

# Context-oriented Language Engineering

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university of  
groningen

(Context-oriented Language)  
Engineering

Context-oriented  
(Language Engineering)

# Language Engineering

- Software Languages: specification, modeling, programming, DSLs, APIs, schemas, etc.
- “Engineering”: principled tools, formalisms, and techniques to implement such languages.
- My focus: Domain-specific Languages, aka “little languages”



# Context-oriented Programming

COP treats context explicitly, and provides mechanisms to dynamically adapt behavior in reaction to changes in context, even after system deployment at runtime.

Context-oriented Programming is concerned with programming language constructs to represent and manipulate behavioral variations.

# Context-oriented Language Engineering (“COLE”)

**COLE** treats context explicitly, and provides mechanisms to dynamically adapt behavior in reaction to changes in context, even after **language** deployment at runtime.

**COLE** is concerned with **meta** programming language constructs to represent and manipulate **linguistic** variations.

# Plan

- Broad view of language context: why context is important
- Zooming in on techniques for modular composition of interpreters with context propagation.

# There's more to languages than syntax and semantics

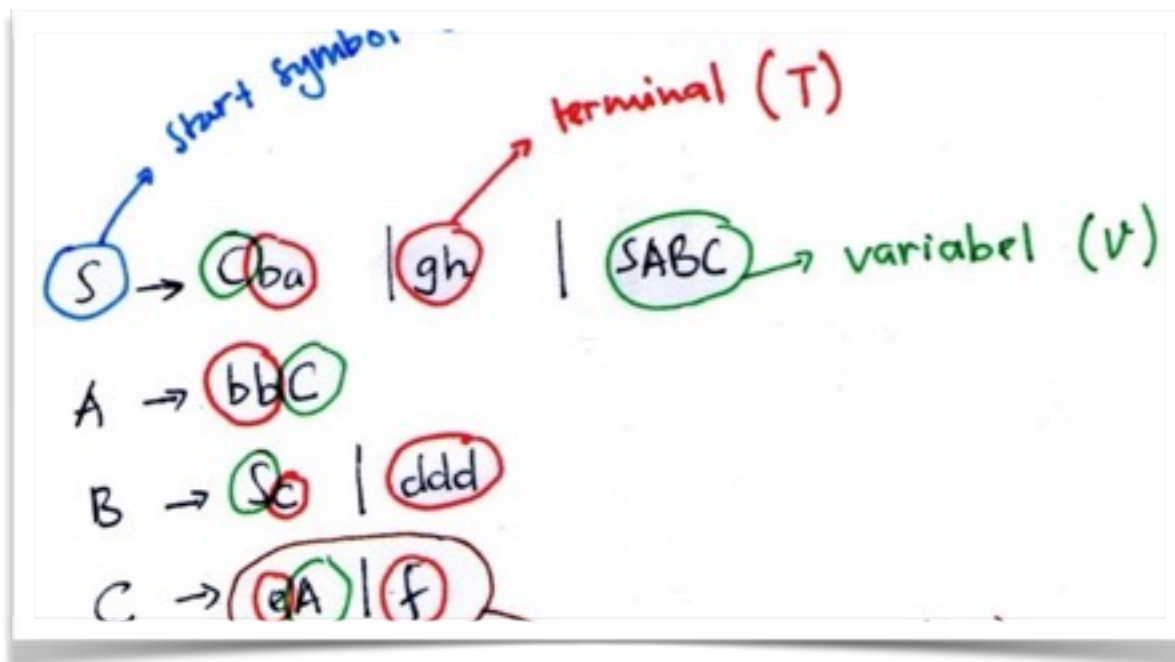


Table 11.1 (continued): *Semantic Functions*

$\mathcal{S}$ : Cmd+U+G	
$\mathcal{S}[\emptyset]\rho =$ a given $\gamma$ associated with $\emptyset$	(11.3)
$\mathcal{S}[\text{dummy}]\rho = \Gamma$	(11.4)
$\mathcal{S}[\text{if } E \text{ then } \Gamma_1 \text{ else } \Gamma_2]\rho\theta =$ $\mathcal{S}[E]\rho(\text{Cond } \mathcal{S}[\Gamma_1]\rho\theta, \mathcal{S}[\Gamma_2]\rho\theta)$	(11.5)
$\mathcal{S}[\Gamma_1; \Gamma_2]\rho = \mathcal{S}[\Gamma_1]\rho \circ \mathcal{S}[\Gamma_2]\rho$ (So $\mathcal{S}[\Gamma_1; \Gamma_2]\rho\theta = \mathcal{S}[\Gamma_1]\rho(\mathcal{S}[\Gamma_2]\rho\theta)$ .)	(11.6)
$\mathcal{S}[\text{while } E \text{ do } \Gamma]\rho\theta =$ $\text{fix}(\lambda\theta'. \mathcal{S}[E]\rho(\text{Cond}(\mathcal{S}[\Gamma]\rho\theta', \theta)))$	(11.7)
$\mathcal{S}[\text{let } I=E \text{ in } \Gamma]\rho\theta =$ $\mathcal{S}[E]\rho(\lambda\delta. \mathcal{S}[\Gamma](\rho[\delta/I])\theta)$	(11.8)
$\mathcal{S}[\text{goto } E]\rho\theta = \mathcal{S}[E]\rho(\text{Jump})$ where $\text{Jump}(e) = e \in C + (e \notin C, \text{Wrong})$	(11.9)
$\mathcal{S}[\text{begin } I_1:\Gamma_1; I_2:\Gamma_2; \dots; I_{n-1}:\Gamma_{n-1}; I_n:\Gamma_n \text{ end}]\rho =$ $(\text{fix}(\lambda(\theta_1, \theta_2, \dots, \theta_{n-1}, \theta_n). \mathcal{S}[\Gamma_1]\rho'\theta_2, \mathcal{S}[\Gamma_2]\rho'\theta_3, \dots, \mathcal{S}[\Gamma_{n-1}]\rho'\theta_n, \mathcal{S}[\Gamma_n]\rho'\theta)) + 1$ where $\rho' = \rho[\theta_1 \text{ in } D/I_1][\theta_2 \text{ in } D/I_2] \dots [\theta_n \text{ in } D/I_n]$	(11.10)
$\mathcal{S} : \text{Exp} \rightarrow U+W$	
$\mathcal{S}[I]\rho\kappa = (\rho[I]) = ? \rightarrow \text{Wrong}, \kappa(\rho[I])$	(11.11)
$\mathcal{S}[\Pi]\rho =$ a given $\omega$ associated with $\Pi$	(11.12)
$\mathcal{S}[\text{true}]\rho\kappa = \kappa(\text{true in } E)$	(11.13)
$\mathcal{S}[\text{false}]\rho\kappa = \kappa(\text{false in } E)$	(11.14)
$\mathcal{S}[\text{if } E_0 \text{ then } E_1 \text{ else } E_2]\rho\kappa =$ $\mathcal{S}[E_0]\rho(\text{Cond}(\mathcal{S}[E_1]\rho\kappa, \mathcal{S}[E_2]\rho\kappa))$	(11.15)
$\mathcal{S}[\text{let } I=E_0 \text{ in } E_1]\rho\kappa =$ $\mathcal{S}[E_0]\rho(\lambda\delta. \mathcal{S}[E_1](\rho[\delta/I])\kappa)$	(11.16)

# What is language context?

- Problem domain (What)
- Programmer: personalization, audience (Who)
- Programming activity: team, versioning, testing, debugging, specification, documenting, etc.  
(When)
- Device, server/client, battery/power, etc. (Where)



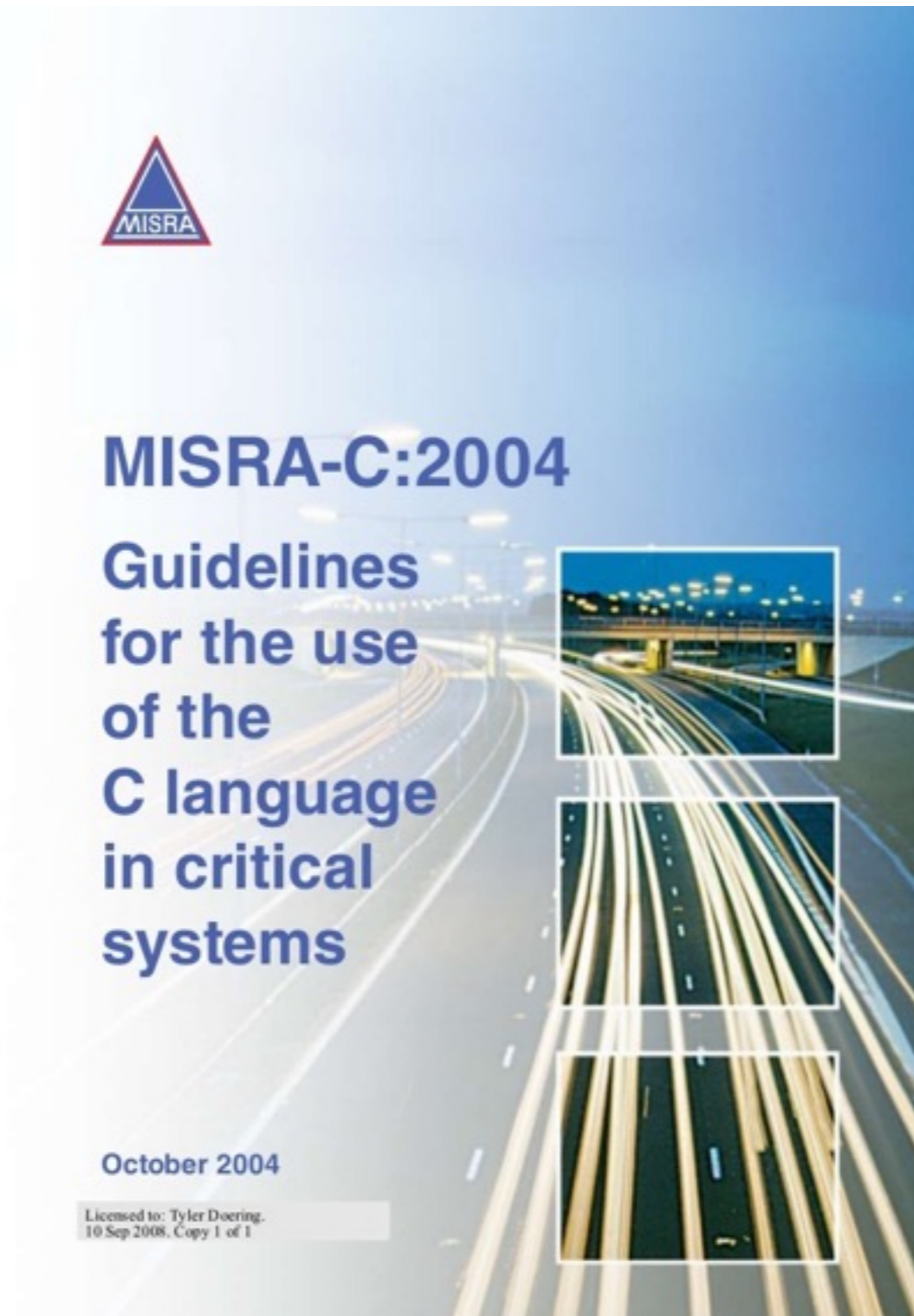
# Linguistic variations

- Syntactic: structured, tiled, internationalized, etc.
- Semantic: “modes”, optimization levels, etc.
- Editor support: different views, user preferences, etc.

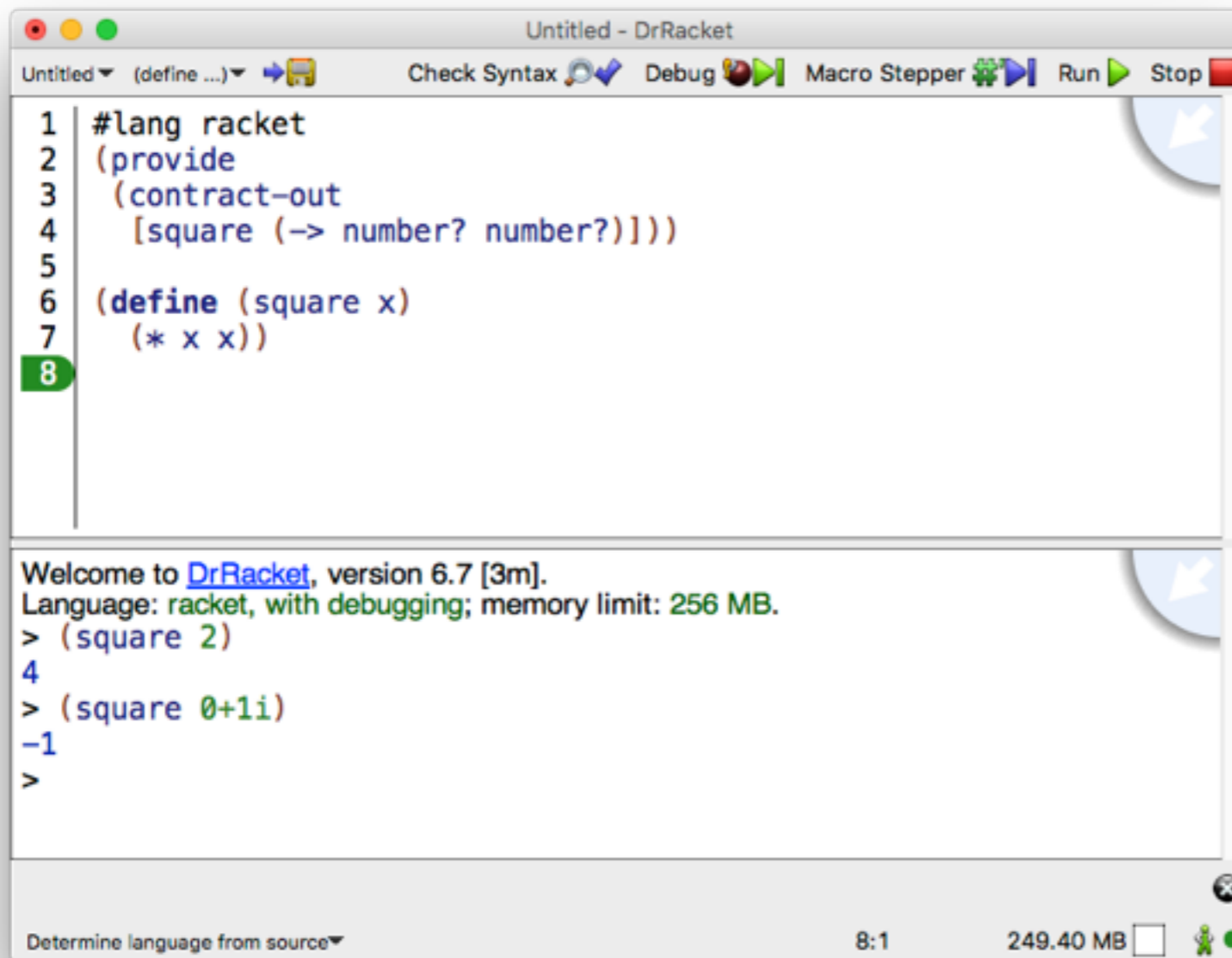
# Examples of context orientation in languages



# Context: application domain



# Context: proficiency



The screenshot shows the DrRacket IDE interface. The top window displays Racket code for defining a `square` function. The bottom window shows the REPL output for the function calls.

```
1 #lang racket
2 (provide
3   (contract-out
4     [square (-> number? number?)]))
5
6 (define (square x)
7   (* x x))
8
```

Welcome to [DrRacket](#), version 6.7 [3m].  
Language: racket, with debugging; memory limit: 256 MB.  
> (square 2)  
4  
> (square 0+1i)  
-1  
>

Determine language from source 8:1 249.40 MB



# Context: proficiency

Tiled Grace

The image shows a programming environment with a code editor on the left and a block-based interface on the right. The code editor contains the following code:

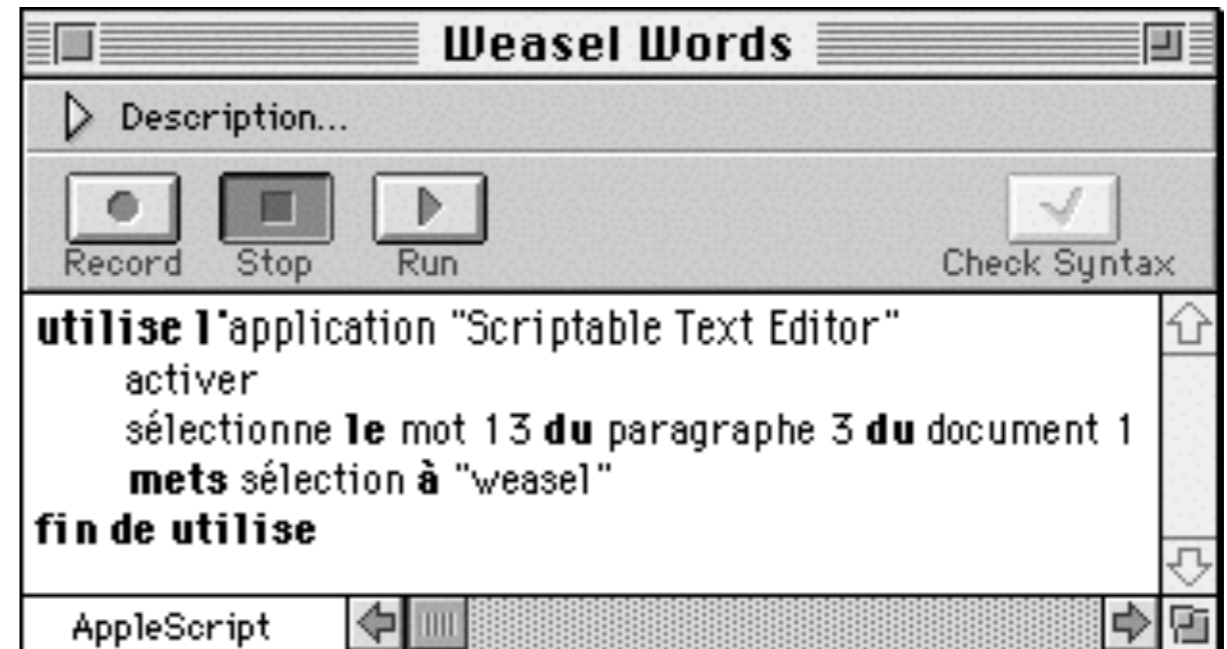
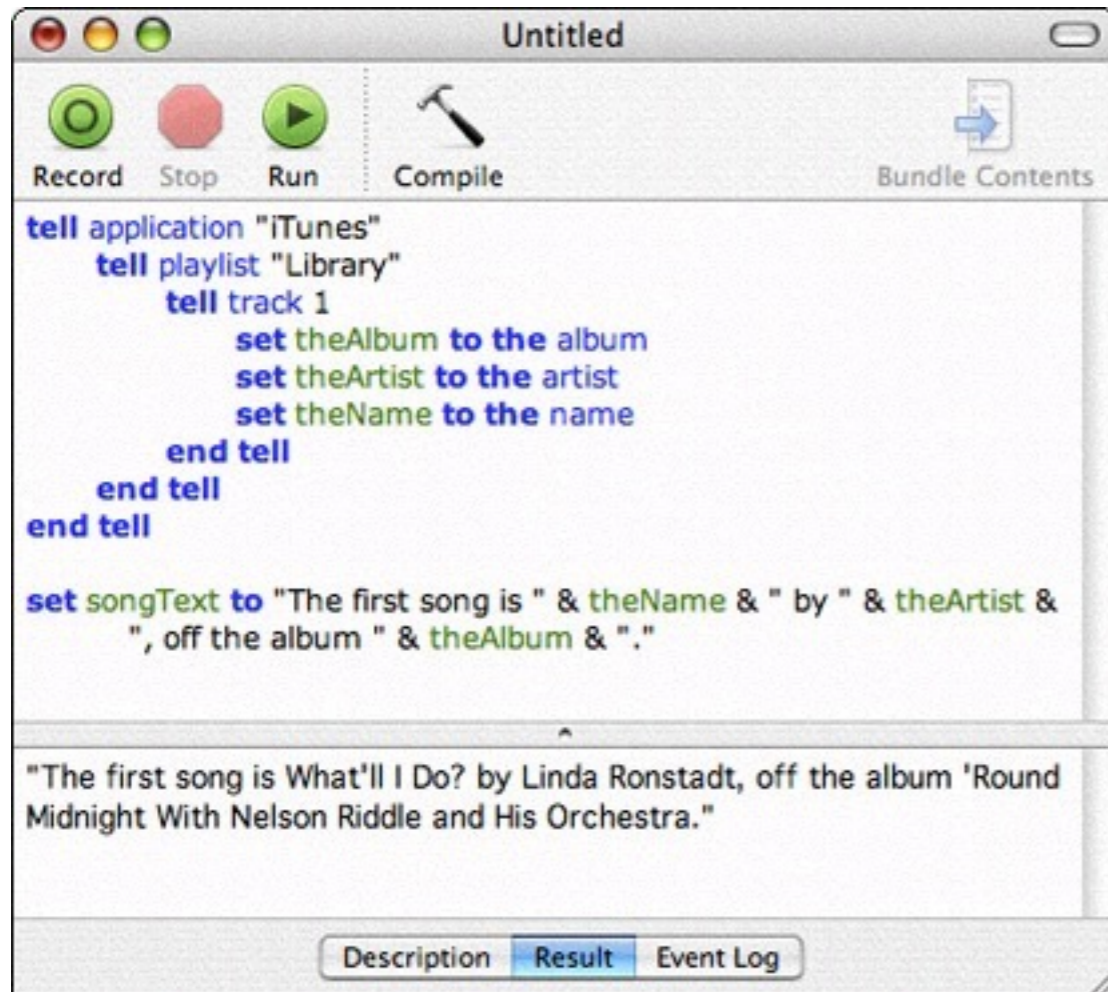
```
var length := 100
var diagonal := 1.414 * length
turnRight (45)
square length
lineColor:= blue
turnRight (45)
forward diagonal
lineColor:= red
turnLeft (90)
forward diagonal / 2
turnLeft (90)
forward diagonal / 2
lineColor:= blue
turnLeft (90)
forward diagonal
turnLeft (90)
lineColor:= green
circle diagonal / 2
```

The block-based interface on the right shows a sequence of blocks: a plus sign block, an equals sign block, a number 0 block, a range block (0..), and a text block containing "Hello, world!".

At the bottom of the interface, there are buttons for "Turtle graphics", "Run", "Code View", "Download", "Load file:", and "Browse...".

Minigrace is distributed under the GNU GPL version 3. Entypo pictograms by Daniel Bruce.

# Context: locale



AppleScript

# Context: locale+audience

```
1 De begindatum premieplicht ZVW van een IB belastingplichtige moet gesteld worden op leeg indien
2 zijn indicatie geheel jaar geen ZVW plicht (ja) gevuld is. /* Zorgverzekeringswet, art 2 */
3
4 //begindatum premieplicht ZVW 02
5 De begindatum premieplicht ZVW van een IB belastingplichtige moet gesteld worden op zijn begindatum
6 indien hij aan alle volgende voorwaarden voldoet:
7 - zijn indicatie geheel jaar geen ZVW plicht (ja) is leeg
8 - zijn begindatum afwijkende periodeplicht ZVW is gevuld. /* Zorgverzekeringswet, art 2 */
9
10 //begindatum premieplicht ZVW 03
11 De begindatum premieplicht ZVW van een IB belastingplichtige moet gesteld worden op $BEGINDATUM BE
12 indien hij aan alle volgende voorwaarden voldoet:
13 - zijn indicatie geheel jaar geen ZVW plicht (ja) is leeg
14 - zijn begindatum afwijkende periodeplicht ZVW is leeg. /* Zorgverzekeringswet, art 2 */
15
16 //einddatum premieplicht ZVW 01
17 De einddatum premieplicht ZVW van een IB belastingplichtige moet gesteld worden op leeg
18 indien zijn indicatie geheel jaar geen ZVW plicht (ja) gevuld is. /* Zorgverzekeringswet, art 2
19
20 //einddatum premieplicht ZVW 02
21 De einddatum premieplicht ZVW van een IB belastingplichtige moet gesteld worden op zijn einddatum
22 indien hij aan alle volgende voorwaarden voldoet:
23 - zijn indicatie geheel jaar geen ZVW plicht (ja) is leeg
24 - zijn einddatum afwijkende periodeplicht ZVW is gevuld. /* Zorgverzekeringswet, art 2 */
25
26 //einddatum premieplicht ZVW 03
27 De einddatum premieplicht ZVW van een IB belastingplichtige moet gesteld worden op $EINDDATUM BE
```

# Context: execution phase

## TwoStones: Immediate Mode with Immutable Data

### Code

```
1 def app(m)
2   div {
3     button {
4       out "+"
5       on click m.count = m.count + 1
6     }
7     out m.count
8     button {
9       out "-"
10      on click m.count = m.count - 1
11    }
12  }
13
14 model
15 {count: 0}
```

### View

+ 0 -

### Model

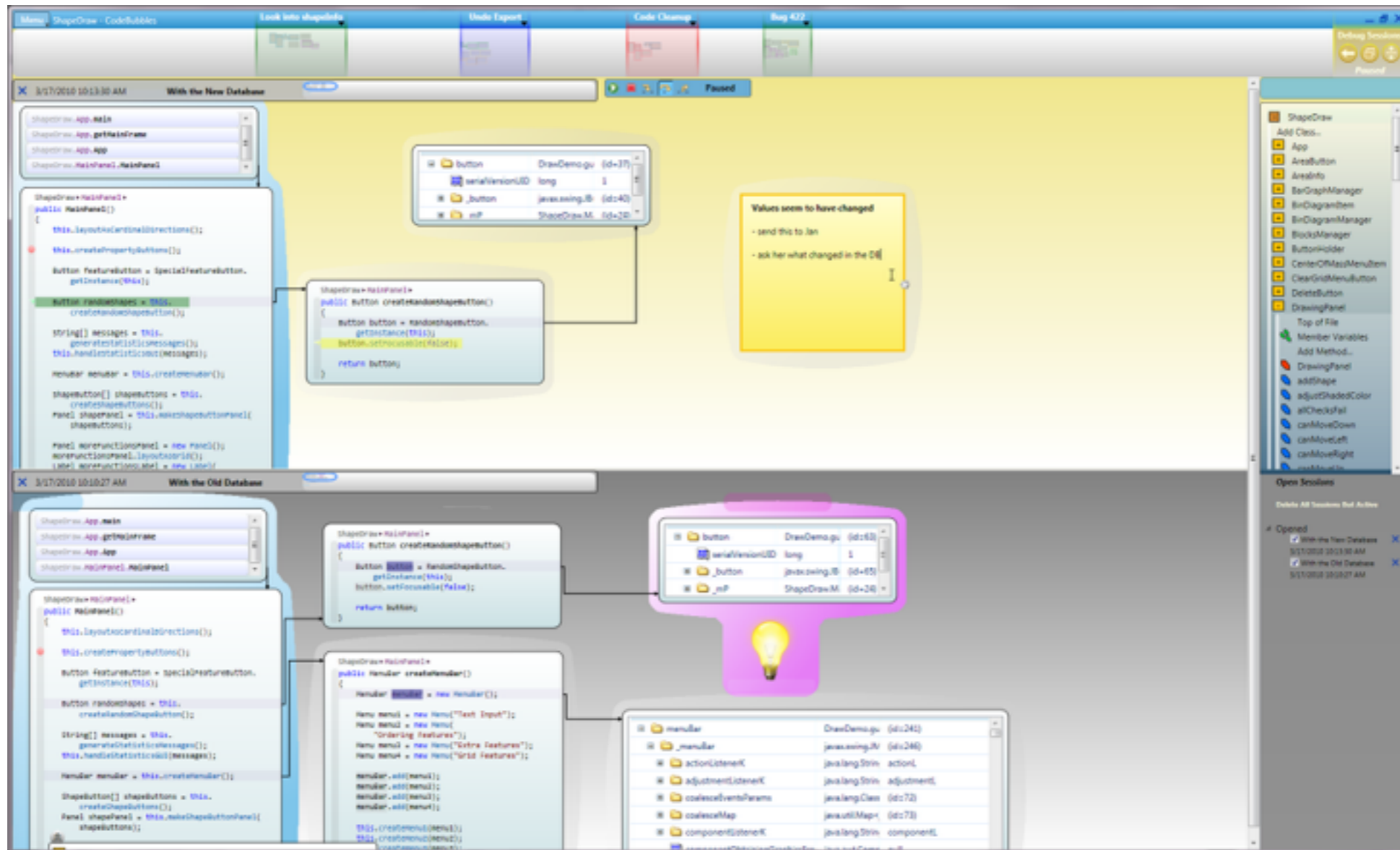
• count: 0

### History

Prev Next Clear  
. = {count: 0}...  
.count = 1  
.count = 2  
.count = 1  
.count = 0



# Context: dev task



# Context: privacy policy

Policy agnostic programming with

# Jeeves



by @jeanqasaur

<http://projects.csail.mit.edu/jeeves/>

# Context: activity

```
table grades = # A / B / C / D / E
1: | Lab | Exam | Avg | Grade
2: | 7 | 7 | = (B2 + B3) / 2 | = round(D2)
3: | 3 | 7 | = (B3 + C3) / 2 | = round(D3)
4: | 9 | 10 | = (B4 + C4) / 2 | = round(D4).
```

```
view grades = # A / B / C / D / E
1: | Lab | Exam | Avg | Grade
2: | 7 | 7 | 5. | 5.
3: | 3 | 7 | 5. | 5.
4: | 9 | 10 | 9.5 | 10..
```

```
test grades E2 * 2 == B2 + C2 expected 14., got 10.
```

```
repl for grades
```

```
> A2 + B2.
```

```
=> 7.0
```

```
>B2 + B2.
```

```
=> 7.0
```

```
>
```

# Context: activity

⊕

```
cell(function avg(sheet, lab, exam) {  
  return (lab + exam) / 2;  
});
```

```
cell(function classAvg(sheet) {  
  return avg('avg', sheet);  
});
```

```
var grades = sheet([  
  {classAvg: 29.375},  
  {student: 'James', lab: 93, exam: 9, avg: 51},  
  {student: 'Sean', lab: 8.5, exam: 7, avg: 7.75}  
]);
```

# Language Context

- Contextual variants of syntax, semantics, editor, IDE support, etc.
- Outer influences inner: use, locale, task, policies, preference, etc.
- How to engineer such languages?
- What are the reusable “principled” techniques?

# Let's zoom in

- COP interpreters in Rascal
- Customization through “extreme” modularity
- Context propagation through interpreters using Object Algebras

# Context-oriented programming an interpreter

- Simple functional language
- Interpreter gets another activated-layers argument
- Example case: “-Dassert” layer
- Activation: top-level or through syntax



# Rascal: a meta programming language

- Functional programming with curly braces
- Runs on the JVM
- Command line REPL + Eclipse-based IDE
- Source: <https://github.com/usethesource/rascal>
- Download: <http://www.rascal-mpl.org>





AWK



ANTLR



grep



SQL



etc.

**Rascal**

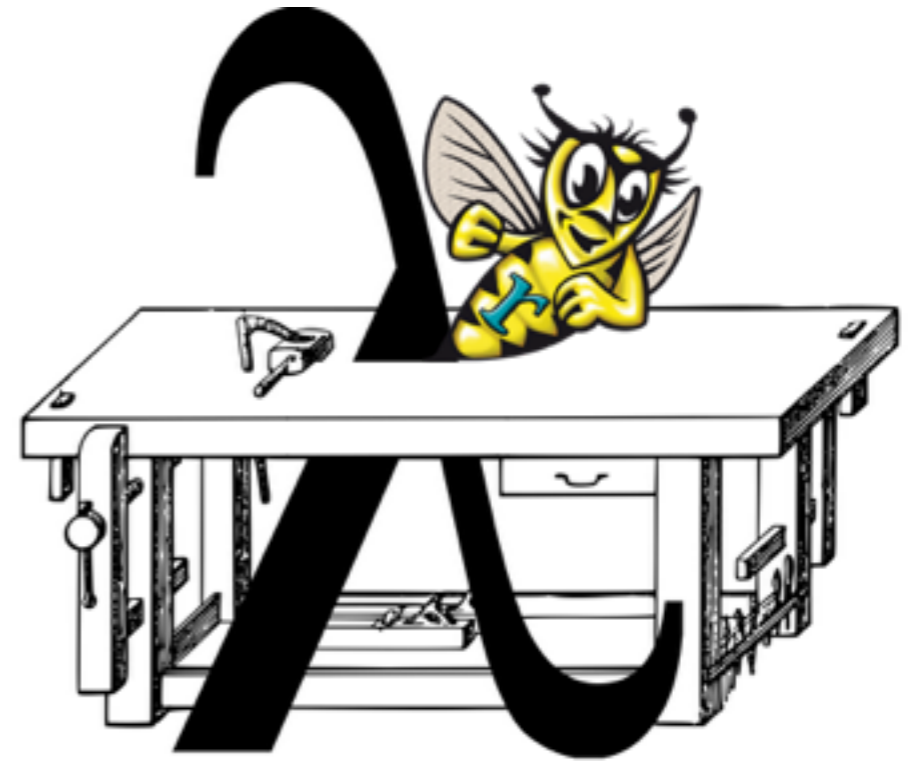


<http://www.rascal-mpl.org>

<http://usethesource.io/>

# Rascal as a language workbench

- Language workbench = “compiler compiler” + IDE support



```
fun fac(n) =  
    assert n ≥ 0;  
    if n ≥ 1 then  
        n * fac(n - 1)  
    else  
        1  
    fi
```

```
fac(10)
```

```
fun fac(n) =  
    assert n ≥ 0;  
    if n ≥ 1 then  
        n * fac(n - 1)  
    else  
        1  
    fi  
  
asserting {  
    fac(10)  
}
```

Live coding...

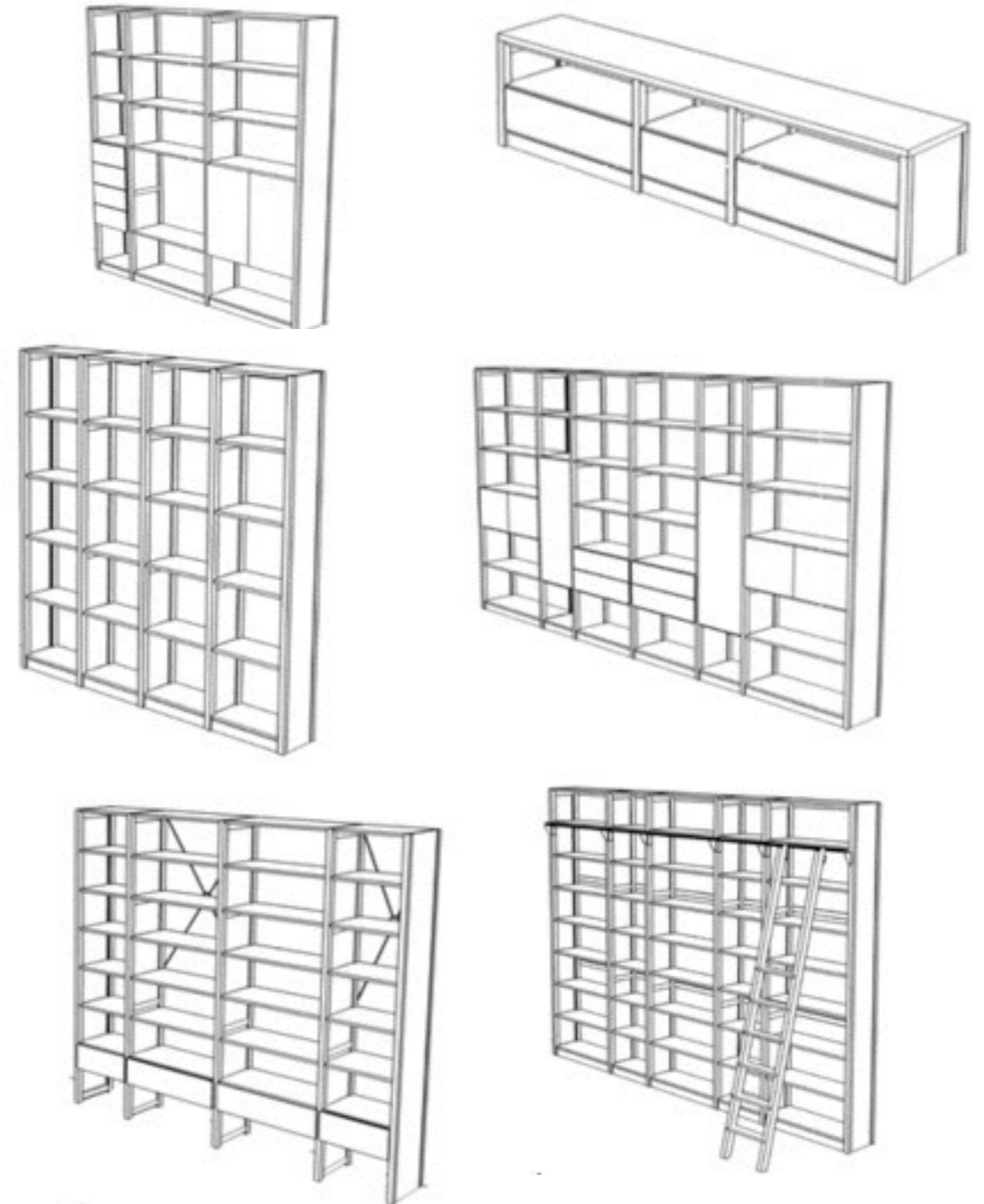
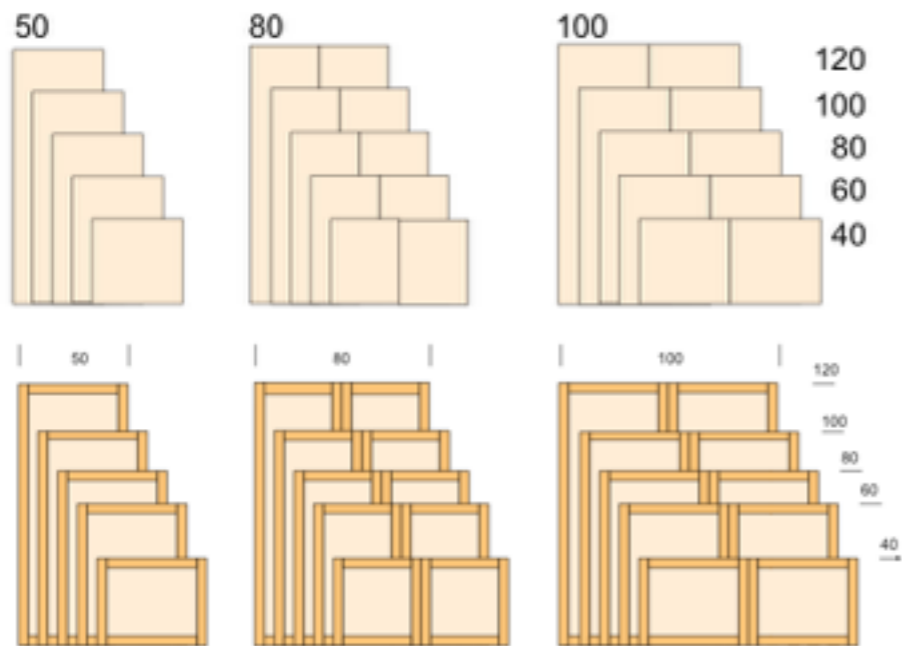
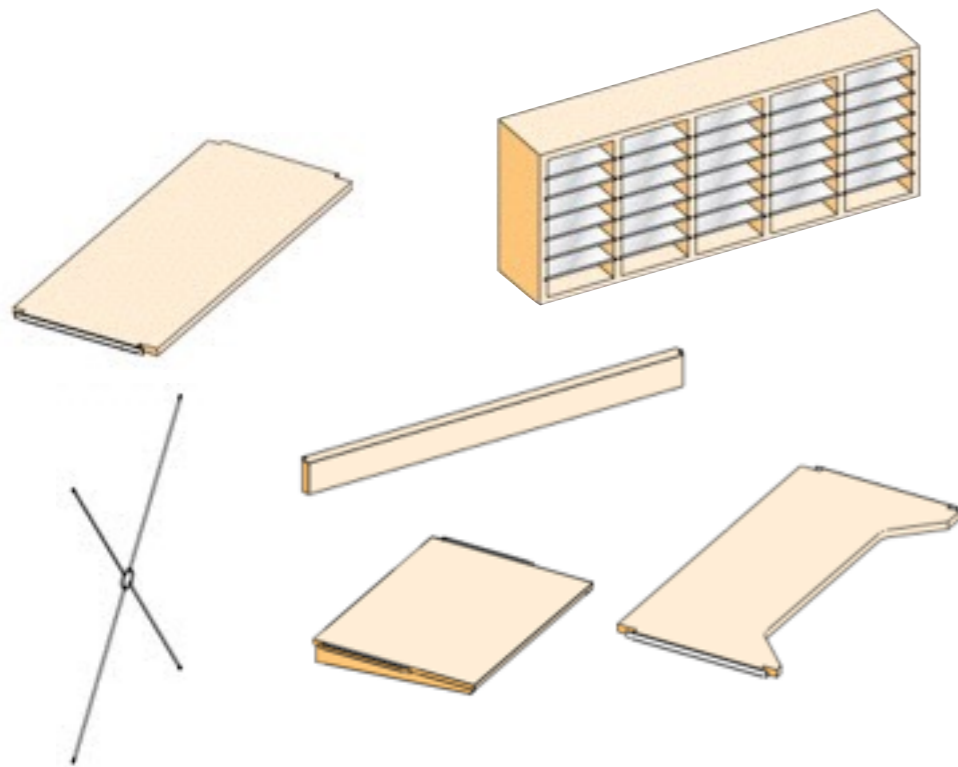
# COP interpreter

- Context propagation through extra dispatch parameter
- If the “layer” is enabled, evaluate assert
- User can enable it “dynamically” through “asserting”

# Language customization through composition



# Towards Lundia Languages





# Object Algebras

- A design pattern for defining interpretations
- Supports extreme modularity:
  - extension of language with new syntax
  - addition of another interpretation
- In both directions: **type safe, modular, separate compilation.**

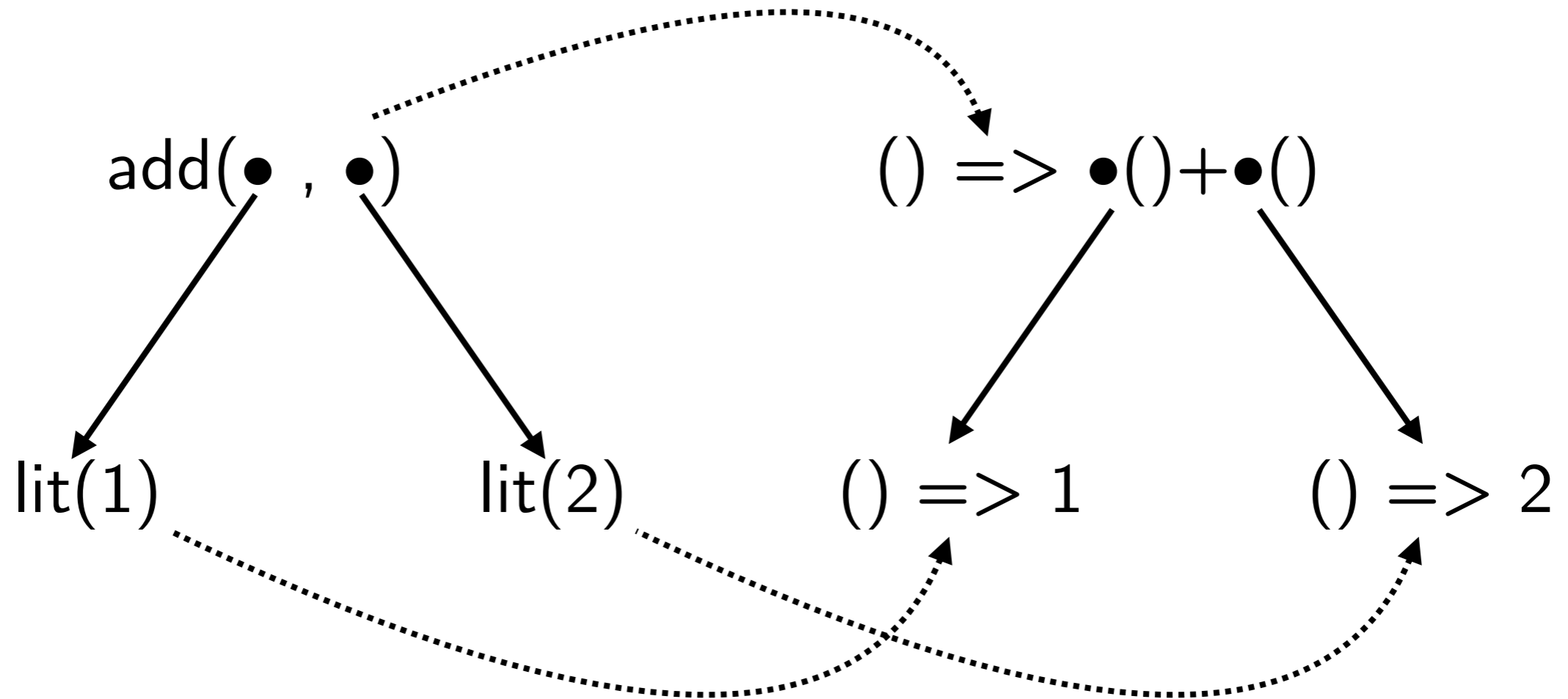


```
interface ExpAlg<E> {  
    E Add(E l, E r);  
    E Lit(int n);  
}
```

```
interface IEval {  
    int eval();  
}
```

```
interface EvalExp extends ExpAlg<IEval> {  
    default IEval Add(IEval l, IEval r) {  
        return () → l.eval() + r.eval();  
    }  
    default IEval Lit(int n) {  
        return () → n;  
    }  
}
```

“1 + 2”



```
interface PrintExp extends ExpAlg<String> {  
    default String Add(String l, String r) {  
        return l + " + " + r;  
    }  
    default String Lit(int n) {  
        return "" + n;  
    }  
}
```

```
interface SubAlg<E> extends ExpAlg<E> {  
    E Sub(E l, E r);  
}
```

```
interface EvalSub extends SubAlg<IEval> {  
    default IEval Sub(IEval l, IEval r) {  
        return () → l.eval() - r.eval();  
    }  
}
```

```
interface PrintSub extends SubAlg<String> {  
    default String Sub(String l, String r) {  
        return l + " - " + r;  
    }  
}
```

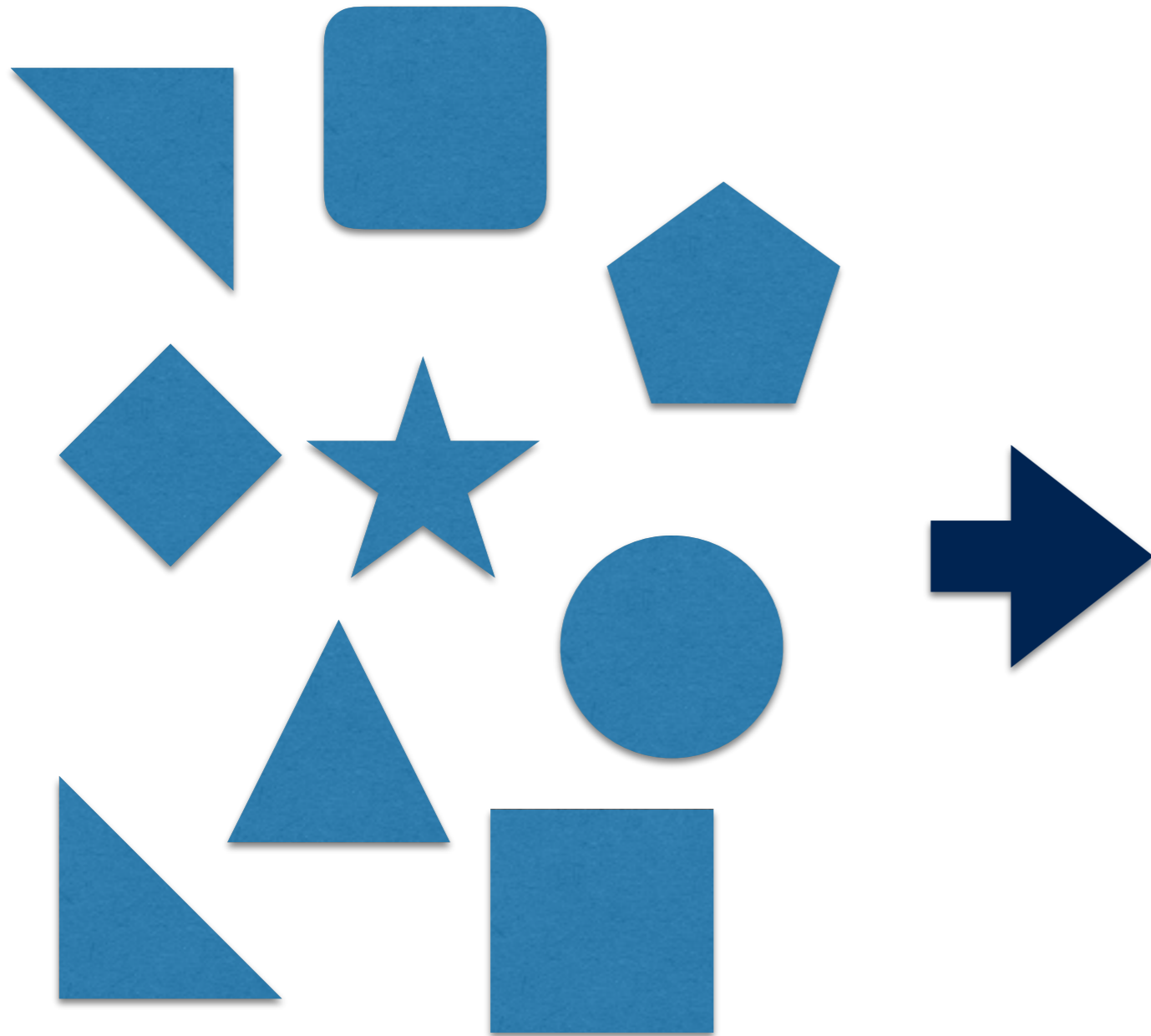
# Implicit context propagation

- Interpreters can be extended, but extensions may have **incompatible** signatures
  - Arithmetic expressions:  $() \rightarrow \mathbf{Value}$  (“IEval”)
  - Binding constructs:  $\mathbf{Env} \rightarrow \mathbf{Value}$
- Solution: generate another interpretation to lift the “smaller” one, and propagate the additional argument (e.g., **Env**).

```
interface IEvalEnv {  
    int eval(Env env);  
}  
  
interface EvalExpEnv extends ExpAlg<IEvalEnv> {  
    ExpAlg<IEval> base();  
  
    default IEvalEnv Add(IEvalEnv l, IEvalEnv r) {  
        return env → base().Add(() → l.eval(env),  
                                () → r.eval(env)).eval();  
    }  
  
    default IEvalEnv Lit(int n) {  
        return env → base().Lit(n).eval();  
    }  
}
```

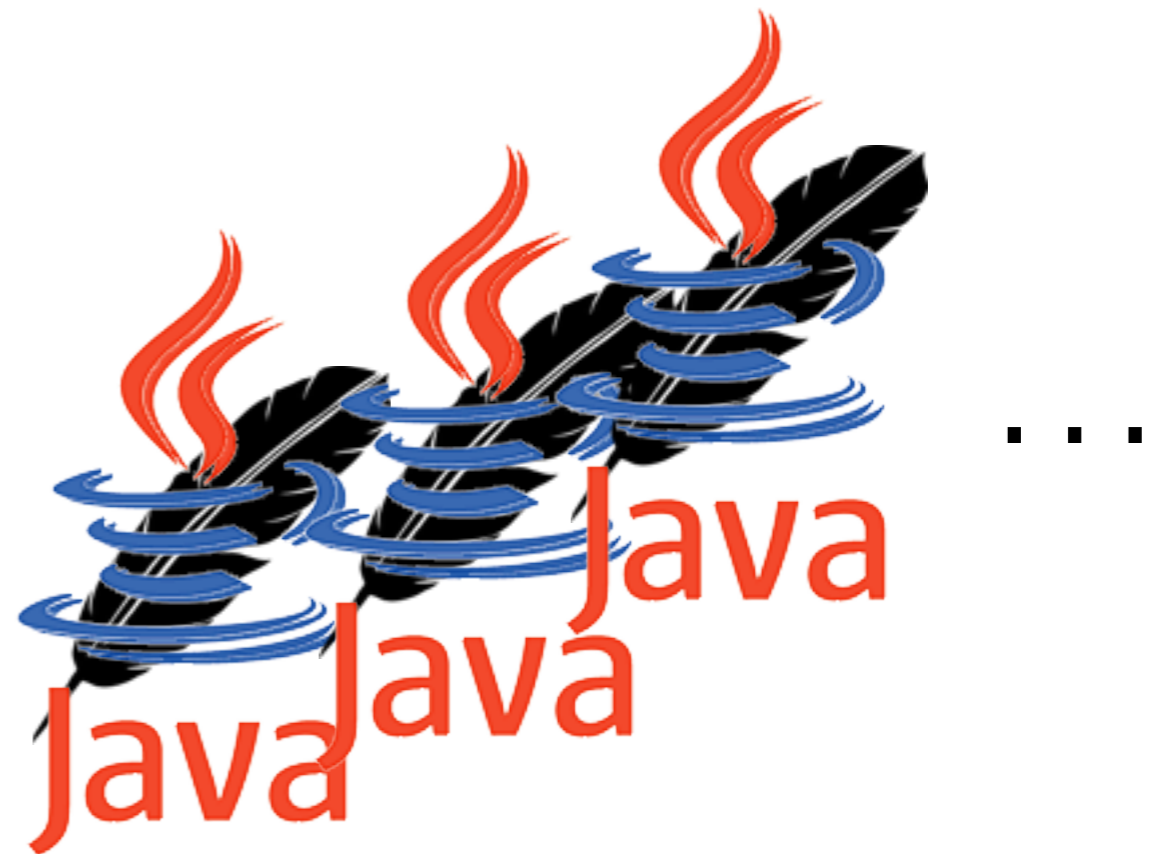


# Extreme modularity



9 semantic components

127 variants of  
Featherweight Java



# Featherweight Java

	Syntax	Signature
Field access	$e.f$	$CT \Rightarrow Obj$
Object Creation	$\mathbf{new} C(e, \dots)$	$(CT, Sto) \Rightarrow Obj$
Casting	$(C) e$	$CT \Rightarrow Obj$
Variables	$x$	$(Obj, CT, Env, Sto) \Rightarrow Obj$
Method Call	$e.m(e, \dots)$	$(Obj, CT, Env) \Rightarrow Obj$
Sequencing	$e ; e$	$() \Rightarrow Obj$
Field Assignment	$e.f = e$	$(CT, Sto) \Rightarrow Obj$

# What this enables

- Language components without anticipation of context
- Flexible customization/configuration of languages.
- E.g. combine expressions that have side-effects with expressions without side-effects in the same language, depending on syntactic context.

```
interface AssertAlg<E> {  
    E Assert(E e);  
}
```

```
interface IEvalCtx {  
    int eval(boolean asserting);  
}
```

```
interface EvalAssert extends AssertAlg<IEvalCtx> {  
    @Override  
    default IEvalCtx Assert(IEvalCtx e) {  
        return a → {  
            if (a && e.eval(a) == 0)  
                throw new AssertionError();  
            return 0;  
        };  
    }  
}
```

```
interface AssertingAlg<E> {  
    E Asserting(E e);  
}
```

```
interface EvalAsserting extends AssertingAlg<IEvalCtx> {  
    @Override  
    default IEvalCtx Asserting(IEvalCtx e) {  
        return a → e.eval(true);  
    }  
}
```

# Related techniques

- Effect handlers (cf. Eff, Koka)
- Scala Implicits (Martin's CurryOn keynote)

# Context propagation with Object Algebras

- Extreme modularity => cherry picking language features
- Context propagation for semantic variation
- Future (?): dynamic selection of language features
- Towards personalization of languages!

# Context-oriented Language Engineering

- Context = important for software languages :)
- Need to make languages “aware” of context
- Many examples of context-dependence
- Context propagation ~ COP
- Only tip of the ice berg...



# Lots of future directions

- Adaptive syntax
- Dynamic loading of language extensions
- IDEs learning programmer preferences
- ...

