

REPL-first languages

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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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Figure: Art, Science, and Engineering of Programming

Deriving REPL/Notebook – commonalities

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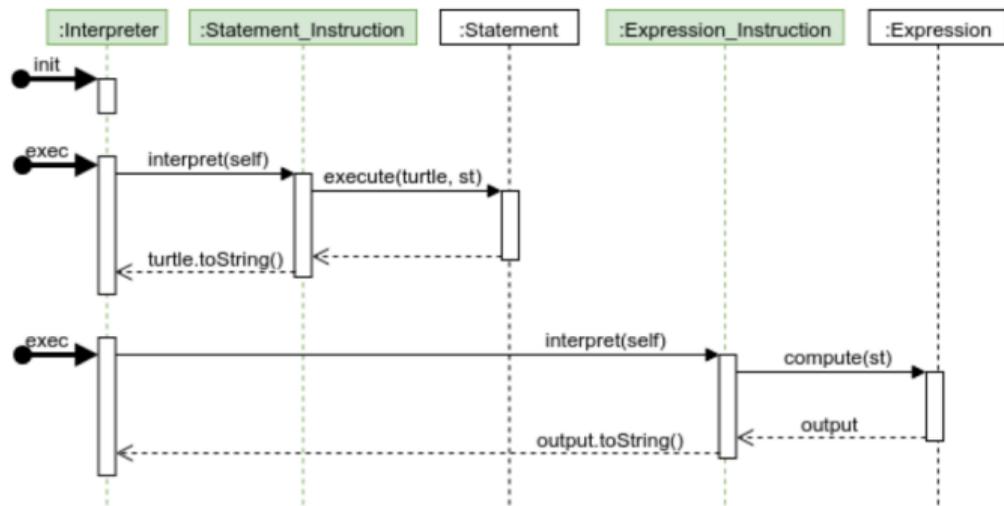
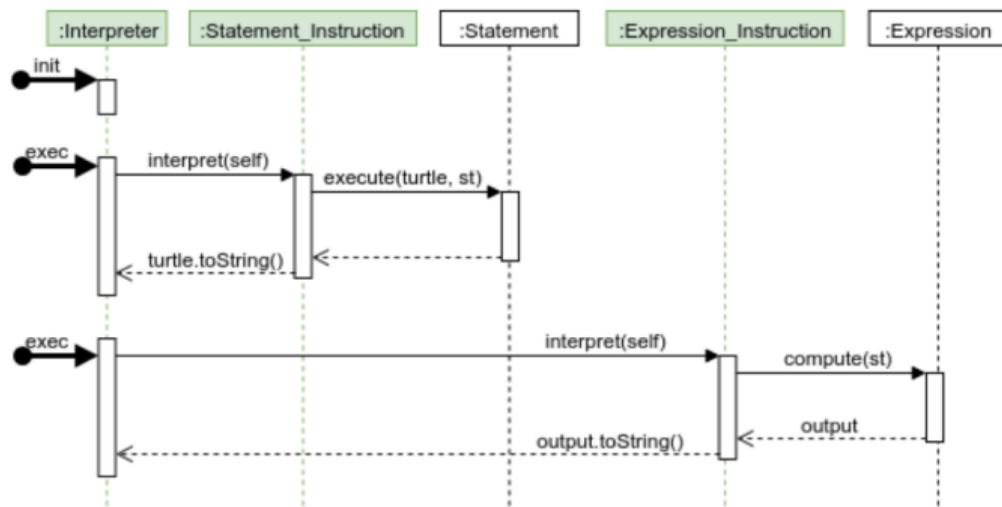


Figure 8. Overall Execution Flow for Logo

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How does one execution affect the next?

Figure 8. Overall Execution Flow for Logo

Formal model based on structural operational semantics

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 $I_p : \Gamma \rightarrow \Gamma$.

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

Sufficiently general to capture at least all (deterministic) languages that can have their semantics expressed as a transition function (e.g. using small-step or big-step semantics)

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

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Formally

A language $\langle P, \Gamma, \gamma^0, I \rangle$ is *sequential* if there is an operator \otimes such that for every $p_1, p_2 \in P$ and $\gamma \in \Gamma$ it holds that $p_1 \otimes p_2 \in P$ and that $I_{p_1 \otimes p_2}(\gamma) = (I_{p_2} \circ I_{p_1})(\gamma)$

Idea..! REPLization

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

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Replization is: extending a base language to a sequential variant*

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A Principled Approach to REPL Interpreters

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Figure: Onward!2020

REPLization in Onward!2020

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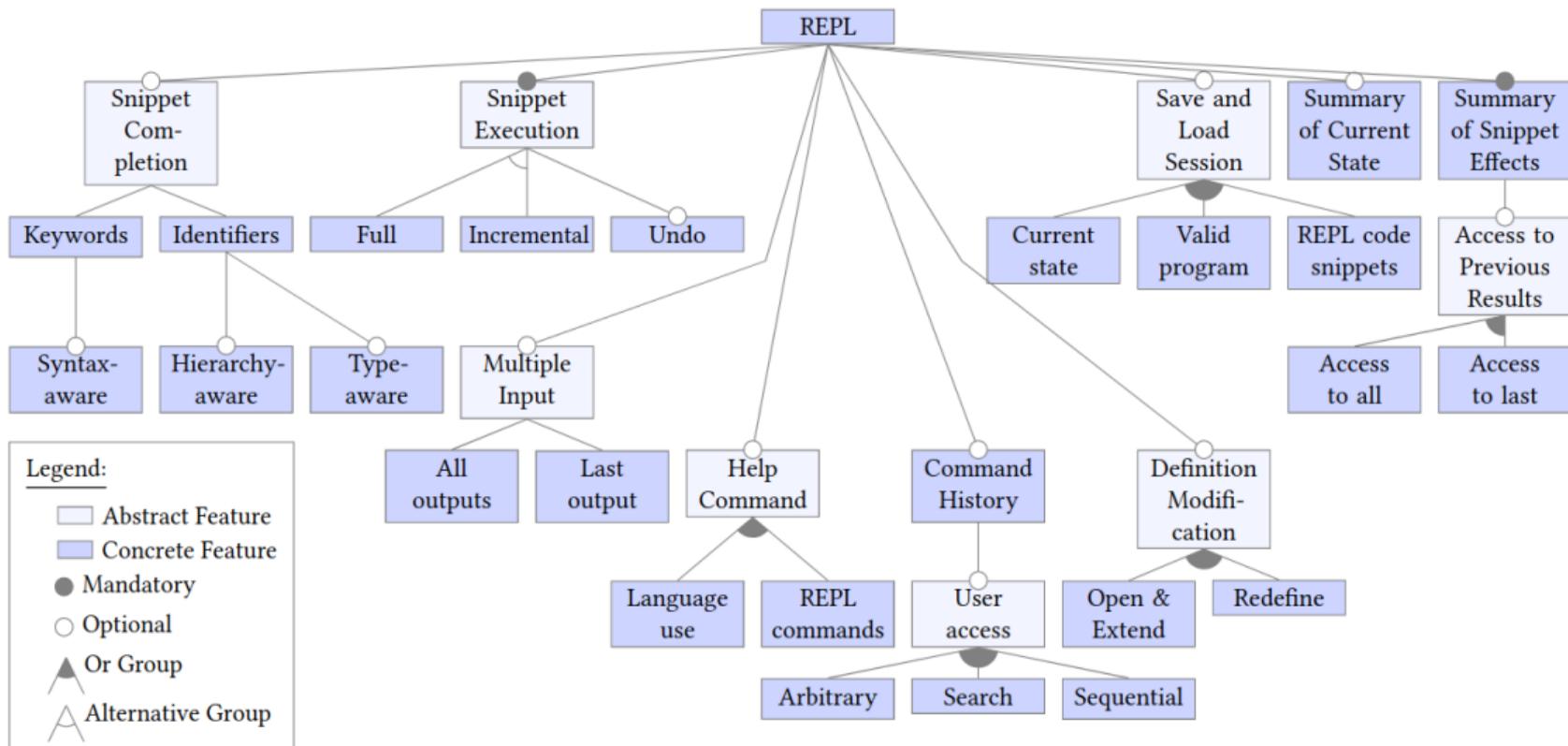
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- The effect of one phrase on the next is determined by its modifications to $\gamma \in \Gamma$

Onward!2020 (feature model)



Onward!2020 (feature table)

		Cling	JShell	Python	IPython	C# REPL	Node.js	PHP	PySH	SQLite	R	Swift	Gore	Octave	Rappel	IRB
Snippet Execution	Incremental	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
	Full												●			
	Undo	●														
Summary of Current State		●		●	●				●	●				●	●	
Summary of Snippet Effects		●	●	●	●	●	●		●	●	●	●	●	●	●	●
Access to Previous Results	Access to last			●	●		●		●					●		●
Multiple Input	Access to all		●		●							●				
	Last output	●			●	●	●		●			●		●	●	●
	All outputs		●	●						●	●					
Snippet Completion	Keywords	●		●	●		●		●	●	●			●		●
	Syntax-aware	●			●							●				
	Identifiers	●	●	●	●	●		●	●	●	●	●	●	●		●
	Type-aware		●				-				-				-	
	Hierarchy-aware	●	●	●	●	●	●		●		●		●	●	-	●
Definition Modification	Redefine		● ¹	●	● ¹	●					● ¹	●	●	● ¹	-	●
	Open & Extend														-	●
Help Command	REPL commands	●	●	●	●	●	●		●	●		●	●		●	
Command History (User Access)	Language use			●	●						●		●	●		
	Sequential	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
	Search	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
Save and Load Session	Arbitrary		●		●									●	●	
	Current state									●	●			○		
	REPL code snippets		●		●		●			○	○					
	Valid programs				●		●			○	○		●			

Onward!2020 (MiniJava case study)

jupyter MiniJava Example Last Checkpoint: an hour ago (autosaved) Logout

File Edit View Insert Cell Kernel Widgets Help Trusted MiniJava

Code Validate

```
Id [1]: class A {
        int a;

        public int ma() {
            a = 4;
            return a;
        }
    }
```

Out[1]:

```
Id [2]: A oa;
        oa = new A();
```

Out[2]:

```
Id [3]: oa.ma();
```

Out[3]: 4

```
Id [4]:
```

Execution Graph

```
graph TD
    C1((2554051)) -- cell-1 --> C2((-1351901892))
    C2 -- cell-2 --> C3((-72709711))
    C3 -- cell-3 --> G(( -1520434513 ))
```

```
Config eval((Phrase)`<Expression e>`,` , Config c)
= catchExceptions(collectBindings(
    setOutput(createBinding(eval(c, e)))));
```

```
Config eval((Phrase)`<Statement s>`,` , Config c)
= catchExceptions(collectBindings(
    setOutput(exec(s, c))));
```

```
Config eval((Phrase)`<ClassDecl cd>`,` , Config c)
= catchExceptions(collectBindings(
    declareClass(cd, c)));
```

```
Config eval((Phrase)`<VarDecl vd>`,` , Config c)
= catchExceptions(collectBindings(
    declareVariables(vd, c)));
```

```
Config eval((Phrase)`<MethodDecl md>`,` , Config c)
= catchExceptions(collectBindings(
    declareGlobalMethod(md, c)));
```

```
Config eval((Phrase)`<Phrase p1> <Phrase p2>`,` , Config c)
= eval(p2, eval(p1, c));
```

Figure: Interpreter for extended MiniJava

Onward!2020 (QL case study)

```
form taxOfficeExample {  
  "Did you sell a house in 2010?"  
  hasSoldHouse: boolean  
  "Did you buy a house in 2010?"  
  hasBoughtHouse: boolean  
  "Did you enter a loan?"  
  hasMaintLoan: boolean  
  
  if (hasSoldHouse) {  
    "What was the selling price?"  
    sellingPrice: integer  
    "Private debts for the sold house:"  
    privateDebt: integer  
    "Value residue:"  
    valueResidue: integer =  
      sellingPrice - privateDebt  
  }  
}
```

Figure: QL form

Did you sell a house in 2010?

Did you buy a house in 2010?

Did you enter a loan?

What was the selling price?

Private debts for the sold house:

Value residue:

Figure: Rendering

Onward!2020 (eFLINT case study)

```
+seller("Alice")
+buyer("Bob")
+duty-to-deliver(seller("Alice"),buyer("Bob"))
+duty-to-pay(buyer("Bob"),seller("Alice"))
+amount(10)
+pay(buyer("Bob"),seller("Alice"),amount(10))
+asset-id("Meat")
+deliver(seller("Alice"),buyer("Bob"),asset-id("Meat"))
query successful
query successful
#9 > :o
actions & events:
1. deliver(seller("Alice"),buyer("Bob"),asset-id("Meat")) (ENABLED)
2. pay(buyer("Bob"),seller("Alice"),amount(10)) (ENABLED)
3. suspend-delivery(seller("Alice"),buyer("Bob")) (DISABLED)
4. tick() (ENABLED)
#9 > :4
-clock(0)
+clock(1)
#10 > :4
violations:
  violated duty!: duty-to-pay(buyer("Bob"),seller("Alice"))
-clock(1)
+clock(2)
+suspend-delivery(seller("Alice"),buyer("Bob"))
#11 > suspend-delivery(Alice,Bob)
violations:
  violated duty!: duty-to-pay(buyer("Bob"),seller("Alice"))
#12 > :revert 9
#9 > suspend-delivery(Alice,Bob)
not a compliant action
#9 > █
```

Figure: eFLINT command-line REPL

frames

```
Fact seller
Fact buyer
Fact amount Identified by Int
Fact asset-id Identified by String

Duty duty-to-deliver
  Holder seller
  Claimant buyer
  Holds when seller && buyer
  Violated when clock >= 3 * week

Duty duty-to-pay
  Holder buyer
  Claimant seller
  Holds when seller && buyer
  Violated when clock >= 2 * week

Act deliver
  Actor seller
  Recipient buyer
  Related to asset-id
  Terminates duty-to-deliver()
  Holds when asset-id

Act pay
  Actor buyer
  Recipient seller
  Related to amount
  Terminates duty-to-pay()
  Holds when amount

Act suspend-delivery
  Actor seller
  Recipient buyer
  Terminates duty-to-deliver()
  Holds when Violated(duty-to-pay())
```

scenario

```
// initialize contract
+seller(Alice).
+buyer(Bob).
+amount(10).
+asset-id(Meat).

// test duties
?Holds(duty-to-deliver(seller = seller(Alice))).
?Holds(duty-to-pay(buyer = buyer(Bob))).
```

Run

response

ok

output

Step 0: initial state

Step 1: ("Alice":ref):seller
+("Alice":ref):seller

Step 2: ("Bob":ref):buyer
+("Bob":ref):buyer

Step 3: 10:amount
+10.amount

Step 4: ("Meat":asset-id)
+("Meat":asset-id)

Figure: eFLINT web-interface

Idea..!

Idea..! REPL-first languages

REPL-first is:

Designing and implementing your language as a sequential language from the get-go

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The iterative execution of the definitional interpreter of a sequential language is the essential **building block** of *all* language services related to interpretation

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- Delta-operations as phrases to support **live programming**
- Fluid, bidirectional moves between GUI-actions and code for GUI-interfaces¹

¹ *mage: Fluid Moves Between Code and Graphical Work in Computational Notebooks.* Mary Beth Kery et al.

Exploring interpreter algorithm

The *reachability graph* for a configuration $\gamma \in \Gamma$ of a language $\langle P, \Gamma, \gamma^0, I \rangle$ contains all the configurations γ' that are reachable by executing programs $p \in P$ using I . Nodes are configurations, edges are labelled with programs

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Algorithm

- **execute**(p): take $\gamma' = I_p(\gamma)$ and (p given as input, γ current configuration):
 - add γ' to the set of nodes (if new), and
 - add $\langle \gamma, p, \gamma' \rangle$ to the set of edges (if new).
- **revert**(γ): take γ as the current configuration (with γ given as input and in the graph).
- **display**: produce a structured representation of the current graph, distinguishing the current configuration in the graph from the other configurations.

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