



Centrum Wiskunde & Informatica

Rascal: A One-Stop-Shop for Program Analysis and Transformation

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SET Seminar

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Eindhoven, The Netherlands



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

Rascal: A Meta-Programming One-Stop-Shop



- Context: wide variety of programming languages (including dialects) and meta-programming tasks
- Typical solution: many different tools, lots of glue code
- Instead, we want this to all be in one language, i.e., the “one-stop-shop”
- Rascal: domain specific language for program analysis, program transformation, DSL creation

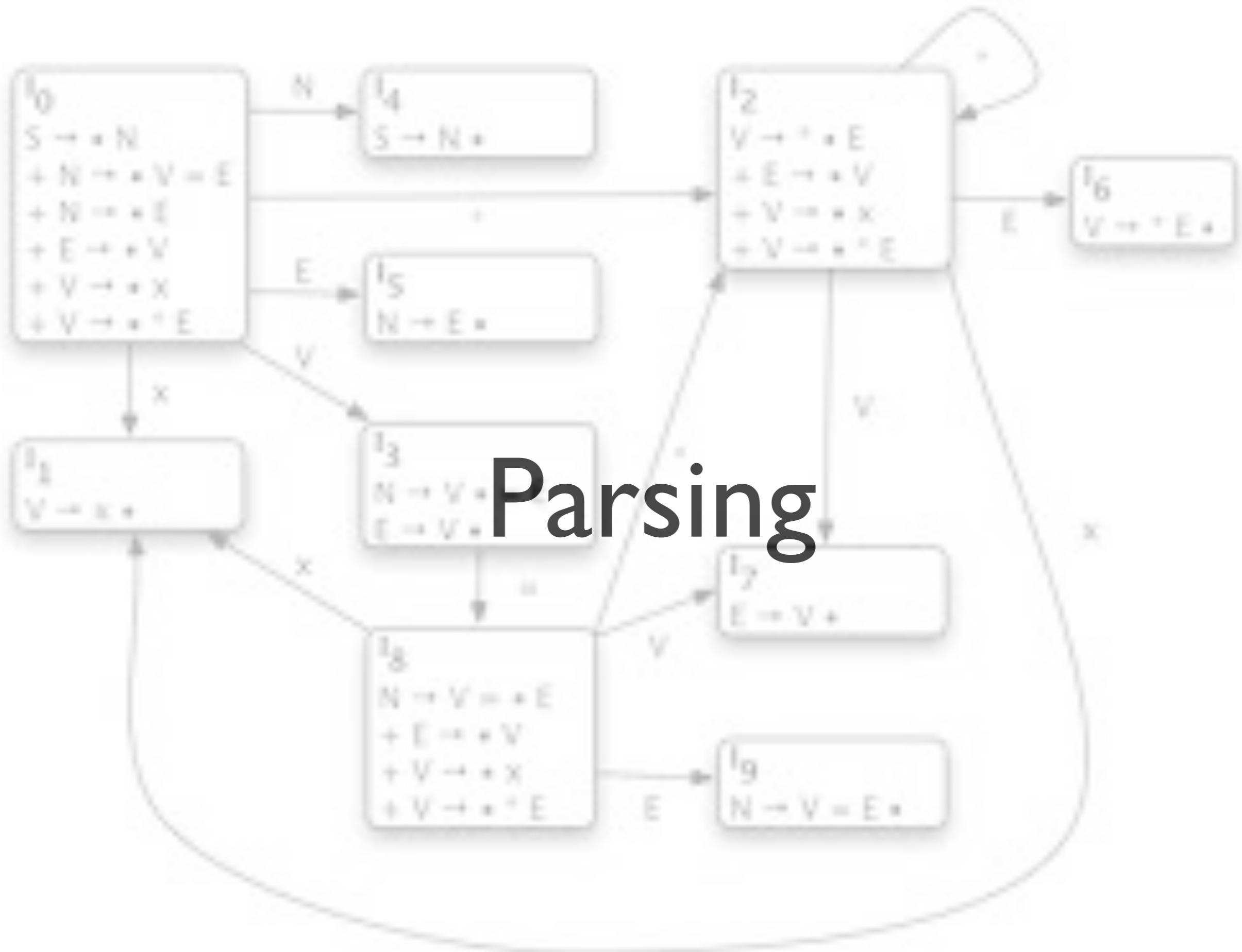
Picture from: <http://www.mountainhighlands.com/listings/colabrese.html>

Usage Scenarios

- Parsing (briefly!)
- DSLs
- Software Repository Mining
- Program Analysis
- Visualization
- Many others...



Parsing



Parsing

- Rascal grammar definition language, GLL parsing
- Filtering rules written in Rascal provide disambiguation
 - Example: C's famous T *b, need a symbol table
- Other features: implode to AST, track source locations
- Parsing integrates with IDE support: provides parse trees needed by IDE functionality, annotations on tree trigger IDE functionality

The Addison-Wesley Signature Series

Domain-Specific Languages

DOMAIN-
SPECIFIC
LANGUAGES



Domain-Specific Languages

- DSLs support domain-level concepts, syntax familiar to practitioners
- Many familiar examples from tech space: SQL for database access, HTML for web pages, ATL for model transformations
- Some not so familiar: S3QL in Bioinformatics, Cg for graphics programming

Another Domain: Digital Forensics (Jeroen van den Bos)

- From Wikipedia: “Digital forensics is a branch of forensic science encompassing the recovery and investigation of material found in digital devices, often in relation to computer crime.”
- Challenges: need custom software, engineered to specific requirements (including for legal reasons), that performs well
- Research Question: can model-driven techniques be used to create fast, maintainable digital forensics software?

File carving

- File carving is the process of recovering files without the help of (file system) storage metadata.
- A file carver typically consists of two parts:
 - The carver itself, which selects and/or combines blocks of data from the input as candidate files.
 - A set of format validators that determine whether a candidate file is of any of the formats they validate.

Slide from Jeroen van den Bos

Describing File Formats in Derric

1. Header

Name and encoding/
type defaults

```
format PNG
```

```
strings ascii  
size 1  
unit byte  
sign false  
type integer  
order lsb0  
endian little
```

2. Sequence

Data structure
ordering

```
sequence
```

```
Signature  
IHDR  
(ITXT ICMT)*  
PLTE?  
IDAT  
IDAT*  
IEND
```

3. Structures

Layout of individual
data structures

```
structures
```

```
IHDR {  
  l: lengthOf(d)  
     size 4;  
  n: "IHDR";  
  d: { ... }  
  c: checksum  
  (... ) size 4; }
```

Slide from Jeroen van den Bos

Describing File Formats in Derric

structures

```
Chunk {
  length: lengthOf(chunkdata) size 4;
  chunktype: type string size 4;
  chunkdata: size length;
  crc: checksum(algorithm="crc32-ieee",
                fields=chunktype+chunkdata) size 4;
  end: 0xFF3F;
}
IHDR = Chunk {
  chunktype: "IHDR";
  chunkdata: {
    width: !0 size 4;
    height: !0 size 4;
    bitdepth: 1|2|4|8|16;
    imagesize: (width*height*bitdepth)/8 size 4;
    interlace: 0|1;
  }
}
```

Slide from Jeroen van den Bos

Applying Derric

- Each format has one/several descriptions.
- Code generator uses descriptions:
 - Applies (domain-specific) optimizations/transformations.
 - Runs quickly, so easy to rerun after changes.
 - May output for multiple targets.

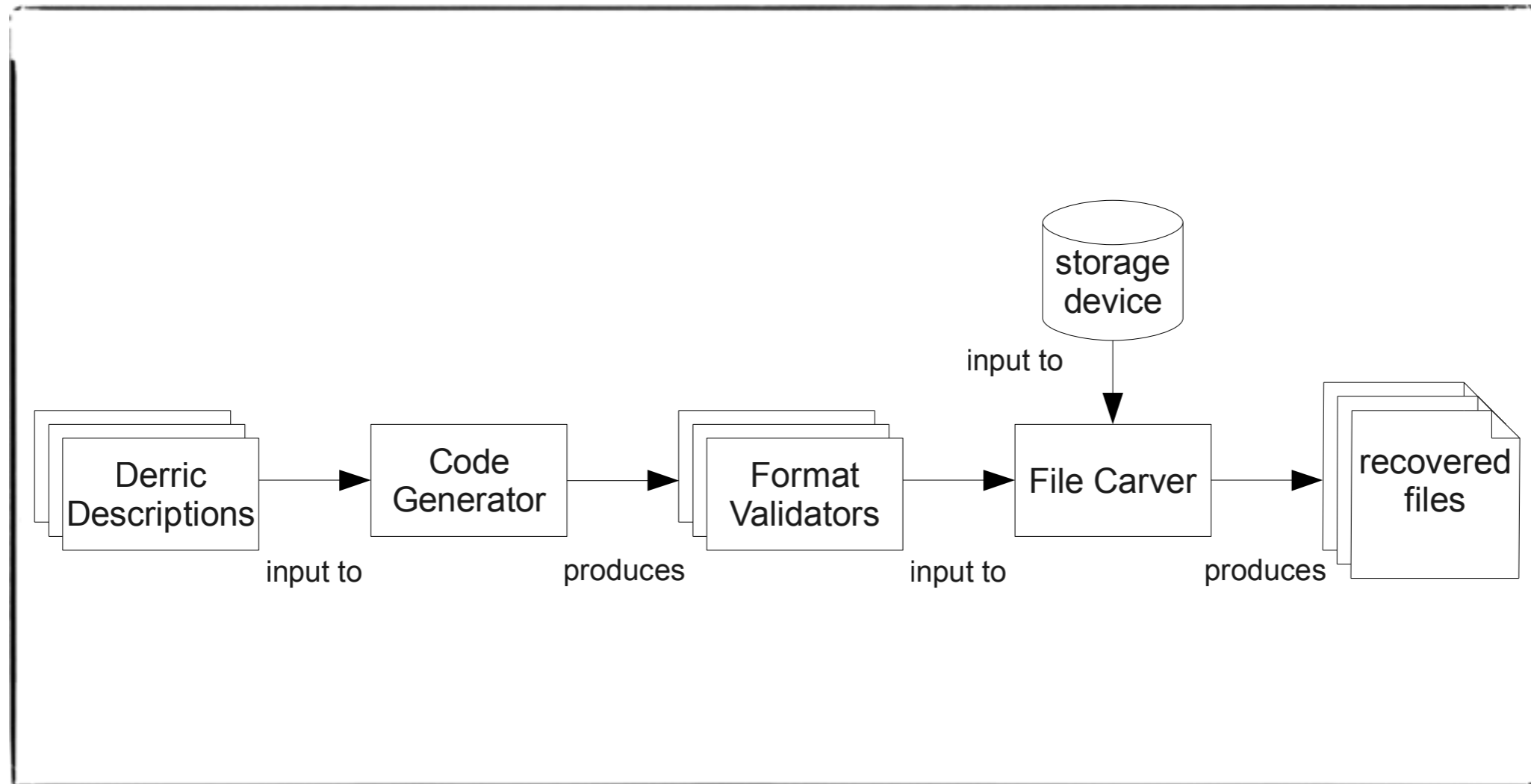
Slide from Jeroen van den Bos

Applying Derric

- Runtime system uses generated validators:
 - Recognizes, extracts or ignores files.
 - Implements algorithms and common optimizations.

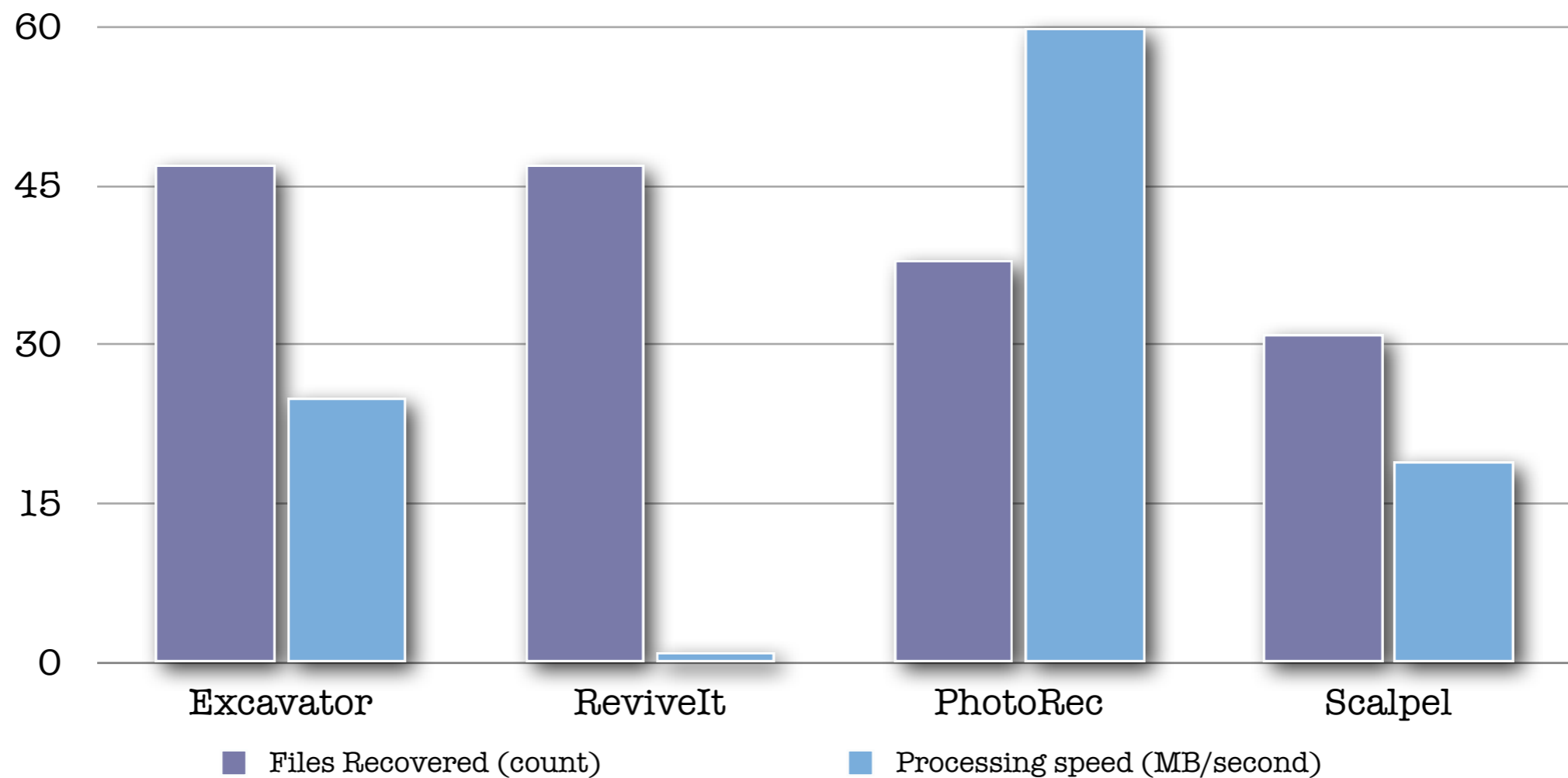
Slide from Jeroen van den Bos

Excavating Architecture



Slide from Jeroen van den Bos

Comparing to Existing Tools on a Set of Benchmarks



“Bringing Domain-Specific Languages to Digital Forensics”, van den Bos/van der Storm, ICSE’11.

Slide from Jeroen van den Bos



Software Repository Mining

Repository Mining

- “The Mining Software Repositories (MSR) field analyzes the rich data available in software repositories to uncover interesting and actionable information about software systems and projects.” -- MSR 2013 Homepage
- Repositories: version control, defect tracking, communications between team members
- Uses: support maintenance, improve design, facilitate reuse, empirical validation, prediction and planning

Example: What Features are Used in PHP?

- Goal: determine which features are used in PHP programs, what usage patterns are visible
- Special focus: which features are hard to analyze?
- Technique: extract system source from PHP repositories, perform statistical analysis over code bases of systems, use Rascal to identify interesting parts of code that we can look at more closely
- Corpus: 19 systems, close to 3.4 million lines of PHP

Results



- Of 109 language features, 7 are never used in the corpus, while 35 are not used in 80% of the files
- Most PHP files are below 1300 lines of code
- Most uses of variable-variables can be resolved statically (75% with systems that support PHP5)
- And more! (ask for the paper if you are interested...)

A magnifying glass is positioned over a line of Java code. The code is: `for(int i = p.length - 1; i >= 0;`. The magnifying glass is centered over this line, and the text "Program Analysis" is overlaid on the image.

Program Analysis

```
public class JavaProgram {  
    public Integer next() {  
        for(int i = p.length - 1; i >= 0;  
            if (p[i] > n)  
                else  
                    return p;  
        }  
        throw new NoSuchElementException();  
    }  
}
```

Program Analysis

- Program analysis is an umbrella for a large number of techniques to programmatically discover information about programs
- Two camps: static and dynamic (with some mixing at the borders)
- Many techniques: abstract interpretation, control-flow analysis, data-flow analysis, augmented type systems (including type and effect systems), constraints
- Many uses: bug finding, optimization, verification

Example: Analysis of Lua Code (Reimer van Rozen)

- Lua is a popular scripting language, including for games
- Standard dynamic language challenges: no types, checks at runtime, high flexibility can lead to unexpected results
- Solution: static analysis of Lua in Rascal, with IDE tooling



Lua AiR Framework

Contextual Analysis Example

Slide from Riemer van Rozen

Lua AiR Framework

Contextual Analysis Example

```
1.  function f(c)      -- assign function to f
```

Slide from Riemer van Rozen

Contextual Analysis Example

```
1.  function f(c)      -- assign function to f
2.  a = 1             -- creates global a
```

Contextual Analysis Example

```
1.  function f(c)      -- assign function to f
2.    a                = 1    -- creates global a
3.    local b = true    -- creates local b
```

Contextual Analysis Example

```
1.  function f(c)      -- assign function to f
2.  a                = 1      -- creates global a
3.  local b = true    -- creates local b
4.  a, b             = b, a    -- swap a and b
```

Contextual Analysis Example

```
1.  function f(c)      -- assign function to f
2.  a = 1             -- creates global a
3.  local b = true    -- creates local b
4.  a, b = b, a       -- swap a and b
5.  a, b = 1, 2, 3   -- discards 3
```

Contextual Analysis Example

```
1.  function f(c)      -- assign function to f
2.    a                = 1      -- creates global a
3.    local b = true    -- creates local b
4.    a, b             = b, a   -- swap a and b
5.    a, b             = 1, 2, 3 -- discards 3
6.    a, b            = c      -- implicitly deletes b
```

Contextual Analysis Example

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4.    a, b             = b, a   -- swap a and b
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6.    a, b            = c      -- implicitly deletes b
7.    print(b)         -- nil, undeclared b
```

Contextual Analysis Example

```
1.  function f(c)      -- assign function to f
2.      a            = 1  -- creates global a
3.      local b = true  -- creates local b
4.      a, b         = b, a  -- swap a and b
5.      a, b         = 1, 2, 3 -- discards 3
6.      a, b         = c    -- implicitly deletes b
7.      print(b)      -- nil, undeclared b
8.  end               -- close scope
```

Contextual Analysis Example

```
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7.      print(b)      -- nil, undeclared b
8.  end               -- close scope
9.  f("4")           -- call f, bind c to "4"
```


Contextual Analysis Example

```
1.  function f(c)      -- assign function to f
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8.  end              -- close scope
9.  f("4")          -- call f, bind c to "4"
10. print(a)        -- 4, read global a
```

Contextual Analysis Example

```
1.  function f(c)      -- assign function to f
2.      a            = 1  -- creates global a
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5.      a, b         = 1, 2, 3 -- discards 3
6.      a, b         = c  -- implicitly deletes b
7.      print(b)      -- nil, undeclared b
8.  end               -- close scope
9.  f("4")           -- call f, bind c to "4"
10. print(a)         -- 4, read global a
11. d = 2 .. a       -- coerces 2 to string
```

Contextual Analysis Example

```
1.  function f(c)      -- assign function to f
2.      a            = 1  -- creates global a
3.      local b = true -- creates local b
4.      a, b        = b, a -- swap a and b
5.      a, b        = 1, 2, 3 -- discards 3
6.      a, b        = c  -- implicitly deletes b
7.      print(b)      -- nil, undeclared b
8.  end              -- close scope
9.  f("4")          -- call f, bind c to "4"
10. print(a)        -- 4, read global a
11. d = 2 .. a      -- coerces 2 to string
12. d = d / "12"  -- coerces 12 to number
```

Contextual Analysis Example

```
1.  function f(c)      -- assign function to f
2.      a            = 1  -- creates global a
3.      local b      = true -- creates local b
4.      a, b        = b, a -- swap a and b
5.      a, b        = 1, 2, 3 -- discards 3
6.      a, b        = c  -- implicitly deletes b
7.      print(b)      -- nil, undeclared b
8.  end              -- close scope
9.  f("4")          -- call f, bind c to "4"
10. print(a)        -- 4, read global a
11. d = 2 .. a      -- coerces 2 to string
12. d = d / "12"  -- coerces 12 to number
13. print(c, d)    -- nil 2, undeclared c
```

Example: Lua IDE

The screenshot displays the Eclipse IDE interface for the Rascal Lua IDE. The main editor shows the following Lua code:

```
function Bullet:collide(event)
    local other = event.other
    if other.type == "Grunt" then
        other.health = other.health - self.damage
        if other.health < 0 then
            event.world:destroy_game_object(other)
        end
    end
    event.world:destroy_game_object(self)
end
```

The AST (Abstract Syntax Tree) view on the right shows the following structure:

```
s_assign
├── v_dot
│   ├── e_var
│   └── id
├── e_fun
│   ├── p_list
│   └── chunk
│       ├── s_local
│       ├── s_if
│       └── s_call
│           ├── e_var
│           └── a_arqs
```

The console at the bottom displays the following runtime messages:

```
IMP Runtime
Info    Declare local Bullet self with scope id 3 at label 1 at line 1 column 25
Info    Write Bullet self with scope id 3 at label 1 at line 1 column 25
Info    Declare local CollisionEvent event with scope id 3 at label 1 at line 1 column 25
Info    Write CollisionEvent event with scope id 3 at label 1 at line 1 column 25
Info    Read CollisionEvent event with scope id 3 at label 1 at line 2 column 17
Info    Read GameObject other from CollisionEvent event with scope id 3 at label 2 at line 2 column 17
Info    Read CollisionEvent event with scope id 3 at label 2 at line 2 column 17
Info    Read GameObject other from CollisionEvent event with scope id 3 at label 2 at line 2 column 17
Info    Declare local unknown other with scope id 4 at label 2 at line 2 column 9
Info    Write GameObject other with scope id 4 at label 2 at line 2 column 9
Info    Read unknown other with scope id 4 at label 2 at line 2 column 6
```

Annotations in the image highlight the "AST" view and the "Messages" in the console.

Example: Analysis of PHP (Ongoing Work)

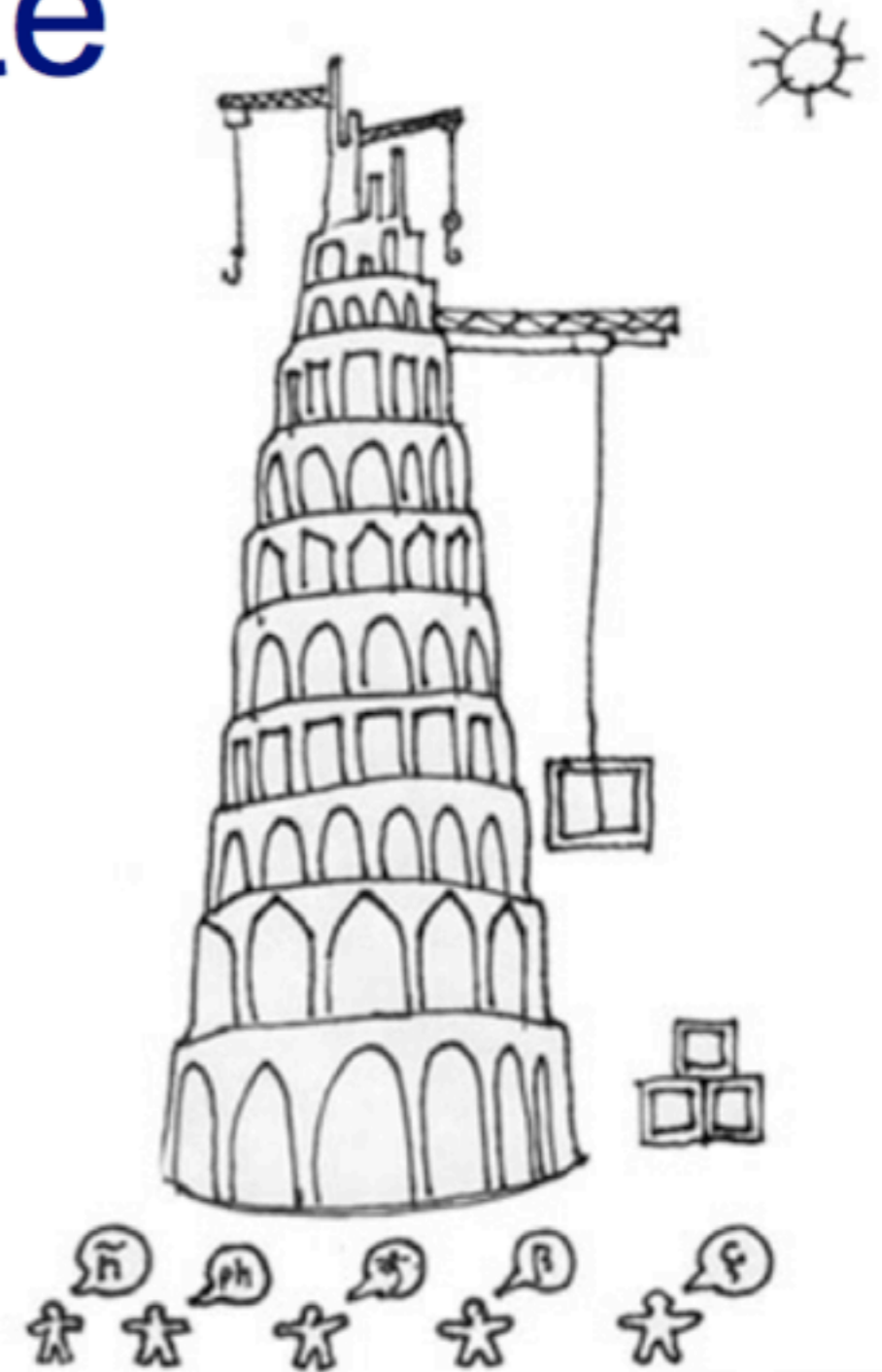


- Eventual goal: full suite of PHP analysis tools
- Current work: the basics!
 - Analysis of file includes
 - Type inference
 - Alias analysis
- Some promising initial work on statically resolving includes, which are a dynamic property

The background of the slide is a repeating pattern of stylized, light blue eyes with dark pupils and eyelids, set against a white background. The eyes are rendered in a soft, painterly style and are scattered across the frame, with some appearing larger and more prominent than others.

Visualization

How to integrate Software Visualization in Rascal?



Slide from Paul Klint



Package Expl

- Hello
- jspwiki
- MyRascal
 - eclipse
 - src
 - Users
 - amb.txt
 - BoxBas.rsc
 - CFGBas.rsc
 - Extensions.rsc
 - Graph.rsc
 - Life.rsc
 - Metrics.rsc
 - Outline.rsc
 - Randy.rsc
 - Simple.rsc
 - TagCloud.rsc
 - tijs.txt
 - TypeHierarchy.rs
 - ViewFCA.rsc
 - ViewParseTrees.r
 - ViewTreeMap.rsc
 - Visitatie.rsc
 - std
 - > oberon0 34368 [svn]
 - eclipse
 - > src 34368
 - box 33859
 - > lang 34368
 - > oberon0 34
 - ast 34302
 - check 343
 - compile 34
 - desugar 34
 - eval 34302
 - > extract 3
 - format 343
 - ide 34302

Outline

Enter search term:

name extension:

/src/org/eclipse/imp/pdb/facts/io/StandardTextWriter.

Outline.rsc Figure StandardTextWriter.j

```

}

public IValue visitMap(IMap o) throws Vis
    append('(');

    Iterator<IValue> mapIterator = o.iter
    if(mapIterator.hasNext()){
        IValue key = mapIterator.next();
        key.accept(this);
        append(':');
        o.get(key).accept(this);

        while(mapIterator.hasNext()){
            append(',');
            key = mapIterator.next();
            key.accept(this);
            append(':');
            o.get(key).accept(this);
        }
    }
    append(')');

    return o;
}

public IValue visitNode(INode o) throws V
    String name = o.getName();

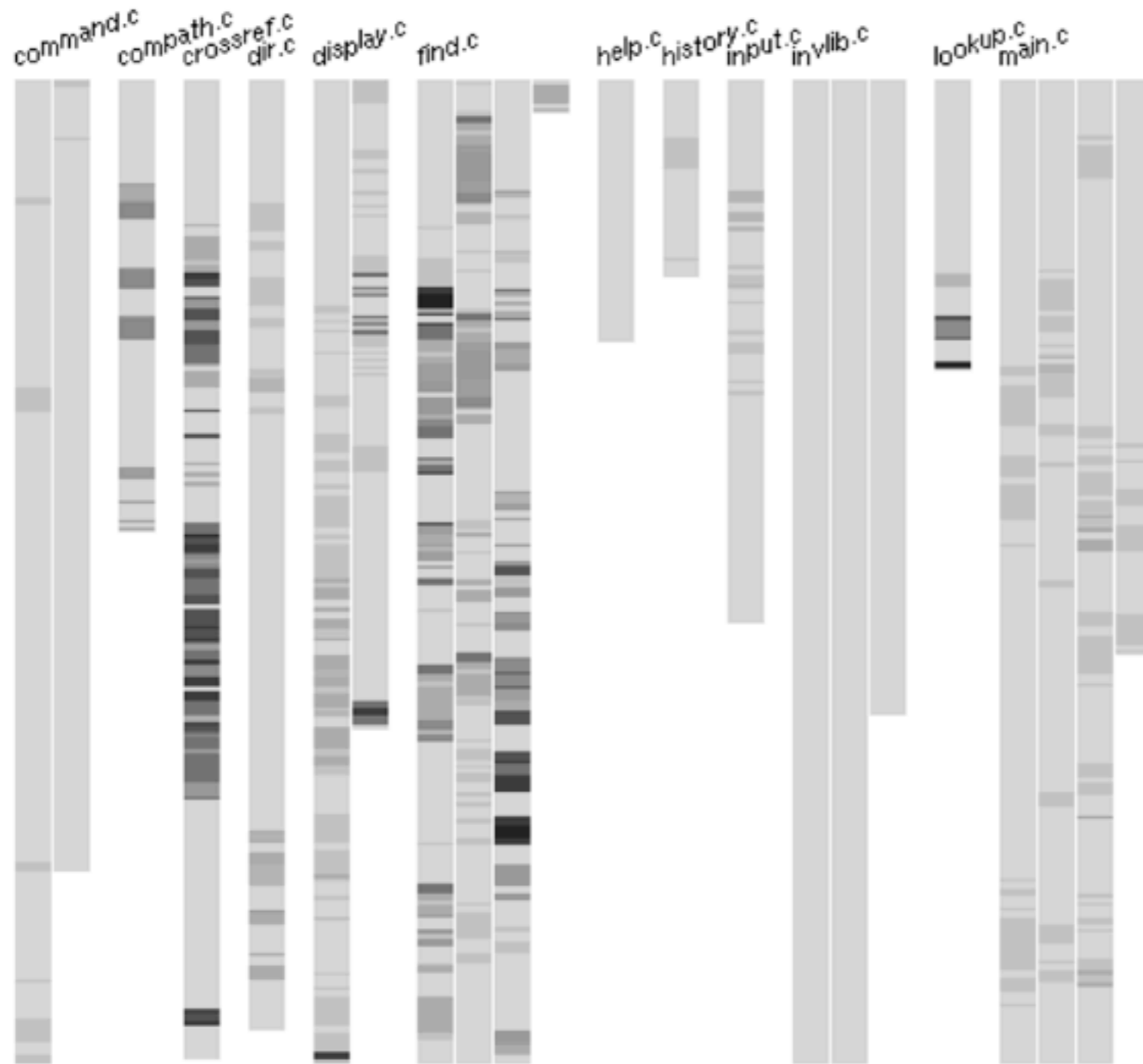
    if (name.indexOf('-') != -1) {
        append('\\');
    }
    append(name);
  
```

Problems Console

Store history Terminate Interrupt Trace

106M of 189M

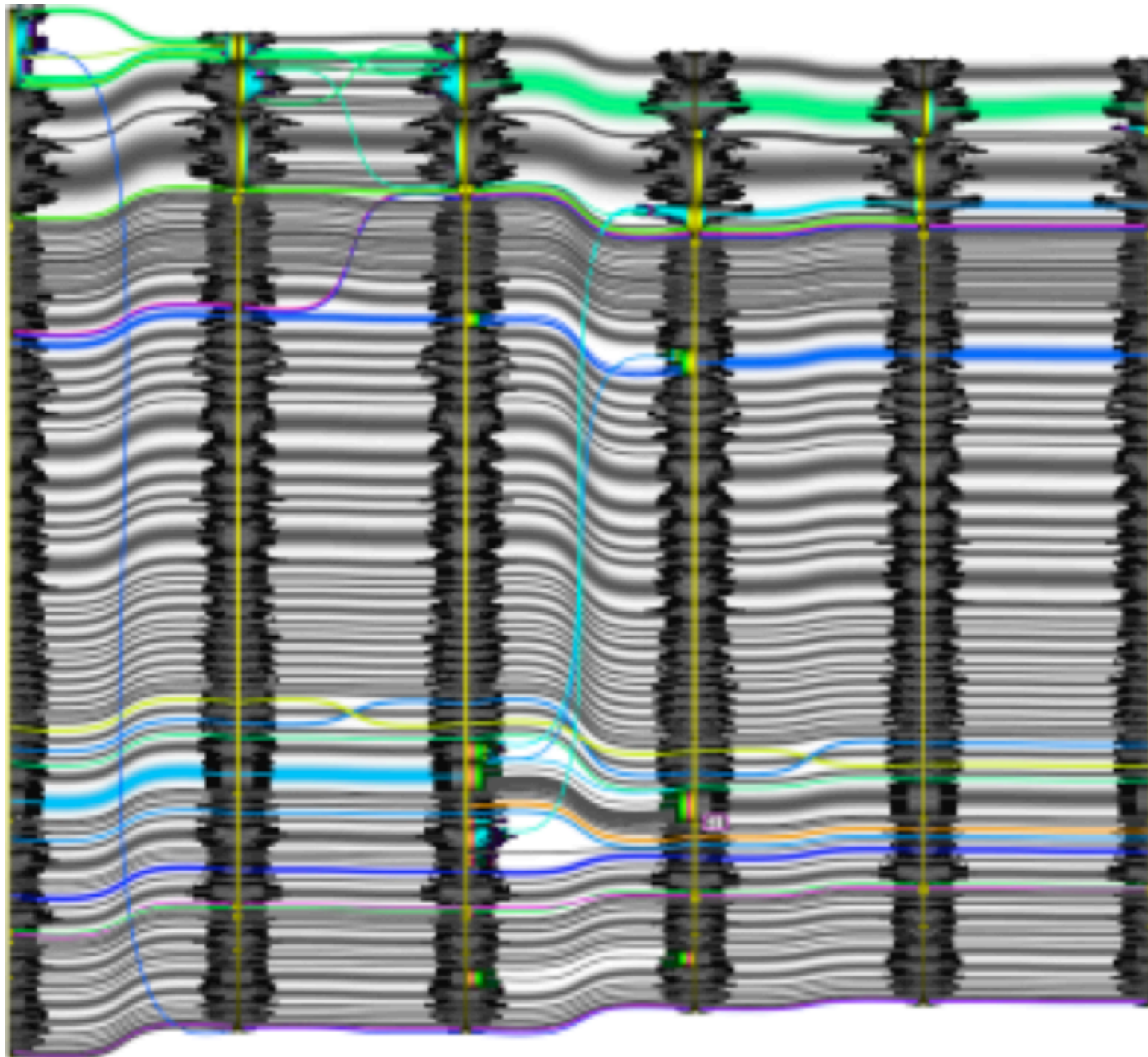
Software Visualization: Execution Frequency



Credits: Steven Eick

Slide from Paul Klint

Software Visualization: Revision Histories



Credits: Alex Telea, RUG

Slide from Paul Klint

Software Visual Analytics

- Emerging field where data extracted from software artifacts are visualized in order to
 - **Understand** the software: Architecture? Component dependencies?
 - **Identify** parts with special properties: Most complex? Most revisions? Test coverage?
 - **What if** questions: What happens if we adapt this part?

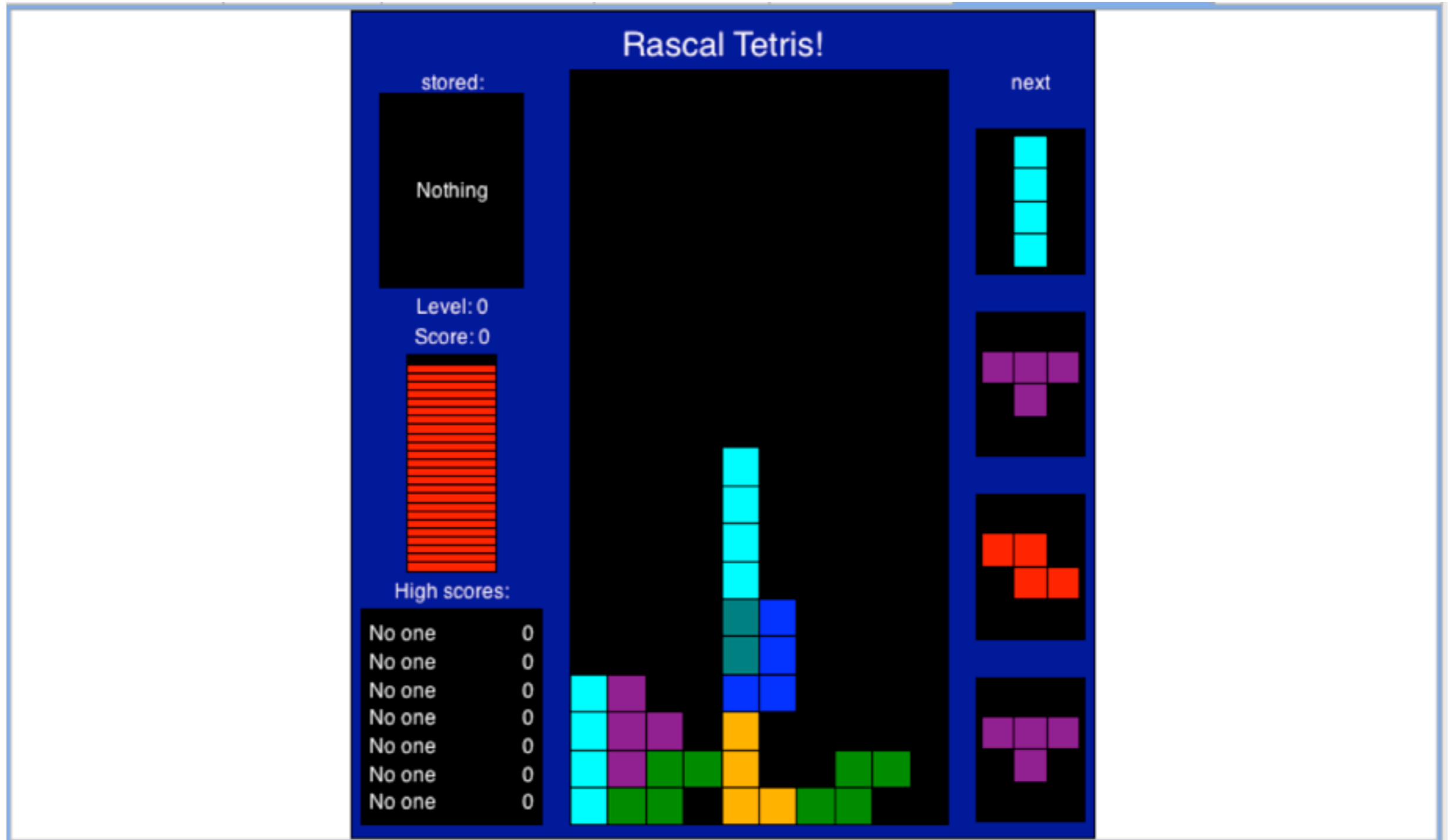
Rascal Visualization Design Principles

- Automatic & Domain-Specific: reduce low-level issues (layout, size), automate mappings (e.g., axis, color scale, ...), automate interaction support
- Reuse: treat figures and visual attributes as ordinary values; can be parameters/result of functions, arbitrary nesting of figures, well-defined composition of visual attributes

Rascal Visualization Design Principles

- **Compositionality:** global visualization state (e.g. Pen color) hinders composition, self-contained, composable, visualizations
- **Interactivity:** enable Schneidermann's Mantra of Overview First, Zoom and Filter, then Details-on-demand, provide the GUI-elements (buttons, text fields, ...) to achieve this.

And, of course, the ultimate goal...



Slide from Paul Klint

Ideas for Assignments



Assignment Ideas: Grab-bag, needs work...

- Parsing -- see Ali Afroozeh's talk from November 13
- DSL construction -- challenge here is coming up with something novel and useful in the limited timeframe
- Data-rich programming: add support for new formats, like RDF -- challenge is you really need something useful to do with it
- IDE support: can we use information in IDEs for other languages to provide support similar to what we have with Java?

Assignment Idea #1: Taint Analysis in PHP

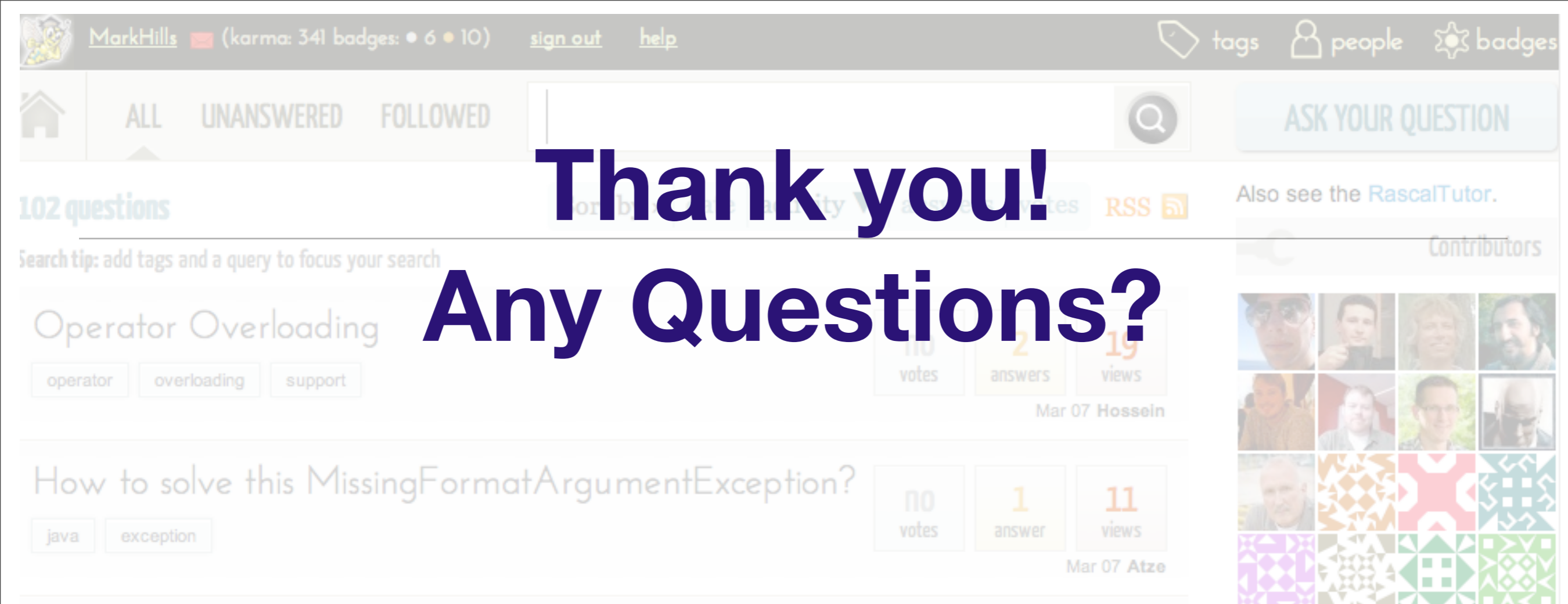
- Problem: user inputs in GET and POST should not be used directly in database queries
- Solution: <http://www.php.net/manual/en/security.database.sql-injection.php>
- Analysis: verify that, along all paths, steps are taken to sanitize strings before they are used in queries



<http://xkcd.com/327/>

Assignment Idea #2: MSR

- Context: major changes from PHP4 to PHP5, many upgraded systems
- Question 1: How have OO features been adopted?
- Question 2: Does this lead to differences in popular code quality metrics?
- Question 3: Can information in the repository be tied into support of new features and language changes?
- Question 4: Can we identify committers that are improving quality metrics?



Thank you!
Any Questions?

- Rascal: <http://www.rascal-mpl.org>
- SEN1: <http://www.cwi.nl/sen1>
- Me: <http://www.cwi.nl/~hills>