

# GenFPL: DSL-embeddable functional programming languages

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# Accessibility

This presentation and its code available at:

<https://github.com/dslmeinte/GenFPL-langdev2024>



# Caveats

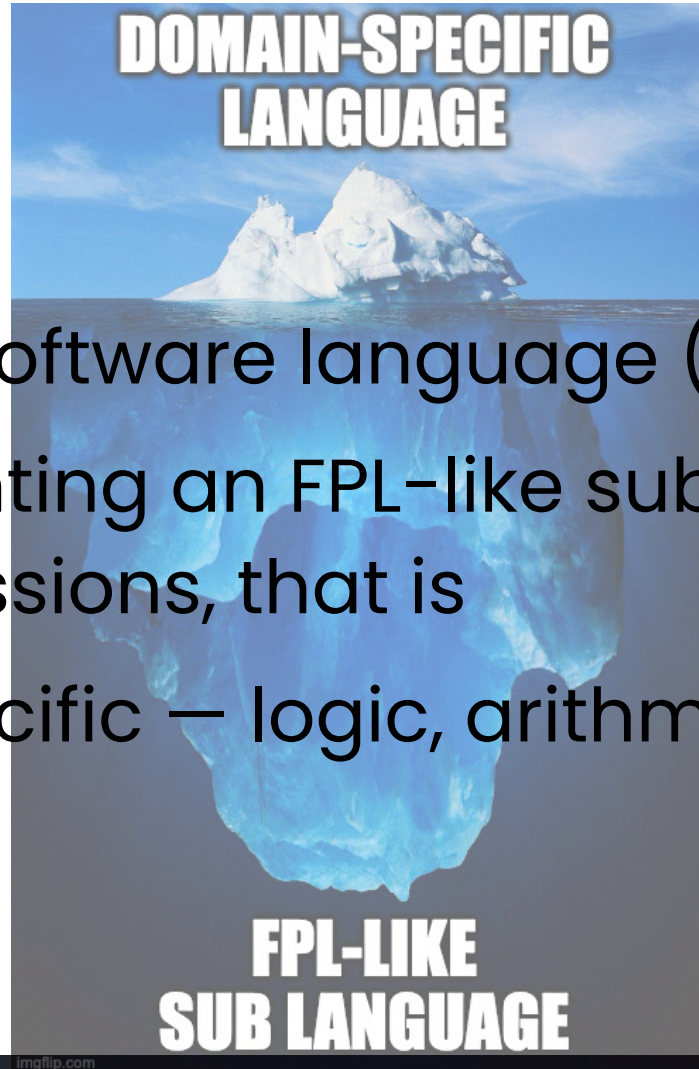
1. GenFPL = “generate FPL”, not “gener{allic} FPL”
2. GenFPL is in its ~~infancy~~ fetal stage



# Quick quiz (AKA “market fit research”)

Who among us

1. Have developed a software language (DSL, etc.), and
2. Ended up implementing an FPL-like sub language for (declarative) expressions, that is
3. Quite domain-specific — logic, arithmetic, etc.



# What is GenFPL?

- JavaScript (Node.js/NPM) tooling...
- ...to quickly implement FPL-like sub languages
- Located at: <https://github.com/dslmeinte/GenFPL>  
(license=Apache 2.0)

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# Why create GenFPL?

- Because there is a need for rapid, industrialized implementation of embeddable sub FPLs — (see quiz).
- But... *KernelF* ?! Not everything happens in MPS.
- Showcase and augment LionWeb.
- To challenge some PL-“traditions”.
- To scratch my FPL-itch without needing to have to deal with limitations/idiosyncrasies of an existing FPL.
- For fun!

▪ ...this talk...

Powered by



# Contents (not in order)

1. Demo GenFPL
  - a. Installation and making a configuration
  - b. Implementing and testing an interpreter
  - c. Accessing records
2. Some(anti-)patterns for sub FPLs
  - a. Typical *areas* and their meta-hierarchy
  - b. To `stdlib`, or not to `stdlib`?



# What is an FPL anyway?

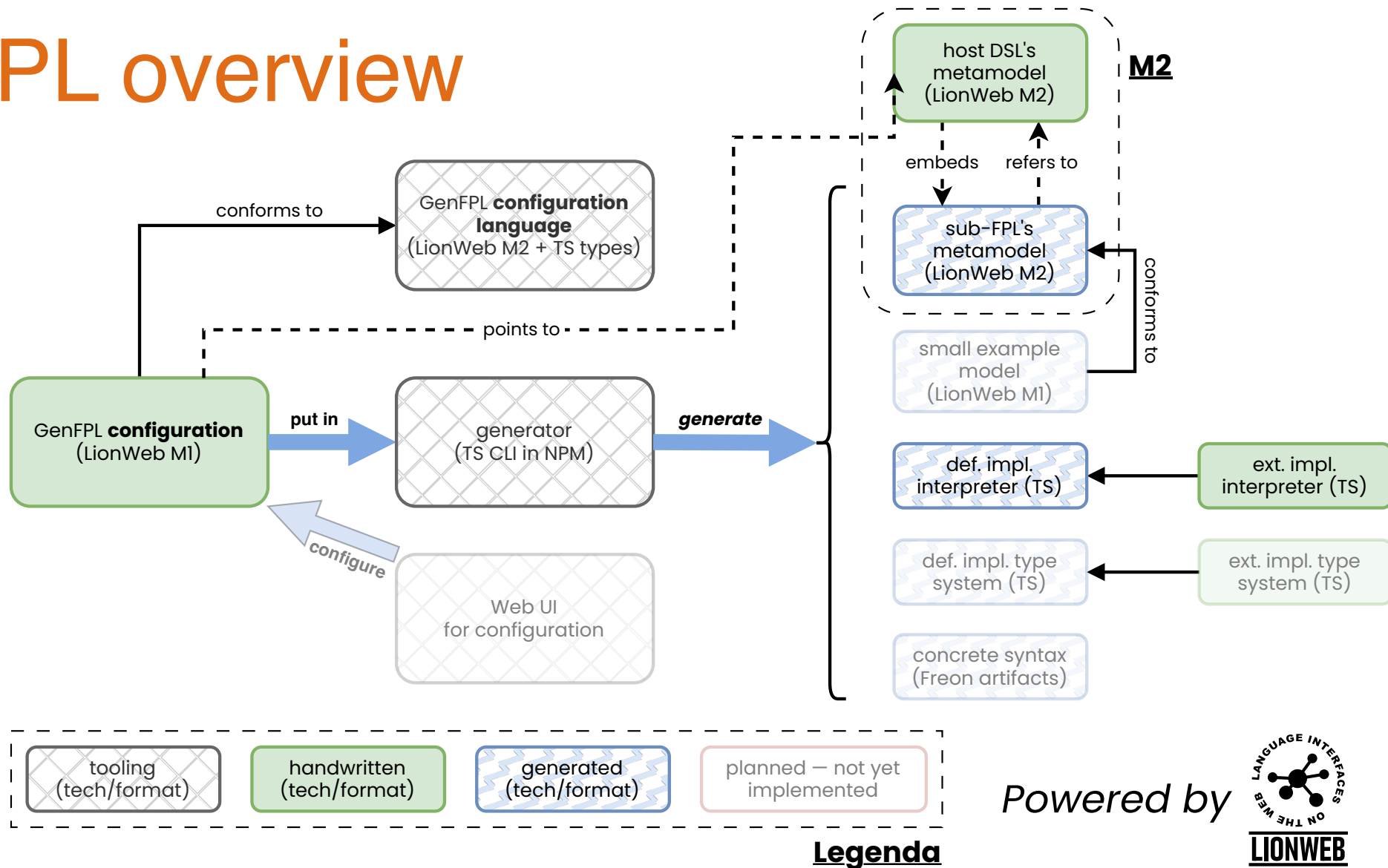
- **Funclarative**<sup>1</sup> expressions language
- Governed by a substitution model,  
so admits to algebraic reasoning
  - Makes it simpler to reason about programs
- Quite simple to correctly implement semantics  
and type system

<sup>1)</sup> term coined by: Markus Völter





# GenFPL overview

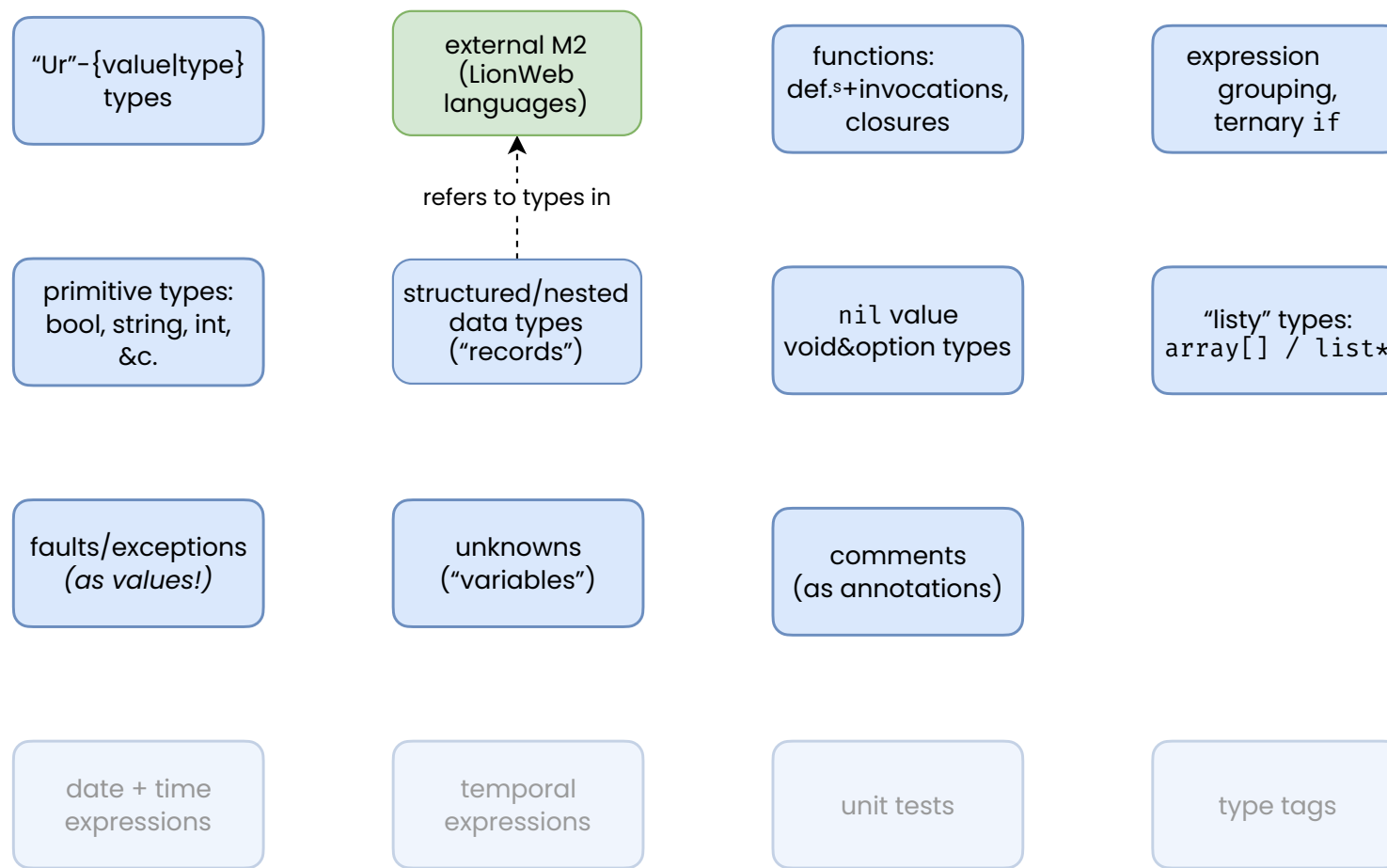


# Design choices

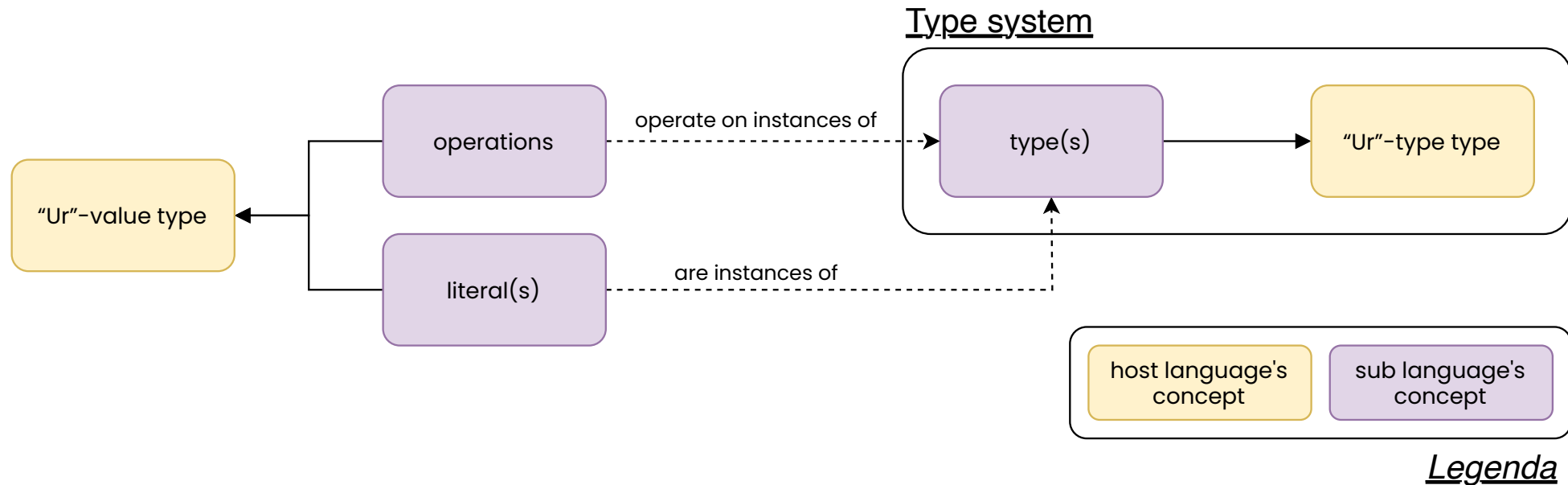
- Generate parts of sub FPL from a configuration:
  - Metamodel (M2)
  - Extensible default implementation of interpreter
    - (Future work: type system, Freon integration, etc.)
- Granularity: *areas* ~ modules



# Areas of sub-FPLs



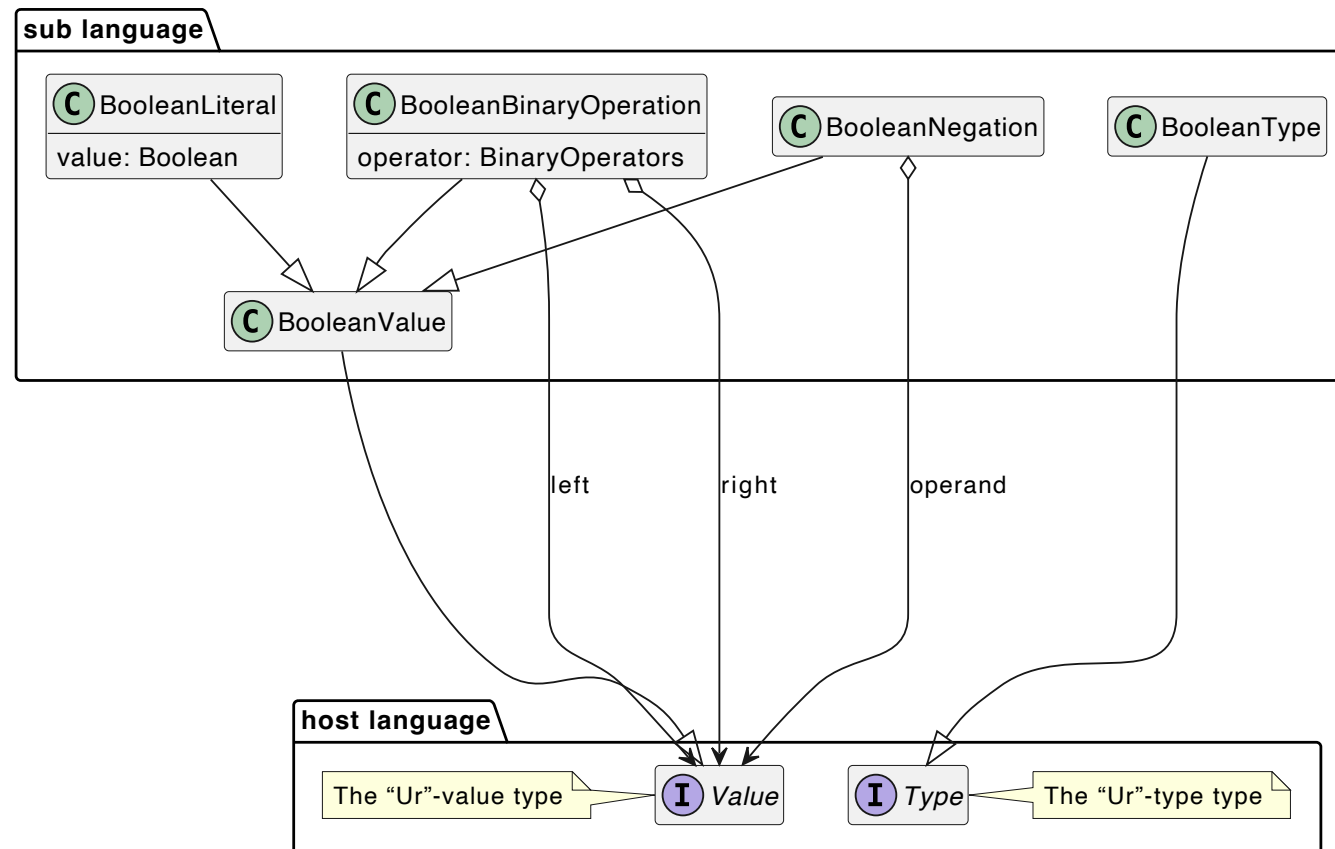
# Meta-hierarchy of an area



"Ur"-{type|value} types are specified in the GenFPL configuration

# Meta-hierarchy of an area (*cont.d*)

Example: **boolean** area

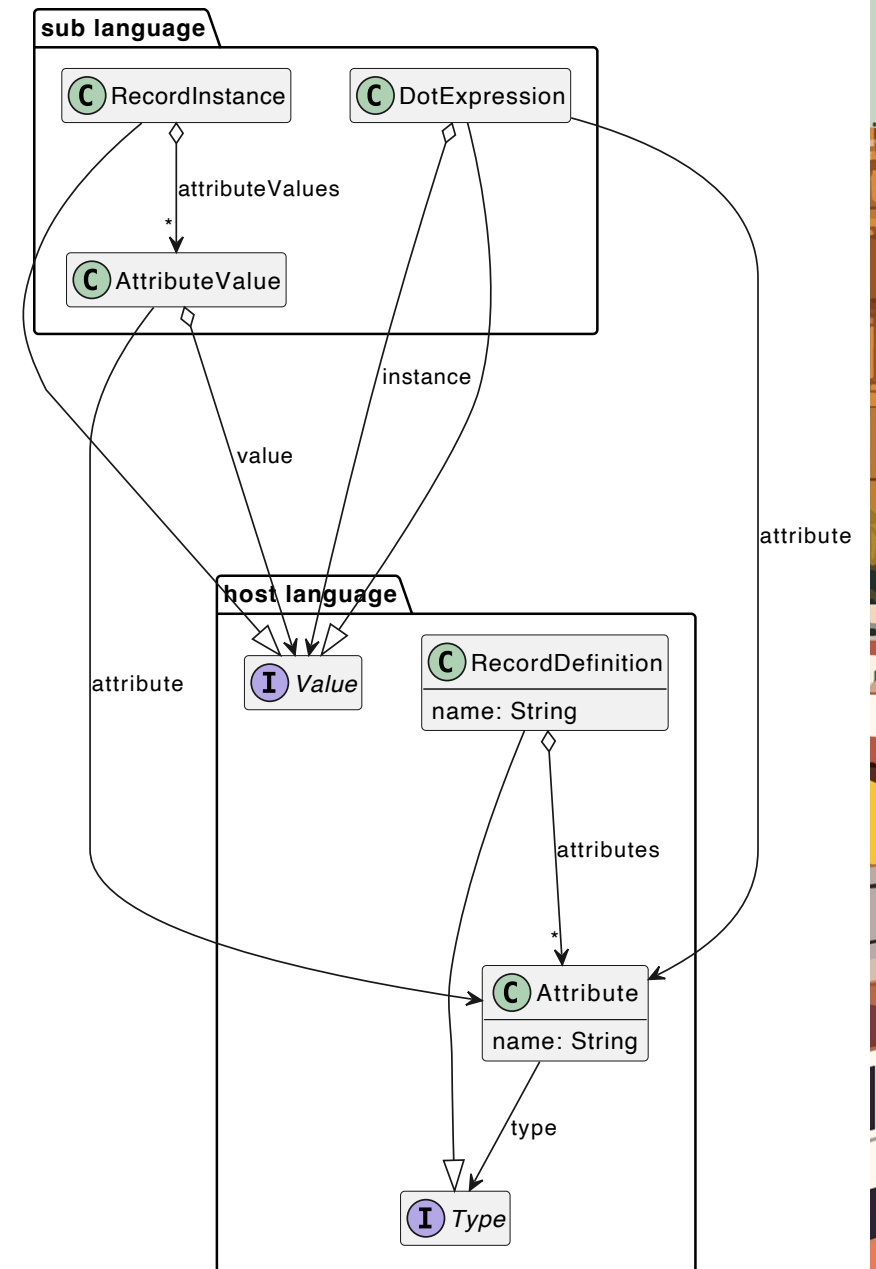


# Demo (1/2)



# Accessing records

- Observation: host language often has concepts for (nested) data structures – e.g. “records”.
- Want to be able to access attribute values on instances of those.
- Solution: configuration points to concepts in the host language, and generate appropriate concepts.



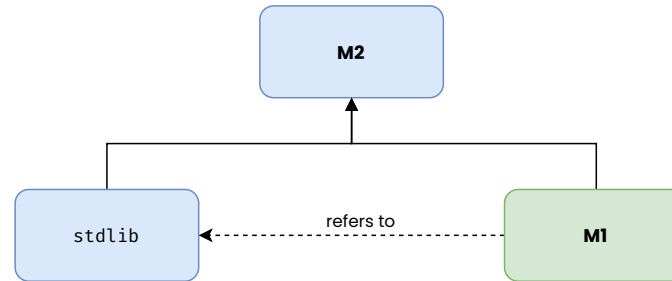
# Demo (2/2)





# To `stdlib`, or not to `stdlib`?

- A `stdlib` adds features to a language without enlarging the M2. Idea:



- Cost: need generic concepts to be able to define the `stdlib` *including type system* → an “inner metamodel”

# To `stdlib`, or not to `stdlib`? (*cont.<sup>d</sup>*)

## ■ Pros:

- Fewer concepts to deal with (eventually)
  - More malleable
- Better abstractions and generalizations

## ■ Cons:

- No syntactic difference: “everything’s an `<X>`”  
⇒ worse discoverability
- More complex type system



# To `stdlib`, or not to `stdlib`? (*cont.<sup>d</sup>*)

In the context of GenFPL:

- Generation is cheap
- $\Rightarrow$  Pros of `stdlib` disappear, while cons would still be “hit”
- $\Rightarrow$  Design choice: no `stdlib`



# Conclusions

- Interesting to do this gener{atively|ically}
- Generating a language means keeps complexity of it down
- Good input for LionWeb
- Plenty of work to do



# Future work — plans / ideas

- Integrate with Freon for a concrete syntax
- More areas
- A CLI tool
- Type system
- Nice UI for configuration
- Generate a generator



# Questions?



# Shameless advertising

My book

*Building User-Friendly DSLs*

is out!

Use code **langdev24mb**  
*until 31/10* for 45% discount  
off of *all* Manning products



The background features a dark night sky with a city skyline silhouette. A prominent searchlight beam originates from a point in the sky and points towards the bottom right, illuminating a portion of the skyline. The skyline includes a tall, ornate tower, likely the Giralda, and other buildings with domes and spires. The overall color palette is dark, with the searchlight beam and the 'Thank you!' text providing a focal point.

# Thank you!

And generate your sub-FPL *today!*