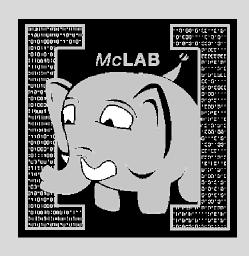
# McLab Tutorial www.sable.mcgill.ca/mclab



#### Part 3 – McLab Frontend

- Frontend organization
- Introduction to Beaver
- Introduction to JastAdd

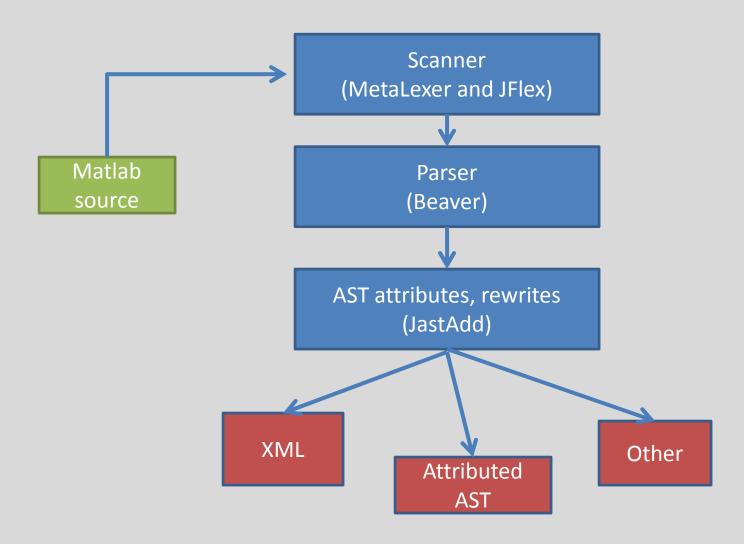
#### McLab Frontend

- Tools to parse MATLAB-type languages
  - Quickly experiment with language extensions
  - Tested on a lot of real-world Matlab code
- Parser generates ASTs
- Some tools for computing attributes of ASTs
- A number of static analyses and utilities
  - Example: Printing XML representation of AST

#### Tools used

- Written in Java (JDK 6)
- MetaLexer and JFlex for scanner
- Beaver parser generator
- JastAdd "compiler-generator" for computations of AST attributes
- Ant based builds
- We typically use Eclipse for development
  - − Or Vim <sup>©</sup>

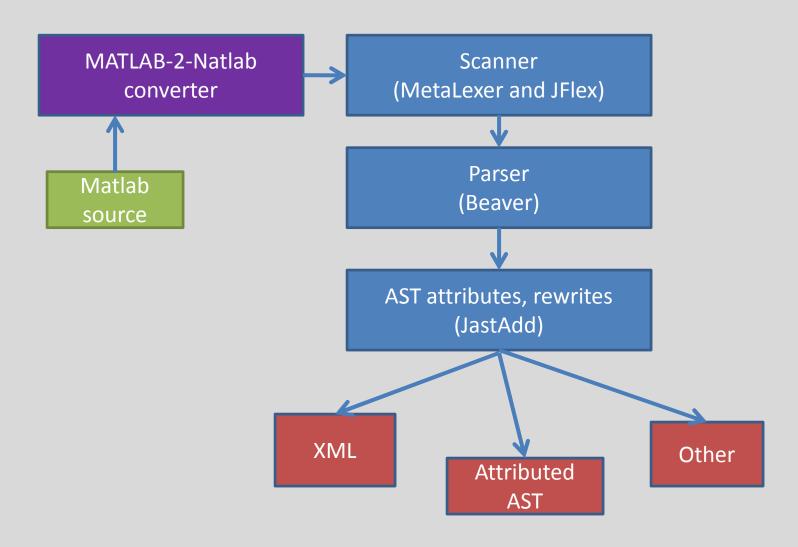
# Frontend organization



#### Natlab

- Natlab is a clean subset of MATLAB
  - Not a trivial subset though
  - Covers a lot of "sane" MATLAB code
- MATLAB to Natlab translation tool available
  - Written using ANTLR
  - Outside the scope of this tutorial
- Forms the basis of much of our semantics and static analysis research

#### Frontend with MATLAB-to-Natlab



# How is Natlab organized?

- Scanner specifications
  - src/metalexer/shared\_keywords.mlc
- Grammar files
  - src/parser/natlab.parser
- AST computations based on JastAdd
  - src/natlab.ast
  - src/\*jadd, src/\*jrag
- Other Java files
  - src/\*java

#### MetaLexer

- A system for writing extensible scanner specifications
- Scanner specifications can be modularized, reused and extended
- Generates JFlex code
  - Which then generates Java code for the lexer/scanner
- Syntax is similar to most other lexers
- Reference: "MetaLexer: A Modular Lexical Specification Language. Andrew Casey, Laurie Hendren" by Casey, Hendren at AOSD 2011.

# If you already know Beaver and JastAdd...

Then take a break.

Play Angry Birds.

Or Fruit Ninja.

#### Beaver

- Beaver is a LALR parser generator
- Familiar syntax (EBNF based)
- Allows embedding of Java code for semantic actions
- Usage in Natlab: Simply generate appropriate
   AST node as semantic action

```
Stmt stmt =

expr.e {: return new ExprStmt(e); :}

BREAK {: return new BreakStmt(); :}

FOR for_assign.a stmt_seq.s END

{: return new ForStmt(a,s); :}
```

Node name in grammar

```
expr.e {: return new ExprStmt(e); :}

BREAK {: return new BreakStmt(); :}

FOR for_assign.a stmt_seq.s END

{: return new ForStmt(a,s); :}
```

#### JastAdd: Motivation

- You have an AST
- Each AST node type represented by a class
- Want to compute attributes of the AST
  - Example: String representation of a node
- Attributes might be either:
  - Inherited from parents
  - Synthesized from children

#### JastAdd

- JastAdd is a system for specifying:
  - Each attribute computation specified as an aspect
  - Attributes can be inherited or synthesized
  - Can also rewrite trees
  - Declarative philosophy
  - Java-like syntax with added keywords
- Generates Java code
- Based upon "Reference attribute grammars"

# How does everything fit?

- JastAdd requires two types of files:
  - ast file which specifies an AST grammar
  - .jrag/.jadd files which specify attribute computations
- For each node type specified in AST grammar:
  - JastAdd generates a class derived from ASTNode
- For each aspect:
  - JastAdd adds a method to the relevant node classes

# JastAdd AST File example

abstract BinaryExpr: Expr ::=

LHS:Expr RHS:Expr

PlusExpr: BinaryExpr;

MinusExpr: BinaryExpr;

MTimesExpr: BinaryExpr;

# JastAdd XML generation aspect

```
aspect AST2XML{
eq BinaryExpr.getXML(Document d, Element e){
     Element v = d.getElement(nameOfExpr);
     getRHS().getXML(d,v);
     getLHS().getXML(d,v);
     e.add(v);
     return true;
```

# **Aspect** declaration aspect AST2XML{ eq BinaryExpr.getXML(Document d, Element e){ Element v = d.getElement(nameOfExpr); getRHS().getXML(d,v); getLHS().getXML(d,v); e.add(v); return true;

#### aspect AST2XML{

"Equation" for an attribute

```
Element v = d.getElement(nameOfExpr);
    getRHS().getXML(d,v);
    getLHS().getXML(d,v);
    e.add(v);
    return true;
}
```

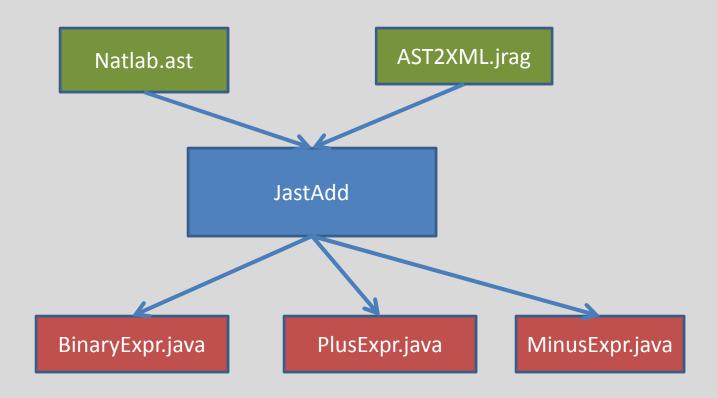
```
aspect AST2XML{
    Add to this AST class
eq BinaryExpr.getXML(Document d, Element e){
      Element v = d.getElement(nameOfExpr);
     getRHS().getXML(d,v);
      getLHS().getXML(d,v);
      e.add(v);
      return true;
```

```
aspect AST2XML{
             Method name to be
                 added
eq BinaryExpr.getXML(Document d, Element e){
     Element v = d.getElement(nameOfExpr);
     getRHS().getXML(d,v);
     getLHS().getXML(d,v);
     e.add(v);
     return true;
```

```
aspect AST2XML{
                         Attributes can be parameterized
eq BinaryExpr.getXML(Document d, Element e){
      Element v = d.getElement(nameOfExpr);
      getRHS().getXML(d,v);
      getLHS().getXML(d,v);
      e.add(v);
      return true;
```

```
aspect AST2XML{
eq Binar
                        ocument d, Element e){
         Compute for children
                        Element(nameOfExpr);
      getRHS().getXML(d,v);
      getLHS().getXML(d,v);
      e.add(v);
      return true;
```

# JastAdd weaving



# Overall picture recap

- Scanner converts text into a stream of tokens
- Tokens consumed by Beaver-generated parser
- Parser constructs an AST
- AST classes were generated by JastAdd
- AST classes already contain code for computing attributes as methods
- Code for computing attributes was weaved into classes by JastAdd from aspect files

## Adding a node

- Let's assume you want to experiment with a new language construct:
- Example: parallel-for loop construct
  - parfor i=1:10 a(i) = f(i) end;
- How do you extend Natlab to handle this?
- You can either:
  - Choose to add to Natlab source itself
  - (Preferred) Setup a project that inherits code from Natlab source directory

#### Steps

- Write the following in your project:
  - Lexer rule for "parfor"
  - Beaver grammar rule for parfor statement type
  - AST grammar rule for PforStmt
  - attributes for PforStmt according to your requirement
  - eg. getXML() for PforStmt in a JastAdd aspect
  - Buildfile that correctly passes the Natlab source files and your own source files to tools
  - Custom main method and jar entrypoints