

Towards Incremental Language Definition with Reusable Components

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Definitional interpreters

interpreter : *program* \times *config* \rightarrow *config*

Definitional interpreters

A **language** L is a structure $\langle P, \Gamma, \gamma^0, I \rangle$ with:

P a set of programs,

Γ a set of configurations (containing semantic entities, attributes, algebraic effects, etc.),

γ^0 an initial configuration with $\gamma^0 \in \Gamma$ and

I a definitional interpreter assigning to each program $p \in P$ a function $I_p : \Gamma \rightarrow \Gamma$.

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$$\text{interpreter} : \text{program} \times \text{config} \rightarrow \text{config}$$

Note that the interpreter can be applied repeatedly, i.e. that effects can be composed

Deriving REPLs and Notebooks for DSLs

From DSL Specification to Interactive Computer Programming Environment

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Figure: SLE2019

Bacatá: Notebooks for DSLs, Almost for Free

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c University of Groningen, The Netherlands

d Océ Technologies B.V., The Netherlands

Figure: Art, Science, and Engineering of Programming

Deriving REPL/Notebook – commonalities

- READ: Identify entry points, i.e. the alternatives in syntactic root
- EVAL: Connect entry points with evaluation function in DSL interpreter
- PRINT: Specify function to convert evaluation result to string
- LOOP:

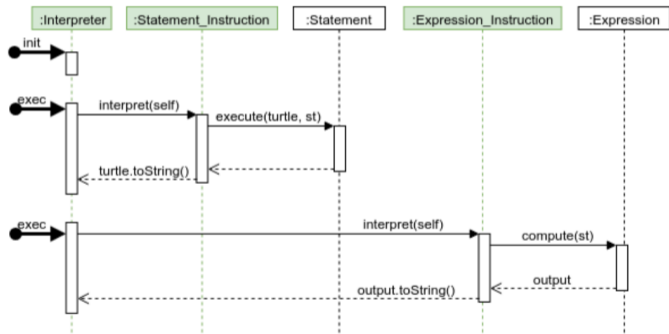
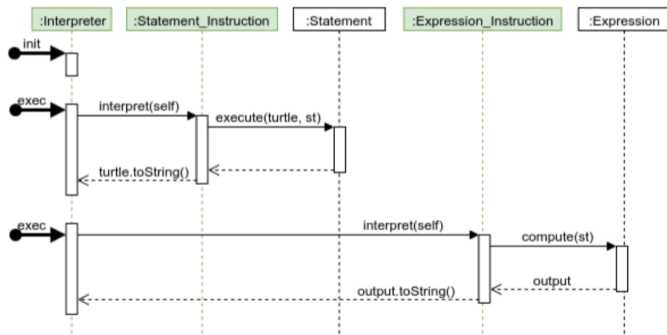


Figure 8. Overall Execution Flow for Logo

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How does one execution affect the next?

Figure 8. Overall Execution Flow for Logo

Distinguish between REPL language and base language (e.g. JShell vs Java)

A Principled Approach to REPL Interpreters

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Figure: Onward!2020

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REPLs with incremental execution implement a language with the following property:

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A REPL is a monoid homomorphism between programs and their effects

REPLization in Onward!2020

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- REPL-first: what if we design all our languages as sequential languages?

Onward!2020 (MiniJava case study)

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- ↪ Such as suggested for 'funcons'

- Component-based approach towards formal, dynamic semantics

Main contributions:

- A library of highly reusable, *fundamental constructs* (*funcons*)
- The meta-language CBS for defining funcons and object languages¹
- A method for translating funcon definitions to executable micro-interpreters¹
- Funcons are defined in I-MSOS with a fixed set of entity *classes*

¹*Executable Component-Based Semantics*. Van Binsbergen, Sculthorpe, Mosses. JLAMP 2019

What is the state of the funcon library?

Verified and available: <https://plancomps.github.io/CBS-beta/Funcons-beta/>

- Procedural: procedures, references, scoping, iteration
- Functional: functions, bindings, datatypes, pattern matching
- Object-oriented: objects, classes, inheritance
- Abnormal control: exceptions, break/continue, delimited continuations

Unverified as of yet (i.e. not used in large case studies)

- Concurrency: multi-threading
- Logical programming: backtracking, unification
- Meta-programming: AST conversions, staged evaluation²

²*Funcons for Homogeneous Generative Meta-Programming*. Van Binsbergen. GPCE 2018

Rule

```
initialise[[ 'function' Id '(' Ids? ')' Block ]] =  
  assign(  
    bound(id[[ Id ]]),  
    function closure(  
      scope(  
        match(given, tuple(patts[[ Ids? ]])),  
        handle-return(exec[[ Block ]]))))
```

Rule

```
rval[[ Exp '(' Exps? ')' ]] = apply(rval[[ Exp ]], tuple(rvals[[ Exps? ]]) )
```

Incremental language definition with reusable components

Modular reusable operators definitions, determining:

- The arity and signature (sorts) of an operator, i.e. abstract syntax
- A semantic function expressing a translation to funcons
- Optionally: a context-free grammar production rule

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Language definition

A language is defined by (in the context of some operator declarations):

- Assigning operators to the 'top-level', e.g. the entry-points (coarse-grained composition)
 - Assigning operators to operand positions (fine-grained composition)
- ↪ Determines the structure of the abstract syntax and a denotational semantics

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Incremental? Language experimentation in a REPL/Notebook

Develop the specification as a sequence of operator declarations and sort constraints

Example

Conventional approach (e.g. ADTs or Variants)

$$\text{Var}_\emptyset : \text{String} \rightarrow \text{Expr}$$
$$\text{Abs}_\emptyset : \text{String} \times \text{Expr} \rightarrow \text{Expr}$$
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$$\text{Var}_\theta \in \text{Expr}$$
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$$\text{Abs}_\theta \in \text{Expr}$$
$$\text{Expr} \subseteq \text{AbsBody}$$
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Incremental language development (abstract syntax)

$Var_{\mathcal{O}} : String$

$Abs_{\mathcal{O}} : String \times AbsBody$

$App_{\mathcal{O}} : AppAbs \times AppArg$

Operator declarations introduce operators, arities and name 'operand positions'

$Var_{\mathcal{F}}(lit) = \mathbf{bound\ string\ lit}$

$Abs_{\mathcal{F}}(x, b) = \mathbf{function\ closure\ scope}(\mathbf{bind(string\ x, given)}, b)$

$App_{\mathcal{F}}(abs, arg) = \mathbf{apply}(abs, arg)$

Semantic functions translate operator occurrences to function terms (semantic domain).

Incremental language development (language construction)

Sort constraints assign (one or more) operators to (possibly new) sorts.

$$\text{Var}_\emptyset \in \text{Expr}$$

$$\text{App}_\emptyset \in \text{Expr}$$

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$$\text{Expr} \subseteq \text{AbsBody}$$

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Sort constraints determine the precise relations between operators and operands

Glue code (problem)

$Var_{\mathcal{F}}(lit) = \text{bound string } lit$

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What if the body of an abstract can terminate abruptly? e.g. due to a return command.

$Abs_{\mathcal{F}}(x, b) = \text{function closure scope}(\text{bind}(\text{string } x, \text{given}), \text{handle-return } b)$

Glue code (possible solution)

Associating 'wrapper funcon terms' as part of sort constraints

$Return_{\emptyset} : ReturnVal$	(Operator declaration)
$Return_{\mathcal{F}}(val) = \mathbf{return} \ val$	(Semantic function)
$Return_{\emptyset} \in Command$	(Sort constraint)
$Command \subseteq AbsBody$	(Sort constraint with glue code)
$\hookrightarrow \mathbf{handle-return}(Command_{\mathcal{F}})$	(glue code)

Realisation

- Haskell EDSL implementation reflecting our approach
- Building on from (Swierstra 2008) and (Bahr & Hvitved 2011)
- Enforce sort constraints and language definedness through Haskell's type system
- Optionally: GLL combinators for concrete syntax (Van Binsbergen et al. 2018)

Evaluation

- Case studies to demonstrate: use of glue code, language variations, etc.
- Positioning within meta-language analysis frameworks of (Erdweg et al. 2012), (Méndez-Acuña et al. 2016), and/or (Leduc et al. 2019)
- Comparison with related work

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- **MSOS:** Every entity is an instance of a category \mathbb{C} .
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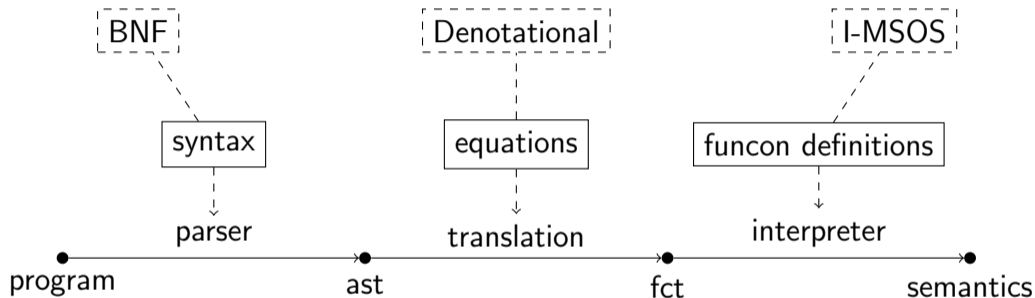
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- **CBS & funcons** (topic of next slides):
I-MSOS + monolithic monad implementing the entity classes
- **Implicit equations in Attribute Grammars (e.g. UUAG):** Every entity is an attribute. Missing attribute equations are generated according to built-in schemes

Language Engineering with Funcons



Can this pipeline support modular, incremental language development?

... a requirement for Agile Language Engineering

- Funcons also have informal semantics (no need to always worry about the details!)
- I-MSOS funcon definitions serve as a reference

Incremental language development (concrete syntax)

$Var_{\mathcal{L}}(lit) ::= lit$ (Syntax declaration)

$App_{\mathcal{L}}(abs, arg) ::= abs\ arg$ (Syntax declaration)

$Abs_{\mathcal{L}}(param, body) ::= '('\ '\ ' param \rightarrow body '\)'$ (Syntax declaration)

In a syntax declaration, the operands are names for nonterminals, whose productions rules are determined by sort constraints and (other) syntax declarations.

REPL feature model

