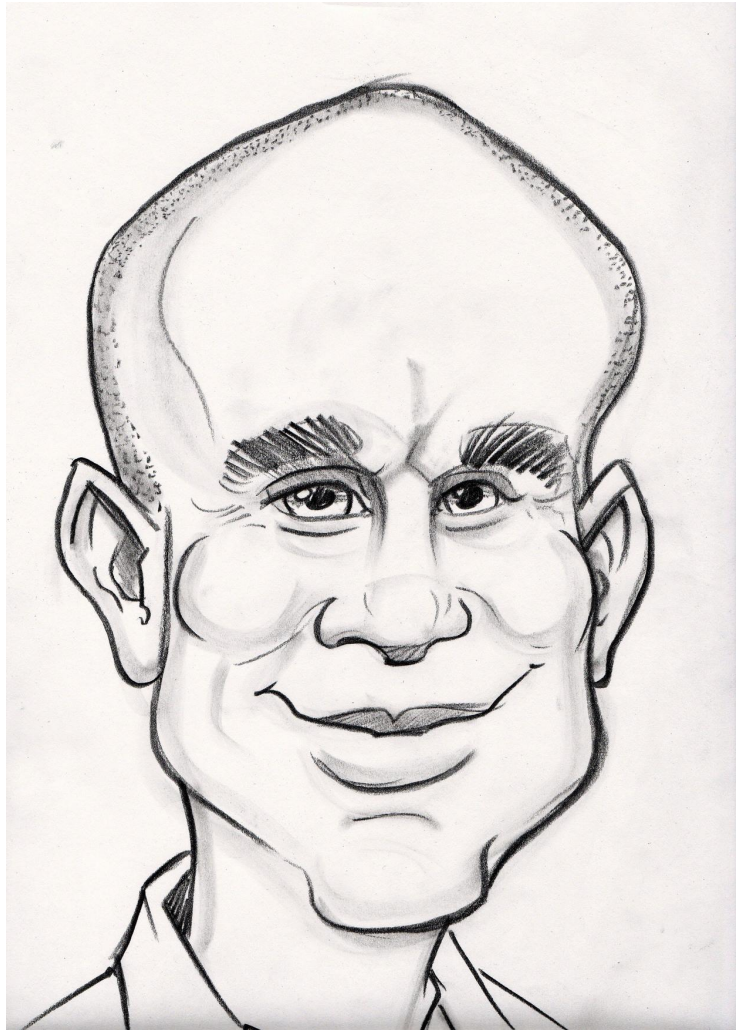


**SCREW**



**Miki  
Tebeka**



**CEO, CTO,  
UFO ...**  
**353Solutions**



**Domain  
Specific  
Language**

```

00000000: 7F45 4C46 0201 0100 0000 0000 0000 0000 .ELF.....
00000010: 0300 3E00 0100 0000 E01D 0600 0000 0000 ..>.....
00000020: 4000 0000 0000 0000 88EE 3200 0000 0000 @.....2....
00000030: 0000 0000 4000 3800 0700 4000 1B00 1A00 ....@.8...@....
00000040: 0100 0000 0500 0000 0000 0000 0000 0000 .....
00000050: 0000 0000 0000 0000 0000 0000 0000 0000 .....
00000060: 7C66 2C00 0000 0000 7C66 2C00 0000 0000 |f,.....|f,.....
00000070: 0000 2000 0000 0000 0100 0000 0600 0000 .. .....
00000080: 7068 2C00 0000 0000 7068 4C00 0000 0000 ph,.....phL.....
00000090: 7068 4C00 0000 0000 1085 0600 0000 0000 phL.....
000000a0: C892 0900 0000 0000 0000 2000 0000 0000 .....
000000b0: 0200 0000 0600 0000 D084 2C00 0000 0000 .....
000000c0: D084 4C00 0000 0000 D084 4C00 0000 0000 ..L.....L.....
000000d0: 1002 0000 0000 0000 1002 0000 0000 0000 .....
000000e0: 0800 0000 0000 0000 0400 0000 0400 0000 .....

```



MOV AX, BX

MOV(AX, BX)

LOOP1:

LABEL( ' LOOP1 ' )

; Comment

# Comment



# ASM

python



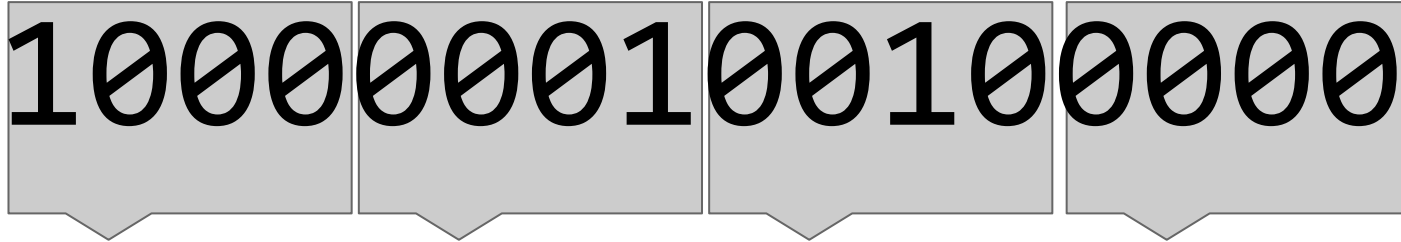
powered

# A Toy Assembly

- Opcodes are 16 bits
- 4 MSB are instruction code
- Rest are arguments (4bit each)
- R0-R7 general registers
- MOV, CMP
- ADD, SUB
- JMP, JMPE



# MOV(R1, 2)



Opcode

Slot0

Slot1

Slot2



**TALK IS CHEAP**

**SHOW ME THE CODE**

```
MOV(R1, 1)
MOV(R2, 1)
LABEL('LOOP')
CMP(R0, 0)
JMPE('EXIT')
MOV(R3, R1)
MOV(R1, R2)
ADD(R2, R2, R3)
SUB(R0, R0, 1)
JMP('LOOP')
LABEL('EXIT')
```



```
MOV(R1, 1)
MOV(R2, 1)
LABEL('LOOP')
CMP(R0, 0)
JMPE('EXIT')
MOV(R3, R1)
MOV(R1, R2)
ADD(R2, R2, R3)
SUB(R0, R0, 1)
JMP('LOOP')
LABEL('EXIT')
```

```
a, b = 1, 1
```

```
while n:
```

```
    a, b = b, a + b
```

```
    n -= 1
```

```
return a
```



```

>>> from fib import fib
>>> from dis import dis
>>> dis(fib)
 4          8 SETUP_LOOP                34 (to 44)
        >> 10 LOAD_FAST                0 (n)
          12 LOAD_CONST                2 (0)
          14 COMPARE_OP                4 (>)
          16 POP_JUMP_IF_FALSE        42
 5          18 LOAD_FAST                2 (b)
          20 LOAD_FAST                1 (a)
          22 LOAD_FAST                2 (b)
          24 BINARY_ADD
          26 ROT_TWO
          28 STORE_FAST                1 (a)
          30 STORE_FAST                2 (b)
 6          32 LOAD_FAST                0 (n)
          34 LOAD_CONST                1 (1)
          36 INPLACE_SUBTRACT
          38 STORE_FAST                0 (n)
          40 JUMP_ABSOLUTE            10

```



```
class OpCodes(IntEnum):
```

```
    ADD_II = 0
```

```
    ADD_IR = 1
```

```
    ADD_RI = 2
```

```
    ADD_RR = 3
```

```
    SUB_II = 4
```

```
    ...
```



```
program = [] # List of instructions  
labels = {} # name -> location  
instructions = {} # name -> class
```

```
def instruction(cls):  
    """Decorator to register instruction"""  
    instructions[cls.__name__] = cls  
    return cls
```



```
class REG:
    def __init__(self, code):
        self.code = code

    def __repr__(self):
        name = self.__class__.__name__
        return f'{name}({self.code!r})'
```



```
@instruction
def LABEL(name):
    if name in labels:
        line = line_info(depth=2)
        raise ASMEError(
            f'duplicate label - {name!r}', line)
    labels[name] = len(program)
```





```
class ASM(ABC):
    def __init__(self):
        self.line = line_info()
        self.name = self.__class__.__name__
        program.append(self)

    @abstractmethod
    def bits(self):
        return 0
```



```
def code(self, opcode, slot1, slot2=0, slot3=0):
    return \
        (opcode << Shifts.Code) | \
        (self.slot_bits(slot1) << Shifts.Slot0) | \
        (self.slot_bits(slot2) << Shifts.Slot1) | \
        (self.slot_bits(slot3) << Shifts.Slot2)

def slot_bits(self, slot):
    if isinstance(slot, int):
        return slot & 0xF
    return slot.code
```



```
def __str__(self):  
    val = self.bits() & 0xFFFF  
    return f'{val:016b}'
```



@instruction

```
class JMP(ASM):
```

```
    opcode = OpCodes.JMP
```

```
def __init__(self, target):
```

```
    super().__init__()
```

```
    self.target = target
```



```
def bits(self):  
    target = self.target  
    if isinstance(target, str):  
        target = labels[target]  
  
    return self.code(self.opcode, target)  
  
def __repr__(self):  
    return f'{self.name}({self.target!r})'
```



@instruction

class JMPE(JMP):

    opcode = OpCodes.JMPE



@instruction

```
class MOV(ASM):
```

```
    def __init__(self, dest, src):
```

```
        super().__init__()
```

```
        self.dest = dest
```

```
        self.src = src
```

```
    def bits(self):
```

```
        opcode = OpCodes.MOV_I if isinstance(self.src, int) else \
            OpCodes.MOV_R
```

```
        return self.code(opcode, self.dest, self.src)
```

```
    def __repr__(self):
```

```
        return f'{self.name}({self.dest!r}, {self.src!r})'
```



```
def asm_compile(infile):  
    program.clear()  
  
    env = instructions.copy()  
    for i in range(num_regs):  
        env[f'R{i}'] = REG(i)  
  
    code = infile.read()  
    exec(code, env, {})  
    return program
```





```
try:
    program = asm_compile(args.infile)
except ASMEError as err:
    fname = args.infile.name
    raise SystemExit(
        f'error: {fname}:{err.line}: {err}')

for inst in program:
    print(inst, file=args.out)
```



```
$ python asm.py fib.asm
```

```
1000000100100000
```

```
1000001000010000
```

```
1100000000000000
```

```
1011100100000000
```

```
1001001100010000
```

```
1001000100100000
```

```
0011001000100011
```

```
0110000000000001
```

```
1010001000000000
```



**I CAN HAZ**

**MACROS?**

memegenerator.net



# Already There

```
def SWAP(r1, r2):  
    # Swaps two registers (uses R9)  
    MOV(R9, r1)  
    MOV(r1, r2)  
    MOV(r2, R9)
```



**NICE STORY BRO**

**HOW IT'S CONNECTED TO  
DSL'S?**

# To Write A DSL You Need To

- Be a language designer
- Implements tools
- Document
- ...



**Dumb  
Stupid  
Language**



**Just Use Python™**





# Another Example: Configuration



- **JSON?**
- **YAML?**
- **ini?**
- **TOML?**
- **DSL?**



**Just Use Python™**



```
port = 8080
db_host = 'db1.353solutions.com'

def _load_rc():
    from os import path, environ

    default = path.expanduser('~/.config/353/config')
    cfg_file = environ.get('CONFIG_FILE', default)
    if path.isfile(cfg_file):
        with open(cfg_file) as fp:
            exec(fp.read(), globals())

_load_rc()
del _load_rc
```



```
$ python app.py
```

```
DB HOST = db1.353solutions.com
```

```
PORT = 8080
```

```
$ cat overrides
```

```
port = 9999
```

```
$ CONFIG_FILE=${PWD}/overrides python app.py
```

```
DB HOST = db1.353solutions.com
```

```
PORT = 9999
```



**DUDE**

**SECURITY!**

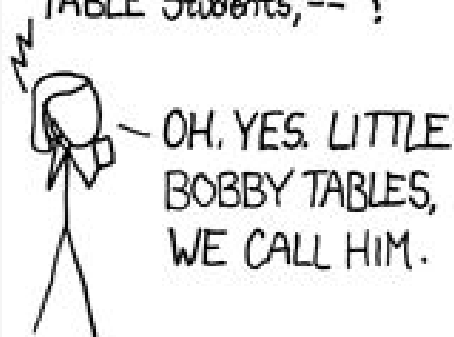
HI, THIS IS  
YOUR SON'S SCHOOL.  
WE'RE HAVING SOME  
COMPUTER TROUBLE.



OH, DEAR - DID HE  
BREAK SOMETHING?  
IN A WAY - )



DID YOU REALLY  
NAME YOUR SON  
Robert'); DROP  
TABLE Students;-- ?



OH, YES. LITTLE  
BOBBY TABLES,  
WE CALL HIM.

WELL, WE'VE LOST THIS  
YEAR'S STUDENT RECORDS.  
I HOPE YOU'RE HAPPY.



AND I HOPE  
YOU'VE LEARNED  
TO SANITIZE YOUR  
DATABASE INPUTS.

yaml.safe\_load  
anyone?





Trust  
No One



Before you roll your  
own dumb, stupid  
language



**Just Use Python™**





[github.com/tebeka/talks/tree/master/screw-dsls](https://github.com/tebeka/talks/tree/master/screw-dsls)

