

#### JetBrains MPS

# Create a programming language that the whole company can understand

Software Engineering Conference Russia October 2017, St. Petersburg



**Artem Tikhomirov** 



## Domain Specific Languages

 A DSL is a focused, processable language for describing a specific concern when building a system in a specific domain

 The abstractions and notations used are natural/suitable for the stakeholders who specify that particular concern.

Markus Voelter

#### Math

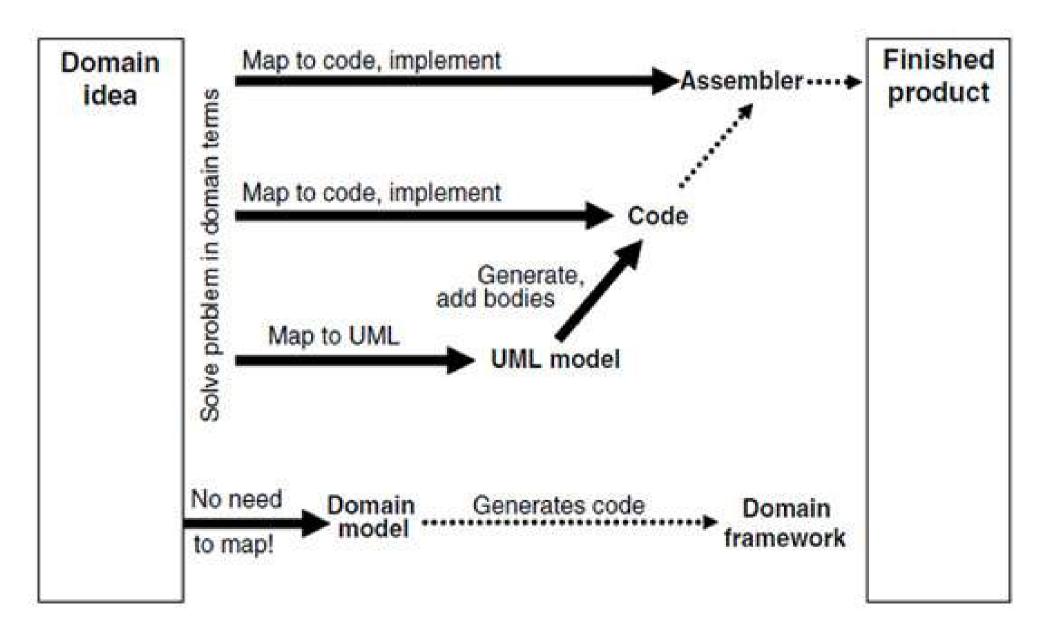
$$2\cos z = \left(1+rac{\sqrt{-1}z}{\infty}
ight)^{\infty} + \left(1-rac{\sqrt{-1}z}{\infty}
ight)^{\infty} = e^{\sqrt{-1}z} + e^{-\sqrt{-1}z}$$

$$\Psi(x) = \sum_{k=0}^{\infty} rac{\cos{(3^k x)}}{k!}$$

$$\int\limits_{\gamma} f(z)\,dz = \int\limits_{a}^{b} f(z(t))z'(t)\,dt = \int\limits_{\gamma} (u\,dx-v\,dy) + i\int\limits_{\gamma} (v\,dx+u\,dy).$$

$$\sum_{1\leqslant k\leqslant n}f(z(t_k))(z(t_k)-z(t_{k-1})).$$

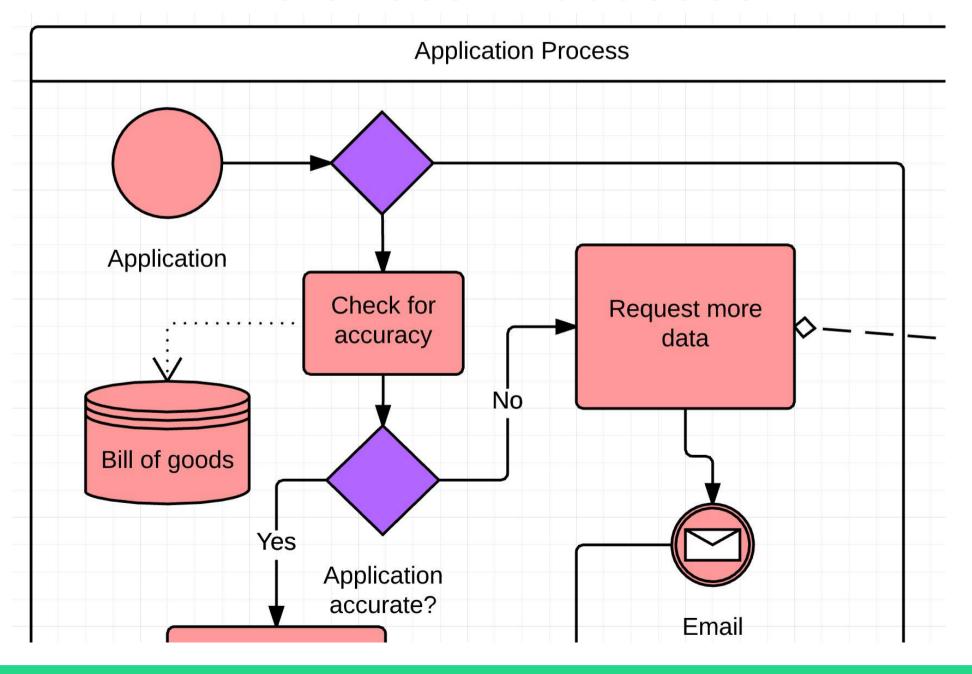
#### How come?



DSLs? Who cares?

You! DSLs are ubiquitous!

### **Buisness Processes**





#### Health and medicine

• Stakeholder integration, Scalable Business, Document Generation + Certification

#### Finance

Precise Specification and Implementation of Insurance Products ("Rules")

#### Government

• Changing Regulations, Fast Implementation, End User Empowerment

#### Automotive

• Code Complexity, Frameworks (Autosar), Product Lines

#### Aerospace

Reduction of Accidental Complexity in Code, Process Conformance (Docs)

#### Robotics

A powerful language and IDE for existing frameworks (Industry Robots, ROS)

#### Embedded software

Multi-Paradigm Programming, not just Simulink and C

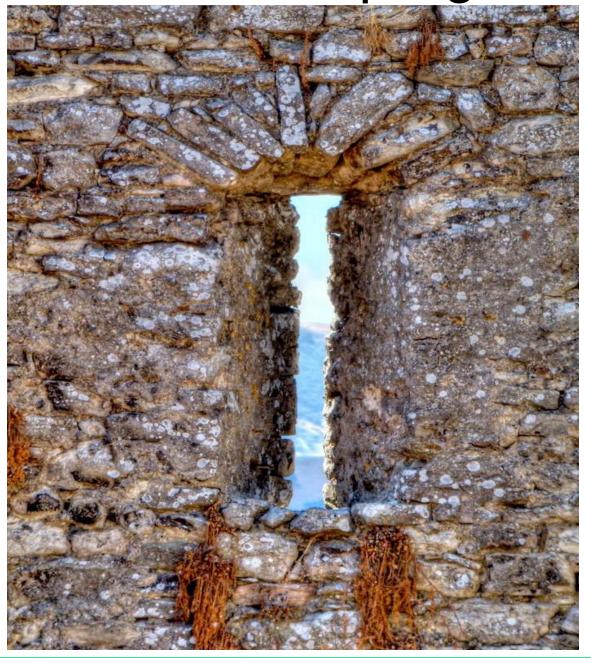
#### Science

Consistent Derived Documents

## Most widely adopted DSM tool

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	$f_{i} =$	60000	F <sub>4</sub> =	4000	Design p =	0.0069	Est	w_(k/h) =	1.78		- 1	1				
	P <sub>min</sub> =	0.0033	Pmax*	0.0181	Design R, =	388.79		M. [ft-k] =	227.8				- A			
Н	Ra et pain [psi] =	192.2	Re ot peace (psi) a	912.0	bd <sup>1</sup> =	7813.549		M <sub>n</sub> [ft-k] =	253.2		*	Section (	0 - 00			
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H	Wo (k/ft)	0.55	b., (in)	16	b <sub>ett</sub> [in]	80		Neutral	Axis Cale	ulations	N.A. is in	the flar	160		A <sub>at</sub> [(m <sup>2</sup> )	10.88
K	w <sub>k</sub> (k/ft)	0.4	h (in)	27	t [in]	3		T (Nips)	142.2	z (in) =	21.60				M <sub>err</sub> (k-ft)	1224.00
ä	Length (ft)	32	d (in)	24	a (in)	0.49		A <sub>c</sub> (in <sup>2</sup> )	41.8	z [in] =	22.50				M <sub>e</sub> (k-ft)	996.16
	Clear Cover	3	A <sub>c</sub> (in <sup>2</sup> )	2.65	βs	0.85		Amanga (im <sup>2</sup> )	10000	Governing	22.50				Rea	1441.20
	Est Self Wt Splf	400	A <sub>s min</sub> (in <sup>2</sup> )	1.214	c [in]	0.57									p <sub>w</sub> =	0.03
	Actual Self Wt [plf]	450.00	A <sub>rmin</sub> (in <sup>b</sup> )	1.280	ε,	0.1227		Select A	in Tensio	n-		if a	<ht< td=""><td></td><td>a (in)</td><td>14.64</td></ht<>		a (in)	14.64
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										110,000					A <sub>to</sub> (in <sup>2</sup> )	13.27
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ij.	MS-	0.63	6.90	0.91	9.50	1.23	10.20	1.53	11.60	1,84	13.4	2.15	15.00	2.45	16.70	
5	MG	O.BB	7.00	1.52	8.80	1.77	10.50	2.21	12.30	2.65	14.00	3.09	15.80	3.53	17.50	
	#7	1.20	7.20	1.50	9.00	2.43	10.90	3.01	12.80	3.61	14.70	4.21	16.50	4.83	18.40	
	ME	1.57	7.30	2.35	9.50	3.14	21.50	3.93	15.30	4.71	15.30	5.50	17.30	6.28	19.50	
	119	2.00	7.60	3.00	9.80	4.00	12.10	5.00	14.30	6.00	16.60	7.00	18.80	8.00	21.10	
	#10	2.55	7.80	3.79	10.40	5.06	12.90	6.33	15.50	7.59	18.00	8.86	20.50	10.12	23.10	
	#11	3.12	8.10	4,68	10.90	6.25	13.80	7.61	16.60	9.37	19.40	10.94	22.20	12.50	25.00	
1	#14	4.50	8.90	6.75	12.30	9.00	15.70	11,25	19.00	13.50	22.40	25.75	25.80	18.00	29.20	
2	#13	8.00	10.60	12.00	15.10	16.00	19.60	20.00	24.10	24.00	28.60	28.00	33.10	32.00	37.70	

## Too narrow view of programming?



#### Demo

- Language to configure voice menu for an answering maching
- Jetbrains MPS as a Rich Client Platform
- Business value is negligible
  - Market share of your office assistant is small

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#### Healthcare

Software Medical Devices Accessible to Doctors Robustness and Correctness Required

To be FDA-certified

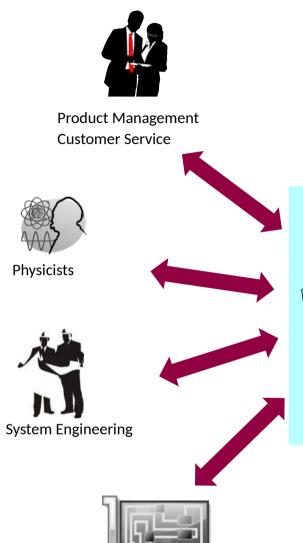
Needs to run on multiple target platforms

- IOS
- Android
- JavaScript

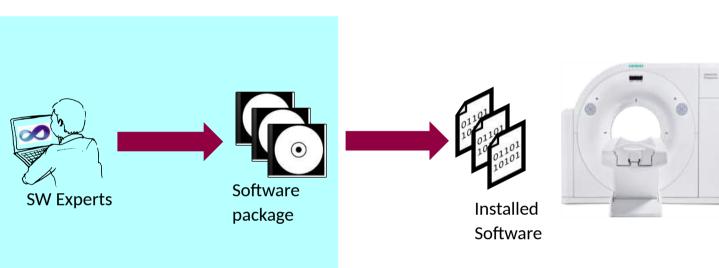


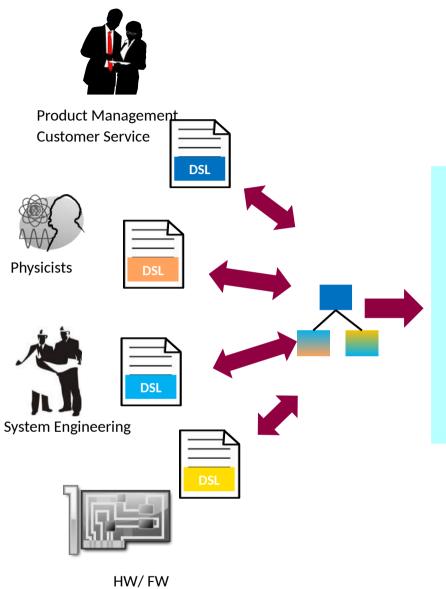
### Stakeholders driving the development

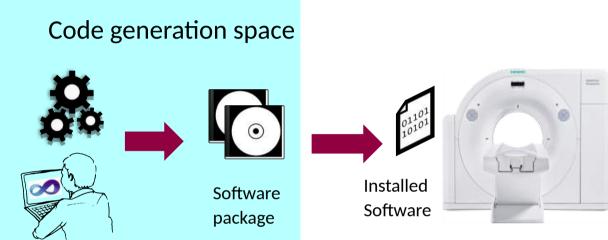




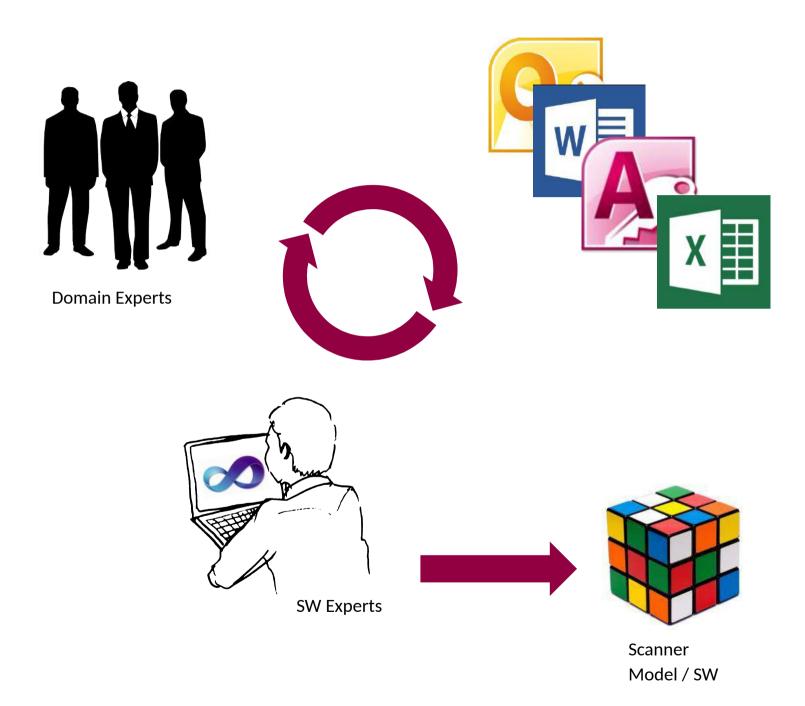
HW/ FW

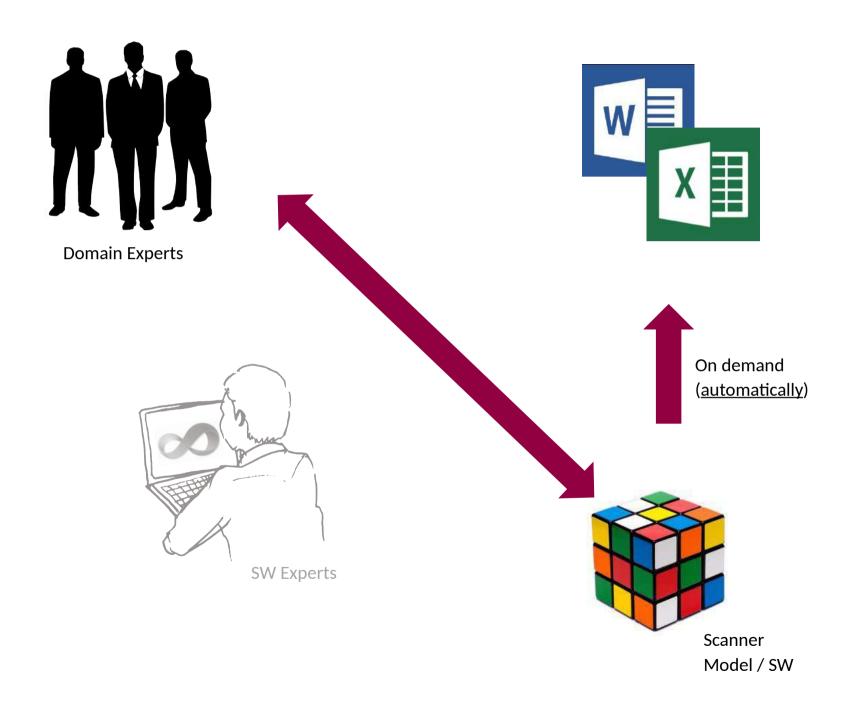


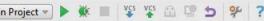




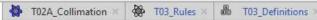
**SW Experts** 











#### Focus T01

Catalogue T01\_Rules imports & platform\_Definitions

Default clinical case: <no defaultClinicalCase>

collimation tabular rule: T01 Slot plate and coll.

description: this is a description text

	Collimation [mm]	Readout DMS	Preprocessed data matrix	Collimator Opening	Soft opening inner slot plate [mm]	Soft opening outer slot plate	Focus
(1) "30x0.1"	30x0.1	34x0.1	30x0.1	1300.000	n/a	n/a	not so big, big
(2) "30x0.1Mg"	30x0.1	34x0.1	30x0.1	1300.000	n/a	n/a	not so big, big
(3) "30x0.1AgMg	30x0.1	34x0.1	30x0.1	1300.000	n/a	n/a	not so big, big
(4) "4x0.1"	4x0.1	120000000000000000000000000000000000000		n/a	1	1.1	not so big
(5) "4x0.1Mg"	4x0.1	Error: paramete	er must be in range	n/a	1	1.1	not so big
(6) "3x1"	3x1	32x0.1	302x0.1	n/a	1	1.1	not so big, n/a, big
(7) "1x3"	1 <b>x</b> 3	32x0.1	32x0.1	n/a	2	2.2	not so big, big
(S) "1x3Mg"	1 <b>x</b> 3	32x0.1	32x0.1	n/a	3	3.3	not so big, big

#### **formula:** Formula with Parameter References

alias: S,

description: This is a text to decribe the formula.

$$S_1 = \text{Reconstructed Slice Width} \star 4 + \sum_{i=3}^{\text{Gantry rotation time}} \left(\frac{N_s}{3}\right) + \left(\cos\left(\text{Number of preped slices}\right) + \text{Tube Voltage}\right)$$

#### tabular rule: Tube Voltage and Filtration

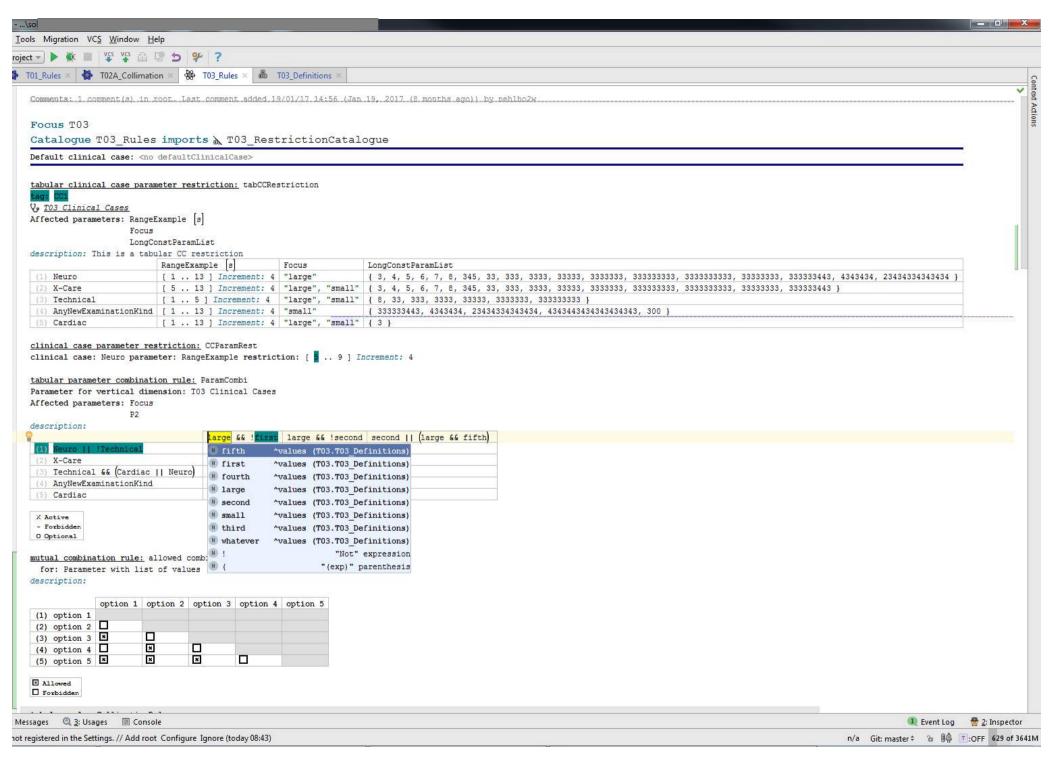
description:

	Spectral Filtration	Tube Voltage kV
1 <>	None	7, 8, 9, 10, 11, 12, 13, 14
2 💠	Mg	10, 11, 12, 13, 14
3 💠	AgMg	12, 14

#### tabular rule: Selectable wedge and filtration

description:

	Wedge Filter	Spectral Filtration	platform_Clinical_Cases			
1 <>	f1	None	Regular, Topogram			
2 <>	f1+f2	None	Case3, Case8, Case4, Case5			
3 <>	f1	Mg	Topogram, Case4, Case6			
4 <>	f1+f2	Mg	Case8, Topogram, Case4, Case6, Case5			
5 <>	f1	AgMg	Case9			



#### When to DSL?

- Complex domain knowledge
- Painful translation of expertise from a domain specialist to a programmer
  - Gap in abstraction level
- Not directly related to programming
  - biology, math, insurance
  - Verification, analysis, simulation.
- Classes of applications
  - Software factories

## Typical risks

- Language design takes effort
  - Adds to the cost of the project → need for reuse

- Language design skills
  - Steep learning curve
  - What goes into the language
  - How to make it elegant

Proper tooling









## MPS is an open-source language workbench for DSL development

#### DSM isn't new











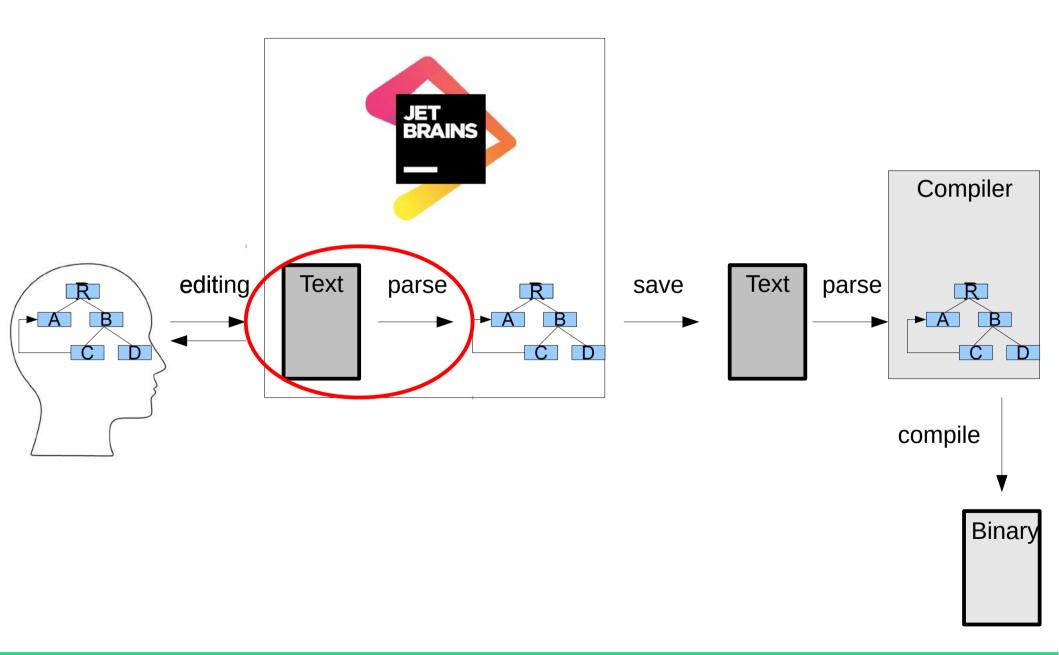
#### DSLs with MPS

- Abstract Syntax
- Concrete Syntax
- M2M, M2T
- Semantics: Typesystem, Dataflow
- IDE integration, UI
- Tooling: build, plugins
- Evolution/migration
- Deployment: custom IDE, RCP

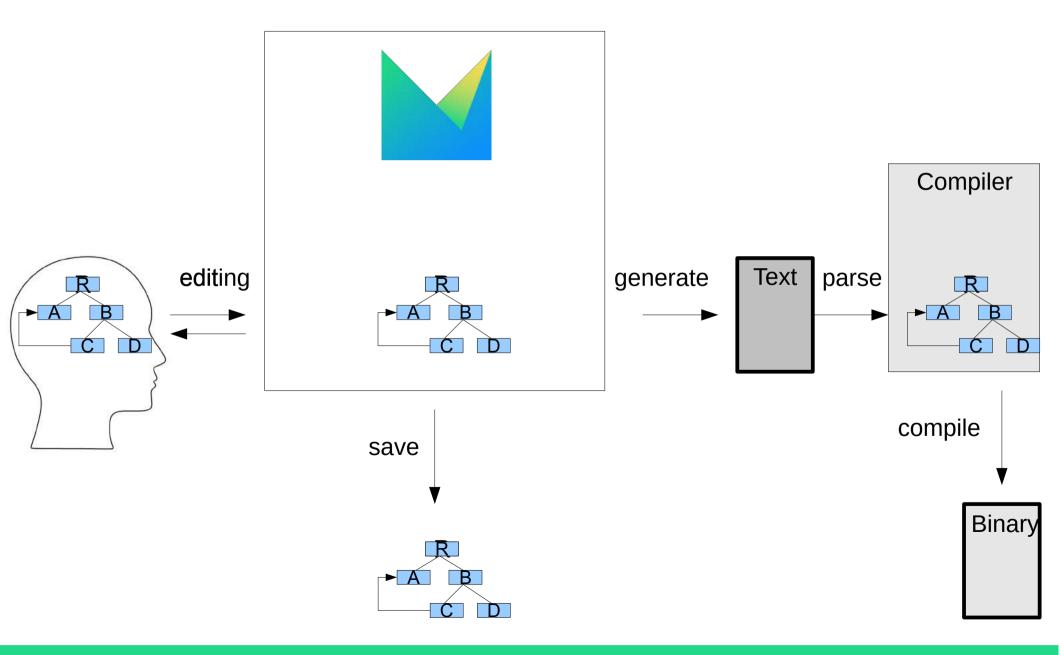
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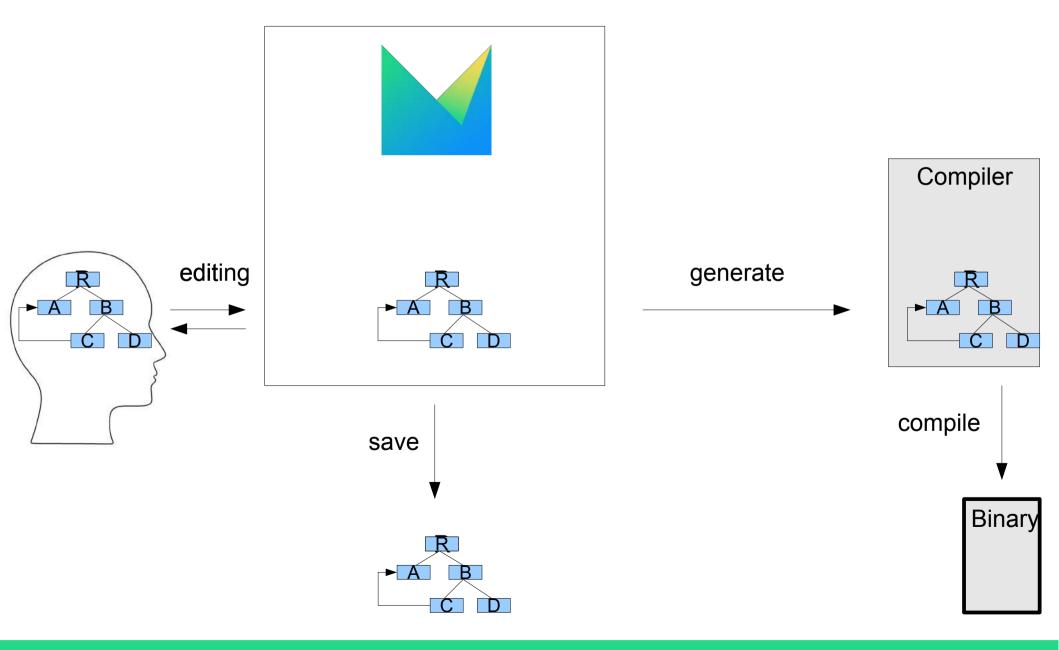
## Textual editing



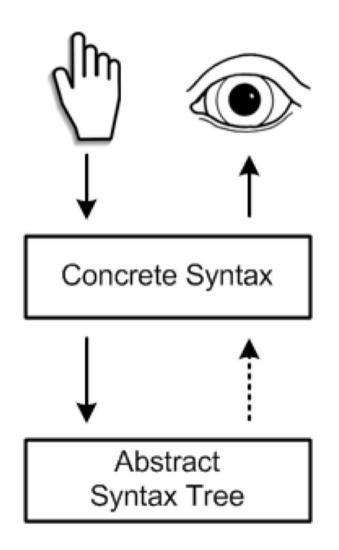
## Projectional editing

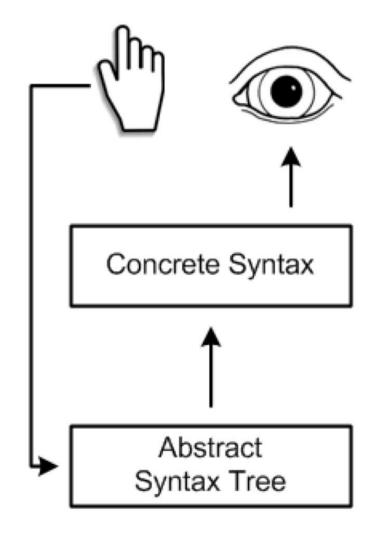


## Projectional editing



## Projectional editing





```
public class Gol {
  public static void main(String[] args) {
                                                                Rich syntaxes
    new Gol().run();
  public void run() {
    sequence<Coordinate> generation = new arraylist<Coordinate>{(4, 5), (5, 5), (6, 5)};
    for (int i = 0; i < 5; i++) {
      System.out.println("Next generation: " + generation);
      generation = nextGeneration(generation);
  private sequence<Coordinate> nextGeneration(sequence<Coordinate> generation) {
    set<Coordinate> candidates = new hashset<Coordinate>:
    candidates.addAll(generation);
    generation.forEach({~it => candidates.addAll(neighbors(it)); });
    set<Coordinate> nextGeneration = new hashset<Coordinate>;
    foreach c in candidates {
      if (boolean Default: dead
                                                      generation.contains(c)
                                                                              !generation.contains(c)
                                                     dead
            countAliveNeighbors(generation, c) < 2
                                                                              dead
            countAliveNeighbors(generation, c) == 2
                                                     alive
                                                                              dead
            countAliveNeighbors(generation, c) == 3
                                                     alive
                                                                              alive
            countAliveNeighbors(generation, c) > 3
                                                      dead
                                                                              dead
        nextGeneration.add(c);
    return nextGeneration;
  private sequence<Coordinate> neighbors(Coordinate cell) {
                               middle right

    cell).asSequence;

    ((cell +
                      left
               upper (-1, 1) (0, 1) (1, 1)
middle (-1, 0) (0, 0) (1, 0)
lower (-1, -1) (0, -1) (1, -1)
  private int countAliveNeighbors(sequence<Coordinate> currentGeneration, Coordinate cell) {
    return neighbors(cell).intersect(currentGeneration).size;
```

#### Tabular notations

```
checked
exported statemachine FlightAnalyzer initial = beforeFlight {
                       next(Trackpoint* tp)
         beforeFlight [tp->alt > 0 m] -> airborne
                       [tp->alt == 0 m && tp->speed == 0 mps] -> crashed
         airborne
                       [tp->alt == 0 m && tp->speed > 0 mps] -> landing
                       [tp->speed > 200 mps && tp->alt == 0 m] -> airborne
                        { points += VERY HIGH SPEED; }
                       [tp->speed > 100 mps && tp->speed <= 200 mps && tp->alt == 0
  States
                           m] -> airborne
         landing
                       [tp->speed == 0 mps]
                       [tp->speed > 0 mps] -
                        { points--; }
         landed
         crashed
```

{ points += HIGH\_SP Core Data DefaultRegions for entity BillingRegion

reset()

[ ] -> beforeFlight

Code	Name	Base Min Price	Max Rebate Factor
BW	Baden Württemberg	0.20	0.8
BY	Bayern	0.20	0.8
BE	Berlin	0.15	0.7
ВВ	Brandenburg	0.10	0.7
НВ	Bremen	0.20	0.7
HH	Hamburg	0.15	0.7
HE	Hessen	0.15	0.7
MV	Mecklenburg-Vorpommern	0.10	0.7
NI	Niedersachsen	0.15	0.7
NW	Nordrhein-Westfalen	0.15	0.7
RP	Rheinland-Pfalz	0.15	0.7
SL	Saarland	0.15	0.7
SN	Sachsen	0.10	0.7
ST	Sachsen-Anhalt	0.10	0.7
SH	Schleswig-Holstein	0.15	0.7
TH	Thüringen	0.10	0.7

## Symbolic notations

```
int32 sumUpIntArray(int32[] arr, int32 size) {
  return \( \sum_{\text{arr[i]}} \);
sumUpIntArray (function)
int32 averageIntArray(int32[] arr, int32 size) {
  return \frac{\sum_{i=0}^{i=0} arr[i]}{size};
averageIntArray (function)
double midnight1(int32 a, int32 b, int32 c) {
} midnight1 (function)
```

```
double midnight2(int32 a, int32 b, int32 c) {  -b + \sqrt{b^2 - \sum_{i=1}^4 a * c} ;  return  2 * a  } midnight2 (function)  double \ sumOfProductsOfLogs(int32[] \ arr, \ int32 \ size) \{  return  \sum_{k=0}^{k} log_2 arr[i] ;  return  \sum_{k=0}^{k} log_2 arr[i] ;  } sumOfProductsOfLogs (function)
```

#### Positional notations

Rule Set Type DemoRuleSetType

Rule Set Type DemoRuleSetType

**Business objects** 

person: Person

**Business objects** 

<no business objects>

Variables:

PRMI : int

FR : int

NN : int

TT : int

J : int

A3 : int

G3 : int

ANUI : int

X : int

**Parent** 

<no parent>

Libraries

Standard

Extra

Variables:

<no variables>

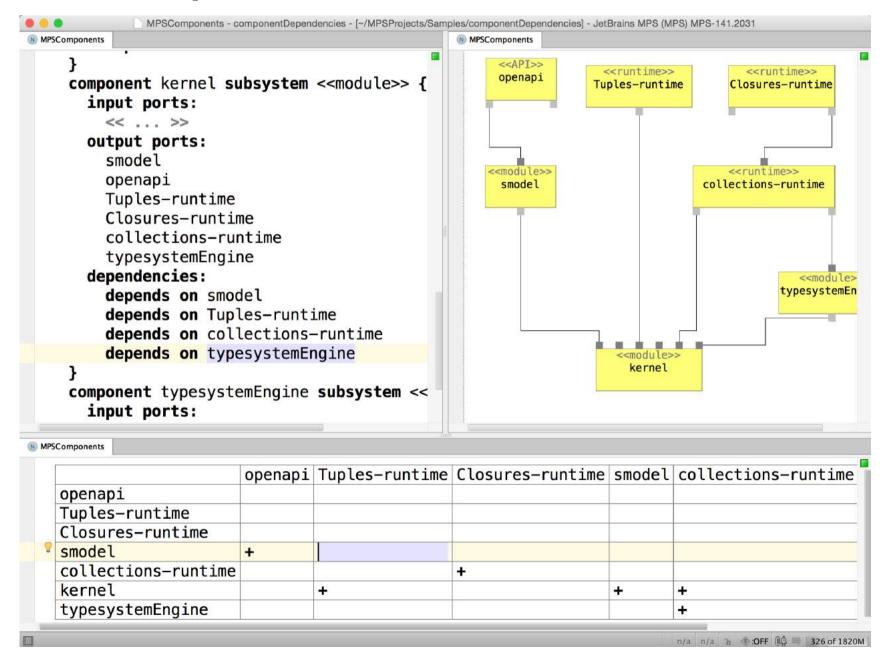
**Parent** 

<no parent>

Libraries

<no libraries>

## Multiple switchable notations



## Combine languages

```
variables:
   int x1
                      = 10 * (1 + 2)
                                                            ==> 30
   int x2
                      = 20
                                                            ==> 20
                      = true | !false
   boolean b1
                                                            ==> true
                      = if [ b1 then 12 else 13 ]
   int b2
                                                            ==> 12
   list<int> intList = list(1, 2, 3)
                                                            ==> [1, 2, 3]
   int three
                      = intList.last
                                                            ==> 3
   list<int> t2
                      = intList.where it > 2
                                                            ==> [3]
                      = intList.all|it > 0|
   boolean allEl
                                                            ==> true
                      = doWithTwoInts(:add, 1, 3)
   int surprise2
                                                            ==> 4
   [int, int] tuple = [1, 2]
                                                            ==> [1, 2]
   int one
                      = tuple[0]
                                                            ==> 1
                      = alt [x1 < 0 && x2 > 1 => 2]
   int c1
                                                            ==> 0
                            x1 > 0 && x2 == 1 => 1
   int c2
                                                            ==> 9
                                   x1 < 0 \ x1 == 0 \ x1 > 0
                         x2 < 0
                                           2
                                                    3
                         x2 == 0 | 4
                                           5
                                                    6
                                                         string res
                                                                          =
                                                                                         4>
                                                                                                            ==> JAX
                         x2 > 0
   int complicated
                                                                            [x1 < 10]
                                                                                          [x1 > 10]
                        val t1 = 10 + 20
                        val t2 = t1 + 30
                                                                                     [x2 < 30]
                                                                            "Hello"
                                                                                               [x2 > 30]
                        t2
                                                                                     "at"
                                                                                               "JAX"
functions:
  fun add(int a, int b)
                                                          : int
                                                                               = a + b
  fun doWithTwoInts((int, int => int) fun, int a, int b) : int
                                                                               = fun.exec(a, b)
  fun anotherFun(option<int> i)
                                                          : int
                                                                               = with some i as x \Rightarrow x + 1 none 20
  fun giveMeAnInt()
                                                                               = anotherFun(some(10))
                                                          : int
                                                          : collection<string> = p.workedAt.offices.street
  fun getStreets(Person p)
```

```
public functional component DriveTrain {
  produces SpeedFromEngine
  produces EngineStatus
  produces Gear where it < gearsCount
  consumes RoadConditions
  param int gearsCount
  consumes DrivingCommands
  SpeedFromEngine
             FourCylEngine
                                                 EngineStatus
       Error: port [DataItemPortType] not compatible with governing port [DataItemPortType]
            DrivingCommands
                                                DriveTrainController
                                                                                     Gearbox
             RoadConditions
functional component Car {
 LocationServices
    ActuatorBox
                                            HeadUnit
                         DriveTrain
    RoadSensors
                         gearsCount = 7
```

## Parsing is the bottleneck

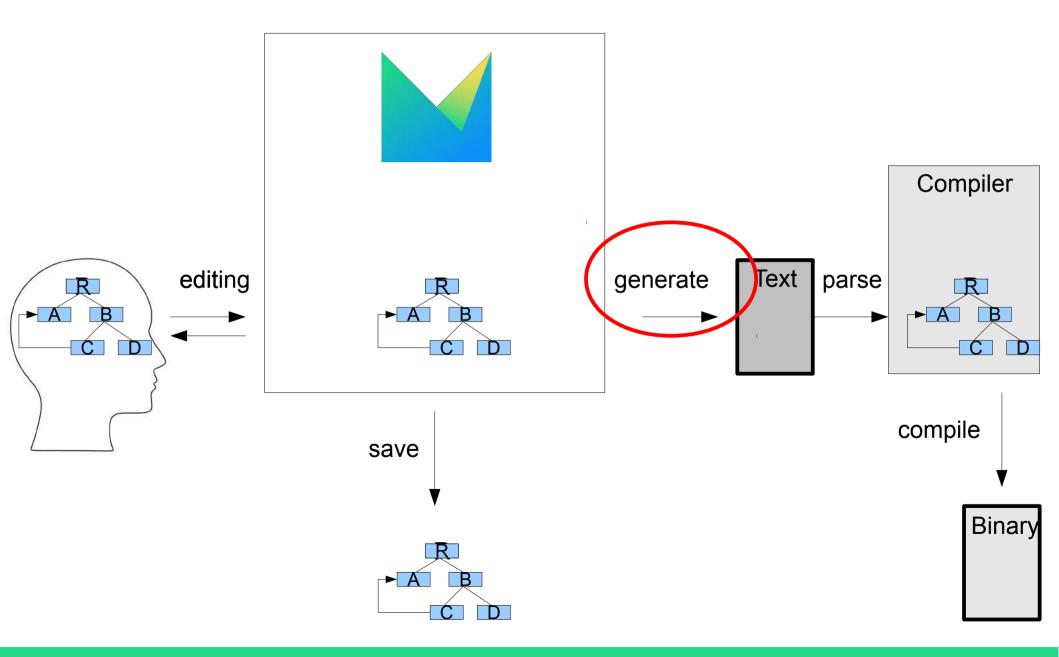
... of language expressiveness

- Limits the **possible** syntaxes
- Allows only **one** editable code visualization
- Complicates combining languages

#### DSLs with MPS

- Abstract Syntax
- Concrete Syntax
- M2M, M2T
- Semantics: Typesystem, Dataflow
- IDE integration, UI
- Tooling: build, plugins
- Evolution/migration
- Deployment: custom IDE, RCP

## Code generation

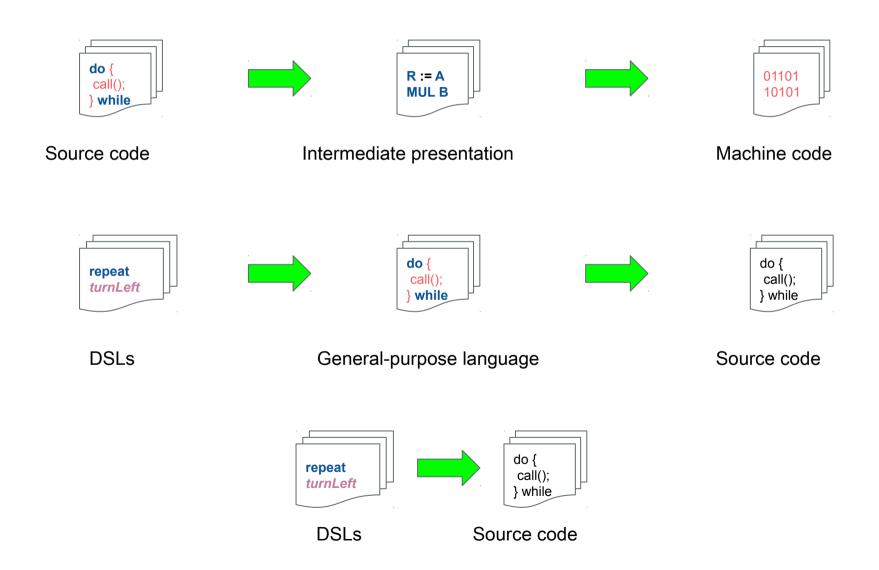


#### Generators

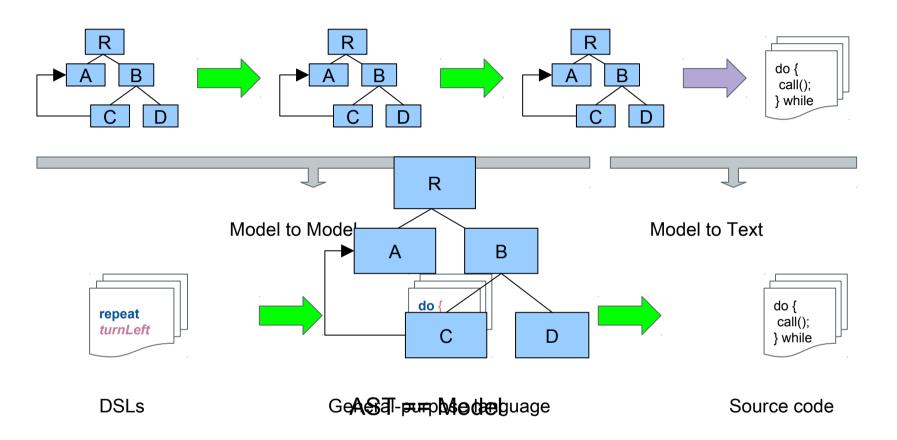
Map solutions from a **problem domain** to an **implementation domain** 

- Transform models
- Output models or text

## Compiler analogy



## **OMG/MOF** Perspective



## SIEMENS











## **BOSCH**





















Belastingdienst





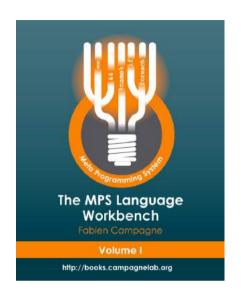


## jetbrains.com/mps

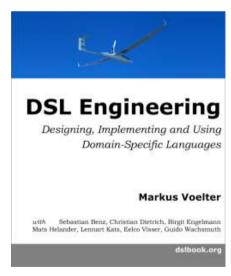
## Thank you for your attention

#### Books

http://books.campagnelab.org



http://dslbook.org



https://www.jetbrains.com/mps/publications