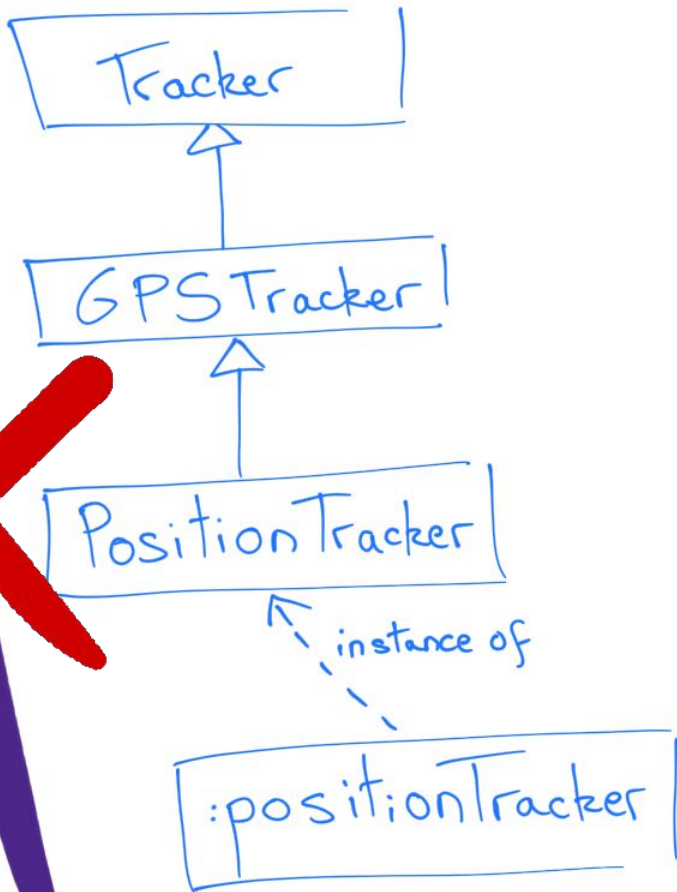
Lookup



Lookup starts in the object's lookup base

#pinPoint



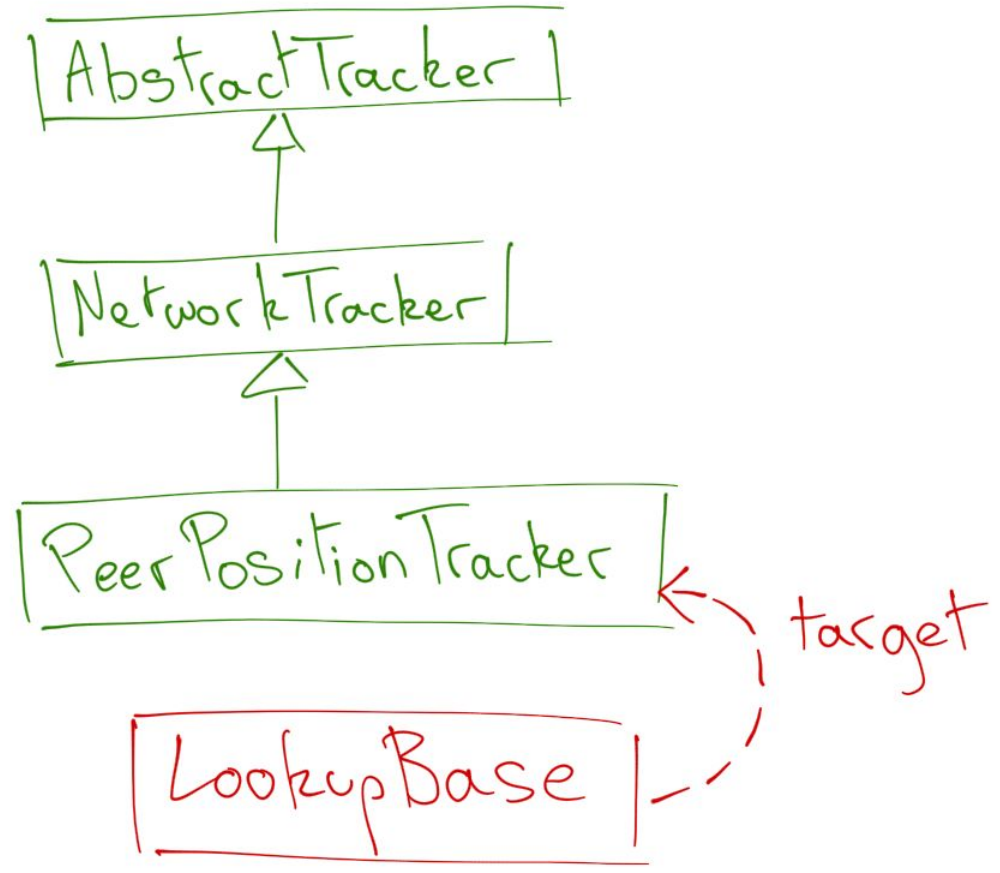
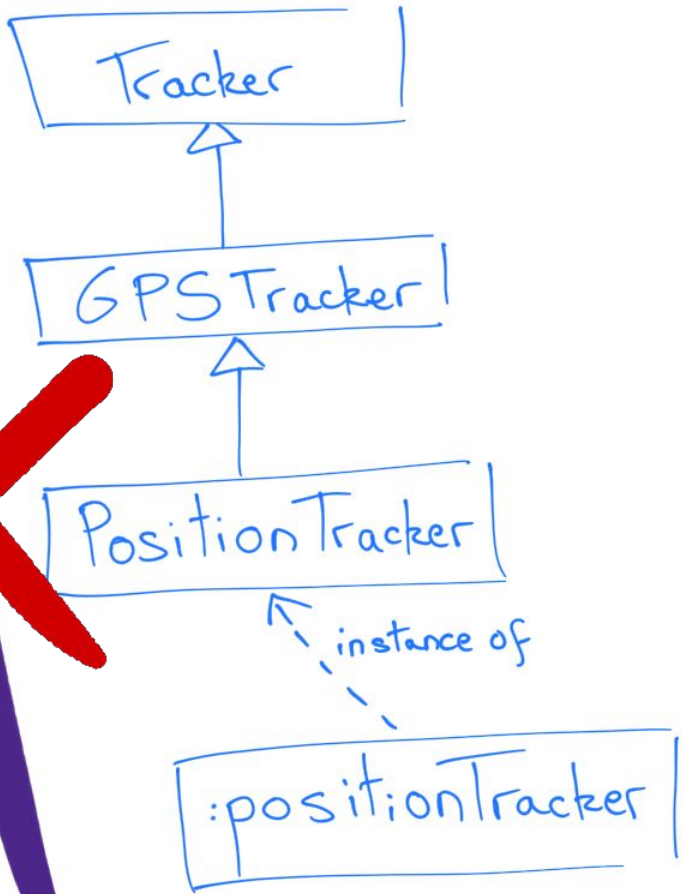


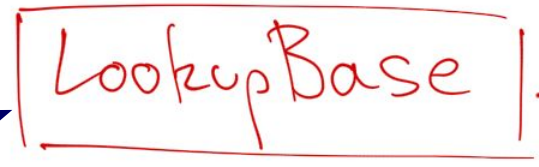
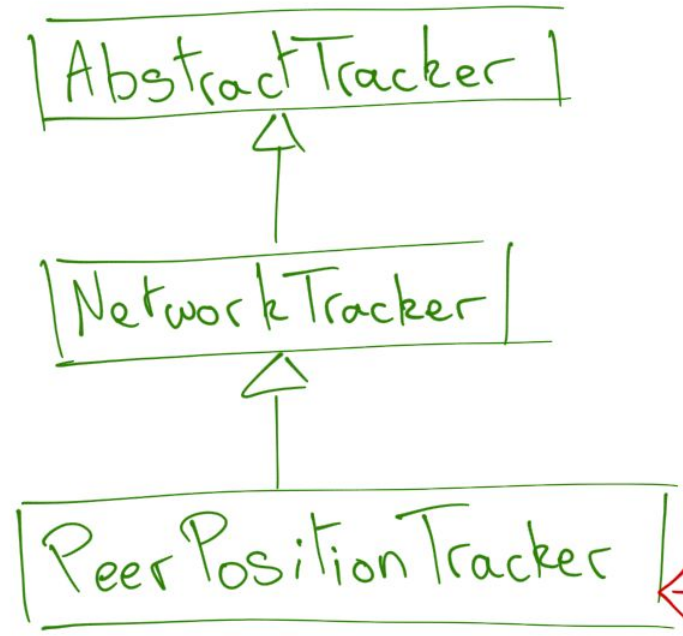
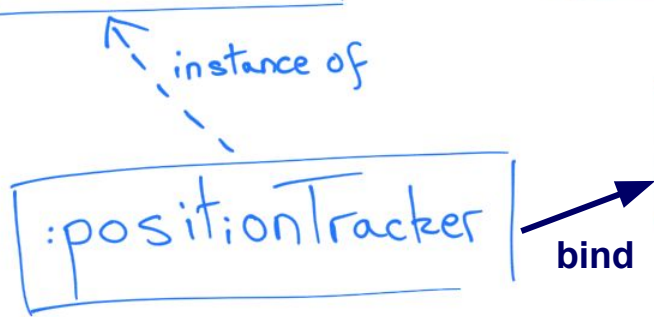
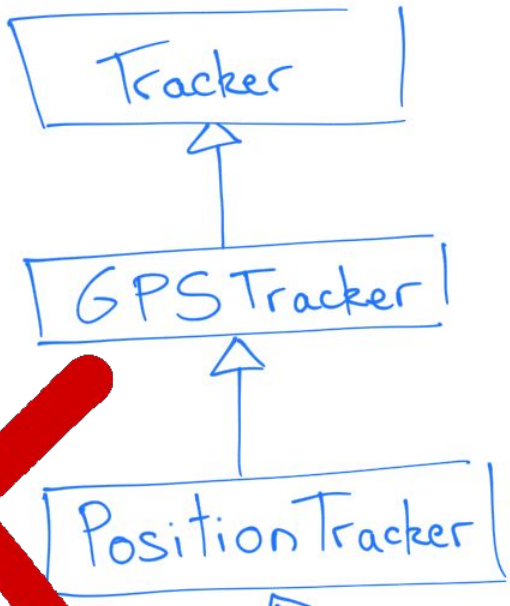
New lookup base

lub := **LookupBase**

named: 'PeerTrackerLookupBase'

targetClass: PeerPositionTracker

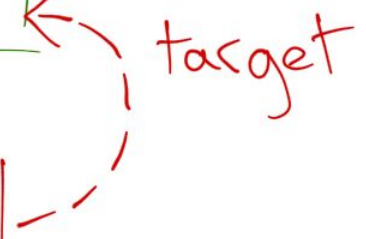
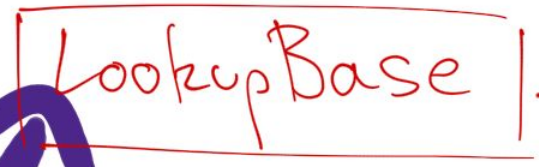
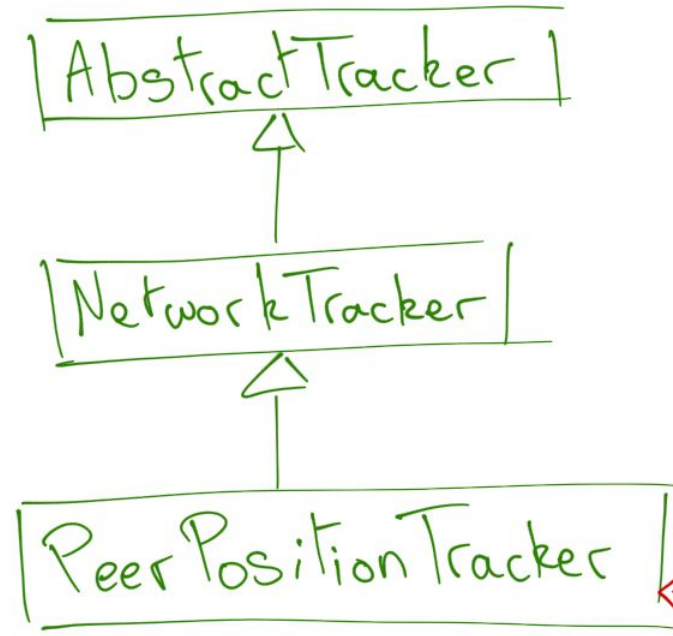
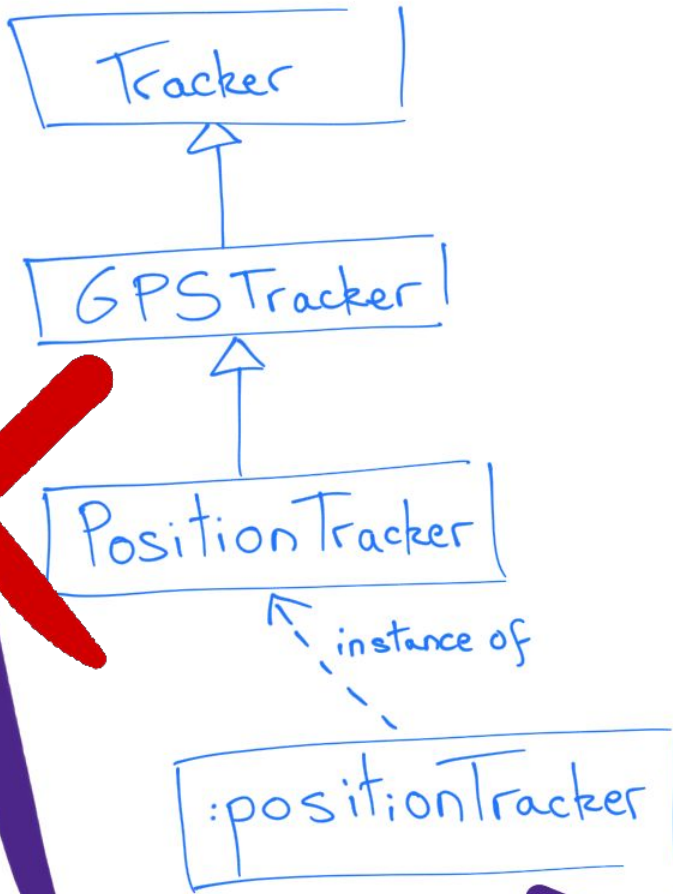




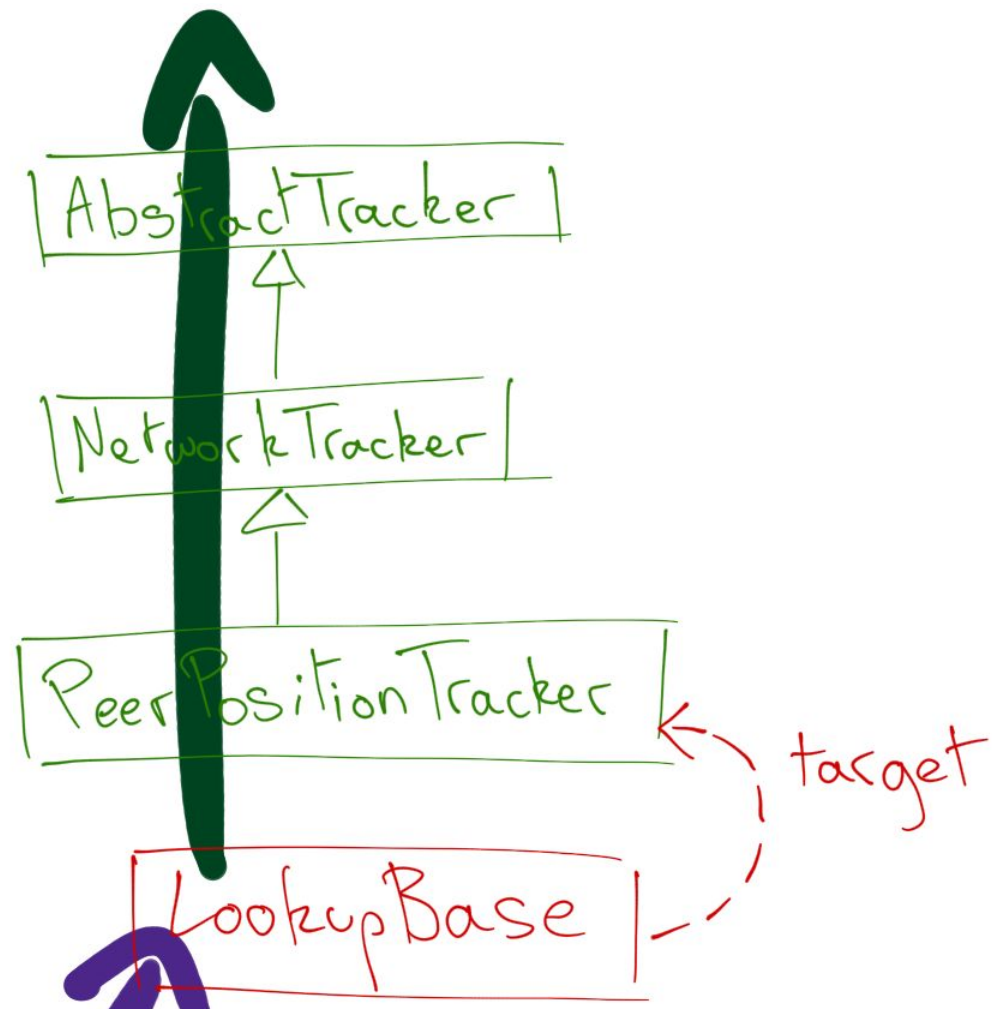
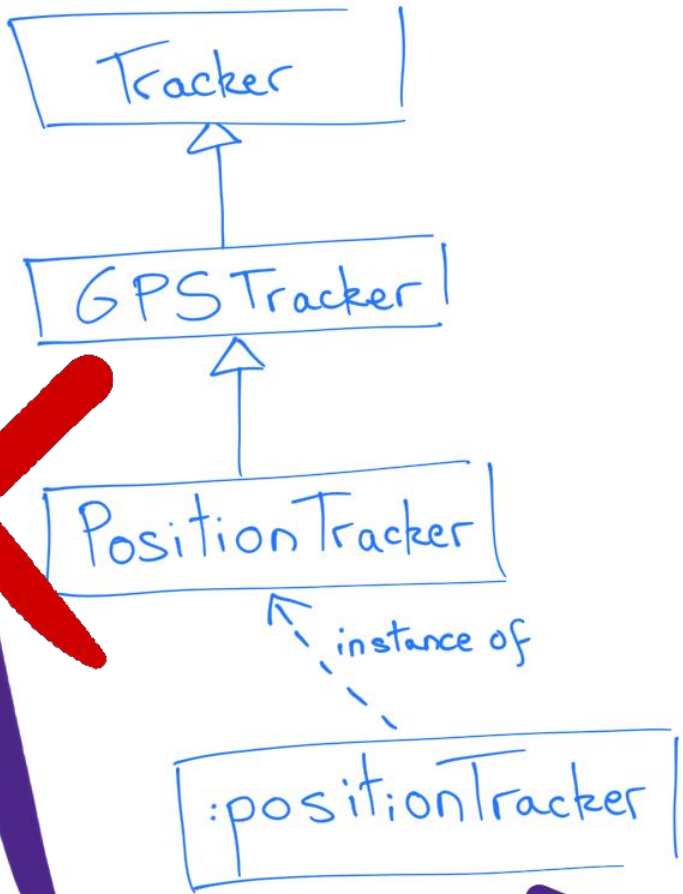
```
lub := LookupBase  
  named: 'PeerTrackerLookupBase'  
  targetClass: PeerPositionTracker
```

positionTracker **lookupBase:** lub.

positionTracker pinPoint

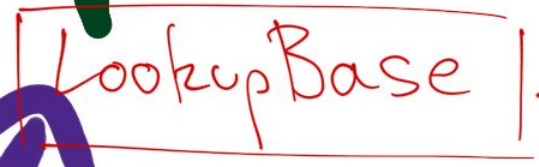
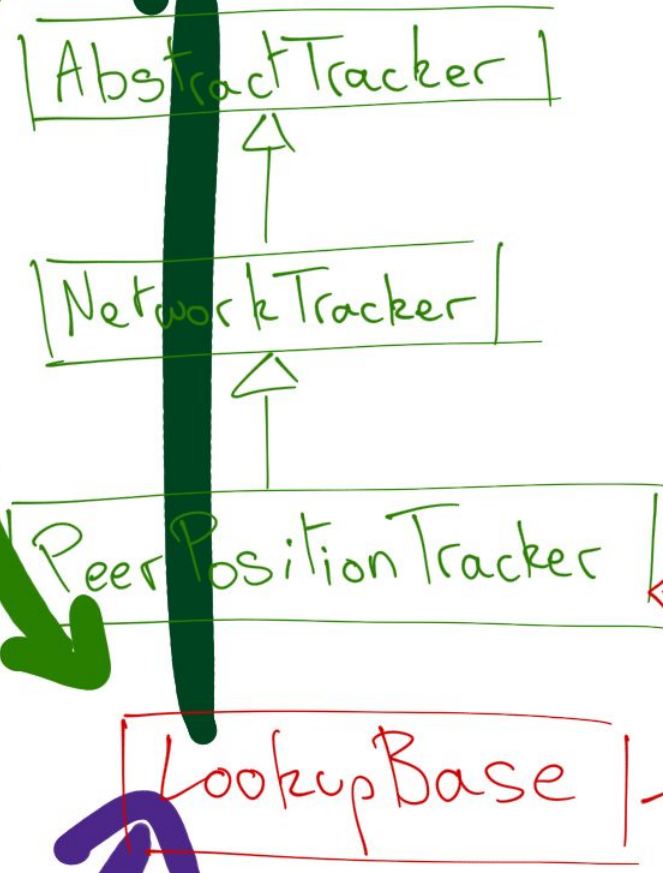
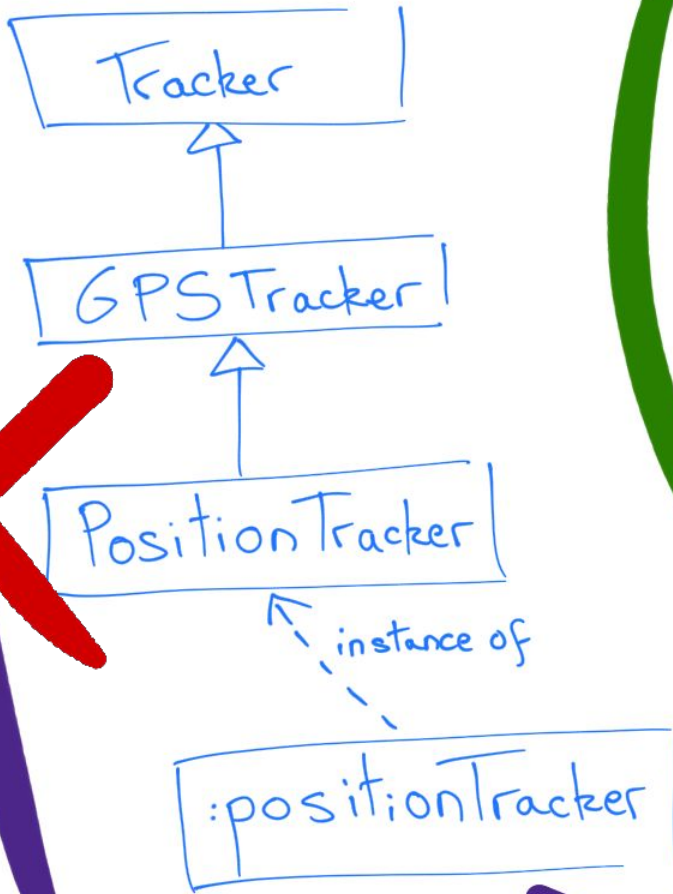


#pinPoint



#pinPoint

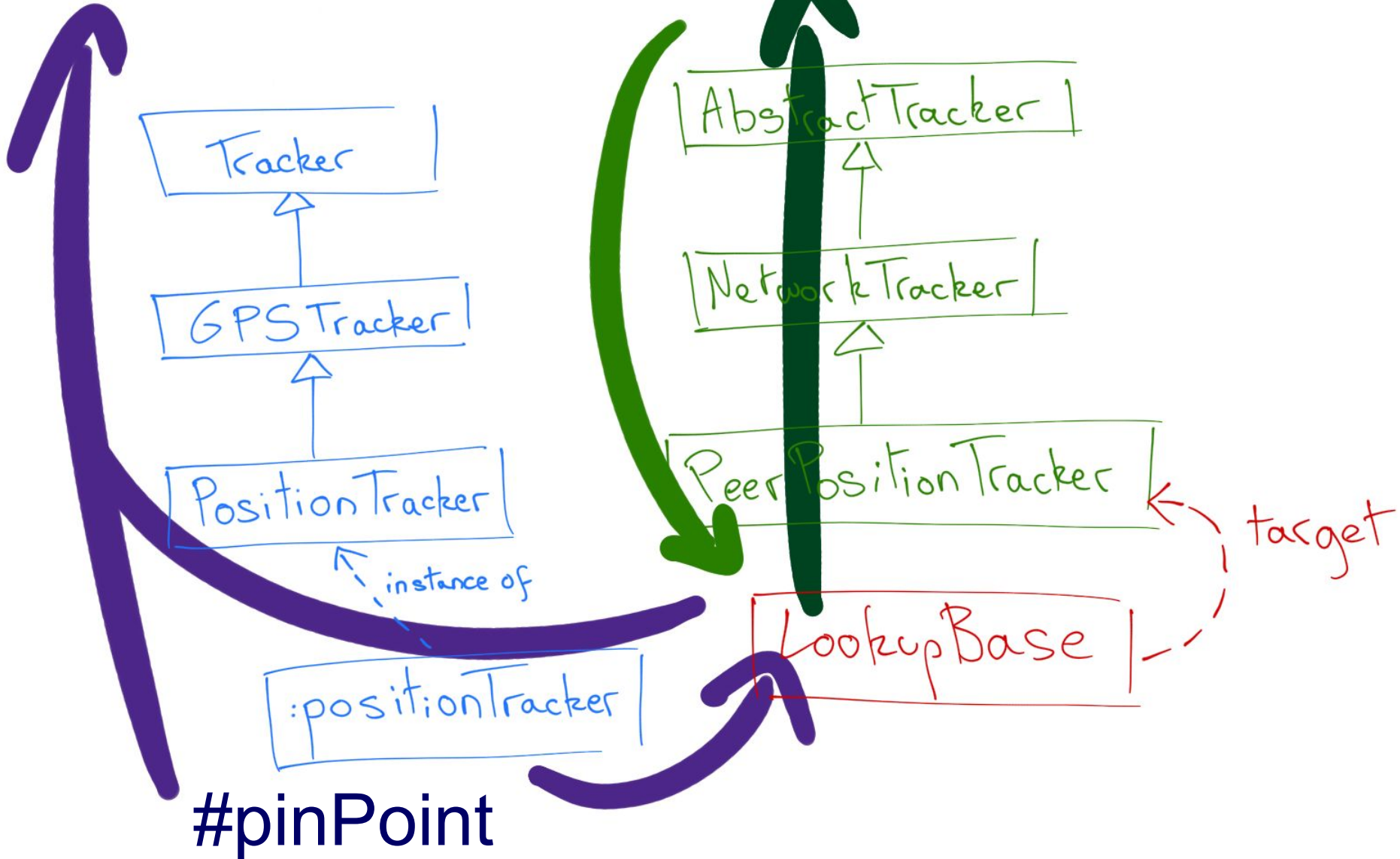
does-not-understand



target

#pinPoint

does-not-understand



**Selection of the behavior to
adapt ?**

lub := **LookupBase**

named: 'PeerTrackerLookupBase'

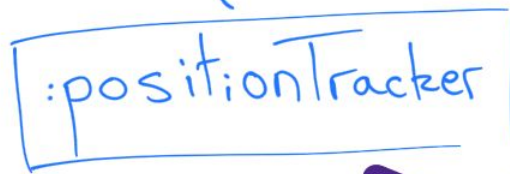
targetClass: PeerPositionTracker

with: #(#pinPoint).

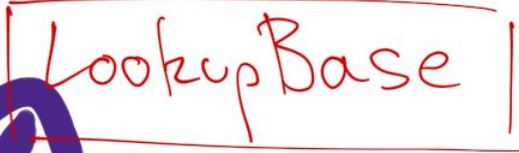
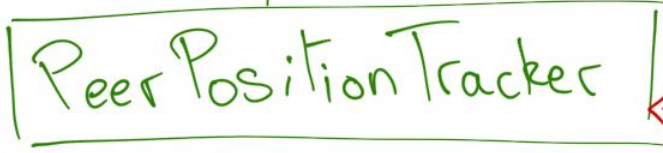
positionTracker **lookupBase:** lub.

positionTracker pinPoint.

positionTracker position.

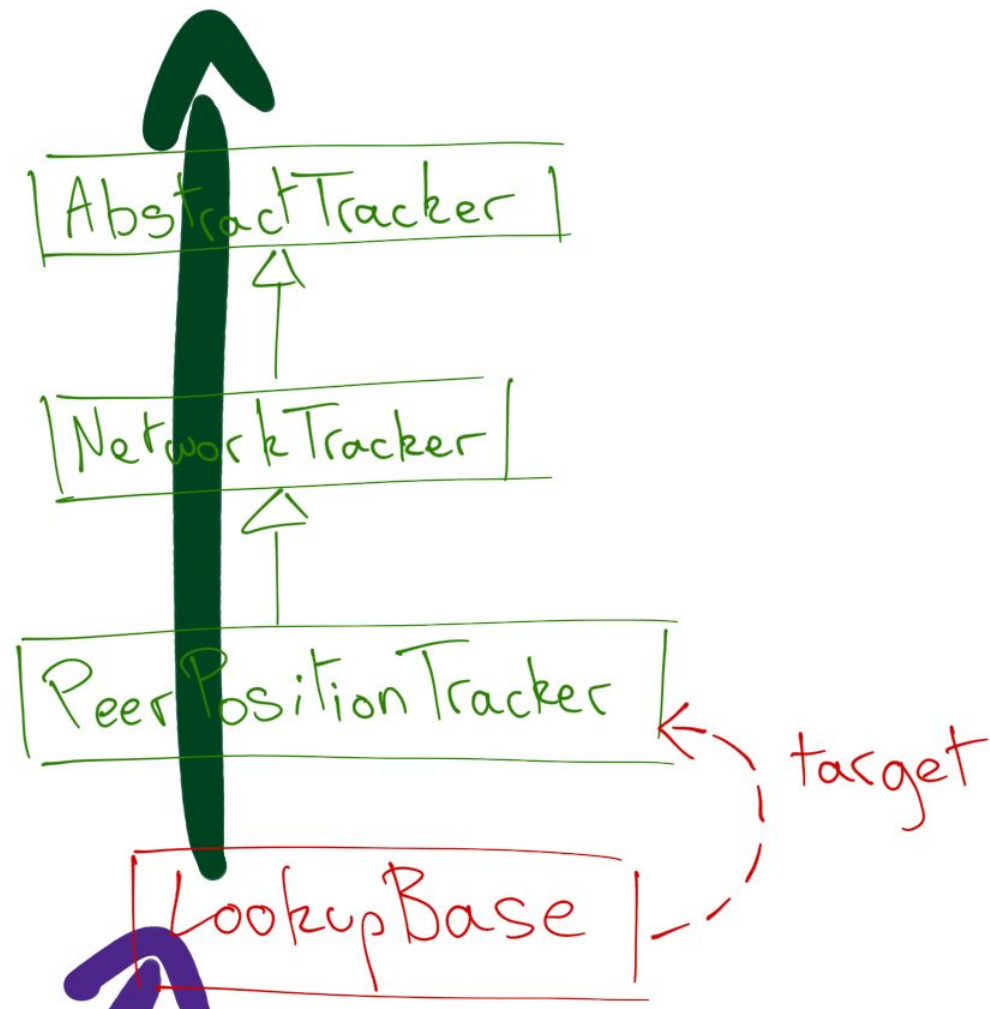
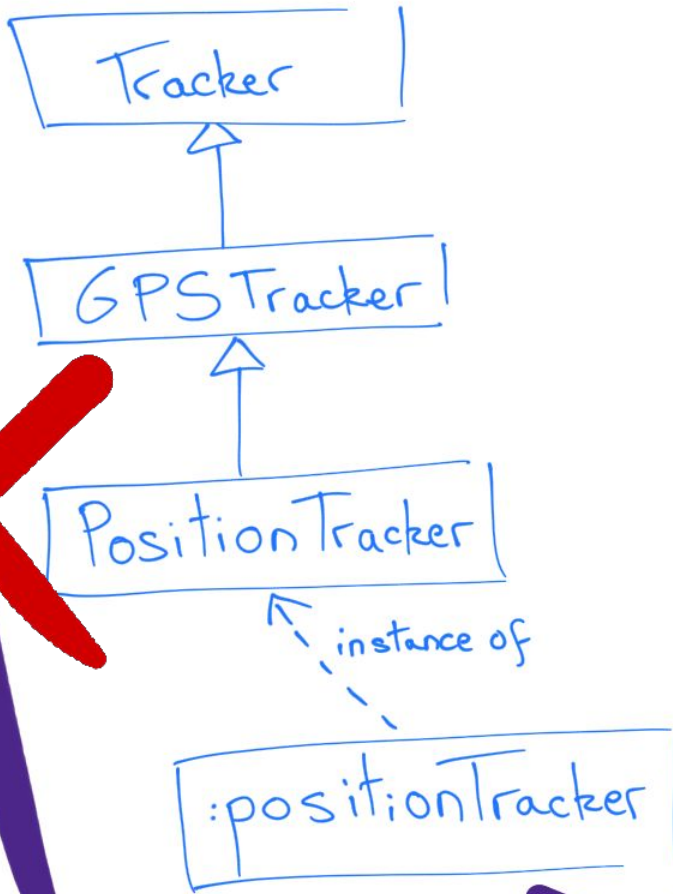


instance of

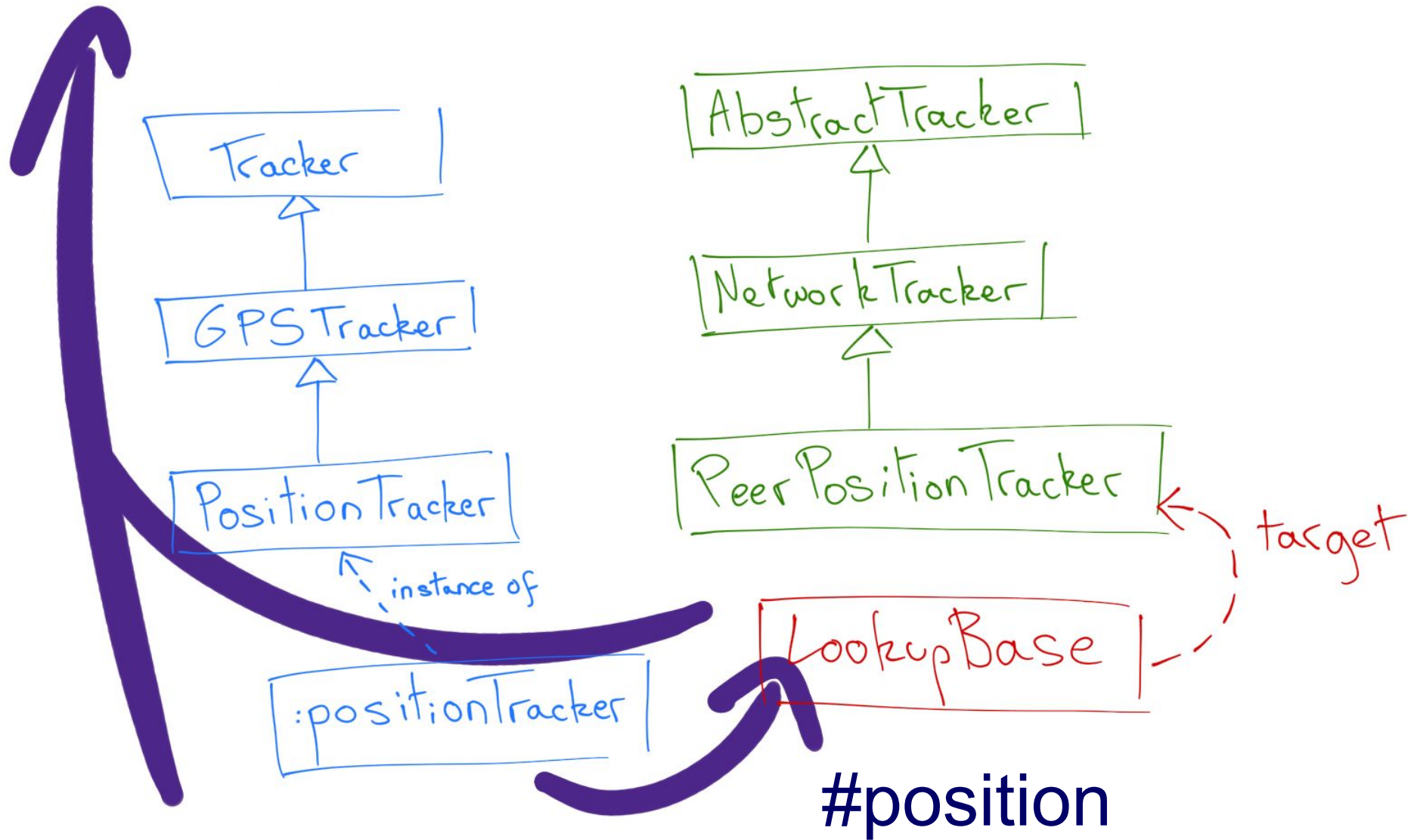


target





#pinPoint



Binding an object to a meta object that controls the lookup

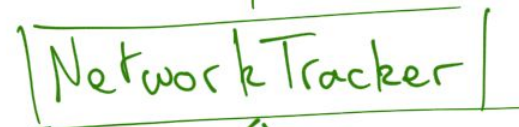
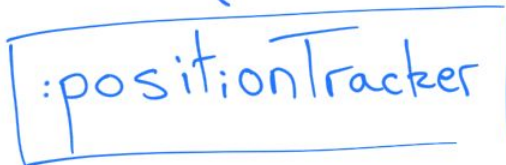
- Instance based adaptation
- Adapted object preserve their identity
- Free adaptation strategy
- Easy and controlled behavior selection

Issues ?

States consistency with an
adaptation ?



instance of



pinpoint

^peerTracker pinpoint

**Validation and consistency of
the adapted behavior ?**

Experiments on a physical
device ?

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