



CWI

SEN1:SWAT



Inria
INVENTEURS DU MONDE NUMÉRIQUE

ATEAMS

Introducing Rascal for meta programming
and
Eyeballing the Cyclomatic Complexity Metric

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May 11th 2012

CWI SWAT \equiv INRIA ATEAMS

• SoftWare Analysis and Transformation

- Meta programming & DSLs

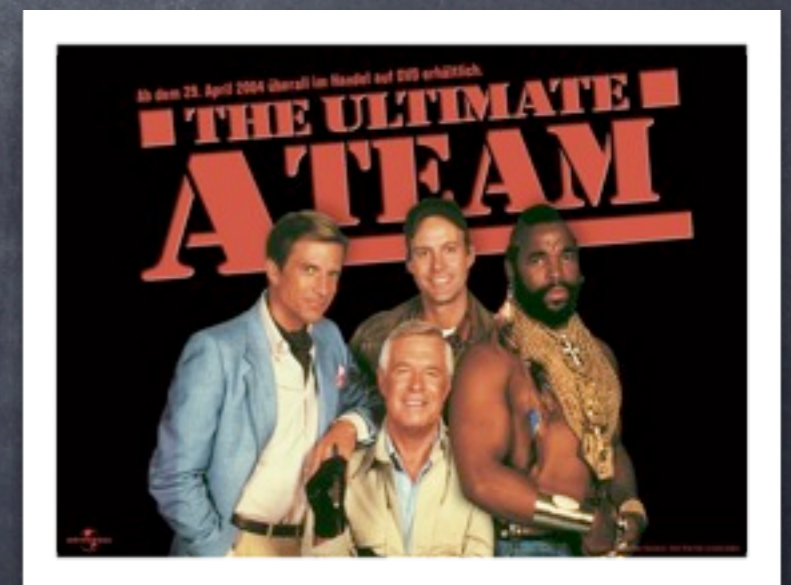
- Parsing, Term Rewriting

- ASF+SDF, Rascal, ToolBus, ATerm

• Analysis and Transformation based on rEliAble tool coMpositions

- RScript, Rascal

- Eclipse IMP



Rascals

Paul
Klint



Jurgen
Vinju



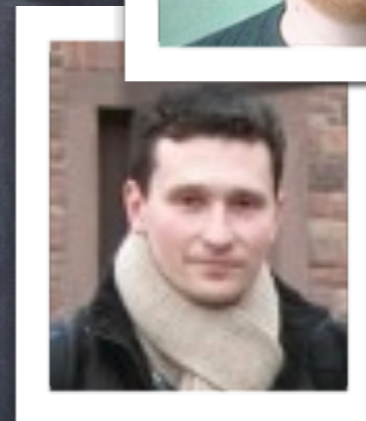
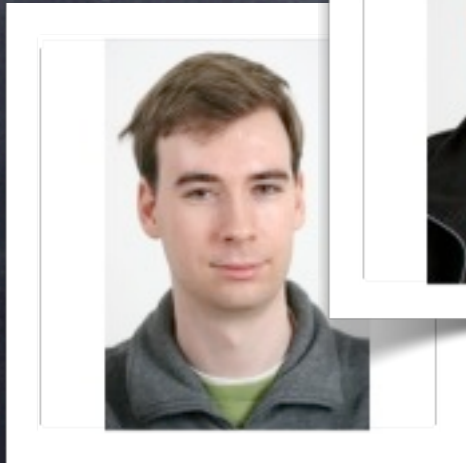
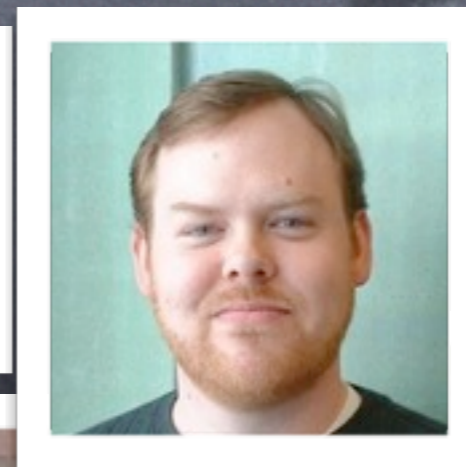
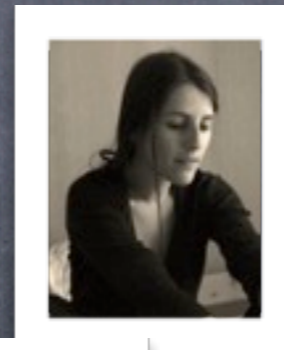
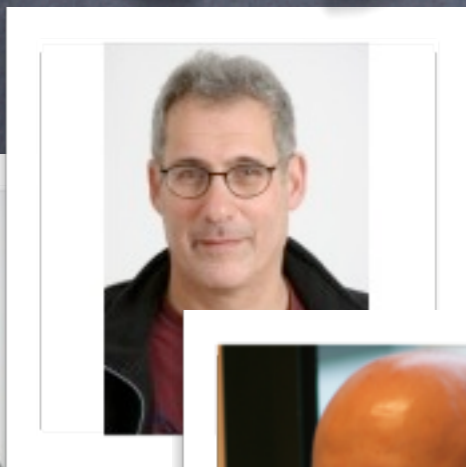
Tijs
v/d Storm



Bob
Fuhrer



IMP



Credits

How Tijs & I were drafted...

- Esprit: GIPE I & GIPE II (90's)
- ASF+SDF Meta-Environment (00's)
- Eclipse
- IDE Meta Tooling Platform (IMP)
- Rascal is a part of IMP now
- Rascal draws inspiration from countless other projects (see SCAM 2009 paper for references)

"Generation of Interactive Programming Environments"



Why?


- Why does CWI:SEN1 invest in a meta-programming language?
- Why does UvA, OU, et al. teach it?

What?

- What is it from a bird's eye view
- What is it used for? (one example)



(¬How)



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 primary quality attribute
- studying the **causes** of software complexity
- studying **solutions** to get simpler software

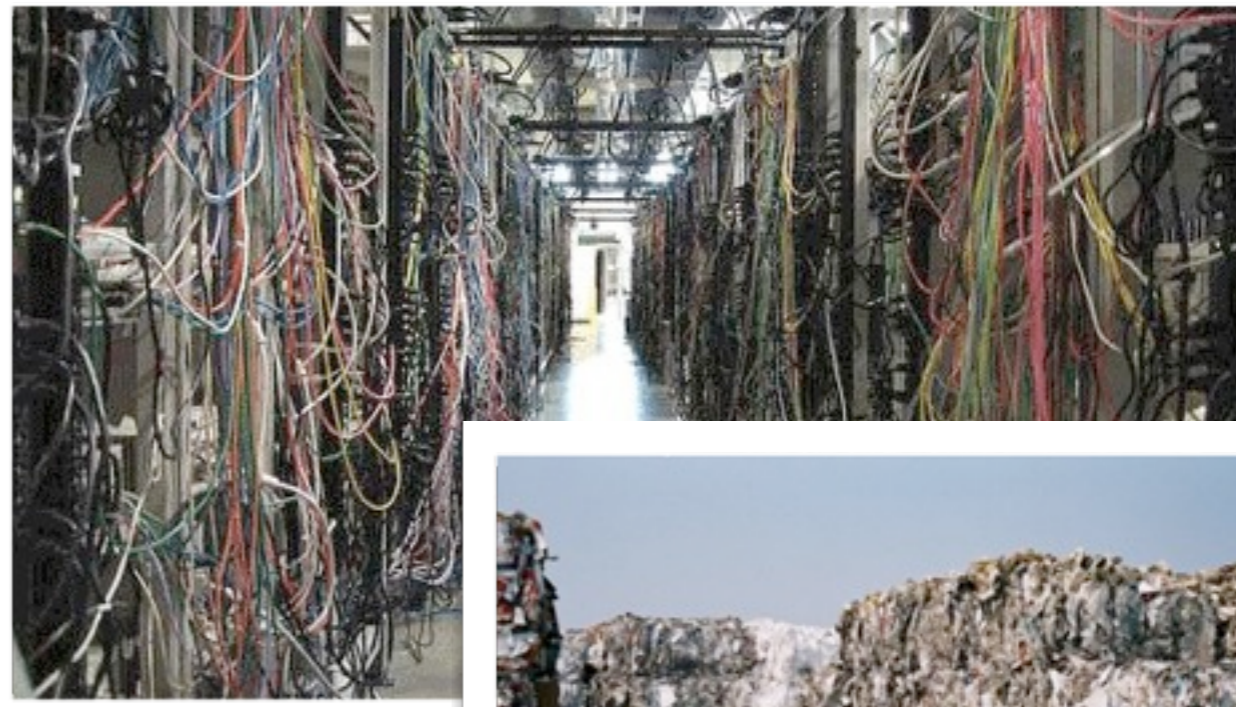
(NASA mission control, apollo 13)



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

Size does matter



- A normal company may own 3×10^{10} lines of code – 750,000,000 single column pages.
- It goes a few times around the globe, if printed.
- At 1 minute per page (?) that might take approximately 1427 years to read.
- Ergo, nobody has ever understood it, or will ever fully understand it.

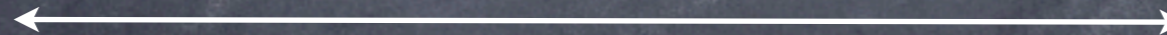
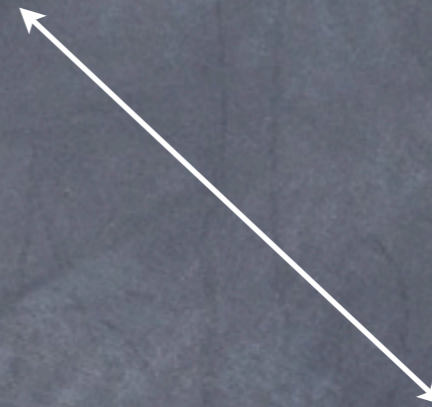
Tool



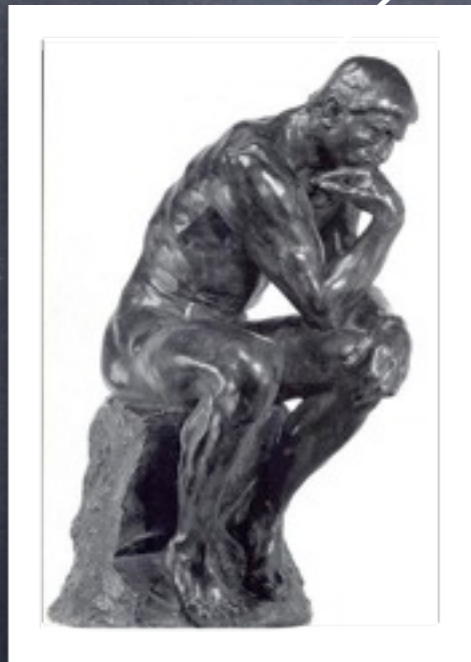
Research



Application



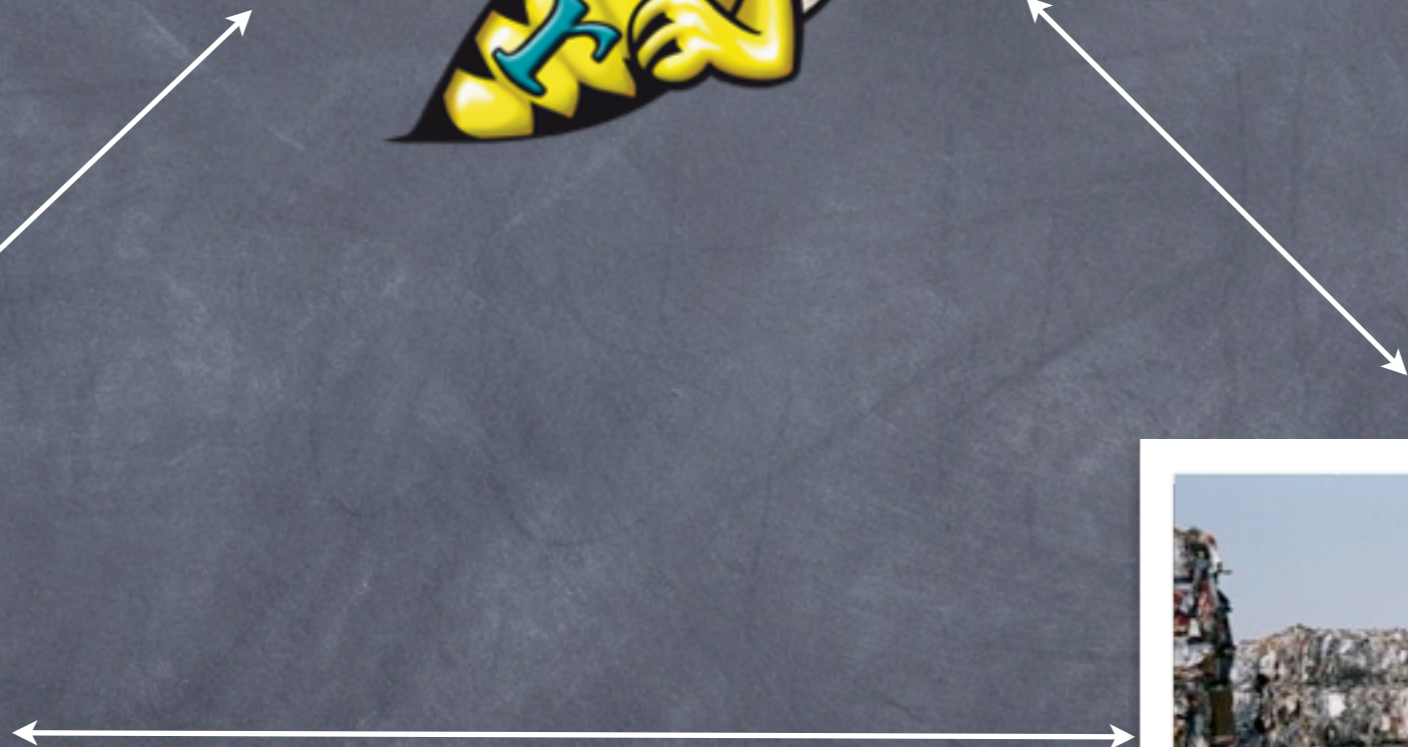
Tool



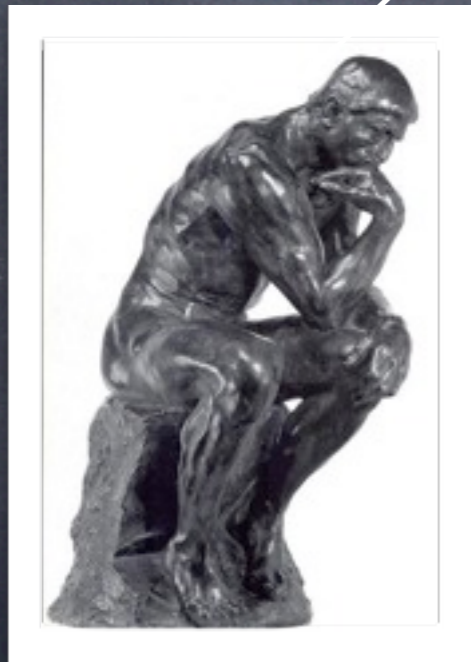
Research



Application



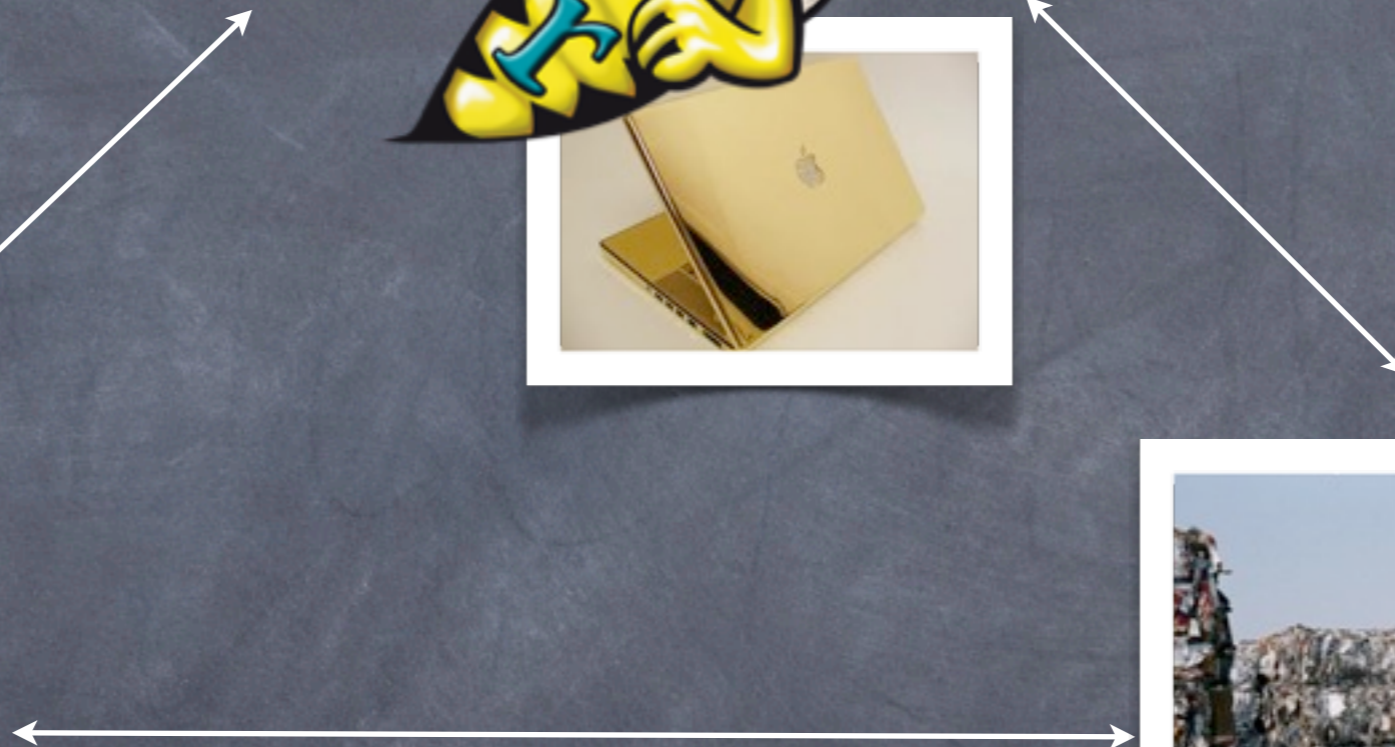
Tool



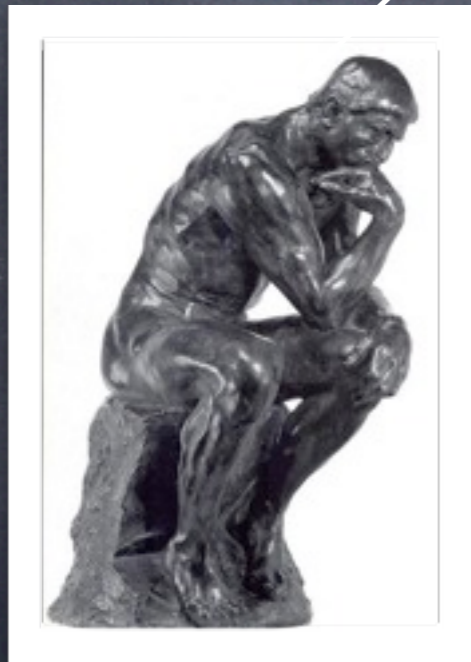
Research



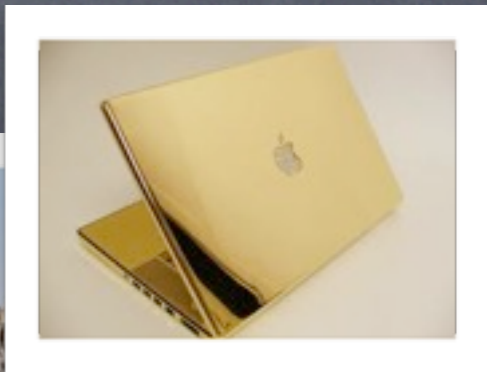
Application



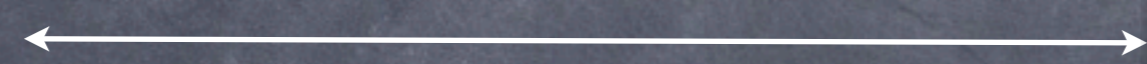
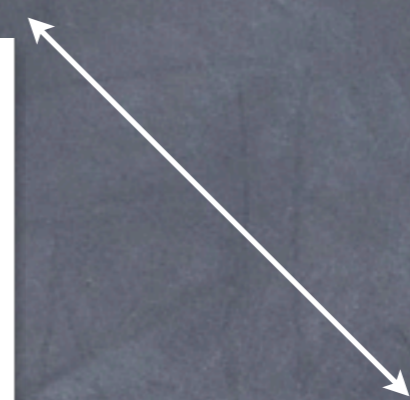
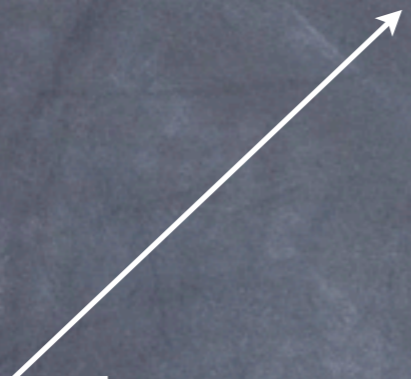
Tool



Research



Application

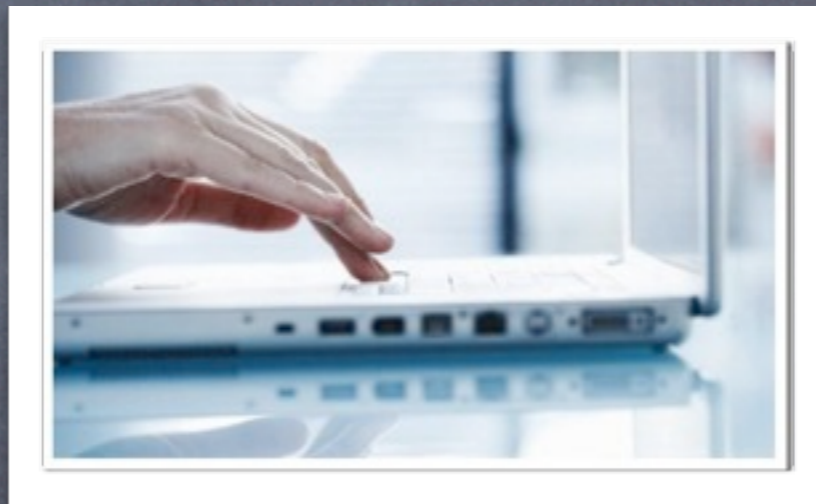


Why we need Rascal @CWInl



Meta Tool

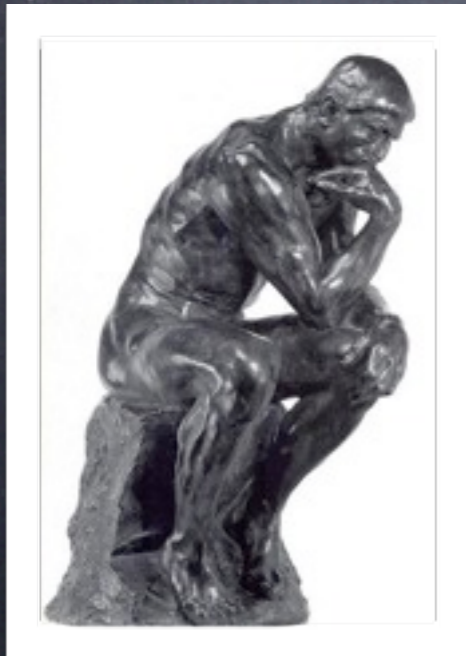
Every week
a new tool
a new DSL



Tools



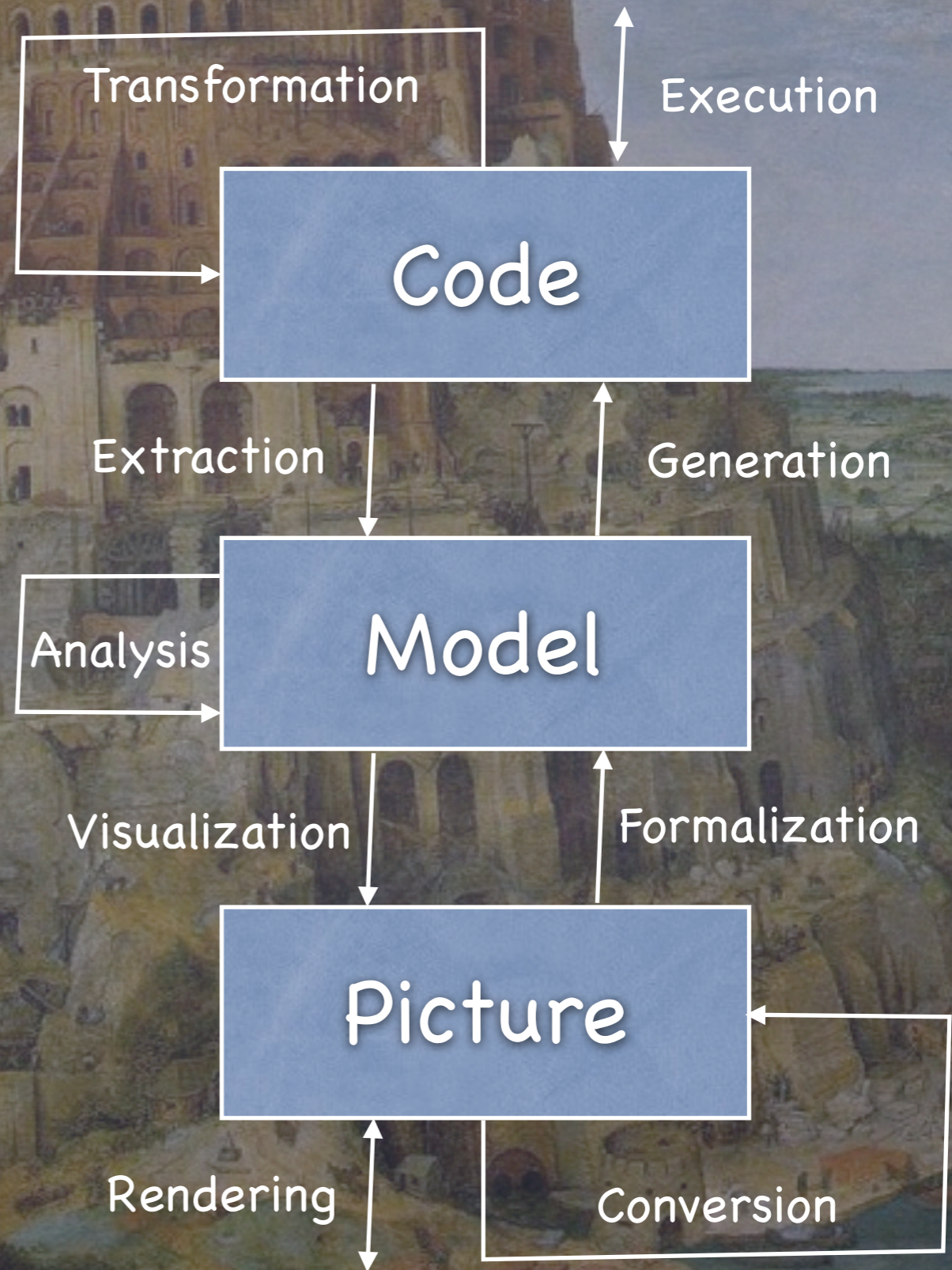
Application



Research

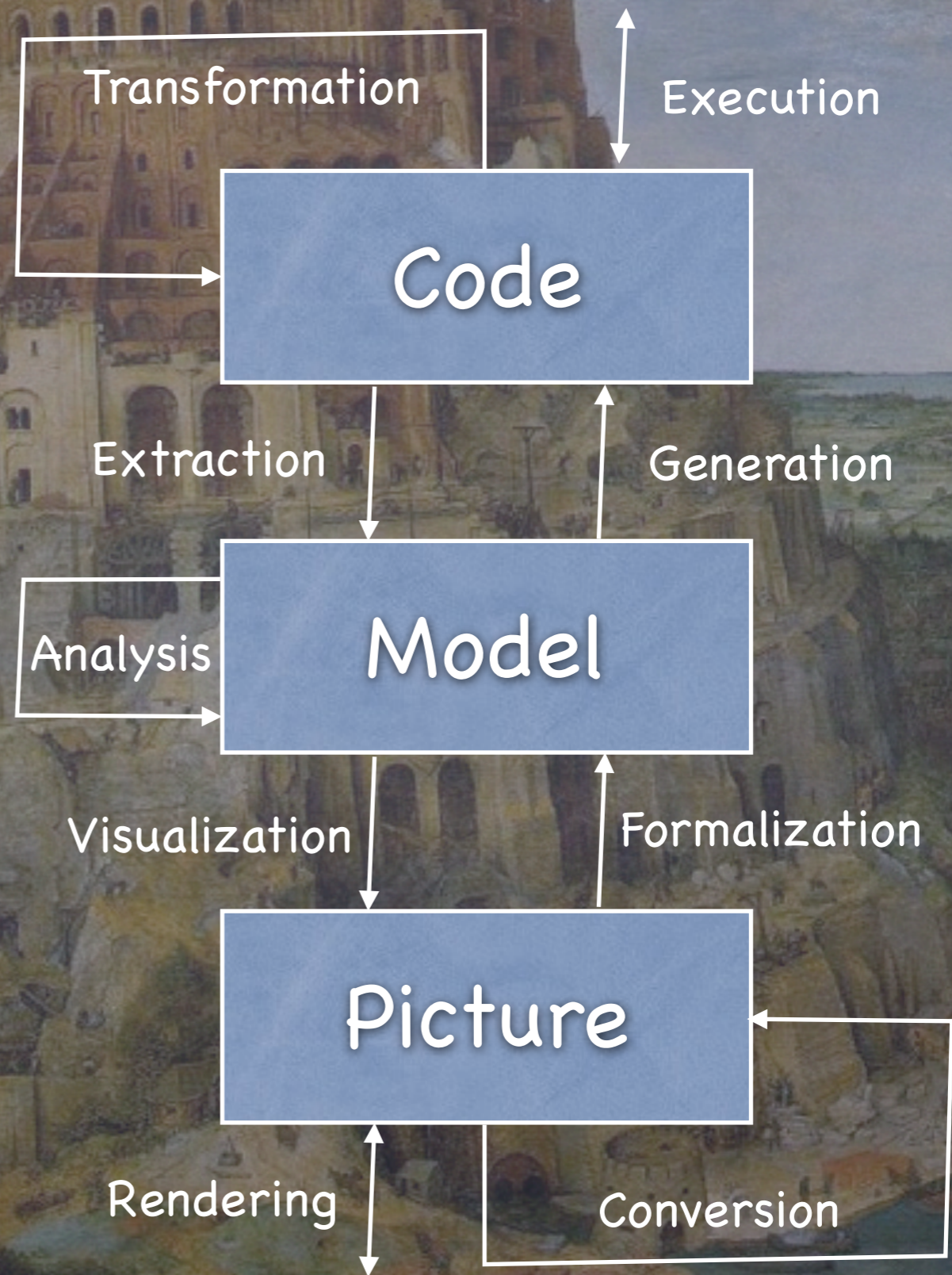


Rascal
is
a
DSL
for
**meta
programming**



(Brueghel, Tower of Babel)

Rascal
is
a
DSL
for
**meta
programming**
=
moving
between
representations
of
source code



(Brueghel, Tower of Babel)



Rascal is/will be
a "ONE-STOP-SHOP"

for

analysis

transformation

generation

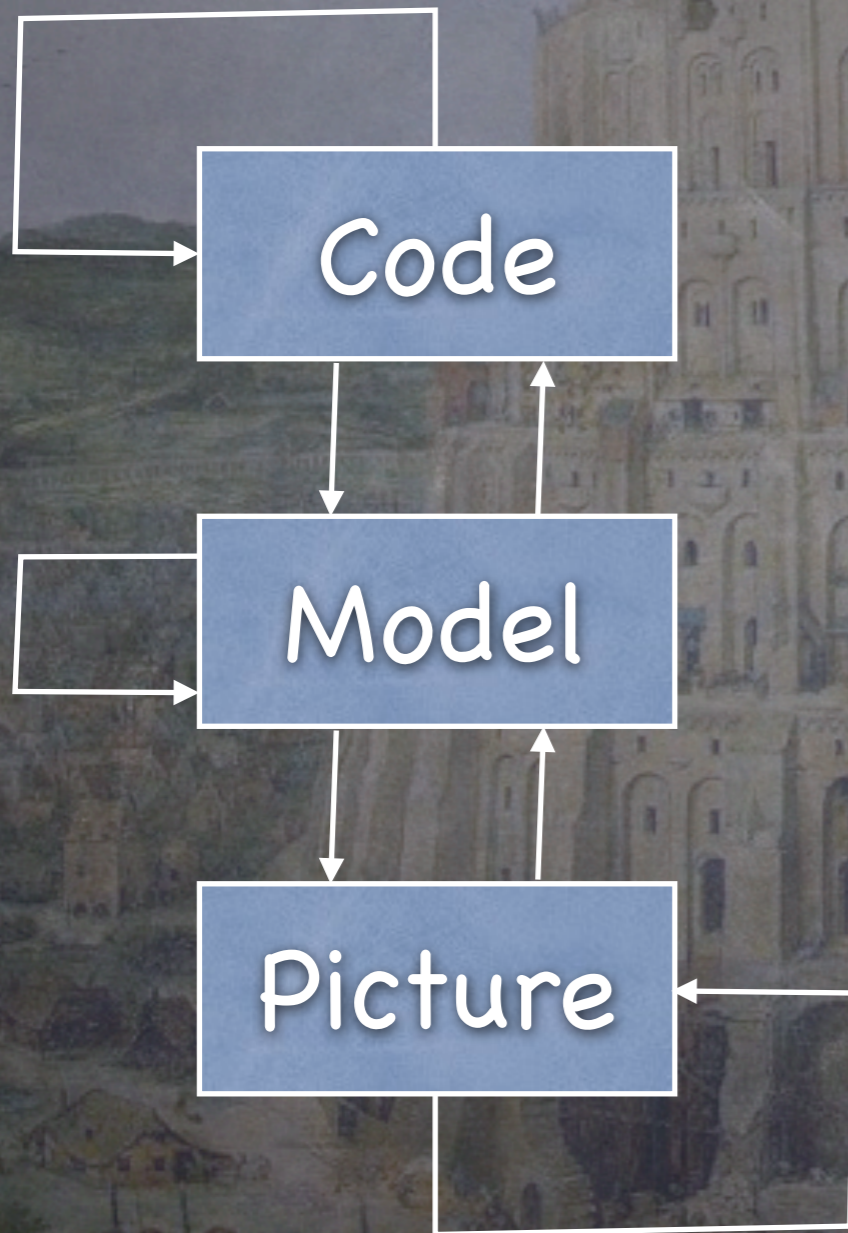
visualization

IDE construction

etc.

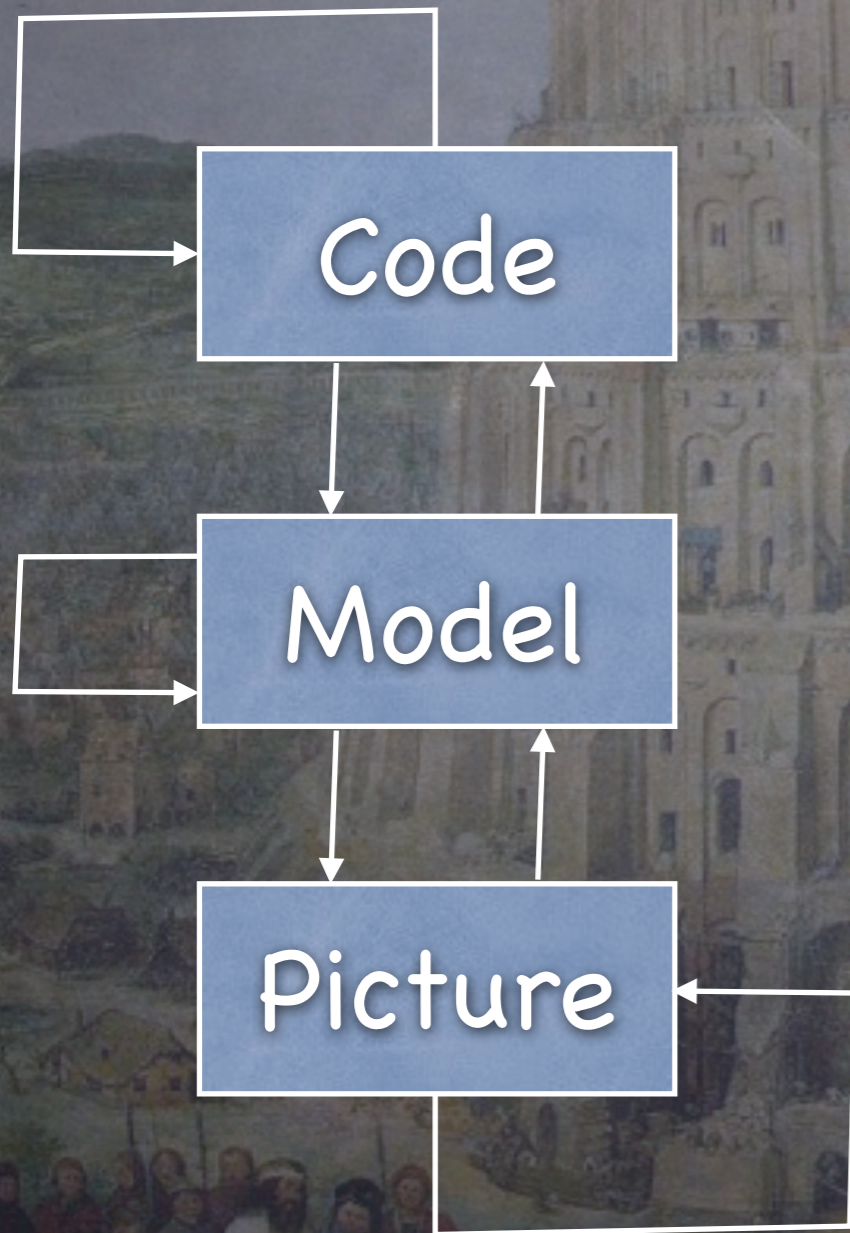
(meta programming)

3 Meta Software Challenges



1: Diversity

3 Meta Software Challenges

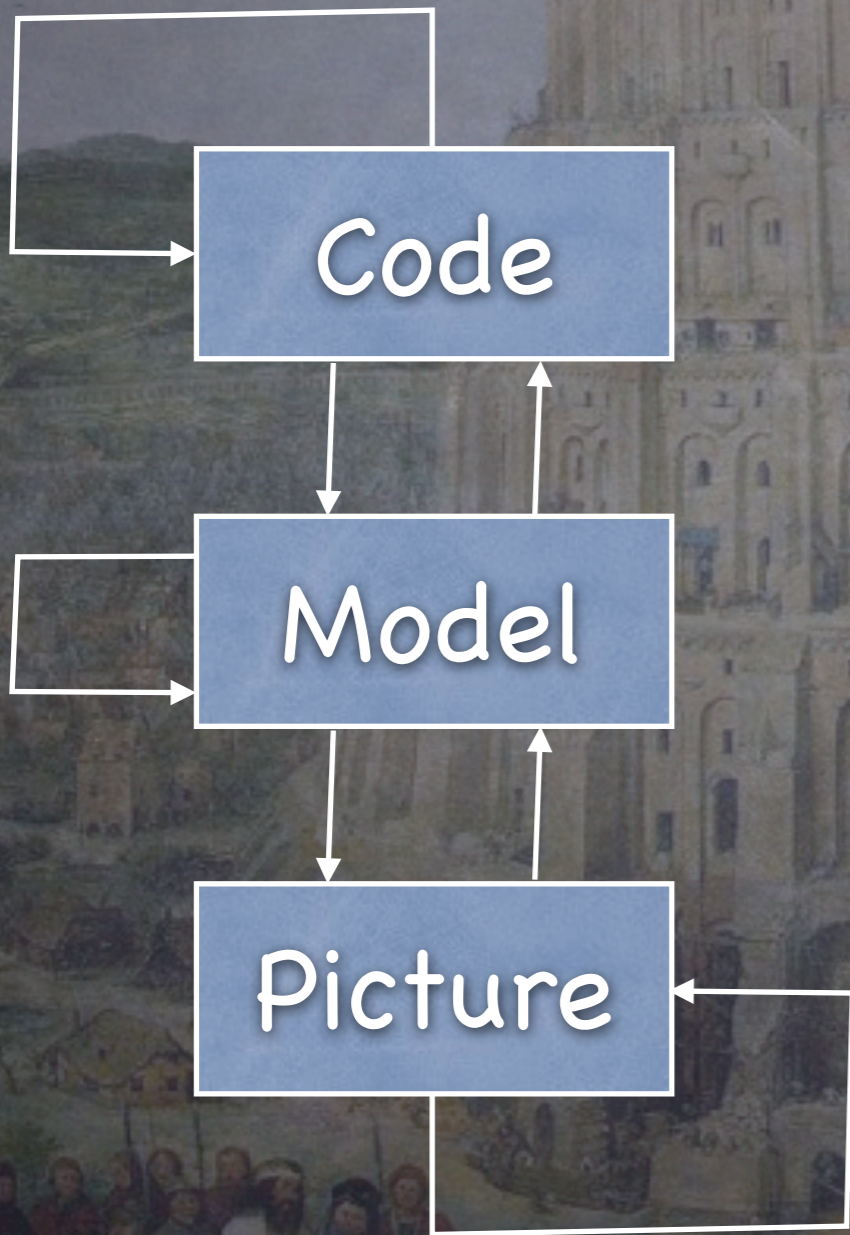


(Raphael, Parnassus)



2: Multi-disciplinary

3 Meta Software Challenges



3: Precision



vs.

Efficiency

Ingredients

Ingredients

Familiar
notation

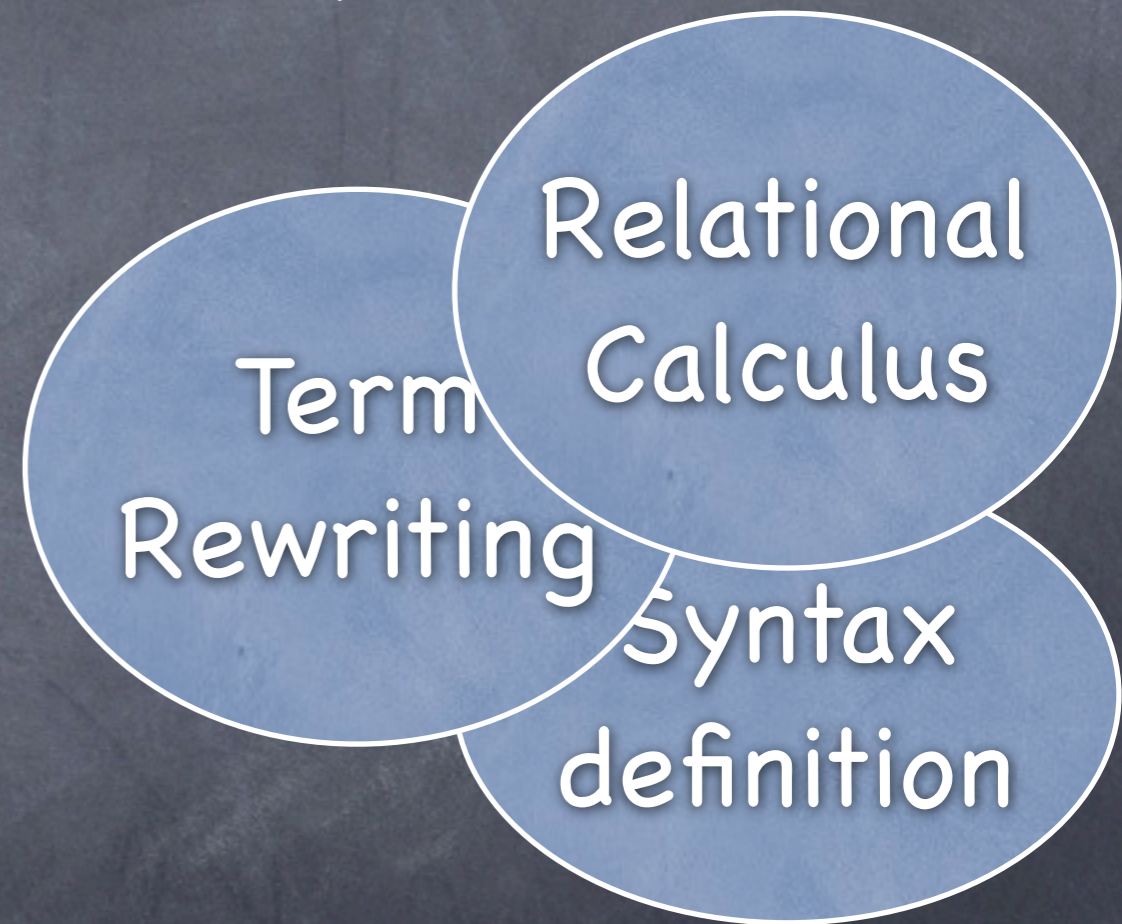
IDE
integration

Interactive
Documentation

Key
enablers

Ingredients

Integration to tackle multi-disciplinary nature



Familiar notation

IDE integration

Interactive Documentation

Key enablers

Ingredients

Language
parametric

Generic
programming

Modularity

Integration to tackle multi-
disciplinary nature

Programming techniques
for dealing with diversity
and scale

Term
Rewriting

Relational
Calculus

Syntax
definition

Familiar
notation

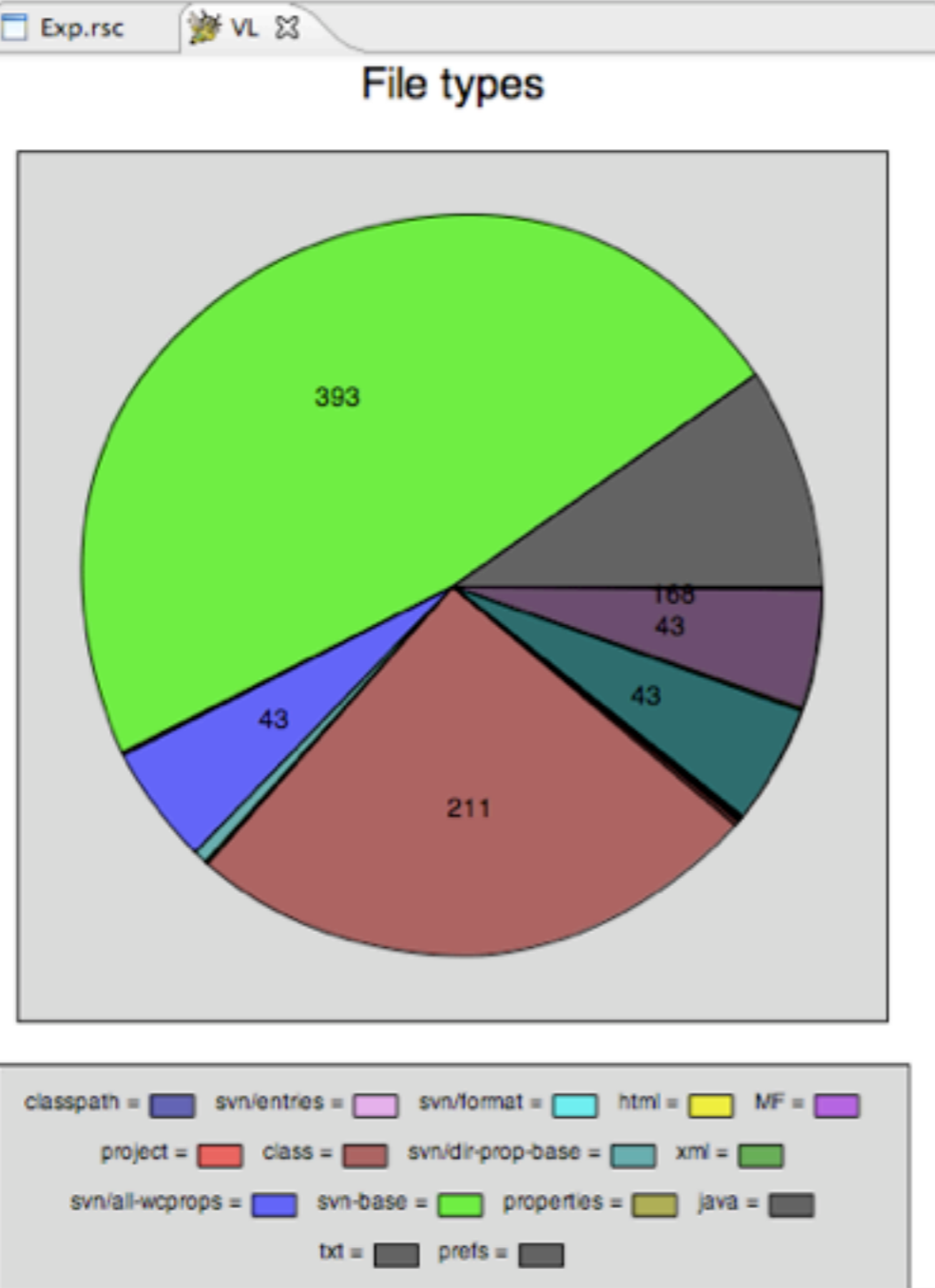
IDE
integration

Interactive
Documentation

Key
enablers

Package Explorer

- jspwiki
- MyRascal
 - eclipse
 - src
 - Users
 - Exp.rsc
 - FileTypes.rsc
- std
 - demo
 - experiments
 - DDA
 - GrammarTools
 - Lexicals
 - ModelTransformatio
 - Parsing
 - PrettyPrinting
 - Processing
 - RascalTypechecker
 - StandardLibrary
 - viz
 - VL
 - Chart.rsc
 - Examples.rsc
 - Examples1.rsc
 - Examples2.rsc
 - Examples3.rsc
 - Examples4.rsc
 - VLCore.rsc
 - VLRender.rsc
 - Dashti.rsc
 - DateVars.rsc
 - DocGenFDL.rsc
 - StringTemplate.rsc
 - Subversion.rsc
 - TestStrategy.rsc
 - Visitors.rsc



```

module FileTypes

import experiments::VL::VLCore;
import experiments::VL::Chart;
import viz::VLRender;
import JDT;
import Java;
import Resources;
import IO;
import Set;
import Map;
import Relation;
import Graph;

loc project = |project://org.eclipse.imp.pdb.values|;

Resource extract(){
    println("reading project ...");
    return extractProject(project);
}

public void main(){
    res = extract();
    extCnt = 0;
    visit(res){ case file(loc l):
        if(l.extension != "") extCnt[l.extension]?0 += 1;
    }

    render(pieChart("File types", extCnt));
}
    
```

Problems Console

Rascal [MyRascal]

```

ok
reading project ...
    
```



Get more detail

- <http://www.rascal-mpl.org>
- <http://tutor.rascal-mpl.org>
- <http://ask.rascal-mpl.org>
- GTTSE 2009; SCAM 2009; FTFJP 2010;
TOOLS 2011; SLE 2011; ICSE 2011;

Rascal is a domain specific
programming language for
software research

Eyeballing Cyclomatic Complexity Metric

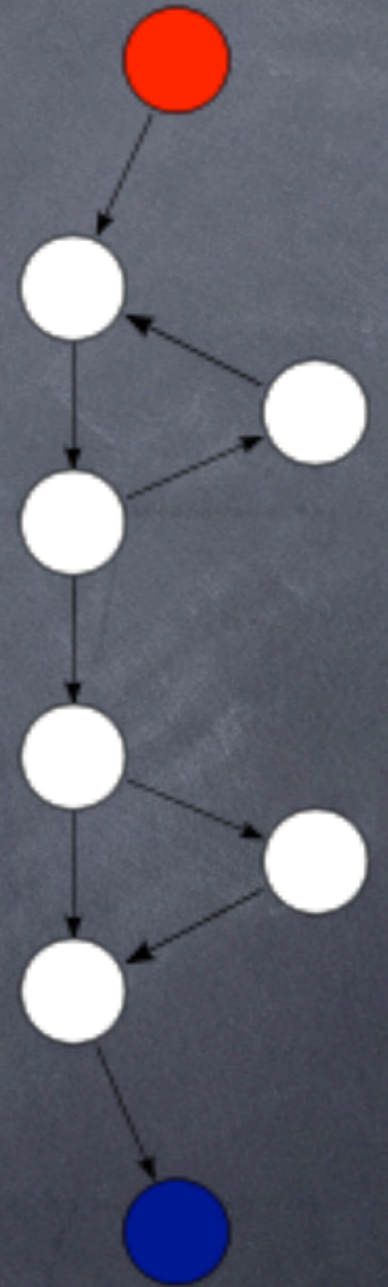
- Ongoing work with Mike Godfrey
- Typical application of Rascal
- Submitted to SCAM (Very cool Working Conference on Source Code Analysis and Manipulation, <http://www.ieee-scam.org>)

Cyclomatic Complexity

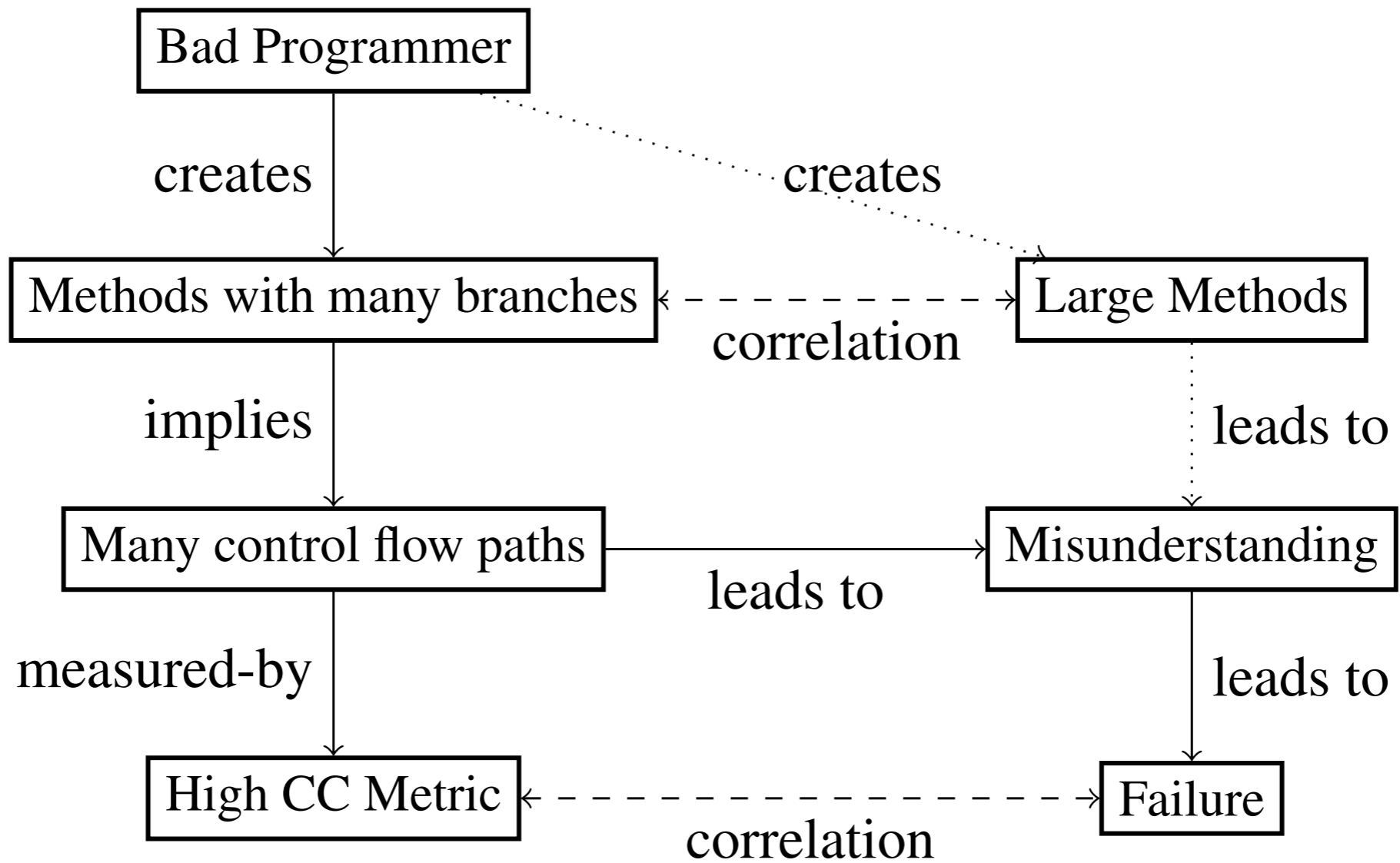
- Simple metric
- More and more popular
- Finding “complex” code
- It is a metric!
- But what does it measure?

McCabe Cyclomatic Complexity

- Is defined on the control flow graph of a procedure/method/unit of code
- Measures the number of linear independent paths through the code
- Upperbound for the number of tests at least needed
- Indicate understandability because ...



[wikipedia]



But...

```
    i = 0;  
    goto body;  
loop:  
    if (i == 10)  
        goto done;  
    i++;  
body:  
    print(i);  
    goto loop;  
done:
```

```
    i = 0;  
do  
    print(i);  
while (i++ != 10);
```


And...

```
switch (⊥) {  
  case ⊥ : return ⊥;  
  case ⊥ : return ⊥;  
  case ⊥ : return ⊥;  
  case ⊥ : return ⊥;  
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  case ⊥ : return ⊥;  
}
```

Questions

- What is the basis of CC measuring understandability?
- What does control flow look like in the first place?
- Initial questions
 - how many times does CC make methods look more complex than they really are? (false positives)
 - how many times does CC make methods look simpler than they really are? (false negatives)

Problem

- There are too many methods in the world to study
- How can we generalize over something that is so utterly diverse?

Idea: control flow patterns

- Use a meta programming solution! (of course!)

```
while (x >= 0) {  
  if (x % 2 == 0)  
    print ("even");  
  x--;  
}  
return 1;
```

```
while ( $\perp$ ) {  
  if ( $\perp$ )  
     $\perp$   
}  
return  $\perp$ ;
```

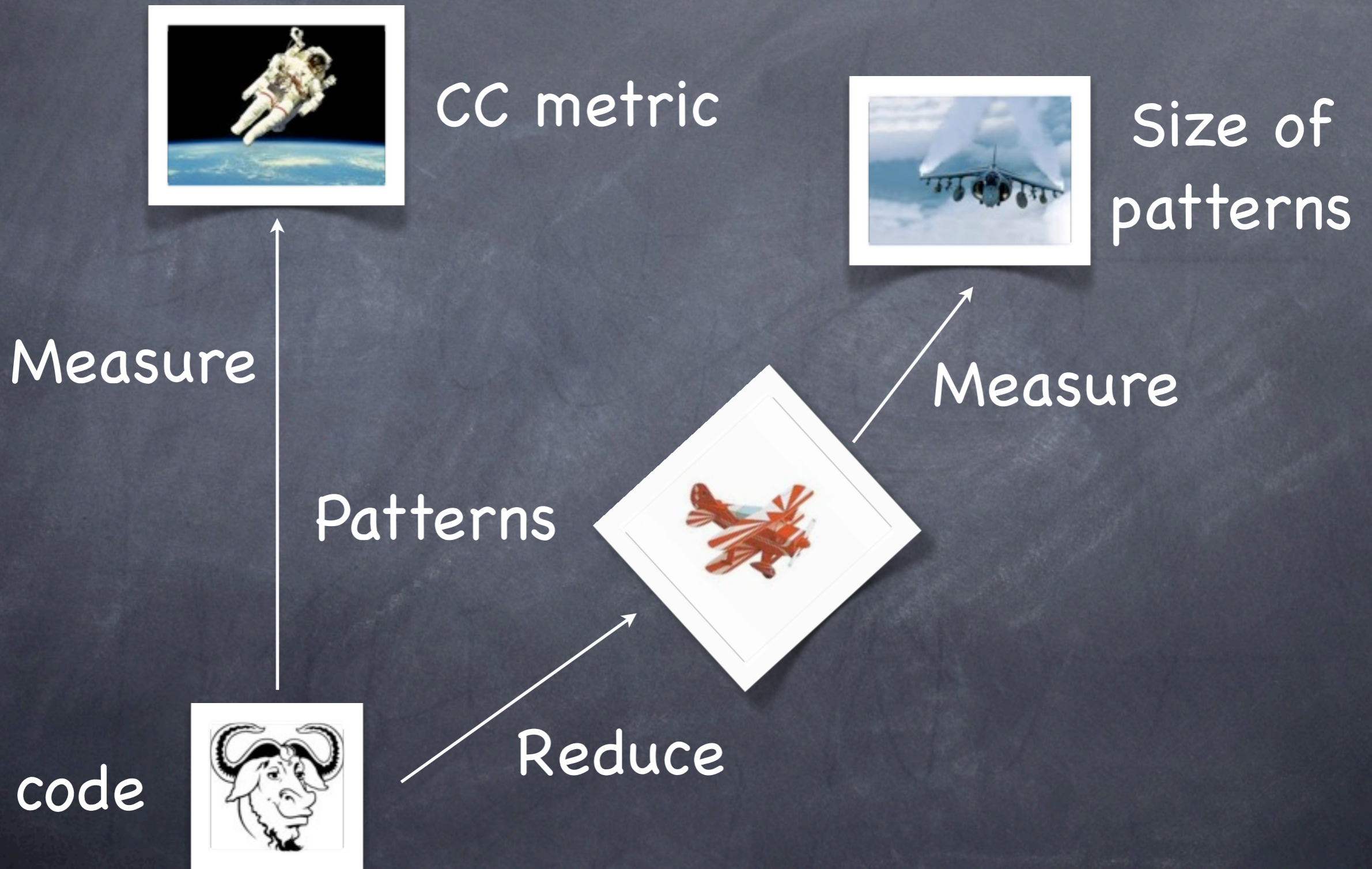
```

22
23 public bool isFork(AstNode p) =
24     p is doStatement
25     || p is enhancedForStatement
26     || p is forStatement
27     || p is ifStatement
28     || p is switchCase
29     || p is catchClause
30     || p is whileStatement
31     ;
32
33 public AstNode reduce(AstNode body) = visit(body) {
34     case methodDeclaration(_,_,_,_,_,_,bl) => methodBody(bl)
35     case AstNode p => noop() when ! isControl(p)
36     case str x => "_"
37     case block([]) => noop()
38     case block([AstNode n]) => n
39     case some(noop()) => y when Option[AstNode] y := none()
40     case x:[list[AstNode] a, noop(), list[AstNode] b] => y when list[AstNode] y := [e | AstN
41 };
42

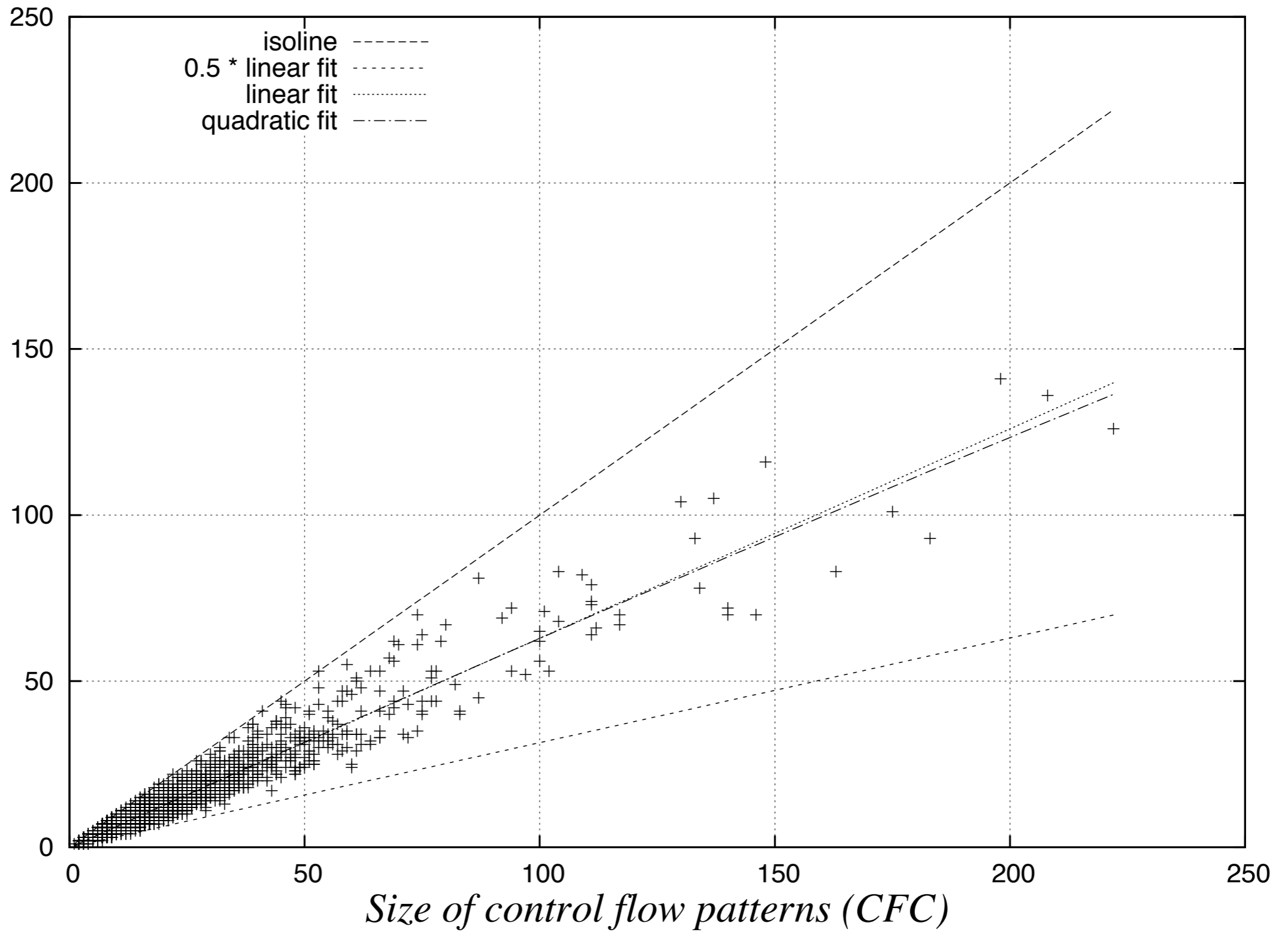
```

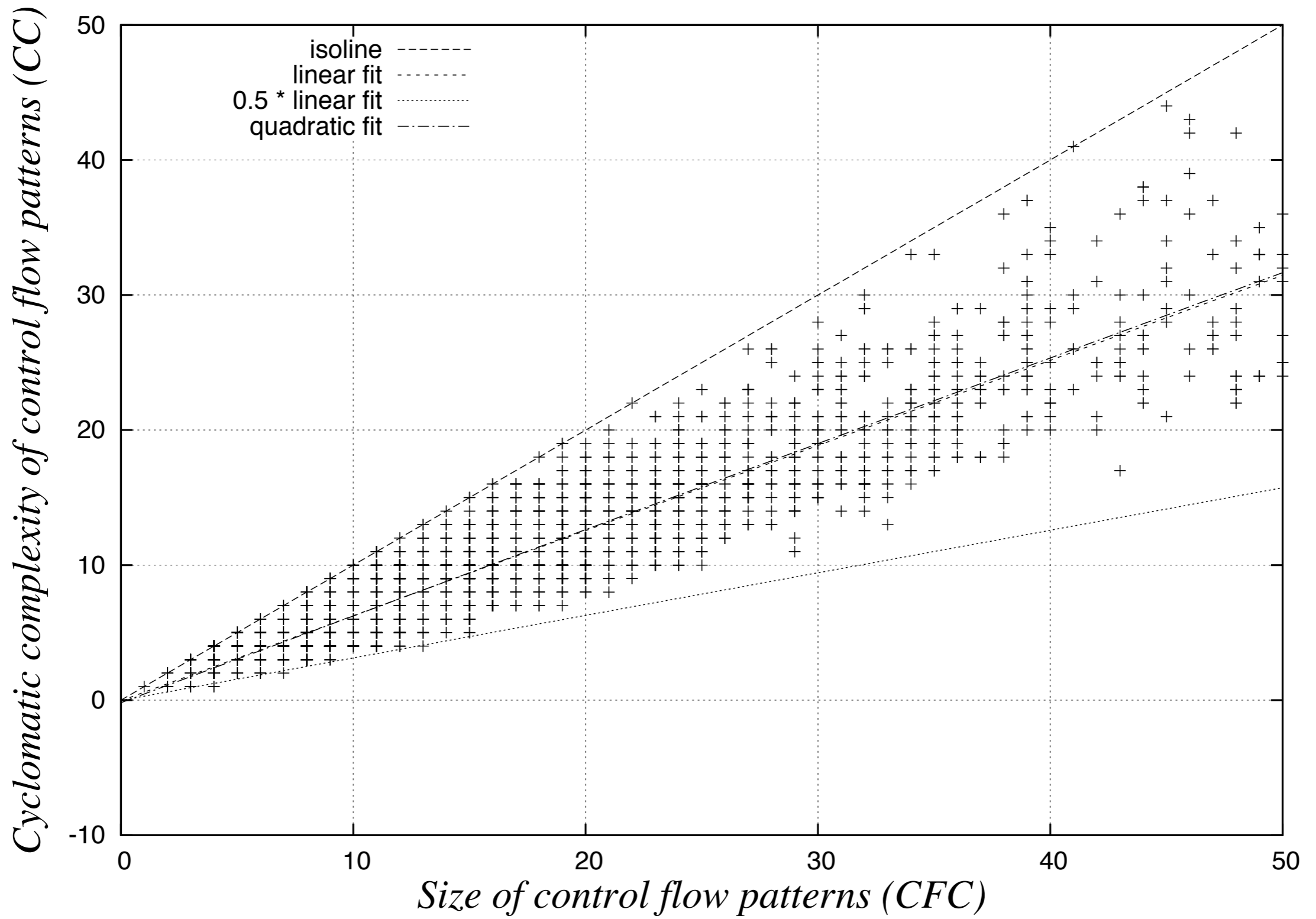
Project	#Meth	#Pat
compendium	7736	1271 (16%)
Tomcat70	16018	2211 (13%)
dsbudget	306	64 (20%)
xml-	3346	91 (2%)
commons-		
external		
apache-ant	10278	1391 (13%)
bcel	3076	286 (9%)
hsqldb	5326	1013 (19%)
smallsql	2556	353 (13%)
Merged	48642	5633 (11%)

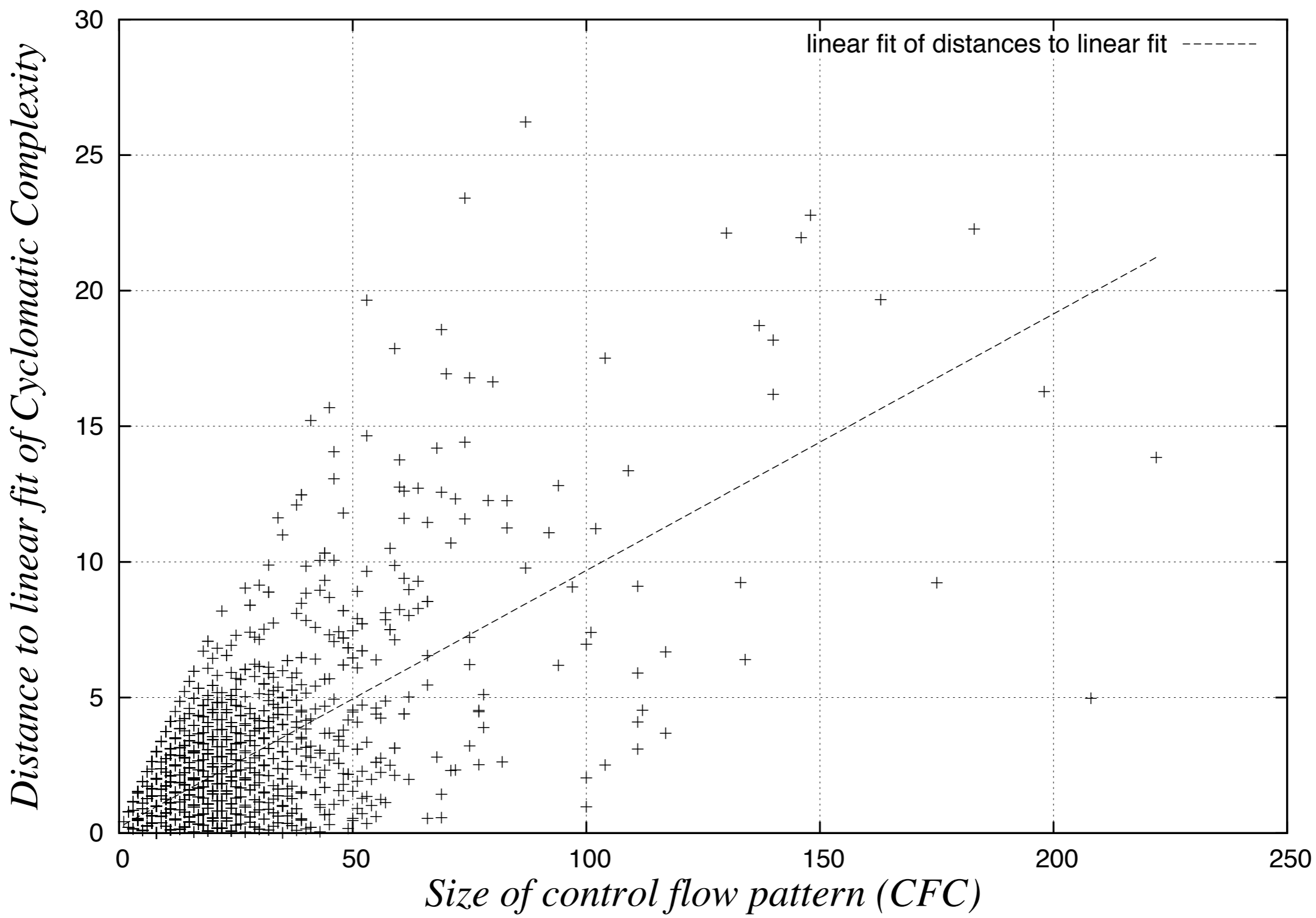
What does CC miss?



Cyclomatic complexity of control flow patterns (CC)







So

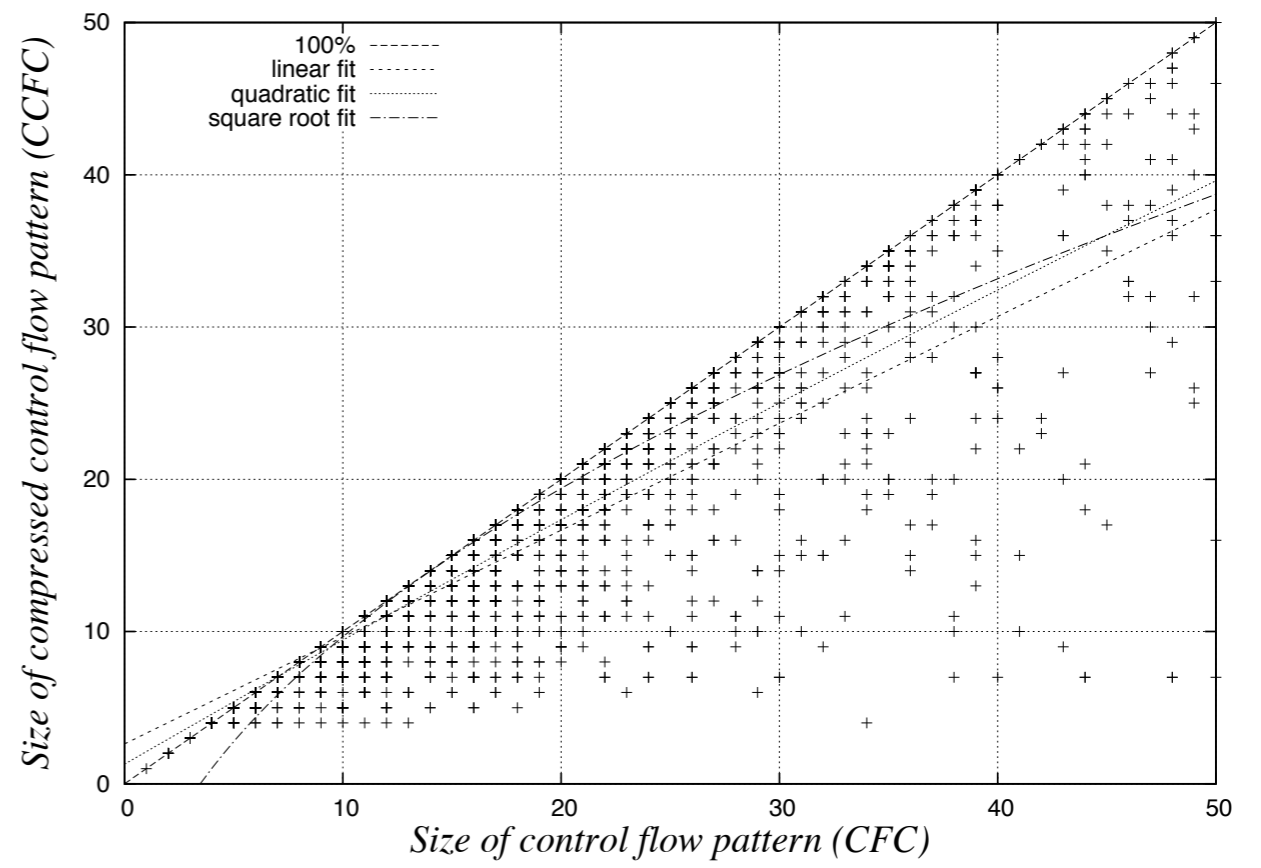
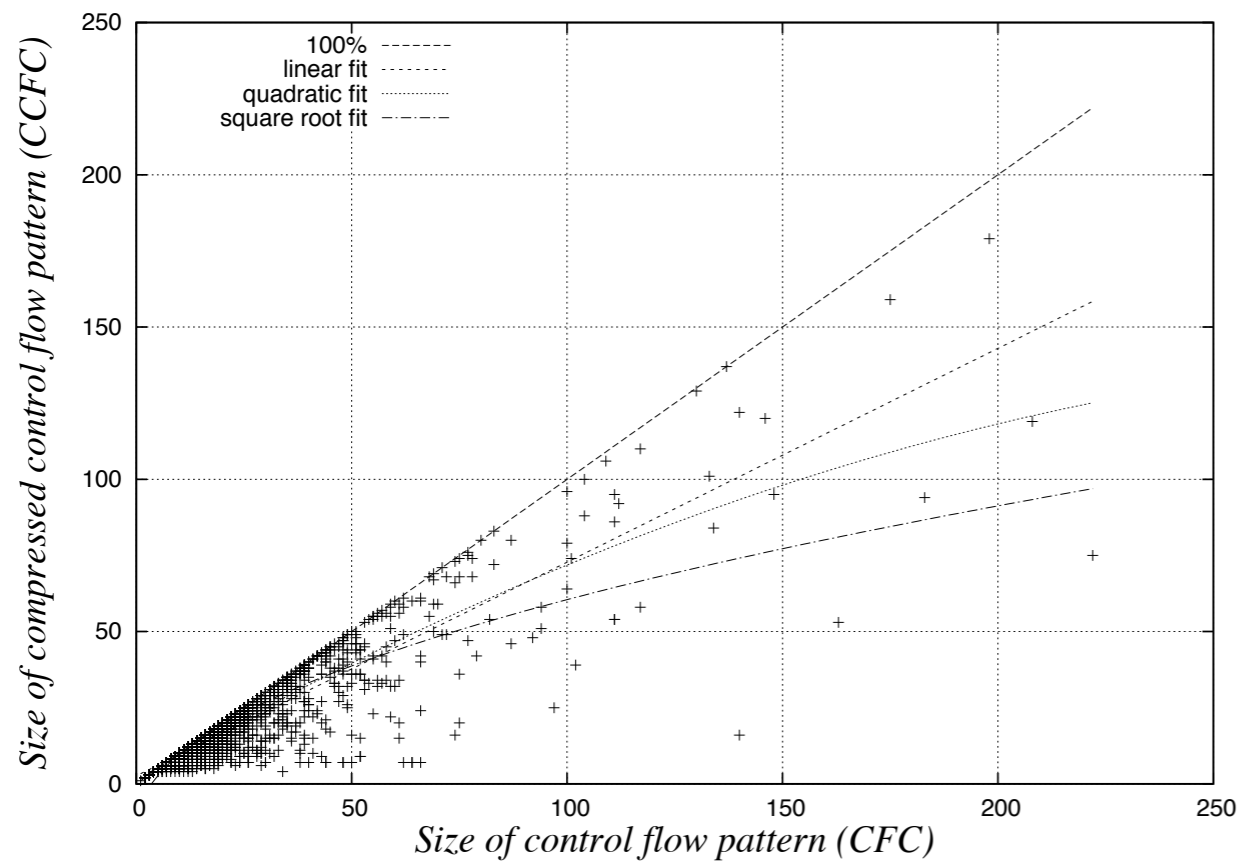
- If we assume that to understand a method you have to understand all of its control flow
- Then CC in theory does not measure accurately enough
- And in practise CC indeed does not predict the sizes of methods at all
- So we have to do more work

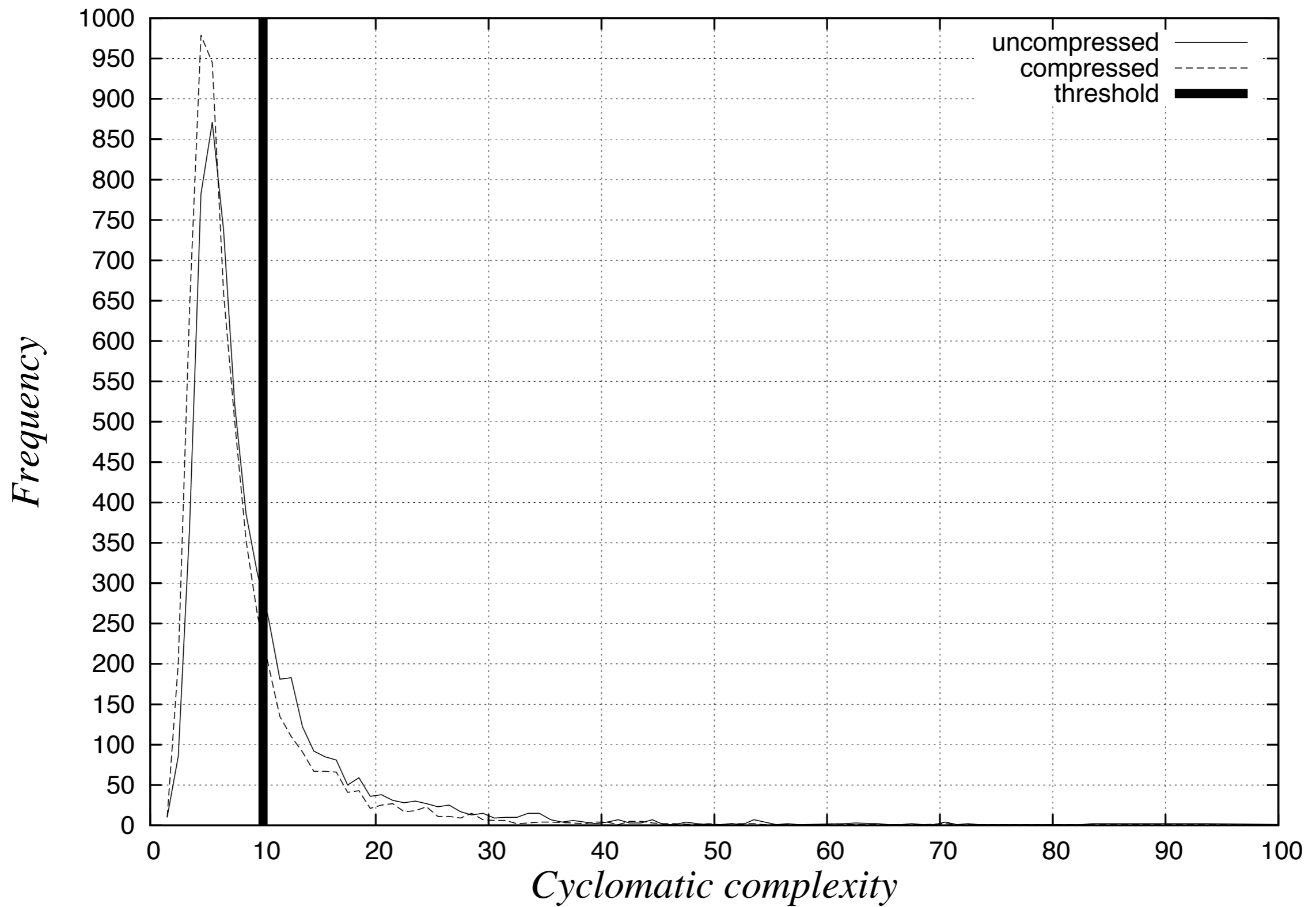
Next idea: compress!

```
switch ( $\perp$ ) {  
  case  $\perp$  : return  $\perp$ ;  
  case  $\perp$  : return  $\perp$ ;  
  case  $\perp$  : return  $\perp$ ;  
  case  $\perp$  : return  $\perp$ ;  
  case  $\perp$  : return  $\perp$ ;  
  case  $\perp$  : return  $\perp$ ;  
  case  $\perp$  : return  $\perp$ ;  
  case  $\perp$  : return  $\perp$ ;  
}
```

```
switch ( $\perp$ ) {  
   $\mathcal{R}$  (case  $\perp$  : return  $\perp$ ;) }  
}
```

```
⊖ public AstNode compress(AstNode body) = innermost visit(body) {  
    case [*a, repeated([*n]), n, *b] => [*a, repeated([*n]), *b]  
    case [*a, x, *c, x, c, *d] => [*a, repeated([x,*c]), *d]  
    case block(repeated(n)) => repeated(n)  
};
```





So

- Compression affects all method sizes
- Compression makes methods drop under 10
- Compression affects larger methods most
- Compression separates generated/simple code from the really hideous parts

- We have found indications that:
 - CC is not good because it misses complexity
 - CC is not good because it sees complexity where there is none
- Now what? We'll see...



Rascal is
a "ONE-STOP-SHOP"
for meta programming

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



Control flow patterns are a way
of studying control flow

<http://homepages.cwi.nl/~jurgenv>