

## Background

This thesis illustrates an approach of implementing a language server for the Nickel language which communicates with its clients, i.e. editors, over the open Language Server Protocol (in the following abbreviated as *LSP*). The current chapter provides the backgrounds on the technological details of the project. As the work presented aims to be transferable to other languages using the same methods, this chapter will provide the means to distinguish the nickel specific implementation details.

The primary technology built upon in this thesis is the language server protocol. The first part of this chapter introduces the LSP, its rationale and improvements over classical approaches, technical capabilities and protocol details. The second part is dedicated to Nickel, elaborating on the context and use-cases of the language followed by an inspection of the technical features Nickel is based on.

## Language Server Protocol

Language servers are today's standard of integrating support for programming languages into code editors. Initially developed by Microsoft for the use with their polyglot editor Visual Studio Code<sup>[<https://code.visualstudio.com/>]</sup> before being released to the public in 2016 by Microsoft, RedHat and Codeenvy, the LSP decouples language analysis and provision of IDE-like features from the environment used to write. Developed under open source license on GitHub<sup>1</sup>, it allows developers of editors and languages to work independently on the support for new languages. If supported by both server and client, the LSP now supports more than 24 language features<sup>[<https://microsoft.github.io/language-server-protocol/specifications/specification-current/>]</sup> including code completion, hover information, resolution of type and variable definitions, controlling document highlighting, formatting and more.

## Motivation

Since its release, the LSP has grown to be supported by a multitude of languages and editors<sup>[[@langservers](#) [[@lsp-website](#)]]</sup>, solving a long-standing problem with traditional IDEs.

Before the inception of language servers, it was the development platforms' individual responsibility to implement specialized features for any language of interest. This effectively causes a  $M \times N$  where  $M$  editors have to implement support for  $N$  languages. Under the constraint of limited resources editors had to position themselves on a spectrum between specializing on integrated support for a certain subset of languages and being generic over the language providing only limited support. As the former approach offers a greater business value, especially for proprietary products most professional IDEs gravitate towards excellent (and exclusive) support for single major languages, i.e. XCode and Visual Studio for

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<sup>1</sup><https://github.com/microsoft/language-server-protocol/>

the native languages for Apple and Microsoft Products respectively as well as JetBrains' IntelliJ platform and RedHat's Eclipse. Problematically, this results in less choice for developers and possible lock-in into products less favorable but unique in their features for a certain language. The latter approach was taken by most text editors which in turn offered only limited support for any language.

Looking at popularity statistics<sup>2</sup> shows that except Vim and Sublime Text, both exceptional general text editors, the top 10 most popular IDEs were indeed specialized products. The fact that some IDEs are offering support for more languages through (third-party) extensions, due to the missing standards and incompatible implementing languages/APIs, does not suffice to solve the initial problem that developing any sort of language support requires redundant resources.

This is especially difficult for emerging languages, with possibly limited development resources to be put towards the development of language tooling. Consequently, community efforts of languages any size vary in scope, feature completeness and availability.

The Language Server Protocol aims to solve this issue by specifying a JSON-RPC[^Remote Procedure Call] API that editors (clients) can use to communicate with language servers. Language servers are programs that implement a set of IDE features for one language and exposing access to these features through the LSP, allowing to focus development resources to a single project, hence reducing the required work to bring language features of  $N$  languages from  $M \times N$  to  $N$ .

## JSON-RPC

JSON-RPC (v2) [@json-rpc] is a JSON based lightweight transport independent remote procedure call protocol used by the LSP to communicate between language server and client.

The protocol specifies the general format of messages exchanges as well as different kinds of messages. The following snippet `lst. 1` shows the schema for request messages.

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### Listing 1 JSON-RPC Request

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```
// Requests
{
  "jsonrpc": "2.0"
, "method": String
, "params": List | Object
, "id": Number | String | Null
}
```

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**"jsonrpc" : "2.0"** A fixed value format indicator

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<sup>2</sup><https://web.archive.org/web/20160625140610/https://pypl.github.io/IDE.html>

**"method"** The name of the procedure called on the server  
May not start with `rpc.` which is an indicator for internal messages

**"params"** An optional set of parameters passed to the executed method.  
Parameters can be passed as a list of arguments or as a named dictionary.

**"id"** A (unique) identifier for the current message  
Used to answer client requests  
Messages without an `id` are considered to be *Notifications*

The main distinction in JSON-RPC are *Requests* and *Notifications*. Messages with an `id` field present are considered *requests*. Servers have to respond to requests with a message referencing the same `id` as well as a result, i.e. data or error. If the client does not require a response, it can omit the `id` field sending a *notification*, which servers cannot respond to, with the effect that clients cannot know the effect nor the reception of the message.

Responses as shown in lst. 2, have to be sent by servers answering to any request. The `id` field has to match the one corresponding request message. If the called procedure was successful, its return value is encoded under the `return` key, while errors occurring during the call are recorded under the `error` key. Errors are represented as objects specifying the error kind using an error `code` and providing a human-readable descriptive `message` as well as optionally any procedure defined `data`.

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**Listing 2** JSON-RPC Response and Error

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```
// Responses
{
  "jsonrpc": "2.0"
  "result": any
  "error": Error
, "id": Number | String | Null
}

// Error
{
  "code": Integer,
  "message": String,
  "data": any
}
```

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Clients can choose to batch requests and send a list of request or notification objects. The server should respond with a list of results matching each request, yet is free to process requests concurrently.

JSON-RPC only specifies a message protocol, hence the transport method can be freely chosen by the application.

## Commands and Notifications

The LSP build on top of the JSON-RPC protocol described in the previous subsection.

## File Notification

## Diagnostics

## Hover

## Completion

## Go-To-\*

## Symbols

## code lenses

## Shortcomings

## Configuration programming languages

Nickel [ @nickel ], the language targeted by the language server detailed in this thesis, defines itself as “configuration language” used to automatize the generation of static configuration files.

Static configuration languages such as XML [ @xml ], JSON [ @json ], or YAML [ @yaml ] are language specifications defining how to textually represent structural data used to configure parameters of a program<sup>3</sup>. Applications of configuration languages are ubiquitous especially in the vicinity of software development. While XML and JSON are often used by package managers [ @npm, [ @maven, [ @composer ] ], YAML is a popular choice for complex configurations such as CI/CD pipelines [ @travis, [ @ghaction, [ @gitlab-runner ] ] or machine configurations in software defined networks such as Kubernetes and docker compose.

Such static formats are used due to some significant advantages compared to other formats. Most strikingly, the textual representation allows inspection of a configuration without the need of a separate tool but a text editor and be version controlled using VCS software like Git. This is well understood as being preferable over databases or other binary formats.<sup>4</sup>.

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<sup>3</sup>some of the named languages may have been designed as a data interchange format which is absolutely compatible with also acting as a configuration language

<sup>4</sup>This is especially exemplified by Linux configurations (files in `/etc`) and MacOS where some `*.plist` files are XML or JSON-like

**Infrastructure as Code**

**Software defined Networks**

**Nickel**

**Gradual typing**

**Row types**

**Contracts**