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# Implementing Semantic Enrichment in StarLasu

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LangDev Meetup

15th of November, 2023

Utrecht, The Netherlands



“Who am I?”

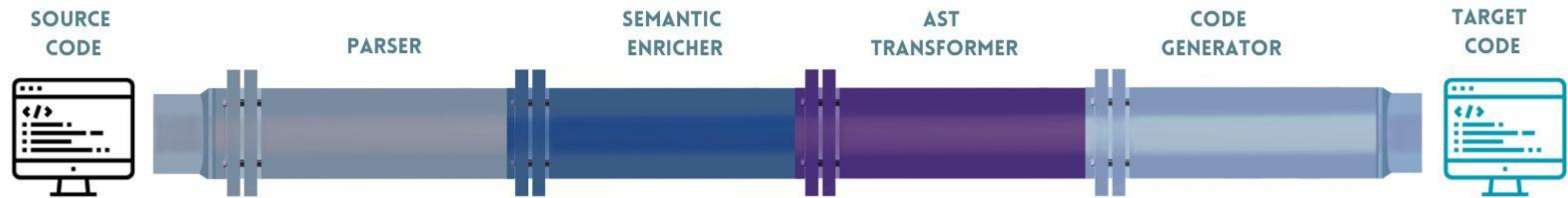


**Lorenzo Addazi**  
Software Language Engineer at Strumenta

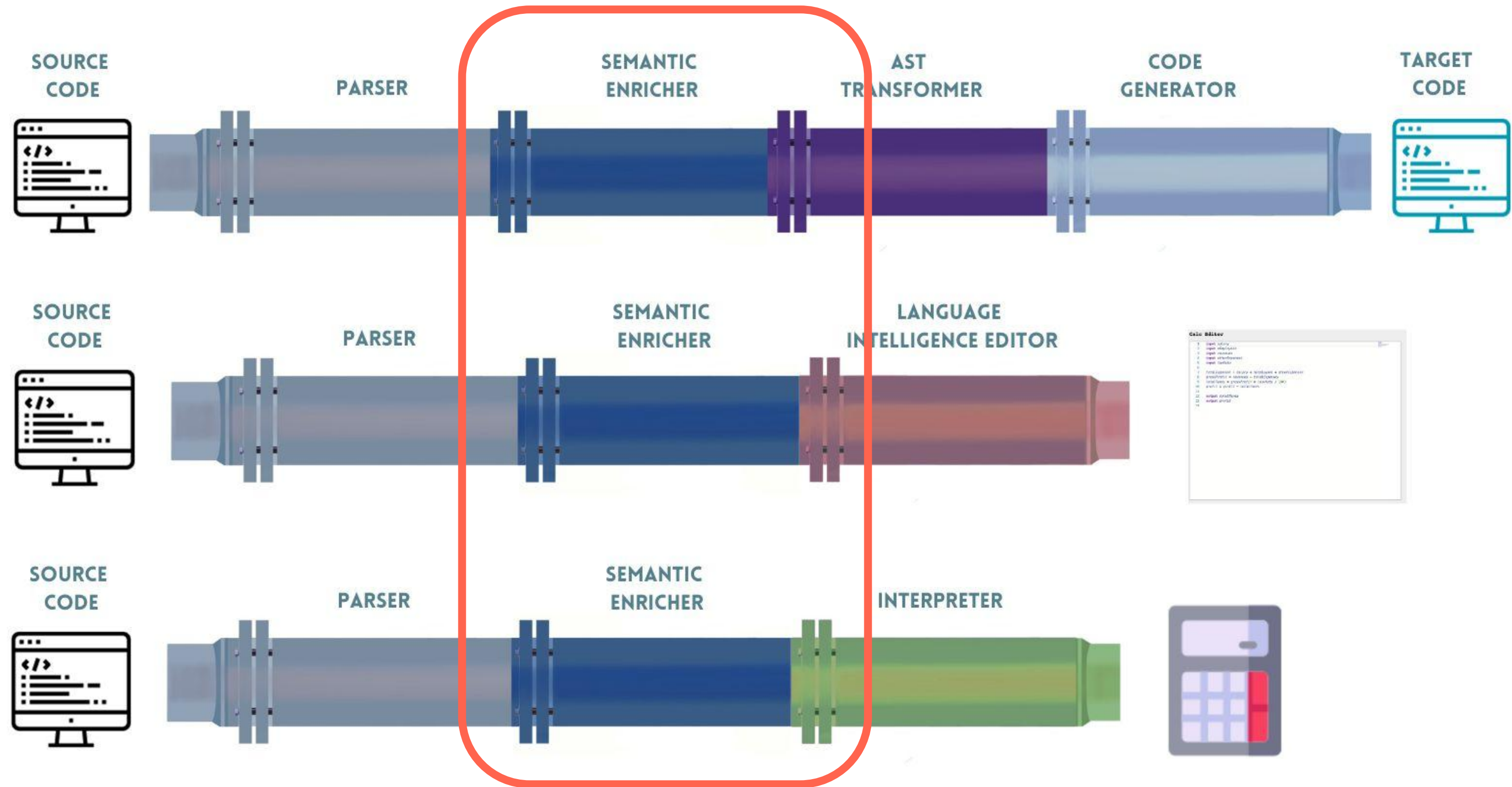
# “ Agenda

- Context
- Semantic Enrichment
  - Definition
  - Implementation
- Demo

# Context - The StarLasu Approach

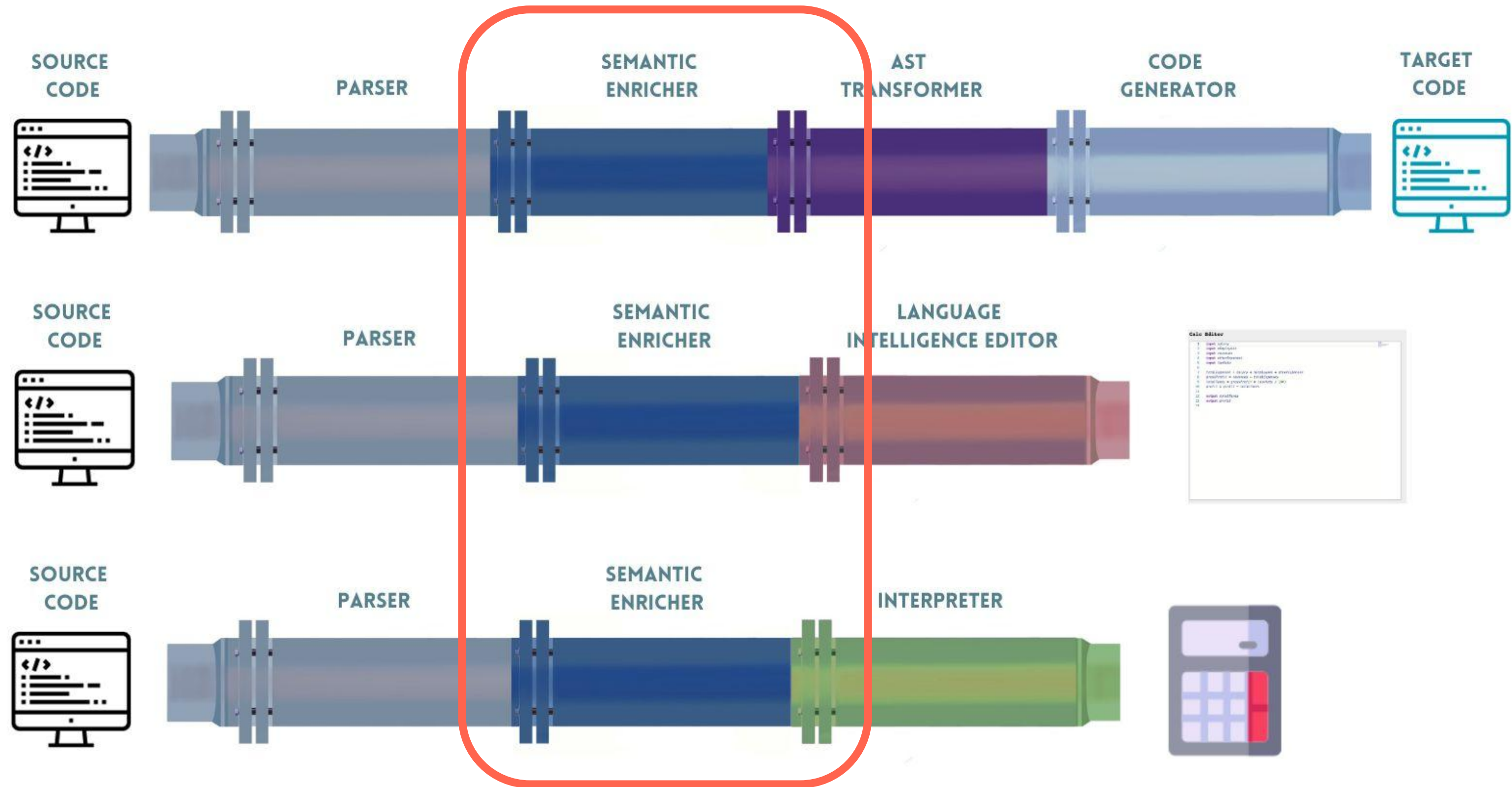


# Context - The StarLasu Approach





# “ Semantic Enrichment - Definition



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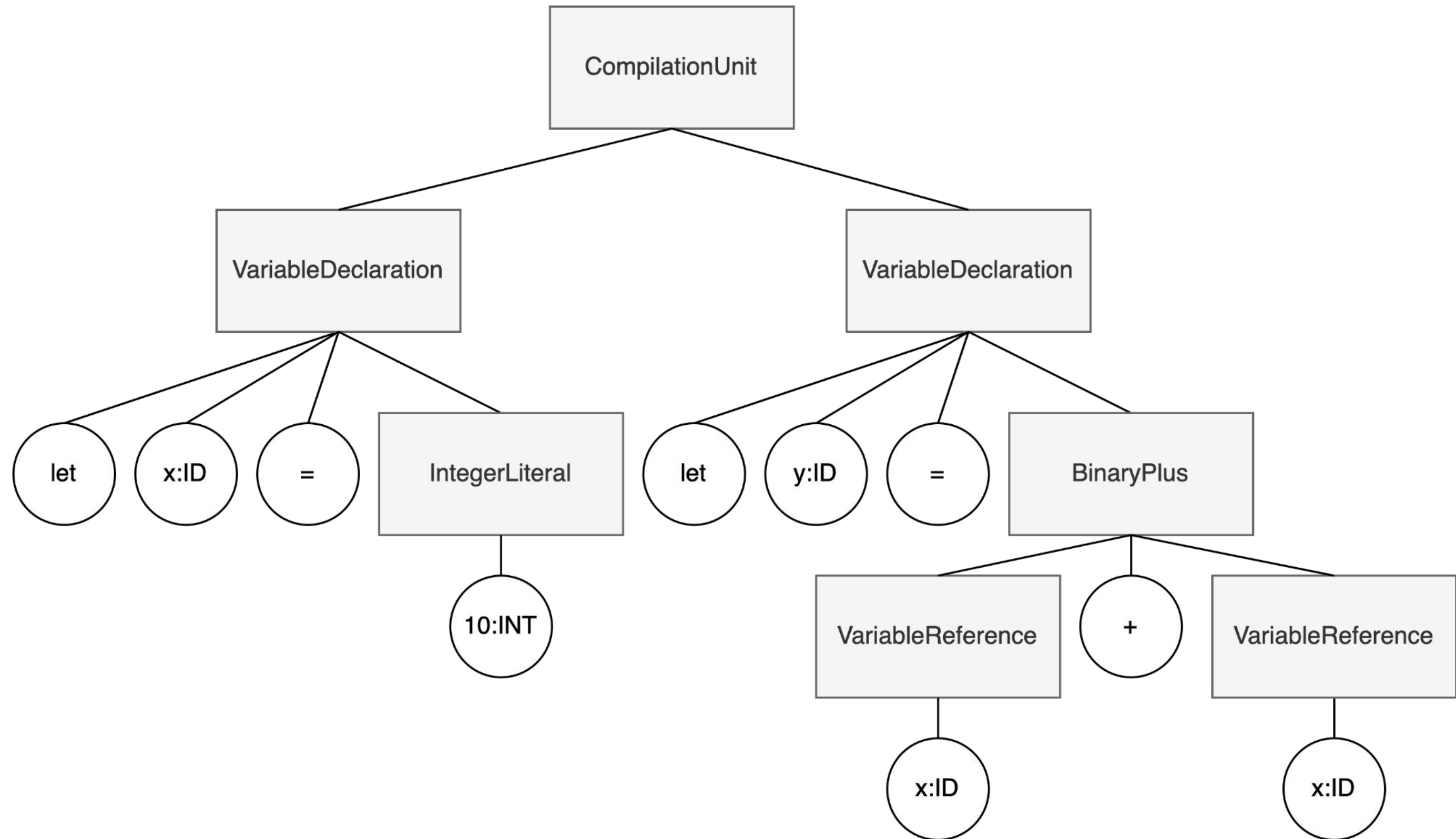
```

1 compilation_unit:
2     variable_declarations+=variable_declaration*
3 ;
4
5 variable_declaration:
6     'let' name=ID '=' value=expression ';'
7 ;
8
9 expression
10    : left=expression '+' right=expression #binary_plus
11    | variable=ID #variable_reference
12    | value=INT #integer_literal
13    ;

```

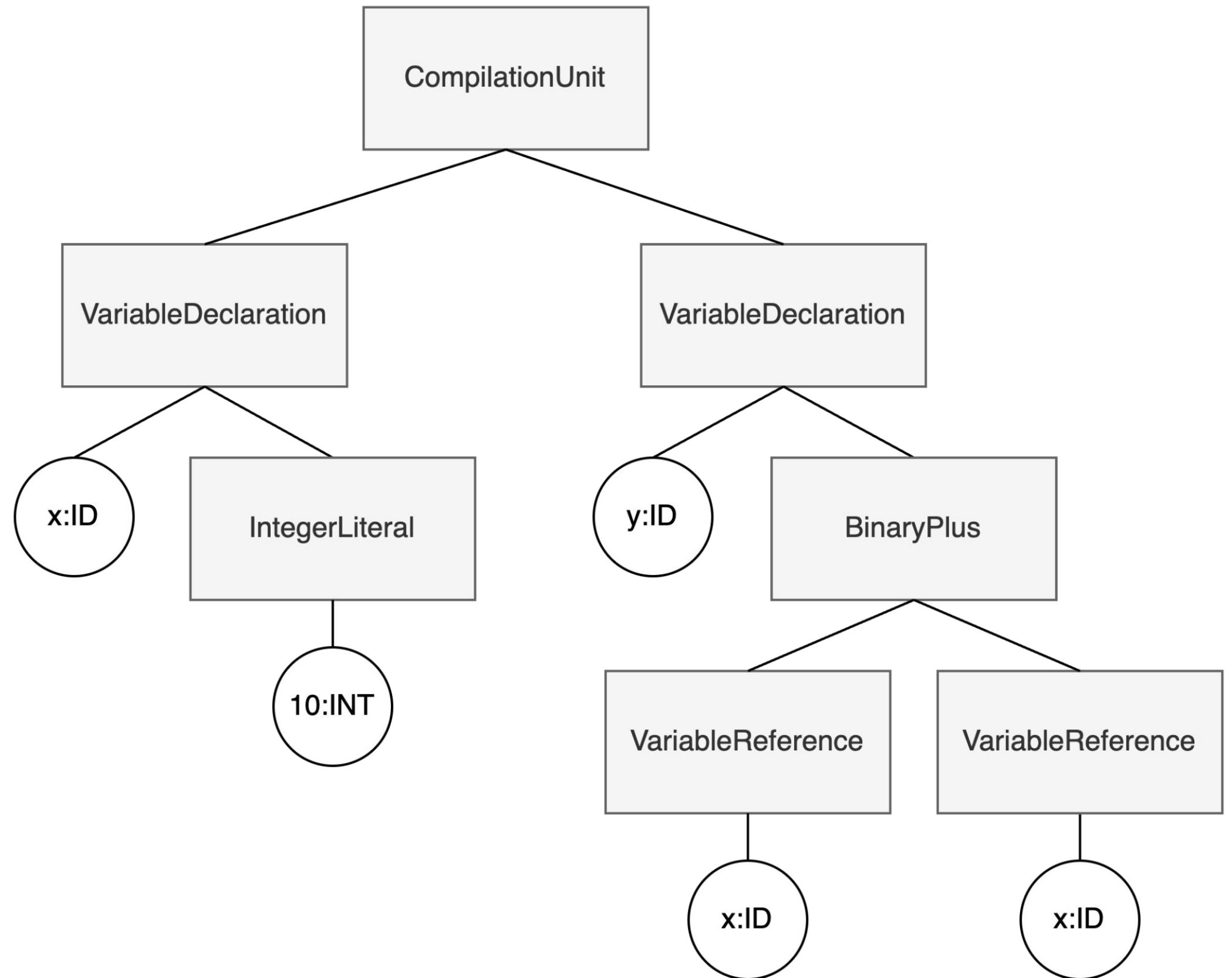
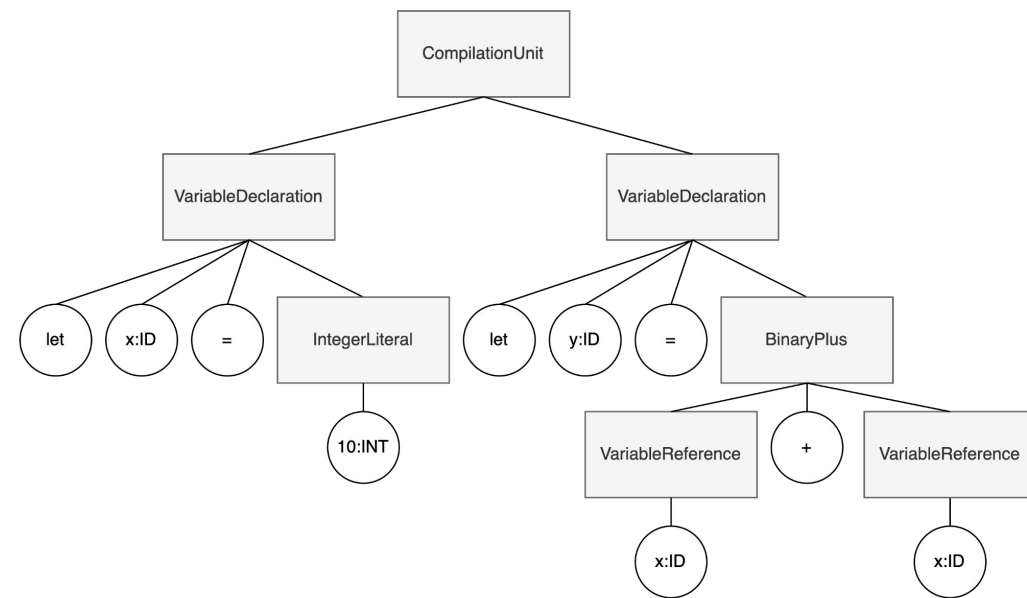
# “ Semantic Enrichment - Definition

```
let x = 10;  
let y = x + x;
```

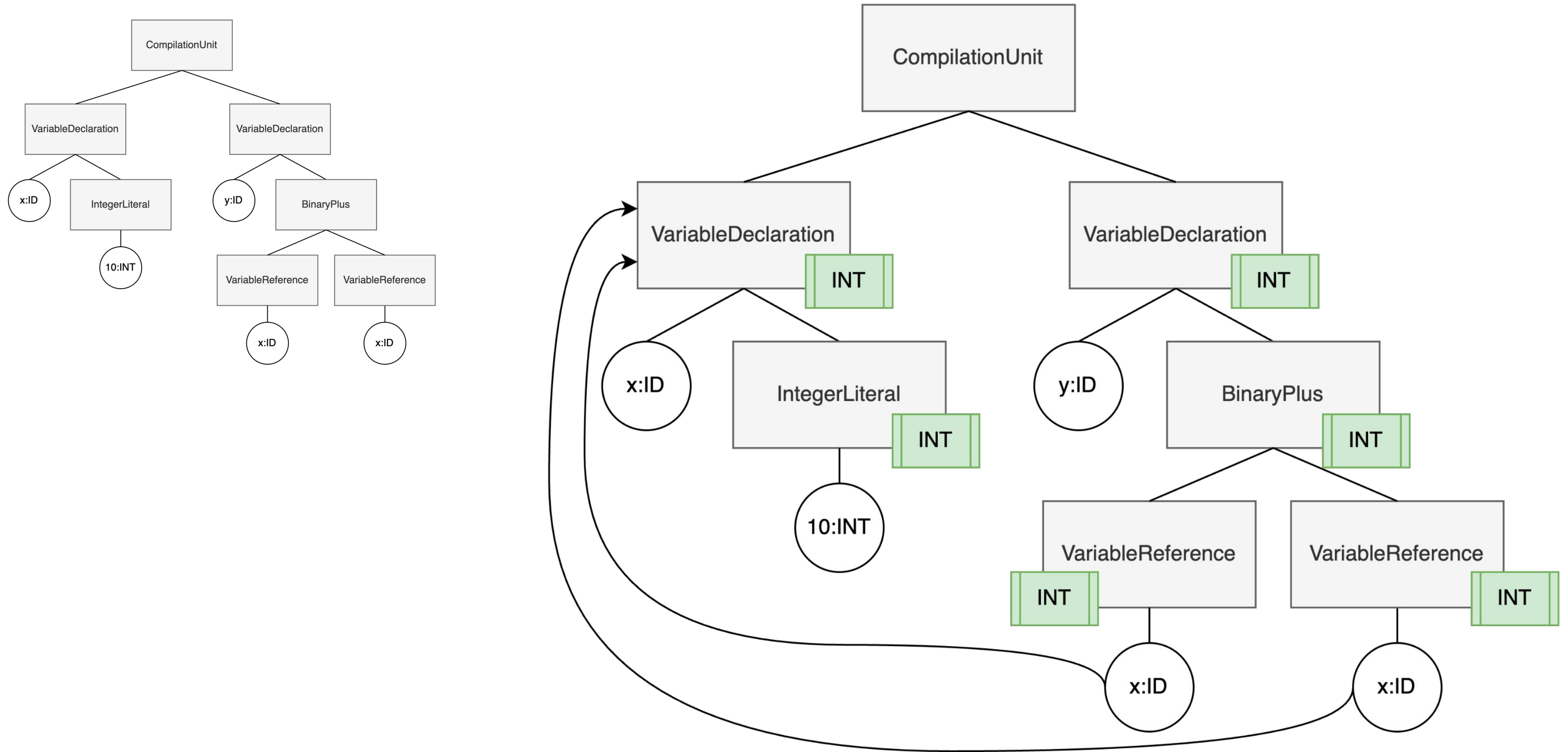




# “ Semantic Enrichment - Definition



# “ Semantic Enrichment - Definition



# “ Semantic Enrichment - Implementation

Declarative specification of symbol resolution and type computation rules.

- Avoid redundant rule evaluations
- Clear separation of concerns
- Transparent support for mixed scenarios

# “ Semantic Enrichment - Implementation

How do represent references between nodes?

```
data class VariableDefinition(  
    var name: String  
) : Node()  
  
data class VariableReference(  
    var variable: ReferenceByName<VariableDefinition>  
) : Node()
```

```
val x = VariableDefinition(name = "x")  
  
val xRef = VariableReference(variable = ReferenceByName(name = "a"))  
  
xRef.variable.referred = x
```



# “ Semantic Enrichment - Implementation

<b>SemanticsConfiguration</b>
+ typeComputer: TypeComputerConfiguration
+ symbolResolver: SymbolResolverConfiguration

<b>Semantics</b>
+ configuration: SemanticsConfiguration
+ typeComputer: TypeComputer
+ symbolResolver: SymbolResolver

# 66 Semantic Enrichment - Implementation

## SymbolResolverConfiguration

+ scopeProvider: ScopeProviderConfiguration

+ scopeFor(referenceByName: KReferenceByName<out Node>, scopeResolutionRule: Semantics.(Node) -> Scope)

+ scopeFrom(nodeType: KClass<out Node>, scopeConstructionRule: Semantics.(Node) -> Scope)

## SymbolResolver

+ loadFrom(configuration: SymbolResolverConfiguration, semantics: Semantics)

+ resolve(node: Node)

+ resolve(property: KReferenceByName<out Node>, node: Node)

+ scopeFor(property: KReferenceByName<out Node>, node: Node?): Scope

+ scopeFrom(node: Node): Scope

# 6 Semantic Enrichment - Implementation

## ScopeProviderConfiguration

```
+ scopeResolutionRules: MutableMap<String, MutableMap<KClass<out Node>, Semantics.(Node) -> Scope>>>
+ scopeConstructionRules: MutableMap<KClass<out Node>, Semantics.(Node) -> Scope>

+ scopeFor(referenceByName: KReferenceByName<out Node>, scopeResolutionRule: Semantics.(Node) -> Scope)
+ scopeFrom(nodeType: KClass<out Node>, scopeConstructionRule: Semantics.(Node) -> Scope)
```

## ScopeProvider

```
+ loadFrom(configuration: ScopeProviderConfiguration, semantics: Semantics)
+ scopeFor(referenceByName: KReferenceByName<out Node>, node: Node): Scope
```

# 66 Semantic Enrichment - Implementation

Scope
+ parent: Scope?
+ symbolTable: SymbolTable
+ ignoreCase: Boolean
+ define(symbol: PossiblyNamed)
+ resolve(name: String?, type: KClass<out PossiblyNamed>): PossiblyNamed?



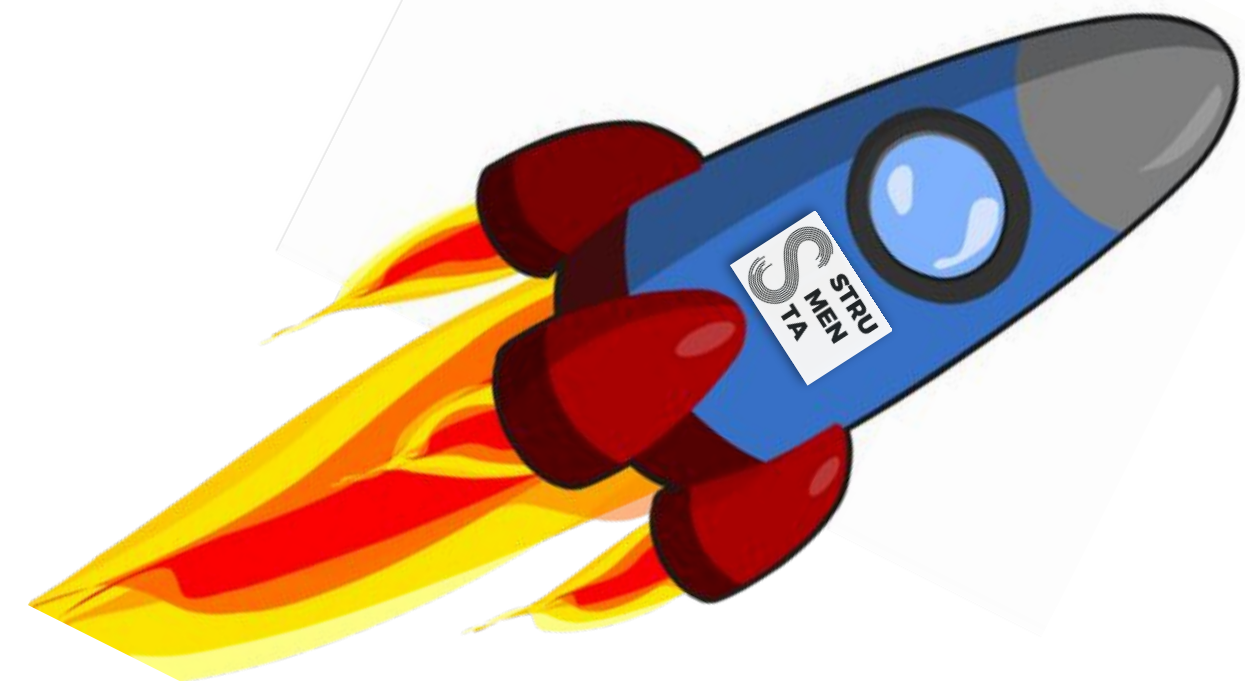
# 66 Semantic Enrichment - Implementation

TypeComputerConfiguration
+ typingRules: MutableMap<KClass<out Node>, Semantics.(Node) -> Node?>
+ typeFor(nodeType: KClass<out Node>, typeRule: Semantics.(Node) -> Node?>

TypeComputer
+ loadFrom(configuration: TypeComputerConfiguration, semantics: Semantics)
+ typeFor(node: Node): Node?

# DEMO

<https://github.com/Strumenta/kolasu-entityv-parser>

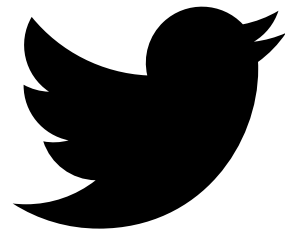


Questions?

**Thank you!**



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# Implementing Symbol Resolution in StarLasu

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