

Parsing and Code Generation Techniques to Deal with Uncertainty





- Cedric Lemaire `lemaire_cedric@yahoo.fr`

DSM at BNPParibas

- Equity Derivatives
 - Trading on electronic markets
 - Exotic financial products
 - Core software: the pricer, which holds a part of the model
- Capture of the Business Knowledge
 - Extended UML modeler in the past
 - ... replaced by textual DSL today
- Intensive use of parsing and code generation
 - Tool:

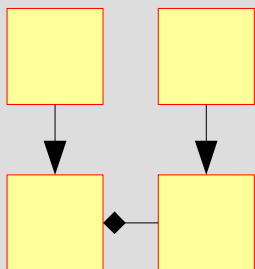


DSM at BNPParibas (2)

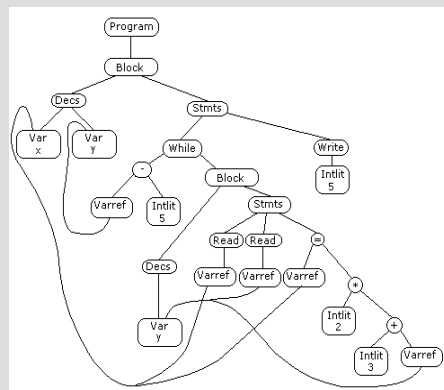
- Model: contributors are composed of developers exclusively, in ease with a DSL
- Meta-model: a  BNF parse script,
- Parse tree: more precisely, a graph and not necessarily a hierarchical structure
- Code generation: a set of  template-based scripts
- Mixed source code: to better dispatch commonalities between source code and code generation

Instability in Requirements

Model



Parse tree



Code generator

```

@ interface @this.name@ @
// inherits from a parent int
if !this.inheritance.empty()
  @: @this.inheritance#from
}
@i
@
// attributes:
if !this.attributes.empty() {
  foreach i in this.attribute
    if i.documentation {
      @ /**
      @i.documentation.
  }

```

Output

```

#ifndef _bank_Account_idl
#define _bank_Account_idl

module bank {
  interface Account {
    readonly long bal;
    void makeLodgement;
    void makeWithdrawal;
  }
}
#endif

```

Meta model

```

// Parsing of a slot: the name ar
slot(theSlot : node) ::=
  "<slot" #continue
  "name" '=' #readCString:theS
  ->'>'
  [property]?
  value(theSlot.value)
  "</slot>"
  ;

// Don't care about the property
property ::= "<property" ->'>';

```

Mixed source code

```

###markup###"package"

// An instance of this class
// It updates the list of eve
// to avoid navigating an obj
class NavigatorData {
  // cache keeping all
  public java.util.Set<
  // the custom visitor
  public Visitor visito

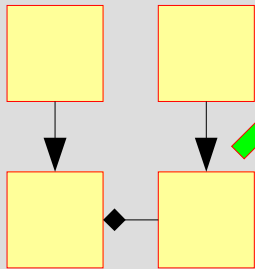
  public NavigatorData(
    visitor = v;
}

```



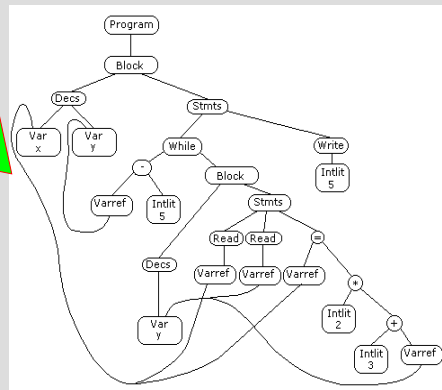
Instability in Requirements changing a model

Model



Changes are propagated automatically up to the source code

Parse tree



Code generator

```

@ interface @this.name@ @
// inherits from a parent int
if !this.inheritance.empty()
  @: @this.inheritance#from
}
@
@
// attributes:
if !this.attributes.empty() {
  foreach i in this.att
    if i
      .documentation.
  }
}

```

Output

```

#ifndef _bank_Account_idl
#define _bank_Account_idl

module bank {
  interface Account {
    readonly long bal;
    void makeLodgement;
    void makeWithdrawal;
  }
}
#endif

```

Mixed source code

```

##markup##"package"
// ... of this class
// ... the list of eve
// ... creating an
class NavigatorData {
  // cache keeping
  public java.util.Set<
  // the custom visitor
  public Visitor visito
  public NavigatorData(
    visitor = v;
  }
}

```

Meta model

```

// Parsing of a slot: the name ar
slot(theSlot : node) ::=
  "<slot" #continue
  "name" '=' #readCString:theS
  ->'>'
  [property]?
  value(theSlot.value)
  "</slot>"
;

// Don't care about the property
property ::= "<property" ->'>';

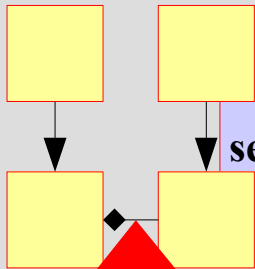
```



Instability in Requirements

Changing the metamodel

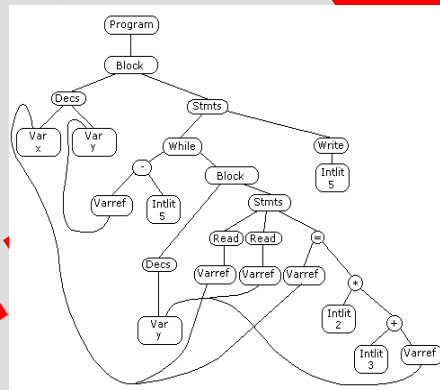
Model



Multiple DSL for a separation of concerns

Impacts demanding reworking: must facilitate the propagation of changes

Parse tree



Code generator

```

@ interface @this.name@ @
// inherits from a parent int
if !this.inheritance.empty()
@: @this.inheritance#from
}
@
@
// attributes:
if !this.attributes.empty() {
  foreach i in this.attribu
    if i.documentation {
      @ /**
      @i.documentation.
  }
}
  
```

Parameterized functions to enhance the synchronization with the parse tree

Output

```

#ifndef _bank_Account_idl
#define _bank_Account_idl

module bank {
  interface Account {
    readonly long bal
    void makeLodgement
    void makeWithdrawal
  }
#endif
  
```

Mixed source code

```

///markup///"package"

// An instance of this class
// It updates the list of eve
// to avoid navigating an obj
class NavigatorData {
  // cache keeping all
  public java.util.Set<
  // the custom visitor
  public Visitor visito

  public NavigatorData(
    visitor = v;
  }
  
```

Meta model

```

// Parsing of a slot: the name ar
slot(theSlot : node) ::=
  "<slot" #continue
  "name" '=' #readCString:theS
  ->'>'
  [property]?
  value(theSlot.value)
  "</slot>"
  ;
  
```

Parameterized rules to enhance the extension of the grammar and its maintenance

Code Works

Evolving Source Code that Catches a part of the Model

Source code

```
#ifndef _bank_Account_id1
#define _bank_Account_id1

module bank {
  interface Account {
    readonly long bal;

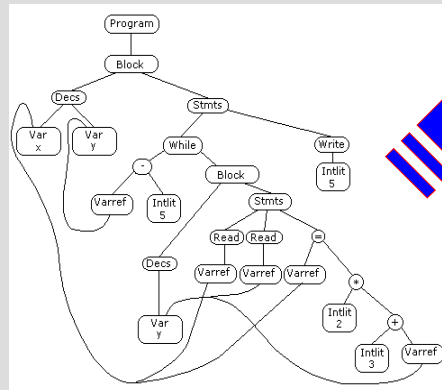
    void makeLodgement;

    void makeWithdrawal;
  }
}

#endif
```

Resistant to changing their way of working

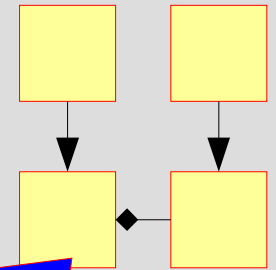
Parse tree



Code generator

```
interface @this.name@ @
// inherits from a parent int
if !this.inheritance.empty()
  @: @this.inheritance#from
}
@{
// attributes:
if !this.attributes.empty() {
  foreach i in this.attribu
    if i.documentation {
      @ /**
      @i.documentation.
    }
  }
}
```

Model



Mining process

```
// Parsing of a slot: the name ar
slot(theSlot : node) ::=
  "<slot" #continue
  "name" '=' #readCString:theS
  ->'>'
  [property]?
  value(theSlot.value)
  "</slot>"
  ;

// Don't care about the property
property ::= "<property" ->'>';
```



```
strategy BusinessDayNight {
  start time() > (17*60 -

  vehicles_hour(place_opo
    => duration(scrib
  vehicles_hour("rue de
    => activate(Riv
  vehicles_hour(auber->"
    => deactivate;

  time() > (22*60 + 30)*
    => deactivate;
}
```

Flexibility in parsing and code generation

- Building DSLs tolerant to rearranging
 - Parameterized rules,
 - Reusability by overloading of production rules,
- Building code generators tolerant to changes
 - Parameterized functions,
 - Code Expansion
 - Preserved areas
- Maintenance of multiple translations
 - Program transformation
 - Source-to-Source translation

Parameterized Rules and Overloading

- `instruction<"if"> ::= ... /*BNF production rule*/`
- `instruction<"while"> ::= ...`
- Add of a new instruction: non intrusive, just by adding a new production rule:
- `instruction<"for"> ::= ...`
- Overloading of a production rule: change the behavior of an existing one
- `#overload instruction<"if"> ::= ...`

Mixing Code Generation and Manufactured Code

- Code Expansion
 - Hand-typed code and some markups
 - Generated code is inserted at the markup place
- Preserved areas
 - Code generation erases the precedent content
 - Hand-typed code is preserved at some locations
- Program transformation
 - A translation script scans the file
 - It replaces some parts according to rules

Conclusion

- DSM accelerates the implementation of software
- The effort of raising the abstraction level moves complexity in transforming models to code
- This process must tolerate reworking at any time
- Some parsing + code generation features have revealed themselves being useful in practice:
 - Improve reaction against changing requirements in the metamodel and in the source code commonalities
 - Help in spreading these changes along parse tasks and code generation