# Reuse and co-evolution in **CBS** language specifications

Swansea University and TU Delft

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## Peter Mosses

pdmosses.github.io

# Formality of language specifications

## **Complete language specifications**

produced by language developers themselves

#### syntax



## OCAML:

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7.7 Exp	ressions
_	value-path
_	constant
	( expr )
	begin $expr$ end
	( expr : typexpr )
	$\exp{\{, \exp{r}\}^+}$
	constr expr
	tag-name expr
	expr :: expr
	[ expr {; expr } [;] ]
	<pre>[ [ expr {; expr } [;] ]] { field [: typexpr] [= expr] {; field [: typexpr] [= expr] } [;] }</pre>
	$\{ expr with field [: typexpr] [= expr] \{; field [: typexpr] [= expr] \} [; ] \}$
	$expr {argument}^+$
	prefix-symbol expr
	- expr
	expr
	expr infix-op expr
	expr . field
	expr . field <- expr
	expr . ( expr )
	expr . ( expr ) <- expr
	expr . [expr]
	expr . [expr] <- expr
	if expr then expr [else expr]
	while expr do expr done   for value-name = expr (to   downto) expr do expr done
	- 、 , ,
	expr; expr match expr with pattern-matching
	function pattern-matching
	fun { $parameter$ } <sup>+</sup> [: typexpr] -> expr
	try expr with pattern-matching
	let [rec] let-binding {and let-binding} in expr
	new class-path
	object class-body end
	expr # method-name
	inst-var-name
	inst-var-name <- expr
	(expr:>typexpr)
	(expr: typexpr:> typexpr)
	<pre>{&lt; [inst-var-name = expr {; inst-var-name = expr} [;]] &gt;}</pre>
	assert expr
	lazy expr
	<pre>let module module-name {( module-name : module-type )} [: module-type] = module-expr in expr</pre>
	let open module-path in expr
	module-path . ( expr )
	module-path . [ expr ]
	inouno pauri i Corpi I

# Formality of language specifications

## **Complete language specifications**

produced by language developers themselves

## syntax

- reasonably formal 🤯
- semantics (static and dynamic)
  - completely informal 😳
  - *a few exceptions:* ADA, SCHEME, STANDARD ML, WEBASSEMBLY

#### OCAML:

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If we ignore labels, which will only be meaningful at function application, this is equivalent to

function  $pattern_1 \rightarrow \dots$  function  $pattern_n \rightarrow expr$ 

That is, the fun expression above evaluates to a curried function with n arguments: after applying this function n times to the values  $v_1 \ldots v_n$ , the values will be matched in parallel against the patterns  $pattern_1 \ldots pattern_n$ . If the matching succeeds, the function returns the value of expr in an environment enriched by the bindings performed during the matchings. If the matching fails, the exception Match\_failure is raised.

#### Guards in pattern-matchings

The cases of a pattern matching (in the function, match and try constructs) can include guard expressions, which are arbitrary boolean expressions that must evaluate to true for the match case to be selected. Guards occur just before the -> token and are introduced by the when keyword:

```
\begin{array}{c|cccc} \texttt{function} & pattern_1 \; [\texttt{when} \; cond_1] & {\rightarrow} \; expr_1 \\ & | & \dots \\ & | \; \; pattern_n \; [\texttt{when} \; cond_n] \; {\rightarrow} \; expr_n \end{array}
```

Matching proceeds as described before, except that if the value matches some pattern  $pattern_i$  which has a guard  $cond_i$ , then the expression  $cond_i$  is evaluated (in an environment enriched by the bindings performed during matching). If  $cond_i$  evaluates to true, then  $expr_i$  is evaluated and its value returned as the result of the matching, as usual. But if  $cond_i$  evaluates to false, the matching is resumed against the patterns following  $pattern_i$ .

#### Local definitions

The let and let rec constructs bind value names locally. The construct

let  $pattern_1 = expr_1$  and ... and  $pattern_n = expr_n$  in  $expr_n$ 

evaluates  $expr_1 \dots expr_n$  in some unspecified order and matches their values against the patterns  $pattern_1 \dots pattern_n$ . If the matchings succeed, expr is evaluated in the environment enriched by the bindings performed during matching, and the value of expr is returned as the value of the whole let expression. If one of the matchings fails, the exception Match\_failure is raised.

An alternate syntax is provided to bind variables to functional values: instead of writing

let  $ident = fun \ parameter_1 \dots parameter_m \rightarrow expr$ 

in a let expression, one may instead write

let  $ident \ parameter_1 \dots parameter_m = expr$ 

Recursive definitions of names are introduced by let rec:

let rec  $pattern_1 = expr_1$  and ... and  $pattern_n = expr_n$  in expr

- **CBS:** component-based semantics
  - semantics : language  $\rightarrow$  funcons
    - context-free, compositional
  - funcons (fundamental constructs)
    - open-ended library of *fixed* items

Developed by the <u>PLANCOMPS</u> project

EPSRC funding 2011–16; now an open collaboration

# **Reuse and co-evolution**

# 

Claim: CBS can significantly reduce the effort of formal semantics !



## Funcons – not languages !

- familiar programming concepts
- simpler than language constructs
- fixed definitions
- open-ended library
- unbiased to any language class

# **Reusable components**

## Example:

Funcon sequential(\_:(=>null-type)\*, \_:=>T) : =>T Rule X ---> X' sequential(X, Y+) ---> sequential(X', Y+) Rule sequential(null-value, Y+) ~> sequential(Y+) Rule sequential(Y)  $\sim > Y$ 



# Co-evolution of languages and specifications

## **Translations**

- ► language → funcons
  - dependence on language syntax
- context-free translation
  - compositional
  - specified by equations

#### Examples:

Semantics eval[[ \_:exp ]] : => ld-values Rule eval[[ E1 ':=' E2 ]] = assign( eval[[ E1 ]], eval[[ E2 ]] ) Rule eval[[ '!' E ]] = assigned( eval[[ E ]] ) Rule eval[[ E1 ';' E2 ]] = sequential( effect( eval[[ E1 ]] ), eval[[ E2 ]] ) Rule eval[[ 'while' E1 'do' E2 ]] = while-true( eval[[ E1 ]], eval[[ E2 ]] )

# Tool support for CBS specifications

- Creating, editing, browsing
  - grammars, funcons, translations

## **Generating prototypes**

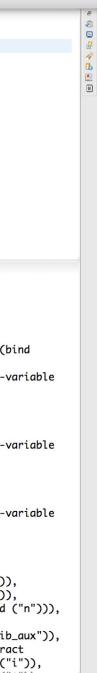
- language parser
- funcon interpreter
- ► translator : language → funcons
  - hence language interpreter

## **CBS** workbench

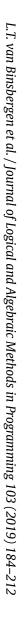
#### based on SPOOFAX

🔹 🖆 Eclipse File Edit Navigate Search Project Run Spoo	ofax Spoofax (meta) Window Help		😻 🕚 🚸 🔿 🖷 97% ன 🖬 Fri 15:48
	nerate Language editor Spoofax-SIMPLE - SIMPLI	E-cbs/SIMPLE/SIMPLE-3-Statements/SIMPLE-3-Statements.cbs - Eclipse	
SIMPLE-4-Declarations.cbs 🕸 Syr	ntax Funcon reuse index	Binding.cbs S3	
Rule	alysis Veb pages Special	Funcon	
<pre>[] [ 'var' Declarator ',' Decla</pre>	eclarators ; vecis; ]] : decls =	scope(:environments, :=>T) : =>T	
E[ 'var' Declarator ';' 'var' De		/*	
	, , , , , , , , , , , , , , , , , , , ,	(scope(D,X)) executes $D$ with the current bi	ndings to compute an environment
Rule			
	I	` <i>Rho</i> ` representing local bindings. It then ex	and the state of the
<pre>declare[[ 'var' Declarator ';' ]</pre>	J = var-aeclare[[ veclarator ]]	with the current bindings extended by ` <i>Rho</i> `,	which may shadow or hide previous
		bindings.	
Syntax			
Declarator : declarator ::= id		closed(scope(Rho, X)) ensures that $X$ can	reference only the bindings
l id '	=' exp	provided by `Rho`.	,
l id r	anks	*/	
		Rule	
Semantics			
		environment(map-override(Rho1, Rho0))  - X	
<pre>var-declare[[ _:declarator ]] :</pre>	=>environments		
Rule		<pre>environment(Rho0)  - scope(Rho1:environments,</pre>	X)> scope(Rho1, X')
	<pre>Id ]], allocate-variable(values))</pre>	Rule	
Rule		$scope(:environments, V:T) \rightarrow V$	
<pre>var-declare[[ Id '=' Exp ]] =</pre>		Advanced3.smp 23	Advanced4.fct 😫
<pre>bind(id[[ Id ]], allocate-init</pre>	<pre>tialised-variable(values, rval[[ Exp ]]))</pre>		
Rule		<pre>function main() {</pre>	sequential (assign
<pre>var-declare[[ Id Ranks ]] =</pre>			(bound ("fib_aux"),
<pre>bind(id[[ Id ]], allocate-nest</pre>	red-vectors(ranks[[ Ranks ]]))	var a[5];	function closure (scope
			(match
		a[0] = 5;	(given,
SIMPLE-3-Statements.cbs 🕱		a[1] = 4;	tuple (pattern closure (
Semantics		a[2] = 1;	("i",
<pre>exec[[ _:stmts ]] : =&gt;null-type</pre>		a[3] = 8;	allocate-initialised-
Rule		a[4] = 7;	(values,
exec[[ '{' '}' ]] = null		~[·] = ·;	given))),
		insertion_sort(a);	pattern closure (bind
Rule		the tron_sol t(u),	
<pre>exec[[ '{' Stmts '}' ]] = exec[[</pre>	_ Stmts ]]		("m",
Rule		<pre>for (var i = 0; i &lt; sizeOf(a) ; ++i) {</pre>	allocate-initialised-
<pre>exec[[ ImpStmt Stmts ]] =</pre>		<pre>print(a[i]);</pre>	(values,
<pre>sequential(exec[[ ImpStmt ]],</pre>	<pre>exec[[ Stmts ]])</pre>	}	given))),
Rule			pattern closure (bind
<pre>exec[[ VarsDec1 Stmts ]] =</pre>		}	("n",
scope(decl[[ VarsDecl ]], exec	CF Stmts 11)		allocate-initialised-
Rule		<pre>function insertion_sort(a) {</pre>	(values,
<pre>exec[[ VarsDecl ]] = effect(decl</pre>	are[[ VarsDec1]])	<pre>for (var i = 1; i &lt; sizeOf(a); ++i) {</pre>	given))))),
Rule		var val_i = $a[i];$	handle-return (if-else
		var j = i;	(is-equal
<pre>exec[[ Exp ';' ]] = effect(rval[</pre>			
Rule		while (j > 0 && val_i < a[j-1]) {	(assigned (bound ("i")
<pre>exec[[ 'if' '(' Exp ')' Block1 '</pre>		a[j] = a[j-1];	decimal-natural ("1")
<pre>if-else(rval[[ Exp ]], exec[[</pre>	Block1 ]], exec[[ Block2 ]])	j = j-1;	return (assigned (bound
Rule		}	return (apply
<pre>exec[[ 'while' '(' Exp ')' Block</pre>	<pre>k ]] = while(rval[[ Exp ]], exec[[ Block ]])</pre>	a[j] = val_i;	(assigned (bound ("fi
Rule		}	tuple (integer-subtr
<pre>exec[[ 'print' '(' Exps ')' ';'</pre>	]] = print(rvals[[ Exps ]])	}	(assigned (bound (
		Writab	

Fig. 5. The IDE for CBS in action. (For interpretation of the colours in the figure(s), the reader is referred to the web version of this article.)



1 🕿 🔟 🕿 🎢



## **Incremental specification**

- LD: a demo language
  - literals lambda-calculus arithmetic
  - references
  - threads x

No changes to previous rules!

## Demo

#### **Grammar**:

```
Syntax E:exp ::= int
                 id
// Call-by-value lambda-calculus:
                  'lambda' id '.' exp
                 exp exp
                  'let' id '=' exp 'in' exp
                  '(' exp ')'
// Arithmetic and Boolean expressions:
                 exp '+' exp
                 exp '*' exp
                 exp '/' exp
                      '<='
                           exp
                  exp
                 exp '&&' exp
                  'if' exp 'then' exp 'else' exp
// References and imperatives:
                  'ref' exp
                 exp ':=' exp
                  '!'
                     exp
                  exp ';' exp
                  1 ( 1 1 ) 1
                  'while' exp 'do' exp
// Multithreading:
                  'spawn' exp
                  'join' exp
```

# Current status

#### CBS-beta [plancomps.github.io/CBS-beta]

- Funcons-beta
- Languages-beta
  - toy: IMP, SIMPLE, MINIJAVA
  - medium: OCAML-LIGHT, SL
  - *pending:* IMP++, SIMPLE-THR
    - multithreading

## **CBS-Editor**

- SPOOFAX/ECLIPSE plugin
- under development...
- **Funcons.Tools** 
  - HASKELL package
  - generates interpreters for funcons from their definitions

# Conclusion

## **CBS: component-based semantics framework** [plancomps.github.io]

- unified specification language with solid theoretical foundations
- support for reuse and co-evolution
- Ibrary of functions

## **CBS** language workbench

- creating, editing, browsing specifications
- generating editors, translators, interpreters

CBS	Availability
<b>CBS-beta</b>	July 2018
threads	April 2019
<b>CBS workbench</b>	June 2019 ?
major case studies	2020 ?



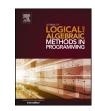
#### **Executable component-based semantics**

#### Journal of Logical and Algebraic Methods in Programming 103 (2019) 184-212



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Check for updates

#### Executable component-based semantics

L. Thomas van Binsbergen<sup>a,\*</sup>, Peter D. Mosses<sup>b,c</sup>, Neil Sculthorpe<sup>d</sup>

<sup>a</sup> Department of Computer Science, Royal Holloway, University of London, TW20 0EX, Egham, United Kingdom <sup>2</sup> Department of Computer Science, Swansea University, SA2 8PP, Swansea, United Kingdom

<sup>c</sup> EEMCS, Programming Languages, Delft University of Technology, P.O. Box 5031, 2600 GA Delft, the Netherlands <sup>d</sup> Department of Computing and Technology, Nottingham Trent University, NG11 8NS, Nottingham, United Kingdom

#### ARTICLE INFO ABSTRACT

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The potential benefits of formal semantics are well known. However, a substantial amount of work is required to produce a complete and accurate formal semantics for a major language; and when the language evolves, large-scale revision of the semantics may be needed to reflect the changes. The investment of effort needed to produce an initial definition, and subsequently to revise it, has discouraged language developers from using formal semantics. Consequently, many major programming languages (and most domainspecific languages) do not yet have formal semantic definitions.

To improve the practicality of formal semantic definitions, the PLANCOMPS project has developed a component-based approach. In this approach, the semantics of a language is defined by translating its constructs (compositionally) to combinations of so-called fundamental constructs, or 'funcons'. Each funcon is defined using a modular variant of Structural Operational Semantics, and forms a language-independent component that can be reused in definitions of different languages. A substantial library of funcons has been developed and tested in several case studies. Crucially, the definition of each funcon is fixed, and does not need changing when new funcons are added to the library.

For specifying component-based semantics, we have designed and implemented a metalanguage called CBS. It includes specification of abstract syntax, of its translation to funcons, and of the funcons themselves. Development of CBS specifications is supported by an integrated development environment. The accuracy of a language definition can be tested by executing the specified translation on programs written in the defined language, and then executing the resulting funcon terms using an interpreter generated from the CBS definitions of the funcons. This paper gives an introduction to CBS, illustrates its use, and presents the various tools involved in our implementation of CBS.

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#### 1. Introduction

New programming languages and domain-specific languages are continually being introduced, as are new versions of existing languages. Each language needs to be carefully specified, to determine the syntax and semantics of its programs. Context-free aspects of syntax are usually specified, precisely and succinctly, using formal grammars; in contrast, semantics (including static checks and disambiguation) is generally specified only informally, without use of precise notation. Infor-

E-mail addresses: ltvanbinsbergen@acm.org (LT. van Binsbergen), p.d.mosses@swansea.ac.uk (P.D. Mosses), neil.sculthorpe@ntu.ac.uk (N. Sculthorpe).

# **Recent references**

#### Software meta-languages and CBS

#### Journal of Visual Languages and Computing 50 (2019) 39-48

Contents lists available at ScienceDirect

Journal of Visual Languages and Computing

journal homepage: www.elsevier.com/locate/jvlc



#### Software meta-language engineering and CBS

Peter D. Mosses<sup>1</sup>

Department of Computer Science, Computational Foundry, Bay Campus, Swansea University, Swansea SA1 8EN, United Kingdom

ARTICLE INFO	A B S T R A C T	
<i>Keywords:</i> Semantics of programming languages Meta-languages Modularity	The SLE conference series is devoted to the engineering principles of software languages: their design, their implementation, and their evolution. This paper is about the role of language specification in SLE. A precise specification of a software language needs to be written in a formal meta-language, and it needs to co-evolve with the specified language. Moreover, different software languages often have features in common, which should provide opportunities for reuse of parts of language specifications. Support for co-evolution and reuse in a meta-language requires careful engineering of its design. The author has been involved in the development of several meta-languages for semantic specification, including action semantics and modular variants of structural operational semantics (MSOS, I-MSOS). This led to the PLanCompS project, and to the design of its meta-language, CBS, for component-based semantics. CBS comes together with an extensible library of reusable components called 'funcons', corresponding to fundamental programming constructs. The main aim of CBS is to optimise co-evolution and reuse of specifications during language development, and to make specification of language semantics almost as straightforward as context-free syntax specification.	

support co-evolution and reuse. It then gives an introduction to CBS, and illustrates significant features. It also considers whether other current meta-languages might also be used to define an extensible library of funcons for use in component-based semantics.

#### 1. Introduction

In general, it is good engineering practice to produce a full design specification of a new artefact before starting its construction. If the design needs to be adjusted during the construction, or a new version of the artefact is subsequently required, the design specification is updated accordingly. Moreover, a design often makes extensive use of pre-existing components that have precisely specified properties.

In software language engineering, however, developers seldom produce complete and precise language design specifications. This seems to be at least partly because of the effort required to specify a major software language in full detail, and subsequently co-evolve the specification together with the specified language. Perhaps a component-based approach could reduce the effort, and encourage language developers to specify the designs of new languages before implementing them?

The rest of this section recalls some general features of formal language specification, and discusses the relationship between formality and co-evolution. Section 2 examines some previous meta-languages, ing out issues with co-evolution and reuse. Section 3 introduces CBS, a component-based framework for language specification; it il- input and output, but exclude properties such as how much time or lustrates how CBS facilitates co-evolution, then gives an overview of space program execution should take. Context-sensitive constraints are

the initial library of reusable components provided with CBS. Section 4 indicates the current status of CBS and plans for its further developmen

This article is based on the author's keynote at SLE 2017, extending [1]. Its contribution is an analysis of the support for co-evolution and reuse in selected meta-languages, together with an explanation of relevant CBS features; it does not present previously unpublished research results.

#### 1.1. Formal language specification

A language specification defines requirements on implementations: which texts an implementation is to accept as well-formed, and what behaviour should be exhibited when executing such texts.<sup>2</sup> For conventional high-level programming languages, well-formedness may be divided into lexical syntax, context-free phrase structure, and contextsensitive constraints, all to be checked before program execution starts; the behavioural requirements generally include the relation betwee

E-mail address: p.d.mosses@swansea.ac.uk.

<sup>1</sup> Present address: EEMCS, Programming Languages, Delft University of Technology, P.O. Box 5031, 2600 GA Delft, The Netherlands.

<sup>2</sup> Software languages and meta-languages can both be textual and/or graphical; we here consider purely textual languages, for simplicity.

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<sup>\*</sup> Corresponding author.

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