

Tool Supported (Multi-Level) Language Evolution

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Outline

Variability, Abstractions, DSLs

Case Study: DSL for product catalog CMS

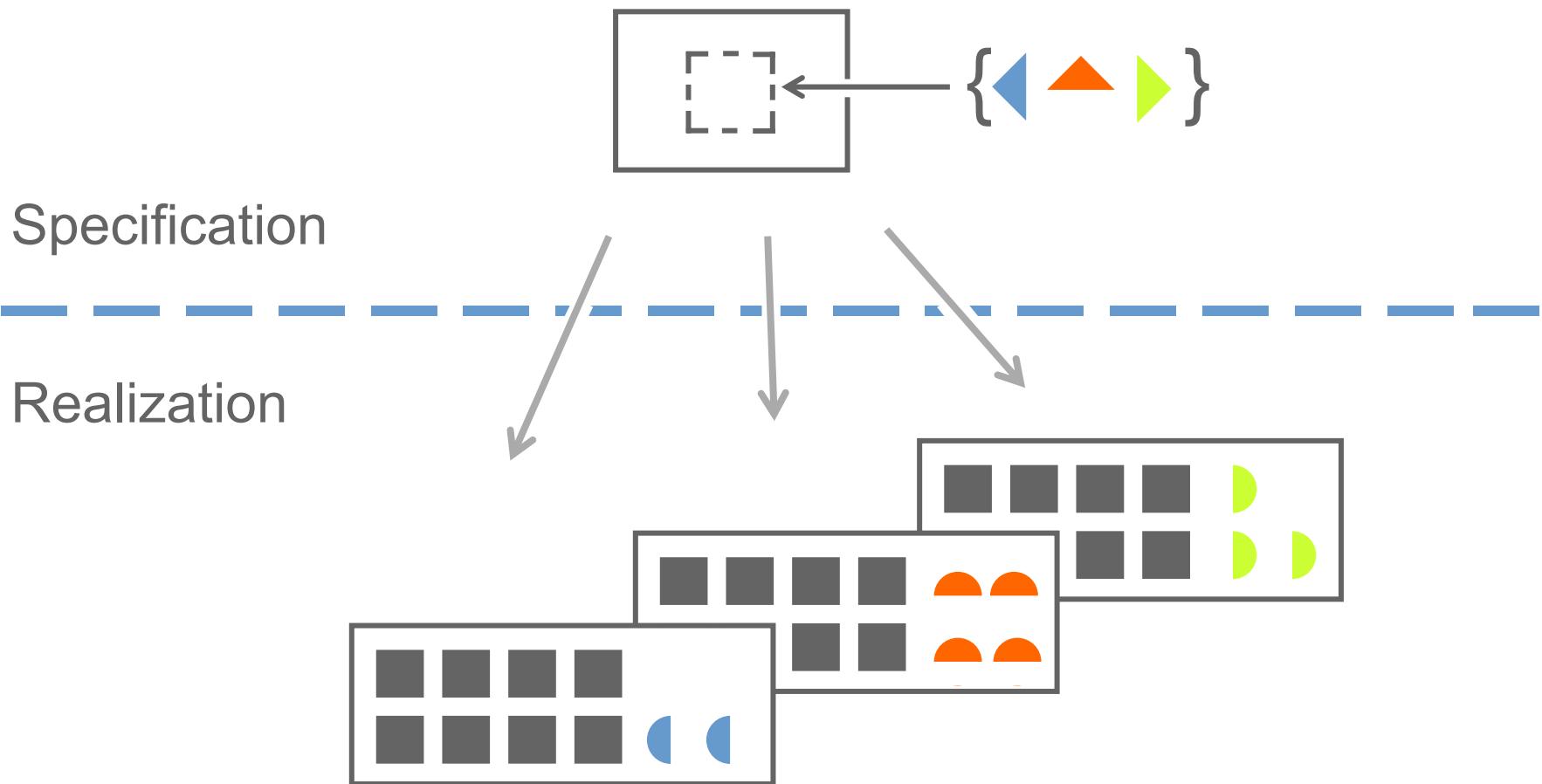
Tool Approach

Limitations & Outlook

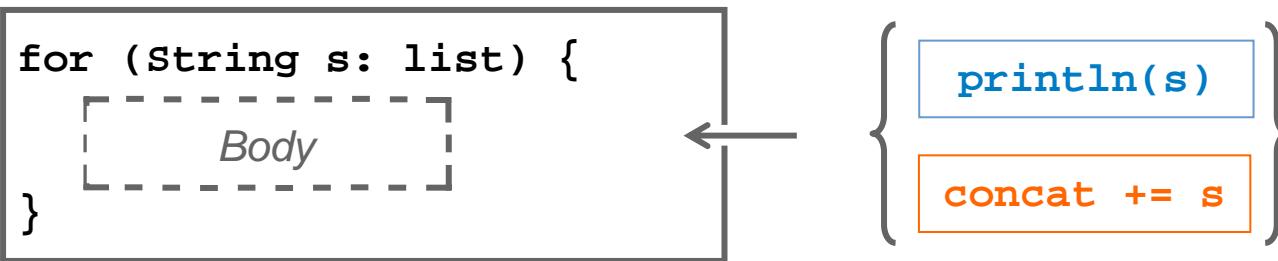
Claim

**Every abstraction mechanism deals with
commonality and variability.**

Abstractions and Variability



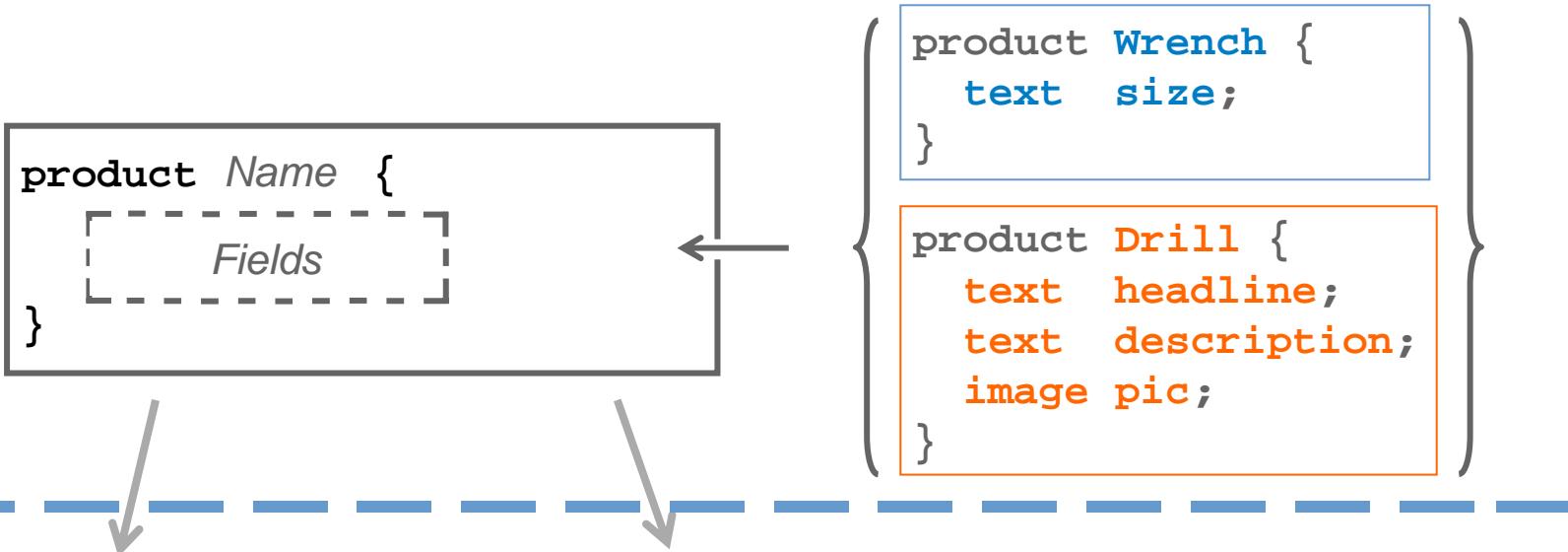
Example: GPPL



0: aload_1	20: getstatic #16;
1: astore 6	23: aload_3
3: iconst_0	24: invokevirtual #22;
4: istore 4	
6: aload 6	
8: arraylength	
9: istore 5	
11: goto 30	
14: aload 6	
16: iload 4	
18: aaload	27: iinc 4, 1
19: astore_3	30: iload 4
	32: iload 5
	34: if_icmplt 14
	37: return

0: aload_1	20: new #34;
1: astore 6	23: dup
3: iconst_0	24: aload_2
4: istore 4	25: invokestatic #36;
6: aload 6	28: invokespecial #42;
8: arraylength	31: aload_3
9: istore 5	32: invokevirtual #44;
11: goto 42	35: invokevirtual #48;
14: aload 6	38: astore_2
16: iload 4	
18: aaload	39: iinc 4, 1
19: astore_3	42: iload 4
	44: iload 5
	46: if_icmplt 14
	49: return

Example: DSL



```
package view.display.generated;  
  
import model.documents.generated.*;  
import view.display.Display;  
import view.display.controls.*;  
  
/** Display for Wrench documents */  
public class WrenchDisplay extends Display {  
  
    private static final long serialVersionUID = 1L;  
  
    private LabeledSingleLineTextLabel Size;  
  
    @Override  
    protected void initControls() {  
        Size = new LabeledSingleLineTextLabel();  
        Size.setLabel("Size");  
        this.add(Size);  
    }  
  
    @Override  
    public void displayDocument() {  
        Wrench doc = (Wrench) document;  
  
        Size.bind(doc.getSize());  
    }  
}
```

```
package view.display.generated;  
  
import model.documents.generated.*;  
import view.display.Display;  
import view.display.controls.*;  
  
/** Display for Drill documents */  
public class DrillDisplay extends Display {  
  
    private static final long serialVersionUID = 1L;  
  
    private LabeledSingleLineTextLabel Headline;  
    private LabeledMultiLineTextLabel ShortDescription;  
    private LabeledImageDisplay ProductImage;  
  
    @Override  
    protected void initControls() {  
        Headline = new LabeledSingleLineTextLabel();  
        Headline.setLabel("Headline");  
        this.add(Headline);  
  
        ShortDescription = new LabeledMultiLineTextLabel();  
        ShortDescription.setLabel("ShortDescription");  
        this.add(ShortDescription);  
    }  
}
```

```
ProductImage = new LabeledImageDisplay();  
ProductImage.setLabel("ProductImage");  
this.add(ProductImage);  
}  
  
@Override  
public void displayDocument() {  
    Drill doc = (Drill) document;  
  
    Headline.bind(doc.getHeadline());  
    ShortDescription.bind(doc.getShortDescription());  
    ProductImage.bind(doc.getProductImage());  
}  
}
```

Invariance and Reuse

Abstraction creation aims at maximizing

- Effort saved per application of abstraction
- Number of times abstraction can be applied

Invariant parts determine both the

- Amount of reused artifacts / information
=> Amount of saved effort per use
- Amount of commonality constraints between instances
=> Number of times the abstraction can be applied

Deciding what is variable (and thus also what is invariant)
determines reuse benefit of an abstraction!

Invariance Dilemma

Increasing Invariance

- Increases saved effort per abstraction application
- Reduces number of times it can potentially be applied

=> Conflicting Goals!

Optimal Amount of Invariance

- As much invariance as the abstraction use cases allow for
- => All use cases of the abstraction must be known
- => Not possible in practice, since future use cases are unknown!

Abstraction creation is quest for lesser evil

- Loss of potential productivity gain
- Loss of potential abstraction use cases

Claim

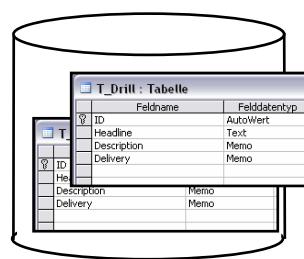
The Invariance Dilemma can be avoided by bottom-up abstraction development.

Avoiding the Dilemma

- Only consider currently known use cases
(=> ignore uncertain future uses cases)
- Make all commonalities between use cases invariants of the abstraction
=> Optimal abstraction reuse benefit
- Evolve partition between variability and invariance as new (uncovered) use cases arise

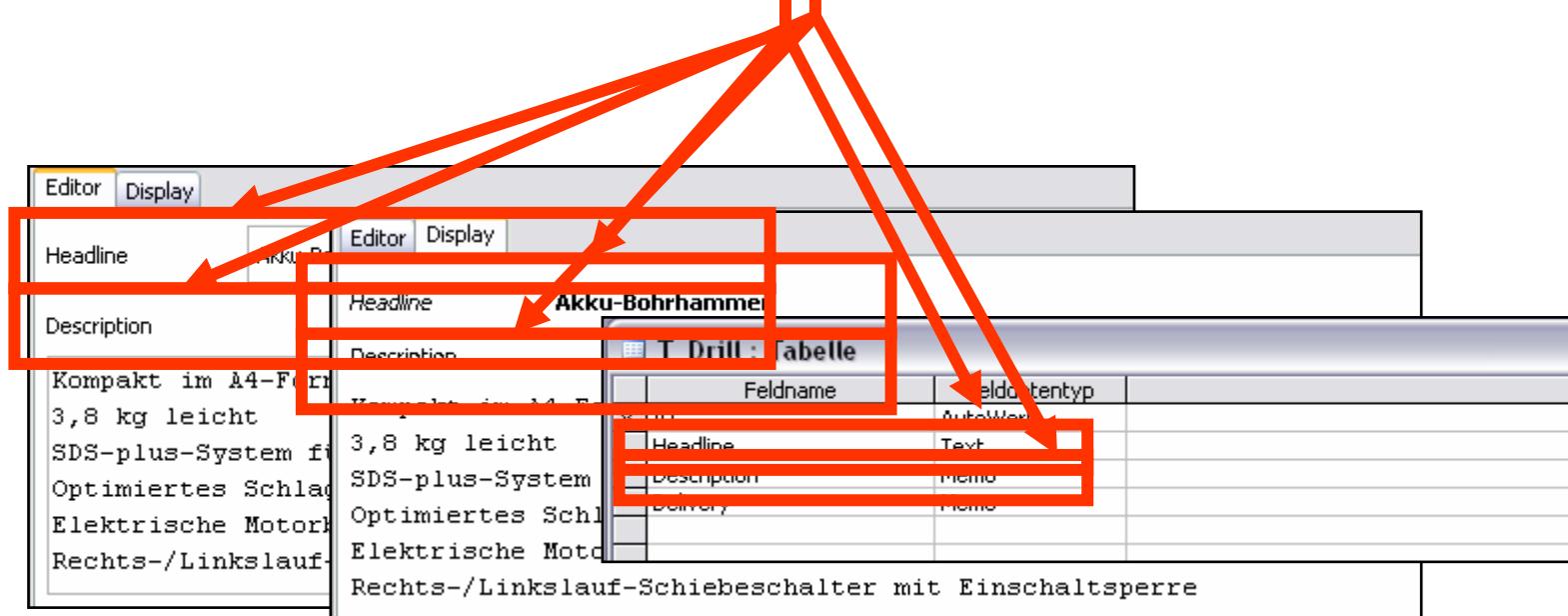
Invariance Dilemma can be avoided if the partition between variable and invariant information can change over time.

CS: Product Catalog Description Language



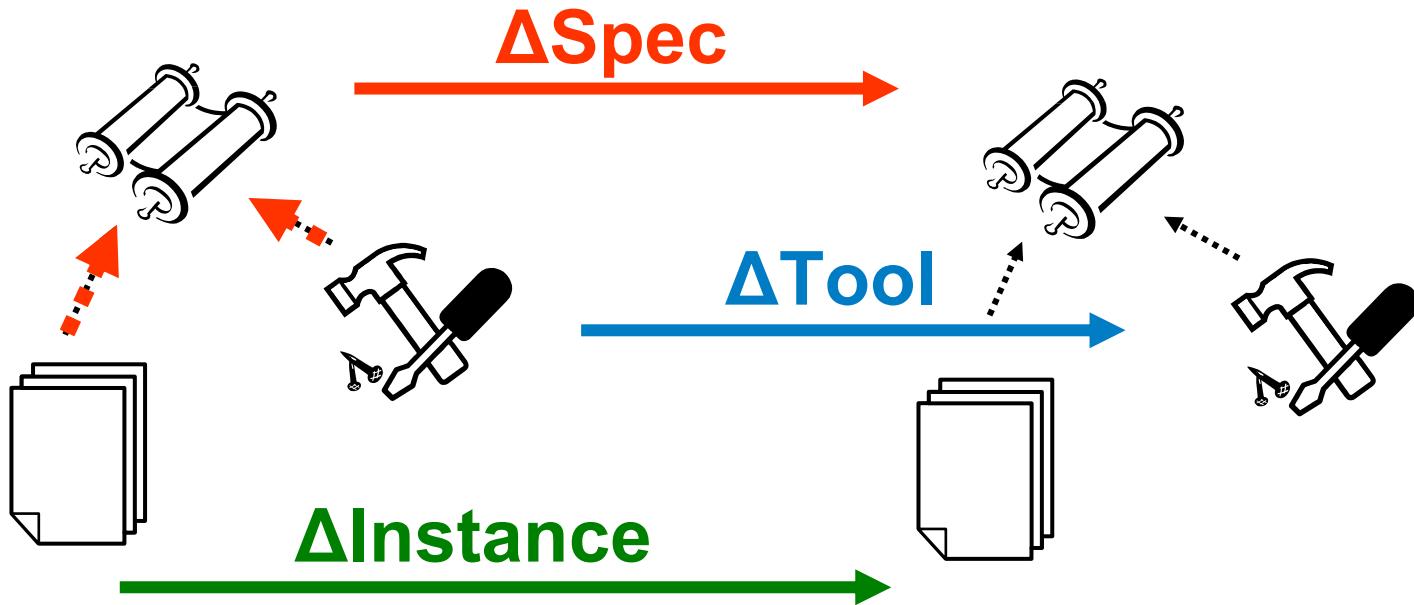
Catalog Description Language (2)

```
catalog {
    document Drill {
        field SingleLineText Headline;
        field MultiLineText Description;
        field MultiLineText Delivery;
    }
}
```



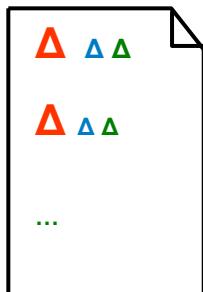
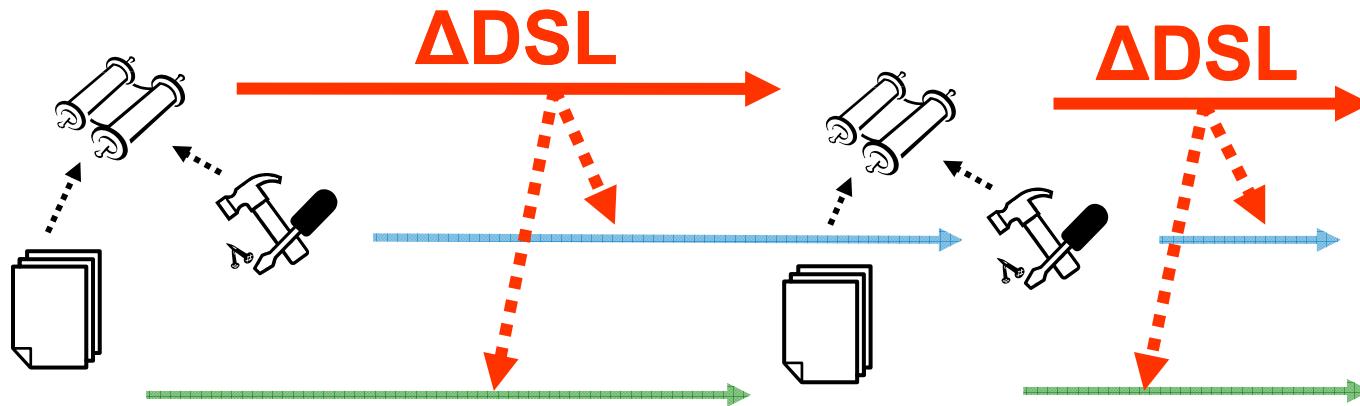
Problems with language evolution ...

Language Evolution



- Infeasible if done manually
- Compensational effort must be automated to a high degree

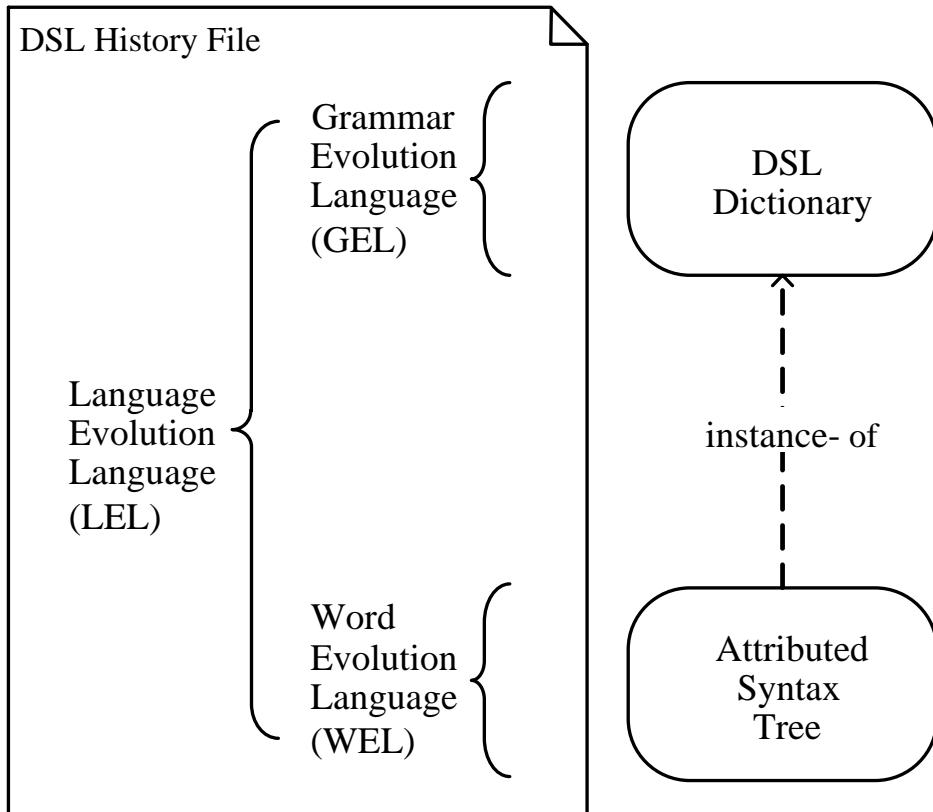
Approach



DSL History

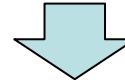
- First version of a DSL
- Deltas btw. consecutive versions

DSL History



GEL

- DSL Dictionary manipulation
- Complete



$LEL = GEL \circ WEL$

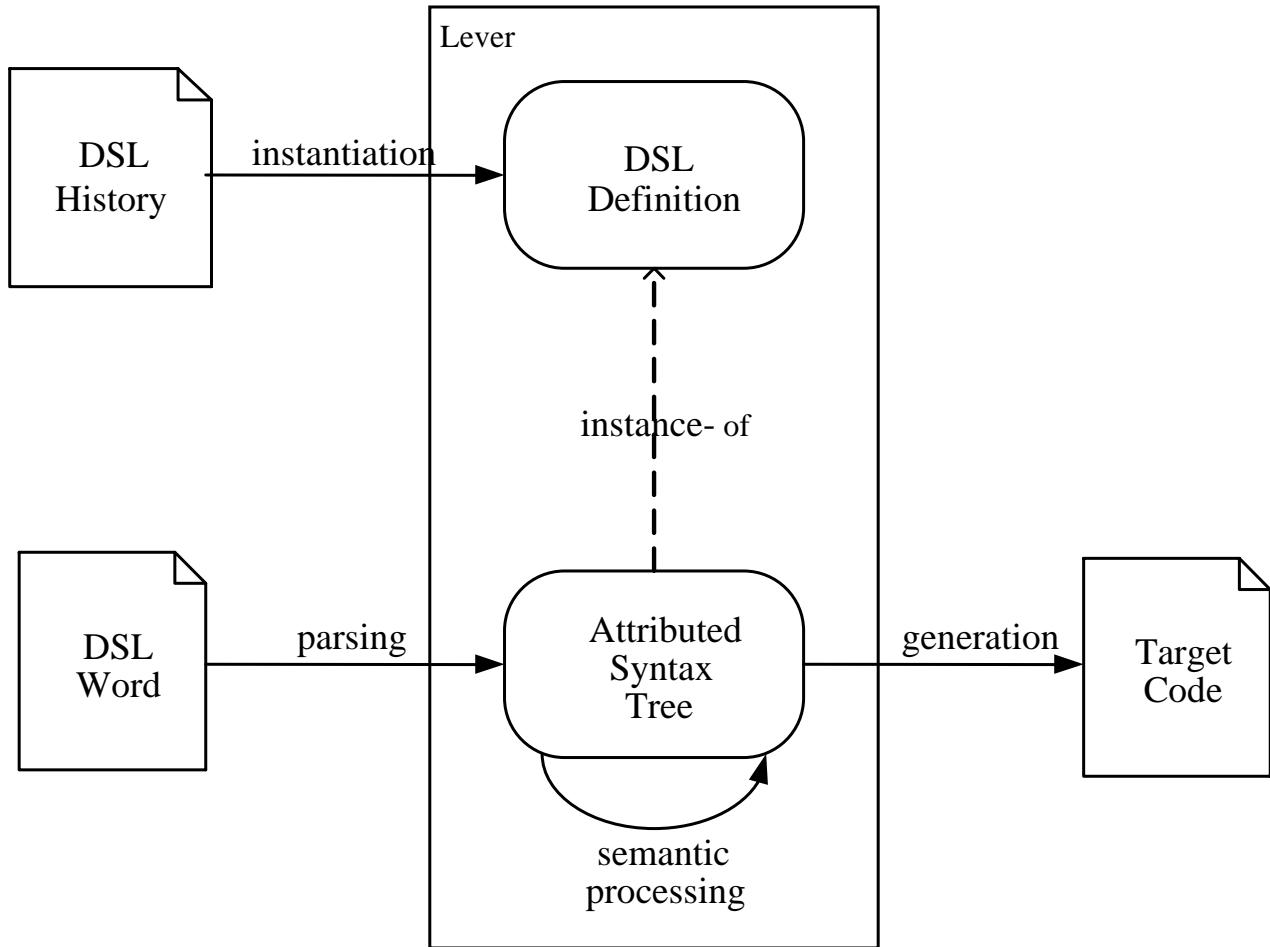
- Coupled evolution operations
 - ⇒ Higher level of abstraction
 - ⇒ Reuse



WEL

- Transformation of syntax tree
- complete, set-oriented

Language Evolver



Implementation

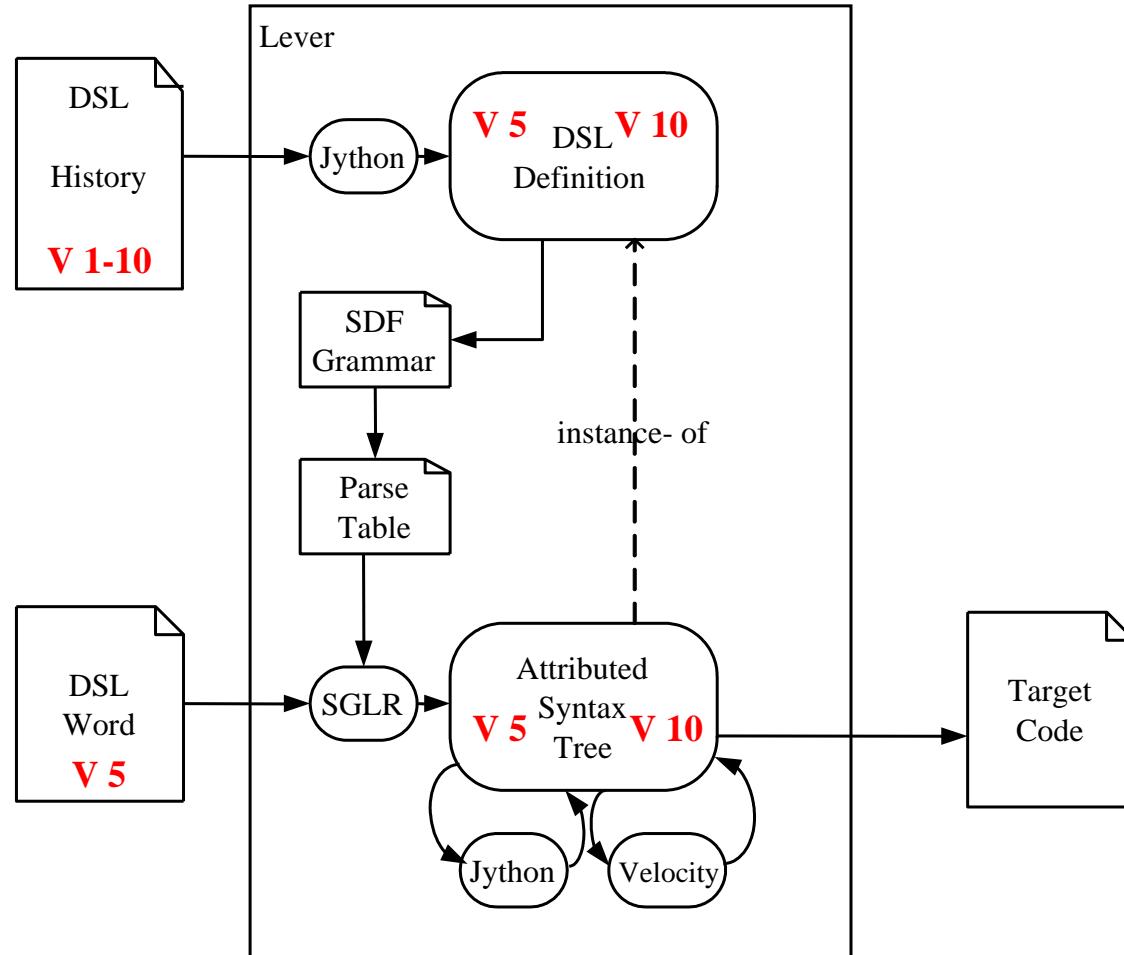
Definition Syntax and (translational) Semantics: **AXT**

- (Remote) OO- **A**ttribute Grammars
- **X**Path
- Code Generation **T**emplates

Tools / Technologies

- Parsing: *SDF + SGLR* (free of LL/LR like limitations)
- Code Generation: *Velocity Template Engine*
- XPath evaluation and checking: *Apache JXpath*
- Evolution languages: Internal DSLs in *Jython*

Translation Process





How could that look in practice?

Back to the case study.

CDL: Version 1

Drill {

SinglelineText Headline;
 MultiLineText Description;
 MultiLineText Delivery;

}

CDL: Version 2

```
catalog {  
    document Drill {  
        field SinglelineText Headline;  
        field MultiLineText Description;  
        field MultiLineText Delivery;  
    }  
}
```

- Refactoring: Abstract syntax did not change
- Only coupled evolution operations

CDL: Version 3

```
catalog {  
    document Drill {  
        field SinglelineText Headline caption „Überschrift“;  
        field MultiLineText Description caption „Beschreibung“;  
        field MultiLineText Delivery caption „Lieferumfang“;  
    }  
}
```

- Language extension (local)
- Coupled evolution operation + manual extension of templates
- (Inserts default value for caption)

CDL: Version 4

```
catalog {  
    document Drill {  
        field SinglelineText Headline;  
        field MultiLineText Description;  
        field MultiLineText Delivery;  
    }  
    language german {  
        document Drill {  
            field Headline caption „Überschrift“;  
            field Description caption „Beschreibung“;  
            field Delivery caption „Lieferumfang“;  
        }  
    }  
}
```

Summary

Idea: Bottom-Up DSL construction to accomodate variability

- (Coupled) DSL evolution operations, automate
 - Adaptation of Compilers
 - Migration of existing Programs

Approach

- DSL History: contains evolution operations for all consecutive language versions
- DSL History Interpretation -> Compile programs from all versions

Limitations

Grammars (systematic)

- Well understood, few, clean concepts => Seemed simple.....
- LL/LR grammars not closed under conjunction / extension
- GLR grammars: ambiguity undecidable
- GLR parsers: bad error handling / unfriendly error messages

Limitations of Lever (our fault)

- Academic Prototype (Implementation not very forgiving)
- Limited grammar engineering tool support

Outlook

Feasibility?

- How much can really be automated?

=> Study of evolution history of 3 large industrial MMs

Formalism?

- Which tools could be better suited?

=> MetaModels instead of grammars: EMF

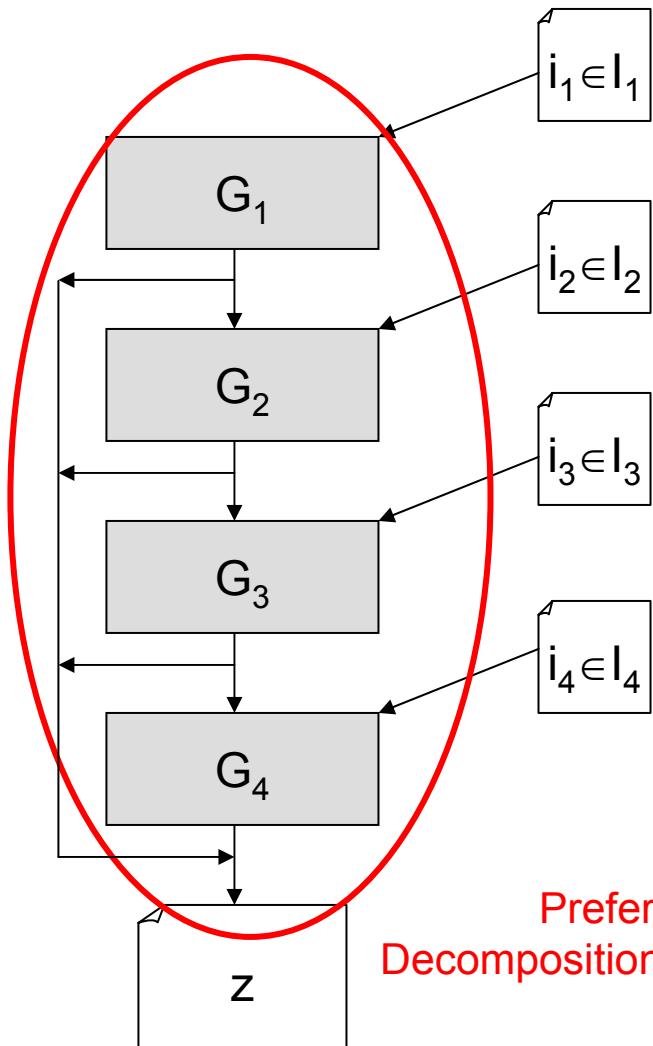
Does this really work in practice?

- Master thesis will implement CDL at company in germany

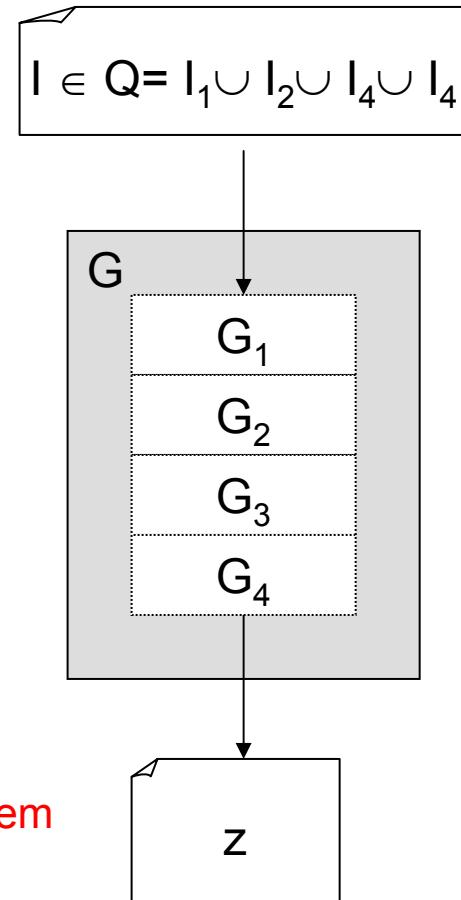
Questions?

Thank You!

Multi-Level Generation



Preferable approach
Decomposition of translation problem

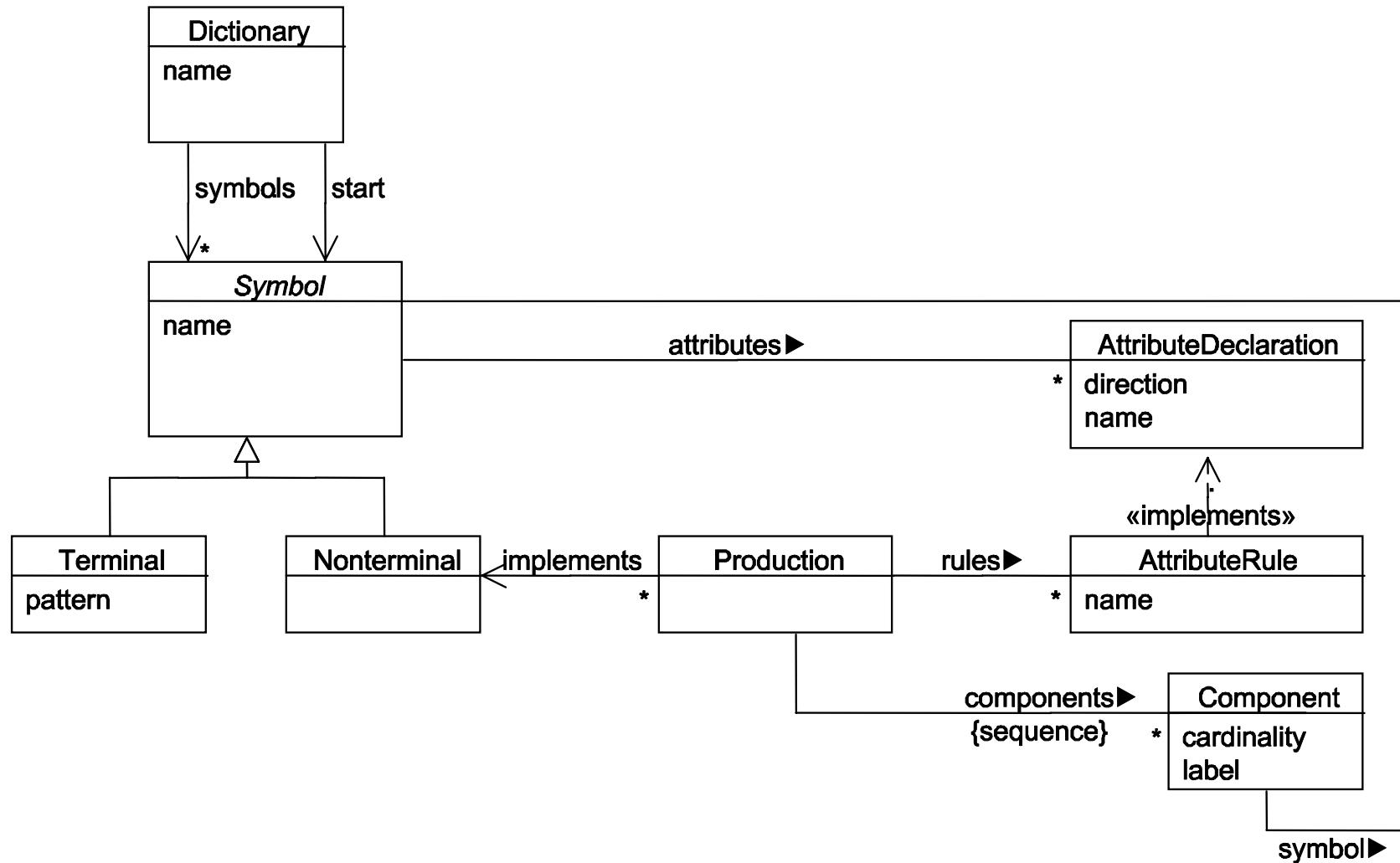


Maintenance of Multi-Level Generator

- Output of higher-level language is input of lower level lang.
⇒ Evolution on higher level potentially affects all levels beneath it.
- Change of Input language in lower level must be reflected by output language of higher level.
⇒ Evolution on lower level potentially affects levels above it.

Next goal: Check output of higher level against input of lower level. („Does generated code always compile?“)

DSL Dictionary Metamodel



DSL Dictionary - Beispiel

