Cake: a tool for adaptation of object code

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Starting point: Cake’s big picture

- new programming languages → mismatch
- decentralised development → mismatch
- unanticipated composition → mismatch
Cake is

- a language expressing *compositions* of software
- a productive tool for overcoming *mismatch*
- operating on *binaries*
- a *black-box* approach
- designed around practical experience
- ongoing work
Wanted: a tool for helping with tasks like...

Unanticipated composition: port feature \( P \) from app \( X \) to \( Y \)

Case study: Konqueror + ROX-Filer

Evolution: link client version 1 against library version 2

Case study: gtk-theme-switch
A taste of the Cake language

Two mismatched structures...

```c
struct _GtkWindow {
    GtkBin bin; gchar * title; // ...
    GtkWidgetType type;
    guint window_has_focus:1;
};

struct _GtkWindow {
    GtkBin bin; gchar * title; // ...
    gchar * wm_role;
    guint type :4; /* GtkWidgetType */
    guint has_focus :1;
};
```
A taste of the Cake language

Two mismatched structures... 

```c
struct _GtkWindow {
    GtkWidget bin; gchar * title; // ...
    GtkWidgetType type;
    guint window_has_focus:1;
};

switch12 ↔ libgtk20 {
    values GtkWidget ↔ GtkWidget {
```
A taste of the Cake language

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    GtkBin bin; gchar * title; // ...
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    GtkBin bin; gchar * title; // ...
    gchar *wm_role;
    guint type :4; /* GtkWidgetType */
    guint has_focus :1;
};
```

```
switch12 ↔ libgtk20 {
values GtkWidget ↔ GtkWidget {
    void → .wm_role;
}
```
Two mismatched structures...

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    GtkWidget bin; gchar * title; // ...
    GtkWidgetType type;
    guint window_has_focus:1;
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```c
struct _GtkWindow {
    GtkWidget bin; gchar * title; // ...
    gchar *wm_role;
    guint type :4; /* GtkWidgetType */
    guint has_focus :1;
};
```

switch12 ↔ libgtk20 {
  values GtkWidget ↔ GtkWidget {
    void → .wm_role;
    .type as GtkWidgetType <-> .type as GtkWidgetType;
  }
}
A taste of the Cake language

Two mismatched structures . . .

```c
struct _GtkWindow {
    GtkWidget bin; gchar * title; // ...
    GtkWidgetType type;
    guint window_has_focus:1;
};

switch12 ↔ libgtk20 { values GtkWidget ↔ GtkWidget {
    void → .wm_role;
    .type as .GtkWidgetType ←→ .type as .GtkWidgetType;
    .window_has_focus ↔ .has_focus;
}
}
```

```c
struct _GtkWindow {
    GtkWidget bin; gchar * title; // ...
    gchar *wm_role;
    guint type :4; /* GtkWidgetType */
    guint has_focus :1;
};
```
Status and questions

Status:

- case-studies: done, hand-written glue code
  - Gtk+ glue generation is partly automated
- compiler: current work
  - ...
- runtime library: most developed piece
  - used in the Gtk+ case study

Thanks for your attention. Any questions?