
Code Transformation by Direct Transformation of ASTs

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Author M. Rizun
Author J.-C. Bach
Author S. Ducasse
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Tags:

AST, code transformation, refactoring, rewriting

Notes:

Fine-grained and Accurate Source Code Differencing

Type Conference Paper
Author Jean-Rémy Falleri
Author Floréal Morandat
Author Xavier Blanc
Author Matias Martinez
Author Martin Monperrus
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Tags:

ast, program comprehension, software evolution, tree differencing

Notes:

Implementing Real-time Collaboration in TouchDevelop Using AST Merges

Type Conference Paper
Author Jonathan Protzenko
Author Sebastian Burckhardt
Author Michał Moskal
Author Jedidiah McClurg
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Tags:

collaborative editing, diff, Merge

Notes:

Object-Oriented Reverse Engineering Coarse-grained, Fine-grained, and Evolutionary Software Visualization

Type Book
Author Michele Lanza
Date 2003
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Notes:

RASCAL: A Domain Specific Language for Source Code Analysis and Manipulation

Type Conference Paper
Author Paul Klint
Author Tijs van der Storm
Author Jurgen Vinju
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Series SCAM '09
Place Washington, DC, USA
Publisher IEEE Computer Society
Pages 168–177
ISBN 978-0-7695-3793-1
Date 2009
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Tags:

meta-programming, source code analysis, source code manipulation, transformation

Notes:

- language which provides both source-code analysis and manipulation (SCAM).
- emphasizes 'expressiveness, safety and usability' (Klint, van der Storm, Vinju 2)
- available as an eclipse plugin or a CLI tool.

- aims to be well-suited for large projects and refactoring

interaction with the language is done using 'concrete syntax' such that its usage may be akin to the simplicity of using other CLI tools like GREP and AWK.

- "...source code analysis and transformation is a form of programming." (2)

TWEAST: A Simple and Effective Technique to Implement Concrete-syntax AST Rewriting Using Partial Parsing

Type Conference Paper
Author Akim Demaille
Author Roland Levillain
Author Benoît Sigoure
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Tags:

C++, compiler design, concrete syntax, parsing, program transformation, rewrite rules

Notes:

noteworthy for our interest, as it is used for creating and manipulating abstract syntax trees of other languages. it implements a concrete syntax, whereas we are interested in manipulating the AST in its graphed form.

perhaps of note for Graham: "A compiler for a simple language (Tiger) written in C++ serves as an example, featuring transformations in concrete syntax..." (1924)

like RASCAL, TWEAST also uses a 'concrete syntax'

observes that changing the ASTs directly is presents a challenge due to "...the reqrie rules are expressed in abstract syntax -- the syntax of the transforming language, not the transformed one." (1924)

*supports partial parsing of an AST. sub-ASTs represented in an object as both abstract format and as a string

limitation (as of the time of the article, follow up to see if its been rectified) is that TWEAST can use concrete syntax to "...produce ASTs, not to match them." (1928)