

# A Context-Oriented Programming Approach to Dependency Hell

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# Downloading library

—Which library should we choose?—

## cuDNN Download

NVIDIA cuDNN is a GPU-accelerated library of primitives for deep neural networks.

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**Three** cuDNN libraries  
for three environment

the [Deep Learning SDK Documentation](#) web page.

Download cuDNN v7.1.4 (May 16, 2018), for CUDA 9.2

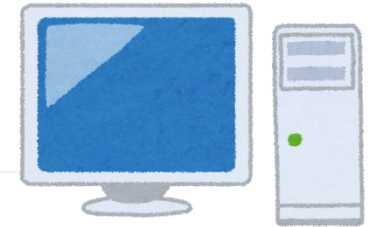
Download cuDNN v7.1.4 (May 16, 2018), for CUDA 9.0

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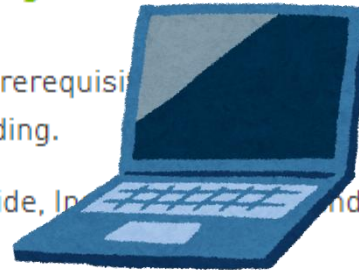
Cuda 9.0



Cuda 8.0



Cuda 9.2



Which one...?



# Downloading cuDNN

—One library in any environment—

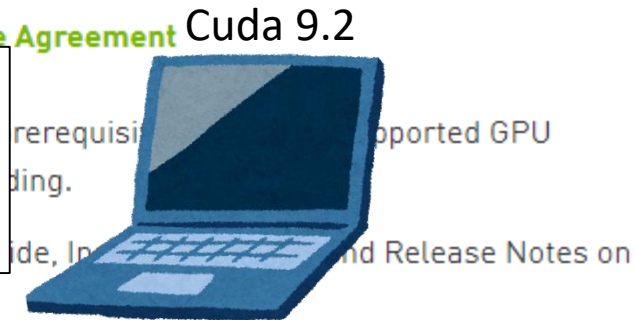
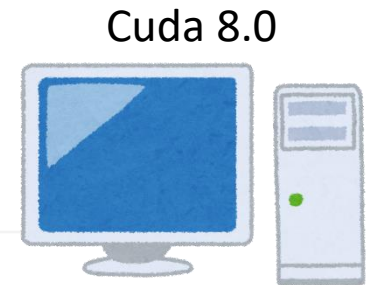
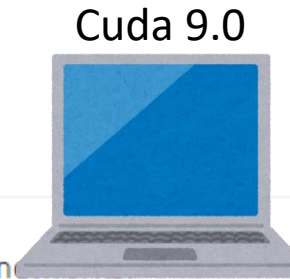
## cuDNN Download

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Download cuDNN v7.1.14 (May 16, 2018)

# Multiple versions of libraries —“Untyped version abstraction”—

- Make **libcurl** work with any version of **openssl**
- **openssl** is not backwards compatible
- **libcurl** uses macros to abstract differences between versions of **openssl**
  - Macros are untyped

```
#if OPENSSL_VERSION_NUMBER >= 0x0090581fL
#define HAVE_SSL_GET1_SESSION 1
#else
#undef HAVE_SSL_GET1_SESSION
#endif

#if OPENSSL_VERSION_NUMBER >= 0x00904100L
#define HAVE_USERDATA_IN_PWD_CALLBACK 1
#else
#undef HAVE_USERDATA_IN_PWD_CALLBACK
#endif
```

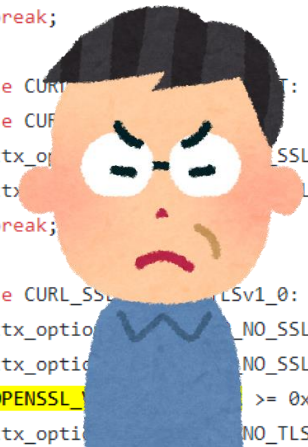
```
#if OPENSSL_VERSION_NUMBER >= 0x0090700
/* 0.9.6 didn't have X509_STORE_set_flags */
#define HAVE_X509_STORE_SET_FLAGS 1
#else
#define X509_STORE_set_flags(x,y) Curl_
#endif

#if OPENSSL_VERSION_NUMBER >= 0x1000000
#define HAVE_ERR_REMOVE_THREAD_STATE 1
```

```
#if OPENSSL_VERSION_NUMBER >= 0x1000100F
ctx_options |= SSL_OP_NO_TLSv1_1;
ctx_options |= SSL_OP_NO_TLSv1_2;
#endif
break;

case CURR...:
case CUR...:
ctx_options |= SSLv2;
ctx_options |= SSLv3;
break;

case CURL_SSL... TLSv1_0:
ctx_options |= SSLv2;
ctx_options |= SSLv3;
#endif
#if OPENSSL... >= 0x1000100F
ctx_options |= SSL_OP_NO_TLSv1_1;
ctx_options |= SSL_OP_NO_TLSv1_2;
#endif
break;
```



2018/7/16

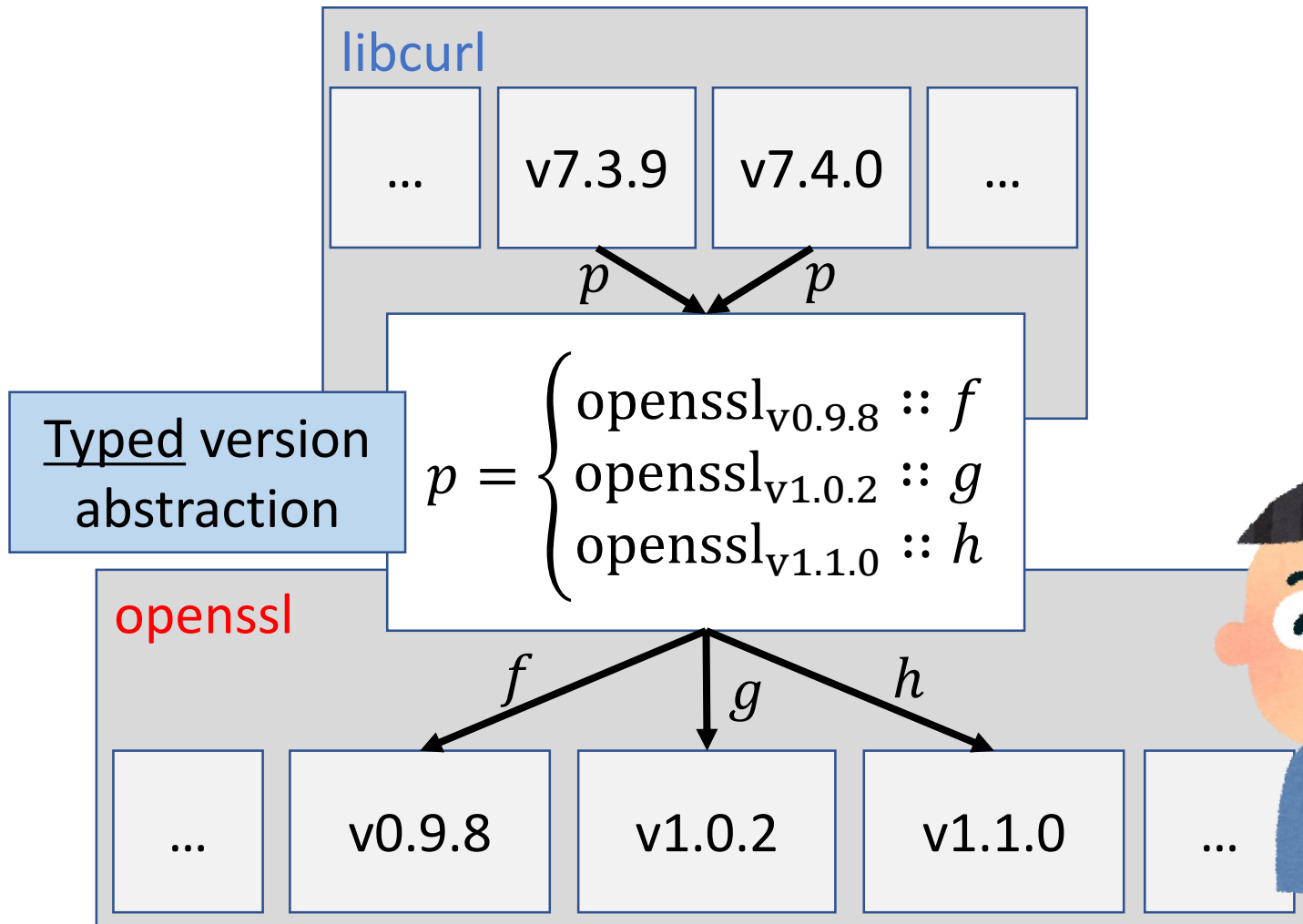
NUMBER >= 0x00907001L

ECOOP COP 2018

page: 4

# Multiple versions of libraries

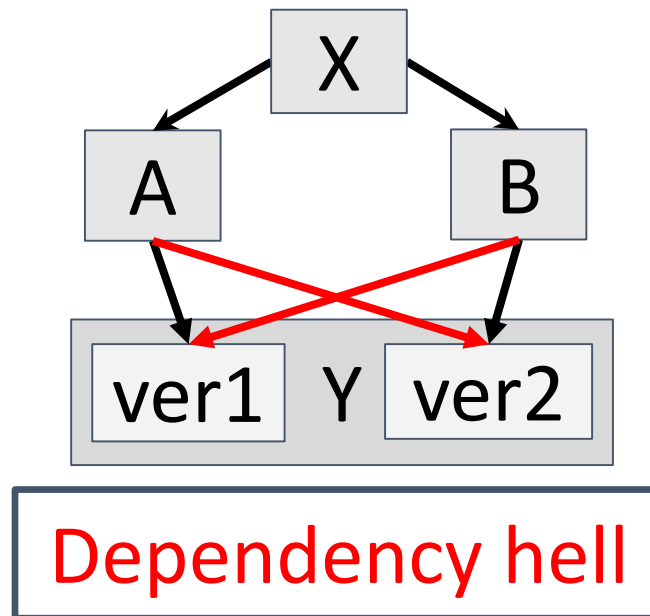
— “Typed version abstraction” —



# Dependency hell

—What is dependency hell?—

- **Dependency hell** : *when incompatible versions of a library are needed in one software artifact.*

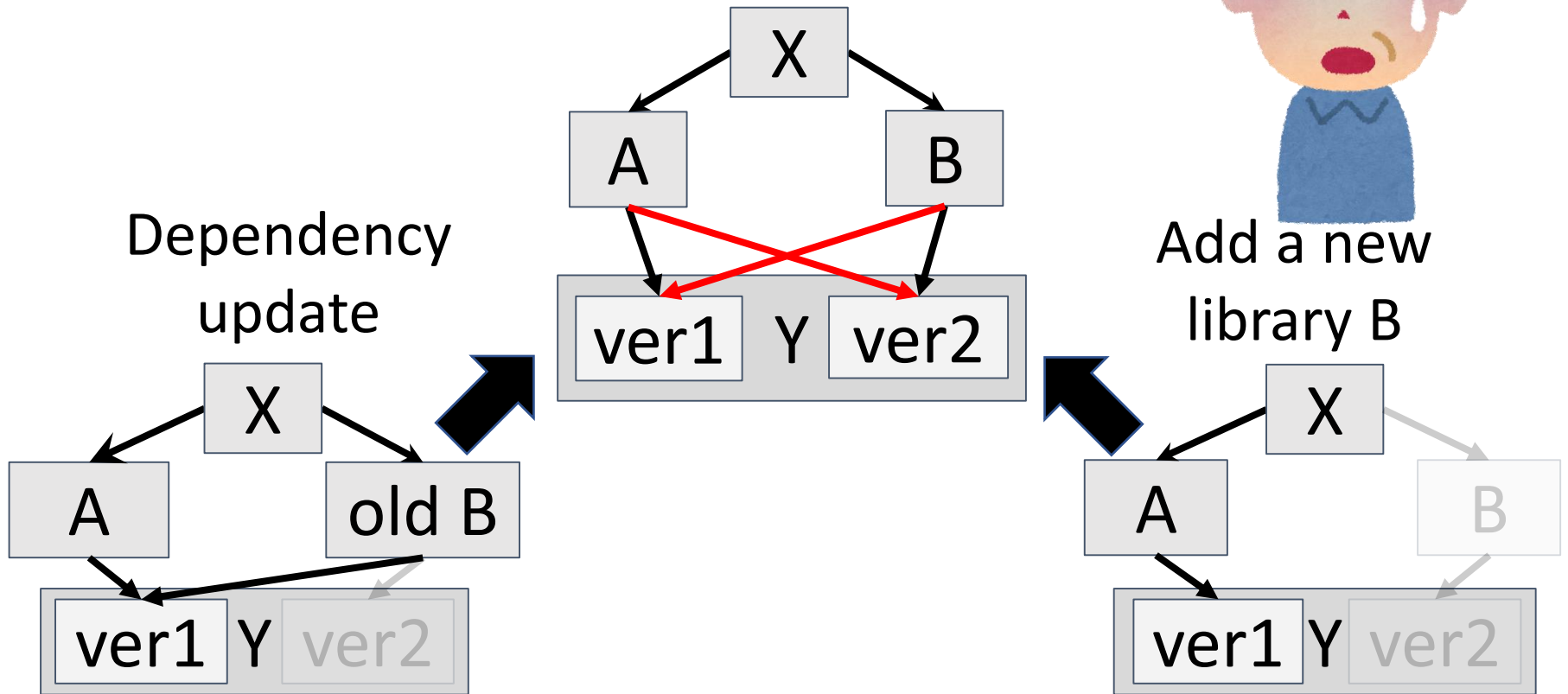


→ depend on  
→ incompatible

# Dependency hell

—How does dependency hell occur?—

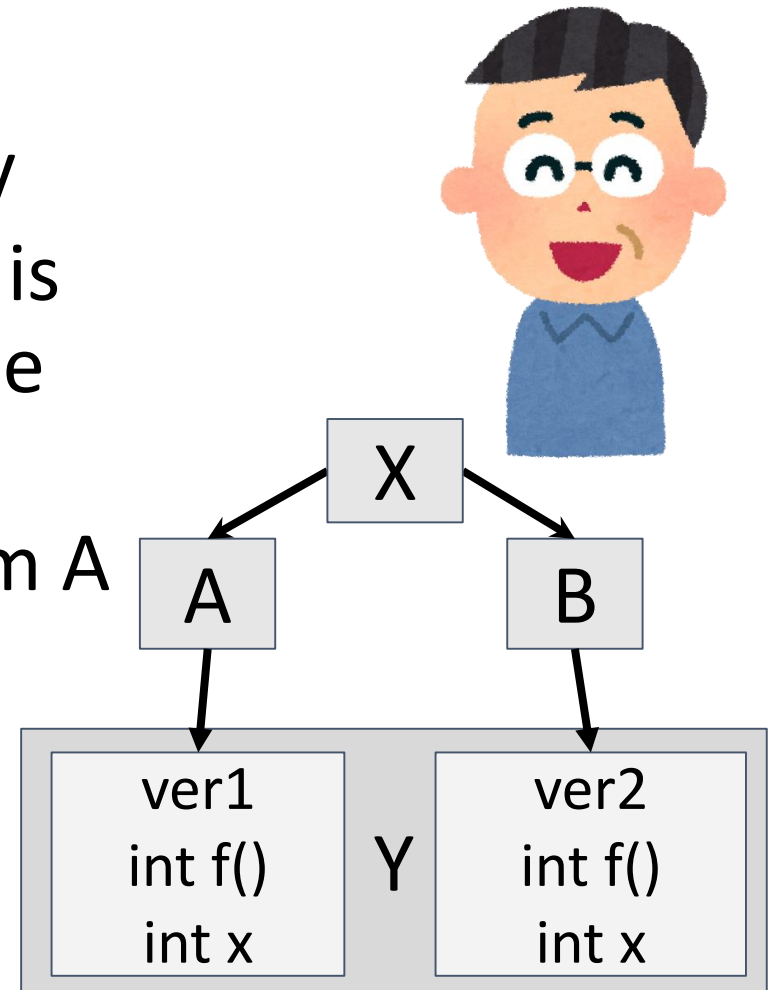
For example:



# Dependency hell

—One name, multiple definitions—

- Allows simultaneous use of multiple versions of a library
  - No collision even if there is a value / function with the same name
- Allows selecting ver1 from A and ver2 from B





# Our approach - COP

- We propose a solution to these problems using context-oriented programming.

Key idea: Versions as contexts

cuDNN Download

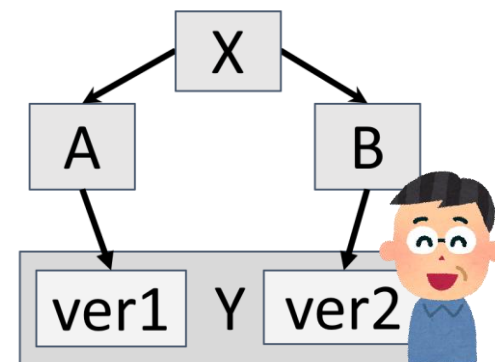
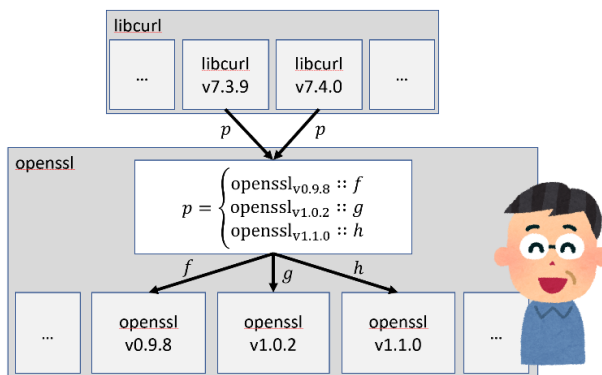
NVIDIA cuDNN is a GPU-accelerated library of primitives for deep neural networks.

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Note: Please refer to the [Installation Guide](#) for release prerequisites, supported GPU architectures and compute capabilities, before downloading.

For more information, refer to the [cuDNN Developer Guide](#), [Release Notes](#) and [Release Notes](#) on the [Deep Learning SDK Documentation](#) web page.

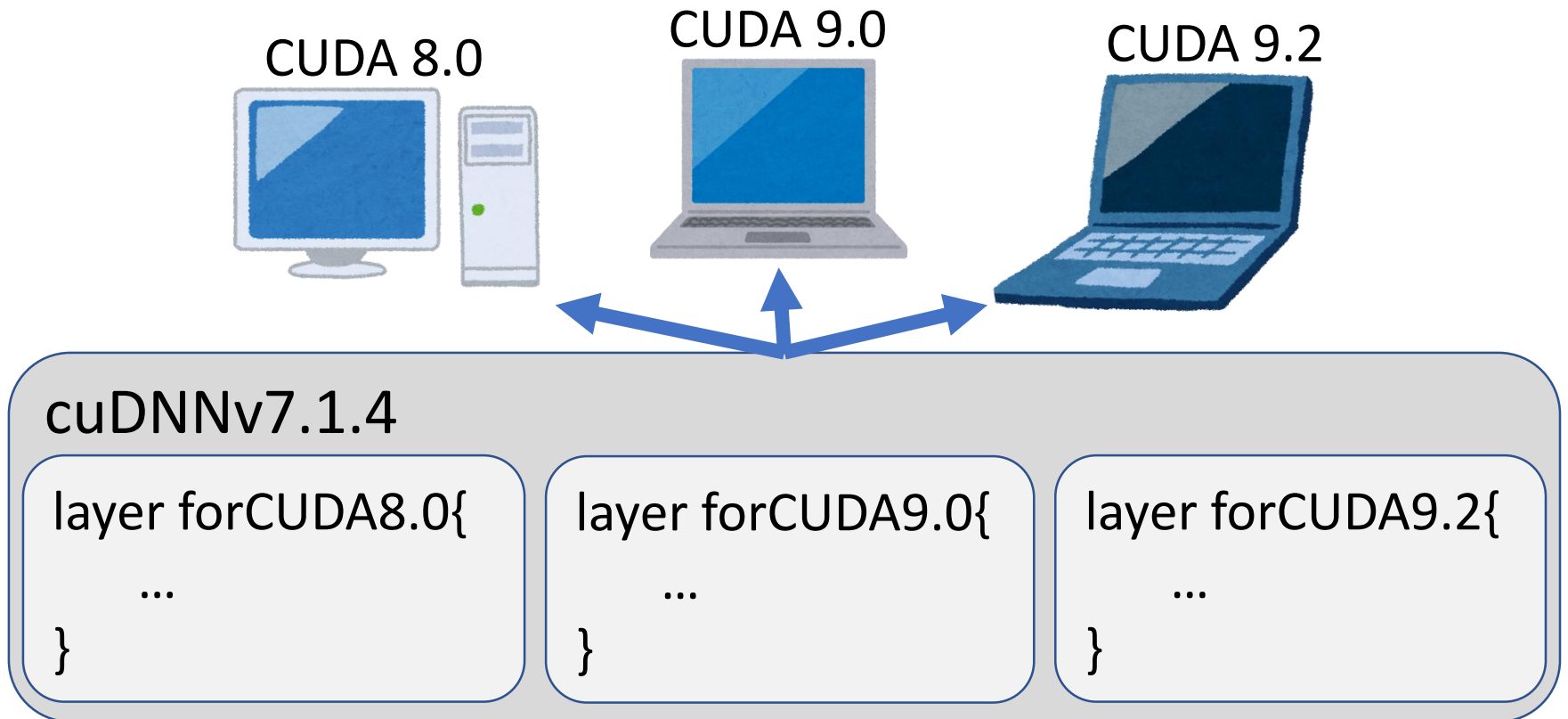
Download cuDNN v7.1.14 (May 16, 2018)



# Application

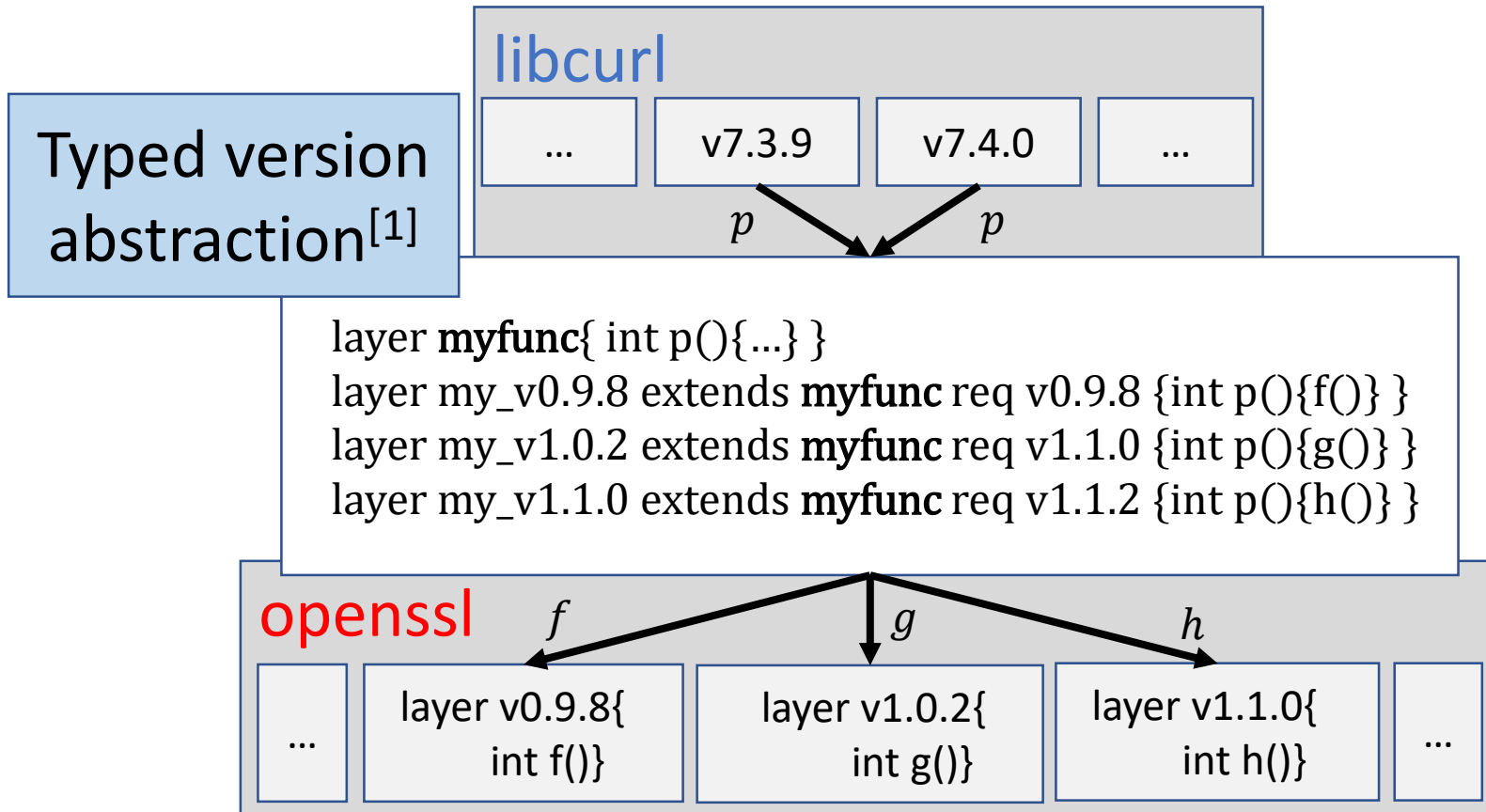
—Downloading cuDNN—

- Can provide one version that will work properly in all environments



# Application

— Depending on multiple versions of a library —

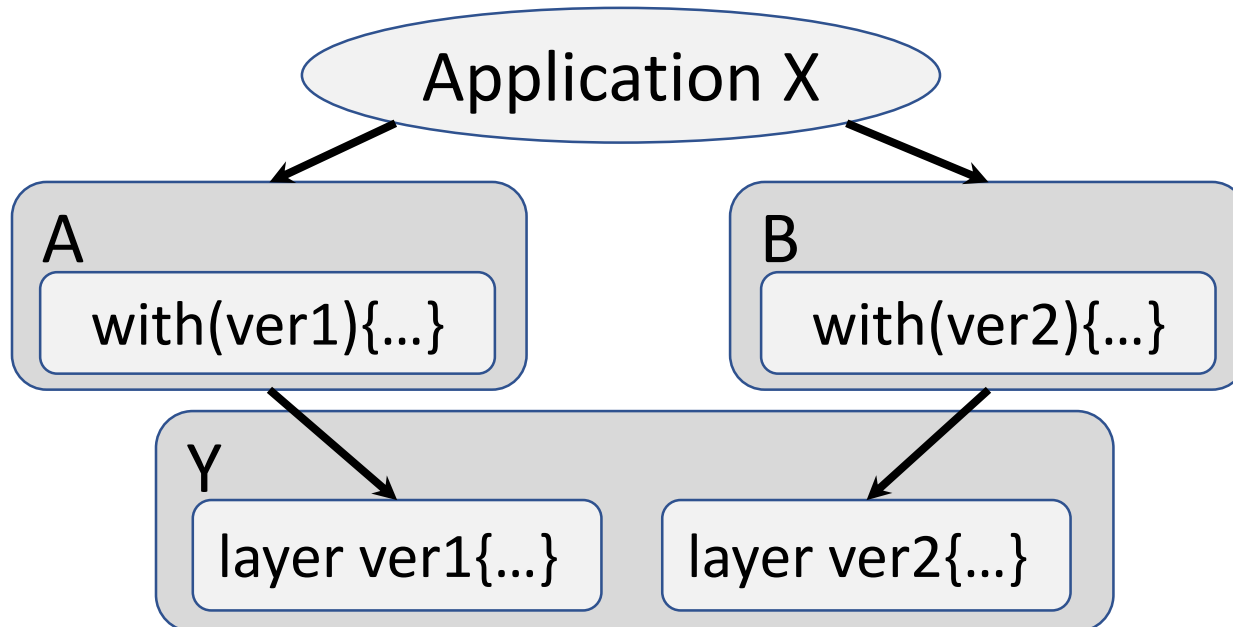


[1] Inoue H., Igarashi A: A Sound Type System for Layer Subtyping and Dynamically Activated First-Class Layers. In: APLAS 2015

# Application

—Dependency hell—

- Each version of the library is represented *Layers*
- Allows selecting ver1 from A and ver2 from B using *with*



# Basic idea

- Multiple versions of value and function definitions
- Put versions on values and propagate them
- Contexts are selected by extracting a specific version from the program
- ✘ Assume the following for simplification
  - No I/O, no state.
  - The versions of library don't change from typechecking-time and at runtime.
  - Functions are values.

# Issues

- Without classes and objects,
  - How do you represent version-dependent programs?
  - How do you interpret version-independent programs?

# Issues

- Without classes and objects,
  - How do you represent **version-dependent programs**?

- Ex.)

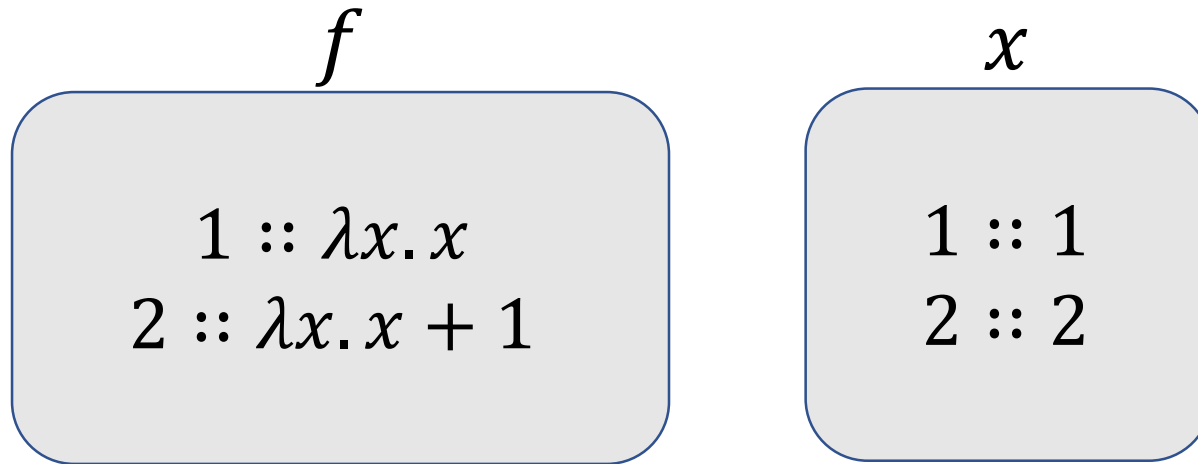
$$p = \begin{cases} \text{openssl}_{v0.9.8} \ :: \ f \\ \text{openssl}_{v1.0.2} \ :: \ g \\ \text{openssl}_{v1.1.0} \ :: \ h \end{cases} \quad x = \begin{cases} \text{openssl}_{v0.9.8} \ :: \ v_1 \\ \text{openssl}_{v1.0.2} \ :: \ v_2 \end{cases}$$

- How do you interpret **version-independent programs**?

- Ex.)

$$p \ x = ???$$

# Representation of version-dependent programs

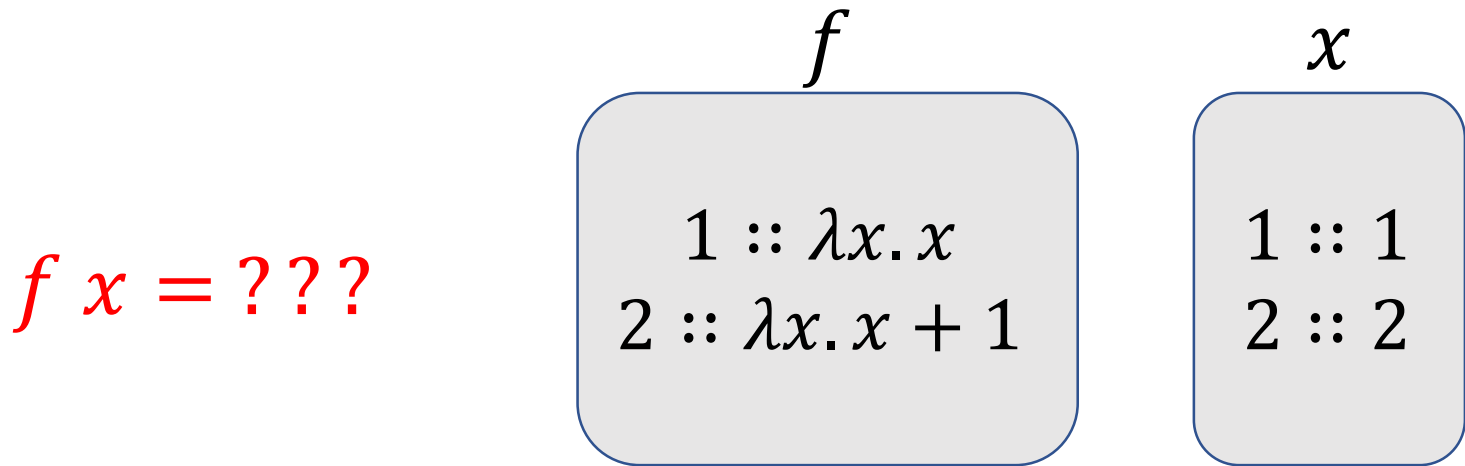


- Version abstraction are realized by packaging multiple versions of values into **versioned values**  $\{ \dots \}$ .

$$f = \{ 1 :: \lambda x. x, 2 :: \lambda x. x + 1 \}$$
$$x = \{ 1 :: 1, 2 :: 2 \}$$



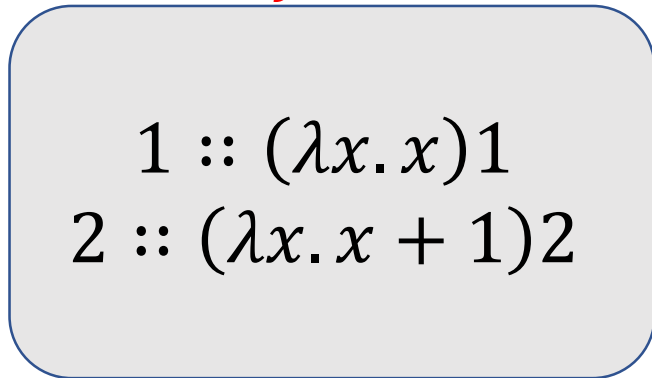
# Interpretation of version-independent applications



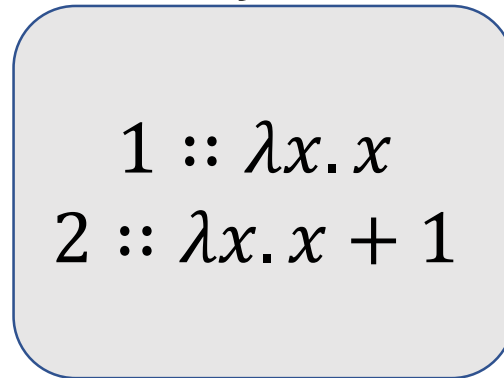
- So, how should version-independent program:  $f\ x$  be interpreted?
- We want to compute  $f\ x$  in the current version, but how to get the version?

# Interpretation of version-independent applications

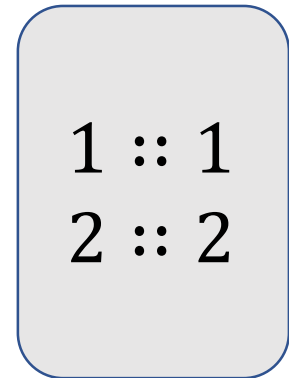
$f\ x$



$f$



$x$

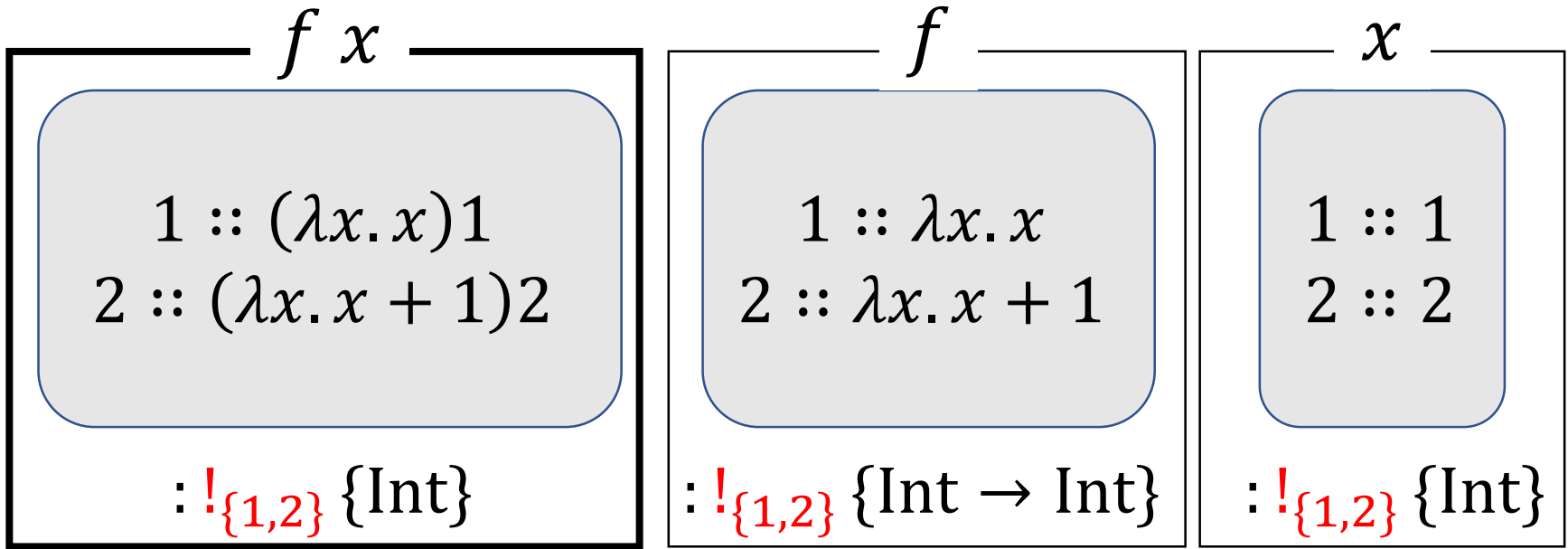


- We define  $f\ x$  as calculating values in all shared versions.

$$f\ x = \{1 :: (\lambda x. x)1, 2 :: (\lambda x. x + 1)2\}$$

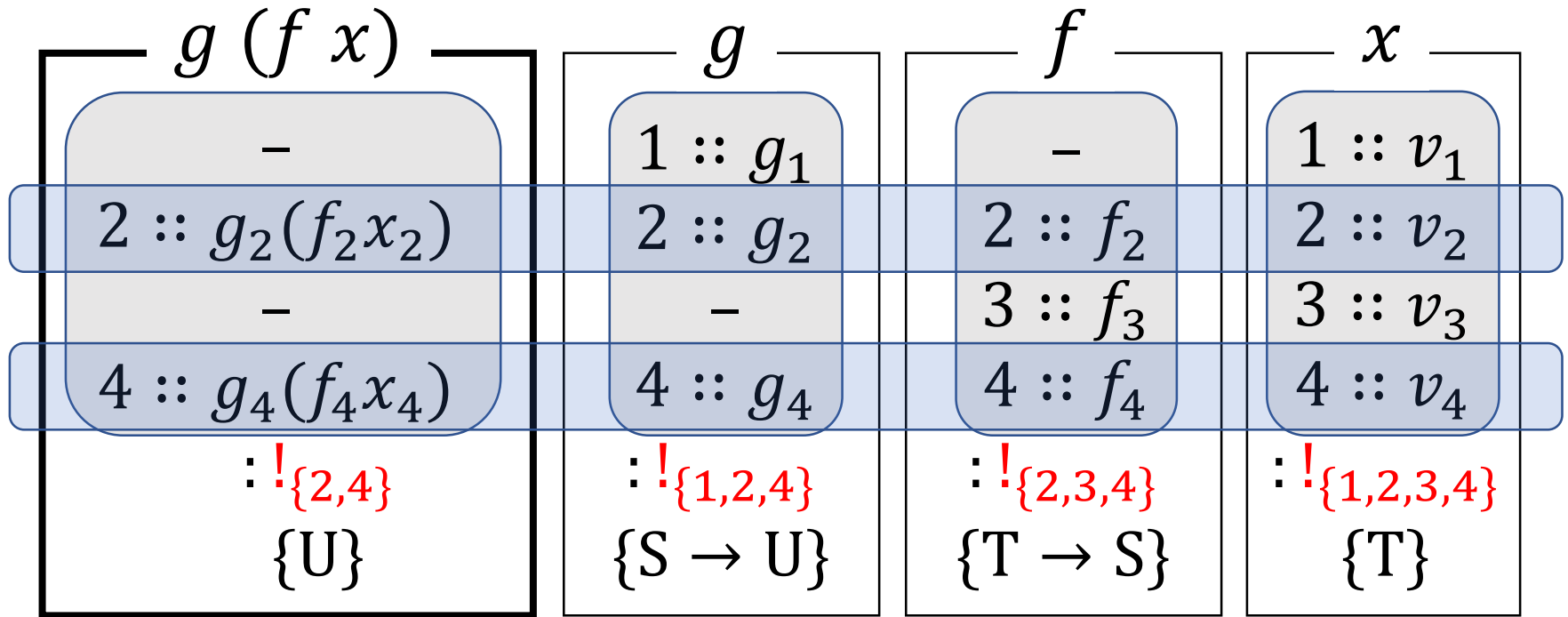
- $f\ x$  is defined in versions 1 and 2 where definitions exist in both  $f$  and  $x$ .

# Types of versioned values



- The types of versioned values are defined using a **!** annotation.

# Flow of versions

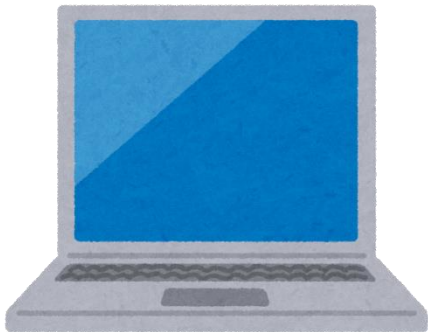


- Functional application is computed in all shared versions.

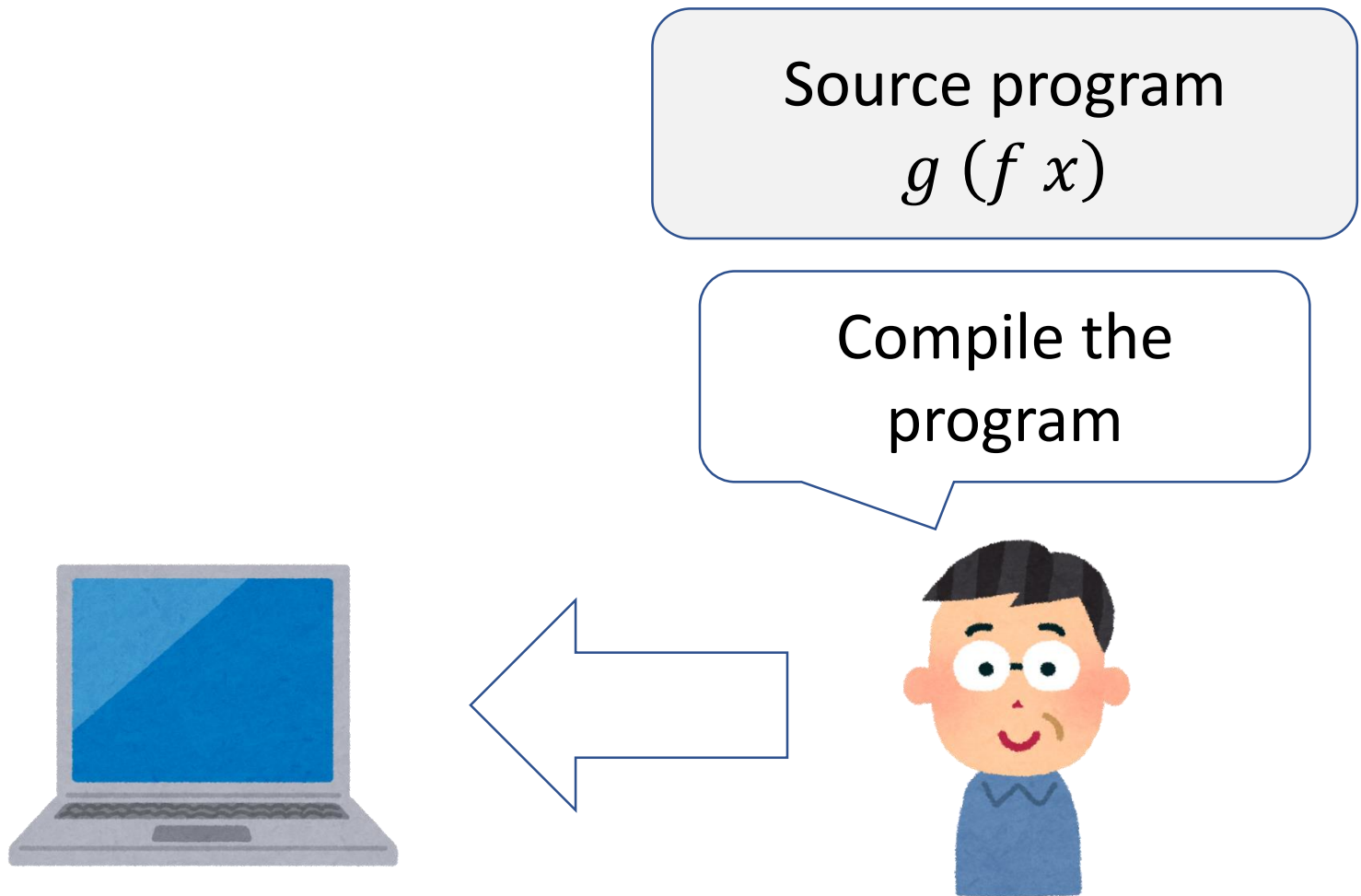
$$\{2,4\} = \{1,2,4\} \cap \{2,3,4\} \cap \{1,2,3,4\}$$

# Evaluating versioned values

Source program  
 $g(f\ x)$



# Evaluating versioned values



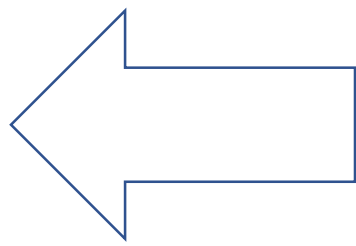
# Evaluating versioned values

$g(f\ x)$	$g$	$f$	$x$
-	1 :: $g_1$	-	1 :: $v_1$
2 :: $g_2(f_2x_2)$	2 :: $g_2$	2 :: $f_2$	2 :: $v_2$
-	-	3 :: $f_3$	3 :: $v_3$
4 :: $g_4(f_4x_4)$	4 :: $g_4$	4 :: $f_4$	4 :: $v_4$
$:\{2,4\}$ $\{U\}$	$:\{1,2,4\}$ $\{S \rightarrow U\}$	$:\{2,3,4\}$ $\{T \rightarrow S\}$	$:\{1,2,3,4\}$ $\{T\}$

Source program  
 $g(f\ x)$

Compile the program

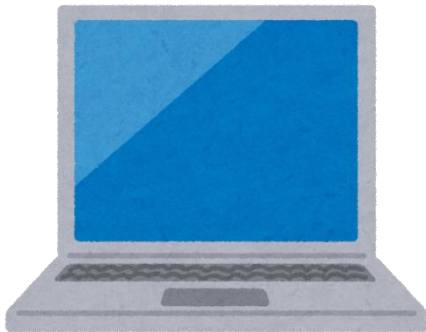
Type checking...



# Evaluating versioned values

Compiled program  
 $g (f x): !_{\{2,4\}} \{U\}$

Compilation  
completed

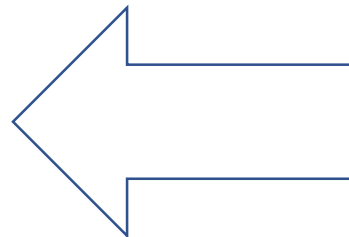
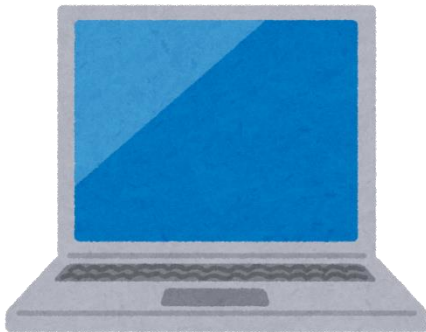




# Evaluating versioned values

Compiled program  
 $g(f\ x): !_{\{2,4\}} \{U\}$

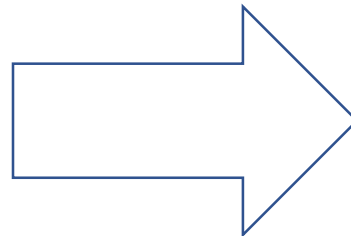
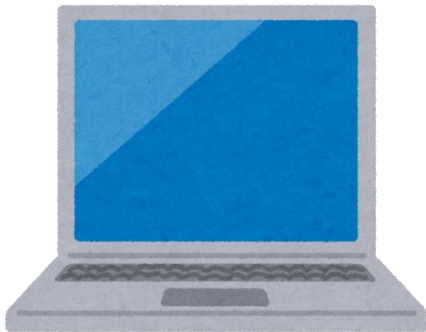
Run the program



# Evaluating versioned values

Compiled program  
 $g(f\ x): !\{2,4\} \{U\}$

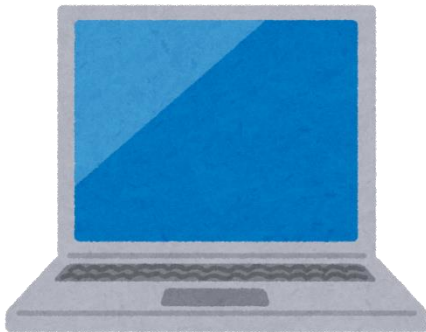
Which version do  
you want to run?



# Evaluating versioned values

Compiled program  
 $g (f x): !_{\{2,4\}} \{U\}$

Which version do  
you want to run?



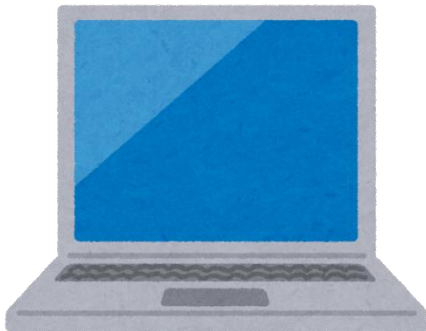
Version 2



# Evaluating versioned values

Compiled program  
 $g(f x): !_{\{2,4\}} \{U\}$

Evaluate  $g(f x)$   
at version 2



Version 2



# Conclusion

- We propose the use of COP as a solution to dependency hell.
  - We allow libraries to have multiple versions of definitions and users to select one specific version.
  - We have developed a core calculus  $\lambda_{VL}$  and proven its soundness.

# Difference from package managers

- For example, maven, sbt, OPAM, ...
- Package managers aims to distinguish the package set with dependency
- Package managers don't provide a mechanism to abstract versions

# Relationship to COP

- Similarities:
  - Multiple-versioned programs  
     $\cong$  using a COP layer as a version
  - Extracting specific versions  
     $\cong$  COP layer activation