

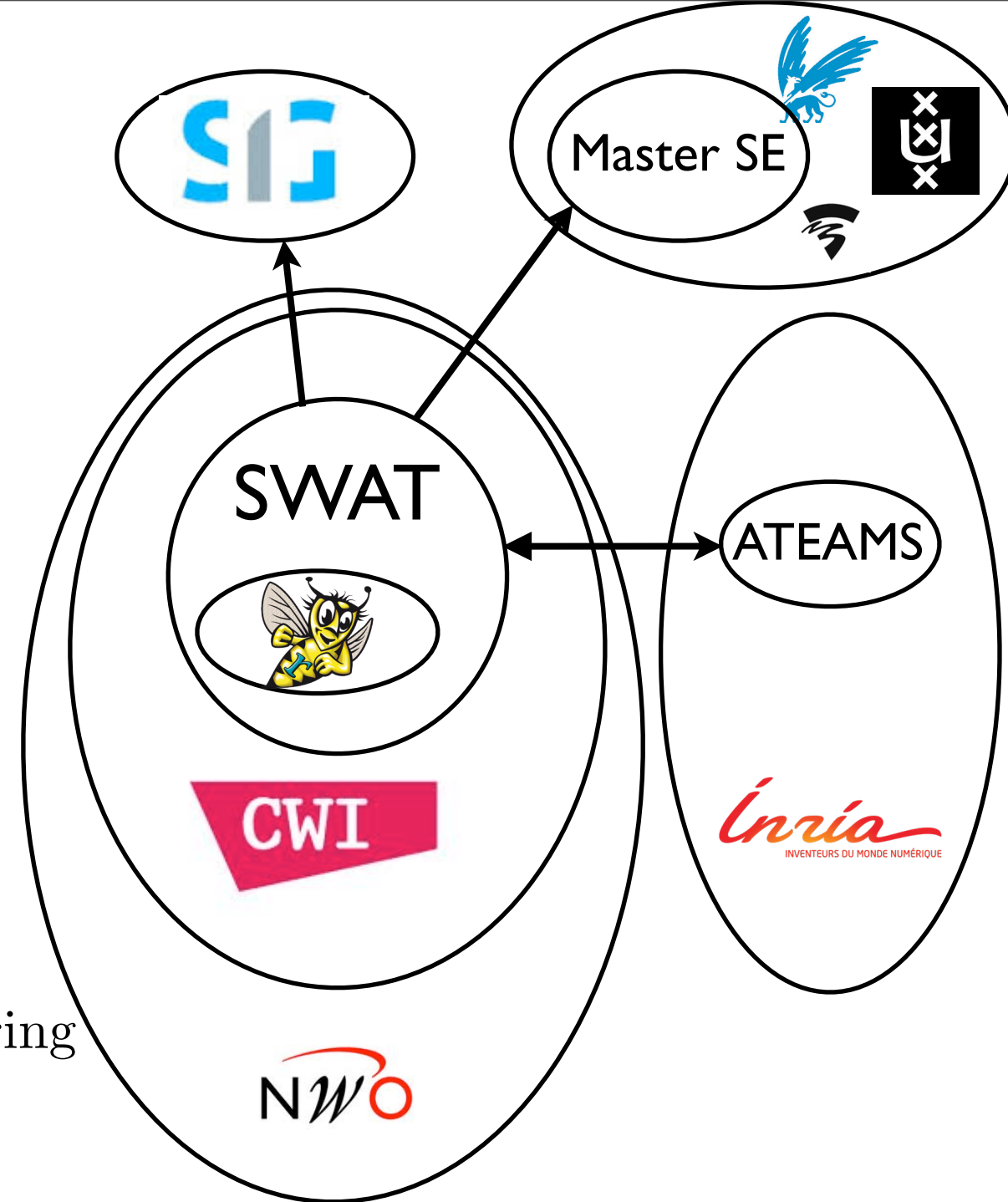
# CWI SWAT & Rascal

NWO Special Interest Group Software Engineering  
Nov 14th, 2013  
Jurgen Vinju





- Centrum Wiskunde & Informatica
- Programming languages and systems
  - Algol
  - Python
  - ASF+SDF, Rascal
  - MonetDB
- Software Improvement Group (spin-off)
  - Software Quality Assessment & Monitoring
  - Reverse Engineering
- CWI SWAT  $\equiv$  INRIA ATEAMS
  - all about source code
  - supporting the tasks of programmers
- Master Software Engineering @ {Universiteit van Amsterdam, VU, HvA}



# Today

- What and why do we research software at CWI?
- How? A glimpse of Rascal.
- Discussions
  - What is “software engineering” to you?
  - Quality for scientific software



# SWAT team







The problem with software is not in constructing it

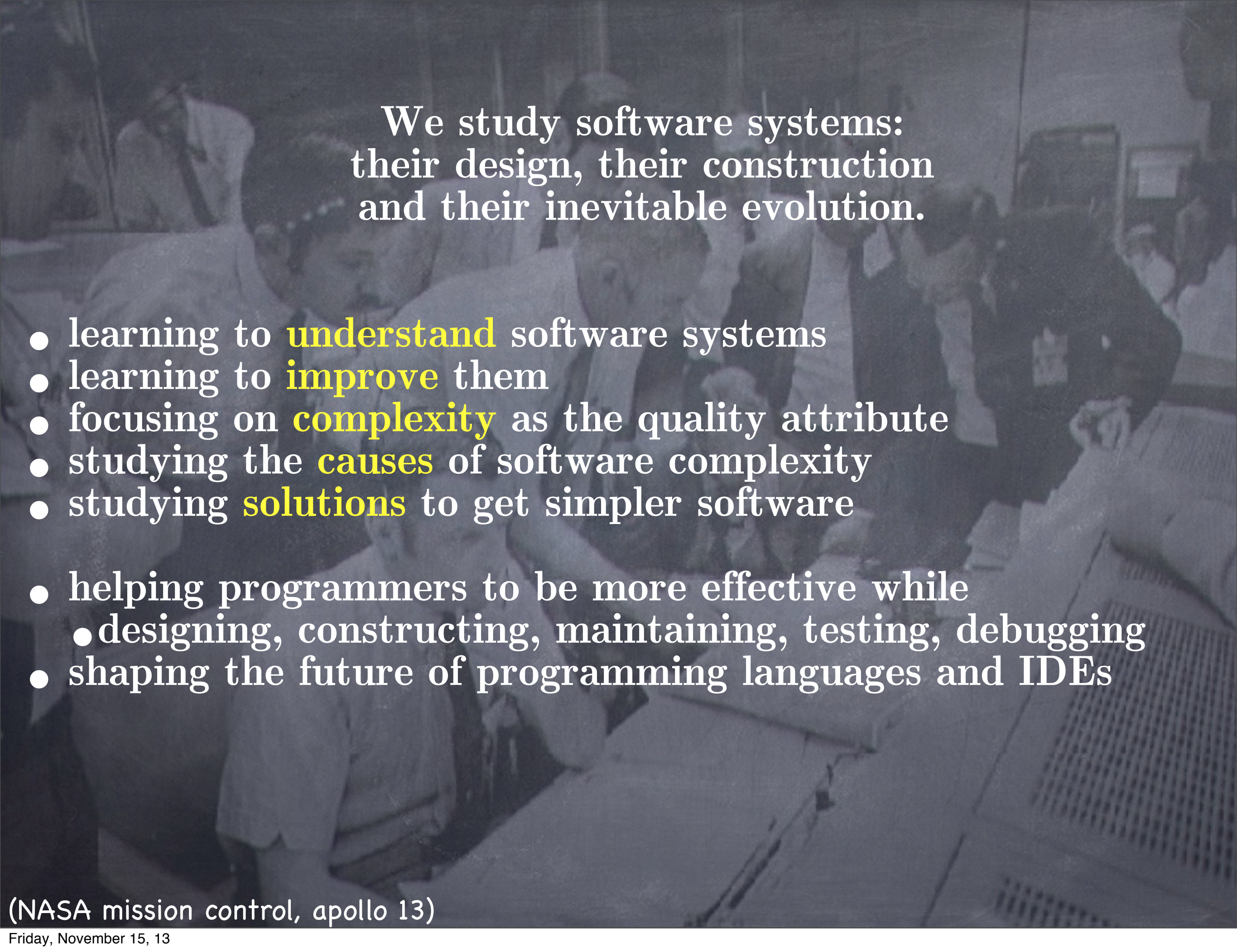
(given sufficiently experienced architects & engineers)



The problem is in  
understanding  
existing software in  
order to improve it

(and a lot of software exists)





We study software systems:  
their design, their construction  
and their inevitable evolution.

- learning to **understand** software systems
- learning to **improve** them
- focusing on **complexity** as the quality attribute
- studying the **causes** of software complexity
- studying **solutions** to get simpler software
  
- helping programmers to be more effective while
  - designing, constructing, maintaining, testing, debugging
- shaping the future of programming languages and IDEs

(NASA mission control, apollo 13)





Software is not so difficult to understand, but it is extremely complex





*Kafkaesque*



Software - large and complex structures of computer instructions, written and read by man, executed by computers.

“marked by a senseless, disorienting, often menacing complexity...” (Infoplease.com)



# The source code of "ls"

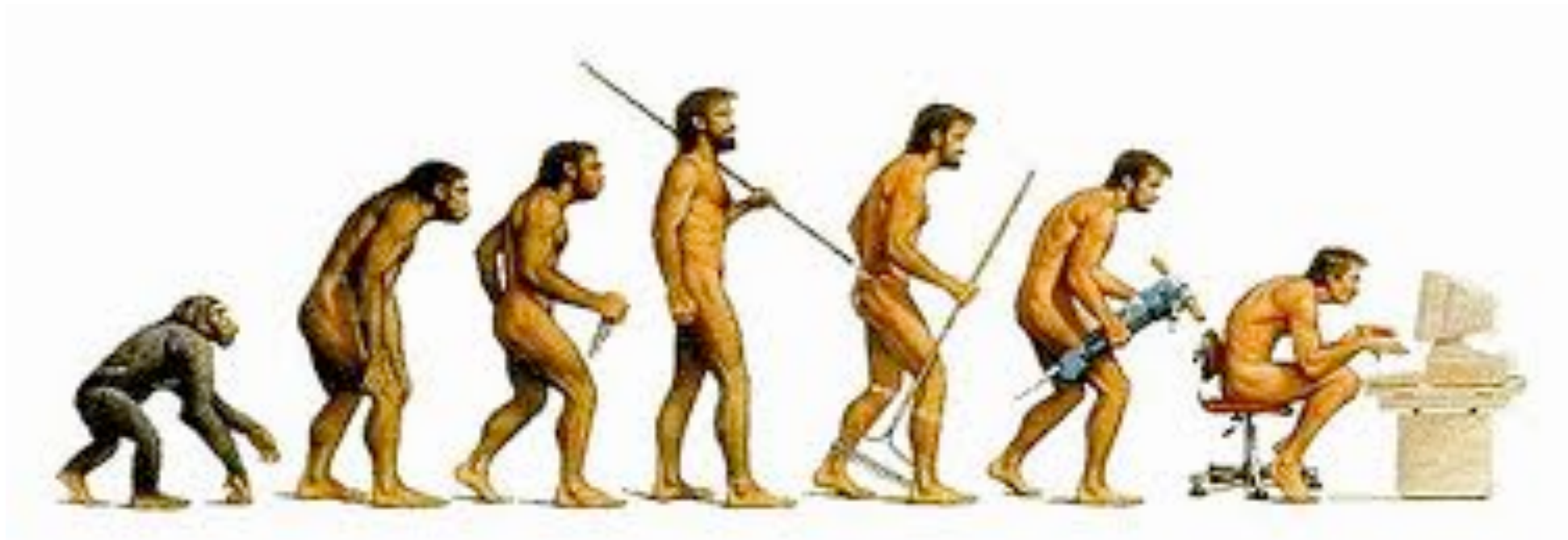
3894 lines

367 ifs

174 cases



# Solution...

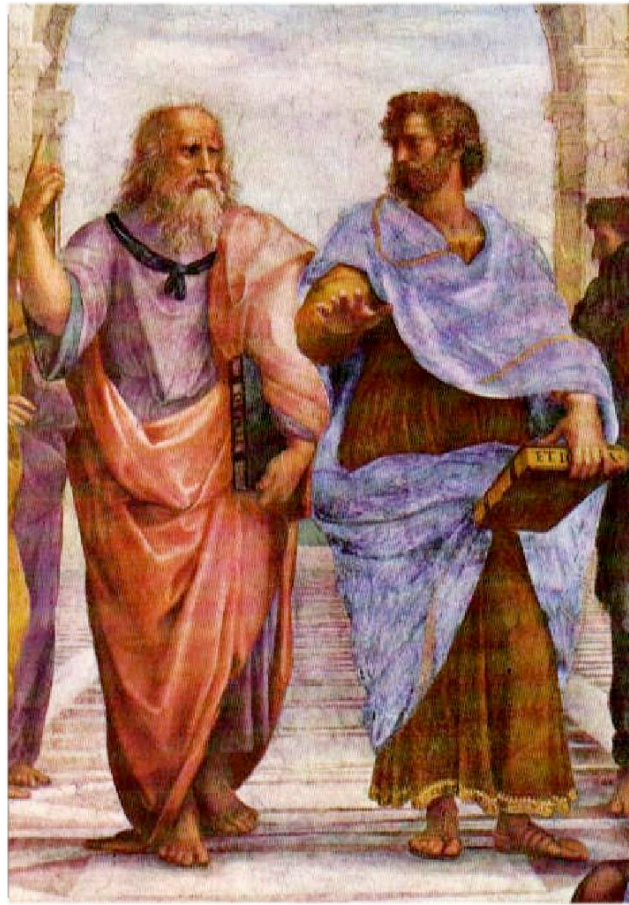


# Tools

# Transformation & Analysis

- (de)optimization
- GOTO removal
- Bug fixing (Y2K)
- Porting
- Refactoring
- Model-to-code
- Domain specific languages
- Code-to-model

Raphael (1509)



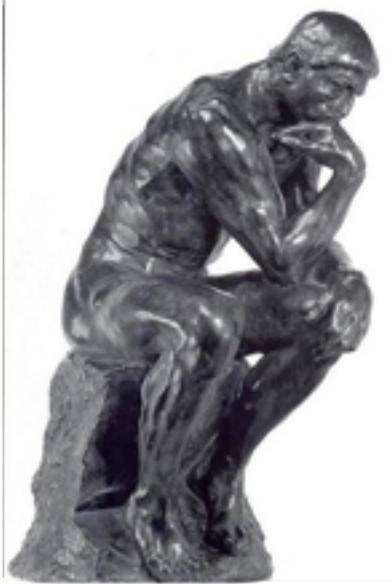
(etc)

- Quality assessment
- Mining trends
- Dead code detection
- Bug detection
- Model checking
- Impact analysis
- Guided random testing
- Visualization

“every week a new tool”



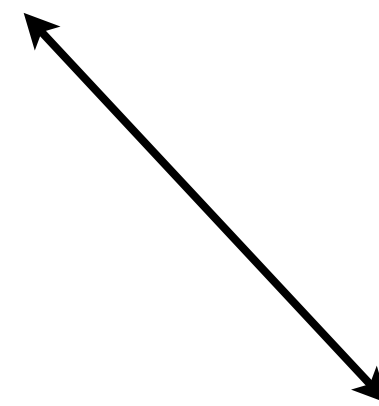
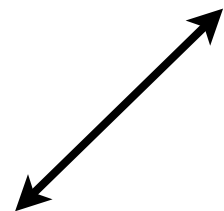
Tools



Research



Application



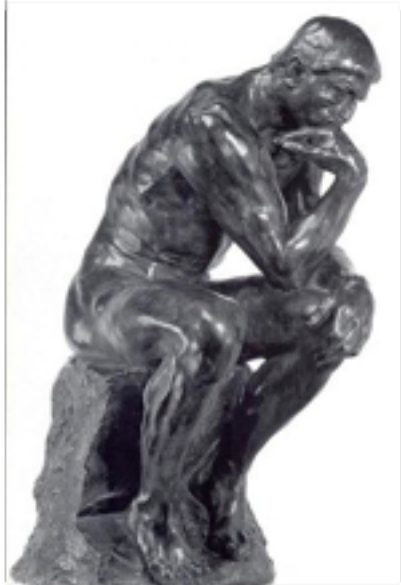
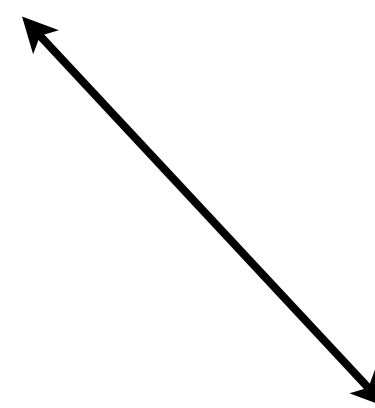
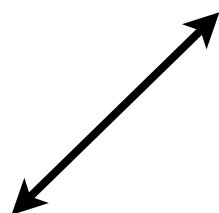




Rascal



Tools

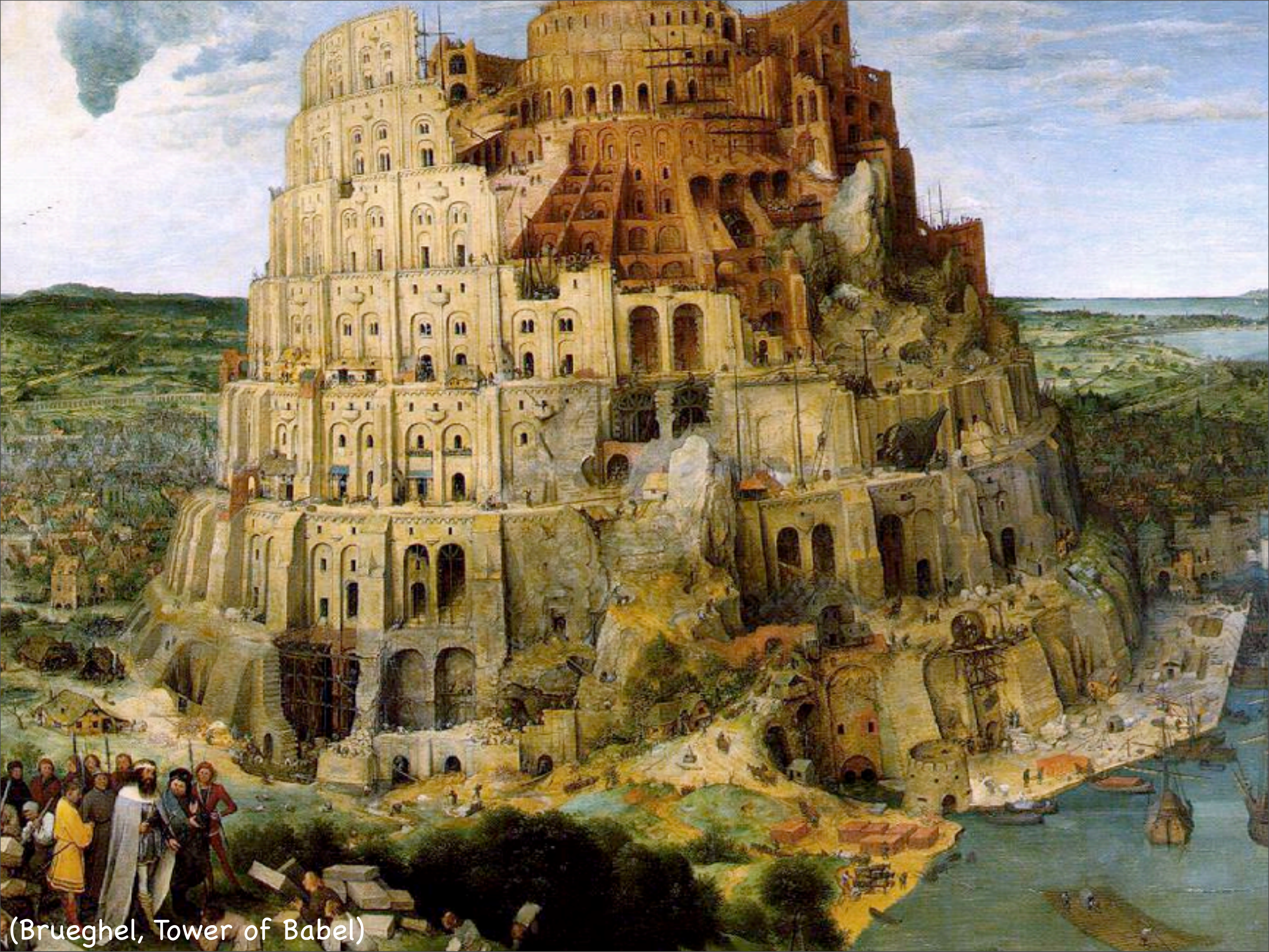


Research



Software



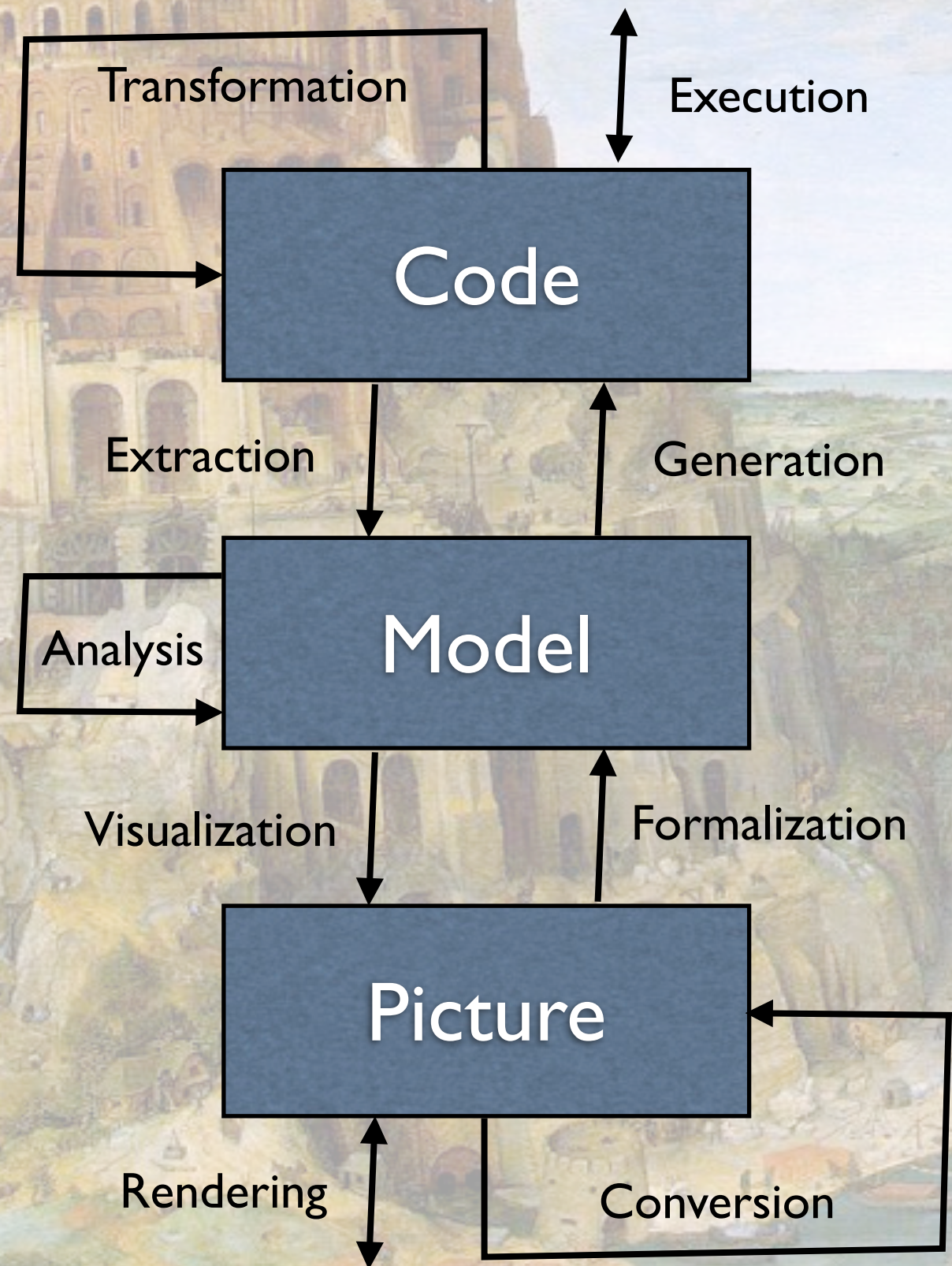


(Brueghel, Tower of Babel)





# Rascal is a DSL for meta programming



(Brueghel, Tower of Babel)



# The three challenges

Multi-disciplinary



Diversity



Precision vs Efficiency

# Example Rascal Tasks

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- Consolidate data about software systems (bug trackers) with source code analysis results.
- Generate code from a new kind of model (DSL)
- Translate from code to a model to generate test cases

# Rascal for Digital Forensics

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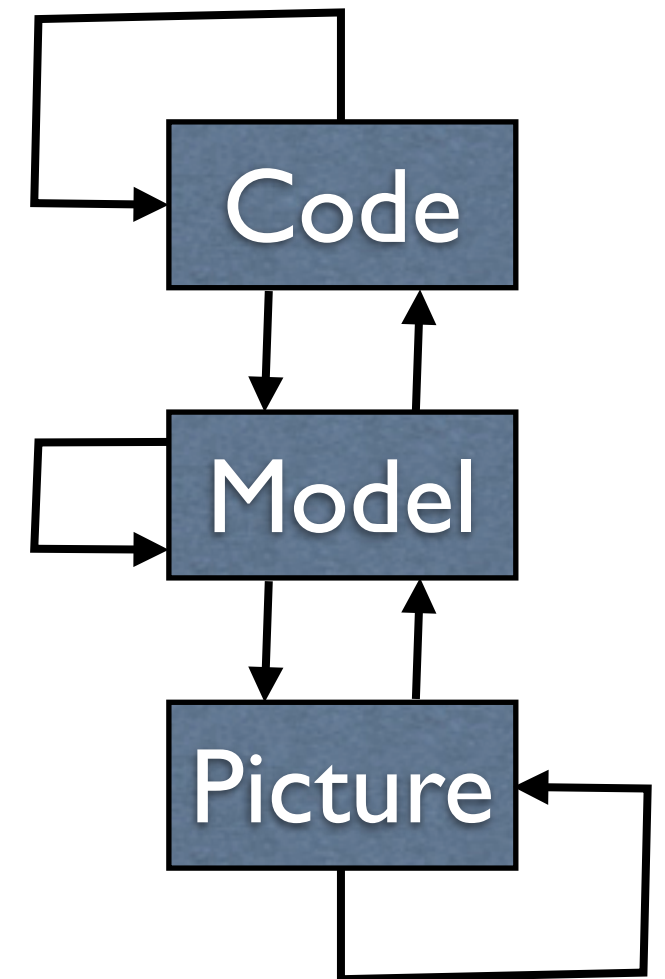
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- Problem: variety of file formats [dialects]
- Solution: generate and optimize automatically
- Model: detailed file format description
- Code: plugins for file carver in Java
- Success factors: expert knowledge + rascal implementation

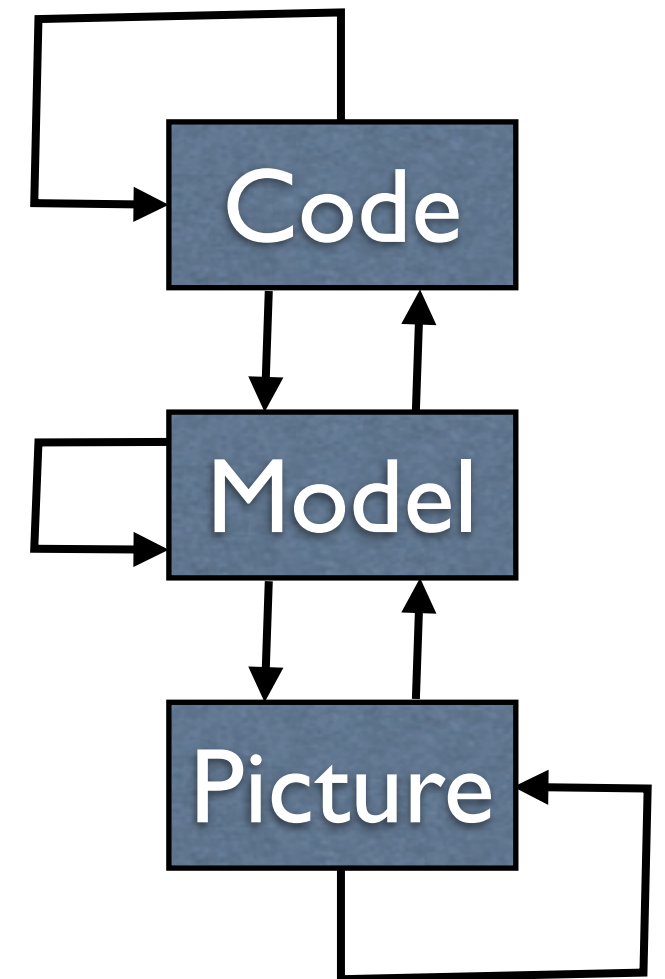
# One slide DSL





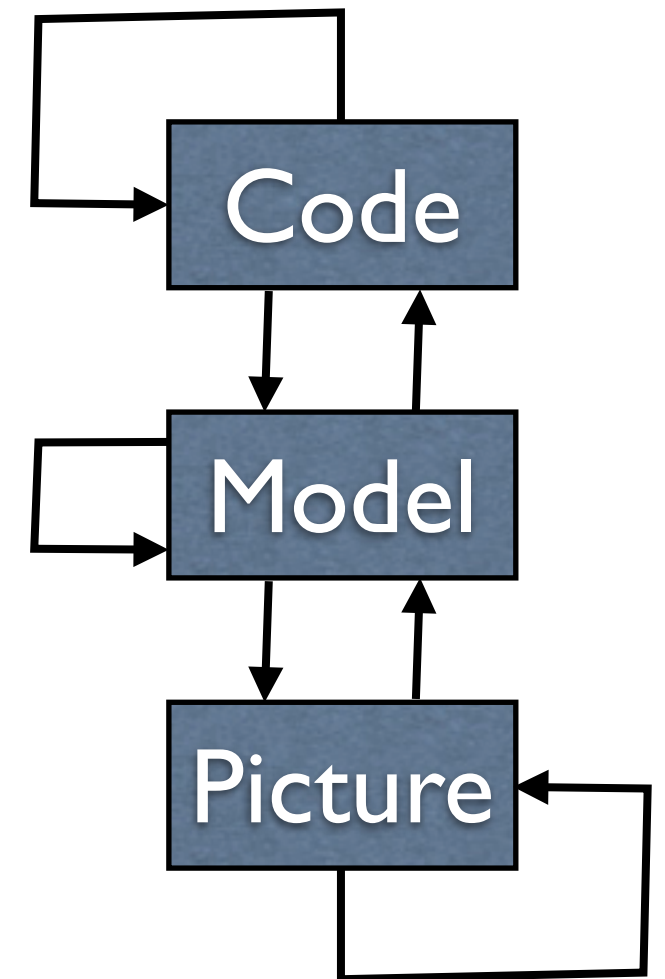
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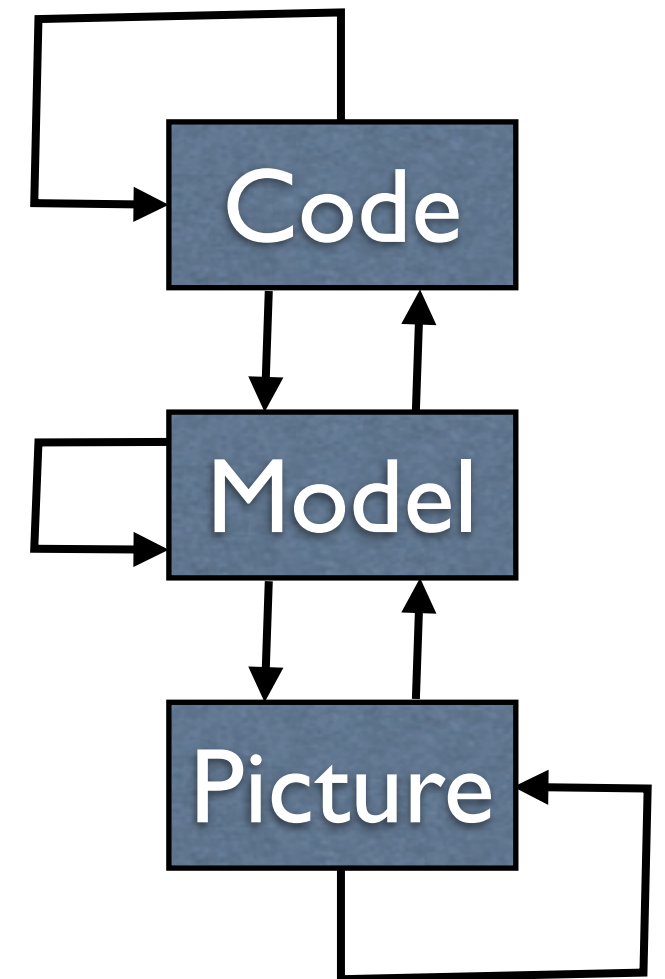
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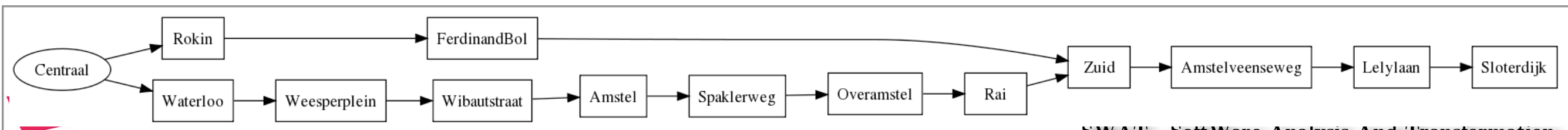
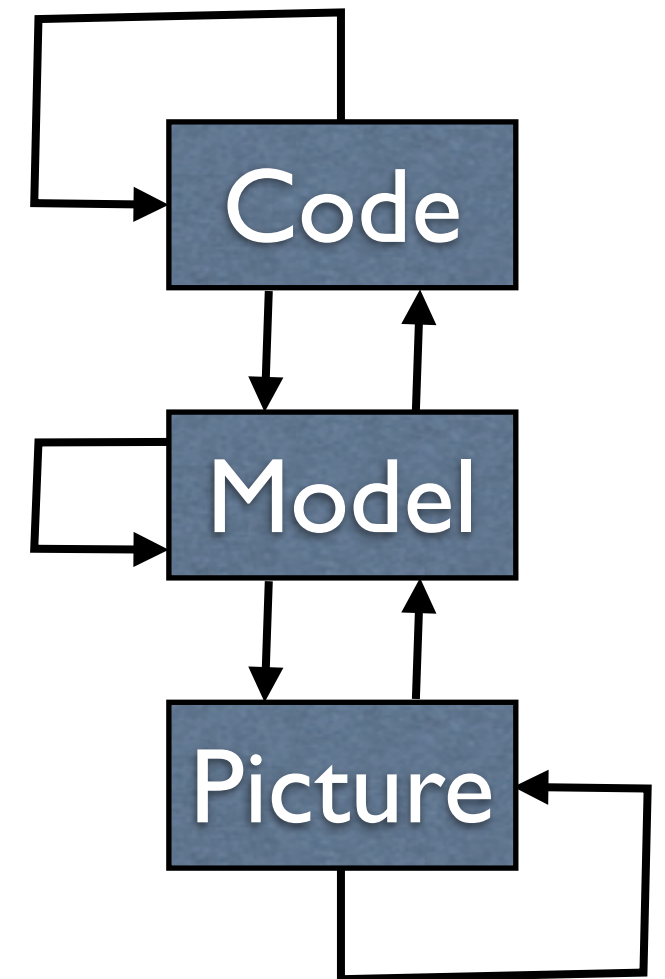


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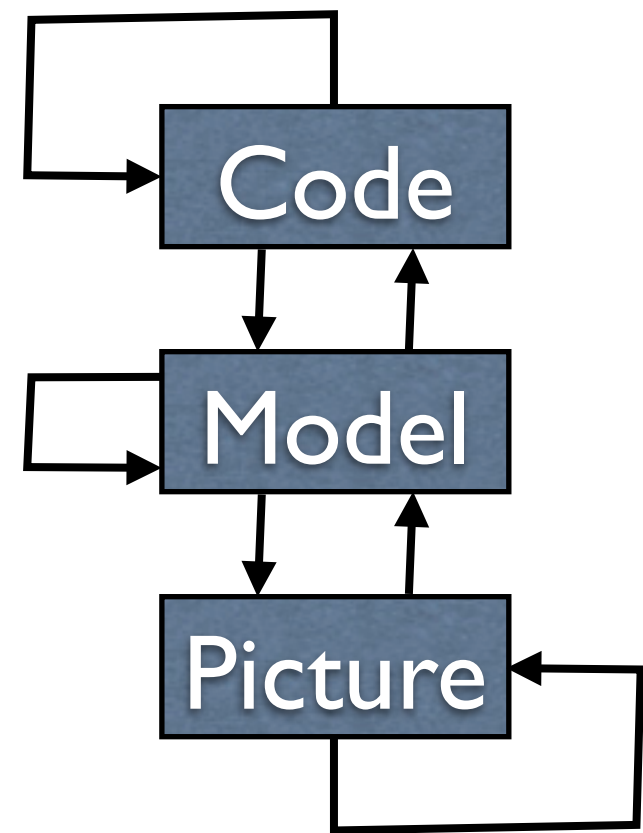
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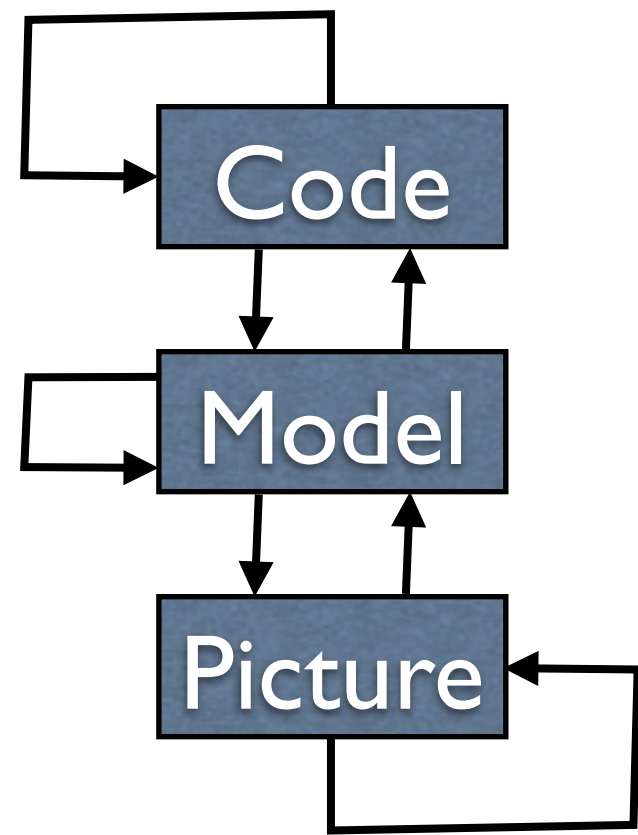
```
digraph Metro {  
  node [shape=box]  
  Centraal -> Waterloo  
  Waterloo -> Weesperplein ...  
  Centraal [shape=ellipse]  
}
```





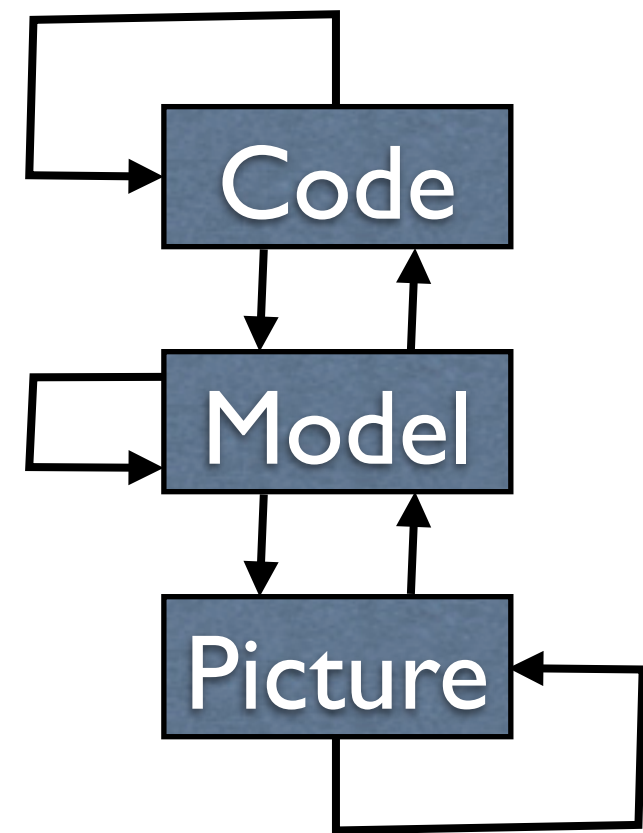


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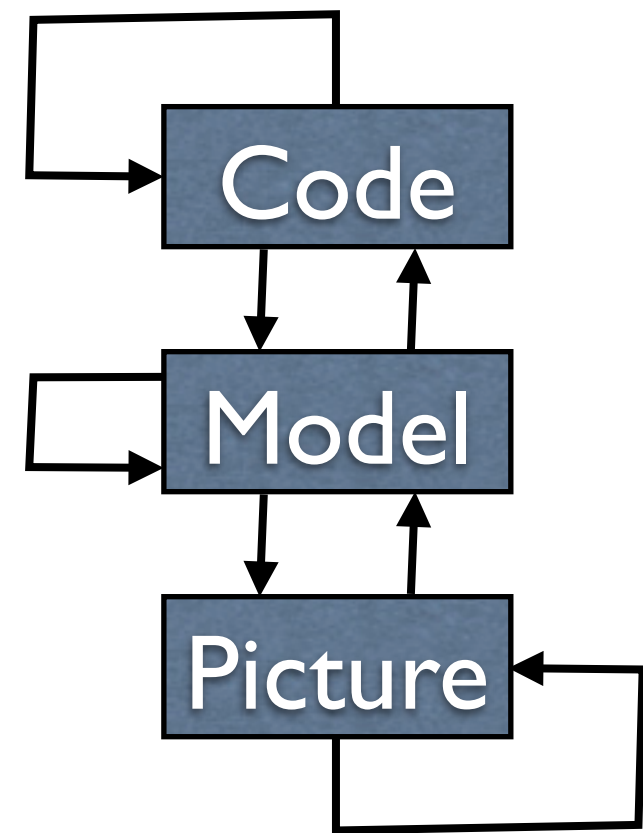
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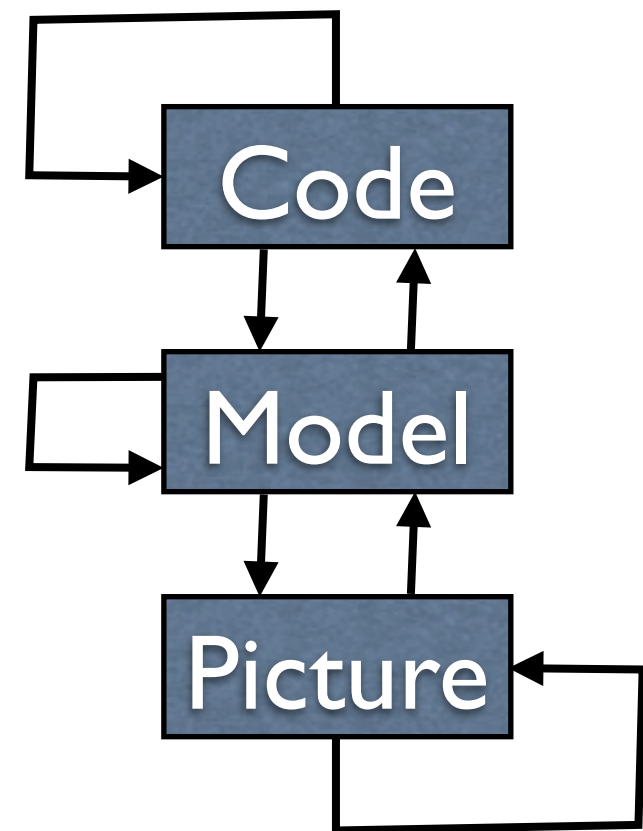




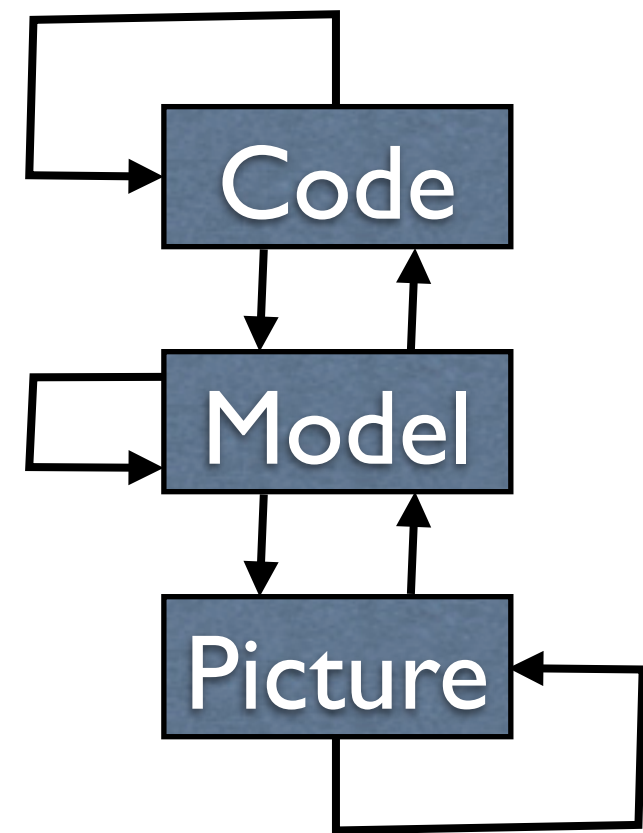
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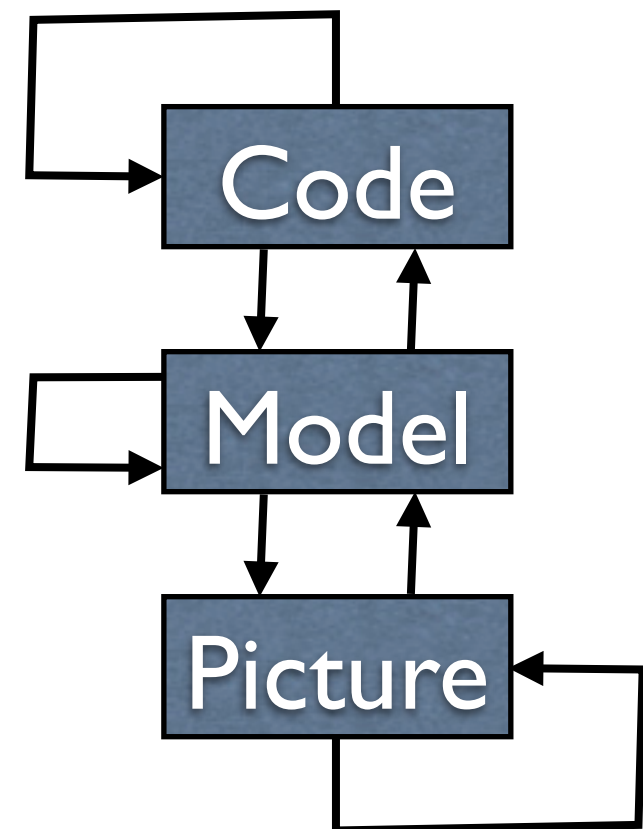
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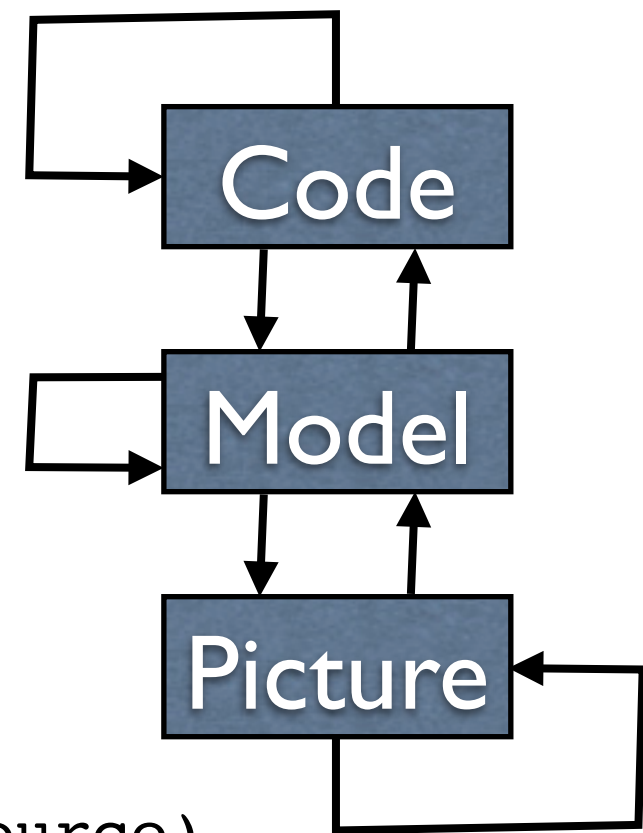
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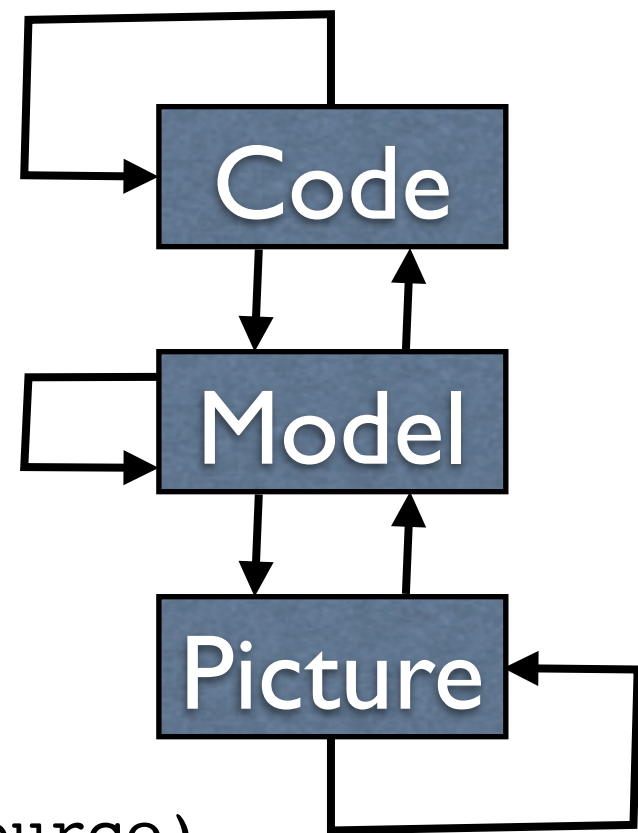


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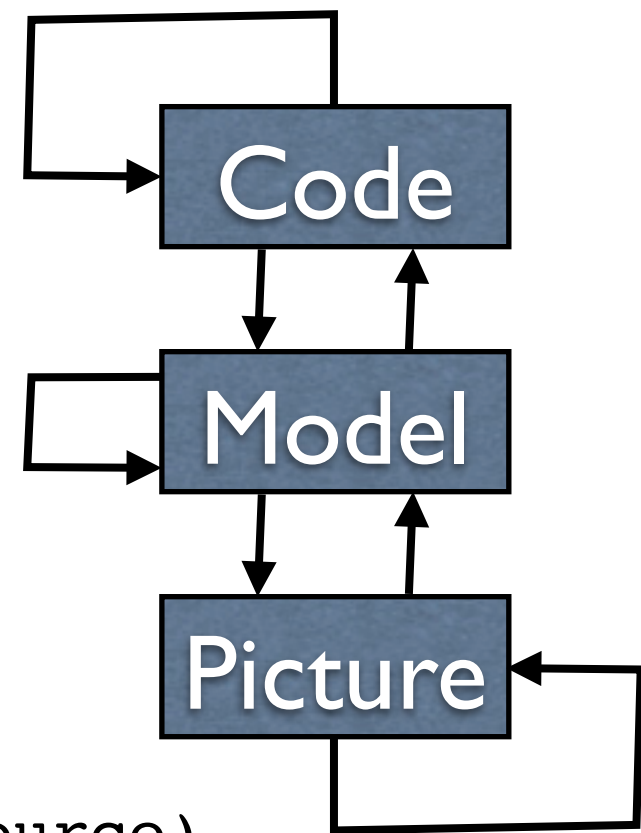


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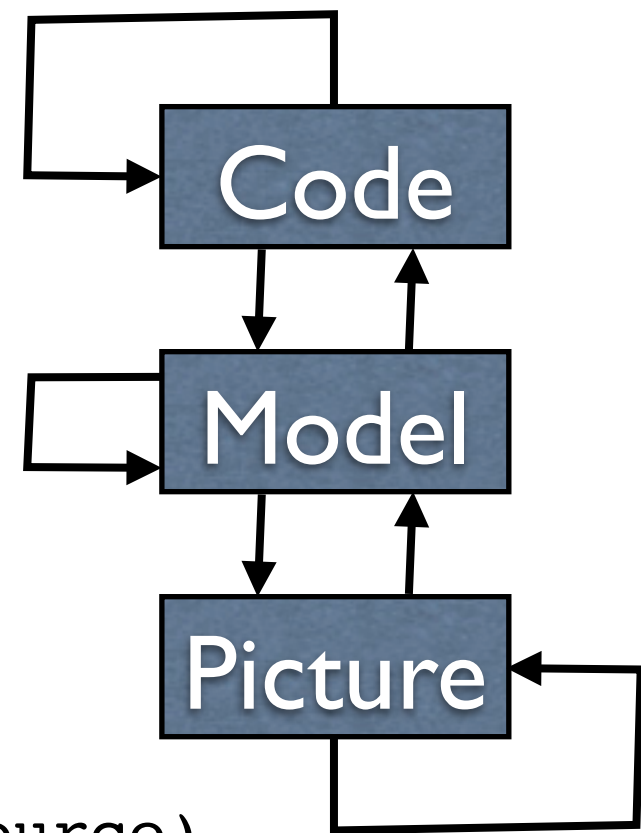
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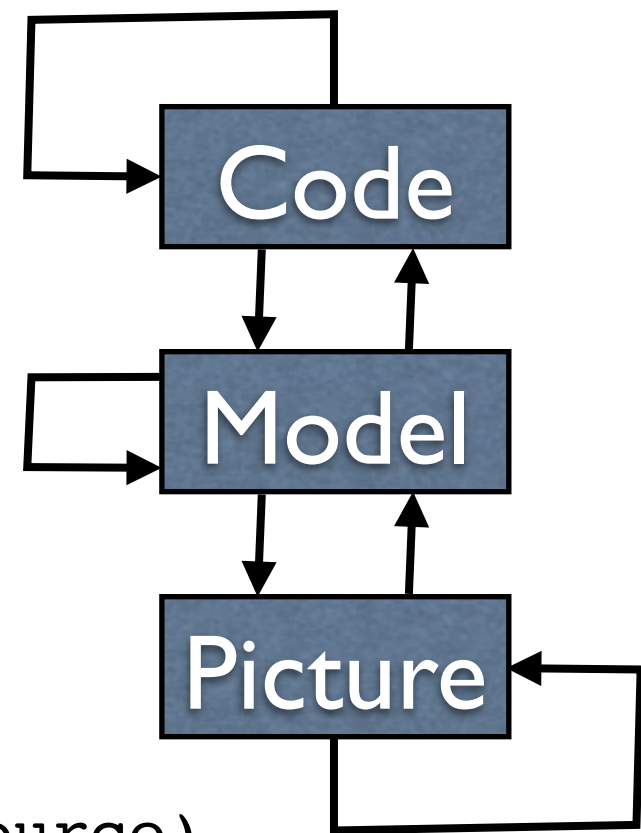
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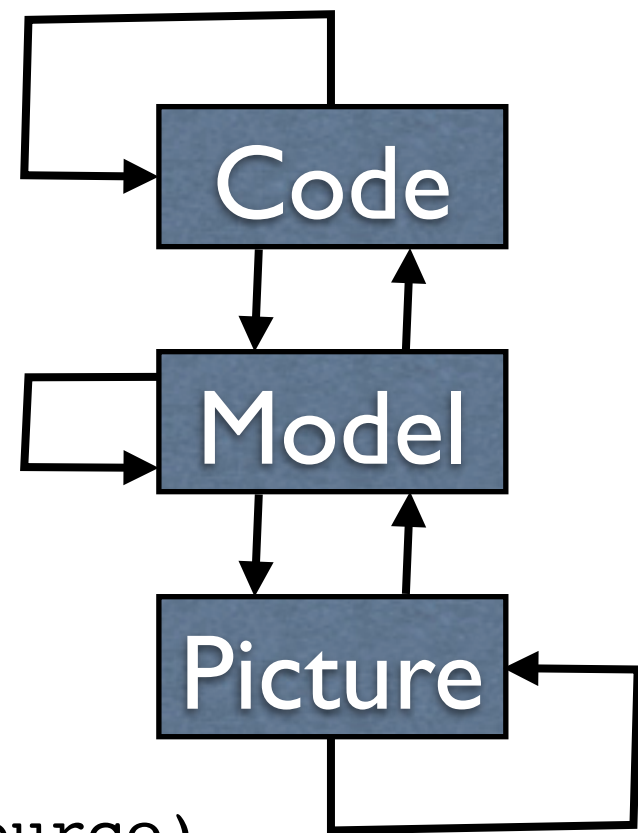
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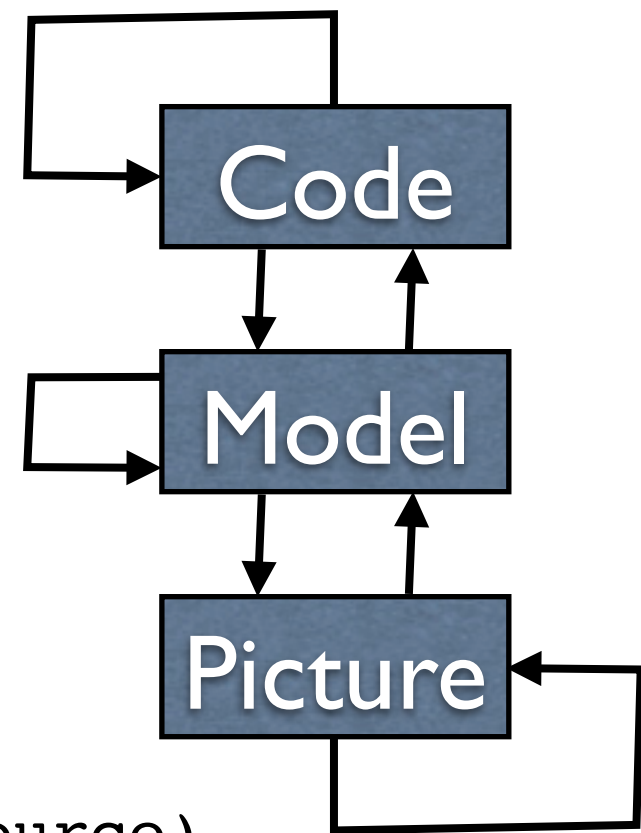
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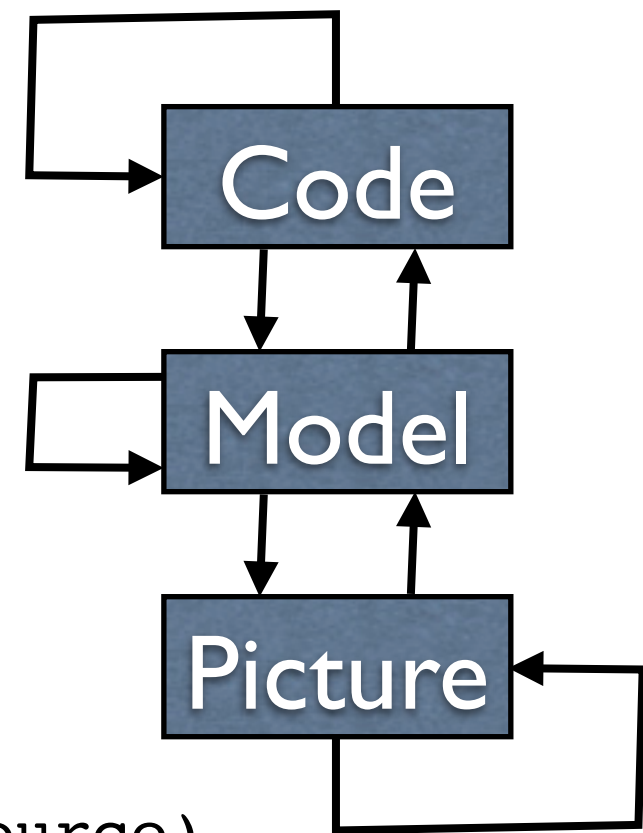
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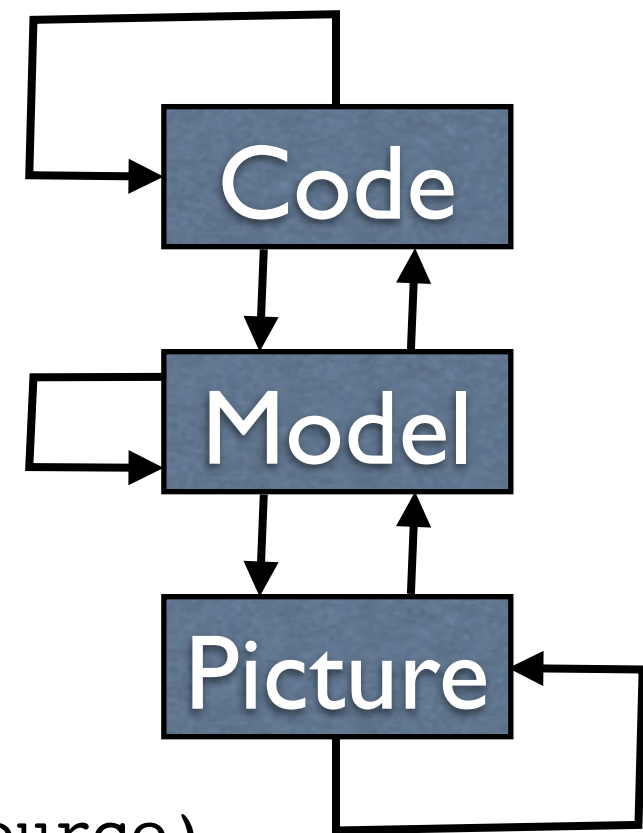
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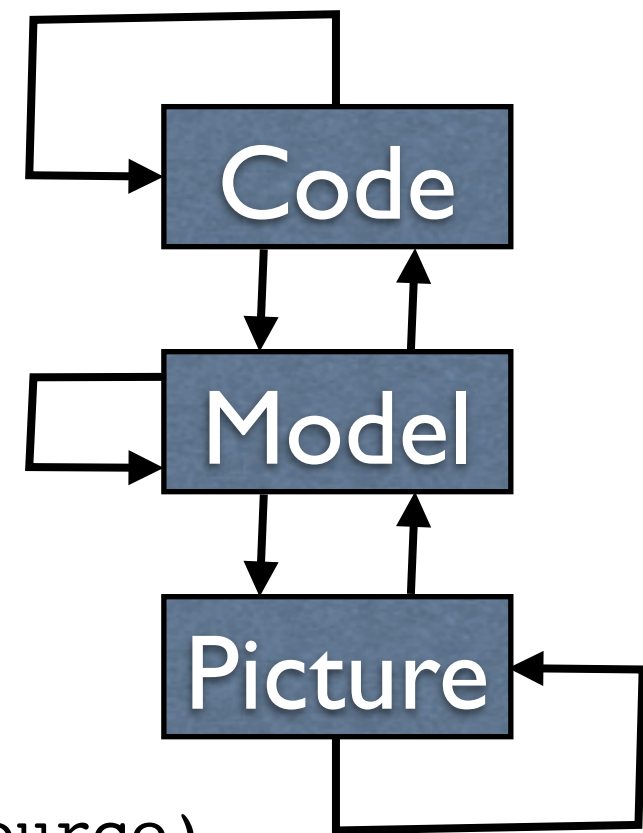
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```

```
writeFile(target,"digraph Metro { node [shape=box]
```

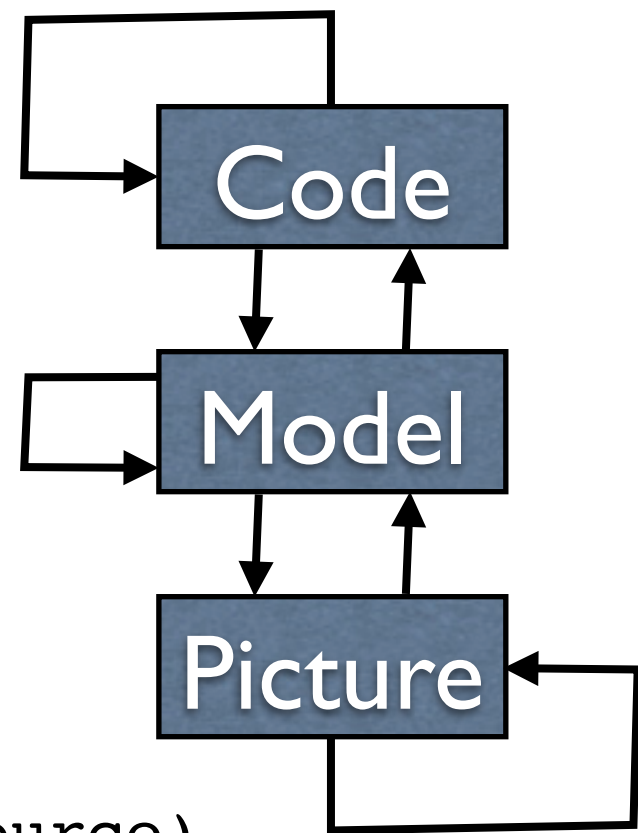
```
'<for (<from, to> <- metro) {>
```

```
' <from> -\> <to><}>
```

```
'<for (st <- metro<from>, isHub(metro, st)) {>
```

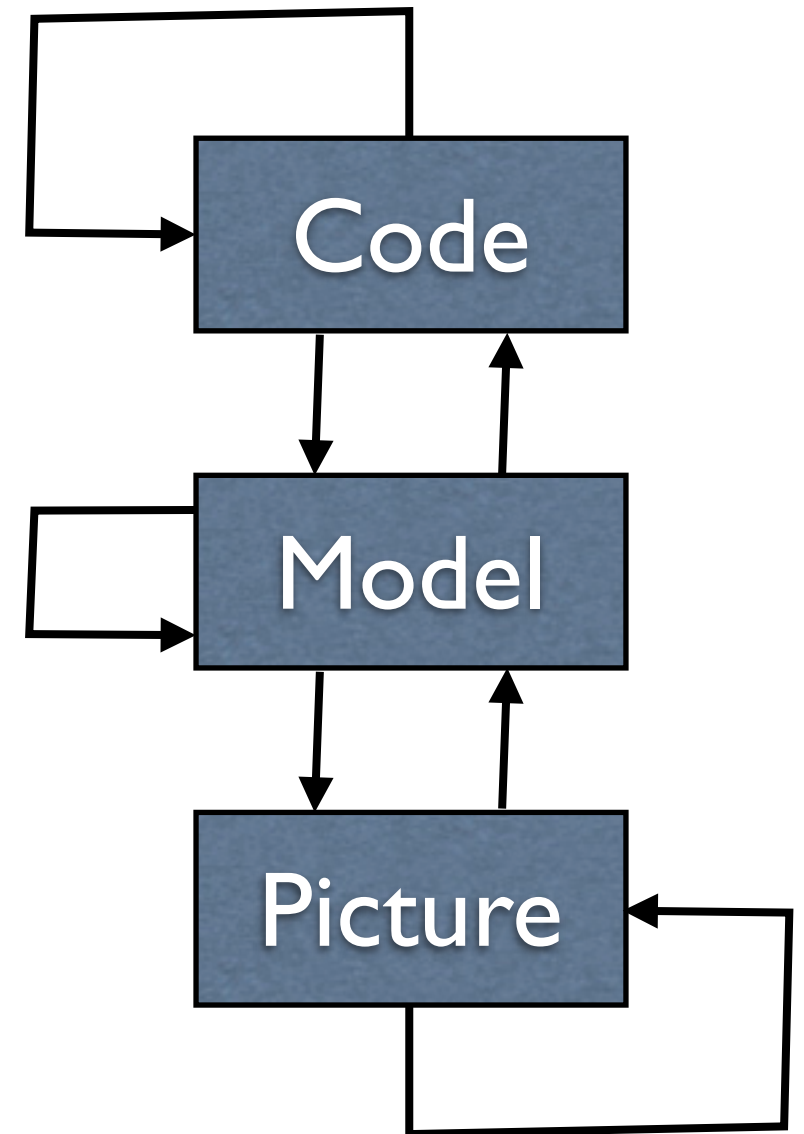
```
' <st> [shape=ellipse]<}>
```

```
'}");
```



# A one-slide DSL

- What is the point?
  - Rapid tool development
  - No boilerplate
  - No glue
  - No magic
  - Done. Next!
- This works for
  - all kinds of meta-programming tools
  - all kinds of languages



# IDE “generation”

The screenshot displays the Rascal IDE interface with three main panes:

- Left Pane (Project Explorer):** Shows a project structure with folders like 'QL-R', 'examples', and 'taxOfficeExample'.
- Center Pane (Code Editor):** Contains Rascal code for a tax office example. The code defines a form with variables for house status, selling price, and private debt, and a calculation for value residue.
- Right Pane (Web Form):** Displays a web form titled 'Housing' with sections for 'Buying', 'Loaning', and 'Selling'. It includes input fields for 'Did you buy a house in 2010?' and 'Did you enter a loan?', and a 'Submit taxOfficeExample' button.
- Bottom Right Pane (Rascal Figure):** Shows a control flow graph (CFG) for the code. It starts with a node 'hasMaintLoan: boolean', branches based on 'hasSoldHouse', and includes nodes for 'sellingPrice: money', 'privateDebt: money', and a calculation node 'valueResidue = sellingPrice - privateDebt'.

The bottom status bar shows '556M of 594M' memory usage.

# Current applications

- PHP, Lua static analysis of dynamic languages
- Modular/Language parametric refactoring
- Grammar engineering
- Domain specific languages
  - Pacioli - Computational auditing
  - Derric - Digital Forensics
  - QL - Complex Questionnaires
  - GPU programming

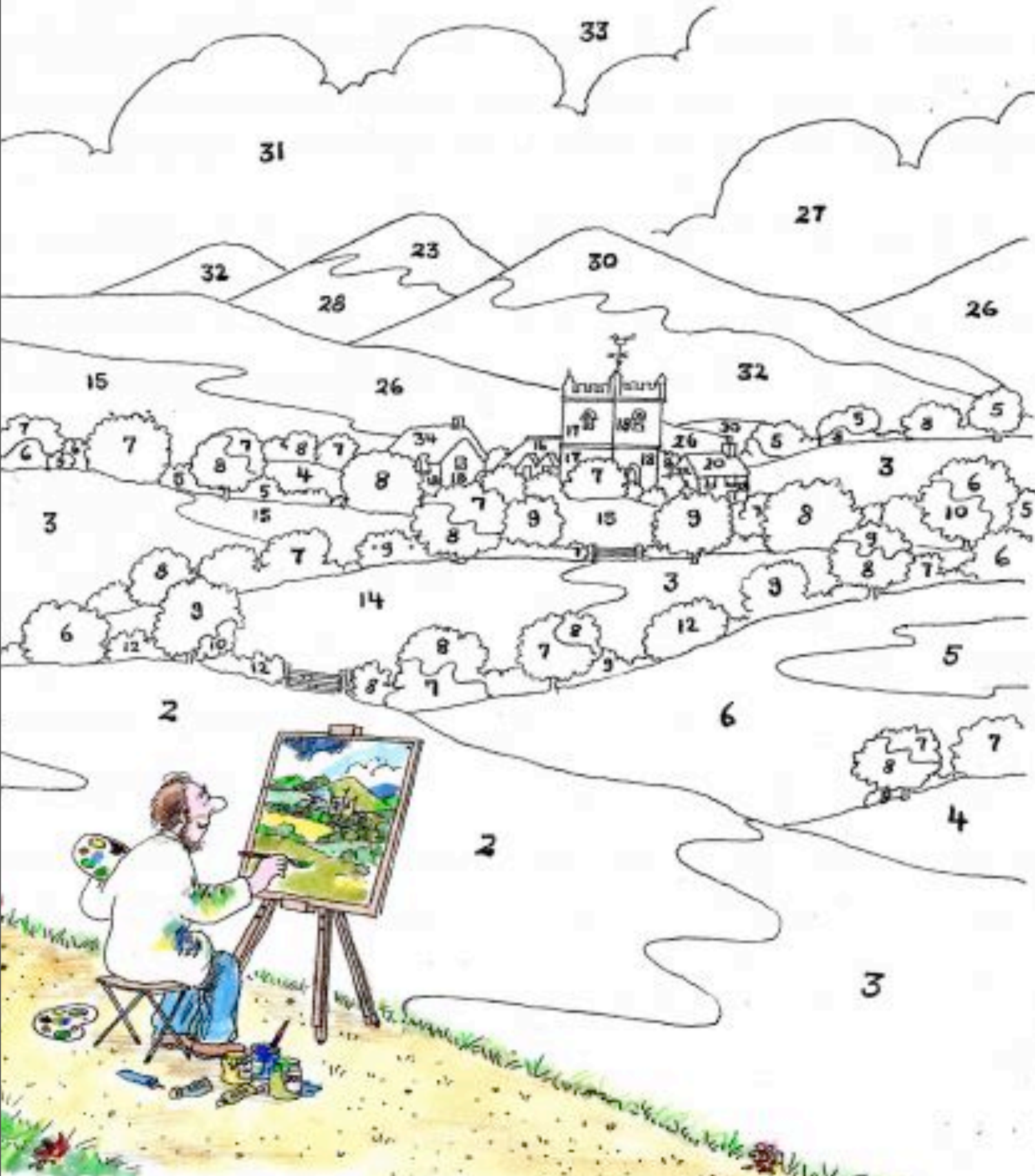




# Rascal

- <http://www.rascal-mpl.org>
- open-source on github
- tools for tools
- documented: <http://tutor.rascal-mpl.org>
- supported: <http://ask.rascal-mpl.org>
- “alpha” = under development (language & libraries)
- active: compiler & static checker, adding support for units & dimensions, scripting languages, grammars for legacy languages, libraries for SMT solvers, etc. etc.

# D.I.Y.



- That's the goal
- We teach and use it
- Caveat emptor

# Discussion(s)

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- What does “software engineering” mean to you?
  - critical or non-critical? has this changed?
  - stakeholders, requirements, deadlines
  - art, science or engineering (or all)



# Discussion(s)

- What does “software engineering” mean to you?
  - critical or non-critical? has this changed?
  - stakeholders, requirements, deadlines
  - art, science or engineering (or all)
- Quality for scientific software
  - what are important quality aspects?
  - which tools are used?
  - which methods?
  - which problems are hard to solve?
  - what does the future look like?

# Take home messages

-  <http://www.rascal-mpl.org>
  - open-source
  - tools for tools
-  SWAT
  - studies real software
  - in software domains: bio, finance, forensics, law, ...
  - builds and evaluates tools
-  Master Software Engineering exists

# From coding to declaring

```
list[int] even(int max) {  
    list[int] result = [];  
  
    for (int i <- [0..max]) {  
        if (i % 2 == 0) {  
            result += i;  
        }  
    }  
    return result;  
}
```

```
list[int] even(int max)  
    = [ i | i <- [0..max], i % 2 == 0 ];
```

# From coding to declaring

```
list[int] even(int max) {  
    list[int] result = [];  
  
    for (int i <- [0..max], i%2 == 0) {  
        result += i;  
    }  
    return result;  
}
```



# From coding to declaring

```
list[int] even(int max) {  
    result = [];  
  
    for (i <- [0..max], i%2 == 0) {  
        result += i;  
    }  
    return result;  
}
```

# From coding to declaring

```
list[int] even(int max) {  
    r = for (i <- [0..max], i%2 == 0)  
        append i;  
    return r;  
}
```

# From coding to declaring

```
list[int] even(int max) {  
    return for (i <- [0..max], i%2 == 0)  
        append i;  
}
```

# From coding to declaring

```
list[int] even(int max) {  
    return [i | i <- [0..max], i%2 == 0];  
}
```



# From coding to declaring

```
list[int] even(int max)  
  = [i | i <- [0..max], i%2 == 0];
```