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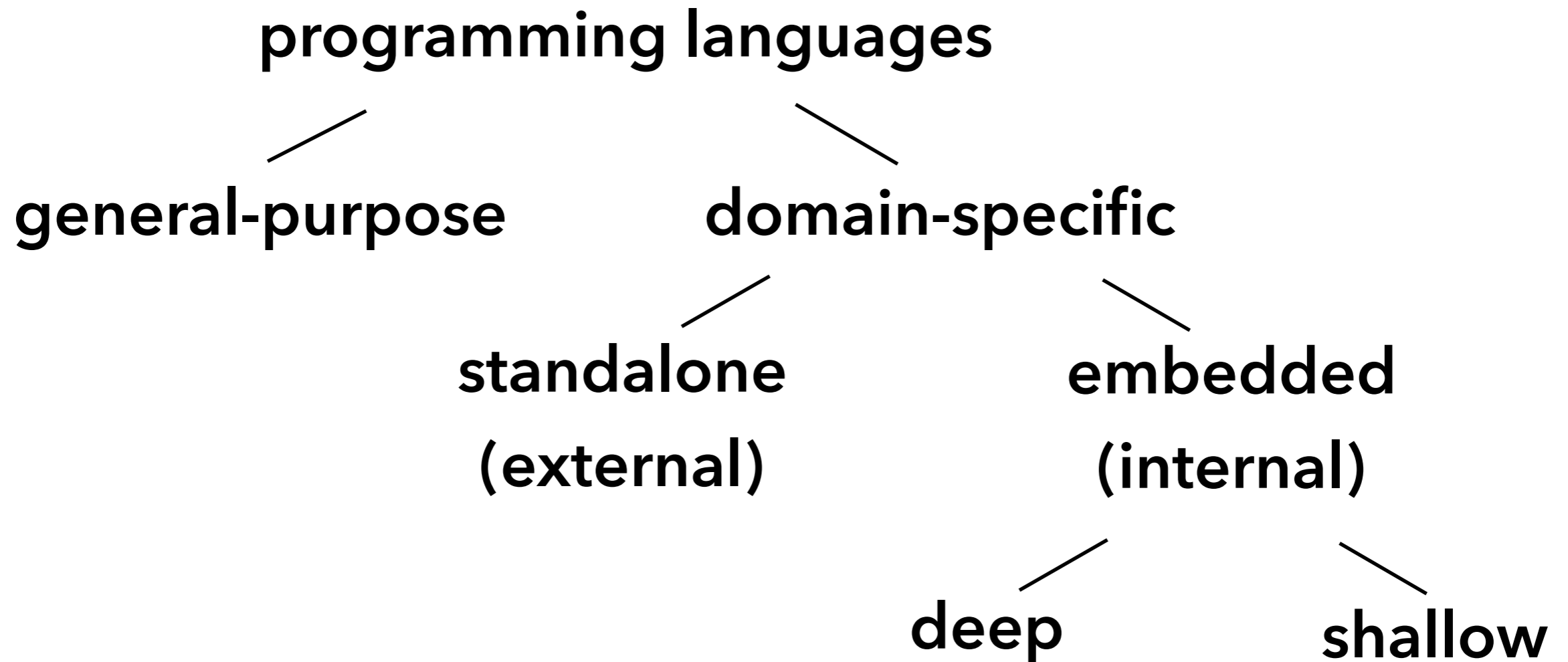
Shallow EDSLs and Object-Oriented Programming: Beyond Simple Compositionality

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Background



Shallow vs. deep embeddings

▶ Shallow embeddings

- ▶ Semantics first
- ▶ Compositional
- ▶ No AST
- ▶ Easy to add new language constructs
- ▶ Hard to add new interpretations

▶ Deep embeddings

- ▶ Syntax first
- ▶ Non-compositional
- ▶ Have an AST
- ▶ Easy to add new interpretations
- ▶ Hard to add new language constructs

Contribution

- ▶ Shallow embeddings and OOP are closely related
 - ▶ Both essence is **procedural abstraction** [Reynolds, 1978]

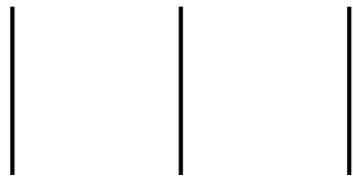


- ▶ OOP mechanisms, **subtyping**, **inheritance** and **type-refinement** increase the modularity of shallow EDSLs
 - ▶ Enable multiple (possibly dependent) interpretations

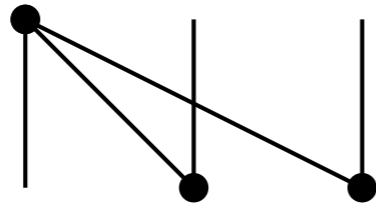
SCANS: a DSL for parallel prefix circuits

- Grammar: $\langle \text{circuit} \rangle ::=$ 'id' $\langle \text{positive-number} \rangle$
 | 'fan' $\langle \text{positive-number} \rangle$
 | $\langle \text{circuit} \rangle$ 'beside' $\langle \text{circuit} \rangle$
 | $\langle \text{circuit} \rangle$ 'above' $\langle \text{circuit} \rangle$
 | 'stretch' $\langle \text{positive-numbers} \rangle$ $\langle \text{circuit} \rangle$
 | '(' $\langle \text{circuit} \rangle$ ')'

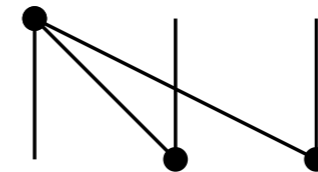
id 3



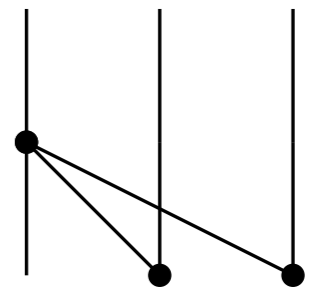
fan 3



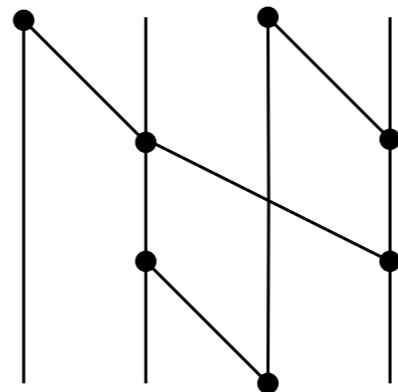
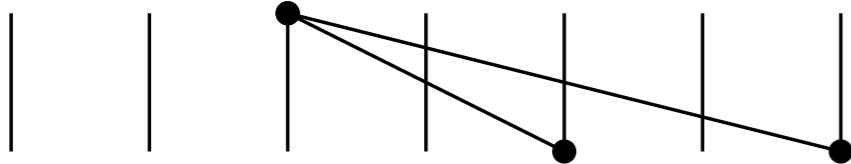
id 3 beside fan 3



id 3 above fan 3



stretch 3 2 3 fan 3



(fan 2 beside fan 2)

above

(stretch 2 2 fan 2)

above

(id 1 beside fan 2 beside id 1)

Embedding SCANS in Haskell

- ▶ A shallow implementation should conform to the following signatures

```

type Circuit = ... semantic domain
id      :: Int → Circuit
fan     :: Int → Circuit
beside  :: Circuit → Circuit → Circuit
above  :: Circuit → Circuit → Circuit
stretch :: [Int] → Circuit → Circuit

```

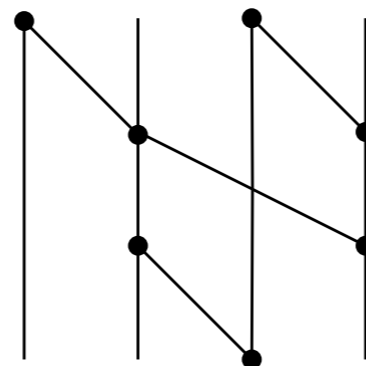
procedural abstraction

- ▶ E.g. an interpretation calculating the **width**

```

type Circuit = Int
id n      = n
fan n     = n
beside c1 c2 = c1 + c2
above c1 c2 = c1
stretch ns c = sum ns

```



```

> ((fan 2 'beside' fan 2) 'above'
 | stretch [2, 2] (fan 2) 'above'
 | (id 1 'beside' fan 2 'beside' id 1))
4

```

Towards OOP

- ▶ An *isomorphic* encoding of **width**

```

type Circuit = Int
id n          = n
fan n         = n
beside c1 c2 = c1 + c2
above c1 c2  = c1
stretch ns c  = sum ns

```



```

newtype Circuit1 = Circuit1 {width1 :: Int}
id1 n              = Circuit1 {width1 = n}
fan1 n             = Circuit1 {width1 = n}
beside1 c1 c2    = Circuit1 {width1 = width1 c1 + width1 c2}
above1 c1 c2    = Circuit1 {width1 = width1 c1}
stretch1 ns c      = Circuit1 {width1 = sum ns}

```

Embedding SCANS in OOP

- ▶ It is easy to port the definition into an OOP language like Scala

```
// object interface
```

```
trait Circuit1 { def width : Int }
```

```
// concrete implementations
```

```
class Id1 (n : Int) extends Circuit1 {  
  def width = n  
}
```

```
trait Fan1 extends Circuit1 {
```

```
  val n : Int
```

```
  def width = n
```

```
}
```

```
trait Beside1 extends Circuit1 {
```

```
  val c1, c2 : Circuit1
```

```
  def width = c1.width + c2.width
```

```
}
```

```
trait Above1 extends Circuit1 {
```

```
  val c1, c2 : Circuit1
```

```
  def width = c1.width
```

```
}
```

```
trait Stretch1 extends Circuit1 {
```

```
  val ns : List[Int]; val c : Circuit1
```

```
  def width = ns.sum
```

```
}
```


Smart constructors

- ▶ Smart constructors are needed for building a circuit object conveniently

```

def id(x : Int)           = new Id1      { val n = x }
def fan(x : Int)          = new Fan1     { val n = x }
def beside(x : Circuit1, y : Circuit1) = new Beside1 { val c1 = x; val c2 = y }
def above(x : Circuit1, y : Circuit1) = new Above1 { val c1 = x; val c2 = y }
def stretch(x : Circuit1, xs : Int*)   = new Stretch1 { val ns = xs.toList; val c = x }

```

- ▶ Constructing the example circuit again

```

val circuit = above(beside(fan(2), fan(2)),
                   above(stretch(fan(2), 2, 2),
                          beside(beside(id(1), fan(2)), id(1))))

```

```
> circuit.width
```

```
4
```

Multiple interpretations in Haskell

- ▶ Often claimed as a limitation of shallow embedding
- ▶ Typical workaround is to use tuples
 - ▶ e.g. additionally supporting **depth** for SCANS

```
type Circuit2 = (Int, Int)
id2 n       = (n, 0)
fan2 n      = (n, 1)
above2 c1 c2 = (width c1, depth c1 + depth c2)
beside2 c1 c2 = (width c1 + width c2, depth c1 'max' depth c2)
stretch2 ns c = (sum ns, depth c)

width = fst
depth = snd
```

- ▶ However, this implementation is *non-modular*

Multiple interpretations in Scala

- ▶ Multiple interpretations can be modular with Scala

Subtyping

```

trait Circuit2 extends Circuit1 { def depth : Int } // extended semantic domain
trait Id2 extends Id1 with Circuit2 { def depth = 0 }
trait Fan2 extends Fan1 with Circuit2 { def depth = 1 }
trait Above2 extends Above1 with Circuit2 {
  override val c1, c2 : Circuit2 // type-refinement that allows depth invocations
  def depth = c1.depth + c2.depth
}
trait Beside2 extends Beside1 with Circuit2 {
  override val c1, c2 : Circuit2 // type-refinement that allows depth invocations
  def depth = Math.max (c1.depth, c2.depth)
}
trait Stretch2 extends Stretch1 with Circuit2 {
  override val c : Circuit2 // type-refinement that allows depth invocations
  def depth = c.depth
}

```

Inheritance

Type-refinement

Dependent interpretations in Haskell

- ▶ An interpretation depends not *only* on itself but also on *other* interpretations
- ▶ E.g. **wellSized**, which depends on **width**

type $Circuit_3 = (Int, Bool)$

$id_3 n = (n, True)$

$fan_3 n = (n, True)$

$above_3 c_1 c_2 = (width\ c_1, wellSized\ c_1 \wedge wellSized\ c_2 \wedge \boxed{width\ c_1 \equiv width\ c_2})$

$beside_3 c_1 c_2 = (width\ c_1 + width\ c_2, wellSized\ c_1 \wedge wellSized\ c_2)$

$stretch_3 ns\ c = (sum\ ns, wellSized\ c \wedge length\ ns \equiv \boxed{width\ c})$

$wellSized = snd$

Dependent interpretations in Scala

- ▶ Again, modular dependent interpretations are unproblematic in Scala

```
trait Circuit3 extends Circuit1 { def wellSized : Boolean } // extended semantic domain
```

```
trait Id3 extends Id1 with Circuit3 { def wellSized = true }
```

```
trait Fan3 extends Fan1 with Circuit3 { def wellSized = true }
```

```
trait Above3 extends Above1 with Circuit3 {
```

```
  override val c1, c2 : Circuit3
```

```
  def wellSized =
```

```
    c1.wellSized ∧ c2.wellSized ∧  $c_1.width \equiv c_2.width$  // width dependency
```

```
}
```

```
trait Beside3 extends Beside1 with Circuit3 {
```

```
  override val c1, c2 : Circuit3
```

```
  def wellSized = c1.wellSized ∧ c2.wellSized
```

```
}
```

```
trait Stretch3 extends Stretch1 with Circuit3 {
```

```
  override val c : Circuit3
```

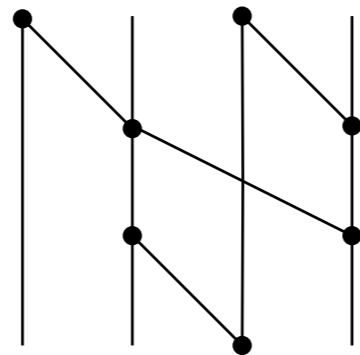
```
  def wellSized = c.wellSized ∧  $ns.length \equiv c.width$  // width dependency
```

```
}
```

Context-sensitive interpretations in Haskell

- ▶ An interpretation relies on some context

- ▶ e.g. **layout**



$[[(0, 1), (2, 3)], [(1, 3)], [(1, 2)]]$

type $Circuit_4 = (Int, (Int \rightarrow Int) \rightarrow [[(Int, Int)]])$

accumulating parameter

$id_4 n = (n, \lambda f \rightarrow [])$

$fan_4 n = (n, \lambda f \rightarrow [[(f 0, f j) \mid j \leftarrow [1..n-1]]])$

$above_4 c_1 c_2 = (width\ c_1, \lambda f \rightarrow layout\ c_1\ f\ ++\ layout\ c_2\ f)$

$beside_4 c_1 c_2 = (width\ c_1 + width\ c_2,$
 $\lambda f \rightarrow lzw\ (+)\ (layout\ c_1\ f)\ (layout\ c_2\ (f \circ (width\ c_1 +)))$)

$stretch_4 ns\ c = (sum\ ns, \lambda f \rightarrow layout\ c\ (f \circ pred \circ (scanl1\ (+)\ ns!!)))$

$layout = snd$

Context-sensitive interpretations in Scala

```

trait Circuit4 extends Circuit1 { def layout(f : Int ⇒ Int) : List[List[(Int, Int)]] }
trait Id4 extends Id1 with Circuit4 { def layout(f : Int ⇒ Int) = List() }
trait Fan4 extends Fan1 with Circuit4 {
  def layout(f : Int ⇒ Int) = List(for(i ← List.range(1, n)) yield(f(0), f(i)))
}
trait Above4 extends Above1 with Circuit4 {
  override val c1, c2 : Circuit4
  def layout(f : Int ⇒ Int) = c1.layout(f) ++ c2.layout(f)
}
trait Beside4 extends Beside1 with Circuit4 {
  override val c1, c2 : Circuit4
  def layout(f : Int ⇒ Int) =
    lzw(c1.layout(f), c2.layout(f.compose(c1.width + _)))(_ ++ _)
}
trait Stretch4 extends Stretch1 with Circuit4 {
  override val c : Circuit4
  def layout(f : Int ⇒ Int) = {
    val vs = ns.scanLeft(0)(_ + _).tail
    c.layout(f.compose(vs(_) - 1))
  }
}

```

An alternative encoding of modular interpretations

- ▶ Allow non-linear extensions and loose dependencies

- ▶ e.g. **wellSized**

```
trait Circuit3 extends Circuit1 { def wellSized : Boolean }
```

```
trait Id3 extends Circuit3 { def wellSized = true }
```

...

```
trait Stretch3 extends Circuit3 {
```

```
  val c : Circuit3; val ns : List[Int]
```

```
  def wellSized = c.wellSized ∧ ns.length ≡ c.width
```

```
}
```

- ▶ Require an extra step for combining **wellSized** and **width**

```
trait Id13 extends Id1 with Id3
```

...

```
trait Stretch13 extends Stretch1 with Stretch3
```


Adding language constructs

► Extend SCANS with right stretches

$$\begin{aligned} rstretch &:: [Int] \rightarrow Circuit_4 \rightarrow Circuit_4 \\ rstretch\ ns\ c &= stretch_4\ (1 : init\ ns)\ c\ 'beside_4'\ id_4\ (last\ ns - 1) \end{aligned}$$

```
def rstretch(ns : List[Int], c : Circuit4) =
  stretch(1 :: ns.init, beside(c, id(ns.last - 1)))
```

```
trait RStretch extends Stretch4 {
  override def layout(f : Int ⇒ Int) = {
    val vs = ns.scanLeft(ns.last - 1)(_ + _).init
    c.layout(f.compose(vs(_)))
  }
}
```

Modular terms

- ▶ Object Algebras [Oliveira & Cook, 2012] come to the rescue

```

trait Circuit[C] {
  def id(x : Int) : C
  def fan(x : Int) : C
  def above(x : C, y : C) : C
  def beside(x : C, y : C) : C
  def stretch(x : C, xs : Int*) : C
}

```

```

def circuit[C](f : Circuit[C]) =
  f.above(f.beside(f.fan(2), f.fan(2)),
    f.above(f.stretch(f.fan(2), 2, 2),
      f.beside(f.beside(f.id(1), f.fan(2)), f.id(1))))

trait Factory1 extends Circuit[Circuit1] {
  def id(x : Int) = new Id1 { val n = x }
  def fan(x : Int) = new Fan1 { val n = x }
  def beside(x : Circuit1, y : Circuit1) = new Beside1 { val c1 = x; val c2 = y }
  def above(x : Circuit1, y : Circuit1) = new Above1 { val c1 = x; val c2 = y }
  def stretch(x : Circuit1, xs : Int*) = new Stretch1 { val ns = xs.toList; val c = x }
}

```

```
circuit(new Factory1 {}).width // 4
```

```
circuit(new Factory4 {}).layout {x ⇒ x} // List(List((0,1),(2,3)),List((1,3)),List((1,2)))
```

Modular terms, extended

```
trait ExtendedCircuit[C] extends Circuit[C] {  
  def rstretch(x : C, xs : Int*) : C  
}
```

```
trait ExtendedFactory4 extends ExtendedCircuit[Circuit4] with Factory4 {  
  def rstretch(x : Circuit4, xs : Int*) = new RStretch { val c = x; val ns = xs.toList }  
}
```

```
def circuit2[C](f : ExtendedCircuit[C]) = f.rstretch(circuit(f), 2, 2, 2, 2)
```

Case study

- ▶ We refactored an external SQL query processor [Rompf & Amin, 2015] to make it more *modular, shallow, and embedded*

```

tid, time,      title,                               room
1,  09 : 30 AM, Tuning IoT Devices into Robust and Safe Computers, Paganini
2,  11 : 00 AM, Separating Use and Reuse to Improve Both,       Paganini
...

```

talks.csv

```
select * from talks.csv
```

```
select room, title from talks.csv
where time = '09:00 AM'
```

```
select *
from(select time, room, title as title1 from talks.csv)
join (select time, room, title as title2 from talks.csv)
where title1 <> title2
```

```
def q0 = FROM("talks.csv")
```

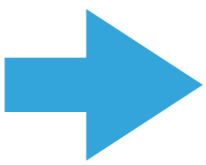
```
def q1 = q0 WHERE 'time' === "09:00 AM"
        SELECT('room', 'title')
```

```
def q2 =
  q0 SELECT('time', 'room', 'title AS 'title1') JOIN
  (q0 SELECT('time', 'room', 'title AS 'title2')) WHERE
  'title1' <> 'title2'
```

A relational algebra interpreter

- Under the surface syntax, a relational algebra expression is constructed

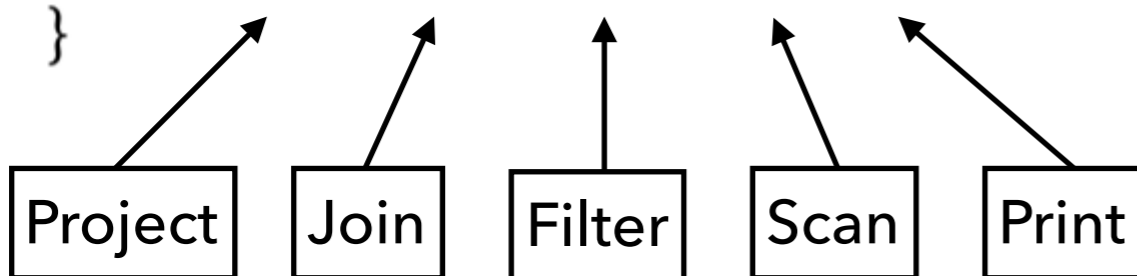
```
FROM("talks.csv")
WHERE 'time === "09:00 AM"
SELECT('room','title')
```



```
Project(Schema("room", "title"),
        Filter(Eq(Field("time"), Value("09:00 AM")),
              Scan("talks.csv")))
```

- Each relational algebra operator implements the following interface

```
trait Operator {
  def resultSchema : Schema
  def execOp(yld : Record => Unit) : Unit
}
```



```
trait Join extends Operator {
  val op1, op2 : Operator
  def resultSchema =
    op1.resultSchema ++ op2.resultSchema
  def execOp(yld : Record => Unit) =
    op1.execOp { rec1 =>
      op2.execOp { rec2 =>
        val keys = rec1.schema intersect rec2.schema
        if(rec1(keys) ≡ rec2(keys))
          yld(Record(rec1.fields ++ rec2.fields,
                    rec1.schema ++ rec2.schema))
      }}
}
```

From interpreter to compiler

- ▶ The interpreter is simple but slow
- ▶ Turning a slow interpreter into a fast compiler while keeping the simplicity – **staging** (LMS [Rompf & Odersky, 2010])
 - ▶ Actions on records are delayed to the generated code

```
def execOp(yld : Record ⇒ Unit) : Unit
```



```
def execOp(yld : Record ⇒ Rep [Unit]) : Rep [Unit]
```

- ▶ Two backends are supported (Scala and C), modularly

Syntax extensions

► Add aggregations (**group by**) and hash joins

```
trait Group extends Operator {  
  val keys, agg : Schema; val op : Operator  
  def resultSchema = keys ++ agg  
  def execOp(yld : Record ⇒ Unit) { ... }  
}
```

```
trait HashJoin extends Join {  
  override def execOp(yld : Record ⇒ Unit) = {  
    val keys = op1.resultSchema intersect op2.resultSchema  
    val hm = new HashMapBuffer(keys, op1.resultSchema)  
    op1.execOp { rec1 ⇒  
      hm(rec1(keys)) += rec1.fields }  
    op2.execOp { rec2 ⇒  
      hm(rec2(keys)) foreach { rec1 ⇒  
        yld(Record(rec1.fields ++ rec2.fields, rec1.schema ++ rec2.schema)) } } }  
}
```

Evaluation

- ▶ The **same** code is generated, thus performance is similar
- ▶ The modularity comes with a few more lines of code

Source	Functionality	Deep	Shallow
<i>query_unstaged</i>	SQL interpreter	83	98
<i>query_staged</i>	SQL to Scala compiler	179	194
<i>query_optc</i>	SQL to C compiler	245	262

More in the paper

Shallow EDSLs and Object-Oriented Programming

Beyond Simple Compositionality

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Abstract

Context. Embedded Domain-Specific Languages (EDSLs) are a common and widely used approach to DSLs in various languages, including Haskell and Scala. There are two main implementation techniques for EDSLs: *shallow embeddings* and *deep embeddings*.

Inquiry. Shallow embeddings are quite simple, but they have been criticized in the past for being quite limited in terms of modularity and reuse. In particular, it is often argued that supporting multiple DSL interpretations in shallow embeddings is difficult.

Approach. This paper argues that shallow EDSLs and Object-Oriented Programming (OOP) are closely related. Gibbons and Wu already discussed the relationship between shallow EDSLs and procedural abstraction, while Cook discussed the connection between procedural abstraction and OOP. We make the transitive step in this paper by connecting shallow EDSLs directly to OOP via procedural abstraction. The knowledge about this relationship enables us to improve on implementation techniques for EDSLs.

Knowledge. This paper argues that common OOP mechanisms (including *inheritance*, *subtyping*, and *type-refinement*) increase the modularity and reuse of shallow EDSLs when compared to classical procedural abstraction by enabling a simple way to express *multiple, possibly dependent, interpretations*.

Grounding. We make our arguments by using Gibbons and Wu's examples, where procedural abstraction is used in Haskell to model a simple shallow EDSL. We recode that EDSL in Scala and with an improved OO-inspired Haskell encoding. We further illustrate our approach with a case study on refactoring a deep external SQL DSL implementation to make it more modular, shallow, and embedded.

Importance. This work is important for two reasons. Firstly, from an intellectual point of view, this work establishes the connection between shallow embeddings and OOP, which enables a better understanding of both concepts. Secondly, this work illustrates programming techniques that can be used to improve the modularity and reuse of shallow EDSLs.

ACM CCS 2012

▪ **Software and its engineering** → **Language features; Domain specific languages;**

Keywords embedded domain-specific languages, shallow embedding, object-oriented programming

The Art, Science, and Engineering of Programming

Perspective The Art of Programming

Area of Submission Domain-Specific Languages, Modularity and Separation of Concerns



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Submitted to *The Art, Science, and Engineering of Programming*.

- ▶ An OOP inspired Haskell encoding of modular (dependent) interpretations

```
class Circuit c where
```

```
  id      :: Int → c
```

```
  fan     :: Int → c
```

```
  above  :: c → c → c
```

```
  beside :: c → c → c
```

```
  stretch :: [Int] → c → c
```

```
class a < b where
```

```
  prj :: a → b
```

```
instance a < a where
```

```
  prj x = x
```

```
instance (a, b) < a where
```

```
  prj = fst
```

```
instance (b < c) => (a, b) < c where
```

```
  prj = prj ∘ snd
```

Conclusion

- ▶ OOP and shallow embeddings are closely related
 - ▶ The essence of both is *procedural abstraction*
- ▶ OOP abstractions bring extra modularity to shallow embeddings
 - ▶ Subtyping, inheritance and type-refinement
- ▶ Combine extensible interpreters with Object Algebras for greater good
 - ▶ Modular multiple (possibly dependent) interpretations and terms
- ▶ Shallow embeddings can be performant with *staging*
- ▶ The motivation to employ deep embeddings becomes weaker
 - ▶ Mostly reduced to the need for AST transformations

Thank you!

<https://github.com/wxzh/shallow-dsl>