

# LANGUAGE ASPECTS

Modularity and API Design

# LANGUAGE ASPECTS

- Many languages offer standard module system
  - Java, node.js, Ruby, R, Perl, .Net, ...
  - Some have de-facto standards for APIs
- Communities have certain ways of doing things

# LANGUAGES

- API concepts can be applied in different ways:
  - for different languages
  - for different language versions
  - for different performance needs
- APIs evolve along with the languages they are written in
- Example: Java, JavaScript, R

# LANGUAGES

- Example:  
result of a complex expression as  
parameter, only evaluate it if needed
- Basic (non-lazy)  
Java version

```
void foo(String[] value) {  
    // ...  
    if (condition) {  
        doSomethingWith(value);  
    }  
    // ...  
}  
  
void main(String[] args) {  
    foo(complexComputation(args));  
}
```

# LANGUAGES

- Java version using interface

```
interface LazyValue {
    Object get();
}

void foo(LazyValue value) {
    // ...
    if (condition) {
        Object evaluated = value.get();
        doSomethingWith(evaluated);
    }
    // ...
}

void main(String[] args) {
    LazyValue lazy = new LazyValue() {
        public Object get() {
            return complexComputation(args);
        }
    };
    foo(lazy);
}
```

# LANGUAGES

- Java version using generic interface

```
interface LazyValue <T> {
    T get();
}

void foo(LazyValue<String[]> value) {
    // ...
    if (condition) {
        Object evaluated = value.get();
        doSomethingWith(evaluated);
    }
    // ...
}

void main(String[] args) {
    LazyValue<String[]> lazy =
        new LazyValue<String[]>() {
            public String[] get() {
                return complexComputation(args);
            }
        };
    foo(lazy);
}
```

# LANGUAGES

- Java version using generic abstract class

```
abstract class LazyValue <T> {
    abstract T get();
}

void foo(LazyValue<String[]> value) {
    // ...
    if (condition) {
        Object evaluated = value.get();
        doSomethingWith(evaluated);
    }
    // ...
}

void main(String[] args) {
    LazyValue<String[]> lazy =
        new LazyValue<String[]>() {
            @Override
            String[] get() {
                return complexComputation(args);
            }
        };
    foo(lazy);
}
```

# LANGUAGES

- Java version using generic interface and lambda expression

```
interface LazyValue <T> {
    T get();
}

void foo(LazyValue<String[]> value) {
    // ...
    if (condition) {
        Object evaluated = value.get();
        doSomethingWith(evaluated);
    }
    // ...
}

void main(String[] args) {
    foo(() -> complexComputation(args));
}
```



# LANGUAGES

- Java version using predefined interface and lambda expression

```
void foo(Supplier<String[]> value) {  
    // ...  
    if (condition) {  
        Object evaluated = value.get();  
        doSomethingWith(evaluated);  
    }  
    // ...  
}  
  
void main(String[] args) {  
    foo(() -> complexComputation(args));  
}
```

# LANGUAGES

- JavaScript version using function

```
function foo(value) {  
    // ...  
    if (condition) {  
        var evaluated = value();  
        doSomethingWith(evaluated);  
    }  
    // ...  
}  
  
function main(args) {  
    function lazy() {  
        return complexCalculation(args);  
    }  
    foo(lazy);  
}
```

# LANGUAGES

- JavaScript version using anonymous function

```
function foo(value) {  
    // ...  
    if (condition) {  
        var evaluated = value();  
        doSomethingWith(evaluated);  
    }  
    // ...  
}  
  
function main(args) {  
    foo(function() {  
        return complexCalculation(args)  
    });  
}
```

# LANGUAGES

- JavaScript version  
using ECMAScript 6  
lambdas

```
function foo(value) {  
  // ...  
  if (condition) {  
    var evaluated = value();  
    doSomethingWith(evaluated);  
  }  
  // ...  
}  
  
function main(args) {  
  foo(() => complexCalculation(args));  
}
```

# LANGUAGES

- R version  
using function

```
foo <- function(value) {  
  # ...  
  if(condition) {  
    evaluated <- value()  
    doSomethingWith(evaluated)  
  }  
  # ...  
}  
  
main <- function(args) {  
  lazy <- function() {  
    complexComputation(args)  
  }  
  foo(lazy)  
}
```

# LANGUAGES

- R version using lazy argument evaluation

```
foo <- function(value) {  
  # ...  
  if(condition) {  
    doSomethingWith(value)  
  }  
  # ...  
}  
  
main <- function(args) {  
  foo(complexComputation(args))  
}
```

# LANGUAGES

- Some are not as well suited for APIs, e.g. not typing

```
function foo(value) {
```

- Comments:

```
/* void */ function foo(/* string[] function */ value) {
```

- TypeScript, Flow, ....:

```
function foo(value: () => string): void {
```

- asm.js (int parameter):

```
function foo(value) {  
    value = value|0;  
    // ...
```

# LANGUAGES

- Function overloading

```
void foo(A a) {  
    // ...  
}  
void foo(B b) {  
    // ...  
}
```

- Different names:

```
function foo_A(value) {  
    // ...  
}  
function foo_B(value) {  
    // ...  
}
```

- Dynamic checks:

```
function foo_A(value) {  
    if (value instanceof A) {  
        // ...  
    } else {  
        // ...  
    }  
}
```



# GRAAL

Modularity and API Design

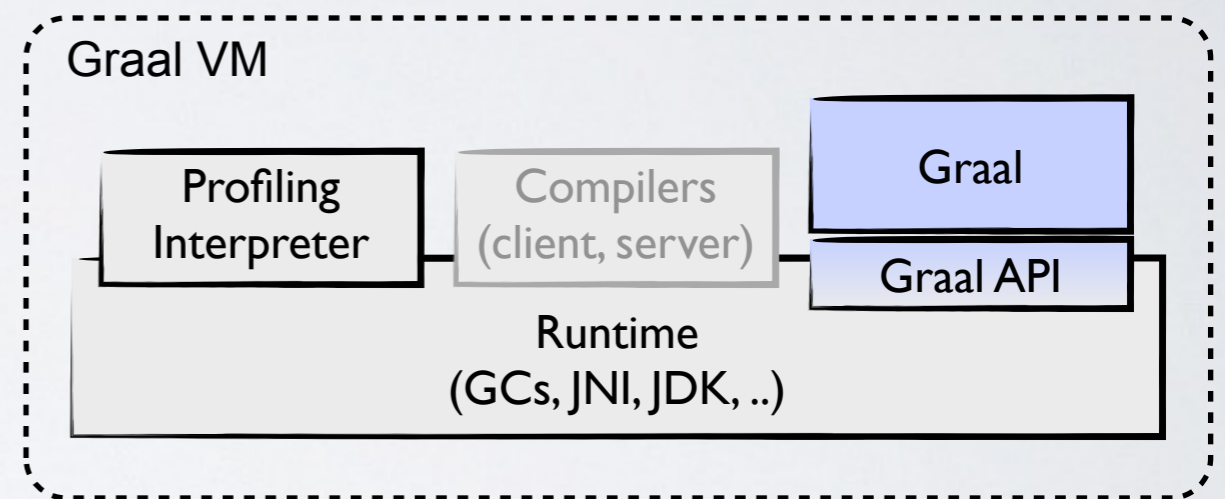
# GRAAL COMPILER

- OpenJDK project:  
<http://openjdk.java.net/projects/graal/>

- Easy to build and use:

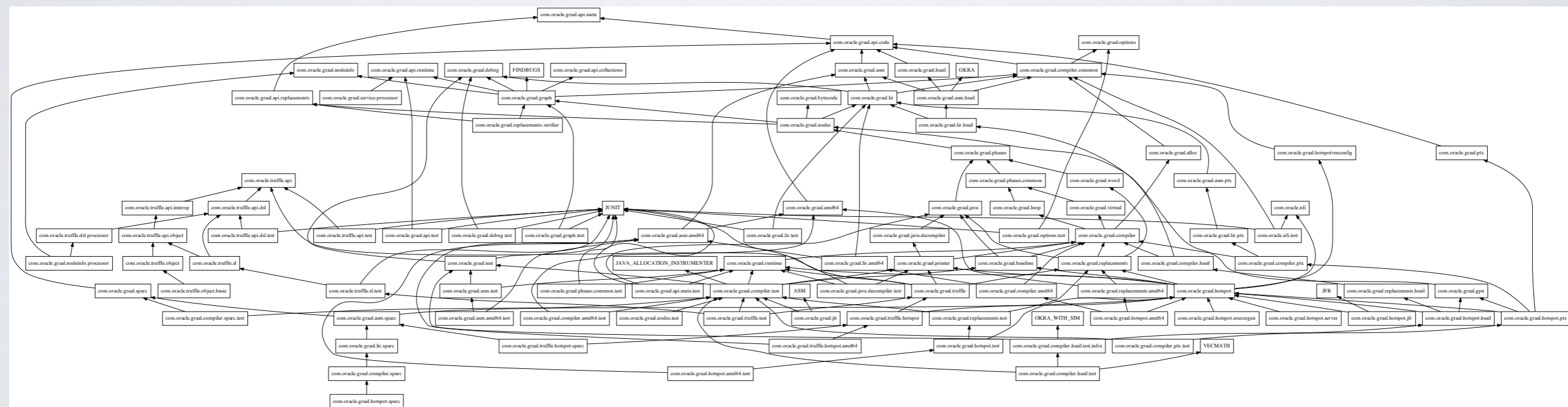
```
hg clone http://hg.openjdk.java.net/graal/graal
mx build
mx vm ...
```

- Java JIT - compiler written in Java
- Productivity (powerful IDEs, easy refactoring, debugging, approachability, ...)
- Compiler (mostly) decoupled from VM



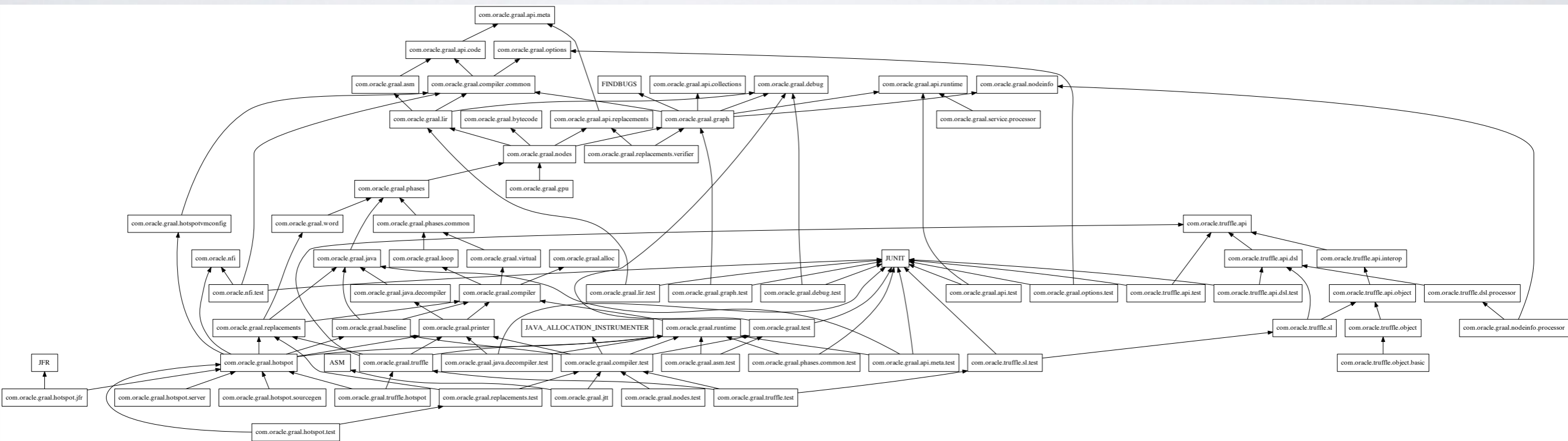
# GRAAL

- 100+ modules, 200+ module dependencies, 20+ contributors
- Project graph: script + “graphviz dot tool”



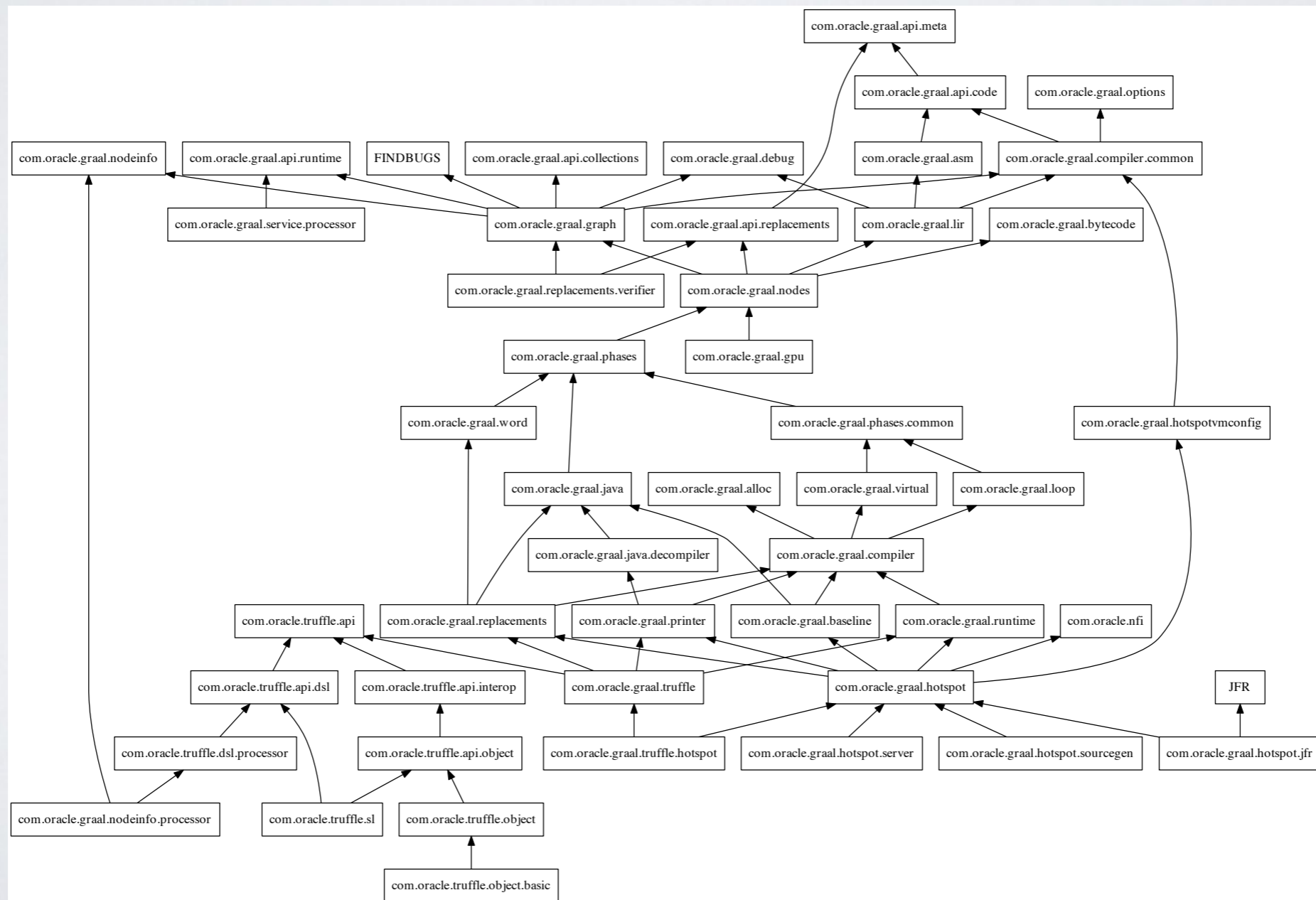
# GRAAL

- Without CPU-specific code



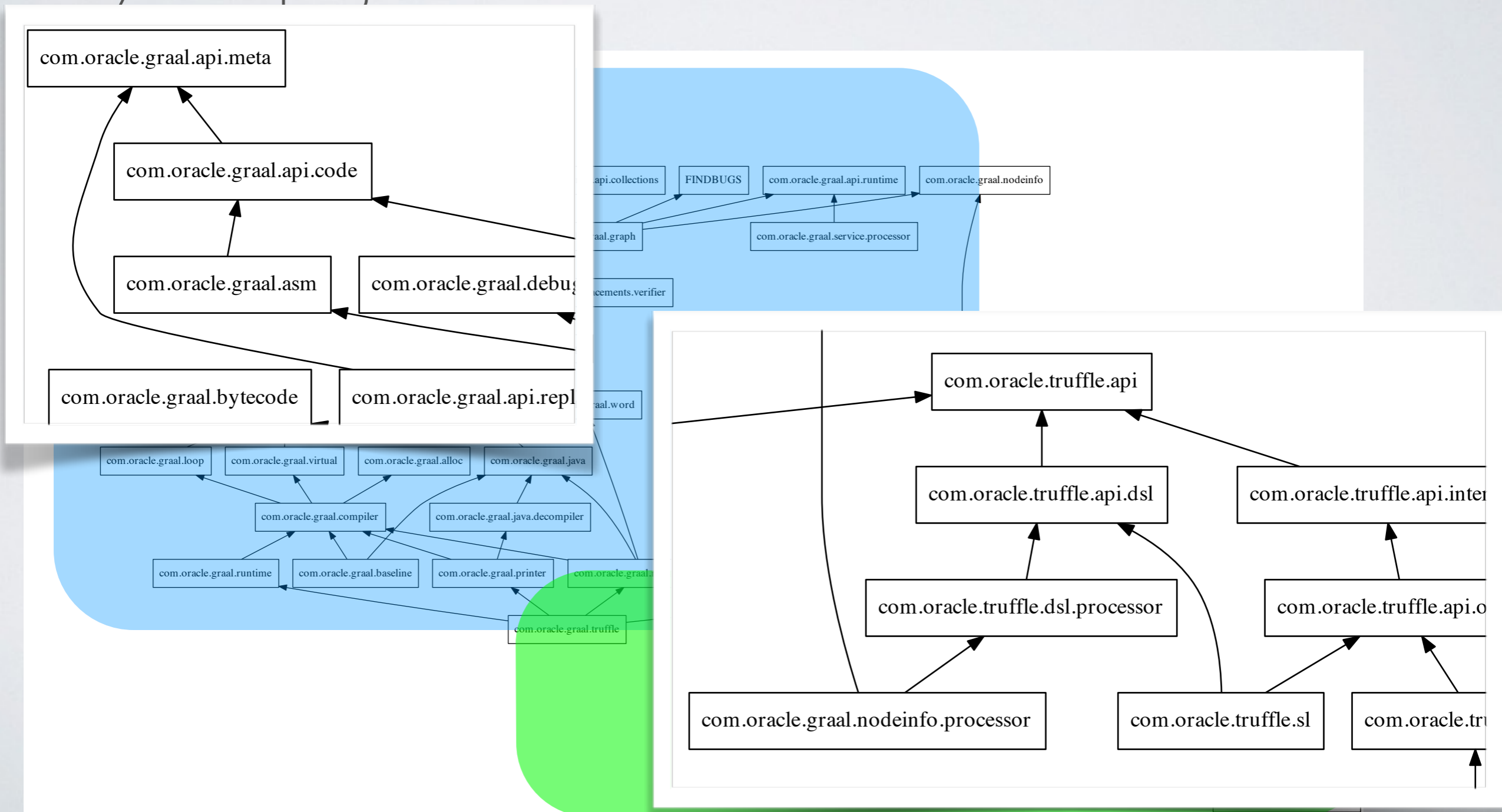
# GRAAL

- Without CPU-specific code, without test code



# GRAAL API

- Only core projects...



# GRAAL API / TOOLS

- Findbugs:  
[findbugs.sourceforge.net](http://findbugs.sourceforge.net)
- Checkstyle:  
[checkstyle.sourceforge.net](http://checkstyle.sourceforge.net)
- JDepend  
[www.clarkware.com/  
software/JDepend.html](http://www.clarkware.com/software/JDepend.html)
- Used in  
Continuous  
Integration

```
/**
 * Represents a resolved Java method. Methods, like fields and types, are resolved through
 * {@link ConstantPool constant pools}.
 */
public interface ResolvedJavaMethod extends JavaMethod, InvokeTarget, ModifiersProvider {

    /**
     * Returns the bytecode of this method, if the method has code. The returned byte array does not
     * contain breakpoints or non-Java bytecodes. This may return null if the
     * {@link #getDeclaringClass() holder} is not {@link ResolvedJavaType#isLinked() linked}.
     *
     * The contained constant pool indices may not be the ones found in the original class file but
     * they can be used with the Graal API (e.g. methods in {@link ConstantPool}).
     *
     * @return the bytecode of the method, or null if {@code getCodeSize() == 0} or if the
     *         code is not ready.
     */
    byte[] getCode();

    /**
     * Returns the size of the bytecode of this method, if the method has code. This is equivalent
     * to {@link #getCode()}. {@code length} if the method has code.
     *
     * @return the size of the bytecode in bytes, or 0 if no bytecode is available
     */
    int getCodeSize();

    /**
     * Returns the {@link ResolvedJavaType} object representing the class or interface that declares
     * this method.
     */
    ResolvedJavaType getDeclaringClass();

    /**
     * Returns the maximum number of locals used in this method's bytecodes.
     */
    int getMaxLocals();
}
```

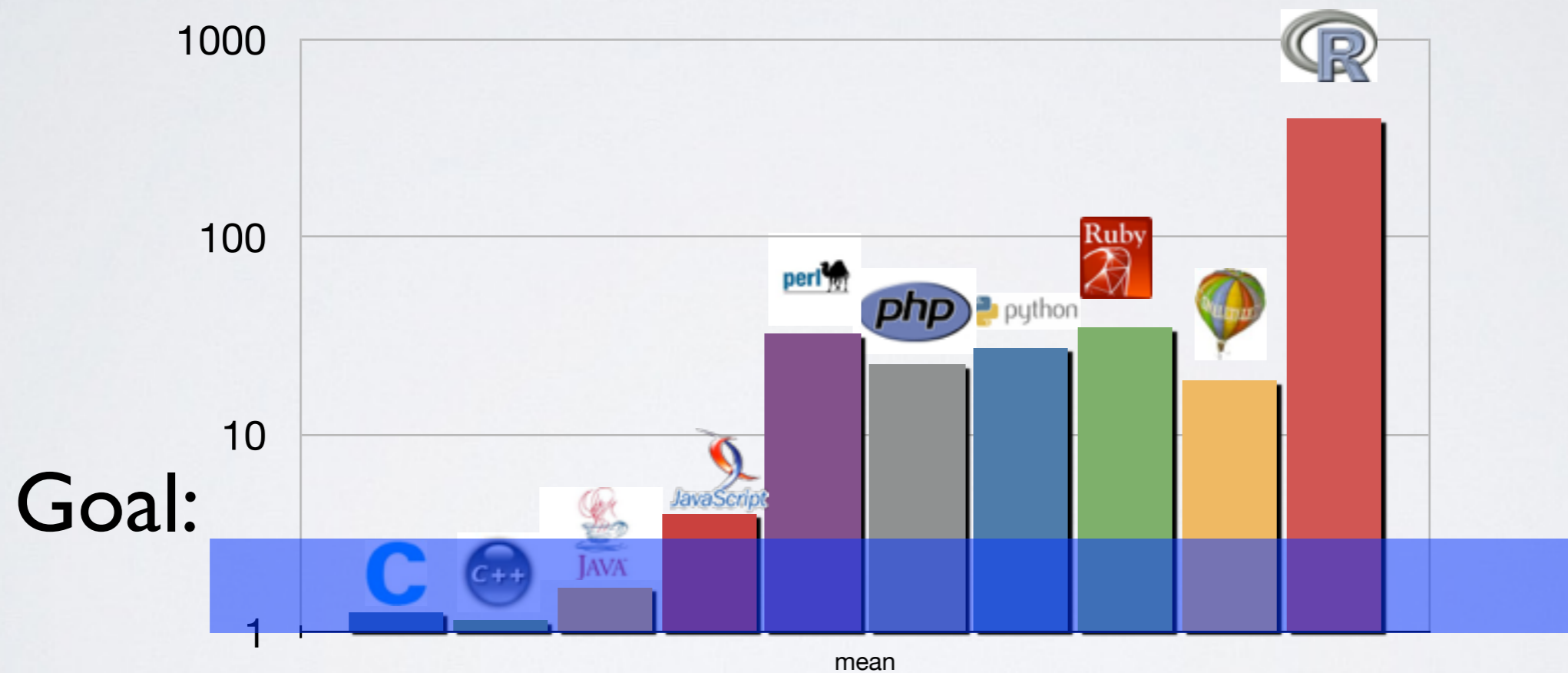




# TRUFFLE

Modularity and API Design

# TRUFFLE FRAMEWORK



# TRUFFLE FRAMEWORK

## Current situation

Prototype a new language

Parser and language work to build syntax tree (AST), AST Interpreter

Write a “real” VM

In C/C++, still using AST interpreter, spend a lot of time implementing runtime system, GC, ...

People start using it

People complain about performance

Define a bytecode format and write bytecode interpreter

Performance is still bad

Write a JIT compiler  
Improve the garbage collector

# TRUFFLE FRAMEWORK

## Current situation

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Define a bytecode format and write bytecode interpreter

Performance is still bad

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## How it should be

Prototype a new language in Java

Parser and language work to build syntax tree (AST)  
Execute using AST interpreter

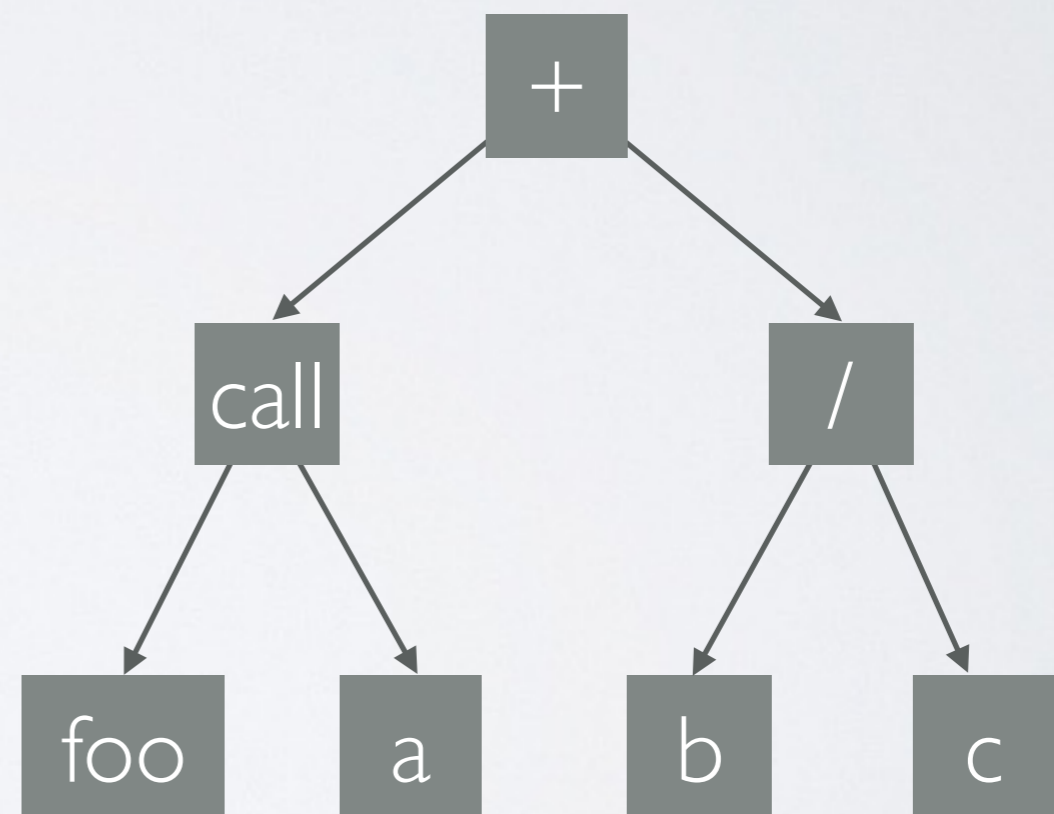
People start using it

And it is already fast

# TRUFFLE FRAMEWORK

- AST interpreter in Java
- Multiple APIs building on each other:
  - Truffle
  - Truffle DSL

`foo (a) + b / c`



# TRUFFLE FRAMEWORK

- Part of Graal:
- OpenJDK project:  
<http://openjdk.java.net/projects/graal/>
- Easy to build and use:

```
hg clone http://hg.openjdk.java.net/graal/graal
mx build
mx vm ... AST interpreter in Java
```

- “Simple Language” (sl) as an example

# TRUFFLE FRAMEWORK

- AST interpreter in Java
- Multiple APIs building on each other:
  - Truffle
  - Truffle DSL

```
@NodeInfo(shortName = "+")
public abstract class AddNode extends BinaryNode {

    public AddNode(SourceSection src) {
        super(src);
    }

    @Specialization(rewriteOn = ArithmeticException.class)
    protected long add(long left, long right) {
        return ExactMath.addExact(left, right);
    }

    @Specialization
    @TruffleBoundary
    protected BigInteger add(BigInteger left, BigInteger right) {
        return left.add(right);
    }

    @Specialization(guards = "isString")
    @TruffleBoundary
    protected String add(Object left, Object right) {
        return left.toString() + right.toString();
    }

    protected boolean isString(Object a, Object b) {
        return a instanceof String || b instanceof String;
    }
}
```

# TRUFFLE FRAMEWORK

- AST interpreter in Java
- Multiple APIs building on each other:
  - Truffle
  - Truffle DSL

```
@NodeInfo(shortName = "+")
public abstract class AddNode extends BinaryNode {

    public AddNode(SourceSection src) {
        super(src);
    }

    @Specialize(on = Integer.class)
    protected long add(long left, long right) {
        return left + right;
    }

    @Specialize(on = BigInteger.class)
    @TruffleBoundary
    protected BigInteger add(BigInteger left, BigInteger right) {
        return left.add(right);
    }

    @Specialize(on = Long.class)
    @TruffleBoundary
    protected long add(long left, long right) {
        return left + right;
    }

    @Specialize(on = BigInteger.class)
    @TruffleBoundary
    protected BigInteger add(BigInteger left, long right) {
        return left.add(BigInteger.valueOf(right));
    }

    @Specialize(on = Long.class)
    @TruffleBoundary
    protected long add(long left, BigInteger right) {
        return left + right.longValue();
    }
}
```

Interpreter gathers runtime feedback

Creates compiled code based on the interpreter (2nd futumura projection, partial evaluation)



# TRUFFLE LANGUAGES

- Many languages and language prototypes  
(prototypes - none of these is guaranteed to become a product!)

Python

JavaScript

R

J

Truffle

Ruby

```
quicksort=: (($:@(<#[), (=#[), $:@(>#[)) ({~ ?@#) ^: (1<#)
```

Smalltalk

SL

..?

HOW STANDARDS PROLIFERATE:  
(SEE: A/C CHARGERS, CHARACTER ENCODINGS, INSTANT MESSAGING,

APIs

SITUATION:  
THERE ARE  
14 COMPETING  
STANDARDS.

14?! RIDICULOUS!  
WE NEED TO DEVELOP  
ONE UNIVERSAL STANDARD  
THAT COVERS EVERYONE'S  
USE CASES.



SOON:

SITUATION:  
THERE ARE  
15 COMPETING  
STANDARDS.

<http://xkcd.com/927/>

# COURSE PROJECT

- Create a new software artifact, focusing on modularity and extensibility:  
Netbeans plugin, Eclipse plugin, Truffle language interpreter, DukeScript application, JavaScript library wrapper, ...
- ... or modularize an existing artifact
- Large enough to show modularization aspects and define interfaces (more than just a few classes)

# COURSE PROJECT

- Send to [thomas.wuerthinger@oracle.com](mailto:thomas.wuerthinger@oracle.com)
  - Sourcecode + short description  
Deadline: March 13
- Present the project in person, explaining modularization
  - No fixed date yet, likely March 16-20
- In teams of at least two students!