



Toward a
Modular
Approach for
TSs and LSP
generation

Federico
Bruzzone

Toward a Modular Approach for Type Systems and LSP generation

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Problem Statement

Programming Language Implementation

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The implementation of a programming language is a complex task that involves several implementation aspects, such as:

- Syntax and semantics definition
- Error handling and recovery
- Type system definition
- IDE support
- Code generation
- Documentation

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SPLs

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LWs

LSP

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In a Nutshell

Contribution

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It is usually done in a **monolithic** way, where all the aspects are tightly coupled.

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- Error handling and recovery
- Type system definition
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- Code generation
- Documentation

It is usually done in a **monolithic** way, where all the aspects are tightly coupled.

This makes the **maintainability**, **extensibility** and **reusability** of the implementation difficult.



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Type Systems and IDEs Support

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Often some parts of compilation, such as code generation, makes use of **feature-oriented programming** to support different architectures.





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Often some parts of compilation, such as code generation, makes use of **feature-oriented programming** to support different architectures.

However, the type system and the IDE support are usually implemented using a **top-down** approach.





Software Product Lines

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Since 1990s, researchers have been working on the concept of **Software Product Lines** (SPLs) to move towards a more **modular** world.





Software Product Lines

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Since 1990s, researchers have been working on the concept of **Software Product Lines** (SPLs) to move towards a more **modular** world.

- SPLs defines a **family** of software products.
- SPLs is described by a **Feature Model**.
- A Feature Model describes the **variability** of the software.
- SPL **variants** are generated by selecting a set of features.
- A **feature** (or **artifact**) is a first-class entity in SPLs.

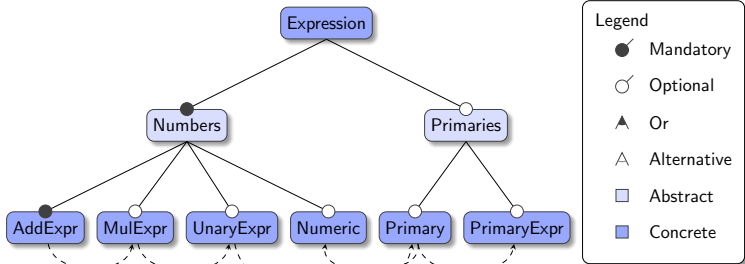




Software Product Lines

Language Product Lines

Applying the concept of SPLs to programming languages, we obtain the concept of **Language Product Lines (LPLs)**.



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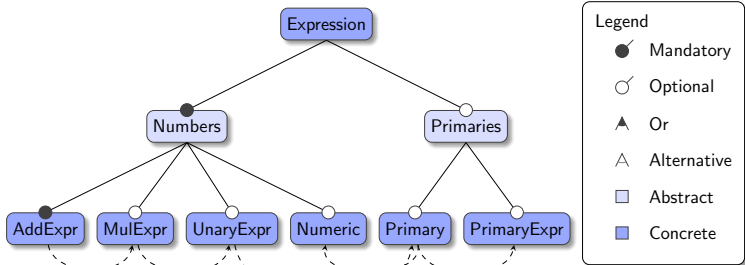




Software Product Lines

Language Product Lines

Applying the concept of SPLs to programming languages, we obtain the concept of **Language Product Lines (LPLs)**.



Some achievements:

- **Bottom-up** approach to language implementation
- **Reusability** of language artifacts
- Multiple **variants** of the same language
- **Language Workbenches** come to the rescue





Software Product Lines

Language WorkBenches and Neverlang

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Language WorkBenches (LWs) are tools that allow the development of programming languages, both GPLs and DSLs. Some LWs allow the development of LPLs.

Language Workbench	Modularization Supp.	Precompiled Feature Supp.	Native IDE gen.	LSP Gen.	LSP Mod.
JustAdd	●	○	○	○	○
Melange	⊗	○	2nd party (EMF)	☆	☆
MontiCore	●	●	●	○	○
MPS	⊗	○	●	☆	☆
Rascal	○	○	●	○	○
Spoofox	⊗	●	●	☆	☆
Xtext	○	●	●	●	○
Neverlang	⊗	●	○	☆	☆

● Full support

○ No support

● Limited support

⊗ Fine-grained mod.

⊗ Coarse-grained mod.

☆ My contribution

☆ Future Work





Software Product Lines

Language WorkBenches and Neverlang

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MontiCore	●	●	●	○	○
MPS	○	○	●	☆	☆
Rascal	○	○	●	○	○
Spoofax	○	●	●	☆	☆
Xtext	○	●	●	●	○
Neverlang	○	●	○	☆	☆

● Full support

○ No support

● Limited support

○ Fine-grained mod.

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☆ My contribution

☆ Future Work

Neverlang is a language workbench, developed by the **ADAPT lab**, that supports the development of LPLs.



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Language Server Protocol

The Reduction of Combinations

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In 2016, Microsoft in collaboration with Red Hat introduced the Language Server Protocol (LSP).

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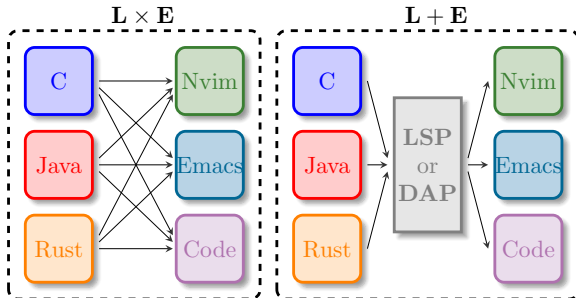




Language Server Protocol

The Reduction of Combinations

In 2016, **Microsoft** in collaboration with **Red Hat** introduced the **Language Server Protocol (LSP)**.

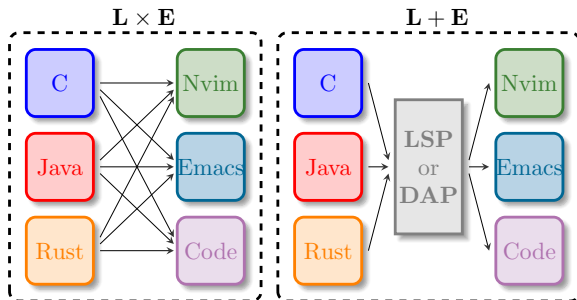




Language Server Protocol

The Reduction of Combinations

In 2016, Microsoft in collaboration with Red Hat introduced the Language Server Protocol (LSP).



Spoiler: We have reduced the number of combinations from $L \times E$ to $N \times 1$ where $N \ll L$.



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The **Language Server Protocol** (LSP) is a protocol that allows the communication between a **Language Server** and an **IDE**.

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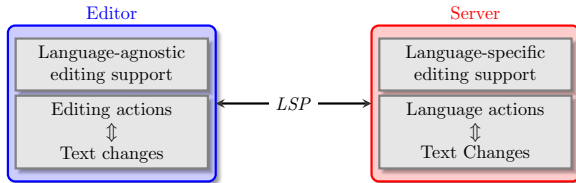




Language Server Protocol

LSP In a Nutshell

The **Language Server Protocol (LSP)** is a protocol that allows the communication between a **Language Server** and an **IDE**.



Intrinsic properties:

- Language-agnostic
- IDE-agnostic
- Asynchronous
- Text-Based

Features:

- Diagnostics
- Hover
- Go to definition
- Find references
- Inlay hints





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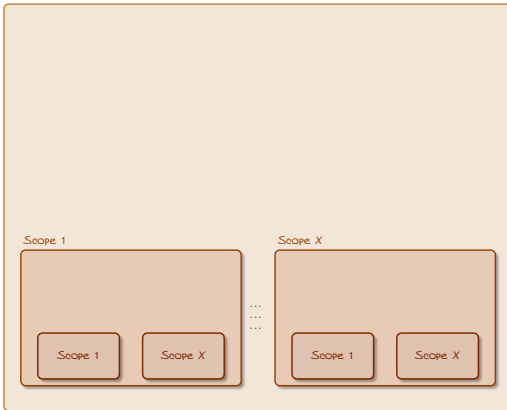
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Typing Environment (TE)



Scope 1

Typing Environment

Scope 1

Scope X

Scope X

Typing Environment

Scope 1

Scope X

...
...
...





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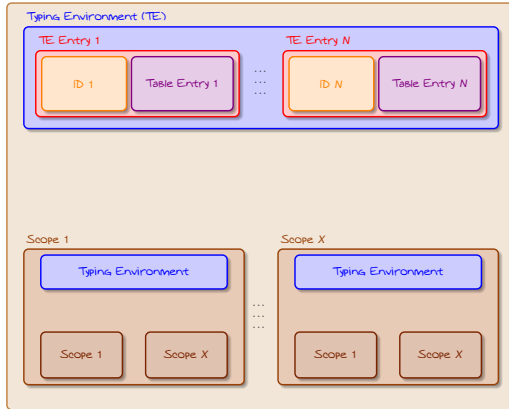
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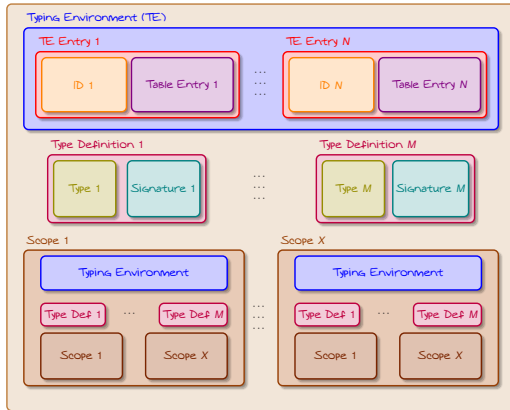
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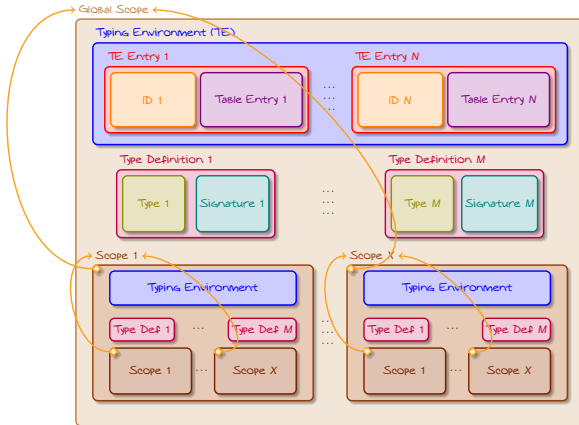
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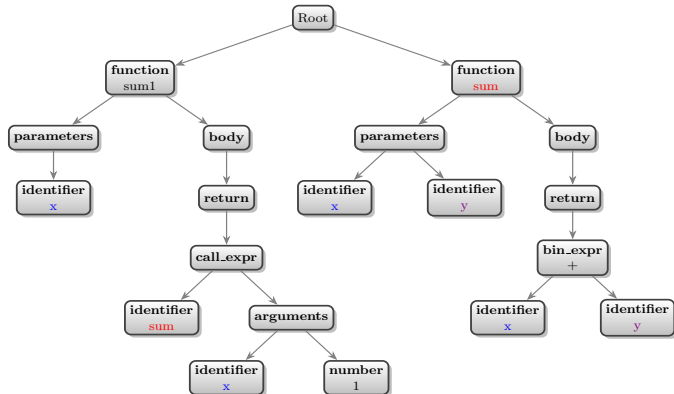
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```
1 function sum1(x) {  
2   return sum(x, 1);  
3 }  
5 function sum(x, y) {  
6   return x + y;  
7 }
```





Contribution

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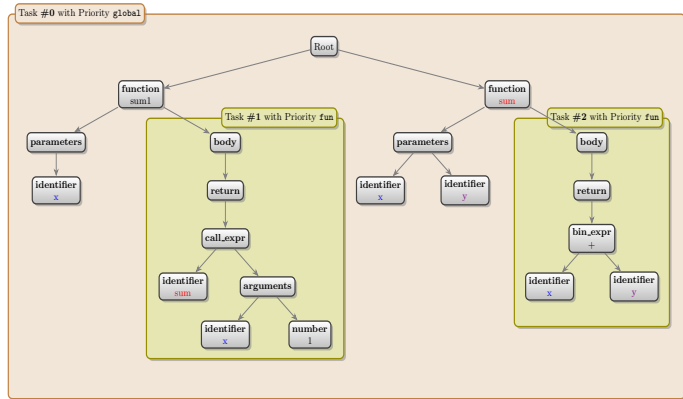
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- Compilation Unit
- Compilation Unit Task
- Compilation Helper





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Thanks for your attention!

