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# Software Architecture

Bertrand Meyer



# Reading assignment for next week

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- **OOSC2:**
  - Chapter 3: Modularity
  - Chapter 6: Abstract Data Types



# Lecture 3: Abstract Data Types



# Abstract Data Types (ADT)

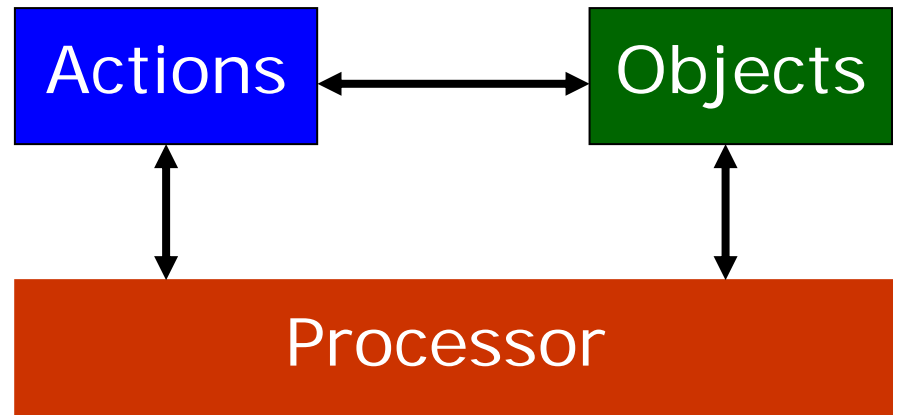
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- Why use the objects?
- The need for data abstraction
- Moving away from the physical representation
- Abstract data type specifications
- Applications to software design



# The first step

- A system performs certain actions on certain data.
- Basic duality:
  - Functions [or: Operations, Actions]
  - Objects [or: Data]



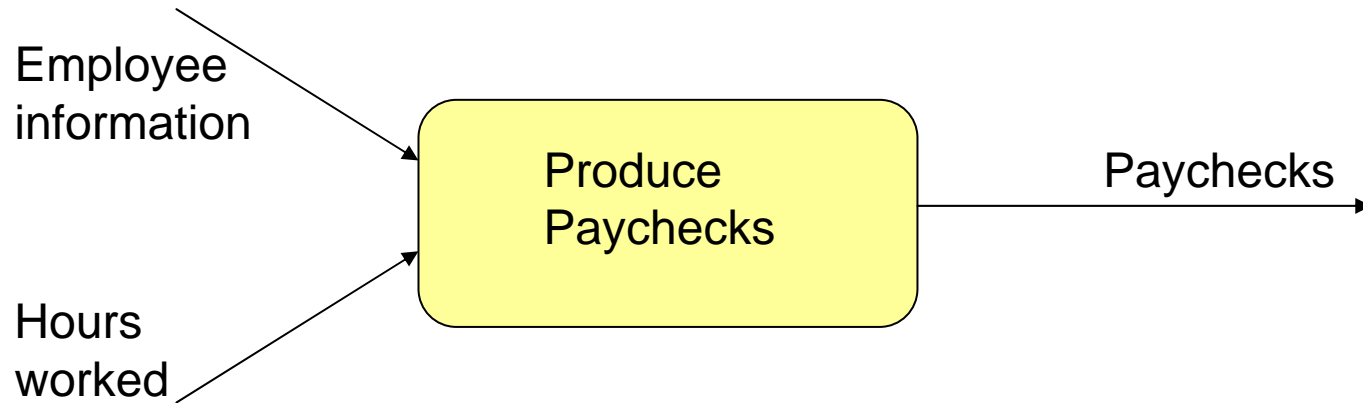


- The structure of the system may be deduced from an **analysis of the functions (1) or the objects (2)**.
- **Resulting analysis and design method:**
  - Process-based decomposition: classical (routines)
  - Object-oriented decomposition



# Arguments for using objects

- **Reusability**: Need to reuse whole data structures, not just operations
- **Extendibility, Continuity**: Objects remain more stable over time.





- Object-oriented software construction is the approach to system structuring that bases the architecture of software systems on the types of objects they manipulate — not on “the” function they achieve.





# The O-O designer's motto

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- Ask NOT first WHAT the system does:

Ask WHAT it does it TO!



- How to find the object types.
- How to describe the object types.
- How to describe the relations and commonalities between object types.
- How to use object types to structure programs.



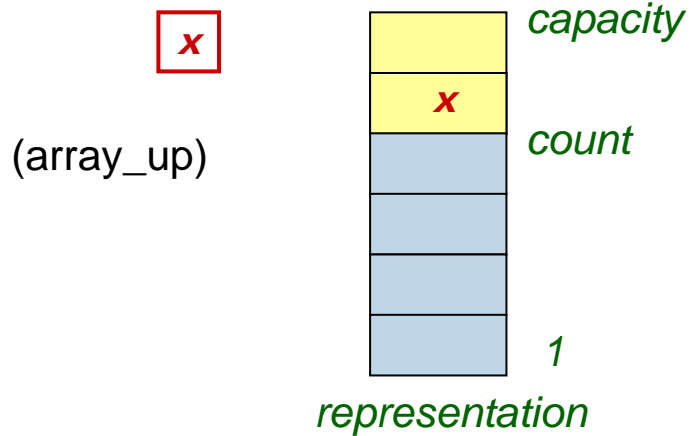
- Consider not a single object but a type of objects with similar properties.
- Define each type of objects not by the objects' physical representation but by their behavior: the services (FEATURES) they offer to the rest of the world.
- External, not internal view: **ABSTRACT DATA TYPES**



- The main issue: How to describe program objects (data structures):
  - Completely
  - Unambiguously
  - Without overspecifying?  
(Remember information hiding)



# A stack, concrete object



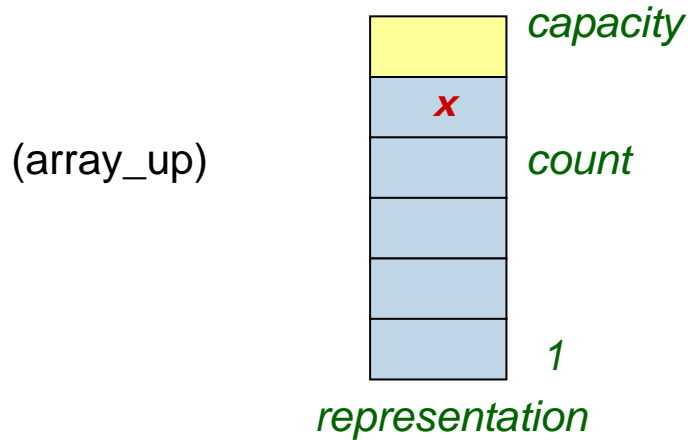
“Push”  $x$  on stack *representation*:

$count := count + 1$

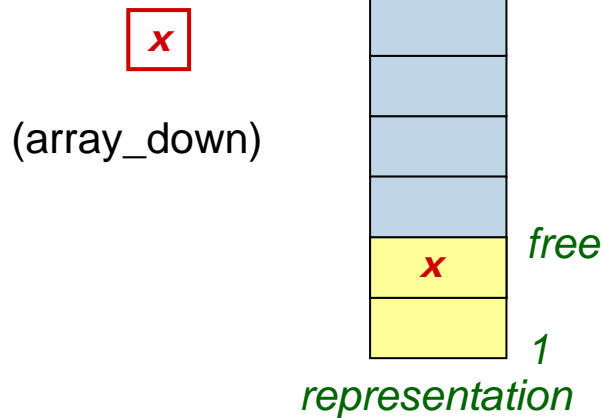
$representation[count] := x$



# A stack, concrete object



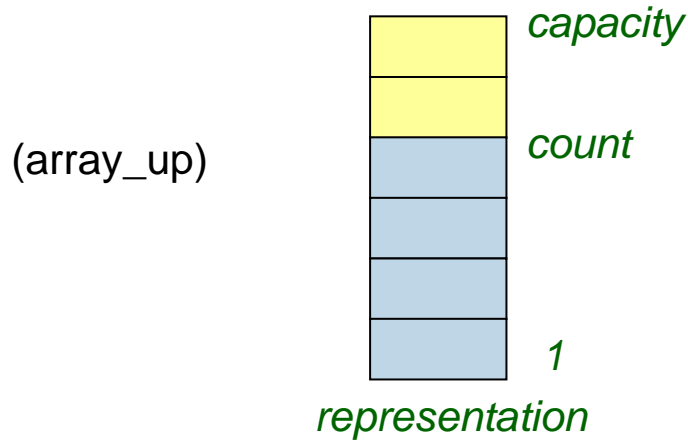
“Push”  $x$  on stack *representation*:  
 $count := count + 1$   
 $representation[count] := x$



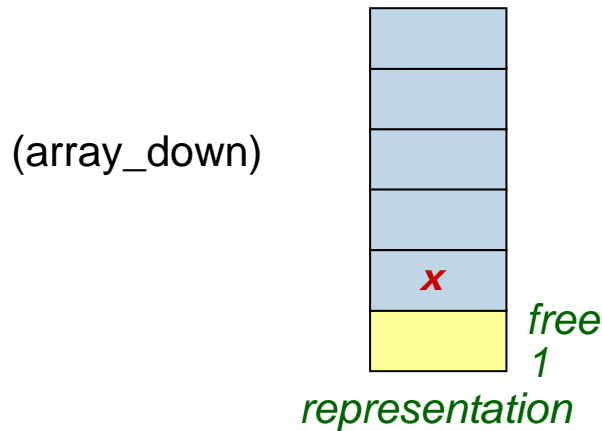
“Push”  $x$  on stack *representation*:  
 $representation[free] := x$   
 $free := free - 1$



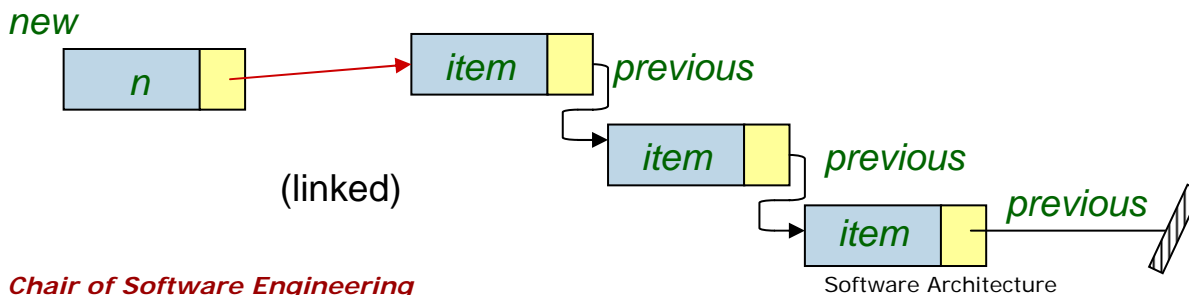
# A stack, concrete object



“Push”  $x$  on stack *representation*:  
 $representation[count] := x$   
 $count := count + 1$



“Push”  $x$  on stack *representation*:  
 $representation[free] := x$   
 $free := free - 1$



“Push” operation:  
 $new(n)$   
 $n.item := x$   
 $n.previous := head$   
 $head := n$



- Types:

*STACK* [*G*]

-- *G*: Formal generic parameter

- Functions (Operations):

*put*: *STACK* [*G*] × *G* → *STACK* [*G*]

*remove*: *STACK* [*G*] → *STACK* [*G*]

*item*: *STACK* [*G*] → *G*

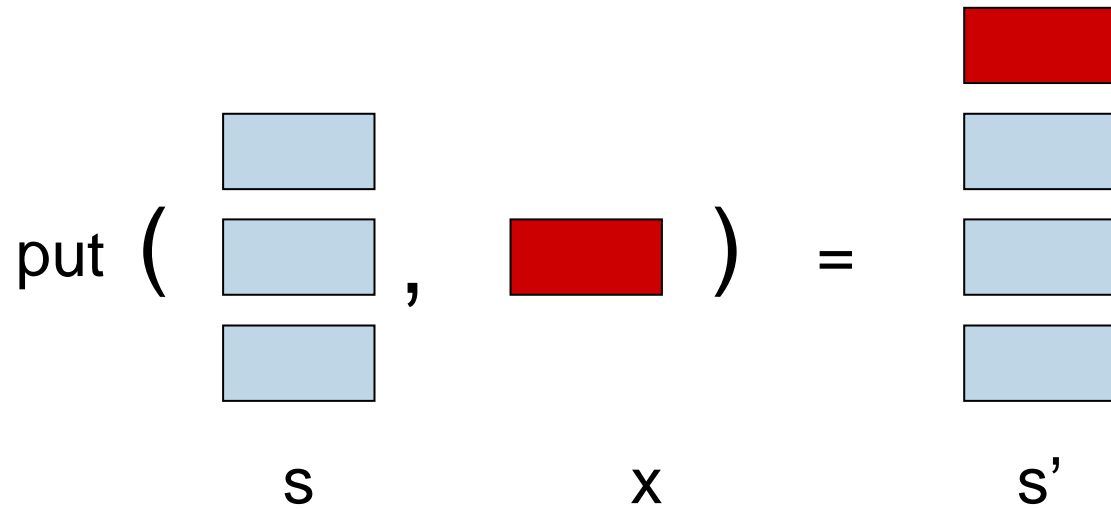
*empty*: *STACK* [*G*] → *BOOLEAN*

*new*: *STACK* [*G*]





# Using functions to model operations





- A partial function, identified here by  $\rightarrow$ , is a function that may not be defined for all possible arguments.
- Example from elementary mathematics:
  - *inverse*:  $\mathbb{R} \rightarrow \mathbb{R}$ , such that

$$\textit{inverse}(x) = 1 / x$$



# The *STACK* ADT (continued)

- Preconditions:

*remove* ( $s$ : *STACK* [ $G$ ]) **require not empty** ( $s$ )

*item* ( $s$ : *STACK* [ $G$ ]) **require not empty** ( $s$ )

- Axioms: For all  $x$ :  $G$ ,  $s$ : *STACK* [ $G$ ]

*item* (*put* ( $s$ ,  $x$ )) =  $x$

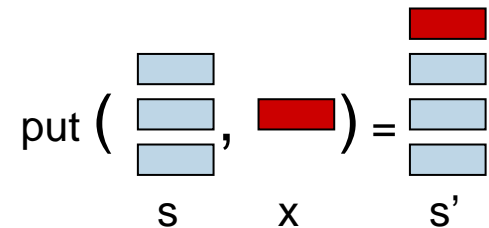
*remove* (*put* ( $s$ ,  $x$ )) =  $s$

*empty* (*new*)

(or: *empty* (*new*) = **True**)

**not empty** (*put* ( $s$ ,  $x$ ))

(or: *empty* (*put* ( $s$ ,  $x$ )) = **False**)





- Adapt the preceding specification of stacks (LIFO, Last-In First-Out) to describe queues instead (FIFO).
- Adapt the preceding specification of stacks to account for bounded stacks, of maximum size capacity.
  - Hint: *put* becomes a partial function.



# Formal stack expressions

*value = item (remove (put (remove (put (put (remove (put (put (put (new, x8), x7), x6))), item (remove (put (put (new, x5), x4))))), x2)), x1)))*



# Expressed differently

```
value = item (remove (put (remove (put (put (remove (put (put (put (new, x8),  
x7), x6)), item (remove (put (put (new, x5), x4))))), x2)), x1)))
```

- $s1 = new$
- $s2 = put (put (put (s1, x8), x7), x6)$
- $s3 = remove (s2)$
- $s4 = new$
- $s5 = put (put (s4, x5), x4)$
- $s6 = remove (s5)$
- $y1 = item (s6)$
- $s7 = put (s3, y1)$
- $s8 = put (s7, x2)$
- $s9 = remove (s8)$
- $s10 = put (s9, x1)$
- $s11 = remove (s10)$
- $value = item (s11)$



# Expression reduction

```
value = item (  
  remove (  
    put (  
      remove (  
        put (  
          put (  
            remove (  
              put (put (put (new, x8), x7), x6)  
            )  
          , item (  
            remove (  
              put (put (new, x5), x4)  
            )  
          )  
        )  
      , x2)  
    )  
  , x1)  
)
```

Stack 1



# Expression reduction





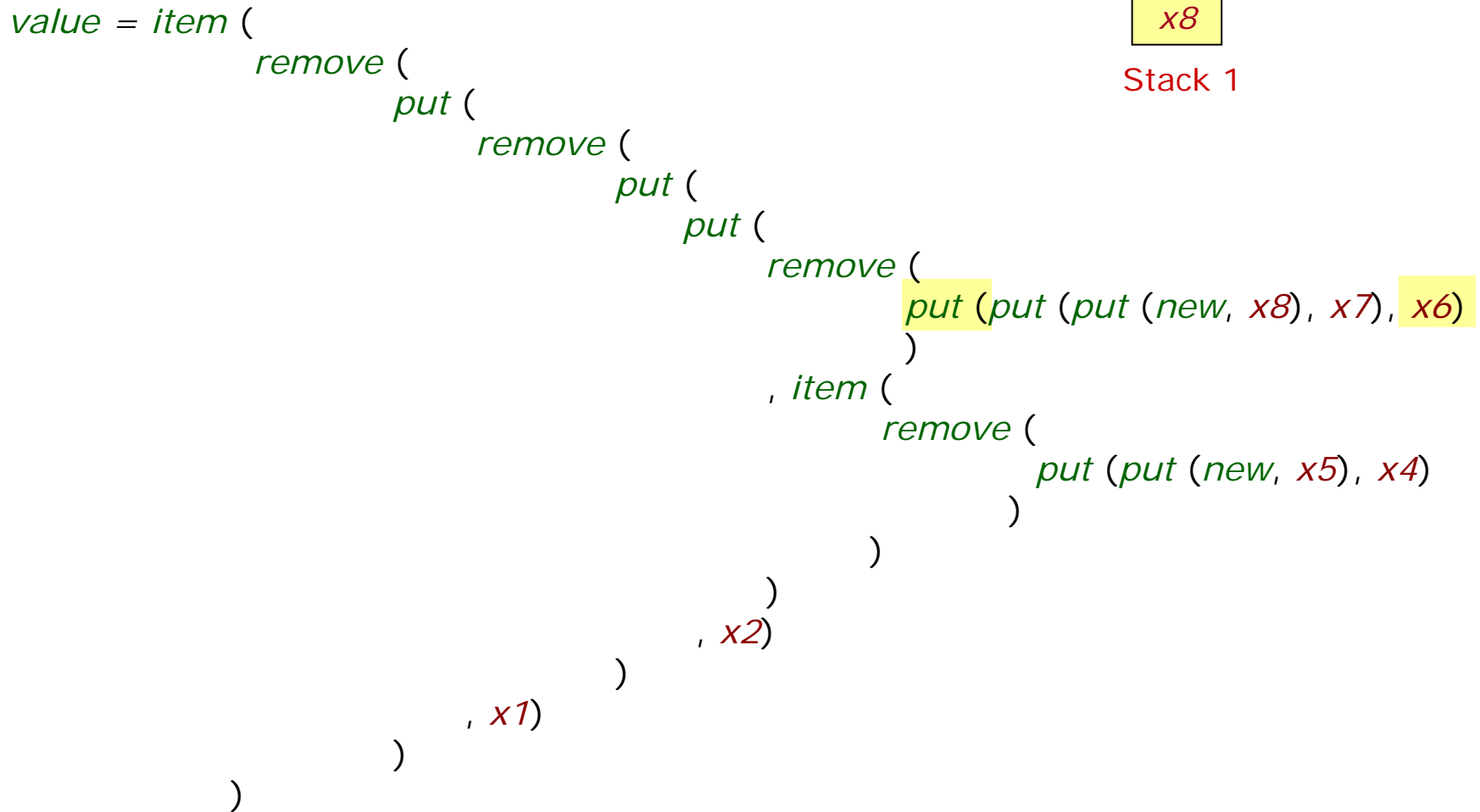


# Expression reduction





# Expression reduction





# Expression reduction

```
value = item (  
  remove (  
    put (  
      remove (  
        put (  
          put (  
            remove (  
              put (put (put (new, x8), x7), x6)  
            )  
          , item (  
            remove (  
              put (put (new, x5), x4)  
            )  
          )  
        )  
      , x2)  
    )  
  , x1)  
)
```

x6
x7
x8

Stack 1



# Expression reduction





# Expression reduction





# Expression reduction





# Expression reduction





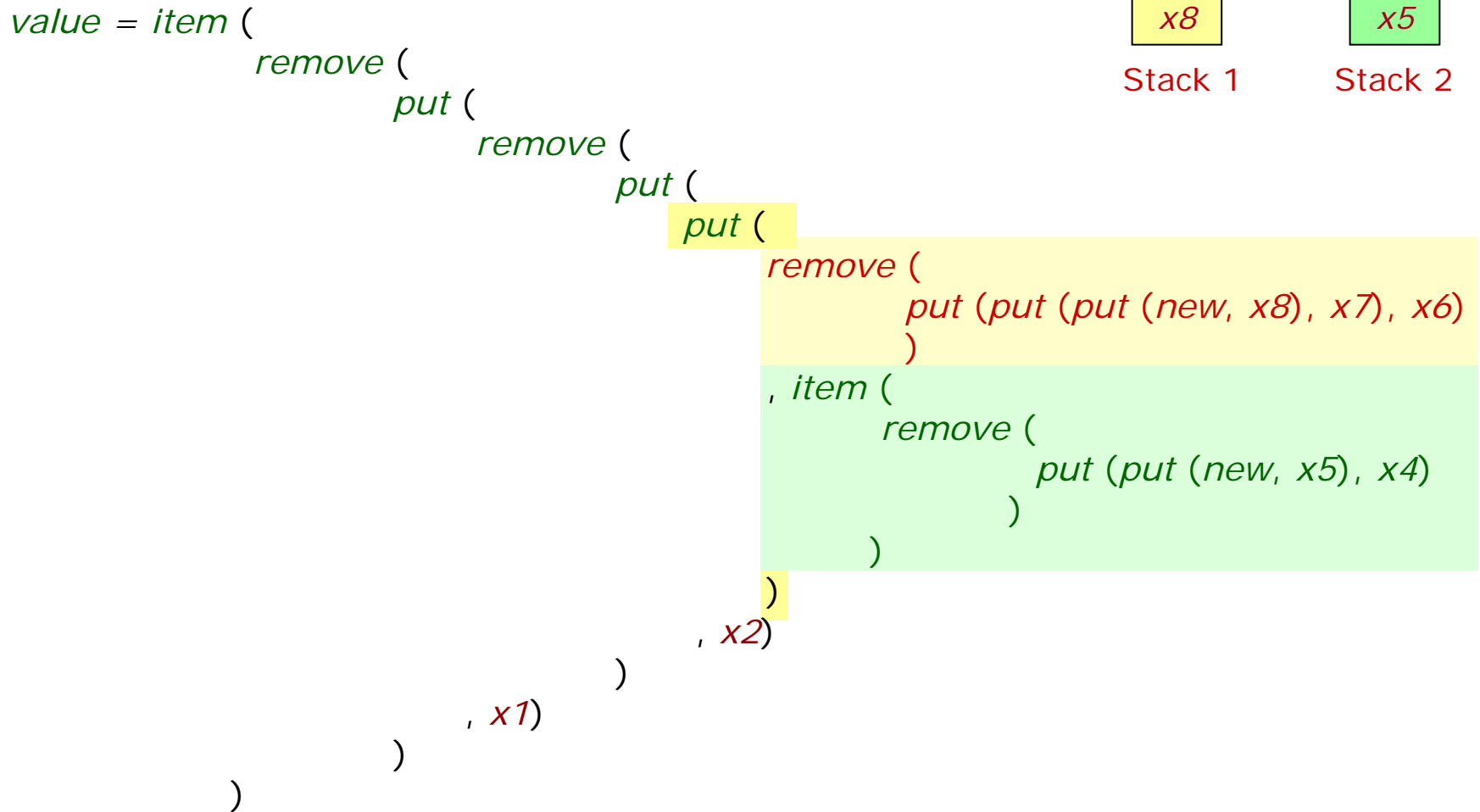
# Expression reduction







# Expression reduction



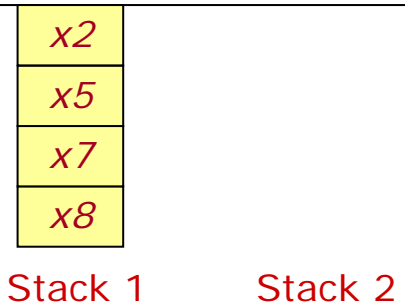


# Expression reduction

```

value = item (
  remove (
    put (
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        put (
          put (
            remove (
              put (put (put (new, x8), x7), x6)
            )
            , item (
              remove (
                put (put (new, x5), x4)
              )
            )
          )
          , x2)
        )
      , x1)
    )
  )
)

```



```

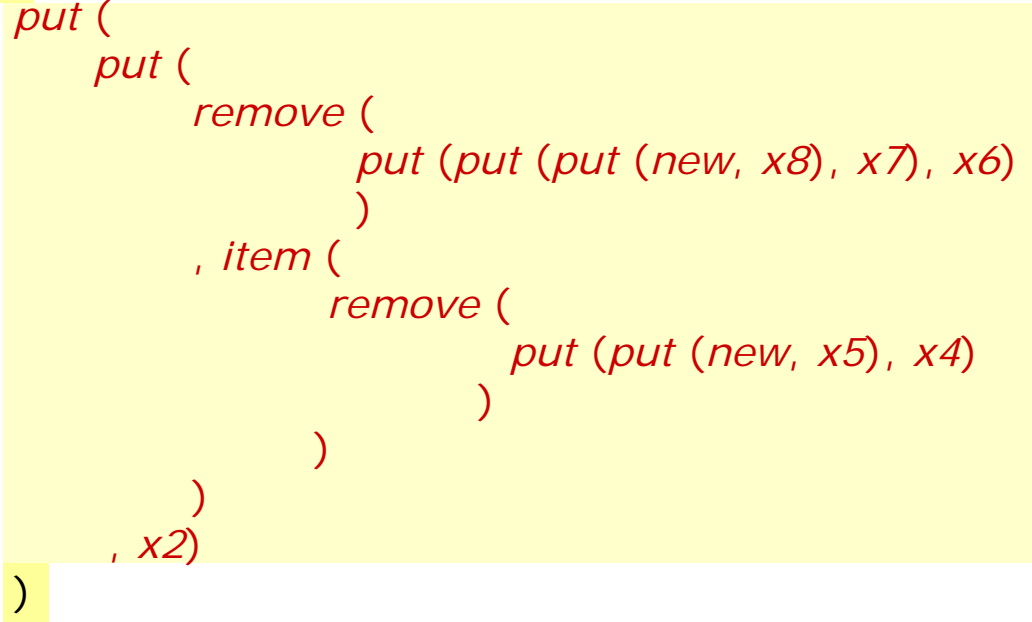
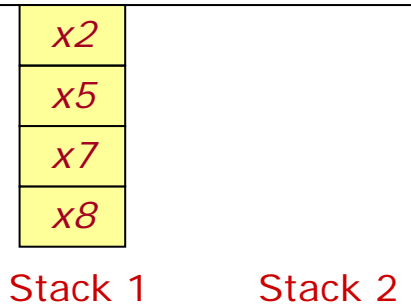
put (
  remove (
    put (put (put (new, x8), x7), x6)
  )
  , item (
    remove (
      put (put (new, x5), x4)
    )
  )
  )
  , x2)

```



# Expression reduction

```
value = item (  
  remove (  
    put (  
      remove (  
        put (  
          put (  
            remove (  
              put (put (put (new, x8), x7), x6)  
            )  
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            remove (  
              put (put (new, x5), x4)  
            )  
          )  
        )  
      , x2)  
    )  
  , x1)  
)
```





# Expression reduction

*value = item (*

*remove (*

*put (*

*remove (*

*put (*

*put (*

*remove (*

*put (put (put (new, x8), x7), x6)*

*)*

*, item (*

*remove (*

*put (put (new, x5), x4)*

*)*

*)*

*)*

*, x2)*

*)*

*, x1)*

*)*

*)*

x1
x5
x7
x8

Stack 1

Stack 2



# Expression reduction

*value = item (*

*remove (*

*put (*

*remove (*

*put (*

*put (*

*remove (*

*put (put (put (new, x8), x7), x6)*

*)*

*, item (*

*remove (*

*put (put (new, x5), x4)*

*)*

*)*

*)*

*, x2)*

*)*

*, x1)*

*)*

*)*

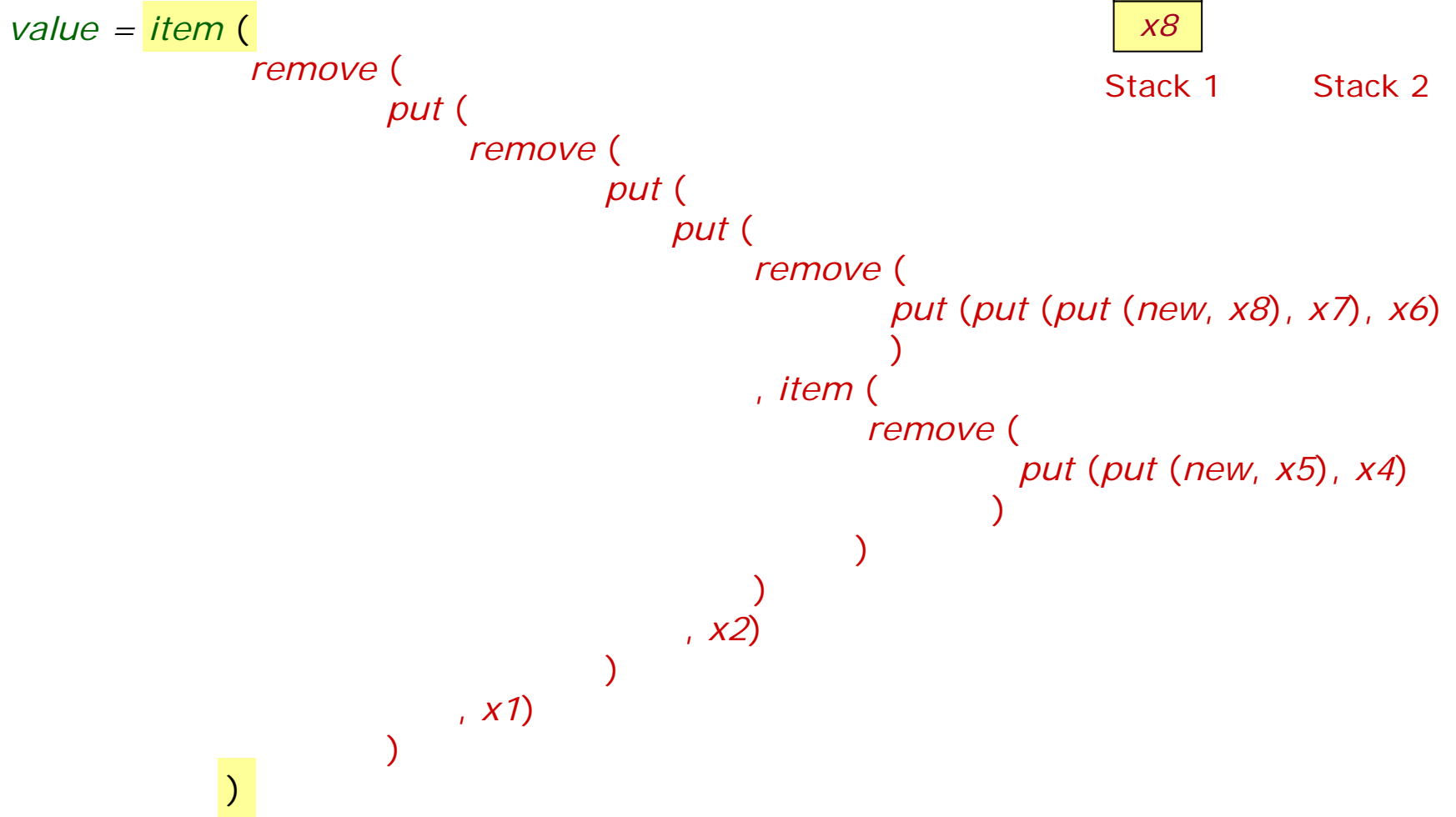
x1
x5
x7
x8

Stack 1

Stack 2



# Expression reduction





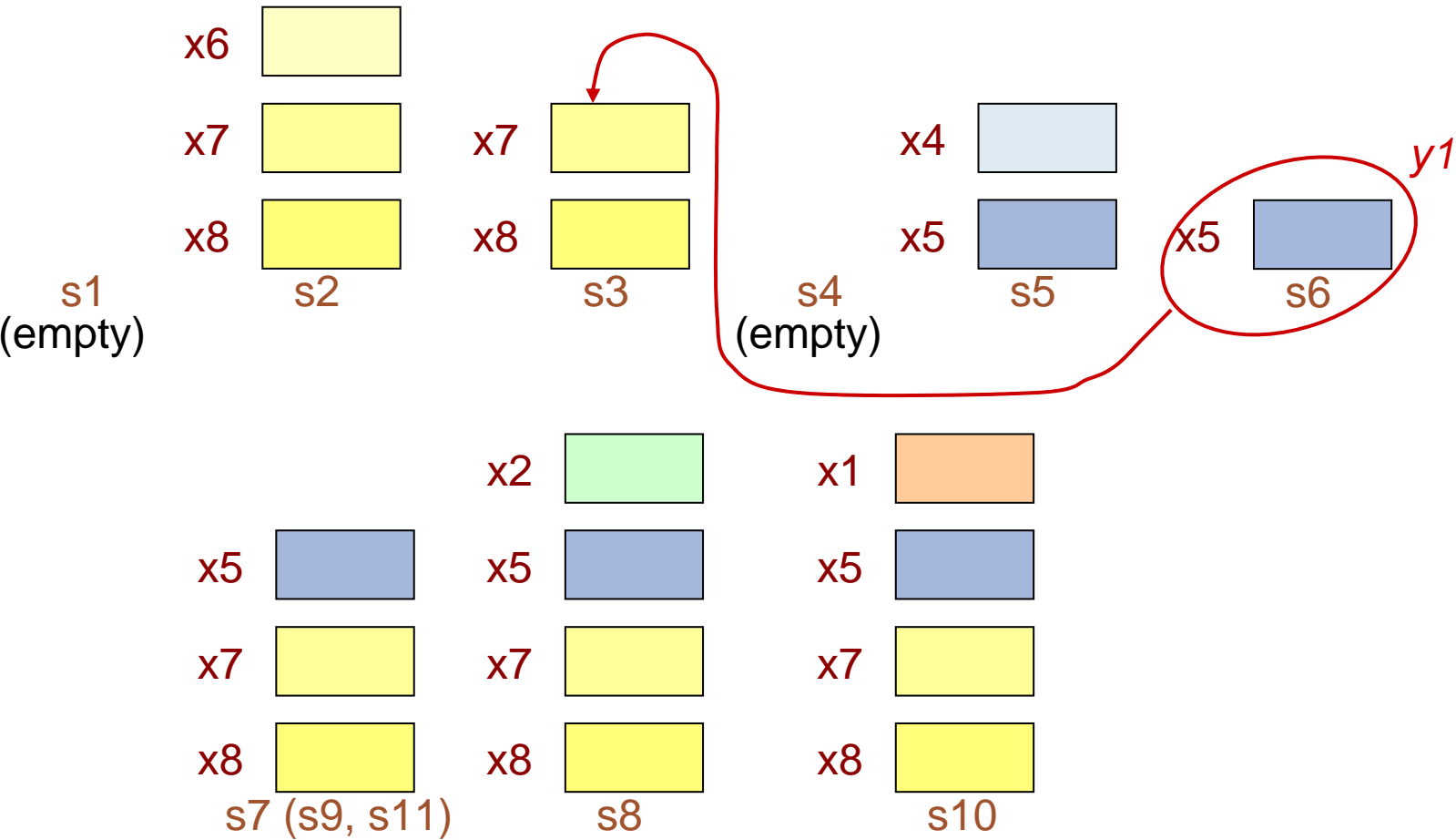
# Expressed differently

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- *s1 = new*
- *s2 = put (put (put (s1, x8), x7), x6)*
- *s3 = remove (s2)*
- *s4 = new*
- *s5 = put (put (s4, x5), x4)*
- *s6 = remove (s5)*
- *y1 = item (s6)*
- *s7 = put (s3, y1)*
- *s8 = put (s7, x2)*
- *s9 = remove (s8)*
- *s10 = put (s9, x1)*
- *s11 = remove (s10)*
- *value = item (s11)*



# An operational view of the expression



*value = item (remove (put (remove (put (put (remove (put (put (put (new, x8), x7), x6))), item (remove (put (put (new, x5), x4))))), x2)), x1)))*



- **Consistent**

The axioms do not lead to contradiction

“Only the truth”

- **Complete**

The axioms cover all needed properties

“All the truth”



- Cannot be ascertained in general: it would have to be relative to some higher-level specification of the system, for which the same problem arises
- Useful notion in practice: **sufficient completeness**



An ADT specification for a type  $T$  is **sufficiently complete** if and only if any correct “query Expression” may be reduced, through application of the axioms, to a form not involving  $T$ .



# "Correct" ADT expression

An expression of which we can prove that all arguments to ADT functions satisfy the precondition if any

*put (put (new, x5), x4)* -- Correct

*remove (put (put (new, x5), x4))* -- Correct

*item (remove (put (remove (put (put (remove (put (put (put (new, x8), x7), x6)), item (remove (put (put (new, x5), x4))))), x2)), x1)))*

-- Correct

*remove (new)* -- Not correct



Three kinds of functions in specification of an ADT  $T$ :

- Creators:

$$OTHER \rightarrow T$$

e.g. *new*

- Queries:

$$T \times \dots \rightarrow OTHER$$

e.g. *item*, *empty*

- Commands:

$$T \times \dots \rightarrow T$$

e.g. *put*, *remove*



An expression in which the outermost function is a query

Examples (correct expressions):

```
item (put (new, x5))
```

```
item (remove (put (put (new, x5), x4))))
```

```
item (remove (put (remove (put (put  
(remove (put (put (put (new, x8), x7), x6)),  
item (remove (put (put (new, x5), x4))))), x2)), x1))))
```

But not:

```
new
```

```
put (new, x5)
```

```
remove (put (new, x5))
```



An ADT specification for a type  $T$  is **sufficiently complete** if and only if any correct “query Expression” may be reduced, through application of the axioms, to a form not involving  $T$ .



Prove that the specification of stacks is sufficiently complete.





- Types:

*STACK* [*G*]

-- *G*: Formal generic parameter

- Functions (Operations):

*put*: *STACK* [*G*] × *G* → *STACK* [*G*]

*remove*: *STACK* [*G*] → *STACK* [*G*]

*item*: *STACK* [*G*] → *G*

*empty*: *STACK* [*G*] → *BOOLEAN*

*new*: *STACK* [*G*]



Abstract data types provide an ideal basis for modularizing software.

- Build each module as an *implementation* of an ADT:
  - Implements a set of *objects* with same *interface*
  - Interface is defined by a set of operations (the ADT's functions) constrained by abstract properties (its axioms and preconditions).
- The module consists of:
  - A *representation* for the ADT
  - An *implementation* for each of its operations
  - Possibly, auxiliary operations



- Three components:

(E1) The ADT's specification: functions, axioms, preconditions.

(Example: stacks.)

(E2) Some representation choice.

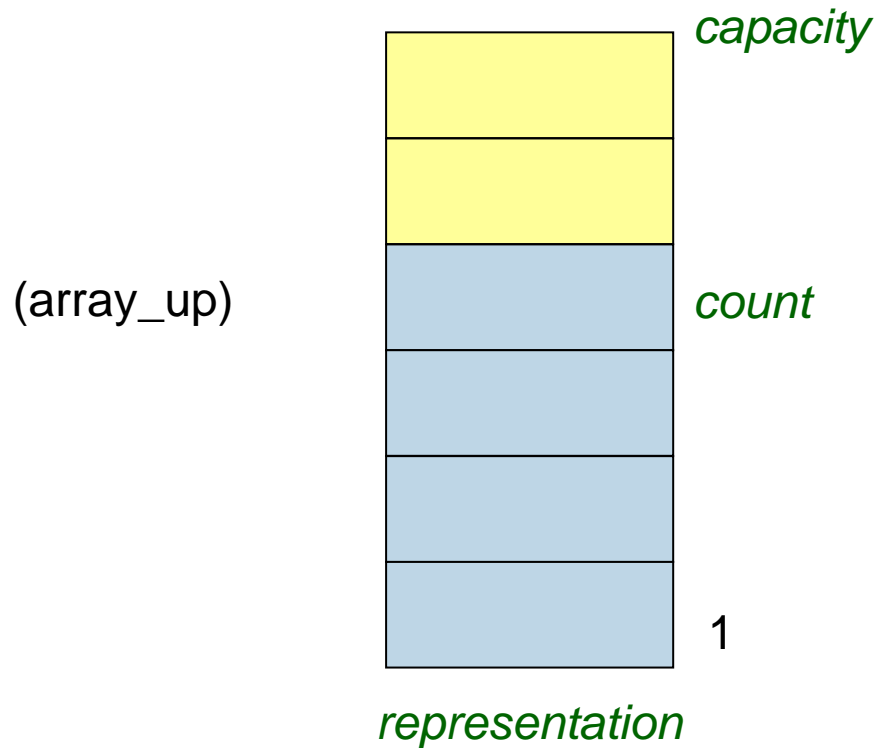
(Example: *<representation, count>*.)

(E3) A set of subprograms (routines) and attributes, each implementing one of the functions of the ADT specification (E1) in terms of the chosen representation (E2).

(Example: routines *put, remove, item, empty, new.*)



# A choice of stack representation



“Push” operation:

$count := count + 1$

$representation[count] := x$



**Public part:  
ADT specification (*E1*)**

**Secret part:**

- **Choice of representation (*E2*)**
- **Implementation of functions by features (*E3*)**



- Object-oriented software construction is the approach to system structuring that bases the architecture of software systems on the types of objects they manipulate — not on “the” function they achieve.



- Object-oriented software construction is the construction of software systems as structured collections of (possibly partial) abstract data type implementations.



- Merging of the notions of **module** and **type**:
  - Module = Unit of decomposition: set of services
  - Type = Description of a set of run-time objects ("instances" of the type)
- The connection:
  - The services offered by the class, viewed as a module, are the operations available on the instances of the class, viewed as a type.

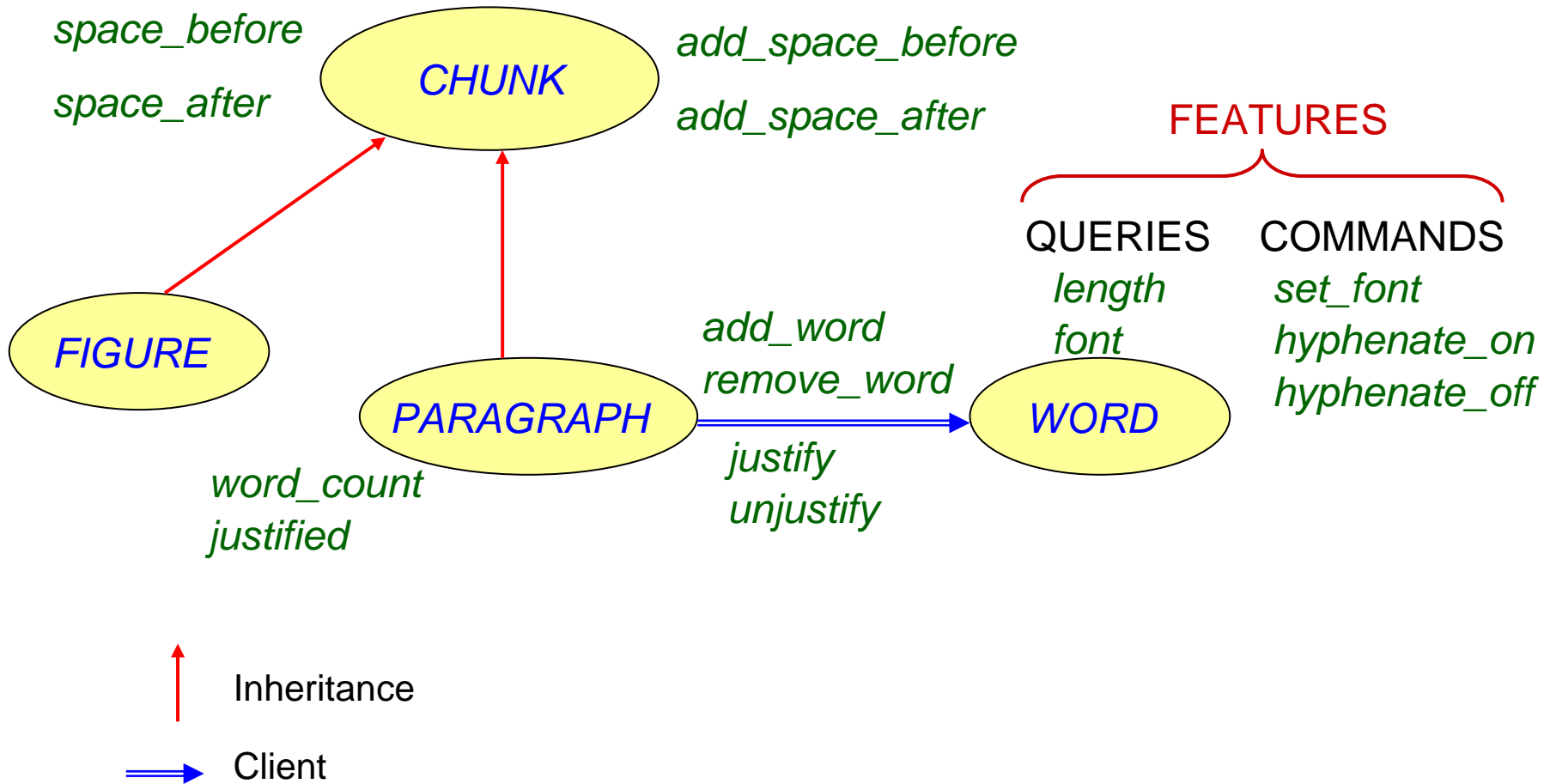




- Two relations:
  - Client
  - Heir



# Overall system structure





# A very deferred class

deferred class

*COUNTER*

feature

*item*: *INTEGER* is

-- Counter value

deferred  
end

*up* is

-- Increase *item* by 1.

deferred  
ensure

*item* = **old** *item* + 1

end

*down* is

-- Decrease *item* by 1.

deferred  
ensure

*item* = **old** *item* - 1

end

invariant

*item* >= 0

end



# End of lecture 3