

Identifying Reusable Language Modules from Existing Domain-Specific Languages

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Abstract. The use of domain-specific languages (DSLs) has become a successful technique in the implementation of complex systems. Still, the construction of this type of languages is time-consuming and requires highly-specialized knowledge and skills. An emerging practice to facilitate this task is to enable reuse by means of the definition of languages modules that can be later put together to build up new DSLs. However, the identification and definition of those modules is complex and error-prone thus, hindering the reuse exploitation when developing DSLs. In this paper, we propose a computer-aided approach to i) identify potential reuse in a set of DSLs; and ii) break down those DSLs into modules that can be later exploited to minimize costs when constructing new languages and when maintaining the existing ones. We validate our approach by using a realistic DSLs coming out from industrial case studies and obtained from public `GitHub` repositories.

1 Introduction

The use of domain-specific languages (DSLs) has become a successful technique to achieve separation of concerns in the development of complex systems [7]. A DSL is a software language in which expressiveness is scoped into a well-defined domain, and that offers the abstractions (a.k.a., *language constructs*) needed to describe certain aspect of the system. For example, we find DSLs to build graphical user interfaces [24], and to specify security policies [18].

Naturally, the adoption of such language-oriented vision relies on the availability of the DSLs needed for expressing all the aspects of the system under construction [4]. This implies the development of many DSLs which is a challenging task due the specialized knowledge it demands. As a matter of fact, the ultimate value of DSLs has been severely limited by the cost of the associated tooling (i.e., editors, parsers, etc...) [13].

To improve cost-benefit when using DSLs, the research community in software languages engineering has proposed mechanisms to increase *reuse* during the language development process. The idea is to leverage previous engineering efforts and minimize implementation from scratch [27]. These reuse mechanisms are based on the premise that “software languages are software too” [10] thus,

it is possible to use software engineering techniques to facilitate their construction [14]. For instance, there are approaches that take ideas from Component-Based Software Engineering (CBSE) [5] and Software Product Lines Engineering (SPLE) [29] during the construction of new DSLs.

The basic principle underlying the aforementioned reuse mechanisms is that language constructs are grouped into interdependent *language modules* that can be later integrated as part of the specification of future DSLs. Current approaches for modular development of DSLs (e.g., [20,15]) are focused on providing foundations and tooling that allow language designers to explicitly specify dependencies among language modules as well as to provide the composition operators needed during the subsequent assembly process.

In practice, however, reuse is rarely achieved as a result of monolithic processes where language designers define language modules while trying to predict that they will be useful in future DSLs. Rather, the exploitation of reuse is often an iterative process where reuse opportunities are discovered, in the form of replicated functionalities, during the construction of individual DSLs. For example, many DSLs offer expression languages with simple imperative instructions (e.g., `if`, `for`), variables management, and mathematical operators. Xbase [1] is a successful experiment that demonstrates that, using compatible tooling, such replicated functionality can be encapsulated and used in different DSLs.

The major complexity of this reuse process is that both, the identification of reuse opportunities and the extraction of the corresponding languages modules are manually-performed activities. Due the large number of language constructs within a DSL, and the dependencies among them, this process is tedious and error prone. Language designers must compare DSLs in order to identify commonalities and, then, to perform a refactoring process to extract those commonalities on separated and interdependent language modules.

In this paper we propose a computer-aided approach to automatically identify reuse opportunities within a given set of DSLs, and to extract reusable language modules from those commonalities. To this end, we define comparison operators that we use to detect commonalities in a given set of DSLs during a static analysis process. In turn, we use principles from sets theory for the extraction of the reusable language modules. It is worth highlight that our approach considers not only the syntax of the DSLs but also their semantics.

The validation of our approach is threefold. First, we implement our ideas in an Eclipse-based IDE in order to demonstrate that they are feasible with current capabilities of the existing language workbenches. Second, we evaluate the *correctness* of our approach by demonstrating that it can be properly applied in a real case study. In particular, we use a case study that has a direct application in the industry, and composed of three different languages for modeling state machines that share certain commonalities [8]. Third, we evaluate the *relevance* of our approach. To this end, we explore public GITHUB repositories and download about 2400 DSLs where we apply an analysis in search of potential reuse. We found that, in the 40% of the cases, there are reuse opportunities that can be exploited with our approach.

The reminder of this paper is organized as follows: Section 2 introduces a set of preliminary definitions/assumptions that we use all along the paper. Section 3 presents a motivation to the problem by introducing an illustrating scenario. Section 4 describes our approach that is evaluated in Section 5. Section 6 presents the related work and, finally, Section 7 concludes the paper.

2 Background: Domain-specific languages in a nutshell

We use this section to introduce some basic definitions intended to establish a unified vocabulary that facilitates the comprehension of the ideas presented in this paper.

- **DSLs specification** → Like general purpose languages (GPLs), DSLs are defined in terms of syntax and semantics [12]. Hence, the specification of a DSL is a tuple $\langle syn, sem, M_{syn \leftarrow sem} \rangle$ [6]. The parameter *syn* (the ***synt*ax**) refers to the structure of the DSL and specifies each language construct in terms of its name and the relationships it has with other language constructs. In turn, the parameter *sem* (the ***sem*antics**) refers to the meaning of the language constructs. This meaning corresponds to the dynamic behavior that establishes the manner in which language constructs are manipulated at runtime. Finally, the parameter $M_{syn \leftarrow sem}$ refers to the mapping between the language constructs and the semantics.
- **Technological space** → Currently, there are diverse technological spaces available for the implementation of syntax and semantics of DSLs [21]. Language designers can, for example, choose between context-free grammars or and metamodels to specify syntax. Similarly, there are at least three technological spaces for expressing semantics: operationally, denotationally, and axiomatically [22].

In this paper we are interested on executable DSLs (xDSLs) which syntax is specified by means of *metamodels*, and semantics is specified operationally by means of *domain-specific actions* [6]. Each language construct is specified in a metaclass. The relationships between language constructs are specified as references between metaclasses. In turn, domain-specific actions are specified as java-like methods that are allocated in the metaclasses.

Example: A DSL for finite state machines. Figure 1 shows a example DSL for finite states machines. It contains three language constructs that are specified in metaclasses: **StateMachine**, **State**, and **Transition**. A **StateMachine** contains states and transitions. Those relationships are represented as containment references between the corresponding metaclasses. In turn, the code snippets at the bottom of Figure 1 introduce the operational semantics to the DSL. In particular, the metaclass **StateMachine** is enriched with the operation `eval()` that contains a loop that sequentially invokes the `eval()` operation defined for the metaclass **State**. The metaclass **Transition** is enriched with the operation `fire()`.

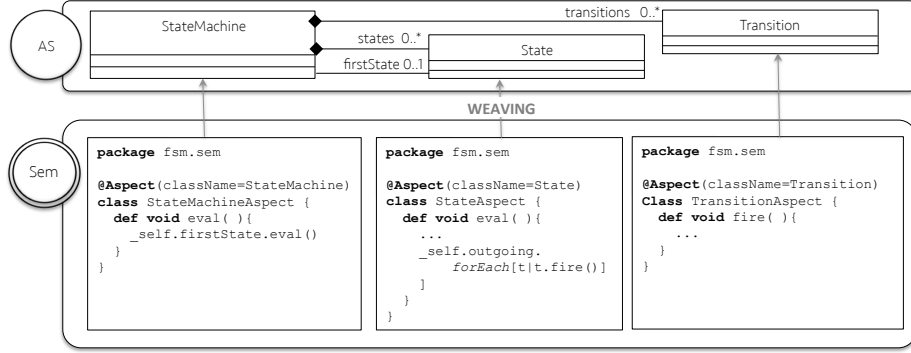


Fig. 1: A simple DSL for finite state machines

3 Motivation

Consider a team of language designers working on the construction of the DSL for state machines presented in section 2. During that process, language designers implement the language constructs typically required for expressing finite state machines: states, transitions, events, and so on. In addition, a constraints language that allows final users to express guards on the transitions should be provided, as well as an expressions language that allows to specify actions on the states of the state machine. This expressions language offers classical capabilities such as arithmetic operations and support for variables.

After being released their DSL for state machines, the language development team is required again. This time the objective is to build a DSL for manipulating the traditional Logo turtle which is often used in elementary schools for teaching the first foundations of programming [23]. Certainly, the new DSL is essentially different from the DSL for state machines. Instead of states and transitions, Logo offers some primitives (such as **Forward**, **Backward**, **Left**, and **Right**) to move a character (i.e., the turtle) within a bounded canvas. However, Logo also requires an expressions language in order to specify complex movements. For example, final users may write instructions such as: **forward** ($x + 2$).

At this point, language designers face the problem of reusing the expressions language they already defined for the state machines DSL. The typical solution to this type of situations is to clone the code implementing the replicated functionality. Language designers usually copy/paste the segment of the specification that they want to reuse. Naturally, this situation is repeated each time that there is a new DSL to build. For example, if our language designers team is required to build a third DSL (such as a flowcharts language) that uses not only expressions but also constraints, they will have (again) to copy/paste these specification segments. As a result, after the construction of some DSLs, there are clones that are expensive to maintain.

Overlapping in DSLs and potential reuse: The aforementioned phenomenon was previously observed by Vöelter et al [28, p. 60-61]. In fact, that

study shows that although many of the existing DSLs are completely different and tackle independent domains; there are related DSLs with overlapping domains. That is, they share certain language constructs i.e., they have some **overlapping** between them. Figure 2 illustrates this observation for the case of our illustrating scenario and by using two Venn diagrams to represent both syntax and semantic overlapping. Syntactic and semantic overlapping is represented as intersections between the corresponding sets.

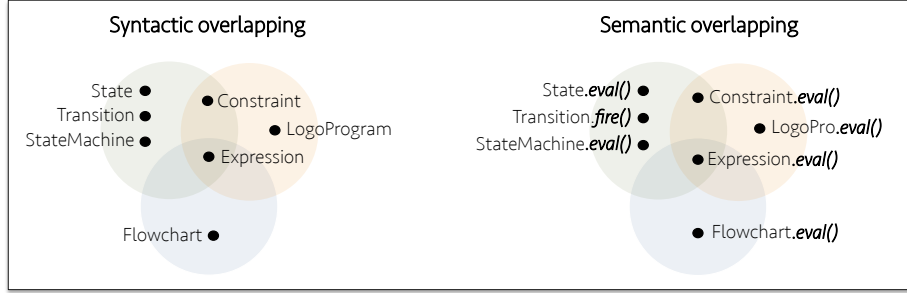


Fig. 2: Visualizing syntactic and semantic commonalities

If a set of DSLs have some overlapping and they specified in the same technological space, then there is **potential reuse** since the specification of those shared constructs can be specified once and reused in the two DSLs [28, p. 60-61]. For the technological space discussed in this paper, syntactic commonalities appear where DSLs share some metaclasses and semantic commonalities appear where DSLs share some domain-specific actions.

It is worth to mention that the fact that two metaclasses are shared does not imply that all their domain specific actions are the same. We refer to that phenomenon as **semantical variability**. There are two constructs that share the syntax but that differ in their semantics. In such case, there is potential reuse at the level of the syntax since the metaclass can be defined once and reused in the DSLs but the semantics should be defined differently for each DSLs.

4 Proposed approach

Our objective is to extract a catalog of reusable language modules from a given set of DSLs (that we refer to as the *input set*). To this end, we propose an approach based on the aforementioned notions of overlapping and potential reuse. Concretely, in our approach we first identify syntactic and semantic overlapping among the DSLs of the input set. Then, we cut such overlapping in order to break-down the DSLs in reusable language modules. Those language modules are encapsulated in such a way that they can be later composed each other in order to obtain complete DSLs. The overall strategy is illustrated in Figure 3. This section is dedicated to explain it in detail.

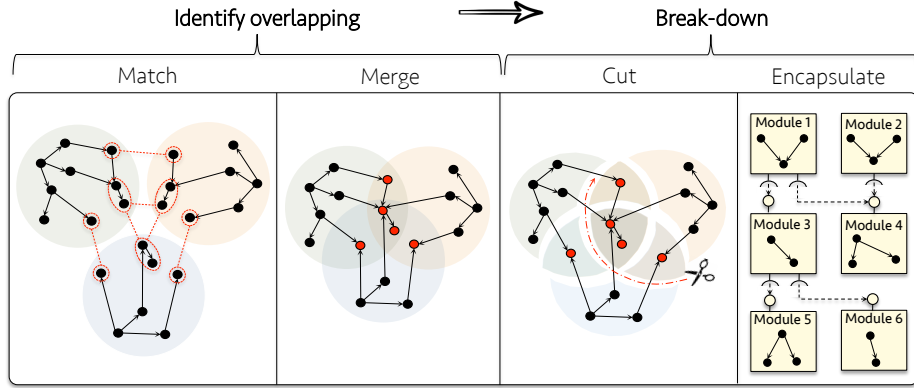


Fig. 3: Breaking down the input set by cutting overlapping

4.1 Identifying overlapping: *match* and *merge*

Our strategy to identify **syntactic overlapping** is based on the fact that a metamodel can be viewed as a directed graph where nodes represent metaclasses and arcs represent references between metaclasses. Since each DSL of the input set has a metamodel, we can represent each DSL as a directed graph. The objective now is to detect replicated nodes and organize them in the form of a Venn diagram as illustrated in the two first steps shown in Figure 3.

To this end we execute a twofold algorithm. First, we perform a matching process that receives a set of metamodels (one for each DSL of the input set) and returns a set of tuples containing all the overlapping (i.e., metaclasses that are *equal*) among these metamodels. Second, we merge the matched metaclasses in order to create the intersections as actual common metaclasses shared by the DSLs in the input set. For each metaclass, we store the information about what are the DSLs that use it. Note that the merging process can be viewed as a mechanism to remove repeated metaclasses.

Once the metaclasses are merged, we analyze the corresponding domain specific actions. Particularly, we check if the domain-specific actions associated to the matching metaclasses are equal as well. If so, we also have **semantic overlapping** and the merging process is extended also to the domain-specific actions. Otherwise, we create different clusters of domain-specific actions, one for each meta-class, thus establishing a **semantic variation point**. In other words, we create two different implementations of the semantics of the same metaclass that can be chosen at composition.

It is worth noting that detection of both syntactic and semantic overlapping relies on comparison of metaclasses and domain-specific actions respectively. At this point we need to clearly define such notion of equality that, as a matter of fact, is quite important to avoid alterations on the DSLs after the extraction of reusable language modules.

Comparison of metaclasses: An operator for metaclasses comparison can be specified as follows:

$$\doteq : MC \times MC \rightarrow bool \quad (1)$$

To implement such operator, one can intuitively think that a first approach to compare meta-classes is by comparing their names. Certainly, this approach results quite useful and it is quite probable that, we can find potential reuse. For example, one can expect that in a set of DSLs for finite state machines DSL, the construct **Transition** can be considered as a commonality.

Unfortunately, comparison of metaclasses by using only their names might have some problems. There are cases in which two meta-classes with the same name are not exactly the same since they do not represent the same domain concept or because there are domains that use similar vocabulary. For instance, whereas in many cases the transitions of a state machine are only specified in terms of triggers and constraints, there are certain DSLs for state machines that allow to annotate transitions are annotated with time flags [11].

In such cases, reuse is not that simple and a more restrictive operator should be considered. An approach that certainly helps is to compare metaclasses not only by their names but also by their attributes and references. Although this strategy can be quite restrictive, it guarantees that the detected reuse opportunities correspond to exact code clones so they can be extracted as reusable modules without any risk of altering the behavior of the DSLs. Hence, in our approach we use the later strategy. Nevertheless, we consider that certain flexibility might be to define those operators. We provide an extensible approach where other operators (such as the surveyed in [17]) can be easily incorporated.

Comparison of domain-specific actions: In turn, the operator for comparison of domain-specific actions can be specified as follows:

$$\overset{\circ}{=} : DSA \times DSA \rightarrow bool \quad (2)$$

Like methods in Java, domain specific actions have a signature that specifies its contract (i.e., return type, visibility, parameters, name, and so on), and a body where the behavior is actually implemented. In that sense, the implementation of a comparison operator for domain-specific actions can be performed by checking if their signatures are equal. This approach is practical and also reflects potential reuse; one might think that the probability that two domain-specific actions with the same signatures are the same is elevated.

However, during the conduction of this research we realized that there are cases in which signatures comparison is not enough. Two domain-specific actions defined in different DSLs can perform different computations even if they have the same signatures. For example, we can found semantic variation points in the implementation of DSLs for state machines what means that the domain-specific actions are implemented differently although their signatures are the same. As a result, we only guarantee potential reuse where we compare also the bodies of the domain-specific actions.

Note that such comparison can be arbitrary difficult. Indeed, if we try to compare the behavior of the actions we will have to deal with the semantic equivalence problem that, indeed, is known as be undecidable [19]. In this case, we a conservative approach is to compare only the structure (abstract syntax tree) body of the domain-specific action (such as proposed by Biegel et al [2]). In our approach we use the later strategy, again, in order to guarantee that semantic overlapping correspond to exact clones.

4.2 Breaking down the input set: *cut* and *encapsulate*

After being identified overlapping among the DSLs in the input set, we extract a set of reusable language modules. To this end, we adopt the idea presented by Vöelter et al [28, p. 60-61]: we break-down the overlapping by creating one language module for each different intersection as illustrated in the third step of Figure 3. The reasoning to this solution is quite simple: by definition, an intersection is a set of language constructs that are shared by two or more DSLs. If we extract those language constructs in separated language modules, the language module can be defined once and reused by all the DSLs that require it. So, we can consider that the extracted language module is reusable.

In our approach, we implemented this separation of overlapping as a graph partitioning algorithm. The algorithm receives the graph(s) obtained from the merging process and returns a set of node clusters: one cluster for each intersection of the Venn diagram. Arcs defined between nodes in different clusters can be considered as cross-cutting dependencies between clusters. Then, we encapsulate each nodes cluster in the form of language modules. Each module contains a metamodel, a set of domain-specific actions, and a set of dependences towards other language modules.

Dependencies between language modules are supported by means of the classical required and provided roles in components-based software development. There is a *requiring module* that uses some constructs provided by a *providing module*. The requiring module has a dependency relationship towards the providing one that, in the small, is materialized by the fact that some of the classes of the requiring module have references (simple references, containment references, or inheritances) to some constructs of the providing one. In order to avoid direct references between modules, we introduce the notion of interfaces for dealing with modules' dependencies. The requiring language has a *required interface* whereas the providing one has the *provided interface*. A required interface contains the set of constructs required by the requiring module which are supposed to be replaced by actual construct provided by other module(s) (see Figure 4).

We use *model types* [25] to express both required and provided interfaces. A module can have some references to the constructs declared in its required interface. In turn, the relationship between a module and its provided interface is *implements* (deeply explained in [9]). A module implements the functionality exposed in its model type. If the required interface is a subtype of the pro-

vided interface, then the provided interface fulfills the requirements declared in a required interface.

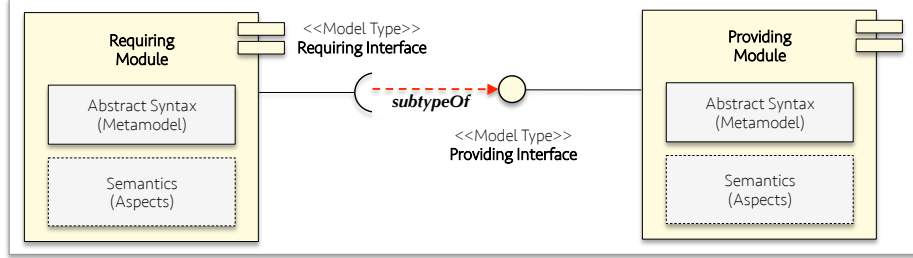


Fig. 4: Interfaces for language modules

5 Evaluation

The evaluation of our approach is threefold. First, we implement the ideas on top of an existing language workbench. Second, we evaluate the *correctness* of the approach by means of a test oracle that consists of a well-documented case study where we exactly know the existing overlapping among the involved DSLs. We execute our approach on the case study and we check that the input matches the expected overlapping. Second, we evaluate *relevance*. More concretely, we use empirical data to demonstrate that the phenomenon of syntactic and semantic overlapping is actually appearing in realistic DSLs that we obtain from public GitHub repositories. Thus, we show that there is room in real projects to the applicability of our approach.

5.1 Implementation: The Puzzle tool-suite

The approach presented within this paper is implemented in the **Puzzle** tool-suite. Puzzle have been developed on top of the Eclipse Modeling Framework (EMF). In that context, metamodels are specified in the Ecore language whereas domain-specific actions are specified as methods in Xtend programming language¹. The mapping between metaclasses and domain-specific actions is specified by using the notion of aspect introduced by the Kermeta 3² and the Melange [9].

5.2 Evaluating *correctness*: The state machines case study

The case study we use to evaluate the correctness of our approach was introduced by Crane et al [8], and it is composed of three different DSLs for expressing state

¹ <http://www.eclipse.org/xtend/>

² <https://github.com/diverse-project/k3/wiki/Defining-aspects-in-Kermeta-3>

machines: UML state diagrams, Rhapsody, and Harel’s state charts. This case study describes a realistic problematic that has an impact on the industry. As a matter of fact, it is one of the motivations of the VaryMDE³ project which is a collaboration between Thales Research & Technology, and INRIA.

Test oracle → Naturally, because the three DSLs are intended to express the same formalism, they have commonalities, i.e., overlapping. For example, all of them provide basic concepts such as **StateMachine**, **State**, and **Transition**. However, not all those DSLs are exactly equal. They have both syntactic and semantic differences which are well documented in the Crane’s article [8].

Syntactic differences are materialized by the fact that not all the DSLs provide exactly the same constructs. There are differences in the support for transition’s triggers and pseudostates. Whereas Rhapsody only supports simple triggers. Harel’s state charts and UML provide support composed triggers. More concretely, in Harel’s state charts triggers can be composed by using **AND**, **OR**, and **NOT** operators. In turn, in UML triggers can be composed by using the **AND** operator. In addition, whereas there are pseudostates that are supported by all the DSLs (**Fork**, **Join**, **ShallowHistory**, and **Junction**); there are two pseudostates i.e., **DeepHistory** and **Choice** that are only supported by UML. The **Conditional** pseudostate is only provided by Harel’s state charts.

Figure 5 shows a table with the language constructs provided by each DSL. In summary, there are: **17** language constructs that are shared by all the DSLs; **1** construct that is exclusive of UML; **2** constructs that are exclusive of Harel’s state charts; **2** constructs shared by UML and Harel’s state charts; and, finally, **1** construct shared by Harel’s state charts and Rhapsody.

Language vs. Construct	StateMachine	Region	AbstractState	State	Transition	Trigger	NotTrigger	AndTrigger	OrTrigger	Pseudostate	InitialState	Fork	Join	DeepHistory	ShallowHistory	Junction	Conditional	Choice	FinalState	Constraint	Statement	Program	NamedElement	Total of constructs
UML	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	20
Rhapsody	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	18
Harel	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	22

Fig. 5: Oracle for evaluation of correctness

Semantic differences are materialized by the fact that not all the DSLs have the same behavior at execution time. For example, whereas in Harel’s state charts simultaneous events are attended in parallel, both UML and Rhapsody follow the run to completion principle so simultaneous events are attended sequentially.

As a direct consequence of those semantic differences, not all the domain-specific actions are the same. For instance, due to the semantic difference in the

³ <http://varymde.gforge.inria.fr/>

events treatment policy explained above, the methods `eval()` and `step()` in the `StateMachine` metaclass are different in each DSL.

Results → Figure 6 shows the results of the first part of the analysis. It presents the Venn diagram that shows syntactic and semantic overlapping. Note that, in the case of the syntactic overlapping, the cardinalities of the intersections in the Venn diagram match the test oracle thus, demonstrating that our approach to comparison of metaclasses is correct. In turn, the methods `eval()` and `step()` of the `StateMachine` metaclass are correctly identified as different in each DSL.

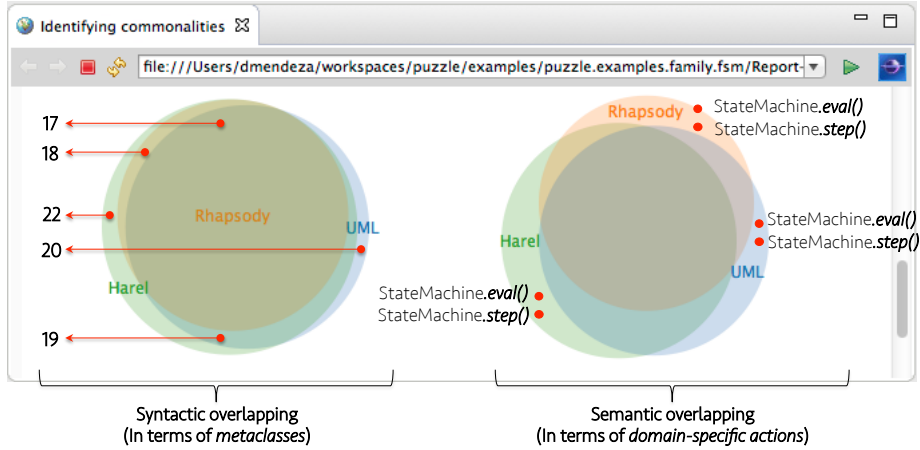


Fig. 6: Overlapping detected using the Puzzle toolsuite in the state machines case study.

In turn, Figure 7 shows the results for the second and third steps of our approach: identifying and extracting reusable language modules. There is a language module that contains all the language constructs shared by the three DSLs. This language module can be considered as a basic DSL for state machines that supports the basic constructs. It can be used in the construction of new DSLs for state machines. In addition, there are other language modules encapsulate pseudostates and triggers separately. Note that in order to obtain the Harel's state charts language, we need to compose the modules 1, 2, and 5. In turn, to obtain UML we need to compose modules 1, 3, and 4. Finally, to obtain Rhapsody we need to compose modules 1 and 5.

This first experiment can be replicated by following the instructions presented in a public website⁴.

⁴ Website for experiment 1: <http://damende.github.io/puzzle/extractingmodules>

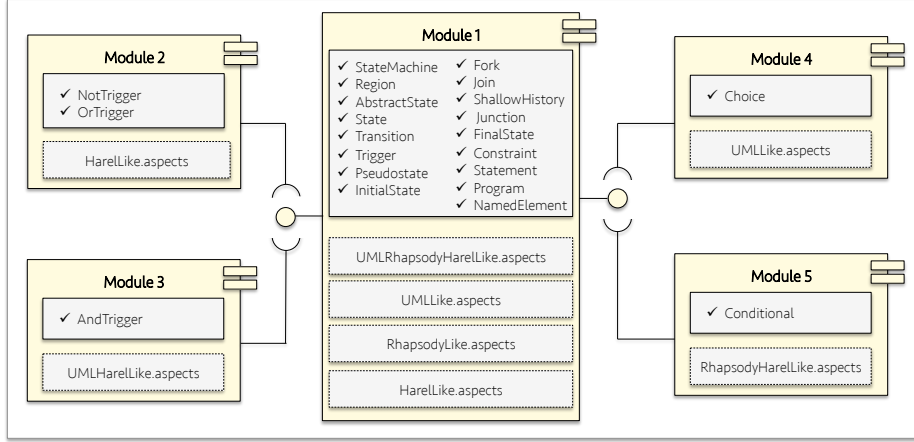


Fig. 7: Results for the state machines case study: extracting language modules

5.3 Evaluating *relevance*: Identifying potential reuse in the wild

In order to evaluate the relevance of our approach, we conducted an study on empirical data intended to answer two questions: 1) What is the probability that a DSL has some overlapping with another DSL?; and 2) How big is the average overlapping shared by the existing DSLs? The reminder of this section is dedicated to explain how we obtain the empirical data we use and how we use that data to answer the questions. In this experiment, we use the comparison operators defined in section 4.1. All the data and tooling needed to replicate these experiments can be downloaded in the experiment website ⁵.

Collecting empirical data → To collect empirical data, we explored **GitHub** repositories in search of DSLs that are built on the same technological space that we used in our approach. Namely, metamodels written in **Ecore** with operational semantics defined as domain-specific actions in **Xtend**. The objective was to build a realistic data set composed of DSLs developed by diverse development teams.

As a result of this search, we found **2424** metamodels (after discarding metamodels with errors). Contrariwise, due to the fact that **Kermeta 3** and its implementation in **Xtend** is a quite recent idea, we found very few data for the semantics part. We decided to conduct analysis only in the metamodels thus, the syntactic part of the languages. We consider that such analysis a good insight to know if there is potential reuse. In the following, we refer to our empirical data as S which is a set of metamodels.

What is the probability that a DSL has some overlapping with another DSL? → To answer this first question, we compute the relative frequency of the event E : “the metamodel has overlapping with, at least, another metamodel” in the set S . Formally:

⁵ Website for experiment 2: <http://damende.github.io/puzzle/reusewild>

$$P(E) \approx \text{RelativeFrequency}(E) = \frac{|S_E|}{|S|} \quad (3)$$

where $S_E = \{x \in S \mid (\exists y \in S \mid (x \neq y \wedge x \cap y \neq \emptyset))\}$

Note that computing such probability corresponds to scan the set S in search of occurrences of the event E . After doing so, we obtained that the relative frequency is $974/2424 = 0.40$.

From a pragmatic point of view, this result means that there are **40%** of probabilities that, during the construction of a new DSL, a language designer is replicating at least one metaclass defined in a legacy DSL that is available in **GitHub**. This probability is quite elevated if we take into account that our comparison operator for metaclasses is quite restrictive.

Although this result is quite encouraging, we still wonder how important is the potential reuse. This motivate the following question:

How big is the average overlapping existing among DSLs? \rightarrow To compute the average of overlapping among the metamodels in the set S we built the matrix illustrated in Figure 8. Basically, we performed a pair-wise comparison between the metamodels to obtain the overlapping between all the possible pairs. Then, we compute the average of overlapping that each metamodel has with the other metamodels of the set. To compute that average, we consider only the metamodels where the overlapping is at least 1 metaclass. Finally, we compute the average of these averages.

After executing this experiment, we obtain that the average of overlapping is 3.04. If we analyze the results of questions one and two at the same time, we can conclude that during the construction of the **40%** of the new DSLs language designers are replicating, in average, **3.04** language constructs. If we take into account that, in our empirical data, the average number of constructs of a DSLs is **34**, we found that the reuse opportunities are about **10%**.

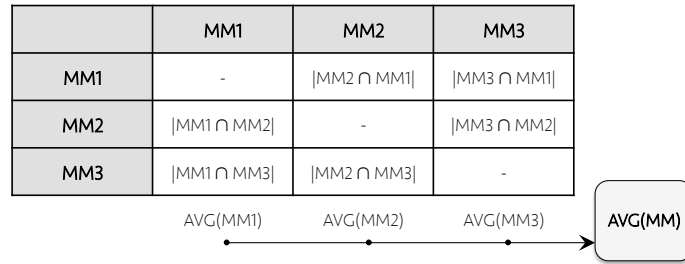


Fig. 8: Computing average commonalities

6 Related work

Software reuse has been largely studied during the last decades. The complexity behind the definition of reusable software is well-known and many approaches has been proposed to facilitate this task. The work of Caldiera and Basili [3] is a clear example of such approaches. It is intended to automatically extract reusable software modules from existing software systems. Then, a set of metrics for qualifying the quality of the produced modules. As mentioned in the introduction, this work has inspired the approach presented in that work paper.

The main contribution of the research presented this paper is that we apply those ideas in the construction of DSLs. To do so, we use a strategy based on Venn diagrams that, in turn, has been inspired in the phenomenon of domains overlapping identified by Völter et al [28, p. 60-61].

As a matter of fact, our approach is not the first one that tries to increase reuse in the construction of DSLs. The community of software languages engineering has been intensively working on this issue and nowadays we can find approaches for components-based languages development (such as [20,15]). In that context, our approach can be positioned as a reverse engineering technique for increasing reuse where reusable language modules are extracted from existing DSLs. It is worth noting that there are other approaches working on reverse engineering for DSLs. For example, the research presented in [26] and [16], is intended to synthesize language product lines (i.e., software product lines where the products are DSLs) from a DSL specification.

7 Conclusions and future work

In this paper, we presented an approach to exploit reuse during the construction of DSLs. We show that it is possible to partially automate the reuse process by identifying overlapping among DSLs and automatically extracting reusable language modules that can be later used in the construction of new DSLs.

We evaluated our approach in a real industrial case study and we demonstrate that there is an important amount of potential reuse in DSLs in public repositories. More concretely, based on empirical data, we showed that in about the **40%** of the new DSLs there are reuse opportunities to exploit reuse. This reuse is, in average, about the **10%** of the size of the DSLs.

As future work, we plan to propose approaches to automatically build language product lines i.e., software product lines where the products are DSLs. The intention is to follow with the idea of automating the reuse process. This time, using ideas that facilitate the management of the variability existing among DSLs.

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