

# Transforming The Code: More Than Meets The Eye

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12th Workshop  
“Software Engineering, Education & Reverse Engineering”  
2 – 9 September 2012, Opatija, Croatia

# Presentation Organization

- 1 Introduction
  - Software Evolution
  - WSL – Wide Spectrum Language
- 2 Assembly Transformation Process
  - Our Transformation Process
  - Problems
- 3 (Micro)Java Bytecode
  - Bytecode
  - Type System
- 4 Summary
  - Results and open questions

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“Change in all things is sweet.”

— Aristotle

Therefore:

- Aristotle was not a software maintainer
- Software maintainers have a high diabetes risk



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# Software Evolution

- Software does not degrade with time on its own, the environment changes
- A need for constant maintenance and enhancement
- Software Evolution is (largely) repeated reengineering.
- Previously our group built tools with aim to make old, low level, assembly code easier to understand, and hopefully restructure it.
- Currently we are working on doing similar things with Java Bytecode.



# WSL – *Wide Spectrum Language*

- The tools use WSL
- Developed by Martin Ward (since 1989)
- Strong mathematical core
- Formal transformations
- Wide spectrum: from abstract specifications to low level program code
- MetaWSL – operations on WSL code
- Successfully used in migrating legacy assembly code to maintainable C/COBOL code
- Implemented as FermaT program transformation system





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# Our transformation process

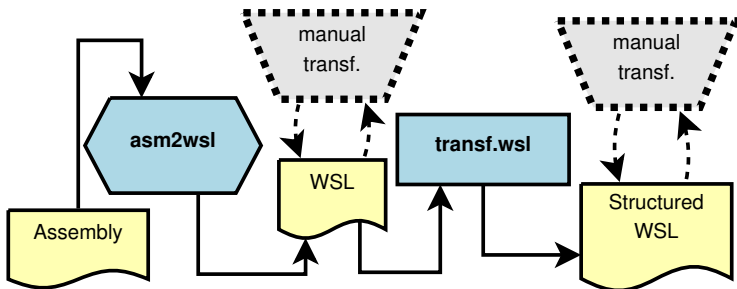


Figure: *Work-flow diagram*

- `asm2wsl` and `transf.wsl` were built “around” WSL
- Main goal is to get a high level version of the original program.

# Asm2wsl application

- Translates a subset of x86 assembly to WSL
  - Mostly presumes 80286 for simplicity
- Implemented in Java
- Basically a line by line translator. Focus is on translating all aspects, not optimization (at this stage)
- Uses *Action systems* built into WSL for handling unstructured code
- We work with a “virtual” processor, simulating:
  - Processor registers (with Low and High parts)
  - Flags, overflow
  - Stack – a list
  - Labels – Action system names
  - Some special macros are recognized and translated directly
  - Procedures – nested Action systems

# Automatic transformations – transf.wsl

- A small script to call the existing transformations
- Main transformations:
  - Collapse Action Systems
  - Transform DO . . . OD loops
  - Constant propagation
  - Remove Redundant
  - Flag removal
- Translating assembly programs to WSL so we can:
  - Generate call diagrams for easier understanding of original code;
  - Automatically transform the code to much simpler versions;
  - Optionally to manually tweak the results with more transformations



# Problems

- Questions of feasibility of an all-high-level translation
  - Problematic standards – order of operands, macros, architectures, various “hacks”, input/output
  - Lack of a good assembly code base to experiment on
  - Little experience with coding assembly – lack of “feel”
  - Has been done in other ways (with auxiliary files)
- 
- Plan: use mainly in Software Evolution courses for examples and adapt if needed



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# Java Bytecode

- Similar to “classic” assembly in many ways
  - Has a standard virtual machine
  - Widely used, even by other language compilers
  - A lot of code available, as well as experience in working with it.
- 
- Plan: build translators to and from WSL
  - Useful for formal verification or transformation, as well as code compiled from non-Java languages



# MicroJava Bytecode

- First step: use MicroJava – proof of concept
- Developed by Hanspeter Moessenboeck, for use in Compiler Construction courses; not the same as “Java ME”
- Concepts are similar to “full” Java Bytecode, but simplified
- Less instructions, only int and char primitive types, arrays and basic classes
- MJ Bytecode does not encode types
- New tool *mjc2wsl* (mjc – MicroJava Compiled)
- Similar in many ways to *asm2wsl* – local variables, stack etc.





# Generalized transformation process

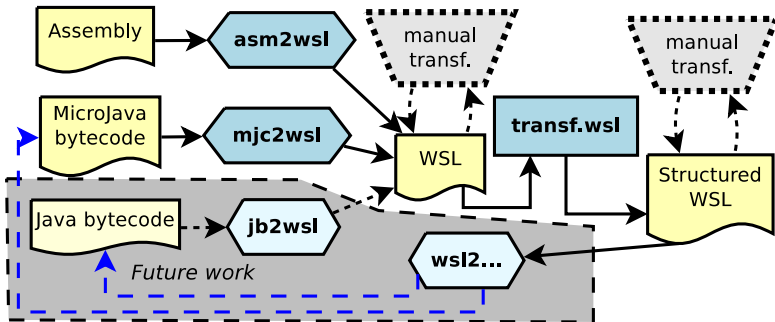


Figure: Generalized work-flow diagram

# Type system

- WSL has no type system
- Therefore transformations can't check type consistency, possible source of errors.
- This is necessary for “full” Java Bytecode
- A *Wide Spectrum Type System* was developed by Matthias Ladkau in his PhD thesis
- Not yet fully integrated into FermaT
- It could be used to improve many of the transformations – one of the goals of this project



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# Summary

- Previously: tools for some basic assembly conversion and transformation
- New tools for translating MicroJava Bytecode (simplified Java)
- Future work
  - Further work on the MJ Bytecode translator and transformations
  - Development of WSL to MJ Bytecode translators
  - Integration of the Wide Spectrum Type System into FermaT
  - Development of Java Bytecode translators to and from WSL



Thank you for your attention

Questions?

