

An Implementation of ACT ONE in MPS

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Agenda

- Background
- Objective
- Functional Requirements
- ACT ONE
- Term Rewriting Logic
- IDE
- Discussion
- Conclusion

Background

- DAT233-G - Concepts of Programming Languages
- Specification Language ACT ONE
- No dedicated tools
- We need a tool

Objective:

*Implement the **specification language ACT ONE** in **MPS**, fitted with features inline with the course **DAT233**.*

1. Our own implementation of the language **ACT ONE**.
2. A **term rewriting system** for it.
3. A corresponding **Integrated Development Environment (IDE)**.

Functional Requirements

Title	Must	Description
Implement Prefix Operations	YES	Allow ACT ONE to work with Prefix Operations.
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BFS Reduction	YES	Allow users to initiate Breadth-First Reduction.
DFS Reduction	YES	Allow users to initiate Depth-First Reduction.
Tuple Reduction	NO	Allow users to initiate double parameterised Reductions, e.g. Breadth-First 6-Step-Reduction.
Infinite-Reduction-Handler	NO	Allow the rewrite system to prematurely end a reduction that diverges towards infinity.

ACT ONE

Specification

*“An act of **identifying something precisely** or of stating a **precise requirement**.”*

-Oxford Dictionary

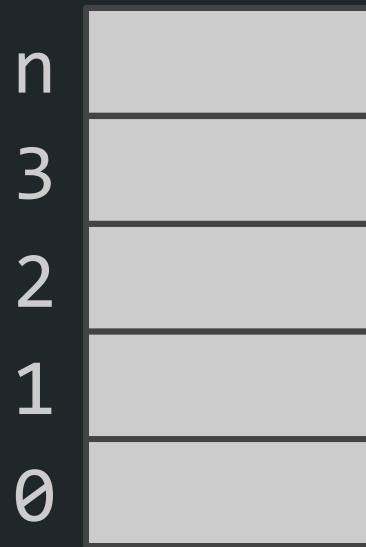
Example:

Stack

- Abstract Data Type
- LIFO

Example: Stack

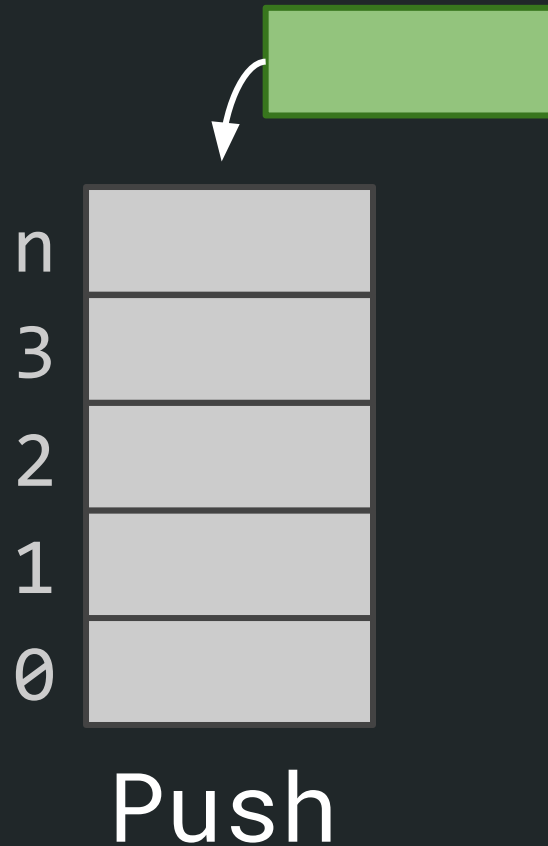
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Init

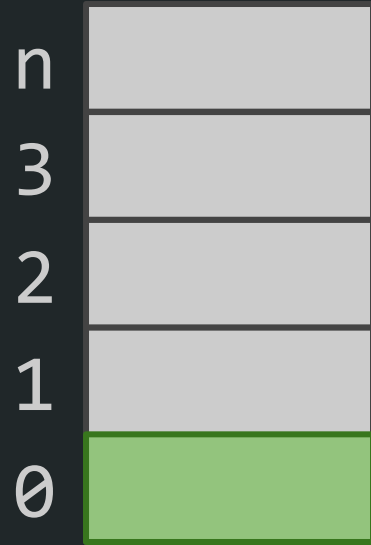
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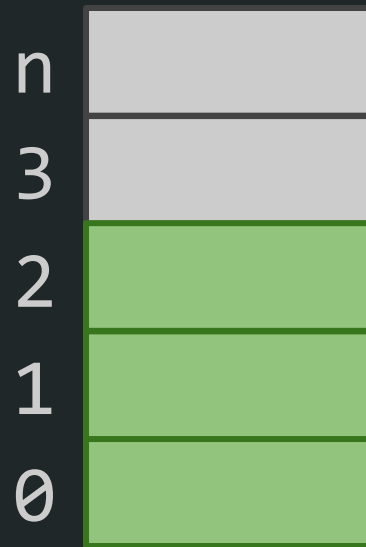
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Push

Example: Stack

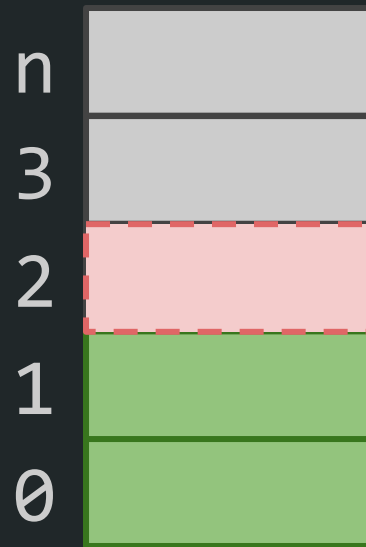
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Push

Example: Stack

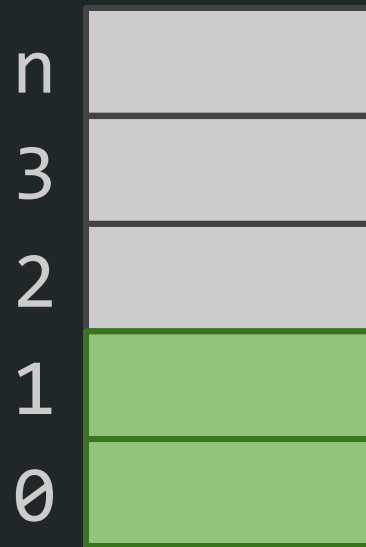
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Pop

Example: Stack

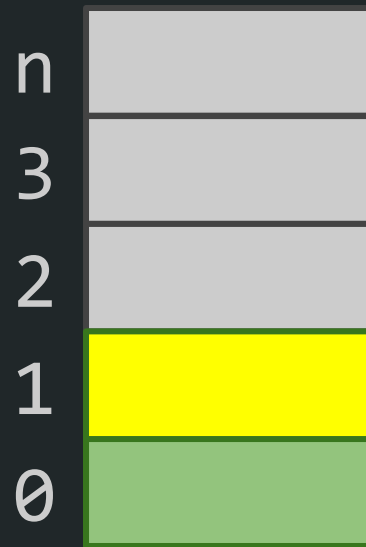
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Pop

Example: Stack

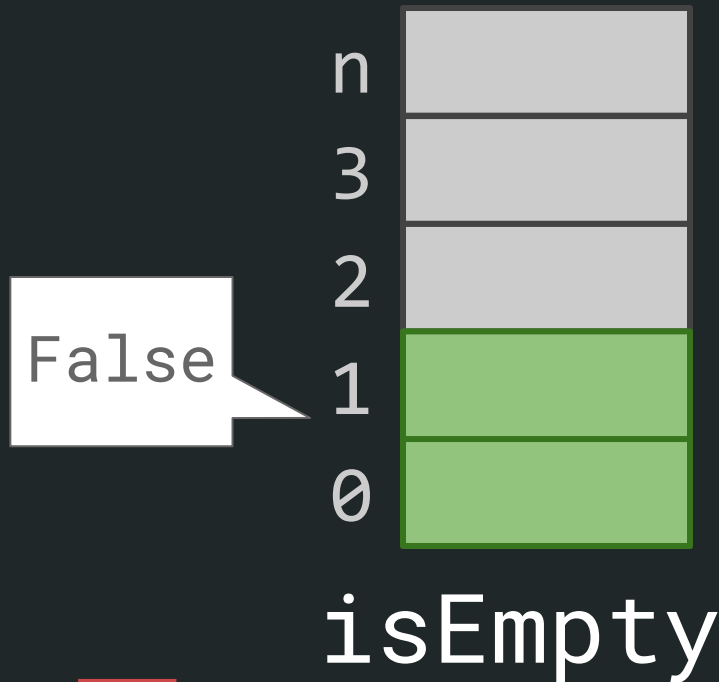
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Top

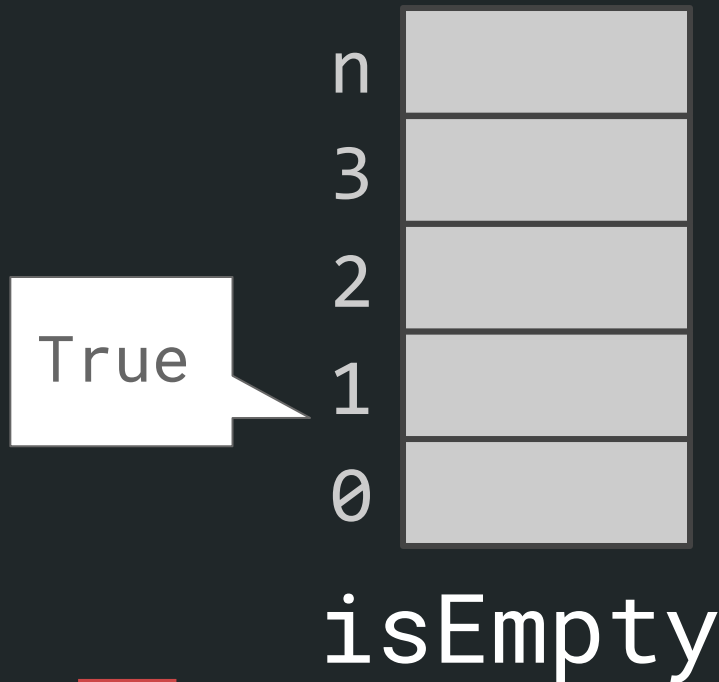
Example: Stack

- Abstract Data Type
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Example: Stack

- Abstract Data Type
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Specification: STACK

- **Init** : returns a new, empty stack
- **Push** : pushes an element to a given stack
- **Pop** : returns the given stack with the top-most element removed
- **Top** : returns the top-most element
- **isEmpty** : returns true if list is empty, false otherwise

Can we do better?

Specification: STACK

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- **isEmpty** : returns true if list is empty, false otherwise

In ACT ONE

```
type STACK is
  sorts
    Stack
    Int

  constructors
    init:                -> Stack;
    push: Int, Stack -> Stack;

  functions
  vars
    s      : Stack;
    d, e   : Int;

  func top: Stack -> Int;
    top(push(d,s)) = d;

  func pop: Stack -> Stack;
    pop(push(d,s)) = s;

  func isempty: Stack(D) -> Bool;
    isempty(init) = true;
    isempty(push(d,s)) = false;

endtype
```

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endtype
```

Our version of ACT ONE

```
Type STACK is
Imports
  ref: BOOLEAN
  ref: INTEGER
Sorts
  new Stack
Operators
  ctor: init : -> Stack
  ctor: push : Int Stack -> Stack
  oper: top : Stack -> Int
  oper: pop : Stack -> Stack
  oper: isEmpty : Stack -> Bool
Variables
  var s : Stack
  var d : Int
  var e : Int
Axioms
  axiom: top(push(:d, :s)) = :d
  axiom: pop(push(:d, :s)) = :s
  axiom: isEmpty(init()) = True()
  axiom: isEmpty(push(:d, :s)) = False()
```

Original ACT ONE

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Our version of ACT ONE

Type `STACK` is

Imports

ref: BOOLEAN

ref: INTEGER

Sorts

`new Stack`

Operators

ctor: `init` : -> Stack

ctor: `push` : Int Stack -> Stack

oper: `top` : Stack -> Int

oper: `pop` : Stack -> Stack

oper: `isEmpty` : Stack -> Bool

Variables

var `s` : Stack

var `d` : Int

var `e` : Int

Axioms

axiom: `top(push(:d, :s)) = :d`

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axiom: `isEmpty(init()) = True()`

axiom: `isEmpty(push(:d, :s)) = False()`

Original ACT ONE

type `STACK` is

sorts

`Stack`

`Int`

constructors

`init`: -> Stack;

`push`: Int, Stack -> Stack;

functions

vars

`s` : Stack;

`d, e` : Int;

func `top`: Stack -> Int;

`top(push(d,s)) = d;`

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Our version of ACT ONE

Type STACK is

Imports

ref: BOOLEAN

ref: INTEGER

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Operators

ctor: init : -> Stack

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oper: top : Stack -> Int

oper: pop : Stack -> Stack

oper: isEmpty : Stack -> Bool

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var s : Stack

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Axioms

axiom: top(push(:d, :s)) = :d

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init: -> Stack;

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What are these?

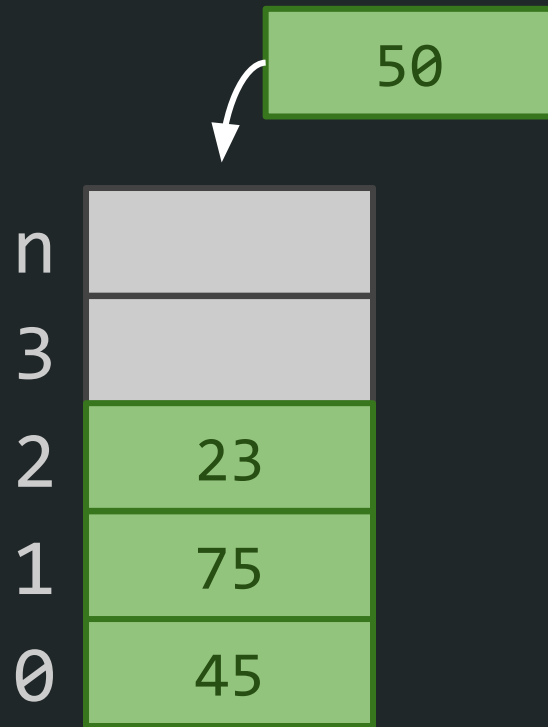
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```


Example: Stack

This is Stack S

n	
3	
2	23
1	75
0	45

Example: Stack

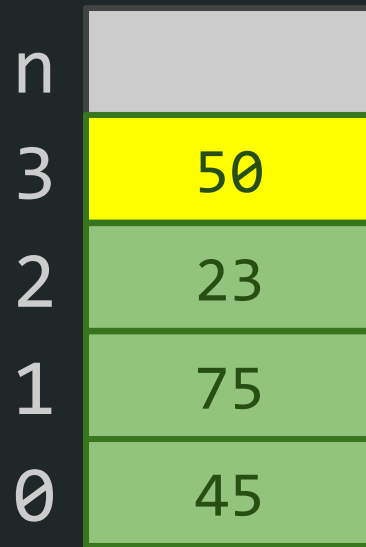


Push

Example: Stack

n	
3	50
2	23
1	75
0	45

Example: Stack



Top

Axioms

$$\text{Top}(\text{Push}(50, s)) = 50$$

Axioms

$$\text{Top}(\text{Push}(50, s)) = 50$$



$$\text{Top}(\text{Push}(x, s)) = x$$

Axioms

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Term Rewriting Logic

Terms

Examples:

- `Top(Push(50, Init()))`
- `Init()`
- `isEmpty(Push(50, Init()))`

Rewriting

```
Top(Push(50, Push(40, Init()))))
```

Rewriting

Top(Push(50, Push(40, Init())))

Variables

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Rewriting

`Top(Push(50, Push(40, Init()))) = 50`

Variables

```
var s : Stack
```

```
var d : Int
```

```
var e : Int
```

Axioms

```
axiom: top(push(:d, :s)) = :d
```

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axiom: pop(push(:d, :s)) = :s
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```
axiom: isEmpty(init()) = True()
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```

Rewriting - BFS & DFS

2 ways to evaluate terms:

- Inside-out = DFS
- Outside-in = BFS

Top(Push(50, Push(40, Init())))

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Rewriting - BFS & DFS

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IDE

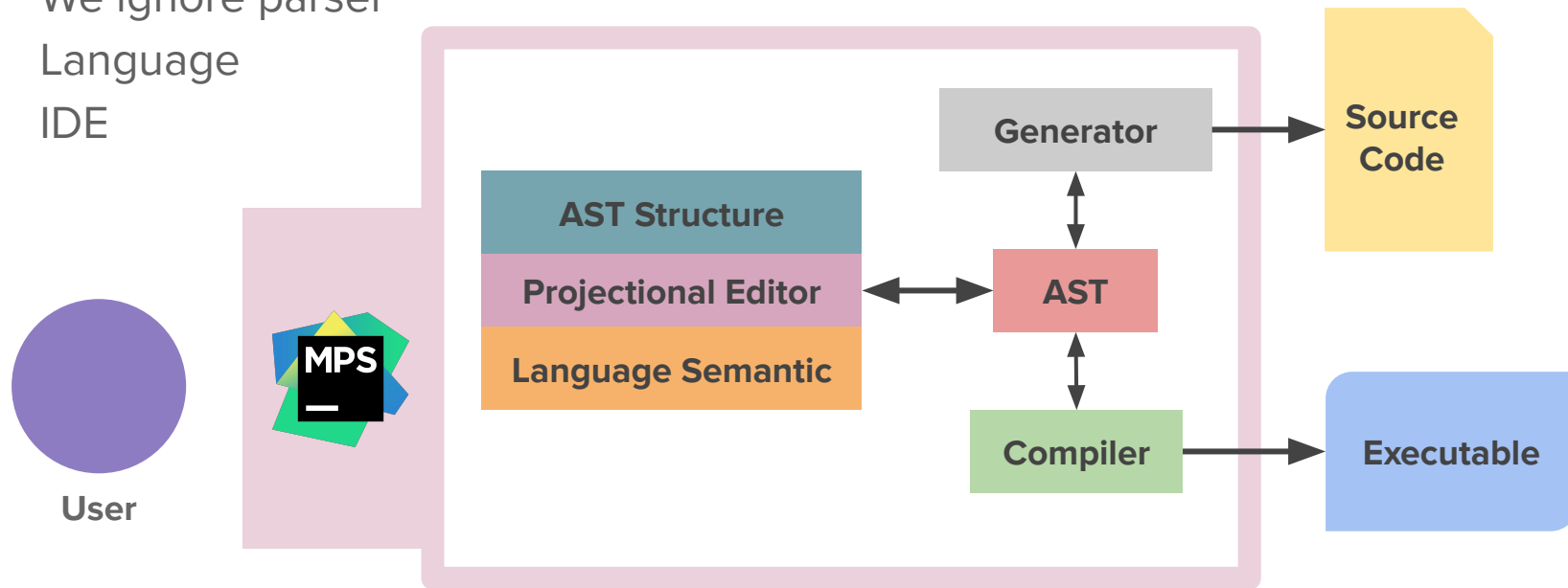
MPS - Meta-Programming System

- JetBrains
- Language workbench
- Domain Specific Languages

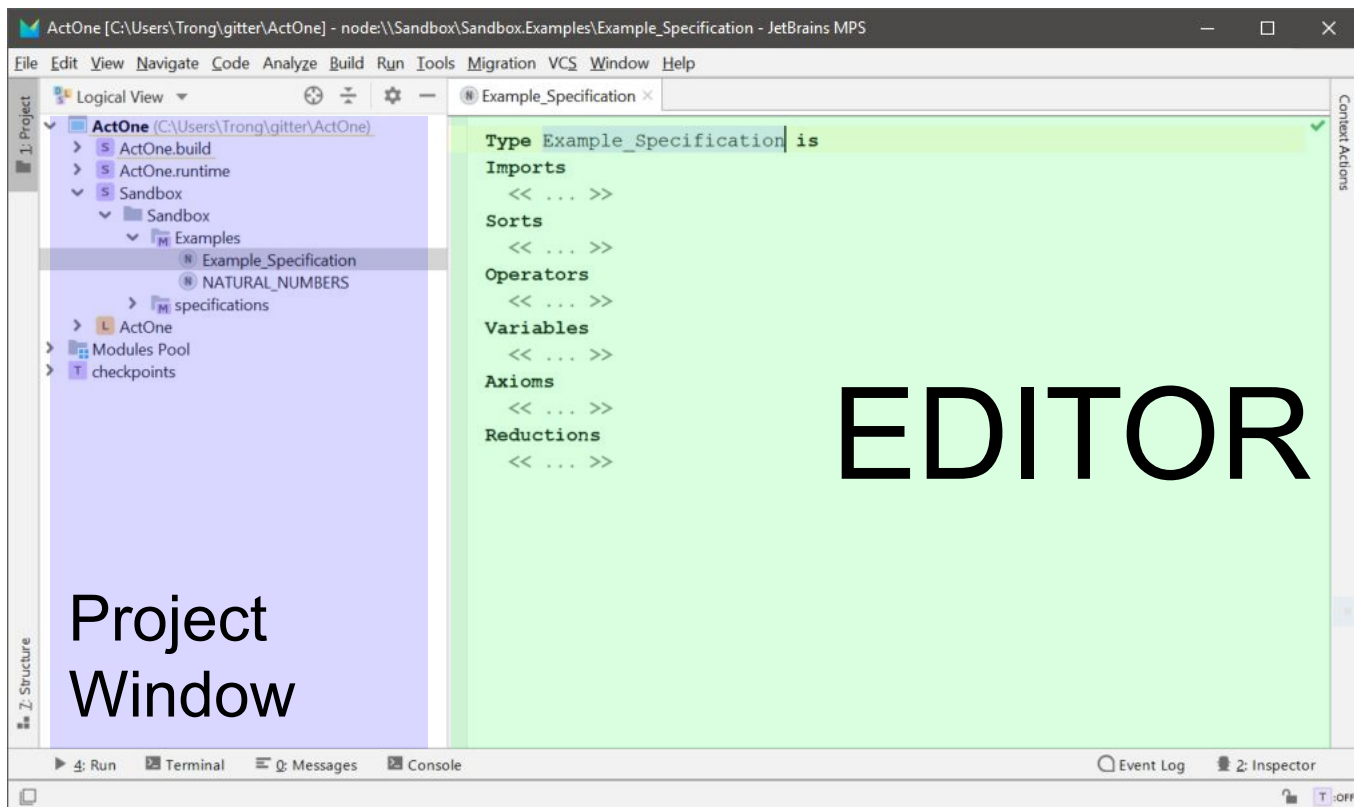


How MPS works

- We ignore parser
- Language
- IDE



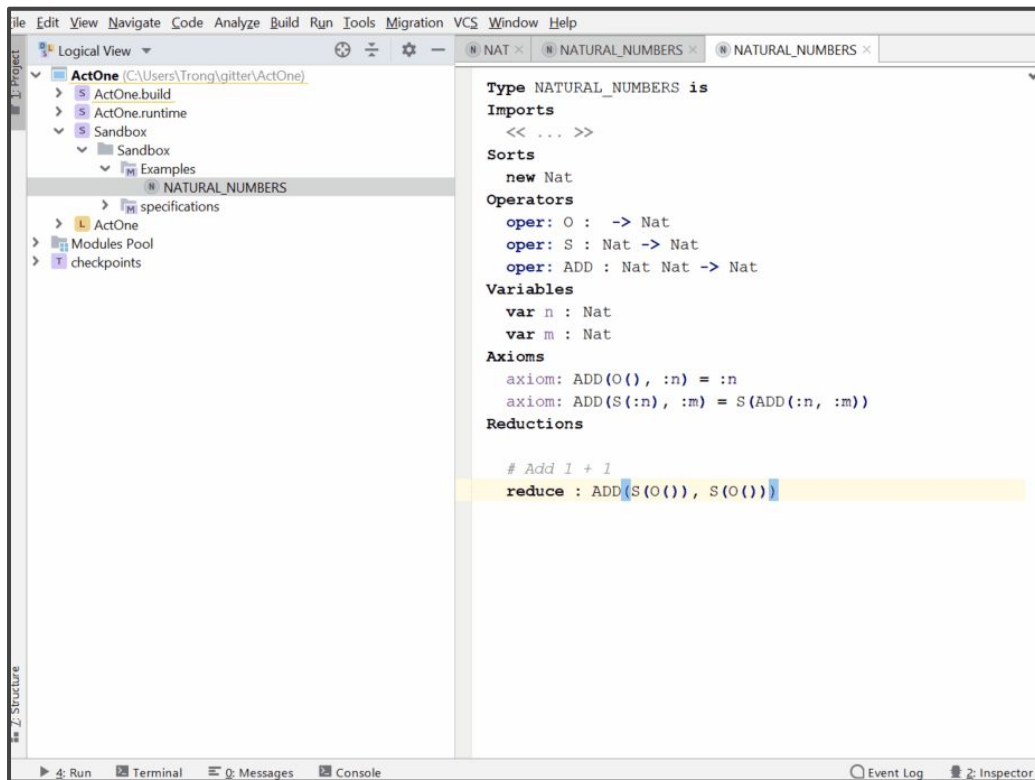
Our result




Example Usage

```
Type <no name> is
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  << ... >>
Sorts
  << ... >>
Operators
  << ... >>
Variables
  << ... >>
Axioms
  << ... >>
Reductions
  << ... >>
```

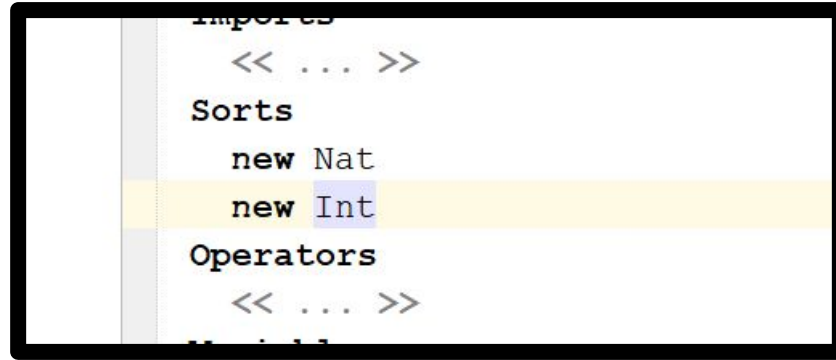
Feature: Execution



Feature: Vertical Formatting

```
 reduce : validate(mkPuzzle(ships(3, 2, 1, 0, 0, 0), horizontal(3, 0, 1, 3, 2, 1), vertical(2, 0, 2, 3, 1, 2),  
mkBoard(mkLine(X(), W(), X(), X(), X(), X()), mkLine(W(), W(), W(), W(), W(), W()),  
mkLine(X(), W(), X(), X(), X(), X()), mkLine(W(), W(), W(), D(), W(), X()),  
mkLine(X(), W(), X(), X(), X(), X()), mkLine(X(), W(), W(), X(), X(), X()))
```

Feature: Duplicate Name Check



Feature: Intentions

Reductions

Add 1 + 1

💡 **reduce** : ADD(S(O()), S(O()))

Feature: Operation Parameter Check

Error: Wrong number of parameters! Expected: 2, Actual: 1

```
reduce : ADD(S(O()))
```

Error: type Bool is not a subtype of Nat

```
💡 reduce : ADD(True(), False())
```

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Discussion

- High Coupling

Discussion

- High Coupling
- Usability
 - Available assets
 - Feel
 - No derived MPS

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  << ... >>
Variables
  << ... >>
Axioms
  << ... >>
Reductions
  << ... >>
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Discussion

- High Coupling
- Usability
 - Available assets
 - Feel
 - No derived MPS
- Correctness
 - Term rewriting logic
 - No-large scale testing

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Operators
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Variables
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Axioms
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Reductions
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```

Conclusion

- Sufficient version of ACT ONE
- Working term rewriting system
- Usable IDE
- Befitting for DAT233

Questions?

- Need more elaboration on MPS?
- Want to see the product in action?
- Ask about Battleship!
- What does BFS and DFS stand for?
- Wonder why I chose to do this project?
- Something in the thesis that is unclear?

UML

