

Implementing LionWeb in Rascal

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LionWeb: Language { Interfaces
Interoperability
Integration } on the Web



R a s c a l

The one-stop shop for metaprogramming



Design and Implementation of Domain Specific Languages

- Context Free Grammars
- Concrete Syntax Fragments
- Static Analysis
- Eclipse Plugins
- VScode extensions
- Language Server Protocol



Source Code = Data

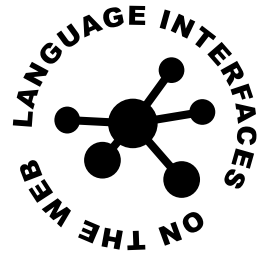
- Java, C++, Python, Ada, ...
- Metrics
- Static Analysis
- Debugging
- Reverse Engineering



Source-to-Source

- Pattern Matching
- Concrete Syntax Fragments
- Generic Type-safe Traversal
- Transpilers
- Compilers

DSL in LionWeb



vs. Rascal



- Everything is a model
- Meta-model
- Objects/nodes
- Cross-referencing
- Inheritance
- Containment
- Interfaces
- Annotations
- Enumerations

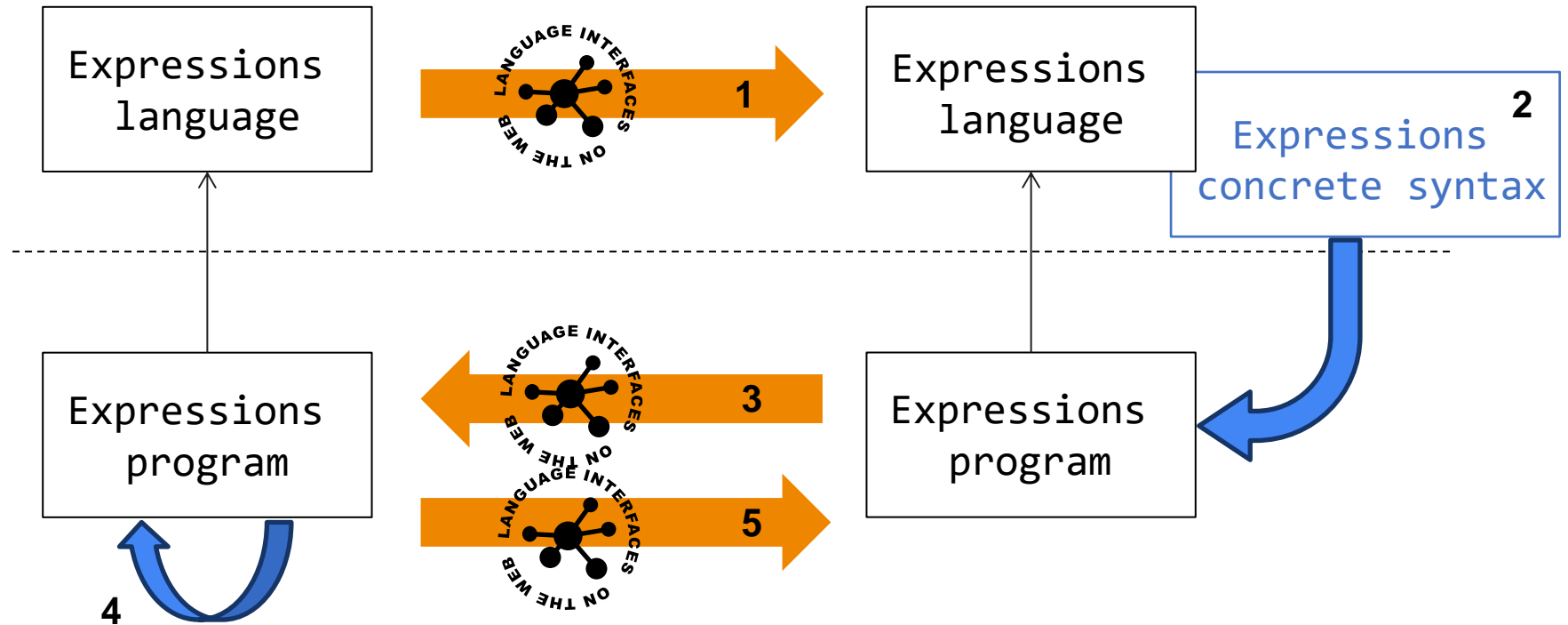
- Concrete syntax grammar
- Algebraic data types
- Immutable values
- Model is a pure (parse) tree
- Alternative constructors for ADT
- Constructors have parameters

<https://github.com/cwi-swat/rascal-ecore>

Demo



R a S C a L



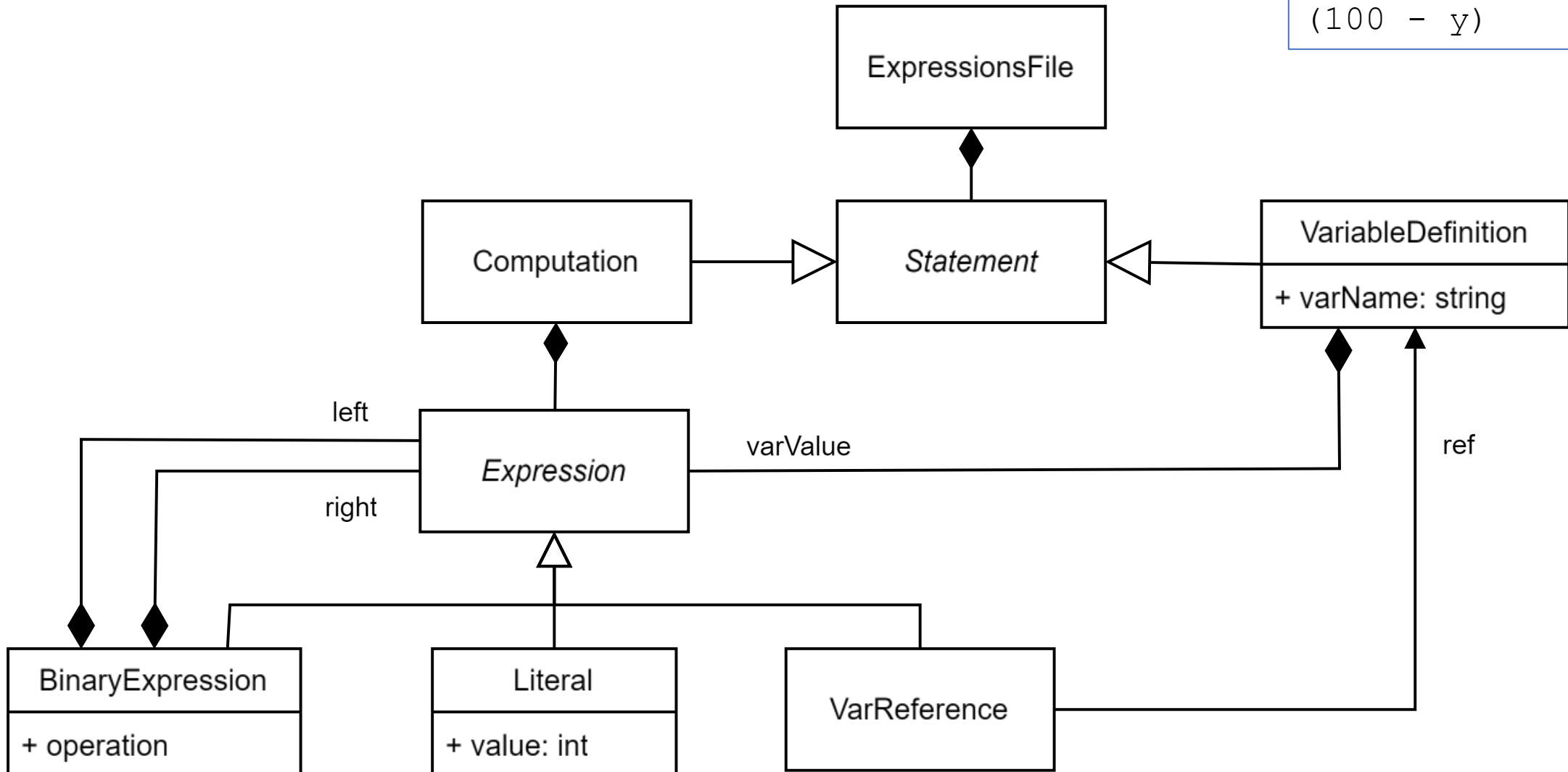
Lionweb translation, DSL agnostic



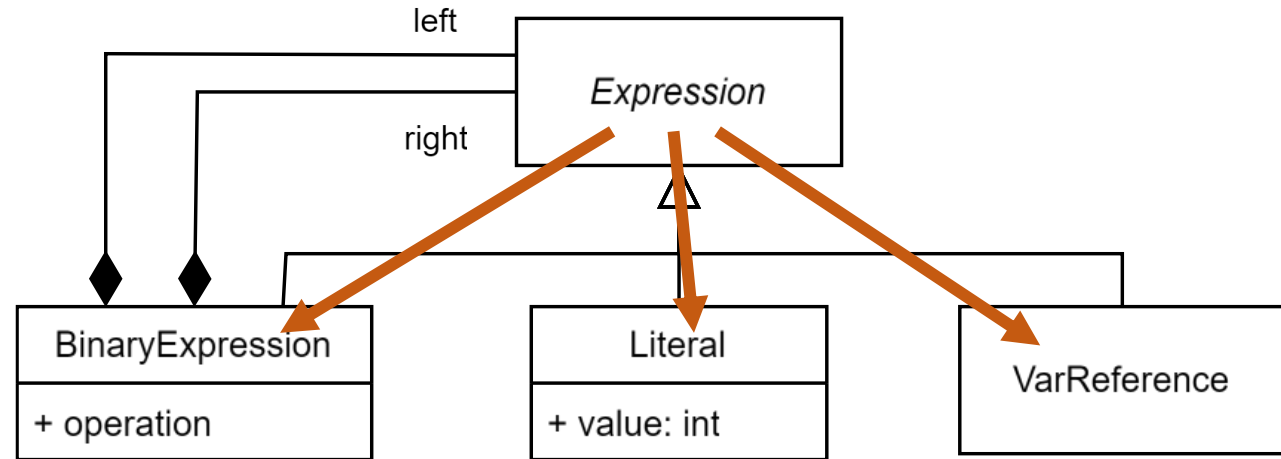
manual change, DSL specific

Expressions language

```
x = 5;  
y = 4;  
  
z = (10 + (x - y));  
(100 - y)
```

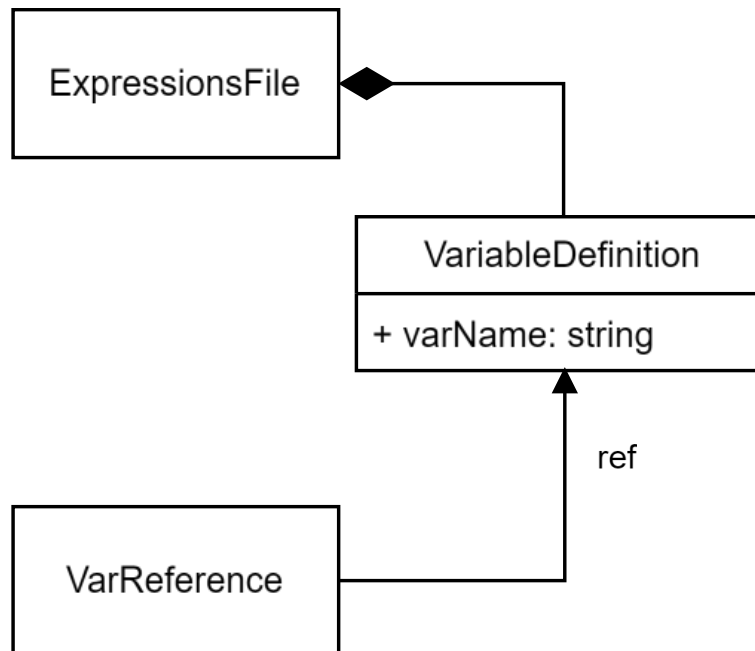


How it works



```
data Expression
= Expression(Literal \literal
, int \value = literal.\value)
| Expression(VarReference \varReference
, lionweb::pointer::Pointer[VariableDefinition] \ref = varReference.\ref)
| Expression(BinaryExpression \binaryExpression
, BinaryOperation \operation = binaryExpression.\operation
, Expression \leftOperand = binaryExpression.\leftOperand
, Expression \rightOperand = binaryExpression.\rightOperand)
;
```

How it works



```
data VarReference
= VarReference(lionweb::pointer::Pointer[VariableDefinition] \ref = null()
, lionweb::pointer::Id \uid = "")
;
```

```
data VariableDefinition
= VariableDefinition(str \varName = ""
, list[Expression] \varValue = []
, lionweb::pointer::Id \uid = "")
;
```

```
alias Id = str;

data Pointer[&T]
= Pointer(Id uid, str info = "")
| null();

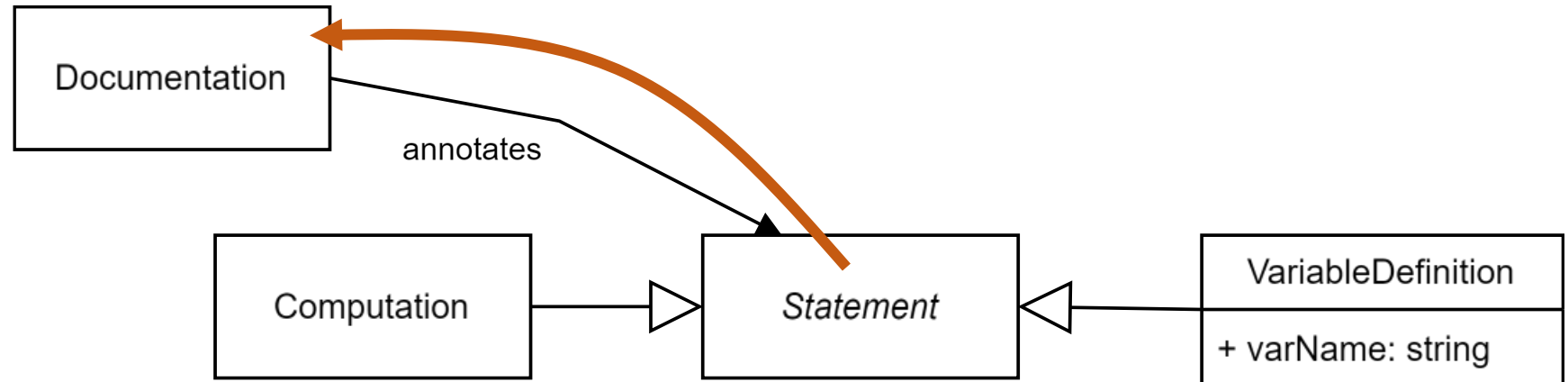
node resolve(Pointer[&T <: node] pointer,
list[node] scope)
```


How it works

BinaryOperation
plus
minus
mult

```
data BinaryOperation
  = plus()
  | mult()
  | minus()
  ;
```

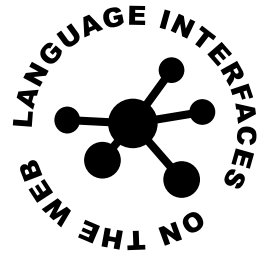
How it works



```
data Statement
= Statement(Computation \computation
, Expression \expr = computation.\expr
, list[Documentation] \annoDocumentation = computation.\annoDocumentation
, lionweb::pointer::Id \uid = computation.\uid)
| Statement(VariableDefinition \variableDefinition
, str \varName = variableDefinition.\varName
, list[Expression] \varValue = variableDefinition.\varValue
, list[Documentation] \annoDocumentation = variableDefinition.\annoDocumentation
, lionweb::pointer::Id \uid = variableDefinition.\uid)
;
```

```
data Documentation
= ...
```

DSL in LionWeb



vs. Rascal



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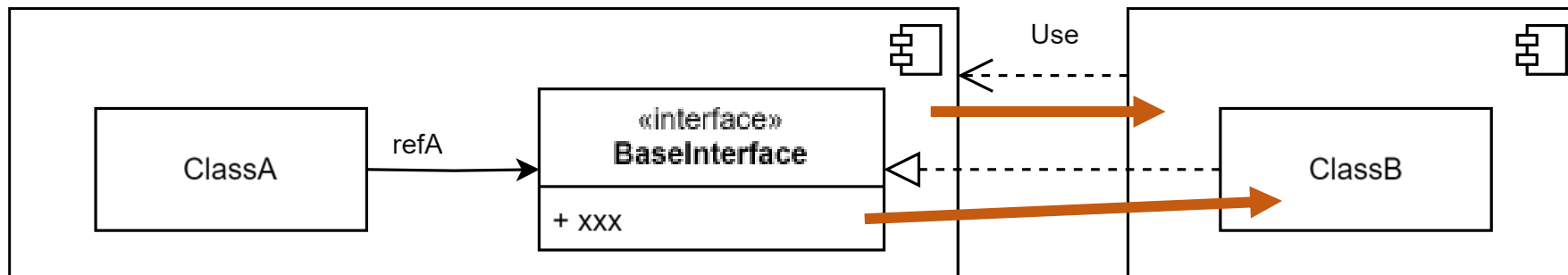


- Concrete syntax grammar
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<https://github.com/UlyanaTikhonova/lionweb-rascal>

Challenges

- Language modularity and extension mechanism
 - Interfaces in LionWeb



- Delta protocol
 - How to preserve layout in a textual program?
- Generate LionCore language for an arbitrary Rascal grammar

What it means

