

# Providing Rapid Feedback in Generated Modular Language Environments

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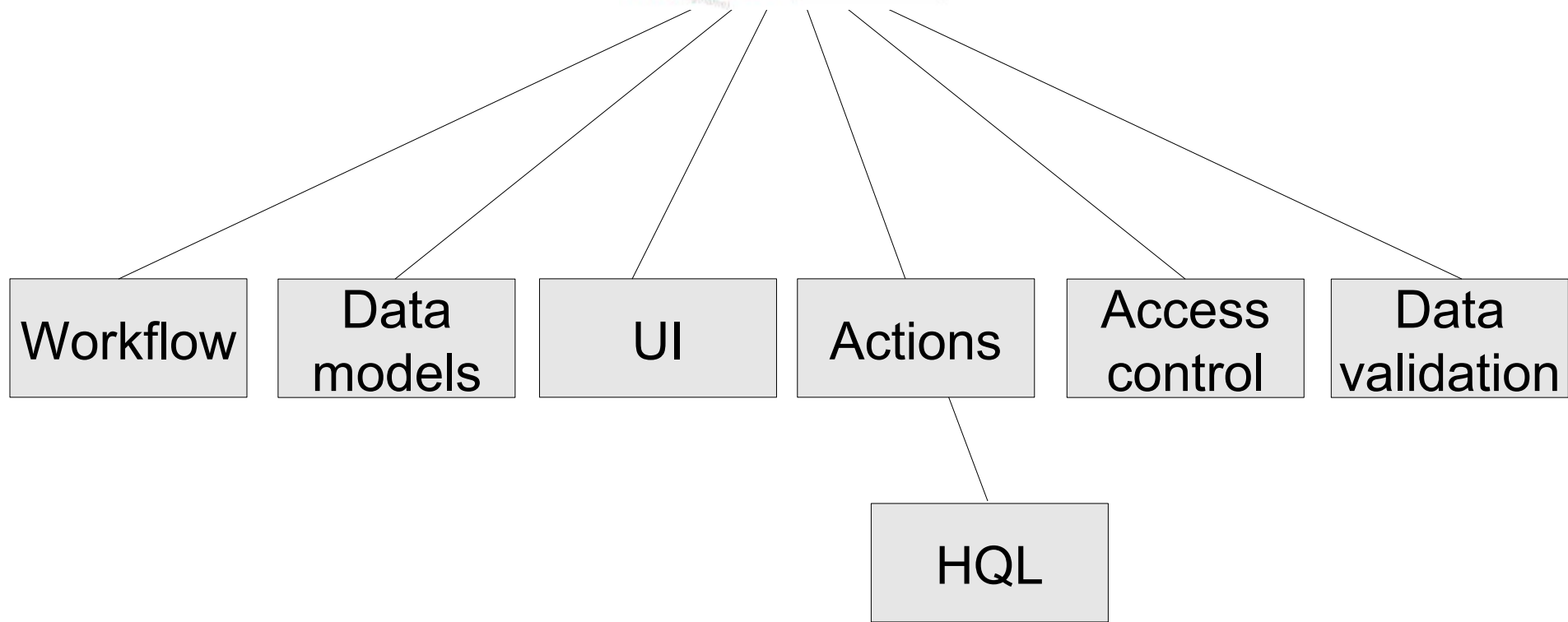
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# Domain-Specific Languages

- Encapsulate domain knowledge
- Eliminate boilerplate code
- Domain-specific analysis / verification / optimization

# Integration and Composition of DSLs

**WebDSL**



([www.webdsl.org](http://www.webdsl.org))



DSLs without IDE support  
are a *nonstarter!*

Markus Voelter [Practical Product Lines 2009]

# Spooifax/IMP: Efficient Editor Development

- Existing platform: Eclipse with IMP
- DSLs to define editor components
- Grammar and a parser generator:  
SDF, (J)SGLR

Code Folding

Outline

module author

imports

section publication list

```
define page publicationsTagged(author : Author, tag : Tag) {
  title { "Publications for " output(author.fullname) " tagged " output(tag.
  profilePage[author, "Publications tagged " + tag.name]
```

Brace matching

HQL

```
var pubs : List<Publication> :=
  select p from Publication as p, Author as a
  where (a = ~auhtor) and (a in p._authors) and (~tag in p._tags);
```

Semantic errors

References

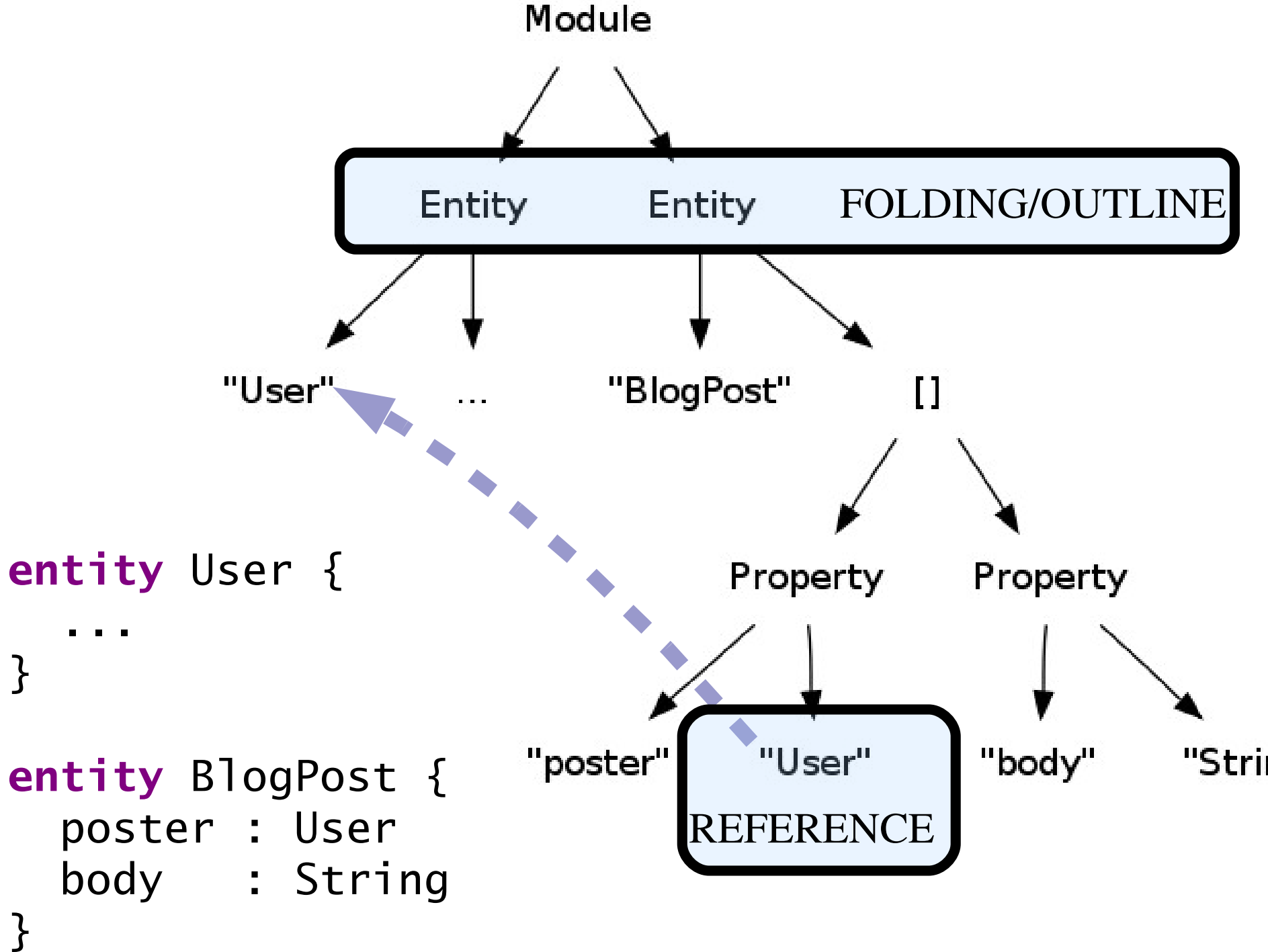
```
define body(
  section {
    section
    header { "Publications about " output(tag.name) }
    navigate(tag(tag)) { "All publications tagged " output(tag.name) }
  }
)
```

tag.name :: String  
Press 'F2' for focus

6 errors, 4 warnings, 0 others

Description	Resource	Path
-------------	----------	------

Errors (6 items)		
Variable auhtor not defined	author.app	publications



# What about incorrect and incomplete programs?

```
entity User { NORMAL PARSING
```

```
  name      : String
```

```
  password  : String
```

```
  homepage
```

```
}
```

```
entity BlogPost {
```

```
  poster    : User
```

```
  body      : String
```

```
}
```



# What about incorrect and incomplete programs?

```
entity User {  
  name      : String  
  password  : String  NORMAL PARSING
```

```
  homepage                                     ERROR
```

```
}  
~
```

```
entity BlogPost {  
  poster : User  
  body   : String
```

```
}  
~
```

NEVER PARSED

Parse failure:  
No abstract syntax tree

# Mini-Demo

Error Recovery in  
a data modeling language

# Parsing with SDF and SGLR

- Language composition without shift/reduce conflicts
- Ambiguities can be inspected
- Declarative disambiguation

# Normal LR Parser

token → token → token → token → token → X

Recovery:  
Backtracking,  
skip/insert tokens, etc.

# (S)GLR Parser

token → token → token → X  
token → token → token → token → X  
token → token → token → X

Recovery: ?

Do we really need to dive into this  
intimidating algorithm?

# Island Grammars

[Van Deursen & Kuipers, 1999]

- Parse only interesting bits (*Islands*)
- Skip the remaining characters (*Water*)

IDENTIFICATION DIVISION.  
PROGRAM-ID. EXAMPLE.  
PROCEDURE DIVISION.

*WATER*

*CALL X.*

YADA.  
YADA YADA.

*WATER*

*CALL Y.*

Grammar-based  
“error recovery”!

# Island Grammars

[Van Deursen & Kuipers, 1999]

$\sim[\backslash \backslash t \backslash n]^+ \rightarrow \text{WATER } \{\text{avoid}\}$

# Running Example: Java





# Error Recovery Recipe

1. Take the entire Java grammar
2. Add water
3. Mix it together



# Mixing Java with Water

```
public class TemperatureMonitor {
    private Fridge fridge;

    public void trigger(Temperature temp) {
        if (temp.greaterThan(MAX)) // missing {
            fridge.startCooling(); ERROR
        }
        return;
    }

    public TemperatureMonitor(Fridge fridge) {
        this.fridge = fridge;
    }
}
```

# Mixing Java with Water

```
public class TemperatureMonitor {  
    private Fridge fridge;
```

NORMAL PARSING

```
    public void trigger(Temperature temp) {  
        if (temp.greaterThan(MAX))  
            fridge.startCooling();  
        }  
        return;  
    }
```

*// missing {*  
**ERROR**

```
    public TemperatureMonitor(Fridge fridge) {  
        this.fridge = fridge;  
    }  
}
```

# Mixing Java with Water

```
public class TemperatureMonitor {  
    private Fridge fridge;  
  
    public void trigger(Temperature temp) {  
        if (temp.greaterThan(MAX)) // missing {  
            fridge.startCooling();    ERROR  
        }  
    }  
}
```

NORMAL PARSING

```
    return;
```

```
}
```

```
public TemperatureMonitor(Fridge fridge) {  
    this.fridge = fridge;
```

```
}
```

```
}
```

# Mixing Java with Water

```
public class TemperatureMonitor {  
    private Fridge fridge;  
  
    public void trigger(Temperature temp) {  
        if (temp.greaterThan(MAX)) // missing {  
            fridge.startCooling();    ERROR  
        }                               NORMAL PARSING  
        return;                       UNEXPECTED KEYWORD  
    }  
  
    public TemperatureMonitor(Fridge fridge) {  
        this.fridge = fridge;  
    }  
}
```

# Mixing Java with Water

```
public class TemperatureMonitor {  
    private Fridge fridge;  
  
    public void trigger(Temperature temp) {  
        if (temp.greaterThan(MAX)) // missing {  
            fridge.startCooling();  
        }  
        return;  
    }  
  
    public TemperatureMonitor(Fridge fridge) {  
        this.fridge = fridge;  
    }  
}  
  
New production:  
WATER → MethodDec {cons("WATER"), recover}
```

# Mixing Java with Water

```
public class TemperatureMonitor {  
  private Fridge fridge;
```

```
  public void trigger(Temperature temp) {  
    if (temp.greaterThan(MAX)) // missing {  
      fridge.startCooling();  
    }  
    return;  
  }  
}
```

*WATER*

```
public TemperatureMonitor(Fridge fridge) {  
  this.fridge = fridge;  
}
```

```
}
```

New production:

```
WATER → Stm {cons("WATER"), recover}
```

# Mixing Java with Water

```
public class TemperatureMonitor {  
    private Fridge fridge;  
  
    public void trigger(Temperature temp) {  
        if (temp.greaterThan(MAX)) // missing {  
            fridge.startCooling();  
        } WATER  
    }  
    return;  
}  
  
public TemperatureMonitor(Fridge fridge) {  
    this.fridge = fridge;  
}  
}
```

New production:  
WATER → **Stm** {cons("WATER"), recover}



# Mixing Java with Water

```
public class TemperatureMonitor {  
    private Fridge fridge;  
  
    public void trigger(Temperature temp) {  
        if (temp.greaterThan(MAX)) // missing {  
            fridge.startCooling(); // LAYOUT  
        } PROBLEMATIC TOKEN // WATER  
        return;  
    }  
  
    public TemperatureMonitor(Fridge fridge) {  
        this.fridge = fridge;  
    }  
}
```

# Mixing Java with Water

```
public class TemperatureMonitor {  
    private Fridge fridge;
```

```
    public void trigger(Temperature temp) {  
        if (temp.greaterThan(MAX)) // missing {  
            fridge.startCooling();    LAYOUT  
        } PROBLEMATIC TOKEN          WATER  
    }  
    return;  
}
```

```
    public TemperatureMonitor(Fridge fridge) {  
        this.fridge = fridge;  
    }
```

```
}  
New production:  
WATER → LAYOUT {cons("WATER"), recover}
```

# Mixing Java with Water

```
public class TemperatureMonitor {  
    private Fridge fridge;  
  
    public void trigger(Temperature temp) {  
        if (temp.greaterThan(MAX)) // missing {  
            fridge.startCooling();    LAYOUT  
        } WATER  
        return;  
    }  
  
    public TemperatureMonitor(Fridge fridge) {  
        this.fridge = fridge;  
    }  
}  
New production:  
WATER → LAYOUT {cons("WATER"), recover}
```

# Reflection: Water-based Recovery Rules

Works with *any* existing grammar

Can only *remove* fragments

# Danger of Floods

```
public class Fridge {  
    public void startCooling() {  
        cooling.commence();  
        // missing }  
  
    public void onResetButtonPress() {  
        Log.message("Reset button pressed");  
        power.reboot();  
    }  
}
```

# Danger of Floods

```
public class Fridge {  
    public void startCooling() {  
        cooling.commence();  
        // missing }  
}
```

```
public void onResetButtonPress() { WATER  
    Log.message("Reset button pressed");  
    power.reboot();  
}  
}
```

So why not *parse* methods  
with missing closing brackets?

# Productions for Missing Literals

why not add rules like this:

```
“if” “(” Expr      Stm → Stm {cons(“If”), recover}
```

and this, and this, and this:

```
“if”      Expr “)” Stm → Stm {cons(“If”), recover}  
“if”      Expr      Stm → Stm {cons(“If”), recover}  
“while” “(“ Expr Stm → Stm {cons(“While”), ...}  
...
```

not going to scale.

# Productions for Missing Literals

`“if” “(” Expr “)” Stm → Stm {cons(“If”)}`

what it means internally:

<code>IF</code>	<code>BOPEN</code>	<code>...</code>	<code>BCLOSE</code>	<code>...</code>	<code>→</code>	<code>...</code>
<code>[\i]</code>	<code>[\f]</code>				<code>→</code>	<code>IF</code>
<code>[\(]</code>					<code>→</code>	<code>BOPEN</code>
<code>[\)]</code>					<code>→</code>	<code>BCLOSE</code>

so, we can write (using the literal instead of BCLOSE):

<code>→</code>	<code>“)”</code>	<code>{recover}</code>
<code>→</code>	<code>“}”</code>	<code>{recover}</code>



# Applying Insertion Rules

```
public class Fridge {  
    public void startCooling() {  
        cooling.commence();  
        // missing }  
    }  
}
```

```
    public void onResetButtonPress() {  
        Log.message("Reset button pressed");  
        power.reboot();  
    }  
}
```

New production:

→ “}” {recover}

# Applying Insertion Rules

```
public class Fridge {  
    public void startCooling() {  
        cooling.commence();  
        // missing } INSERT }  
  
    public void onResetButtonPress() {  
        Log.message("Reset button pressed");  
        power.reboot();  
    }  
}
```

New production:

→ “}” {recover}

# Recovery Rules

Water


Closing brackets (“}”)

Opening brackets (“{”)


Separators (“,”)

Comments

String literals



So who's gonna write all those recovery rules?



We derive them from the grammar!

# Customization of Recovery Rules

→ “c\l a s s” {r e j e c t}

“ [ | ” → “ | [ “ {r e c o v e r}

“ | ] ” → “ ] | ” {r e c o v e r}

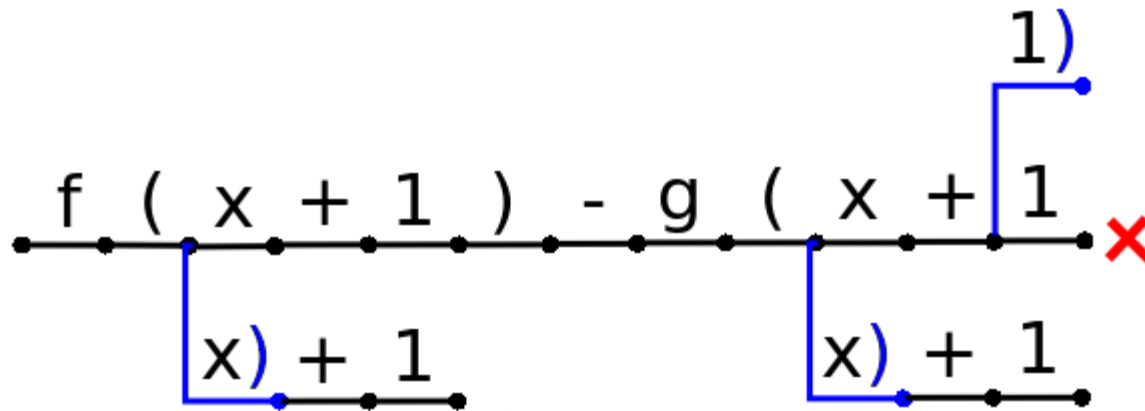
# Putting Things Together

- Water
- Insertion: “)”

```
y = x ;  
f ( x + 1 ) ;  
f ( 1 ) ;  
y ( x + 1 ) ;  
y ( x ) ;  
y ( ) ;  
y ( 1 ) ;  
y = 1 ;  
;
```

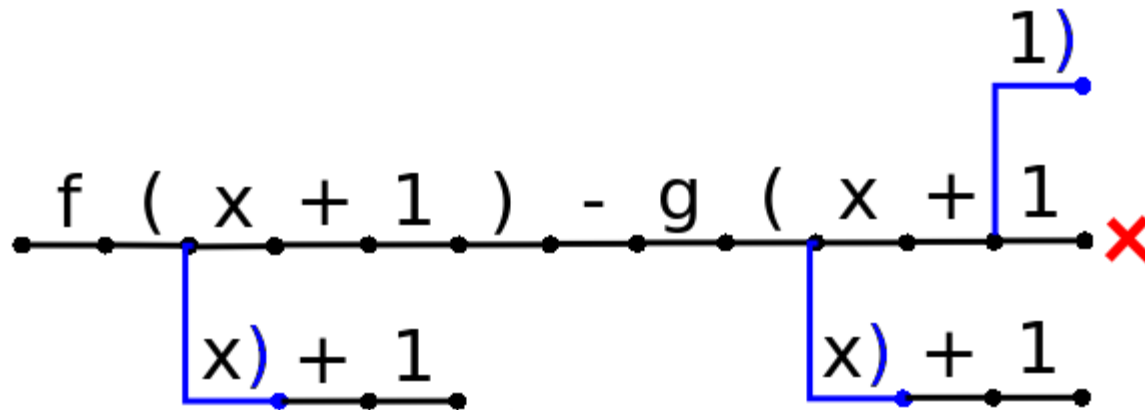
```
y = f ( x + 1 ;  
y = f ( x + 1 ) ;  
y = f ( x ) + 1 ;  
y = f + 1 ;  
y = f ( 1 ) ;  
y = ( x ) + 1 ;  
y = ( x + 1 ) ;  
y = x + 1 ;  
y = f ;  
y = ( x ) ;  
y = f ( ) ;
```

# Putting Things Together



For recovery, parallel parsing does not scale...

# Putting Things Together



Why not do *backtracking* for recovery?

# Recovery Using Backtracking

```
public class TemperatureMonitor {
    private Fridge fridge;

    public void trigger(Temperature temp) {
        if (temp.greaterThan(MAX)) // missing {
            fridge.startCooling(); ERROR
        }
        return;
    }

    public TemperatureMonitor(Fridge fridge) {
        this.fridge = fridge;
    }
}
```



# Recovery Using Backtracking

```
public class TemperatureMonitor {  
    private Fridge fridge;
```

1. NORMAL PARSING

```
    public void trigger(Temperature temp) {  
        if (temp.greaterThan(MAX))  
            fridge.startCooling();  
    }  
    return;  
}
```

*// missing {*  
**ERROR**

```
public TemperatureMonitor(Fridge fridge) {  
    this.fridge = fridge;  
}  
}
```

# Recovery Using Backtracking

```
public class TemperatureMonitor {  
    private Fridge fridge;  
  
    public void trigger(Temperature temp) {  
        if (temp.greaterThan(MAX)) // missing {  
            fridge.startCooling();    ERROR  
        }  
        return;    1. NORMAL PARSING  
    }  
}
```

```
public TemperatureMonitor(Fridge fridge) {  
    this.fridge = fridge;  
}  
}
```

# Recovery Using Backtracking

```
public class TemperatureMonitor {  
    private Fridge fridge;  
  
    public void trigger(Temperature temp) {  
        if (temp.greaterThan(MAX)) // missing {  
            fridge.startCooling();  
        }  
    }  
    return; 1. NORMAL PARSING  
} 2. BACKTRACKING
```

```
public TemperatureMonitor(Fridge fridge) {  
    this.fridge = fridge;  
}  
}
```

# Recovery Using Backtracking

```
public class TemperatureMonitor {  
    private Fridge fridge;
```

```
    public void trigger(Temperature temp) {
```

```
        if (temp.greaterThan(MAX)) { 1 RULE
```

```
            fridge.startCooling(); 2 RULES
```

```
        } 3 RULES
```

```
        return; 4 RULES
```

```
    }
```

```
    public TemperatureMonitor(Fridge fridge) {
```

```
        this.fridge = fridge;
```

```
    }
```

```
}
```

# Evaluation

Implementation:

- JSGLR
- Spoofox/IMP (WebDSL, Stratego, PIL, ...)

Test grammars:

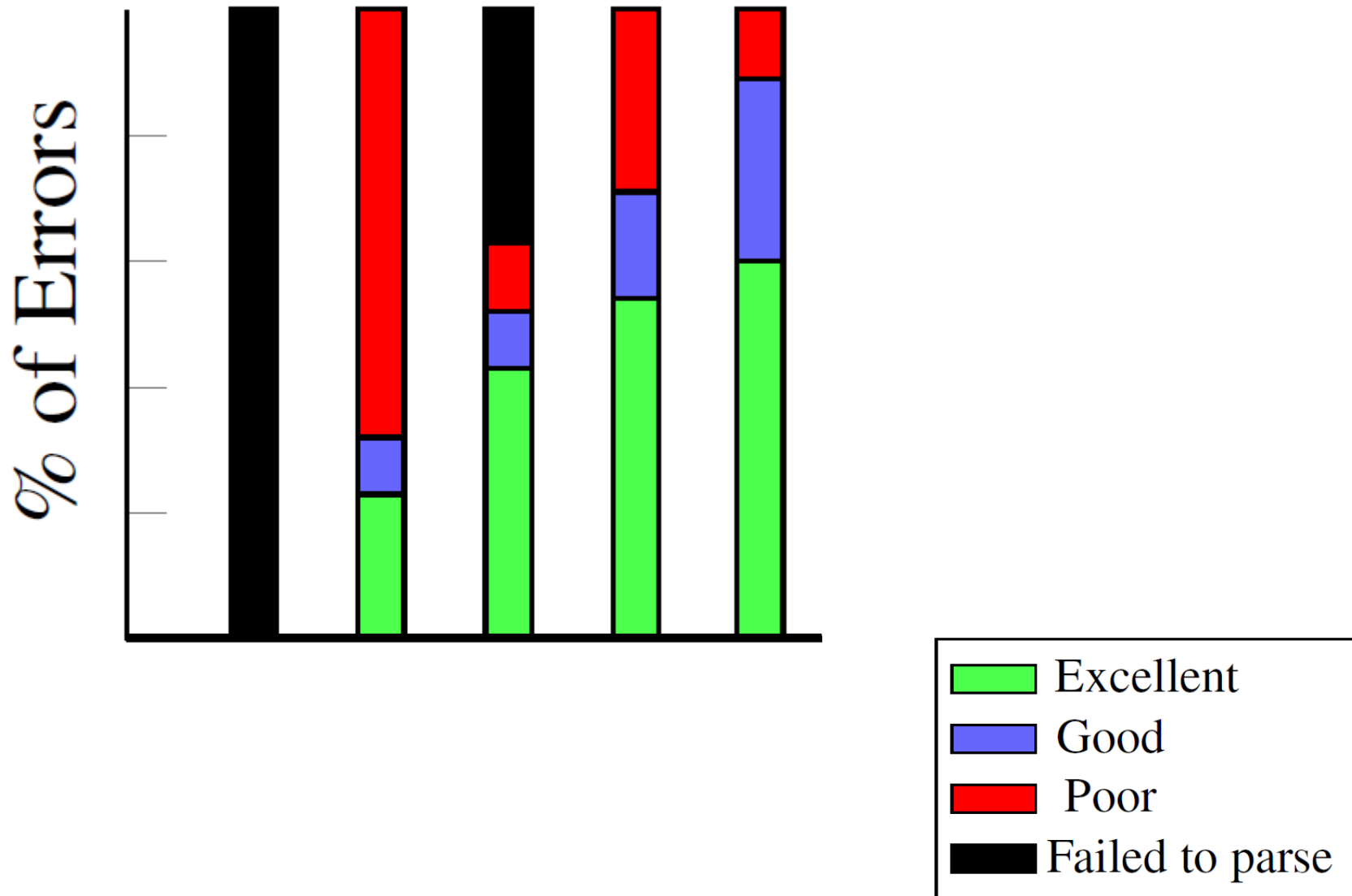
- Java
- Java-SQL
- Stratego
- Stratego-Java

# Evaluation

Measurements:

- qualitative [Penello & DeRemer '78]:  
    excellent / good / poor
- tree alignment distance [Jian et al '94]
- textual 'diffs'

# Recovery Quality (Stratego-Java)



# Continued Work

*“Natural and Flexible Error Recovery for Generated Parsers” [SLE 2009]*

- indentation-based region selection
- fall-back mechanism
- bridge parsing [Nilsson-Nyman et al, 2008]



# Continued Work

*“Natural and Flexible Error Recovery for Generated Parsers” [SLE 2009]*

- comparison with JDT
- performance, quality
- synergy between recovery techniques

# Conclusion

## SGLR/SDF

- modular specifications
- composable languages

## Recovery production rules

- transparent
- flexible
- language-independent

[www.strategoxt.org/Stratego/PermissiveGrammars](http://www.strategoxt.org/Stratego/PermissiveGrammars)

[www.strategoxt.org/Stratego/Spoofax-IMP](http://www.strategoxt.org/Stratego/Spoofax-IMP)

[www.lennartkats.net](http://www.lennartkats.net)