

CSSE 490 Model-Based Software Engineering: Transformational Programming

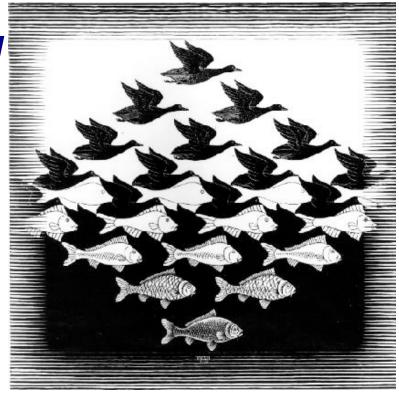
Shawn Bohner Office: Moench Room F212 Phone: (812) 877-8685 Email: bohner@rose-hulman.edu



Learning Outcomes: Transformations

Define transformation rules for abstraction and refinement.

- Outline transformation systems
- Introduce transformational programming
- Discuss paper (if time)





For all the SQL calls in a 2M line program done in MySQL, how would you rewrite them in Oracle SQL? (not the details, just the strategy)

- Think for a minute...
- Turn to a neighbor and discuss it for a minute





Rules need verifiers...





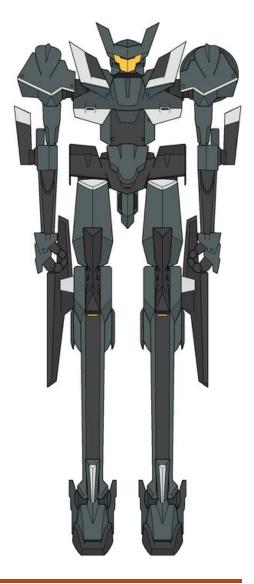
Transformational System Applications

- General support for program modification
- Program synthesis from a formal specification
- Automatic program generation
- Adaptation to different environments
- Verification of program correctness



Transformation Systems

- Correct programs can be built if the task is split into sufficiently small and formally justified steps
- Many of those steps are automatable
- If the automatable steps are performed by a machine, the programmer is free to focus on creative aspects of the job!





Transformation System Issues

- Specification vs.
 programming
 languages
- Level of automation full, semi, user-driven
- Transformation mechanism approaches

Catalog approach: Production rules, knowledge-based systems

Generative set approach:

Elementary transformations used in constructing new rules



Types of Transformational Systems

Restructuring/Optimization Same input and output language

Conversion/Synthesis

Different input and output language



Transformational Programming

- Programming by successive application of transformation rules
- Transformation a relation between two programs
- Transformation rule mapping from one program to another that constitutes a correct transformation (e.g., equivalency)
- Guarantees that the final version of the program satisfies the initial formal specification



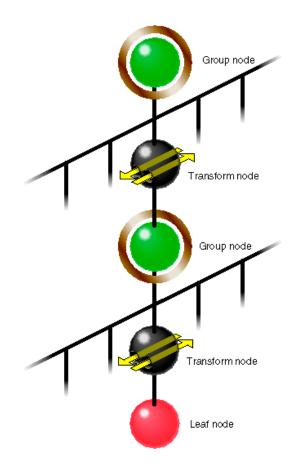
Specifying Basic Transformation Steps

Rewrite rules

- Substitution
- Pattern Matching
- Rule application

Examples

- Propositional formulae
- Lambda calculus





Rewrite Rules

Rule: L : 1 → r
□ Label/name L
□ Left-hand side pattern 1
□ Right-hand side pattern r

Like engineering... you must first write before you rewrite!

Pattern: term with variables

 $\Box t := x | C(t1, ..., tn) | C | int | string$

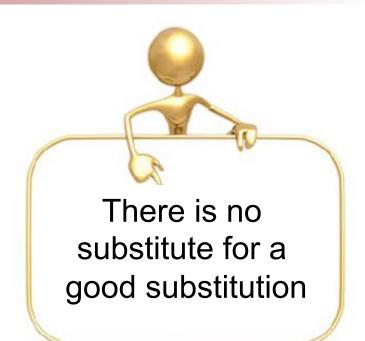
Examples

 $\Box A : Plus(Zero, x) \rightarrow x$



Substitution

- A substitution is a mapping from variables to terms
- Notation: [t1/x1, ..., tn/xn] is a finite substitution mapping xi to ti and all other variables to themselves



Application of a substitution s to a pattern

□ subst(s, x) = s(x)
□ subst(s, str) = str
□ subst(s, num) = num
□ subst(s, C(t1, ..., tn)) =
C(subst(s,t1), ..., subst(s,tn))



Term Pattern Matching

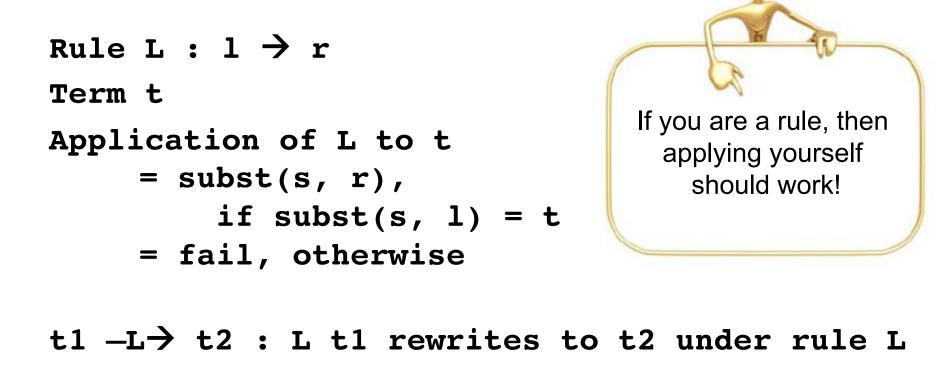
A term t matches with a pattern p if there is a substitution s such that

subst(s,p) = t





Application of Rule



 $t1 \rightarrow t2$: t1 rewrites to t2 under some rule



Prop: Algebraic Simplification

Module prop-laws imports prop Rules

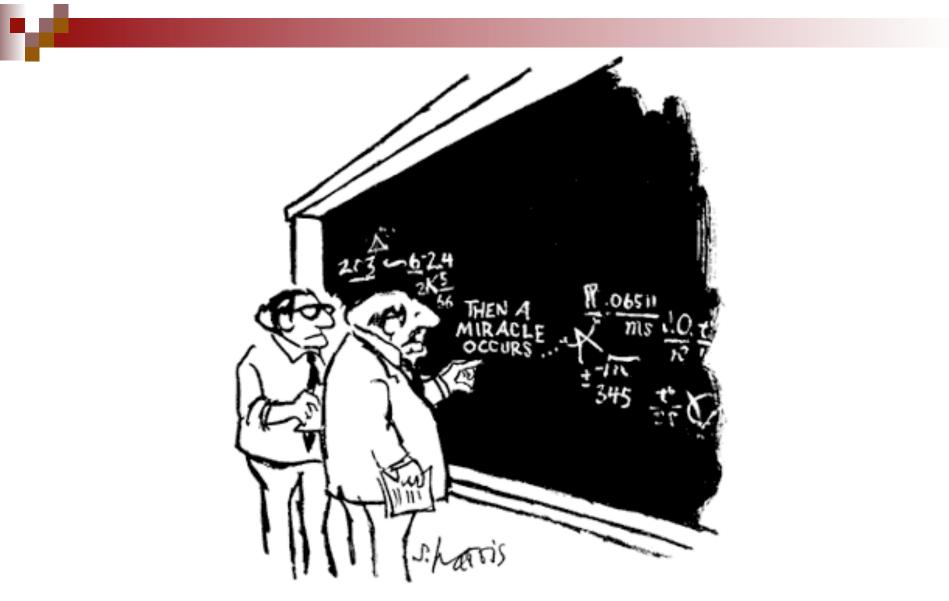
// Associativity relation

```
AA : And(And(x, y), z) \rightarrow And(x, And(y, z))
AO : Or(Or(x, y), z) \rightarrow Or(x, Or(y, z))
AI : Imp(Imp(x, y), z) \rightarrow Imp(x, Imp(y, z))
AE : Eq(Eq(x, y), z) \rightarrow Eq(x, Eq(y, z))
```

// Commutative relation

CA : And(x, y) \rightarrow And(y, x) CO : Or(x, y) \rightarrow Or(y, x) CE : Eq(x, y) \rightarrow Eq(y, x)





"I think you should be more explicit here in step two."

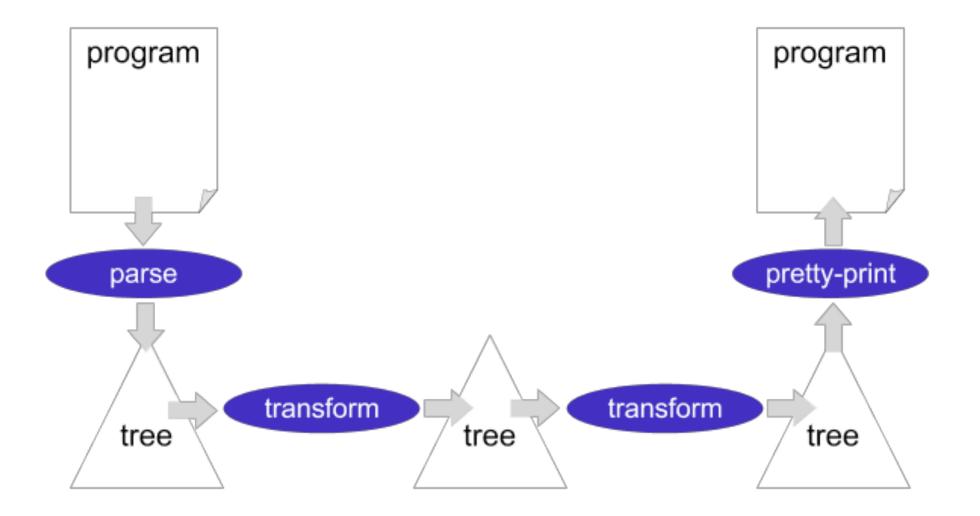


Program Transformation Paradigms

- Interactive Program Transformation
- Syntactic Abstractions in Intentional Programming
- Simple Tree Parsing
- Tree Parsing with Dynamic Programming
- Term Rewriting
- Term Rewriting with Strategy Annotations
- Functional Rewriting
- Rewriting with Traversal Functions
- Controlling Rewriting by Reflection
- Sequences of Canonical Forms
- Non-deterministic Sequential Strategies
- Generic Traversal Strategies



Simple Transformational System





Example Rewrite Rules

```
InlineF :
 |[ let f(xs) = e in e'[f(es)] ]| ->
 \left[ \text{let } f(xs) = e \text{ in } e'[e[es/xs]] \right] \right]
InlineV :
 |[ let x = e in e'[x] ]| -> |[ let x = e in e'[e] ]|
Dead :
 |[ let x = e in e' ]| -> |[ e' ]| where < not(in)> (x,e')
Extract(f,xs) :
 |[e]| -> |[let f(xs) = e in f(xs)]|
Hoist :
|[ let x = e1 in let f(xs) = e2 in e3 ]| ->
\begin{bmatrix} 1 & 1 & 1 \\ 1 & 2 & 3 \end{bmatrix}
where <not(in)> (x, <free-vars> e2)
```



Applications of Software Transformation 1/2

Compilers

- □ Translation (e.g. Java into C#)
- Desugaring (e.g. Java's foreach into for)
- Instruction selection
 - Maximal munch vs BURG-style dynamic programming
- Optimization
 - Data-flow optimization, Vectorization, GHC-style simplification, Deforestation, Domain-specific optimization, Partial evaluation...
- Type checking
- Specialization of dynamic typing



Applications of Software Transformation 2/2

- Program generators
 - Pretty-printer and signature generation from syntax definitions
 - Application generation (e.g. data format checkers from specifications)
- Program migration
 - Platform conversion (e.g. MacOS to Linux)
- Program understanding
 - Documentation generation (e.g. JavaDoc)
- Document generation/transformation

Web/XML programming (server-side scripts)



So, What does this have to do with MBE?

- Reduces requirements errors as it forces rigor in the requirements analysis
 - Incompleteness and inconsistencies can be discovered and resolved
- Correctness by construction preserving and guaranteeing essential properties
- Both specification and transformation rely on the rigors of Formal Specification and Transformation



Paper Discussion: Feature-Based Transformation Approach Paper

Feature-based survey of model transformation approaches

- What are the main thrusts of the paper?
- What are the controversial points and your positions?
- What did you get out of reading about feature-based transformation approaches?





Homework and Milestone Reminders

 Continue to familiarize yourself with material on Eclipse Modeling Project

http://www.eclipse.org/modeling/

