

The □ Language

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What □ is?

The □ language is a **Universal Graph Language**;

- Symbol: □
- Name: “square cup”
- Universality (close to “u”)
- Unicode character □: (U+2294)
- License: GPL v3

Sparse Graph

A **graph**: $G = (V, E)$

where:

$$V = \{v_i\} \text{ and } E = \{e_k\}$$

...a set of nodes (vertices) and a set of arcs (edges) between nodes.

$$e_k = (v_{i_p}, v_{j_q})$$

Edge links an origin node to one destination node.

p and q are ports references

Dictionary: some attributes as (key,value) pair is attached to each node v_i and each edge e_k .

□ THONUS features

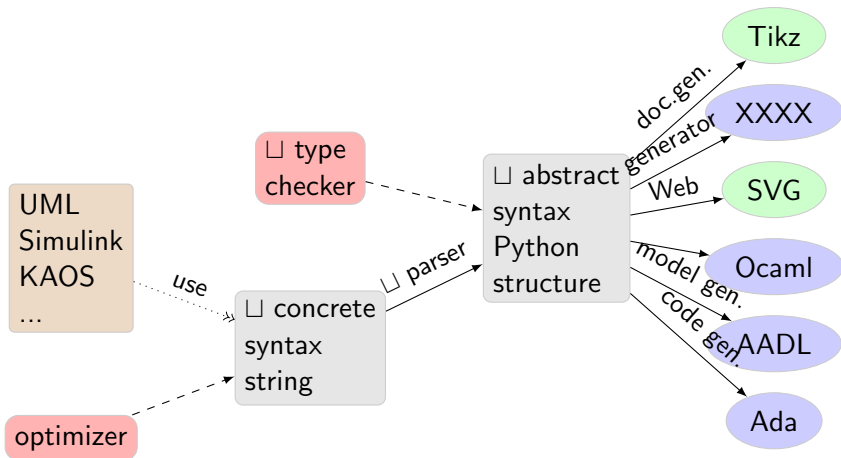
- T-typed
- H-ierarchical
- O-nline
- N-eutral
- U-nicode
- S-hort



A.pin2 -> B.5

Indexed and named ports

The big picture (with \sqsubseteq !)



□ facts

Structure

- only manages the structure of the graph, not the semantics.
 - parser builds an Abstract Syntax Tree (a Python data Structure)
- The types libraries are doing the real job!

Rendering

Graphics rendering is almost a matter of code generation.
Just customize the generator to style your graphs.

Pipes

To generate code, □ uses UNIX like piped small tools on the graph Abstract Syntax Tree.

Syntax building elements

- Nodes:
 - ID: a unicode word to identify the node
 - type: Type name available in the node types library
 - content: Free dictionary of attributes, including label or arguments
 - port: a named or indexed port (type compatible)
- Edges:
 - ($\langle \rangle \Rightarrow$): Arrow head
 - type: Type name available in the edge types library
 - content: Free dictionary of attributes, including label or arguments
 - ($\langle \rangle \Rightarrow$): Arrow tail
- Blocks:
 - $\{ \dots \}$: delimiters

From the Dot (Graphviz) Language

- DOT¹ is not typed
- DOT composition (cluster) is not generic
- DOT ports are not (well) implemented
- DOT is not minimal ("A->B" raises a syntax error)
- DOT mixes structure and layout
- Limited DOT layout algorithms (nodes place + arc path)

¹AT&T Bell Laboratories

From the XML format

- XML is for XHTML what \square is for Models (UML, Simulink,...)
- XML is basically suited for trees not graphs
- XML has a lot of glue characters
- XML does not enforce id on each elements
- XML use Xlink, Xpath for referencing
- XML raises *attributes* versus *elements* dilemma
- XML is cumbersome to use
- XML is unreadable in practice
- Transformations are complex (XSLT)
- Type checking using DTD, XSD, RelaxNG

From yUML (yUML.me)

- yUML is an online service
- yUML rendering is nice
- yUML syntax is simple and readable
- yUML layout is automatic
- yUML is not open-source
- yUML is not typed (just themes)
- yUML is not hierarchical
- yUML generation is a little slow
- yUML is not oriented for code generation
- yUML does not support SVG nor Tikz output

□ Types

- User defines its own types library for:
 - Used Nodes
 - Used Edges

A types library:

- defines the semantics of the input formalism (UML, Scade,...)
- maps to output patterns (Ada, SVG,...)
- defines a **Domain Specific Language**
- customize graphics output

For instance, two different nodes types may be rendered with different shapes/decorations in SVG but may map to the same class construction for Scala generation.

Semi-Formal and Formal

A **semi-formal node** is a typed node with informal (english) sentence in its label.

A **formal node** is a types node with all attributes valid stream from formal languages.

The label may be used to embedd procedure, function, class definition,..., on several lines.

The arguments may be used call, customize or instantiate.

The type definition may include default source code.

Node definition and **Node usage** are identical!

Node, Edges accumulates properties:

A"hello" A:T	≡	A"hello":T
A"hello" A->B	≡	A"hello"->B
A->B A"hello"	≡	A"hello" A->B
A B C A	≡	C A B
A"label1" A"label2"	≡	A"label2"
A(arg1) A(arg2)	≡	A(arg2)
A:T1 A:T2	≡	A:T2
A{A}	≡	A

Edge rules

rule:

Edge has no id!

$A \rightarrow B \quad A \rightarrow B \quad \neq \quad A \rightarrow B$

$A \rightarrow x > B \quad A \rightarrow y > B \quad \neq \quad A \rightarrow y > B \quad A \rightarrow y > B$

$A \rightarrow (1) > B \quad A \rightarrow (2) > B \quad \equiv \quad A \rightarrow (2) > B \quad A \rightarrow (1) > B$

$A \rightarrow (1) > B \quad A \rightarrow (2) > B \quad \neq \quad A \rightarrow (2) > B \quad A \rightarrow (2) > B$

16 possible arrow types for each edge type X:

-X>	=X>	>X>	<X>
-X<	=X<	>X<	<X<
-X-	=X-	>X-	<X-
-X=	=X=	>X=	<X=

Candidate model formalisms

- UML
- SysML
- AADL-Graph
- Marte
- PSL
- Xcos
- Kaos
- Entity-Relation-Graph
- Tree-Diagram
- Network-Graph
- Flowchart
- Petri-net
- State-Machine
- Markov-Chain
- Behavior-Tree

Expected code generation

- c
- java
- tikz
- vhdl
- scala
- python
- svg
- lustre
- ocaml
- aadl
- lua
- haskell
- ada
- sdl
- objectivec
- ruby
- systemc

Graphic generation

- SVG for Web publishing
- Tikz for $\text{T}_\text{E}\text{X}$ and PDF exporting

Layout (nodes placement and edge path) does not carry semantics
Do not let end-user define it, let advanced algorithms do the layout with goals:

- Balance nodes in the canvas
- Minimize edge crossing
- Find best path for edges
- Follow graphic design rules
- Follow Typographic rules

The same graph may have several styles; themes

$\text{T}_\text{E}\text{X}$ principle: nice graphic output is a requirement !

Today needs

- a theoretical support,
- a constraint definition language (Real,OCL,...),
- a better types definition (currently dictionnary of properties),
- templates for many code generators,
- an embedded and large test set,
- plugins for formal model checkers and theorem provers.

Next about λ !

All is on the forge:

<https://github.com/pelinquin/u>

Source code:

See PDF attached file: `u.py`
...and generate this beamer.