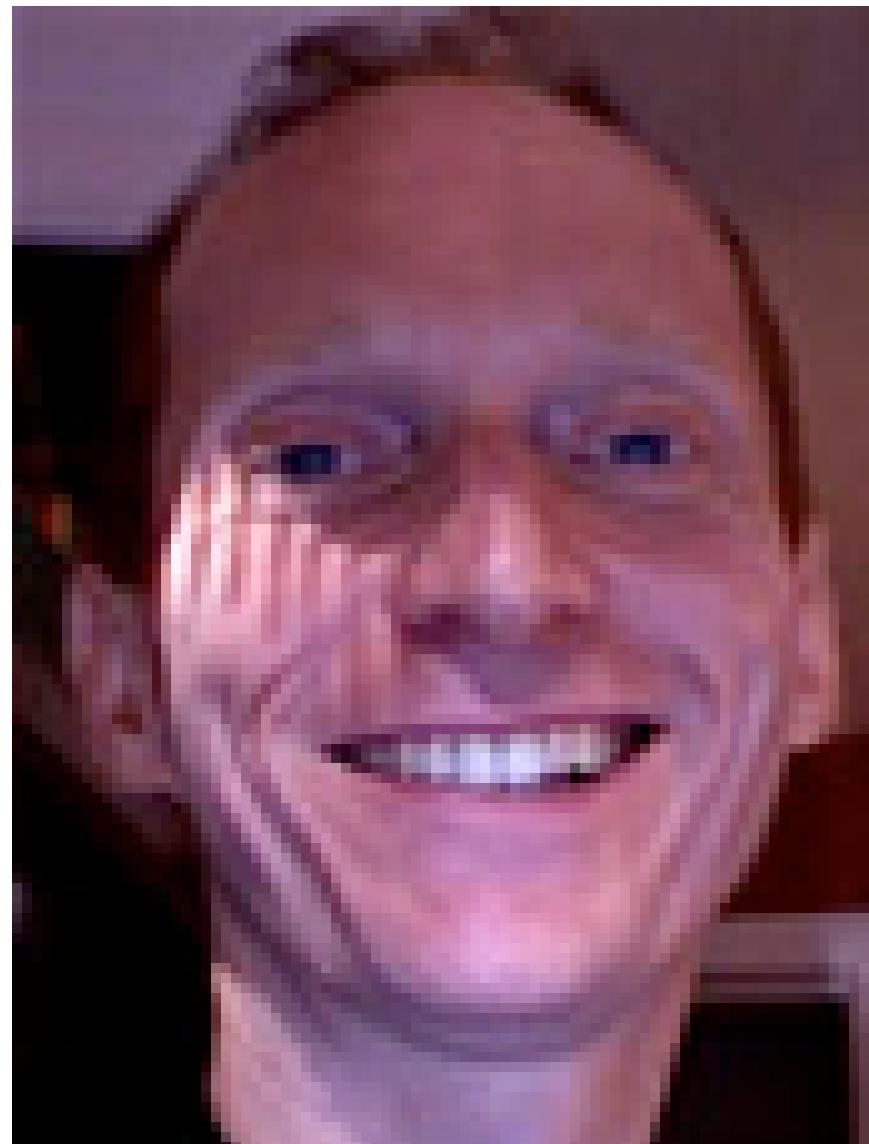


# Implementing Programming Languages for Fun and Profit with **OMeta**

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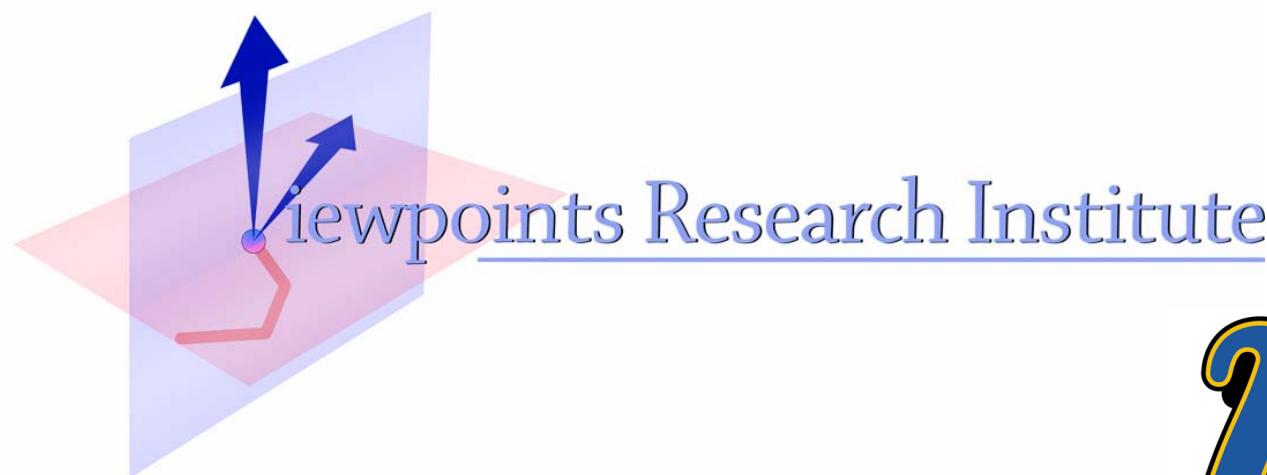
**Who am I?**



**NOT** David Simmons



**NOT** Billy Idol



# programming languages

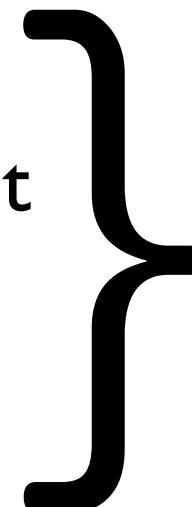
# **STEPS**

**... toward the reinvention of programming**

# The STEPS Project

- **Goal:** To create a highly useful end-user system including...

- operating system
- programming environment
- “applications”
- graphics, sound



*personal  
computing*

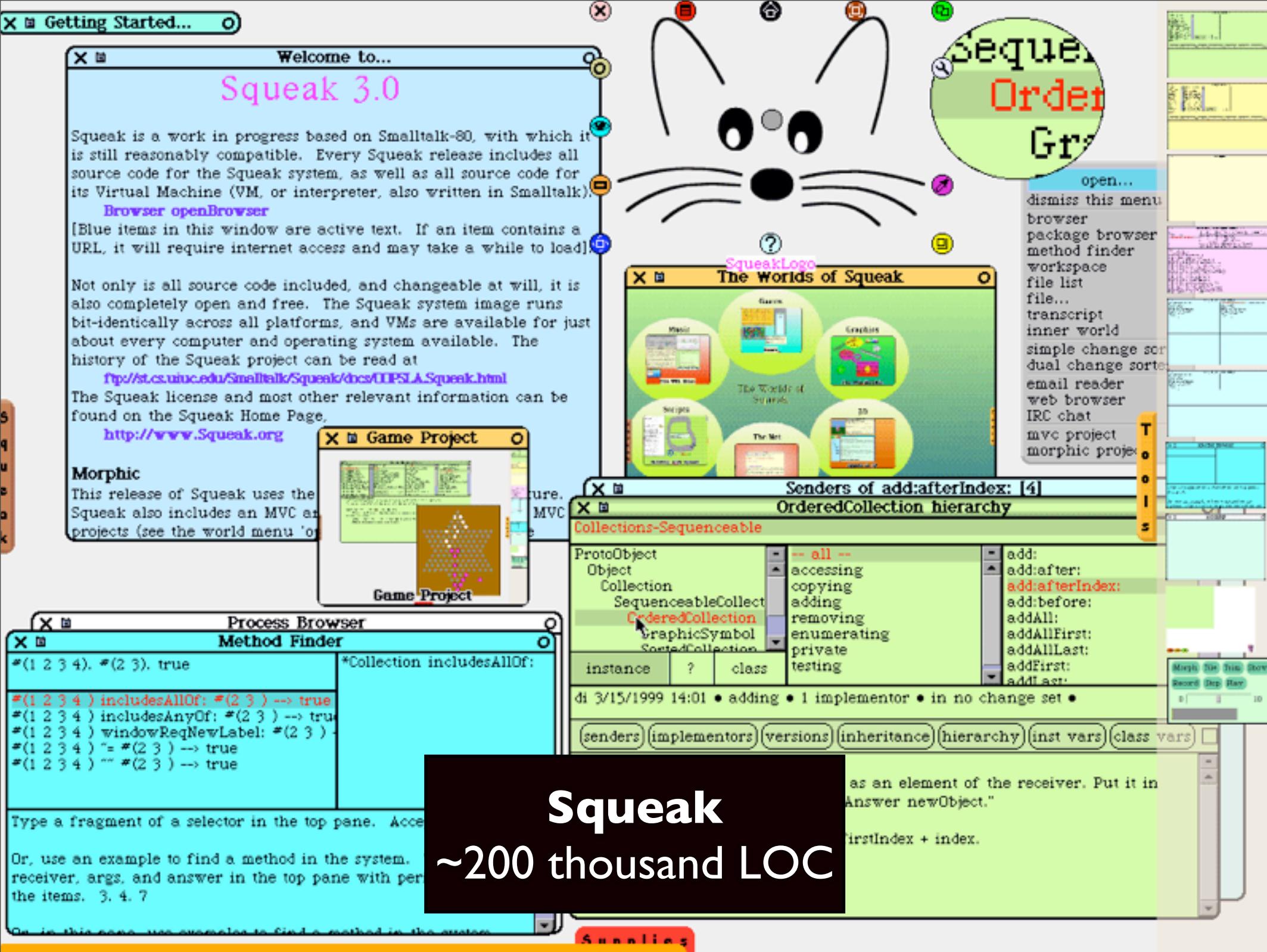
A large black curly brace groups the four items listed under the goal: operating system, programming environment, “applications”, and graphics, sound. To the right of the brace, the words “personal computing” are written in a cursive, italicized font.



... in under  
20,000 LOC!



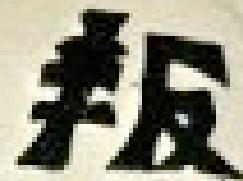
**Windows XP**  
~40 million LOC



# Why?

- To put people in charge of their own SW destinies
  - No single person can understand 40,000,000 LOC (~library)
  - You can “own” 20,000 LOC (~book)

Apple Records  
R 5892



**POWER TO THE PEOPLE**

**JOHN LENNON / PLASTIC ONO BAND**

# Why? (cont'd)

- Didactic value
  - a curriculum for university students to learn about powerful ideas
  - may even be good for AP C.S.



# Programming Languages

- STEPS: code size, understandability
- Choice of programming language has a big impact on both
- What's the right one for STEPS?



# Long Lines...

- It takes lots of time and effort to implement a programming language
- limits how much experimenting we can do



# Big and Bad

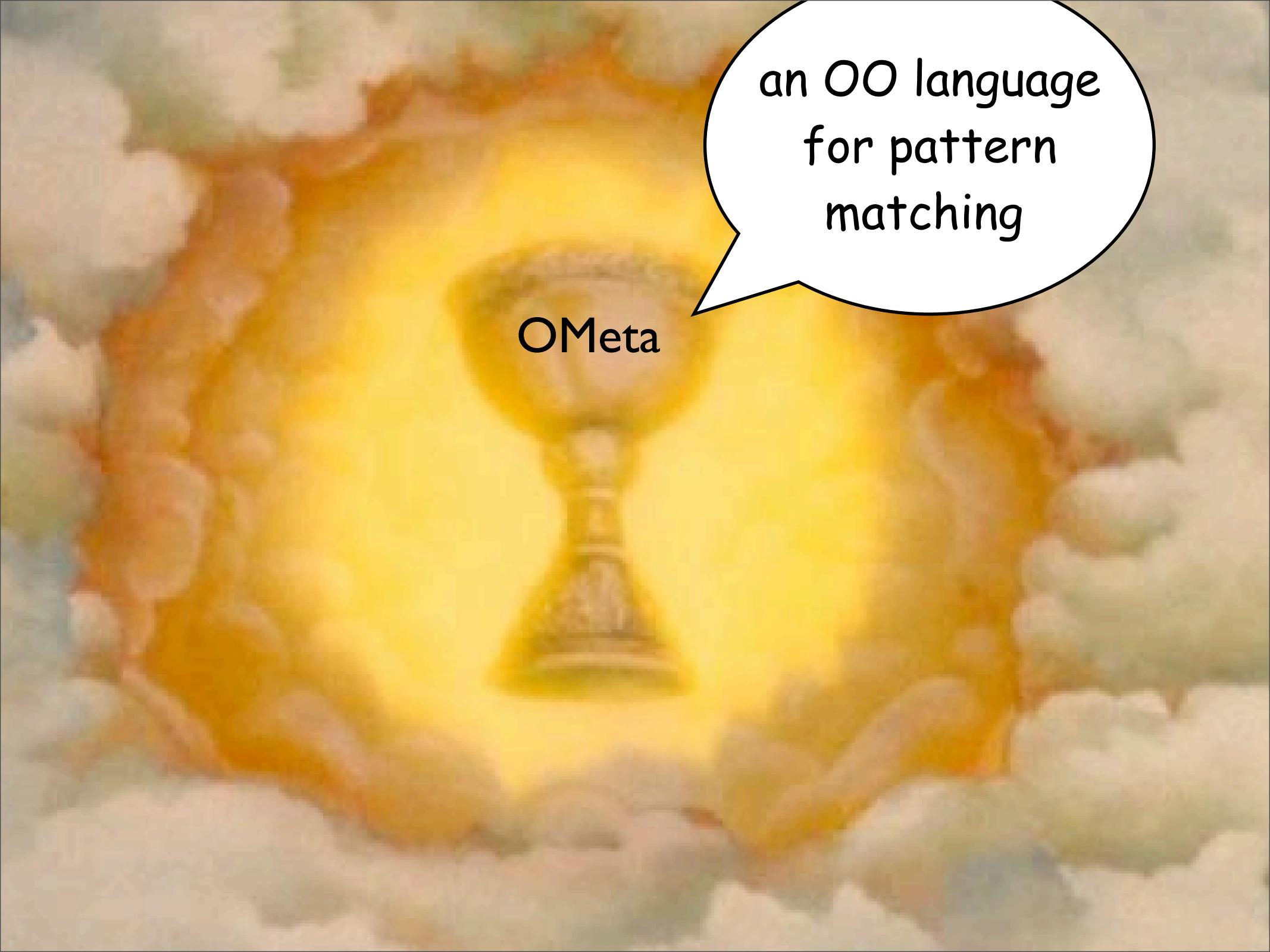


- Traditional PL implementations are **BIG**
- only have 20k LOC for the whole thing!





OMeta

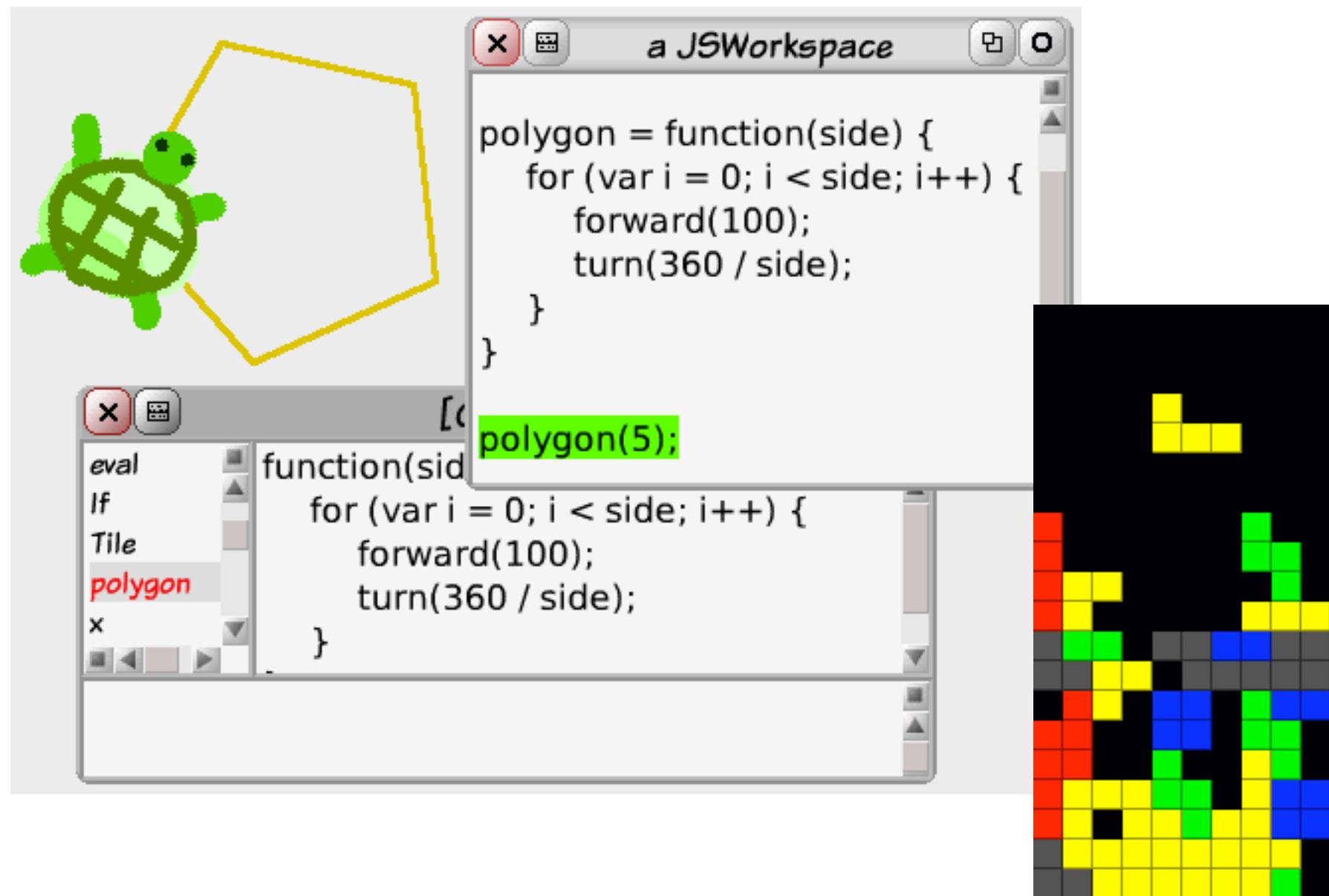
A photograph of a yellow parrot perched on a branch. The parrot is facing left, with its head turned slightly towards the camera. It has a bright yellow body, a green patch on its wing, and a red patch on its wing. A speech bubble originates from the parrot's beak, containing the text "an OO language for pattern matching".

an OO language  
for pattern  
matching

OMeta



# JavaScript (OMeta/Squeak)



# Sun's Lively Kernel (OMeta/COLA)

Array

Body

Canvas

CheapMenuMorph

Color

ColorPickerMorph

Date

DropShadowCanvas

Element

Function

HandMorph

HandleMorph

InputEvent

Morph

MouseHandlerForDragging

Number

Object

PasteUpMorph

Pen

Point

PrimCanvas

PrimTextBox

PrimTextLine

Rectangle

Shape

StepHandler

String

TextMorph

WorldMorph

WorldState

collect

copyWithoutAll

includes

join

pop

push

sort

splice

toString

unshift

Big Text

Unbordered

```
P = new Pen();
P.setPenColor(Color.red);
for(var i=1; i<=50; i++)
    { P.go(2*i); P.turn(60); };
P.drawLines();
```

# Toylog

- Front-end to Prolog for children
- Runs on Squeak
- ~70 LOC

Homer is Bart's father.

Marge is Bart's mother.

x is y's parent if x is y's father or  
or x is y's mother.

x is Bart's parent?



# Toylog Demo

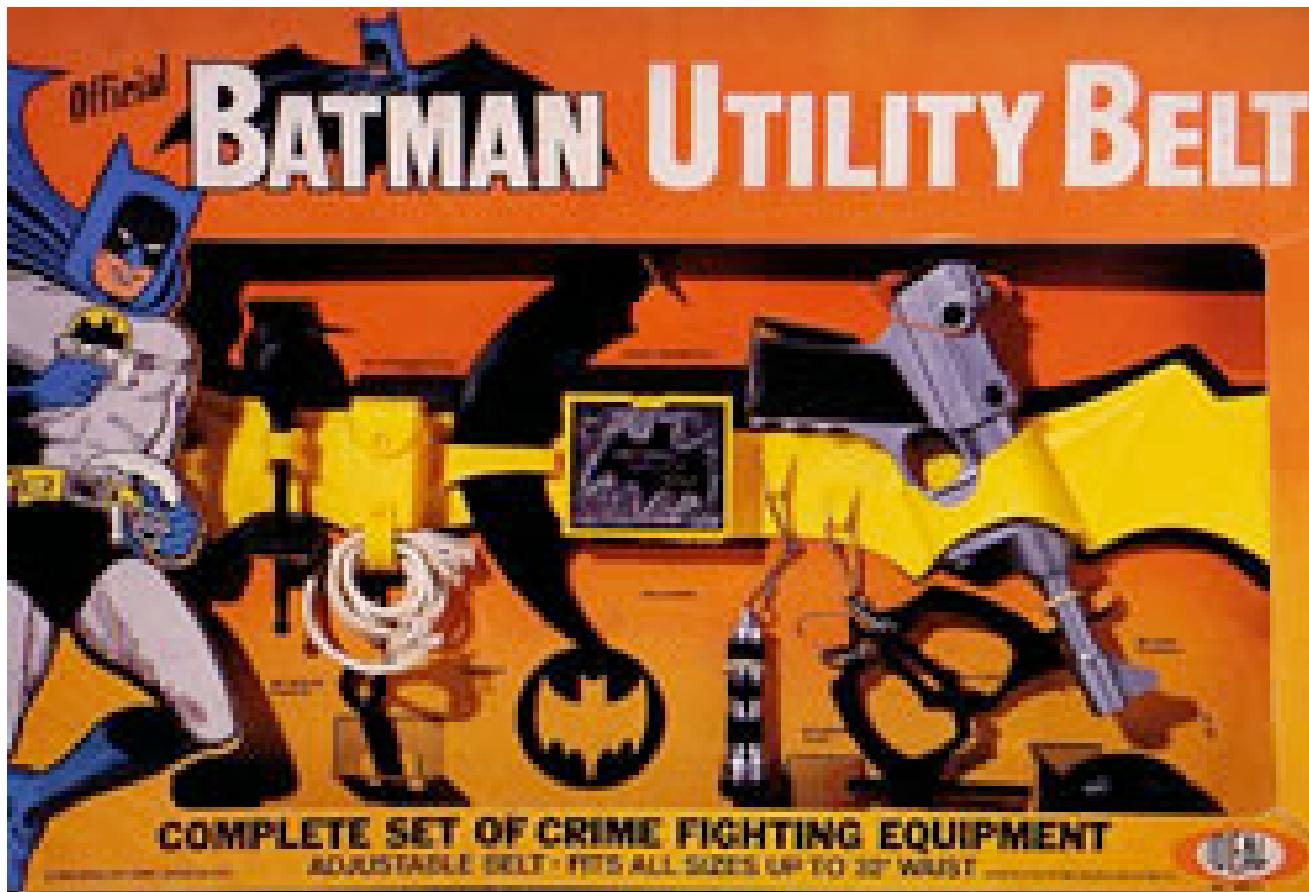
# What can OMeta do for you?

- Make your life easier with DSLs
  - good DSLs come from people who need them
  - not PL people
- Make your apps scriptable by end-users
  - ... without making them learn Smalltalk

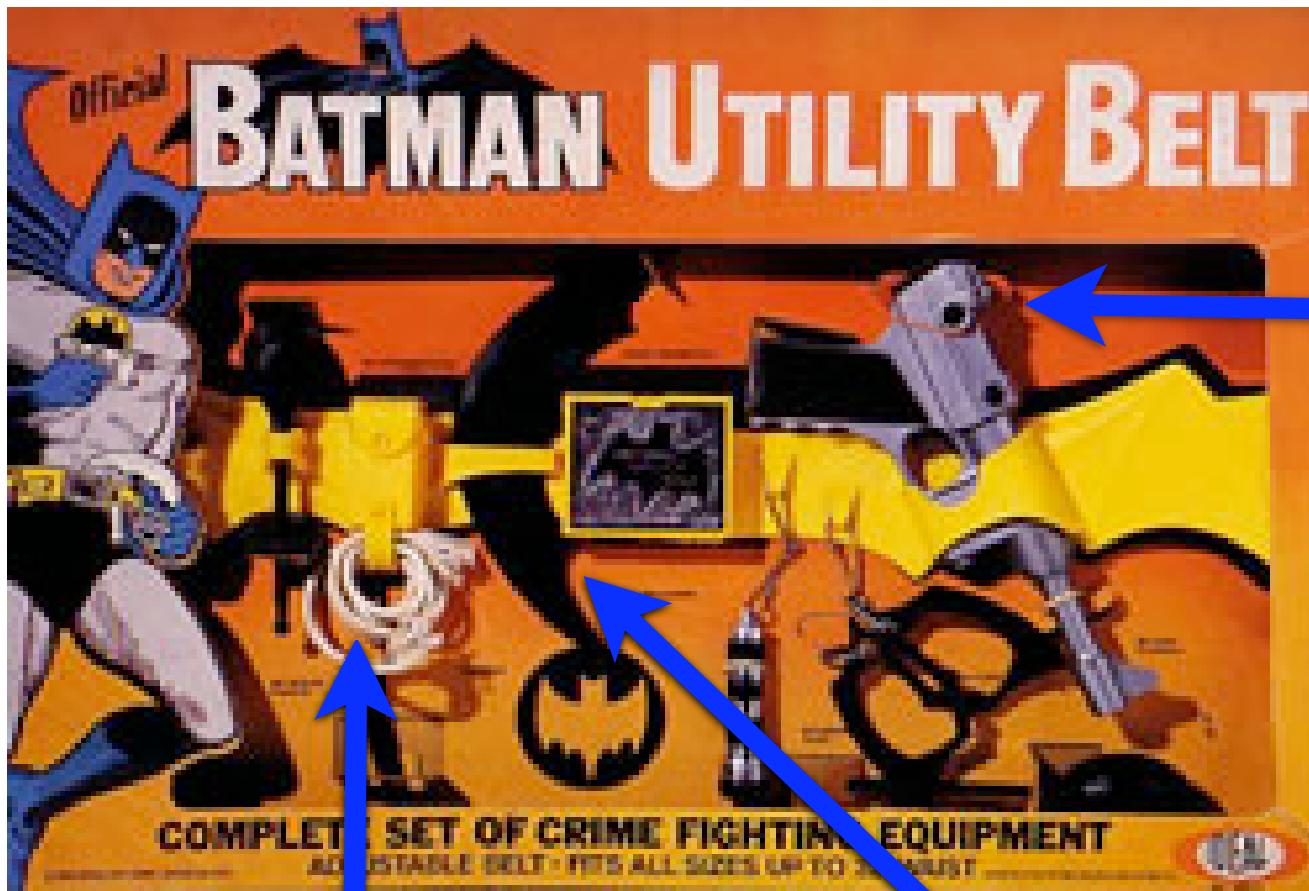
# Roadmap

- A brief overview of OMeta
  - pattern matching
  - OO features
  - ...
- OMeta/JS

# Traditional PL Implementation



# Traditional PL Implementation



**lex,**  
for lexical analysis

**yacc,**  
for parsing

**visitors,**  
for  
AST transformations  
and code generation

# Pattern Matching: A Unifying Idea!

- **lexical analysis:** characters → tokens
- **parsing:** tokens → parse trees
- **constant folding and other optimizations:** parse trees → parse trees
- **code generation:** parse trees → code

# Why use PM for everything?

- Simplicity
- Less stuff to learn (lowers learning curve)
- Great for extensibility
  - trad. impls hard to extend
  - OMeta: every part of PL impl. (e.g., parsing, tree traversals, codegen) can be extended using same mechanism

# Pattern Matching

- Other langs have PM, do we need OMeta?
- ML-style pattern matching
  - great for tree transformations
  - not good for lexing/parsing
  - “That’s what ML-lex and ML-yacc are for!”
- OMeta is based on **PEGs**

# Parsing Expression Grammars (PEGs) [Ford, '04]

- Recognition-based foundation for describing syntax
- Only **prioritized choice**
  - no ambiguities
  - easy to understand
- Backtracking, unlimited lookahead
- Semantic predicates, e.g., `?[ x == y ]`

# PEGs, OMeta style

```
dig  ::=  $0  |  ...  |  $9
```

```
num  ::=  <num>  <dig>
       |  <dig>
```

```
expr ::= <expr>  $+  <num>
       |  <num>
```

# PEGs, OMeta style

```
dig   ::= ($0 | ... | $9):d
```

```
num   ::= <num>:n <dig>:d  
      | <dig>
```

```
expr  ::= <expr>:e $+ <num>:n  
      | <num>
```

# PEGs, OMeta style

```
dig   ::= ($0 | ... | $9):d    => [d digitValue]  
  
num  ::= <num>:n <dig>:d      => [n * 10 + d]  
      | <dig>  
  
expr ::= <expr>:e $+ <num>:n => [{#plus. e. n}]  
      | <num>
```

# Increasing Generality

- PEGs operate on streams of characters
- OMeta operates on streams of *objects*
  - anything matches any one object
  - strings, e.g., 'hello'
  - symbols, e.g., #ans
  - numbers, e.g., 42
  - “listy” objects, e.g., { 'hello' #ans 42 {} }

# Example: evaluating parse trees

```
eval ::= {#plus <eval>:x <eval>:y} => [x + y]
| <anything>:n ?[n isNumber] => [n]
```

```
{#plus. {#plus. 1. 2}. 3} → 6
```

```
dig  ::= ($0 | ... | $9):d    => [d digitValue]
num ::= <num>:n <dig>:d      => [n * 10 + d]
      | <dig>
expr ::= <expr>:e $+ <num>:n => [{#plus. e. n}]
      | <num>
```

# OMeta is Object-Oriented

```
dig   ::= ($0 | ... | $9):d    => [d digitValue]  
  
num   ::= <num>:n <dig>:d      => [n * 10 + d]  
      | <dig>  
  
expr  ::= <expr>:e $+ <num>:n => [#{plus. e. n}]  
      | <num>
```

# OMeta is Object-Oriented

MyLang

```
dig   ::= ($0 | ... | $9):d    => [d digitValue]
num  ::= <num>:n <dig>:d      => [n * 10 + d]
      | <dig>
expr ::= <expr>:e $+ <num>:n => [#{plus. e. n}]
      | <num>
```

# OMeta is Object-Oriented

OMeta

```
anything ::= ...  
...  
...
```



MyLang

```
dig   ::= ($0 | ... | $9):d    => [d digitValue]  
  
num   ::= <num>:n <dig>:d      => [n * 10 + d]  
      | <dig>  
  
expr  ::= <expr>:e $+ <num>:n => [#{plus. e. n}]  
      | <num>
```

# OMeta is Object-Oriented

OMeta

```
anything ::= ...  
...  
...
```



MyLang

```
dig   ::= ($0 | ... | $9):d    => [d digitValue]  
  
num   ::= <num>:n <dig>:d      => [n * 10 + d]  
      | <dig>  
  
expr  ::= <expr>:e $+ <num>:n => [{#plus. e. n}]  
      | <num>
```



MyLang++

```
expr  ::= <expr>:e $- <num>:n => [{#minus. e. n}]  
      | <super #expr>
```

# Parameterized rules

```
digit ::= $0 | $1 | $2 | $3 | $4  
        | $5 | $6 | $7 | $8 | $9
```

# Parameterized rules

```
digit ::= $0 | $1 | $2 | $3 | $4  
        | $5 | $6 | $7 | $8 | $9
```

---

```
range :a :b ::= <anything>:x ?[ x >= a ]  
                           ?[ x <= b ] => [ x ]
```

# Parameterized rules

```
digit ::= $0 | $1 | $2 | $3 | $4  
        | $5 | $6 | $7 | $8 | $9
```

---

```
range :a :b ::= <anything>:x ?[ x >= a ]  
                           ?[ x <= b ] => [ x ]
```

```
digit ::= <range $0 $9>
```

# Higher-order rules

```
formals ::= <name> ($, <name>)*  
args      ::= <expr> ($, <expr>)*
```

# Higher-order rules

```
formals ::= <name> ($, <name>)*  
args      ::= <expr> ($, <expr>)*
```

---

```
listOf :p ::= <apply p> ($, <apply p>)*
```

# Higher-order rules

```
formals ::= <name> ($, <name>)*  
args     ::= <expr> ($, <expr>)*
```

---

```
listOf :p ::= <apply p> ($, <apply p>)*
```

```
formals ::= <listOf #name>  
args     ::= <listOf #expr>
```

# OMetaJS = OMeta + JavaScript

OMeta  
Parser

JS  
Parser

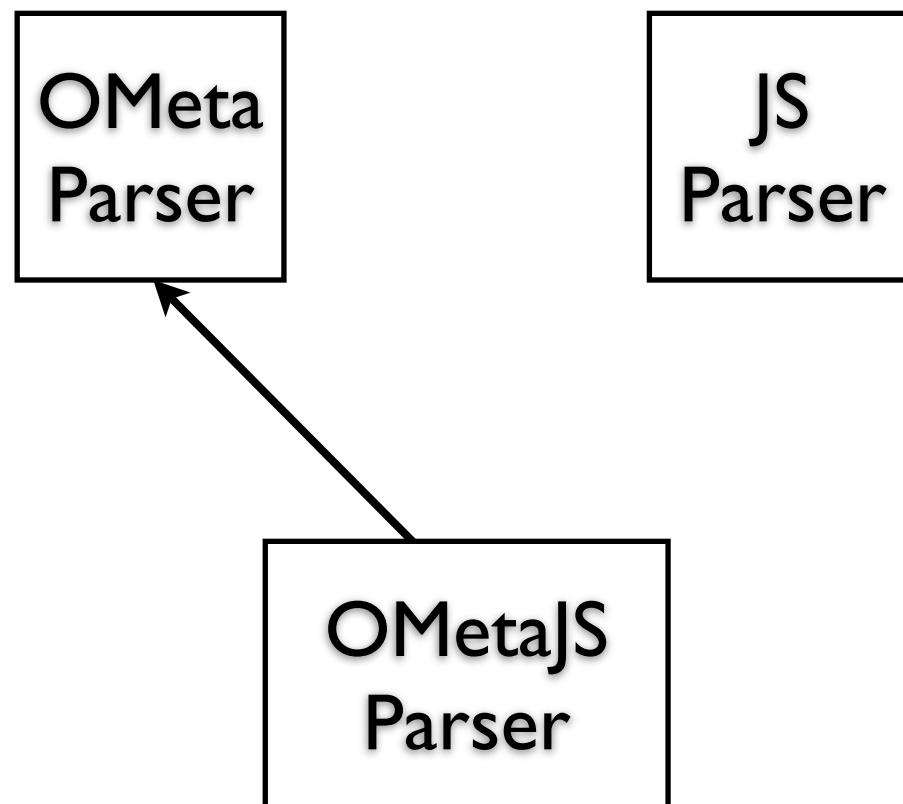
# OMetaJS = OMeta + JavaScript

OMeta  
Parser

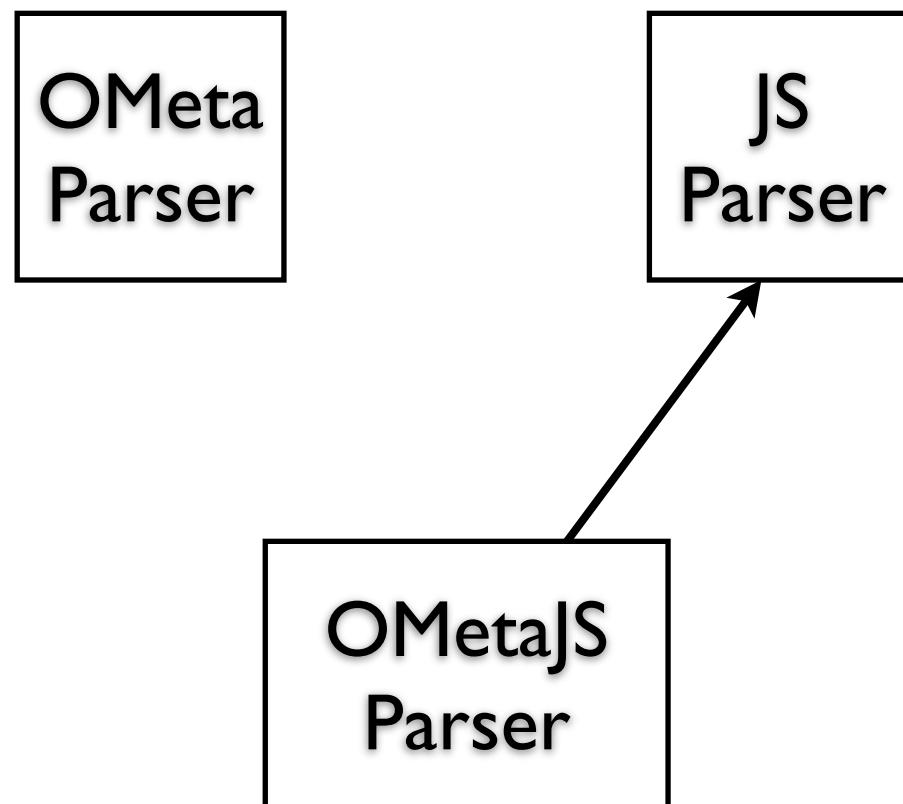
JS  
Parser

OMetaJS  
Parser

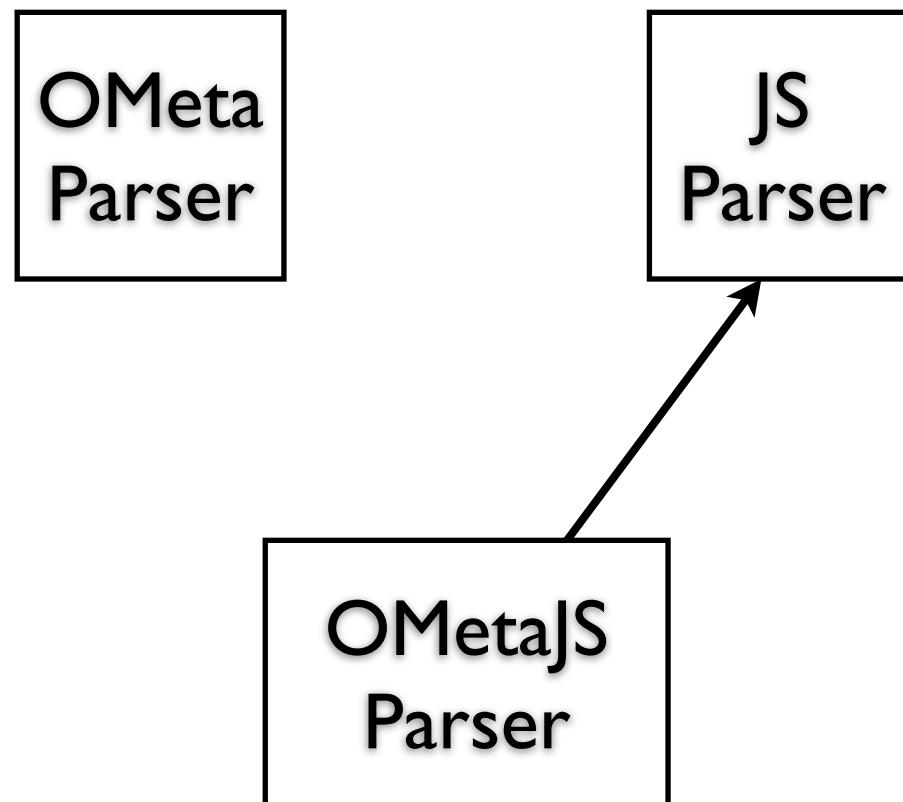
# **OMetaJS = OMeta + JavaScript**



# **OMetaJS = OMeta + JavaScript**



# OMetaJS = OMeta + JavaScript



- duplicated effort
- versioning problem

# Foreign rule invocation

- Lend input stream to another grammar

```
ometa OMetaJSParser {  
    ometajs ::= <foreign OMetaParser #grammar>  
              | <foreign JSParser      #stmt>  
}
```

- Compose multiple grammars w/o worrying about name clashes

# This OMeta, That OMeta

- Several versions of OMeta:
  - OMeta/Squeak
  - OMeta/COLA
  - OMeta/JS
  - ...
- Slightly different syntaxes
- Use different languages for semantic actions and predicates

**OMeta/JS**

# JavaScript Workspace

- Takashi Yamamiya's handy work
- Inspiration for OMeta/JS
- Workspace-style interface for JavaScript
- Runs inside the web browser,  
works like a Wiki

# JavaScript

- Dynamic language
- First-class functions (closures)
- Late-bound
- eval()
- Huge performance improvements lately
  - new webkit runs at “.5 Squeaks”

Plus...

**IT'S  
EVERYWHERE!**



ASSEMBLY  
LANGUAGE

*Unearthing the excellence in JavaScript*



# JavaScript: The Good Parts

O'REILLY® | YAHOO! PRESS

Douglas Crockford

Switch to  
web  
browser





Forget Guitar Hero...  
I could be the next Dan  
Ingalls!

OMeta/JS

# For more info...

- **DLS'07 Paper**
- **OMeta Mailing List**  
<http://vpri.org/mailman/listinfo/ometa>
- **OMeta/JS wiki**  
<http://jarrett.cs.ucla.edu/ometa-js>
- **Ask questions now**

**THE  
END**

# Selected Related Work

- Parsing Expression Grammars [Ford, '04]
- LISP70 Pattern Matcher [Tesler et al., '73]
- Parser combinator libraries [Hutton, '92],  
[Bracha'07]
- “Modular Syntax” [Grimm, '06]