## Interoperability in Programming Languages

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# What is Interop?

- Interoperability or Interop
- The ability for a system to use parts from another system
- In programming languages: The ability of a language to call on code from another language



Bluedrakon http://tr.im/pWUi

# Why is Interop Important?

#### Developer time and effort

- Existing and working code is easier to use as-is.
- Third-party systems: source code is unavailable
- Legacy systems: extensive or little-understood code base.

#### Language Purpose:

- Low-level memory access(C)
- Parallel or distributed systems (Erlang, Clojure)
- Statistics (R)

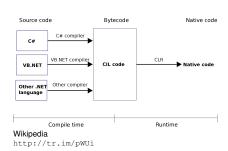
- 1 Tools used in achieving interoperability
- 2 What makes Interop difficult?
- 3 Concepts in overcoming difficulties
- 4 Conclusions

- 1 Tools used in achieving interoperability
  - Virtual Machines
  - Markup Languages
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└ Virtual Machines

## Virtual Machines

- Virtual Machines (VMs) are a runtime environment for a program
- High-level languages compile to an intermediate language
- Intermediate language: Java bytecode or Common Intermediate Language



## High-level vs Bytecode

```
public class Fib{
                                                   public class Fib {
                                                     public Fib();
public int fibonacci(int n) {
                                                       Code:
    if(n == 0){
                                                          0: aload 0
                                                          1: invokespecial #1
        return 0;
    else if(n == 1){
                                                          4: return
      return 1:
                                                     public int fibonacci(int):
    }else{
      return fibonacci(n - 1) + fibonacci(n - 2);
                                                       Code:
                                                          0: iload 1
                                                          1: ifne
                                                          4: iconst 0
                                                          5: ireturn
                                                          6: iload 1
                                                          7: iconst 1
                                                          8: if icmpne
                                                         11: iconst 1
                                                         12: ireturn
                                                         13: aload 0
                                                         14: iload 1
                                                         15: iconst 1
                                                         16: isub
                                                         17: invokevirtual #2
                                                         20: aload 0
                                                         21: iload 1
```

# Markup Languages

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## Some common difficulties in interop

- 1 Tools used in achieving interoperability
- 2 What makes Interop difficult?
- 3 Concepts in overcoming difficulties
  - Metadata
  - Standards
- 4 Conclusions

## Metadata and type conversion

#### Metadata: Data about data

```
(def mylist [1, 2, 3, 4])
(with-meta mylist {:length 4, :type Integer})
```

#### In Clojure:

- lists are untyped; can contain entries of different types.
- metadata, added as above, is all user-controlled.

# Why Metadata?

- Decontextualized data can carry context with it
- Data transfer between languages with different type strictness.

# The importance of Standards

- 4 Conclusions

## Conclusions

## The End!

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# Questions?

### References

See the GECCO '09 paper for additional references.