# Software Language Engineering

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#### About me

- Senior researcher at CWI in the Software Analysis and Transformation team (SWAT)
- Professor software engineering at University of Groningen
- Expertise: language design, language engineering, language workbenches, ...
   META stuff;)







#### Outlook

- Lecture (Thursday, 11.00 13.00)
  - First part: Introduction to the course
  - Coffee break
  - Second part: Introduction to Rascal
- Lab/office hours (Thursday, 13.00 15.00)
  - First hands-on with Rascal

# Software Languages?

- Programming languages
- Domain-specific languages
- Data formats
- Specification languages
- Modeling languages

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- Programming languages
- Domain-specific languages
- Data formats
- Specification languages
- Modeling languages

- Java, C#, C, Ruby, Pascal, etc.
- SQL, HTML, make, LaTeX
- XML, CSV, JSON, YAML
- Event-B, Alloy, Promela
- Modelica, UML, BPMN

# Software Languages: languages used for/in/during software engineering

## Software Language Engineering

- Engineering ~ maturity of a field of creating stuff
  - Repeatable, reliable, maintainable, performant language implementation
- Principled techniques
- Best practices
- Tools





Attending -

Program -

Track/Call

Organization -

Q Search

Series -



↑ SPLASH 2018 (series) / SLE 2018 (series) /

#### **SLE 2018**

Software language engineering (SLE) is the discipline of engineering languages and their tools required for the creation of software. It abstracts from the differences between programming languages, modeling languages, and other software languages, and emphasizes the engineering facet of the creation of such languages, that is, the establishment of the scientific methods and practices that enable the best results.

Syntax

Semantics

Representation

Software Language

Tooling

Analysis

Transformation

# Topics of this course

- Concrete syntax: grammars, parsing
- Abstract syntax: data types, meta models
- Wellformedness: type and name checking
- Semantics: interpretation, simulation, evaluation
- Semantics: compilation, code generation
- Transformation: normalization and refactoring

# Concrete syntax

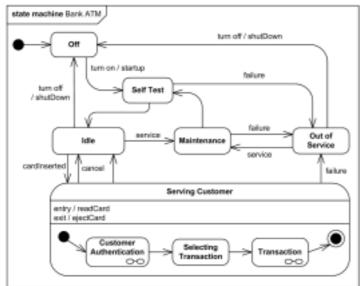
Enrollment No.

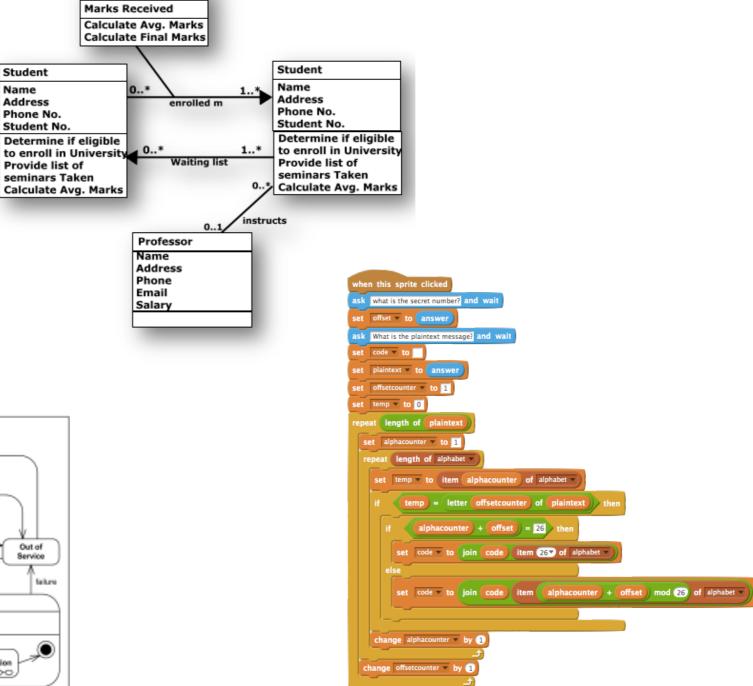
```
form taxOfficeExample {
   "Did you buy a house in 2010?"
   hasBoughtHouse: boolean

   "Did you enter a loan?"
   hasMaintLoan: boolean

   "Did you sell a house in 2010?"
   hasSoldHouse: boolean

if (hasSoldHouse) {
    "What was the selling price?"
    sellingPrice: money
   "Private debts for the sold house:"
    privateDebt: money
   "Value residue:"
   valueResidue: money = sellingPrice - privateDebt
   }
}
```





# Defining Concrete Syntax

- Context-free grammars, parser generators, parser combinators, etc.
- Diagram editor frameworks (e.g., Eclipse Sirius)
- Structure editor frameworks (e.g., Jetbrains MPS)

$$S \to AC | CB$$

$$C \to aC b | a | b$$

$$A \to a A | \in$$

$$B \to B b | \in$$

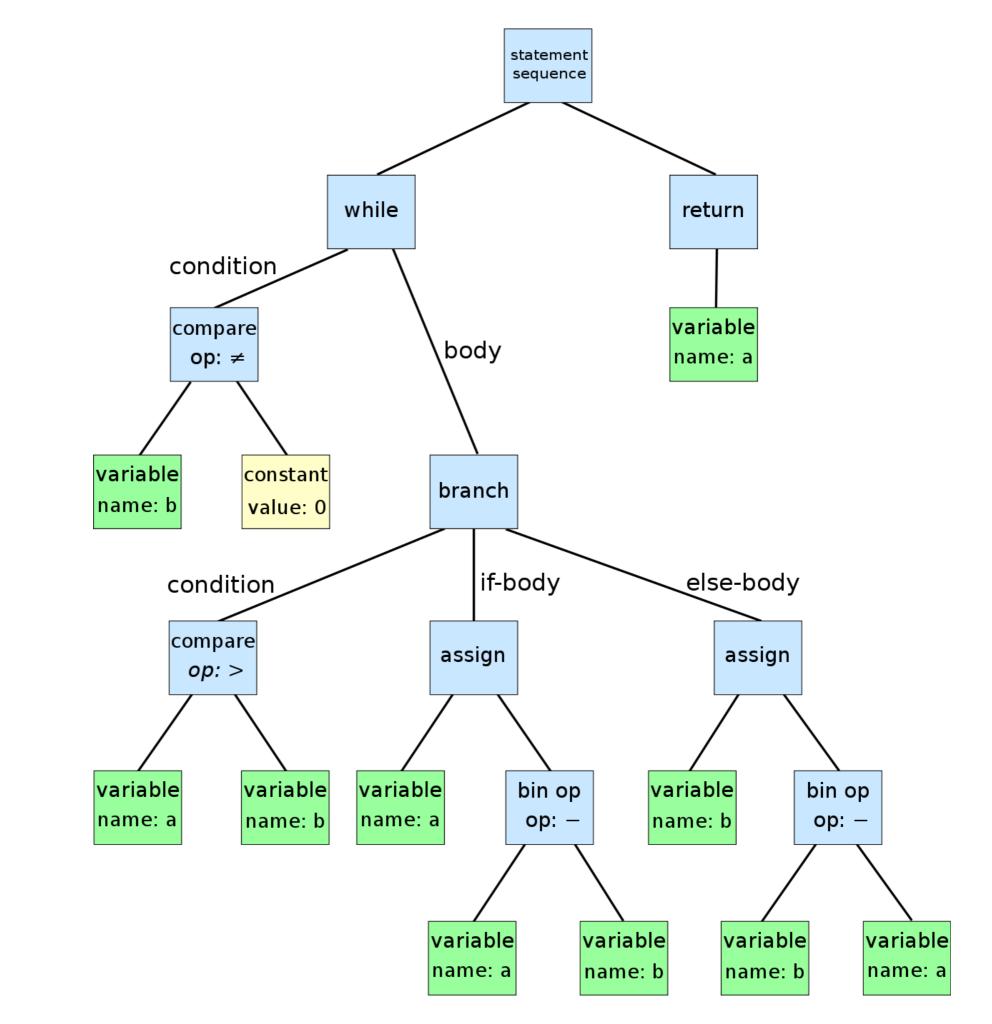
```
S \rightarrow AC | CB

C \rightarrow aC b | \in

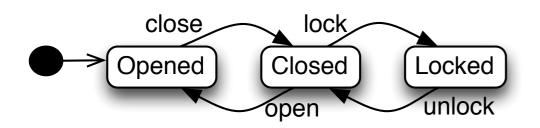
A \rightarrow aA | \in

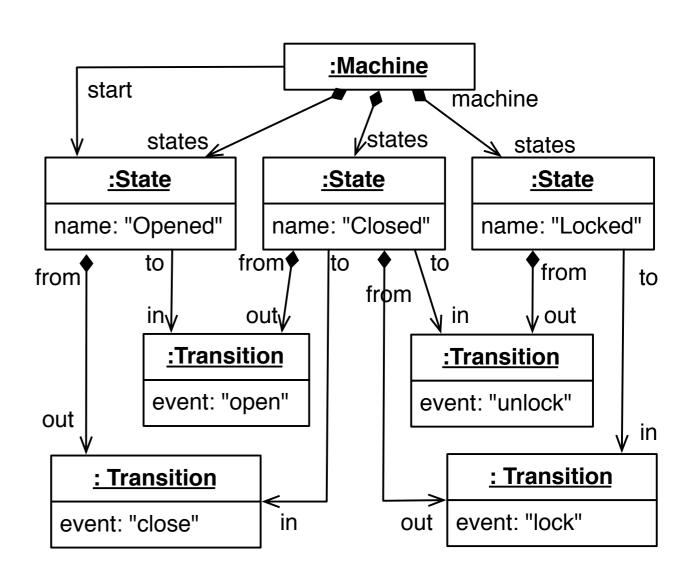
B \rightarrow Bb | \in
```

•



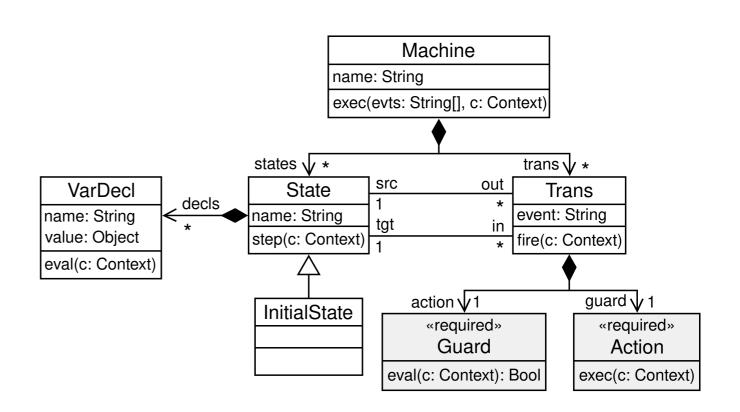
# Abstract Syntax





# Defining Abstract Syntax

- Algebraic Data Types
- Meta models (OO Class hierarchy)



### Wellformedness

```
import UIKit
  10
        class ViewController: UIViewController {
  11
  12
             override func viewDidLoads() {
13
                                                         Method does not override any method from its superclass
                  super.viewDidLoad()
  14
  15
  16
             override func didReceiveMemoryWarning() {
                   super.didReceiveMemoryWarning()
  18
  19
                                                                                                         Refactoring
  20
                                                                  A fatal error occurred while performing the refactoring.
                                                                  Found problems
                                                                   The referenced EClass already owns an EStructuralFeature named 'name'!
                                                                                No context information available
                                                                                                < Back
                                                                                                            Cancel
```

#### Wellformedness

- All checks outside the realm of syntax.
  - Reference checking: no dangling references, duplicate declarations etc.
  - Type checking: are operations applied to operands of the right type?
  - => static analysis, constraint checking, validation etc.

#### Semantics

$$\frac{R \vdash e_{empty} \Rightarrow R}{R \vdash e_{empty} \Rightarrow R} \quad (EMPTY) \quad \frac{e_2 \in R}{R \vdash e_1 = e_2 \Rightarrow R \cup \{e_1\}} \quad (ASSIGN)$$

$$\frac{e_2 \in R}{R \vdash e_1. field* = e_2 \Rightarrow R \cup \{e_1\}} \quad (ASSIGN-FIELD) \quad \frac{e_2 \in R}{R \vdash e_1. field* = e_2 \Rightarrow R \cup \{e_1\}} \quad (ASSIGN-ARRAY)$$

$$\frac{v \in R; \text{ pointer\_type\_p}(v); R \vdash e \Rightarrow R'}{R \vdash v \oplus e \Rightarrow R' \cup \{v \oplus e\}} \quad (BINOP1)$$

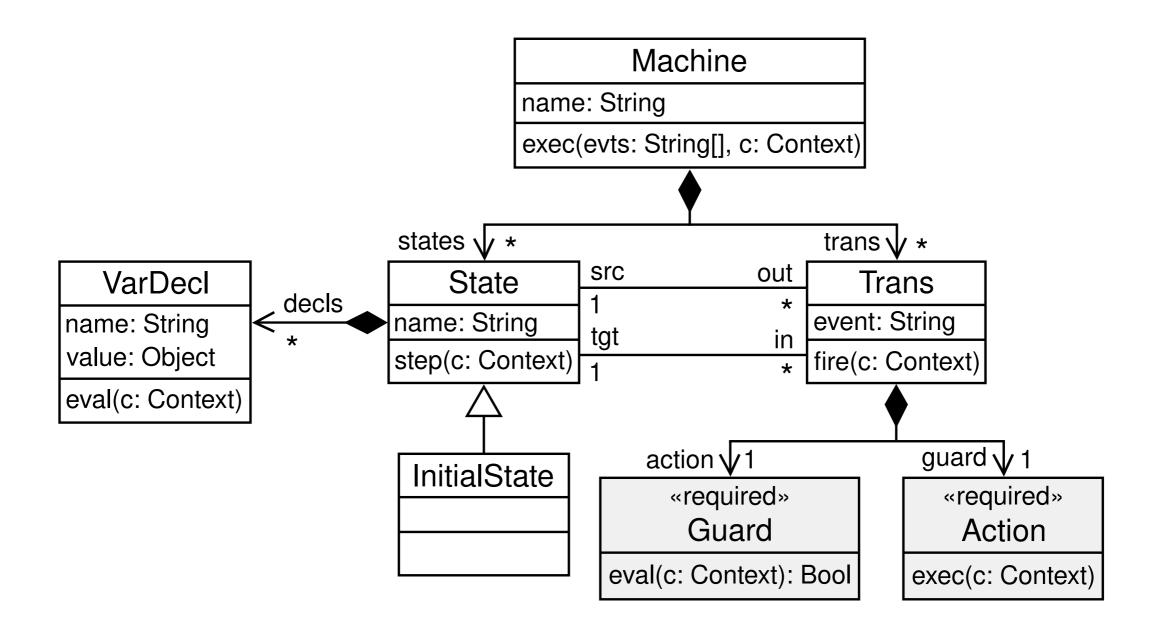
$$\frac{v \in R'; \text{ pointer\_type\_p}(v); R \vdash e \Rightarrow R'}{R \vdash e \oplus v \Rightarrow R' \cup \{e \oplus v\}} \quad (BINOP2) \quad \frac{R \vdash e_1 \Rightarrow R'; R' \vdash e_2 \Rightarrow R''}{R \vdash e_1; e_2 \Rightarrow R''} \quad (SEQ)$$

$$\frac{R \vdash e_1 \Rightarrow R_1; R_1 \vdash e_2 \Rightarrow R_2; R_1 \vdash e_3 \Rightarrow R_3; R_2 \cup R_3 \vdash e_4 \Rightarrow R'}{R \vdash if (e_1) then \{e_2\} else \{e_3\} e_4 \Rightarrow R'} \quad (IF)$$

$$\frac{function\_type\_p(e)}{R \vdash e \Rightarrow R} \quad \frac{function\_type\_p(e)}{R \vdash e \Rightarrow R} \quad (FUNCTION)$$

$$\frac{\{e.args[i] \mid 0 < i < e.numargs \land pointer\_type\_p(e.args[i])\}}{\{\} \vdash e \Rightarrow R} \quad (FUNCTION)$$

# Interpretation



# Interpretation

```
int eval0(nat(int nat), PEnv penv) = nat;
int eval0(mul(Exp lhs, Exp rhs), PEnv penv) = eval0(lhs, penv) * eval0(rhs, penv);
int eval0(div(Exp lhs, Exp rhs), PEnv penv) = eval0(lhs, penv) / eval0(rhs, penv);
int eval0(add(Exp lhs, Exp rhs), PEnv penv) = eval0(lhs, penv) + eval0(rhs, penv);
int eval0(sub(Exp lhs, Exp rhs), PEnv penv) = eval0(lhs, penv) - eval0(rhs, penv);
int eval0(gt(Exp lhs, Exp rhs), PEnv penv) = eval0(lhs, penv) > eval0(rhs, penv) ? 1 : 0;
int eval0(lt(Exp lhs, Exp rhs), PEnv penv) = eval0(lhs, penv) < eval0(rhs, penv) ? 1 : 0;</pre>
int eval0(geq(Exp lhs, Exp rhs), PEnv penv) = eval0(lhs, penv) > eval0(rhs, penv) ? 1 : 0;
int eval0(leq(Exp lhs, Exp rhs), PEnv penv) = eval0(lhs, penv) ≤ eval0(rhs, penv) ? 1 : 0;
```

# Compilation

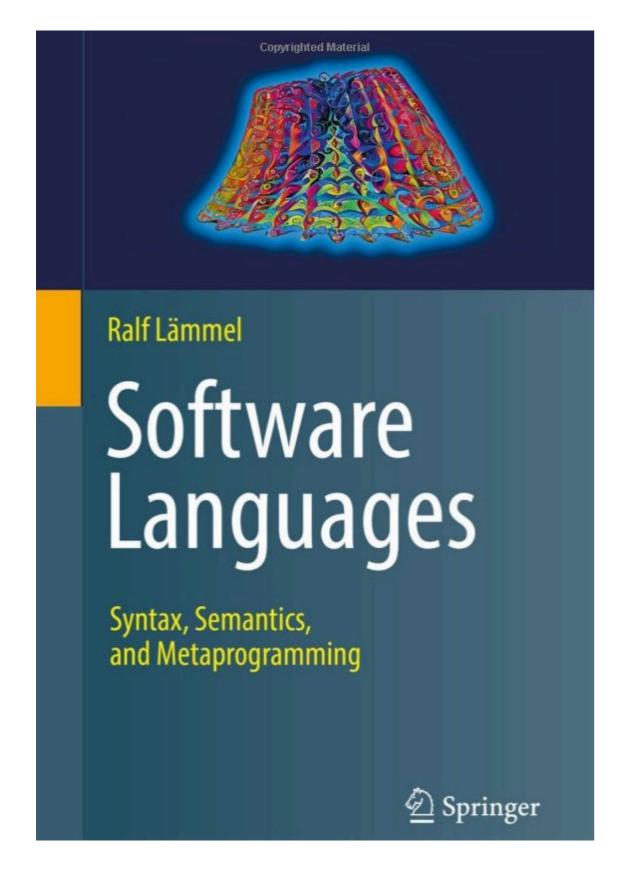
# Code generation

```
str question2widget(Label l, Id v, QType t, str parent, str e)
  = "var <v.name> = new QLrt.SimpleFormElementWidget({
    ' name: \"<v.name>\",
    ' label: <l.label>,
    ' valueWidget: new QLrt.<type2widget(t)>(<e>)
    '}).appendTo(<parent>);";
str exp2lazyValue(Expr e)
  = "new QLrt.LazyValue(
    ' function () { return [<ps>]; },
    ' function (<ps>) { return <expr2js(e)>; }
 when str ps := expParams(e);
```

## Transformations everywhere

- Parsing, deserialization/unparsing serialization
- Compilation, generation, translation
- Optimization, normalization, simplification
- Refactoring, reengineering, visualization

# Course Organisation





Ralf Lämmel

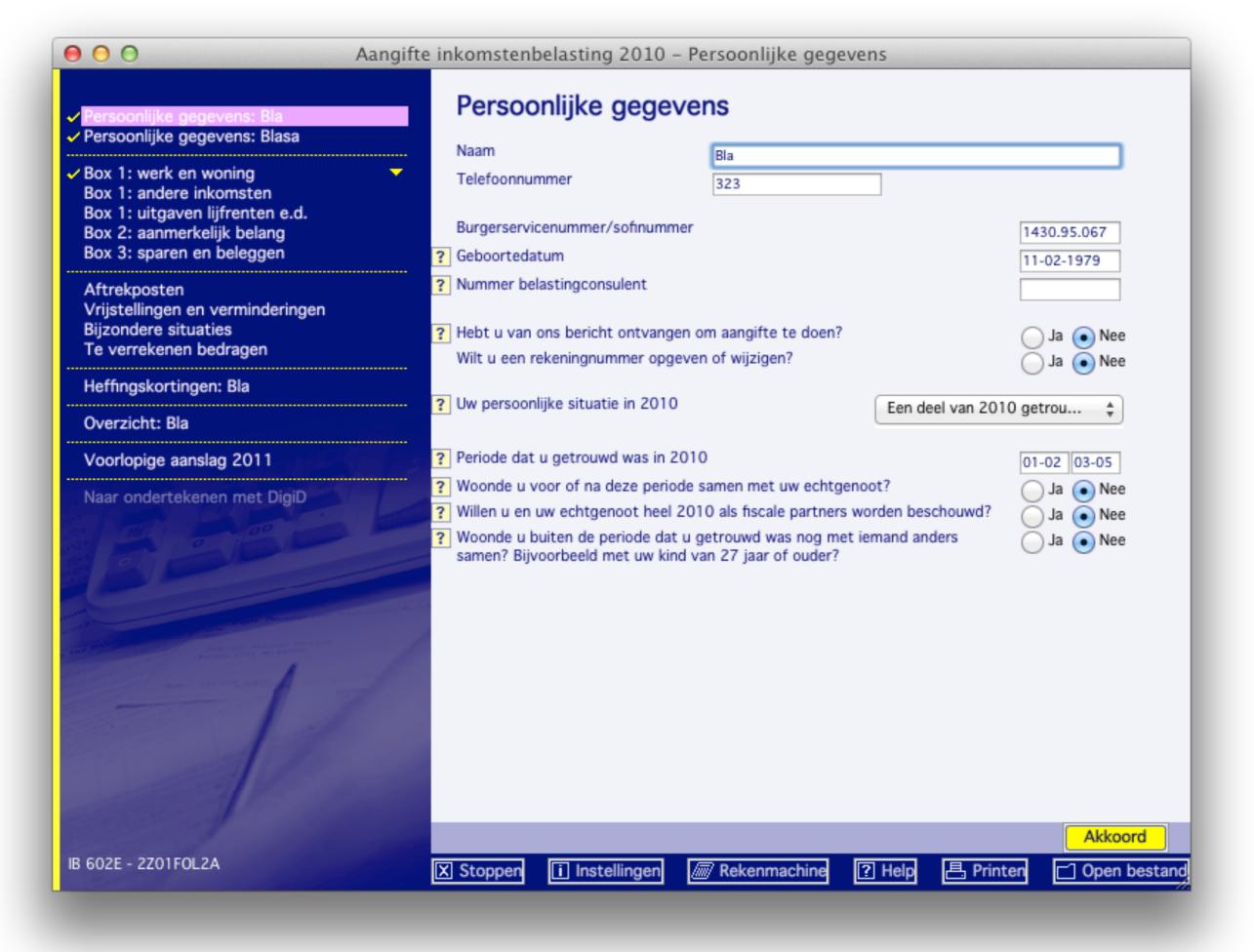
FREE: https://rug.on.worldcat.org/oclc/1036771828

https://cwi-swat.github.io/sle-rug/

- Week 1: Introduction (Chapters 1 & 2)
- Week 2: Concrete syntax (Chapters 6 & 7)
- Week 3: Abstract syntax (Chapters 3 & 4)
- Week 4: Checking (Chapter 9)
- Week 5: Interpretation (Chapters 5 & 8)
- Week 6: Code generation (Chapter 5)
- Week 7: Transformation (Chapters 5 & 12)
- Week 8: Wrap up & grading of lab starts

# S exercise

```
form taxOfficeExample {
  "Did you buy a house in 2010?"
    hasBoughtHouse: boolean
  "Did you enter a loan?"
    hasMaintLoan: boolean
  "Did you sell a house in 2010?"
    hasSoldHouse: boolean
  if (hasSoldHouse) {
    "What was the selling price?"
      sellingPrice: integer
    "Private debts for the sold house:"
      privateDebt: integer
    "Value residue:"
      valueResidue: integer =
        sellingPrice - privateDebt
```



```
form taxOfficeExample {
  "Did you sell a house in 2010?"
    hasSoldHouse: boolean
  "Did you buy a house in 2010?"
    hasBoughtHouse: boolean
  "Did you enter a loan?"
    hasMaintLoan: boolean
  if (hasSoldHouse) {
    "What was the selling price?"
      sellingPrice: integer
    "Private debts for the sold house:"
      privateDebt: integer
    "Value residue:"
      valueResidue: integer =
        sellingPrice - privateDebt
  }
```

Did you sell a house in 2010? # Yes Did you buy a house in 2010?  $\stackrel{\triangle}{=}$ Choose an answer Did you enter a loan?  $\stackrel{\triangle}{=}$ Choose an answer What was the selling price? 100 Private debts for the sold house: 200 Value residue: -100.00

Submit taxOfficeExample

```
form taxOfficeExample {
  "Did you sell a house in 2010?"
    hasSoldHouse: boolean
  "Did you buy a house in 2010?"
    hasBoughtHouse: boolean
  "Did you enter a loan?"
    hasMaintLoan: boolean
  if (hasSoldHouse) {
    "What was the selling price?"
      sellingPrice: integer
    "Private debts for the sold house:"
      privateDebt: integer
    "Value residue:"
      valueResidue: integer =
        sellingPrice - privateDebt
```

- Concrete syntax
- Abstract syntax
- Name resolution
- Type checking
- Interpretation
- Code generation
- Normalization
- Rename refactoring

- Week 2: Concrete syntax of QL using Rascal's grammar formalism (module Syntax)
- Week 3: Abstract syntax and name analysis of QL (modules AST, CST2AST and Resolve)
- Week 4: Type checker for QL (module Check)
- Week 5: Interpreter for QL (module Eval)
- Week 6: Code generator compiling QL to executable HTML and Javascript (module Compile)
- Week 7: Normalization of QL and rename refactoring (module Transform)
- Week 8: Grading of lab starts

#### Practicalities

- Work in teams of two
- Fork the repo on the website (github!)
- You can help each other, but no copy-paste!!!
- No free-riding: the lab exercises are part of the material of the individual exam.
- Observe basic code quality guide lines (indentation, functional decomposition, modularity, ...)

# How to pass the course

- Requirements
  - Complete the lab exercises (pass/fail)
  - Pass the exam
- Advice
  - Attend lectures
  - Use lab hours for Q&A

#### Next ~45 minutes

- Introduction to Rascal
- Then start "Rascal Wax-on, Wax-off" tutorial