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Master of Science

A Very Long and Impressive Thesis Title with a Forced Line Break

Dissertation plan submitted in partial fulfillment
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⟨month⟩, ⟨year⟩

Abstract

The dissertation must contain two versions of the abstract, one in the same language as the main text, another in a different language. The package assumes that the two languages under consideration are always Portuguese and English.

The package will sort the abstracts in the appropriate order. This means that the first abstract will be in the same language as the main text, followed by the abstract in the other language, and then followed by the main text. For example, if the dissertation is written in Portuguese, first will come the summary in Portuguese and then in English, followed by the main text in Portuguese. If the dissertation is written in English, first will come the summary in English and then in Portuguese, followed by the main text in English.

The abstract shoul not exceed one page and should answer the following questions:

- What's the problem?
- Why is it interesting?
- What's the solution?
- What follows from the solution?

Keywords: Keyword 1, Keyword 2, Keyword 3, ...

Resumo

Independentemente da língua em que está escrita a dissertação, é necessário um resumo na língua do texto principal e um resumo noutra língua. Assume-se que as duas línguas em questão serão sempre o Português e o Inglês.

O *template* colocará automaticamente em primeiro lugar o resumo na língua do texto principal e depois o resumo na outra língua. Por exemplo, se a dissertação está escrita em Português, primeiro aparecerá o resumo em Português, depois em Inglês, seguido do texto principal em Português. Se a dissertação está escrita em Inglês, primeiro aparecerá o resumo em Inglês, depois em Português, seguido do texto principal em Inglês.

O resumo não deve exceder uma página e deve responder às seguintes questões:

- Qual é o problema?
- Porque é que ele é interessante?
- Qual é a solução?
- O que resulta (implicações) da solução?

E agora vamos fazer um teste com uma quebra de linha no hífen a ver se a LaTeX duplica o hífen na linha seguinte...

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Sim! Funciona! :)

Palavras-chave: Palavra-chave 1, Palavra-chave 2, Palavra-chave 3, . . .

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Symbols

Chapter 1

Introduction

1.1 Context

Users face bugs on a daily basis, whether in their instant messaging application or a game, bugs currently permeate our lives, they are mostly harmless as such applications are not critical, resulting in some unsent messages or texture glitches.

However, in areas as systems programming, one of the most demanding domains in computer science, bugs and their respective consequences come at a high cost to both service providers and consumers. There are reports from several industries where bugs lead to huge monetary losses and even death.

In 2014, the Heartbleed [4] bug, caused due to a missing bound check, compromised the security of any OpenSSL user, enabling the theft of critical information (e.g. cryptographic keys). In 2018, a bug in Coinbase (a popular cryptocurrency exchange) allowed for account balance manipulation [18]. In 2019 and 2020, after several crashes [2], the Boeing 737 Max was grounded to fix existing problems, while grounded, more software-related issues were found [9, 8], delaying its re-certification. In 2020, as the number of COVID-19 grew, contact tracing apps were deployed as a mitigation strategy. The UK's National Health Service app failed to ask users to self-isolate due to a bug [5].

The previous examples are not isolated incidents, the language and nature of the bugs is different for each case, to put it simply, there is no silver bullet and the next best alternative is to do our best to mitigate them by building tools and abstractions which allow developers to increase their code's safety.

Languages like C/C++ have dominated the systems programming landscape for years and one of the main problems with both is the lack of memory management. Leaving such responsibility to the developer has proven to be *a less than ideal* solution, with 70% of bugs in projects like Chromium [6] and Microsoft products [7] being due to memory management.

To address such problem, several tools and languages have been and continue to be developed, so far, Rust has been the only one to achieve *mainstream* status.

1.2 The Rust Language

Rust is a fairly recent systems programming language, its main focus revolves around memory safety, effectively removing classes of such bugs (e.g. *use-after-free* and *double-free*). Another one of Rust's focus, is on productivity, aiming to provide the safety mechanisms necessary to remove the previous class of bugs, while trying to provide a pleasant and productive development experience.

To achieve its goals, Rust makes use of a borrow checker and an ownership system, in conjunction, they're responsible for guaranteeing correct memory usage. At its core, the borrow checker is a lightweight theorem prover, it tries to prove that the code does not break safety rules.

Its rules can be distilled down to the following intuition, only one entity can hold a reference to mutable data at a time, several entities may hold references to immutable data. This also enables Rust to also provide mechanisms which help deal with concurrency, allowing for developers to write data-race free code [15].

1.3 Typestates

Typestates were introduced in [14], they are a subset of behavioral types and according to the same article, typestates are a *mechanism in which the compiler guarantees that for all execution paths, the sequence of operations on each variable obeys a finite state grammar associated with that variable's type*.

The first language to make use of typestates was NIL [14], afterwards languages like Hermes [13] and Plaid [1] extended the concept with new techniques.

1.3.1 The case for typestates

As discussed in section 1.1, bugs in systems programming are costly, thus, bugs must be minimized. Several tools, such as static analyzers, fuzzers, testing frameworks and others, aid in this purpose, if we have all these external tools, why should we not try and leverage the programming language itself?

Moving towards better languages Programming languages allow the programmer to express a set of actions to be taken by the computer, they are tools which enable us to achieve a goal. Being essential to our work, better tools enable developers to be more productive and achieve higher quality work. The remaining question is *"why do we not create better languages?"*. Even when considering languages to be cheap to develop, the amount of work between a *working* language to be *production ready* is not cheap. Furthermore, while adopting a new language for a hobby project is easy, the same does not apply for enterprise level projects, requiring several developers to know the ins and outs of the language.

Static typed languages The current trend is to move from dynamically typed languages, to statically typed ones, or at the very least, add typing support to existing dynamic languages. Typescript [16], Reason [11] and PureScript [10] are all examples of languages built to bridge the gap between static type systems and JavaScript. Python and Ruby, two popular dynamic languages, have also pushed for type adoption with the addition of type hint support in recent releases [17, 12].

Where do typestates fit? Typestates are a complex subject, able to be adopted at several levels, just like type hints, they can be partially used in some languages, through tools such as Mungo [19], by contract-style assertions as in Ada2012, Eiffel or pre-0.4 Rust, or finally by leveraging the existing type system to write typestate enabled code as it is possible in Rust [3].

Why use typestates? By leveraging the state to the typesystem, the compiler is able to aid the programmer during development, a given set of transitions will be impossible by default, since the types do not implement them. By reducing the need for developers to check for a certain set of conditions through the use of typestates, it becomes possible to reduce the number of runtime assertions and completely eliminate the need for illegal state exceptions since illegal transitions are checked at compile time.

CHAPTER 2

Related Work

2.1 Language Preprocessors

Language preprocessors are a mechanism which runs during compilation, some languages will apply the preprocessor during different compilation stages while others will only apply the preprocessor in a single stage.

2.1.1 OCaml

The OCaml ecosystem currently uses OCaml PPX, however, previous to version 4.02, OCaml made use of p4.

We briefly review both p4 and PPX.

Camlp4

Camlp4 is a parsing library which provides extensible grammars, its main goal is to allow users to extend OCaml syntax, Camlp4 is also able to redefine the core syntax, OCaml even introduced a revised syntax **??** to enable Camlp4.

The library has been deprecated due to being confusing to users and tools alike. Users were required to learn the revised OCaml syntax which complicates the development process. These criticisms are found throughout documents which discuss Camlp4 **??**.

In a nutshell, the Camlp4 library would allow developers to develop an extension syntax, when the compiler would pass the source code as text to the preprocessor, which, in turn would generate valid OCaml source code.

PPX

2.1.2 Java

As other languages, Java is also capable of source code processing during compile time, we review two existing approaches, annotations and the ExtendJ compiler.

Java Annotation Processor

Java annotations were first introduced in Java 5 (JSR 269), they are a form of metadata which can be added to Java source code. Annotations can be used in conjunction with several components of the Java language, such as classes, interfaces, documentation and others. These are processed by build-time tools or by run-time libraries to achieve new semantic effects, a popular example of such library would be the compile-time dependency injection framework Dagger 2.

ExtendJ & JastAdd

2.1.3 Kotlin

Kotlin Compiler Plugins

2.1.4 Rust

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