

# OMetaJS - шаблонизация

конвертируем BEMHTML в ВН

# BEMHTML

```
block 'search' {  
  
  tag: 'form'  
  
  attrs: {  
    action: this.ctx.action || '/',  
    role: 'search'  
  }  
  
  content: {  
    elem: 'table',  
    content: {  
      elem: 'row',  
      content: this.ctx.content  
    }  
  }  
  
  elem table, tag: 'table'  
  
  elem row {  
    tag: 'tr',  
    bem: false  
  }  
  
  elem cell, tag: 'td'  
  
}
```

# BH

```
module.exports = function (bh) {  
  bh.match('search', function (ctx, json) {  
    ctx.tag('form', true);  
    ctx.attrs(ctx.extend({  
      'action': json.action || '/',  
      'role': 'search'  
    }, ctx.attrs()));  
    ctx.content({  
      'elem': 'table',  
      'content': {  
        'elem': 'row',  
        'content': json.content  
      }  
    }, true);  
  });  
  bh.match('search__table', function (ctx, json) {  
    ctx.tag('table', true);  
  });  
  bh.match('search__row', function (ctx, json) {  
    ctx.tag('tr', true);  
    ctx.bem(false, true);  
  });  
  bh.match('search__cell', function (ctx, json) {  
    ctx.tag('td', true);  
  });  
};
```

# BEMHTML

```
block 'search' {  
  
  tag: 'form'  
  
  attrs: {  
    action: this.ctx.action || '/',  
    role: 'search'  
  }  
  
  content: {  
    elem: 'table',  
    content: {  
      elem: 'row',  
      content: this.ctx.content  
    }  
  }  
  
  elem table, tag: 'table'  
  
  elem row {  
    tag: 'tr',  
    bem: false  
  }  
  
  elem cell, tag: 'td'  
  
}
```

- выразительность
- полнота
- свой синтаксис
- XJST / OMetaJS

# BH

- скорость
- JS-синтаксис
- ограничения, продиктованные практикой

```
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    ctx.tag('form', true);  
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      'elem': 'table',  
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        'elem': 'row',  
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      }  
    }, true);  
  });  
  bh.match('search__table', function (ctx, json) {  
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    ctx.tag('tr', true);  
    ctx.bem(false, true);  
  });  
  bh.match('search__cell', function (ctx, json) {  
    ctx.tag('td', true);  
  });  
};
```

# Разные семантики!

# КОМПИЛЯЦИЯ

tokenize < input | parse | serialise

## Lexical analysis

From Wikipedia, the free encyclopedia

In [computer science](#), **lexical analysis** is the process of converting a sequence of characters into a sequence of tokens, i.e. meaningful character strings. A program or function that performs lexical analysis is called a **lexical analyzer**, **lexer**, **tokenizer**,<sup>[1]</sup> or **scanner**, though "scanner" is also used for the first stage of a lexer. A lexer is generally combined with a [parser](#), which together analyze the syntax of [computer languages](#), such as in [compilers](#) for [program](#)

Strictly speaking, a lexer is itself a kind of parser (token structure), which is processed by the regular language, whose alphabet consists of the regular language, whose alphabet consists of the tokens combined with the parser in [scannerless parser](#)

## LALR parser

From Wikipedia, the free encyclopedia

In [computer science](#), an **LALR parser**<sup>[a]</sup> or **Look-Ahead LR parser** is a simplified version of a [canonical LR parser](#), to parse (separate and analyze) a text according to a set of [production rules](#) specified by a [formal grammar](#) for a [computer language](#). ("LR" means left-to-right, rightmost derivation.)

The LALR parser was invented to overcome the practical difficulties at that time of the LR(0) parser, while requiring no more memory. It makes the LALR parser a memo LR(1) languages that are not LR(0) languages,<sup>[2]</sup> including [Java](#),<sup>[3]</sup> etc.

The original dissertation gave no more details. The original generation were published in 1970s. LALR parsers can be automatically generated code m



WIKIPEDIA  
The Free Encyclopedia

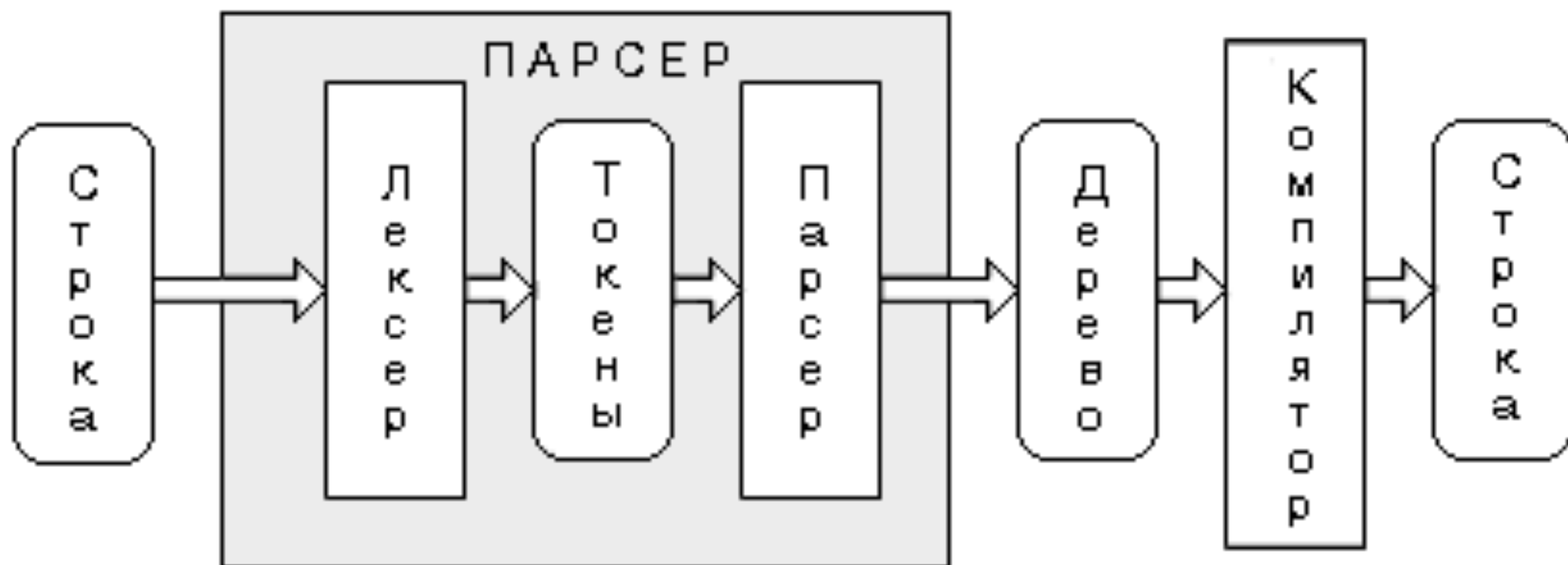
## Major tasks in code generation [\[edit\]](#)

In addition to the basic conversion from an intermediate representation into a linear sequence of instructions, the compiler tries to optimize the generated code in some way.

Tasks which are typically part of a sophisticated compiler's "code generation" phase include:

- **Instruction selection**: which instructions to use.
- **Instruction scheduling**: in which order to put those instructions. Scheduling is a speed optimization technique for machines.
- **Register allocation**: the allocation of [variables](#) to [processor registers](#)<sup>[1]</sup>
- **Debug data** generation if required so the code can be [debugged](#).

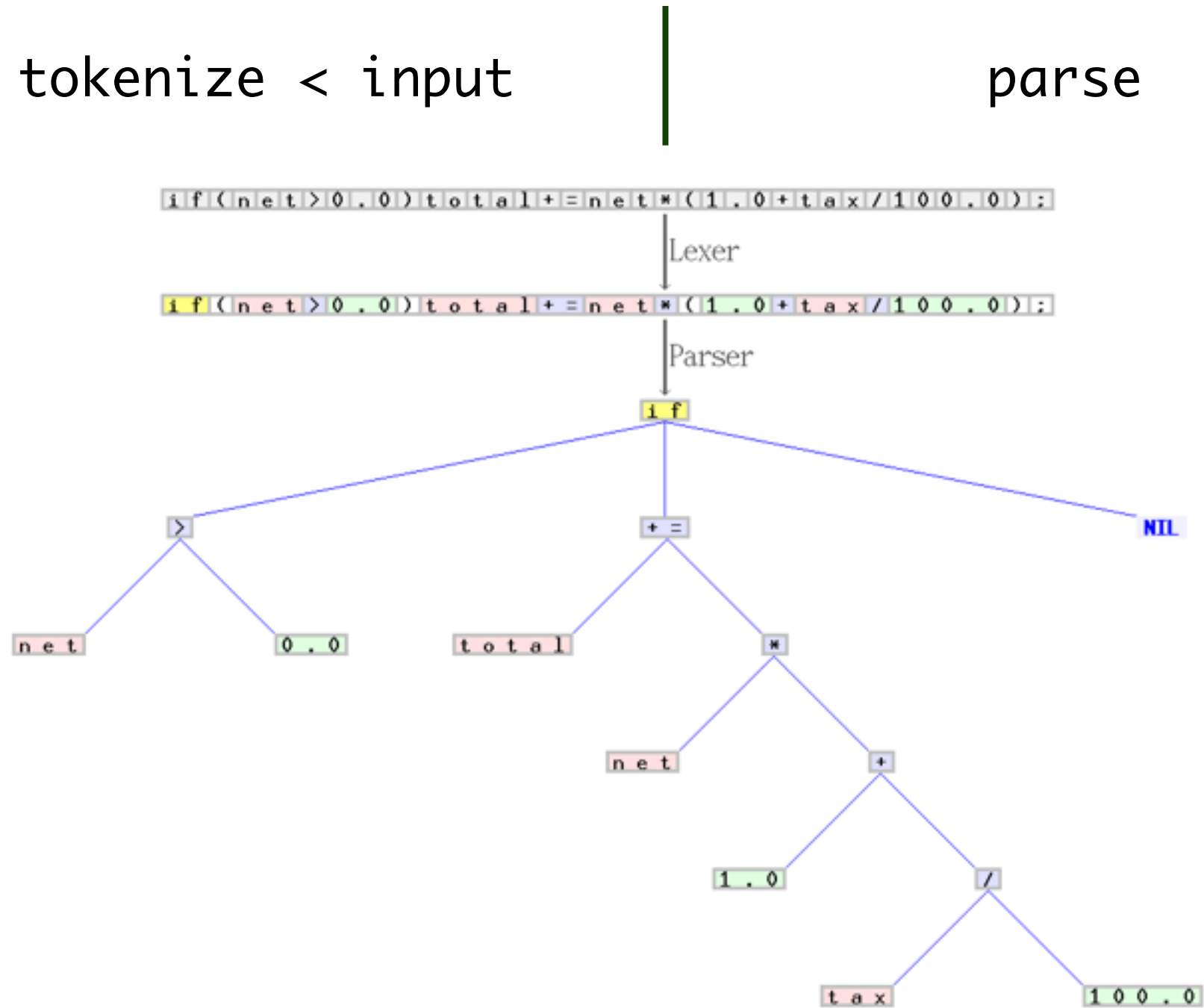
# КОМПИЛЯЦИЯ



# КОМПИЛЯЦИЯ

tokenize < input

parse





# Говорим грамматика

```
letter = "A" | "B" | "C" | "D" | "E" | "F" | "G"  
        | "H" | "I" | "J" | "K" | "L" | "M" | "N"  
        | "O" | "P" | "Q" | "R" | "S" | "T" | "U"  
        | "V" | "W" | "X" | "Y" | "Z" ;  
digit = "0" | "1" | "2" | "3" | "4" | "5" | "6" | "7" | "8" | "9" ;  
symbol = "[" | "]" | "{" | "}" | "(" | ")" | "<" | ">"  
        | "'" | '"' | "=" | "|" | "." | "," | ";" ;  
character = letter | digit | symbol | "_" ;  
  
identifier = letter , { letter | digit | "_" } ;  
terminal = "'" , character , { character } , "'"  
          | '"' , character , { character } , '"' ;  
  
lhs = identifier ;  
rhs = identifier  
      | terminal  
      | "[" , rhs , "]"  
      | "{" , rhs , "}"  
      | "(" , rhs , ")"  
      | rhs , "|" , rhs  
      | rhs , "," , rhs ;  
  
rule = lhs , "=" , rhs , ";" ;  
grammar = { rule } ;
```

# Грамматика в OMetaJS

```
var ometajs = require('ometajs');

ometa PARSER {
  dig = /[0-9]/i,
  num = dig+:ds -> ['num', parseInt(ds.join(''))],
  fac = fac:x '*' num:y -> ['mul', x, y]
      | fac:x '/' num:y -> ['div', x, y]
      | num,
  exp = exp:x '+' fac:y -> ['add', x, y]
      | exp:x '-' fac:y -> ['sub', x, y]
      | fac
}
```

# OMeta

Знаю / RegExp / - к OMeTe готов

test-drive

# Грамматика для JS

## OMetaJS

- 428 строк декларативного кода
- Парсим
- Обходим дерево
- Сериализуем

# Грамматика для JS

## Esprima

- 3757 строк императивного код
- Парсим
- Обходим дерево
- Если дадим

# OMeta

кратко

- ОО язык для pattern matching
- Один инструмент для
  - лексического анализа
  - парсинга
  - траверса деревьев



<b>Known for</b>	Dynabook object-oriented programming Smalltalk graphical user interface windows
<b>Notable awards</b>	ACM Turing Award, Kyoto Prize, Charles Stark Draper Prize

# OMeta

матчит

- Поток символов
- Структурные данные (массивы)



# OMeta

умеет и позволяет

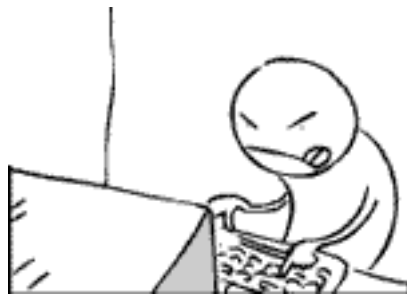
- Писать декларативный код на BNF-похожем синтаксисе
- Пользоваться всеми возможностями языка носителя
- Наследовать и расширять существующие грамматики
- Вызывать правила из внешних грамматик
- Вызывать правила с аргументами
- На эти аргументы матчиться
- Вызывать правила динамически, получая имя в рантайм (apply)
- Писать правила с "левой рекурсией"

# Что могли бы использовать?

- Вариации на тему *Lex / Yacc (flex, bison)*
- Вариации на тему *PEGs (Packrat parsers)*
- Комбинаторы aka *Parser Combinators*
- Деривативы aka *Parsing with derivatives*

Наверняка, много чего еще или ...

# Выкатить свое кастомное барахло



# WTF

- синтаксис
- инструментарий
- сообщения об ошибках
- правила с левой рекурсией

# Что почитать?

- bemhtml-source-convert  
<https://github.com/vkz/bemhtml-source-convert>
- OMetaJS  
<https://github.com/veged/ometa-js>
- Ссылки на все связанное с OMeta на одной странице  
<http://tinlizzie.org/ometa/>
- OMeta playground  
[http://www.tinlizzie.org/ometa-js/#Sample\\_Project](http://www.tinlizzie.org/ometa-js/#Sample_Project)
- [paper] OMeta an Object-Oriented Language for Pattern Matching, 2007 by Alessandro Warth, Ian Piumatra
- [paper] OMeta Experimenting with Programming Languages, 2009 by Alessandro Warth
- [book] Parsing Techniques by Grune and Jacobs

# Сparseбо

Вопросы?