

Babylonian in IntelliJ

Live Programming (Sommersemester 2021) - Paul Methfessel, 22.07.2021

Interactive Code Inlays - Babylonian/S

Babylonian Browser: BPSearchCollection

PEG-Exprs
PEG-Exprs-Tests
PEG-GeneratedParsers
PEG-Tests
IconsBase
ContextS2-Core
ContextS2-Core-Tools
Babylonian-Compiler
Babylonian-Core
Babylonian-Core-Annotations
Babylonian-Core-Tracing
Babylonian-UI
Babylonian-Tests
Babylonian-Tests-Fixtures
Babylonian-Demo-Morphs
Babylonian-Demo-TreeScene

BPEuropeanFlag
BPEuropeanFlagStar
BPSearchCollection
BPTestExamplesClass
BPTestManuallyInstrumentedC

-- all --
searching

binarySearch:

instance class ?

browse senders implementors versions inheritance hierarchy vars source

binarySearch: anElement

large example basic not found

add example | add script example

| index low high |
low := 1.
high := self size.

[high < low] whileFalseDo: [
index := high + low // 2.

Q II ≡ large example
:result | result between: 4000 and: 5000 = large example

(anElement < (self at: index))

Q II ≡ basic 8, 12, 14, 15
Q II ≡ large 5000, 2500, 3750, 4375, 4687, 4531, 4609, 4570, 4550, 4540, 4535, 4533, 45:
Q II ≡ not found 5, 8, 9, 10
set expression set label

ifTrue: [high := index - 1]
ifFalse: [
anElement > (self at: index)
ifTrue: [low := index + 1]
ifFalse: [^ index]].

Two-Pane Layout - Shiranui

```

1 #+ fib(1) -> 1;
2 #- fib(3) -> 3;
3 #- fib(4) -> 5 || 4;
4
5 // NOTE: 1 1 2 3 5
6 let fib = \fib(n){
7   #* n -> 4,3,2,1;
8   if n = 0 or n = 1{
9     1;
10  }else{
11    fib(n-1) + 1; //BUG!
12  }
13 };

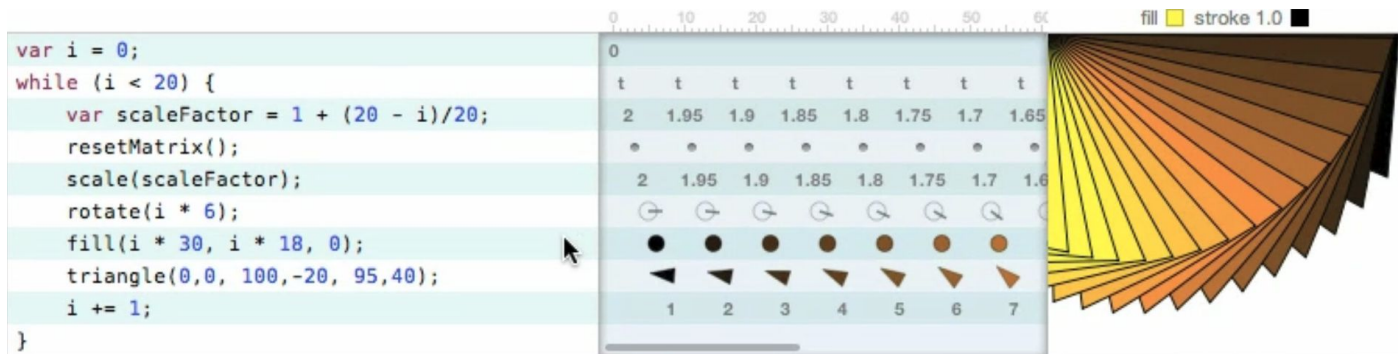
```

```

n at [121,122] = 4
n at [130,131] = 4
fib at [167,170] = <|a=$(fib->a)fib|>
n at [171,172] = 4
fib(n-1) at [167,176] = 3

```

Live-Specimen - Learnable Programming



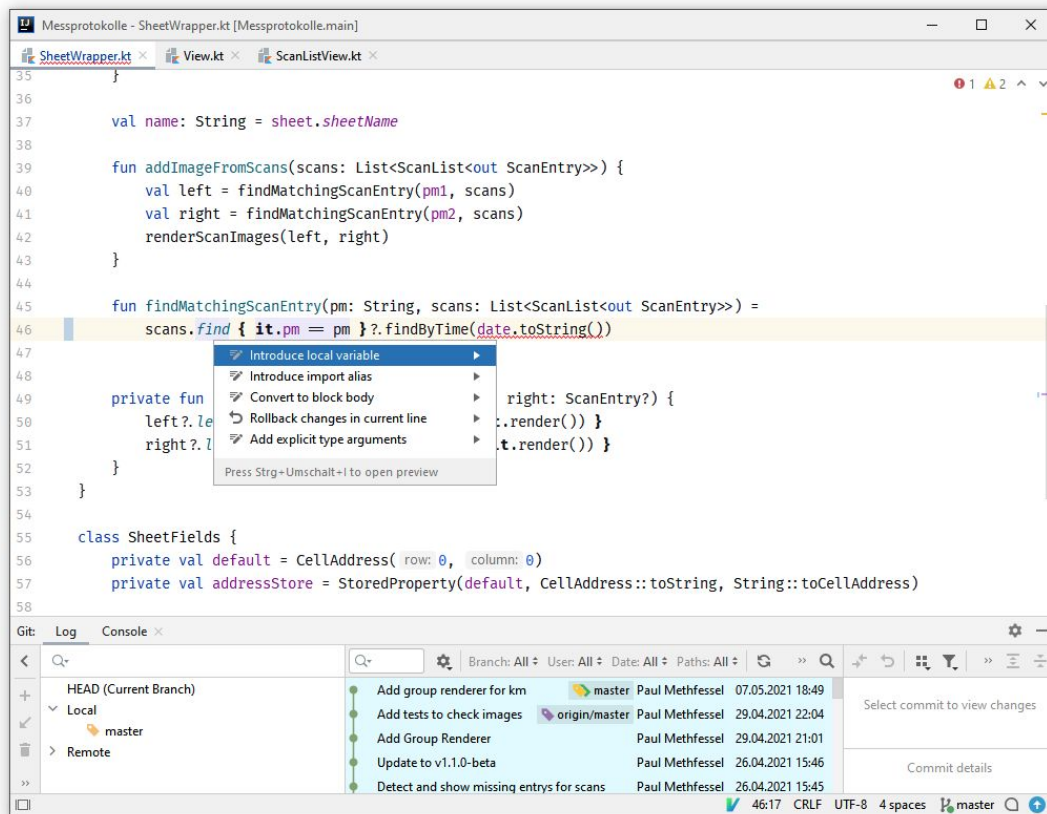
Question:

How can we integrate ELP into traditional IDEs?

Limitation:

Only small set of graphical concepts (because of discoverable interaction)

IntelliJ IDEA



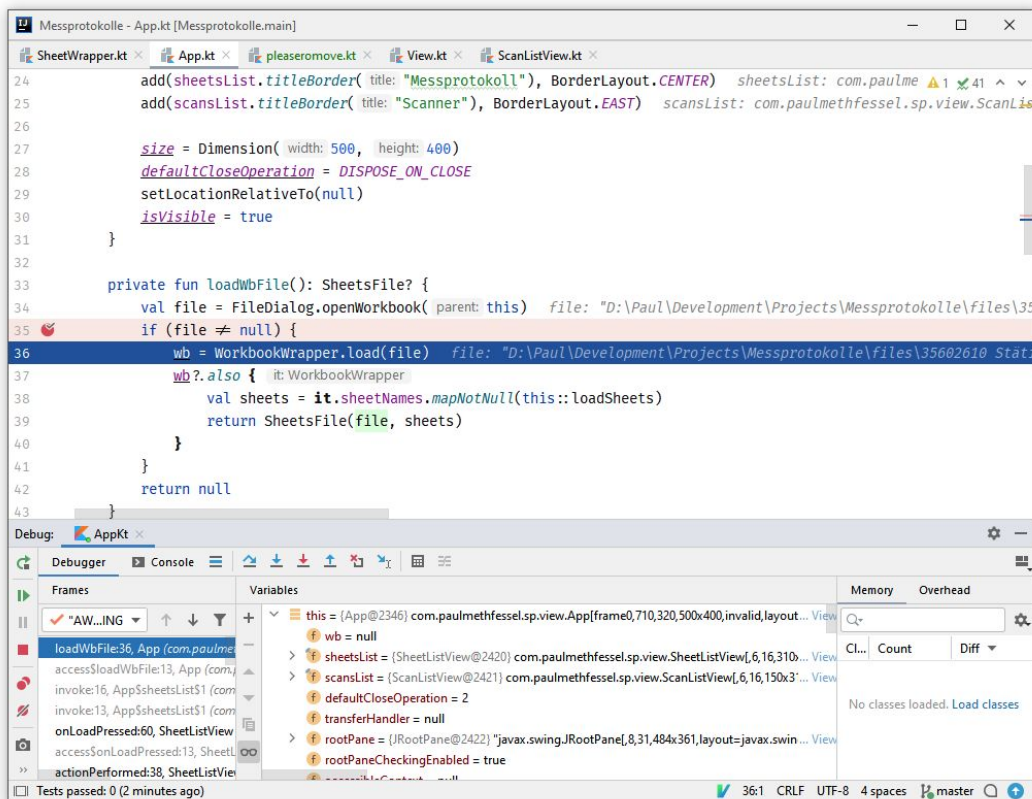
JS fibonacci.js ●

```

1  // <Example :name="twenty" n="20" /> 🐇 6765
2  // <Example :name="ten" n="10" /> 🚀 55
3  function fibonacci(n) {
4      let x = 0;
5      let y = 1;
6      for (let index = 0; index < n; index++) {
7          // <Probe /> 🚀 0→1→1→2→3→5→8→13→21→34 🐇 0→1→1→2→3→5→8→13→21→34→55→
8          const z = y;
9          x = y;
10         y = z + y;
11     }
12     // <Assertion :example="ten" :expected="55" /> 🚀 true
13     return x;
14 }

```


IntelliJ IDEA



<demo>

Shown Features


Examples in Comments

Probes via Hover

Probes via Selection

Locked Probes

Active/Inactive Examples

```
// <Example :name="five" n="5" /> active="true"
// <Example :name="bla" n="3" /> active="true"
// <Example :name="foo" n="2" /> active="true"
function fibonacci(n) {
  if (n === 0) {
    
    } else {
      return fibonacci(n - 1) + fibonacci(n - 2);
    }
  }
}
```

bla: 3, 2, 1, 0, 1

foo: 2, 1, 0

five: 5, 4, 3, 2, 1, 0, 1, 2, 1, ...

⋮

"bla": 2, 2, 1, 1

"foo": 1, 1

Mapping

Babylonian/S

- Interactive Example Inlays
- Interactive Probe Inlays
- Create Probes through selection and menu

Intellij Plugin

- Examples in Code (Interactivity through menu)
- Probe Inlays (No Interactivity)
- Create Probes through selection
- No Live Specimen

Design Decisions

Examples are in Code, Probes not

- Examples are relevant for other programmers (synced via VCS)
- Non-Code Probes can be set (and removed) by the IDE
- Examples have human-readable information (helpful even without plugin)

```
// <Example :name="five" n="5" /> active="true"
// <Example :name="bla" n="3" /> active="true"
// <Example :name="foo" n="2" /> active="true"
function fibonacci(n) {
  if (n === 0) {
    bla: 3, 2, 1, 0, 1
    foo: 2, 1, 0
    five: 5, 4, 3, 2, 1, 0, 1, 2, 1, ...
  } else {
    return fibonacci(n - 1) + fibonacci(n - 2);
  }
}
```

"bla": 2, 2, 1, 1 "five": 4, 4, 3, 3, 2, 2, 1, 1...
 "foo": 1, 1

Design Decisions

Probes are refreshed on save

- (Because Babylonian/S does this)
- Refreshing on Keystroke is too slow and may execute on unfinished code
- Disadvantage: Probes show old/wrong values when not saved yet

Design Decisions

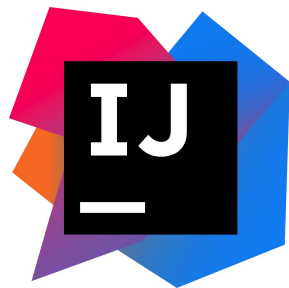
Probes can be seen with hover/selection

- Allows very fast insight
- Is less cluttered than showing all possible probe values
- Disadvantage: Will not show “surprising” values

```
if (n === 0) {  
  bla: 3, 2, 1, 0, 1  
  foo: 2, 1, 0  
  five: 5, 4, 3, 2, 1, 0, 1, 2, 1, ...  
}  
else {
```

```
hey + b; "bar": 13
```

Technology Overview

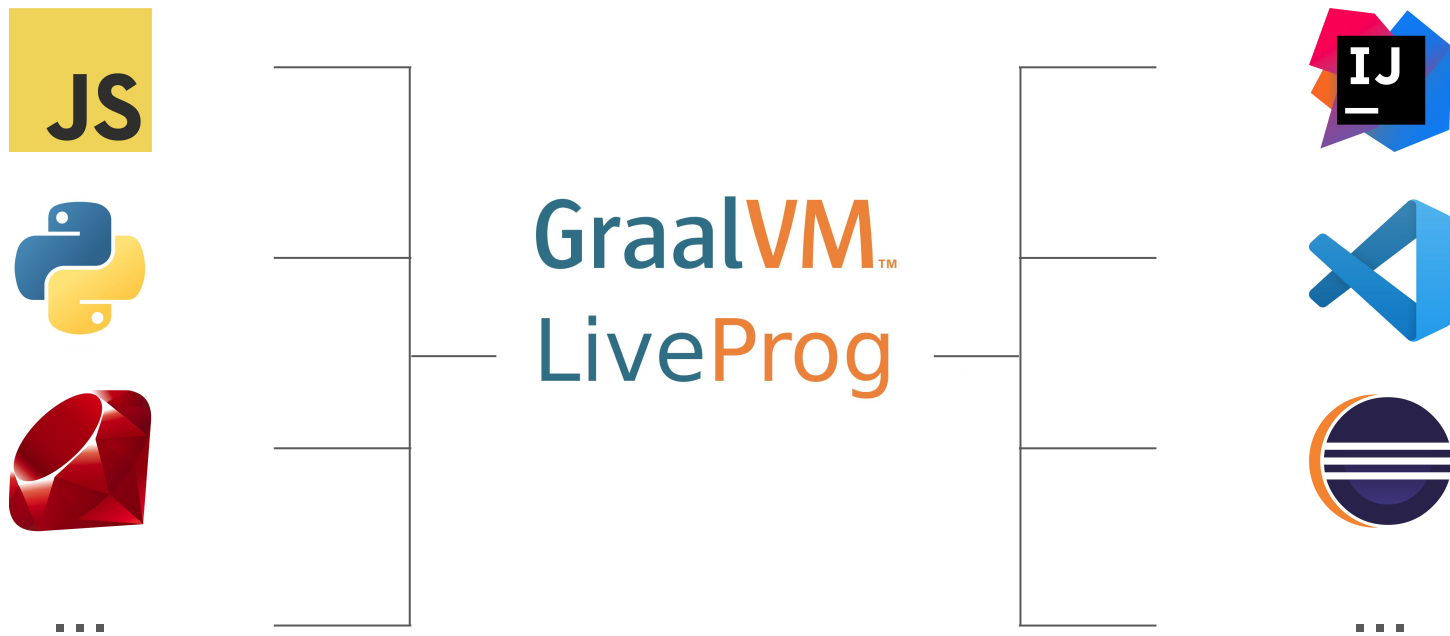


GraalVMTM
Language Server



LiveProg*

GraalVM Extension



GraalVM Extension

```
fun babylonian_analysis(  
    file: URL,  
    probePoints: List<FileRange>,  
    activeExamples: List<ActiveExample>  
): List<Probe>
```

```
class Probe(  
    val position: FileRange,  
    val examples: List<ProbeExample>  
)
```

```
class ProbeExample(  
    val name: String,  
    val observedValues: List<String>  
)
```

GraalVM Extension

Existing features

- Scanning file for examples/probes
- Analyzing Probe values

Newly added features

- Find Probe by text-range and not only line
- Activate/Deactivate Examples

IntelliJ Plugin

- **Annotator**
- Inlay Hint
- Line Marker
- Intention Action
- Documentation Provider

```
// <Example :name="bar" hey="6" b="7" />
```

IntelliJ Plugin

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- **Inlay Hint**
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```
hey + b; "bar": 13
```

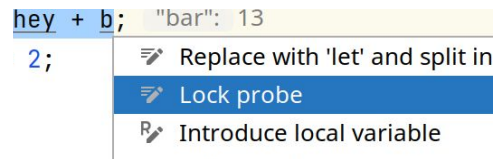
IntelliJ Plugin

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IntelliJ Plugin

- Annotator
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- **Intention Action**
- Documentation Provider



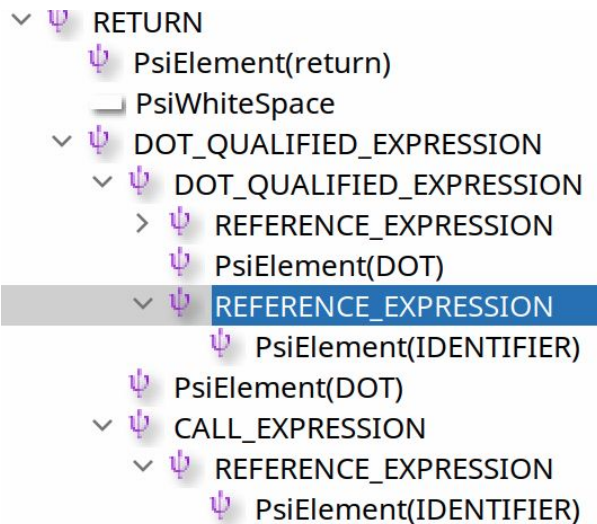
IntelliJ Plugin

- Annotator
- Inlay Hint
- Line Marker
- Intention Action
- **Documentation Provider**

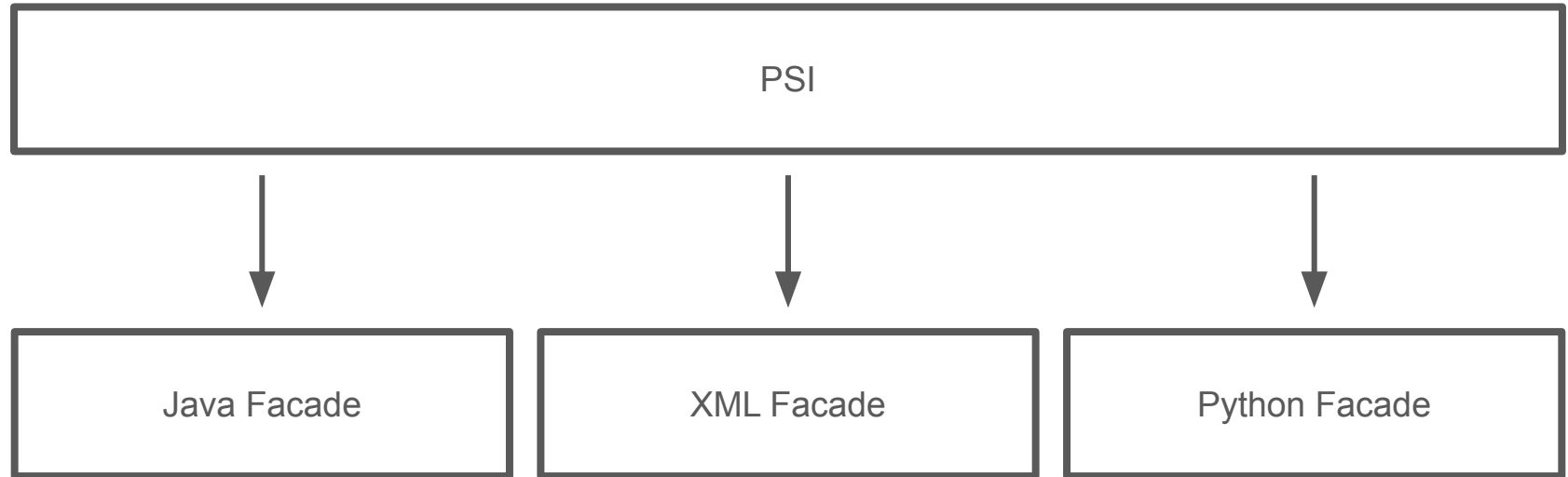
```
if (n == 0) {  
    bla: 3, 2, 1, 0, 1  
    foo: 2, 1, 0  
    five: 5, 4, 3, 2, 1, 0, 1, 2, 1, ...  
} else {
```


IntelliJ Plugin - PSI

```
fun getProbeStatesForFile(file: String): List<ProbeState> {  
    return temporaryState.lockedProbes.filter { it.file == file }  
}
```



IntelliJ Plugin



IntelliJ Plugin - Hover Probes

1. Connect to LSP when example activated
2. Find all possible probes (through PSI)
3. Send possible probes to graalvm
4. Store values
5. Send again on save
6. On hover: show values

```
if (n === 0) {  
  bla: 3, 2, 1, 0, 1  
  foo: 2, 1, 0  
  five: 5, 4, 3, 2, 1, 0, 1, 2, 1, ...  
}  
else {
```

IntelliJ Plugin - Hover Probes

1. **Connect to LSP when example activated**
2. Find all possible probes (through PSI)
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```
val onClick = GutterIconNavigationHandler<PsiElement> { _, forElement →  
    example.state.toggleActive()  
    lsp.analyzeForReload(forElement.containingFile)  
}
```

IntelliJ Plugin - Hover Probes

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6. On hover: show values

```
file.visit { element →  
    if (isPossibleProbe(element)) {  
        probes += element.filePos  
    }  
}
```

IntelliJ Plugin - Hover Probes

1. Connect to LSP when example activated
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```
val isReference = element.parent is JSReferenceExpression
val isVariable = element.parent is JSVariable
val isIdentifier = element.elementType?.toString() == "JS:IDENTIFIER"
return (isReference || isVariable) && isIdentifier
```

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```
val lspFile = analyze(file, probes)
```

IntelliJ Plugin - Hover Probes

1. Connect to LSP when example activated
2. Find all possible probes (through PSI)
3. Send possible probes to graalvm
- 4. Store values**
5. Send again on save
6. On hover: show values

```
updateLockedProbes(file, lspFile.probes)  
updateSelectionProbe(file, lspFile.probes)  
_lastProbes[lspFile.uri] = lspFile.probes
```


IntelliJ Plugin - Hover Probes

1. Connect to LSP when example activated
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- 5. Send again on save**
6. On hover: show values

```
class ChangeHandler: FileDocumentManagerListener {  
    override fun beforeDocumentSaving(document: Document) {  
        document.psiFile?.let { lsp.analyzeForReload(it) }  
    }  
}
```

IntelliJ Plugin - Hover Probes

1. Connect to LSP when example activated
2. Find all possible probes (through PSI)
3. Send possible probes to graalvm
4. Store values
5. Send again on save

6. On hover: show values

```
val probes = lsp.lastProbes[currentUri]
val probe = FileProbeParser.matchProbe(element, probes)

return ProbeDocumentationBuilder(probe).build()
```

Future Work

“Make Babylonian Programming available for everyone”

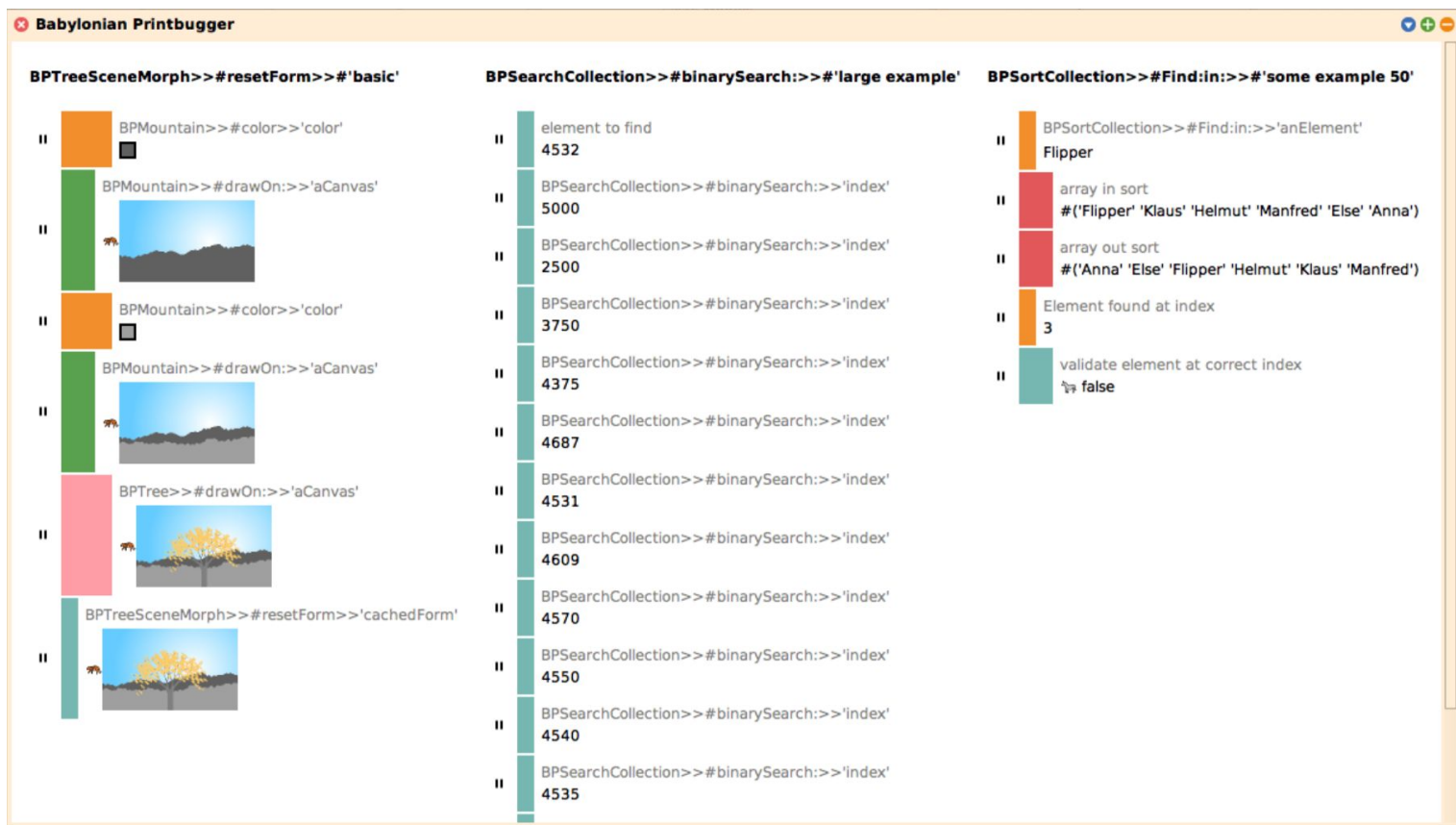
Limitations

- Runtime in GraalVM is not preserved → No Live Specimen
- Communication between GraalVM and IntelliJ requires serialization
- Different environment → Build Systems and Package Managers don't work
- Some GraalVM Features are experimental and unstable

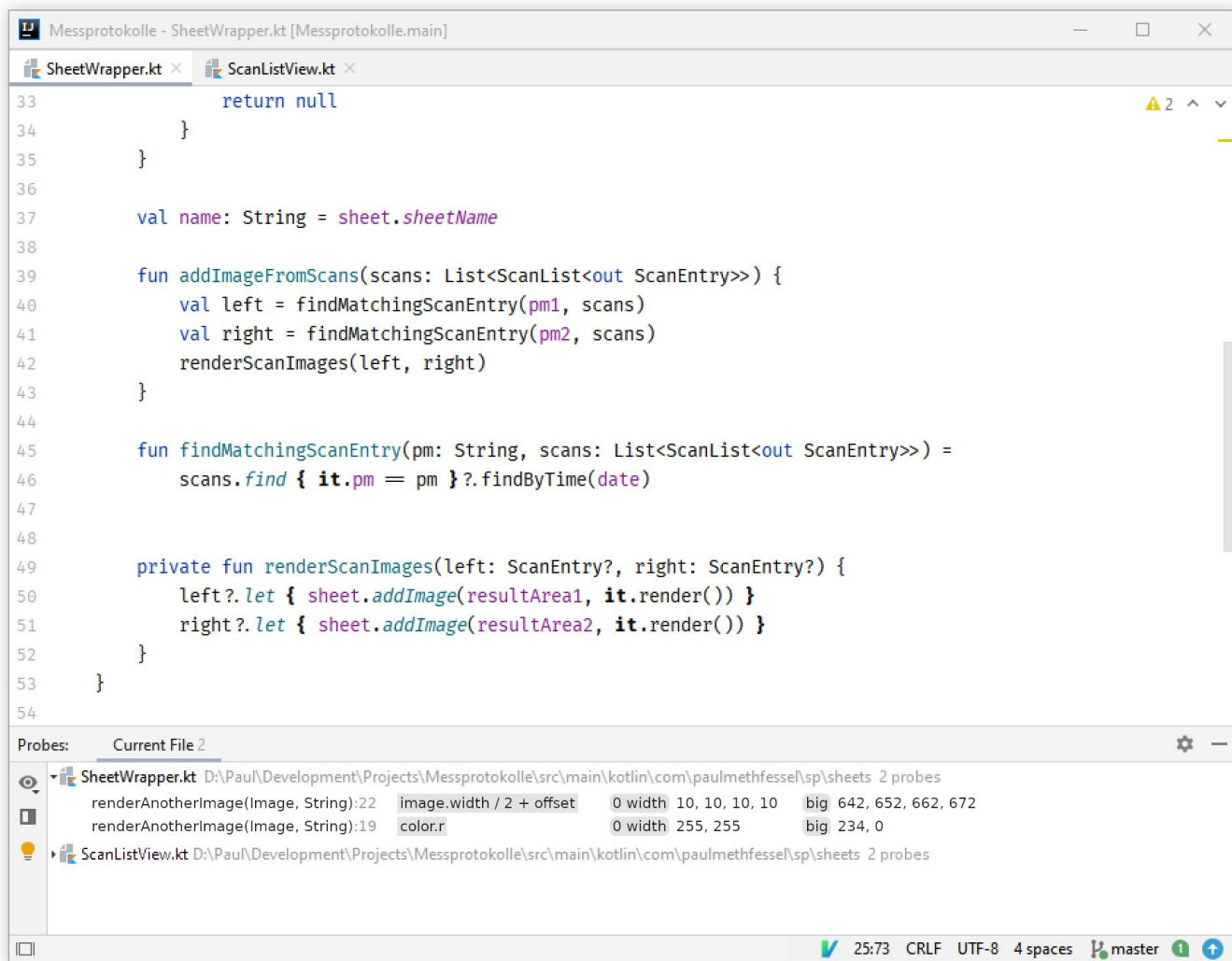
Supported Languages

- IntelliJ supports most languages out of the box, can be extended with plugins
- IntelliJ Plugin and Graal-Extension can be language agnostic
- GraalVM Language Server supports (out of box) Javascript, Ruby, Python

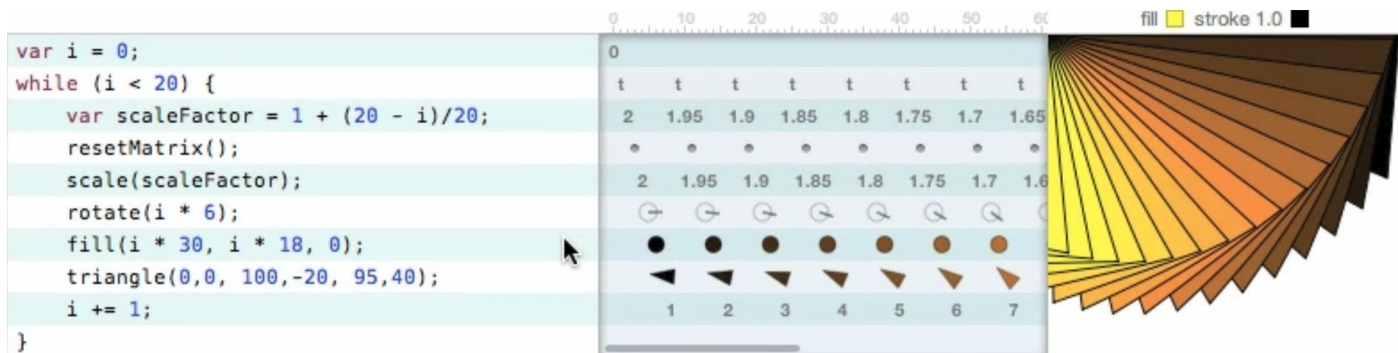
Additional Features



Additional Features



Additional Features



Additional Features

```
class Scanner: ProbeView {  
    var enabled = false  
    var serialId: String = "No ID"  
    val previousData = mutableListOf(0xff, 0xfa)  
  
    override fun render(): JPanel {  
        return JPanel().apply { this: JPanel  
            add(JCheckBox( text: "enabled").apply { isSelected = enabled })  
            add(JLabel( text: "serialId: serialId"))  
            add(JLabel( text: "datapoints: {previousData.size}"))  
        }  
    }  
}
```

Additional Features

```
fun fetchScanData(section: RoomSection): List<Int> {  
    val finishedScanners = section.scanners.filter { scanner →  
        scanner.enabled && scanner.previousData.isNotEmpty()  
    }  
    return finishedScanners.flatMap { it.previousData }  
}
```

☒ enabled serialId: No ID datapoints: 2
☒ enabled serialId: PM 65534 datapoints: 4

Acknowledgements

Patrick Rein

for advice and help on the project

Fabio Niephaus

for helping with questions regarding GraalVM and the Polyglot extension

Thanks for listening, any questions?

```
// <Example :name="five" n="5" /> active="true"
// <Example :name="bla" n="3" /> active="true"
// <Example :name="foo" n="2" /> active="true"
```

```
function fibonacci(n) {
```

```
  if (n === 0) {
```

```
    bla: 3, 2, 1, 0, 1
```

```
    foo: 2, 1, 0
```

```
    five: 5, 4, 3, 2, 1, 0, 1, 2, 1, ...
```

```
  } else {
```

```
    return fibonacci(n: n - 1) + fibonacci(n: n - 2);
```

```
  }
```

```
"bla": 2, 2, 1, 1 "five": 4, 4, 3, 3, 2, 2, 1, 1...
```

```
"foo": 1, 1
```