

# Metaprogramming Ruby

## Domain-Specific Languages for Programmers

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## Metaprogramming

- My definition: “programming your programming.”
- Change the way you program in your programming language.
- Transform your general-purpose language ...
- Make it a domain-specific language.
- Program in a language designed for the problem you’re solving.

## Lisp

- Metaprogramming seems to have originated in Lisp.

*Lisp is a programmable programming language.*

—John Foderaro

*In Lisp, you don't just write your program down toward the language, you also build the language up toward your program.*

—Paul Graham

- Lisp isn't the only programmable language.

## Ruby

- Rubyists have been rediscovering metaprogramming.
- Ruby style and idioms are still changing and adapting.
- Rails leverages metaprogramming heavily.
  - To great effect!
- Ruby is a natural for metaprogramming.

## What Makes Ruby Good for Metaprogramming

- Dynamic and reflective
- Everything is open to change
- Blocks allow writing new control structures
  - Add continuations to really get fancy
- Most declarations are executable statements
- Only slightly less malleable than Lisp (no macros)
- A fantastic syntax!
  - Neutral and unobtrusive
  - Enough to distinguish different *kinds* of constructs
  - Not enough to complicate straightforward statements

## Built-In Examples

- Declaring object properties:  
`attr_reader :id, :age`  
`attr_writer :name`  
`attr_accessor :color`
- Not syntax, just methods (defined in Module)
- Let's go see how they're written!
- Oh. They're written in C.

## But Here's How It Would Be Done

```
class Module
  def attr_reader (*syms)
    syms.each do |sym|
      class_eval %{def #{sym}
                  @#{sym}
                end}
    end
  end
end
```

## And attr\_writer ...

```
class Module
  def attr_writer (*syms)
    syms.each do |sym|
      class_eval %{def #{sym} = (val)
                  @#{sym} = val
                end}
    end
  end
end
```

## Mathieu Bouchard's X11 Library

- From the X11 Protocol Specification:

### DestroySubwindows

*window*: WINDOW

Errors: **Window**

### ChangeSaveSet

*window*: WINDOW

*mode*: {Insert, Delete}

Errors: **Match, Value, Window**

### ReparentWindow

*window, parent*: WINDOW

*x, y*: INT16

Errors: **Match, Window**

- From X11/XID.rb

```
def_remote :close_subwindows, 5, [Self]
def_remote :change_save_set, 6, [Self,
  [:change_type, ChangeMode, :in_header]]
def_remote :reparent, 7, [Self,
  [:parent, Window],
  [:point, Point]]
```

## Styles Have Changed

- From the Java Debug Wire Protocol specification:

### ObjectReference Command Set (9)

#### ReferenceType Command (1)

Returns the runtime type of the object. The runtime type will be a class or an array.

#### Out Data

objectID	<i>object</i>	The object ID
----------	---------------	---------------

#### Reply Data

byte	<i>refTypeTag</i>	Kind of following reference type.
referenceTypeID	<i>typeID</i>	The runtime reference type.

- From rubyjdpw (jdpw\_spec.rb):

```
JDWP.add_command_set :ObjectReference, 9 do |set|
  set.add_command :ReferenceType do |cmd|
    cmd.description = "Returns the runtime type of the object. The ..."
    cmd.out_data :objectID, :object, "The object ID"
    cmd.reply_data :byte, :refTypeTag, "Kind of following reference type."
    cmd.reply_data :referenceTypeID, :typeID, "The runtime reference ..."
  end
end
```

## Dave's Summer Project

- Dave Thomas, RubyConf 2002  
“How I Spent My Summer Vacation”

```
class RegionTable < Table
  table "region" do
    field autoinc, :reg_id, pk
    field int, :reg_affiliate, references(AffiliateTable, :aff_id)

    field varchar(100), :reg_name
  end
end
```

## How To Think About Metaprogramming

- Defining new constructs for your programming language.
- OK, but ... constructs to do what?
- Whatever your domain-specific language (DSL) needs to do.

## Another Way To Think About Metaprogramming

- A new set of conceptual tools for eliminating duplication (and other smells) from your code.

## Conventional Constructs

- DSLs need all of the general-purpose things:
  - Types
  - Literals
  - Declarations
  - Expressions
  - Operators
  - Statements
  - Control Structures

## Other Constructs

- Most DSLs also deal with things you don't usually find in general-purpose languages:
  - Context-dependence
  - Commands and sentences
  - Units
  - Large vocabularies
  - Hierarchy

## Expressions

- Damian Conway's state transition diagram:

```
fsm_string = FSM.new("STRING") do
  states :in_string, :ignore_next
  events '"' => :quote, '\\' => :backslash
```

```
    start >----- quote    >---- in_string
    in_string >----- backslash >---- ignore_next
    ignore_next >----- other    >---- in_string
    in_string >----- quote    >---- accept
end
```

- On second thought ... no, that's just wrong.



## Contexts

- Establishing a context for a set of statements
  - Constrain those statements to the context
  - Multiple, concise operations on the context

- What's a context? A *scope*.

```
Struct.new("Interval", :start, :end) do # from Ruby 1.9
  def length
    @start - @end
  end
end
```

- From rake:

```
task :test do
  ruby %{-l lib -e 'Dir["test/test*.rb"].each {|fn| load fn}}
end
```

## Implementing Contexts

- Struct is written in C, but here's how to do it in Ruby:

```
class Struct
  def initialize (*args, &block)
    struct_class = # define struct using args
    struct_class.class_eval(&block) if block_given?
  end
end
```

- Modified code from Rake:

```
def task (*args, &block)
  t = Task.new
  # process and store dependencies ...
  t.actions = block if block_given?
  # block is called later, when task is fired.
end
```

## Implementing Contexts

- Here's another example, from the Systir system testing tool:

```
add_user {  
  name "Charles"  
  password "hello123"  
  privileges normal  
}
```
- Implementing that:

```
def add_user (&block)  
  u = User.new  
  # User class has name, password, privileges methods  
  u.instance_eval(&block) if block_given?  
end
```

## Commands and Sentences

- Multipart, complex statements or declarations.
- Example: Dave's database library

```
field autoinc, :reg_id,      pk  
field int,      :reg_affiliate, references(AffiliateTable, :aff_id)
```
- Let's take that apart.

## Implementing Commands and Sentences

```
field autoinc, :reg_id, pk
```

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  - `def autoinc; return FieldType::AutoInc.instance; end`
  - Restricts (mostly) arguments to predefined alternatives.

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  - Infinite number of possible field names.
  - Ruby symbols restrict syntax to good name-like strings.
- Additional parameters are method calls.
  - Options, constraints
  - Methods return objects that encode constraints

## Units

- General-purpose languages deal with scalars
  - Programs must maintain knowledge about units.
- Most domain-specific languages deal with *quantities* expressed using *units*.
- From Rails:  
# A time interval  
`3.years + 13.days + 2.hours`  
  
# Four months from now, on a Monday  
`4.months.from_now.next_week.monday`

## Implementing Units

- The easy part: classes representing quantities.
  - Don't forget to support math on quantities.
  - Use operator overloading if it makes sense!
  - May require mixed-base arithmetic. (Time certainly does.)

- Next: natural expression

# Augment the built-in classes!

```
class Numeric
```

```
  def minutes; self * 60; end
```

```
  def hours; self * 60.minutes; end
```

```
  # etc.
```

```
end
```

## Large Vocabularies

- Sometimes you need a *command structure* that's essentially open-ended.
- Roman numerals:  
Roman.CCXX  
Roman.XLII
- Jim Weirich's XmlMarkup class (used in Rails):  
xm.em("emphasized")  
xm.a("A Link", "href" => "http://example.com/")  
xm.target("name" => "compile", "option" => "fast")

## Large Vocabularies

- Override `method_missing`.
- Here's the Roman numeral method:

```
class Roman
  def self.method_missing (method_id)
    str = method_id.id2name
    roman_to_int(str)
  end
end
```
- Be careful!
  - Difficult bugs lurk here.

## Hierarchy

- XmlMarkup again:

```
xm.html {
  xm.head {
    xm.title("History")
  }
  xm.body {
    xm.h1("Header")
    xm.p("paragraph")
  }
}
```

## Implementing Hierarchy

- Called from `method_missing`:

```
def element (elem_name) {  
  if block_given? then  
    puts "<#{elem_name}>"  
    yield  
    puts "</#{elem_name}>"  
  else  
    puts "<#{elem_name}/>"  
  end  
end
```
- You could use `instance_eval` to avoid typing "xml." before every call. But don't.

## Resources

- These slides:  
<http://www.vandenburg.org/Speaking/Stuff/oscon05.pdf>
- *The Ruby Way*, by Hal Fulton  
<http://hypermetrics.com/rubyhacker/coralbook/>
- *Programming Ruby*, by Dave Thomas and Andy Hunt  
<http://www.pragmaticprogrammer.com/titles/ruby/>
- Use the source!
  - Most of the examples shown are open-source systems.