



Using Predicate Fields in a Highly Flexible Industrial Control System

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Evaluating Predicate Fields

- Predicate oriented programming is a promising research idea that has never been evaluated in practice
 - Dynamic classification of an object into subclasses:
 - Predicate classes [Chambers et al. 93]
 - Kea language classifiers [Mugridge et al. 91, Hamer et al. 92]
 - Modes [Taivalsaari 93]
 - Predicate Dispatch [Ernst et al. 98, Millstein 04]
- We successfully deployed them in an industrial application
- Conclusion:
 - Increase software flexibility to handle changing and unknown requirements
 - Simplify certain development task

Predicate Fields Example

- A predicate field is present or not, depending on the values of other fields

First name: **Shay**

Last name: **Artzi**

...

Parking required : **Me**

~~License Plate~~ : ... **S**

Dates :

obj:Reservation
-firstName -- "Shay"
-lastName -- "Artzi"
-parkingRequired -- true
-licensePlate
-dates



Implementation with Predicate Fields

// Definition

```
pred arriveWithCar (needsParking==true);  
class Reservation {  
    ...  
    bool needsParking;  
    String licensePlateNum when@arriveWithCar;  
}
```

// Use

```
Reservation r = new Reservation();  
r.licensePlateNum = "44GT23"; //RUN-TIME ERROR  
r.needsParking = true;  
r.licensePlateNum = "44GT23"; //OK
```

Advantages of Predicate Fields



- Allow an object to change its structure during its life cycle
 - Recover from user errors in user interface
 - Emulate dynamic classification of an object into subclasses
- Expedite user interface development
- Fine-grained customization of objects



Outline

- Introduction
- Case Study: Experiment control system
- Predicate Fields Motivation
- Developer Experience
- Summary



Case Study: Experimental Control System

- System goal: define, control, execute, and examine results of experiments
- Experiment:
 - Ordered instructions on a set of devices
 - Control complex events and vast number of devices



Requirements and Design

- Non functional requirement: adaptability to physical hardware changes (new devices, device locations)
- MML language to create experiments
- Two-level system architecture
 - Knowledge level: legal configuration of operational objects.
 - Operational level: concrete model of the system.



Implementation 1

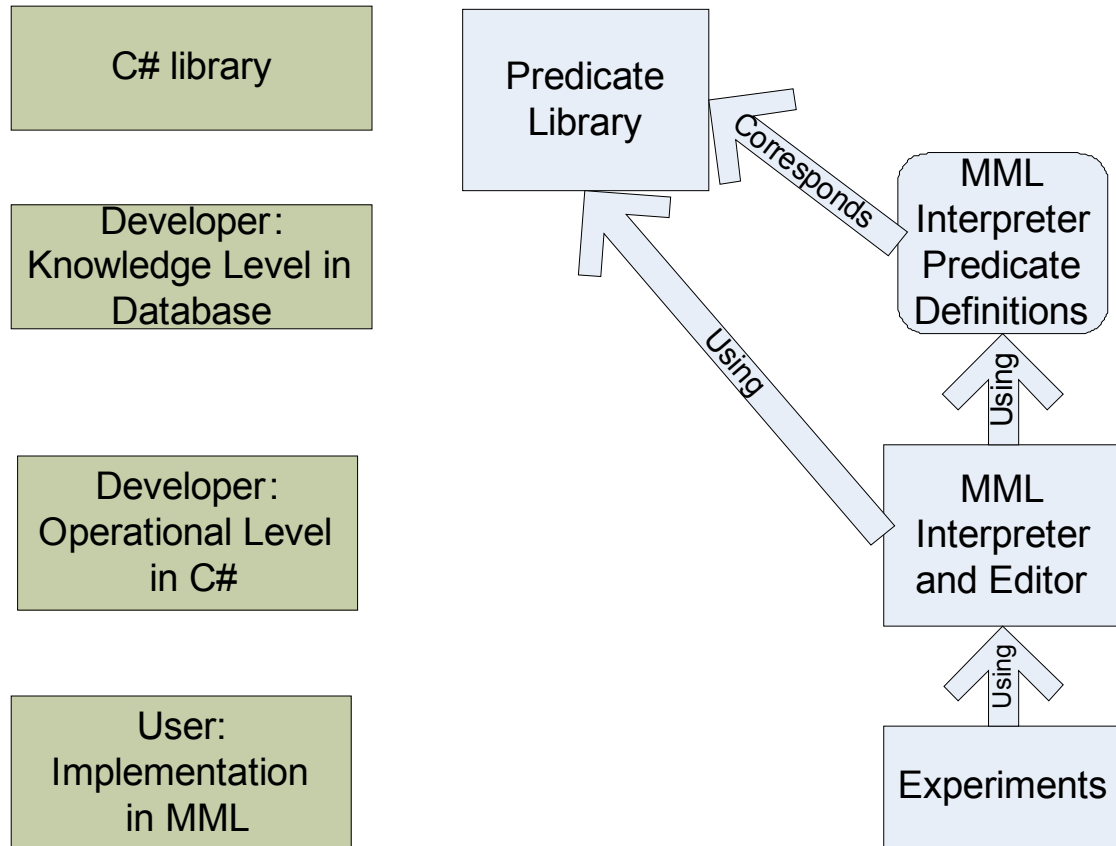
- Development:
 - Fifteen man years
 - Written in Delphi IDE and the Object Pascal language
 - Component based (COM/DCOM)
 - ~100,000 lines of code
- In daily use
- Won several internal prizes
- Its deficiencies inspired the use of predicates in Implementation 2



Implementation 2

- In development since 2002 in Visual Studio .NET and C#
- Currently in integration phase (adding controlled hardware)
- Five developers
- Implementation 1 functionality was subsumed in less than two years
- Controls more complicated hardware
- **Uses predicate fields.**

Implementation 2 tiers





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Predicate Fields Motivation in Implementation 2

- Implementation 1 deficiencies were resolved using predicates:
 - Tight coupling of persistent objects with their user interface
 - Many custom made user interface forms
 - Can't change object types
 - Inflexibility to some hardware changes

Motivation 1

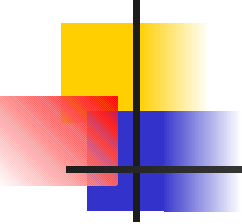
Tight coupling

- **Cause:** MML statements which are persistent objects with UI representation had tight coupling with other components
- **Problem:** Changes to the structure of the MML statement required cross cutting modifications



- **Example:** adding a max_repeat field
- **Solution:** Dynamic objects. Structure and connections defined using predicates. Predicate fields carry the rest of the information
- **Outcome:** Changes to the MML statement data type can be easily done in one place (database)

Many Custom Made UI Forms

- 
- **Cause:** One UI form per MML statement type, and device type
 - **Problem:** UI development and changes were costly
 - **Example:** Adding a new measurement device type with a different number of channels
 - **Solution:** Adopting .NET editing concept
 - One adjustable properties form
 - Object exposing properties to be edited
 - PropertyGrid uses reflection to query a selected object structure
 - Dynamic objects can be easily wrapped to expose properties
 - **Outcome:** Homogeneous look and feel and reduced user interface development effort.

Editing concept example

מאפיינים

פעולה	
סוג מכשיר	(ללא מכשיר)
פקודה	
צעד	
כותרת	פעולה חדשה
סוג הצעד	פעולה
תיאור הצעד	

סוג הצעד
 בחירת סוג הצעד מבין רשימת הסוגים הקיימים במערכת

נוהל לשר

מהלך הביצוע | קבוצות מכשירים | מכשירים

נוהל חדש
 (פעולה חדשה) (ללא מכשיר)

Setting Properties

Defining an MML instruction

תקלות תוכנה

תאריך	תיאור

Motivation 3

Can't Change Object Types

- **Cause:** The user is unable to change an object type in the MML UI
- **Problem:** losing mutual information of the new and the old object type
- **Example:** Changing an automatic statement to a manual one
- **Solution:** Using predicate fields to dynamically classify into subclasses.
- **Outcome:** Allowing objects to “switch type” while maintaining mutual information

Motivation 4

Inflexibility to Hardware Changes

- **Cause:** New device types with components that exists in the set of known devices required cloning information
- **Problem:** Introducing clones into the system. Maintenance complexity increase
- **Solution:** Using predicate fields to support fine grained combination of existing fields
- **Outcome:** More flexibility to new device types



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Definitions Modifications

- Developers making modification to the MML interpreter definitions:
 - Modify the dynamic types (rarely)
 - Modify predicates, fields and fields' types (usually).
- Initially found to be difficult due to the library use and integral limitations



Limitations

- Declarative approach
 - Far-reaching, system behavior depends on the metadata
 - Developers need to master the knowledge level
 - Type safety cannot be guaranteed
- Implemented as a library
 - Incur performance overhead
 - Software is harder to understand, less readable
 - Poor UI (MML interpreter definitions were saved in database)



Developer Experience (after further use)

- Familiarity and ease
- Easily perform seemingly complex task
- Surprising uses (E.g. wizards for the knowledge level editor)
- Change in perspective toward designing the UI
- Dynamic type errors cause distrust
- Active interest from other development teams



Summary

- Used predicate fields in a large industrial application
- Developers find predicate fields useful
- Software flexibility is increased
- UI development costs were greatly decreased
- Lack of static type checking is a problem