

# An Lightweight Infrastructure to Support Experimenting with Heterogeneous Transformations

## An Application of .NET

Wolfgang Lohmann, Günter Riedewald, Thomas Zühlke

University of Rostock, Germany

# Outline

- Motivation
- Example
- Trane
- OOTM
- Concluding remarks

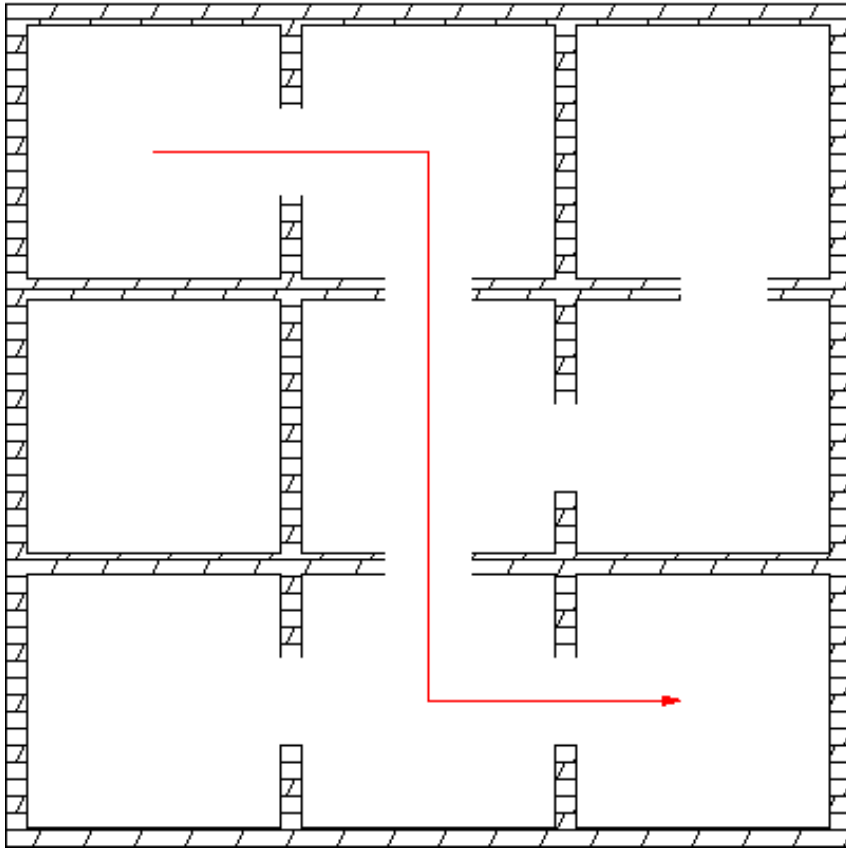
# Motivation

- Transformation of software  $(T:I^* \rightarrow O^+)$ 
    - Examples: Compiler, XSLT-scripts, data format converters, source-to-source transformers, Unix tools like awk and sed
    - Applications in S2S: e.g. refactoring, maintenance, translation, software evolution through transformation
  - Complex transformations
    - often developed in explorative way
    - different combinations and sequences are compared
    - intermediate results are queried
- Support experiments

# Motivation (2)

- Transformations of Language Artefacts
    - Grammars, semantic descriptions, components of language processors
    - Tools exist in and use different formats, e.g.
      - GDK, MetaEnvironment, Stratego, TXL
      - Different grammar formalisms (ATerms, EBNF, XML ..)
      - Command line tools,
      - Web services
      - Algorithms in C, Prolog
      - DLLs, Plugins for Eclipse
- Support combination of heterogeneous transformations

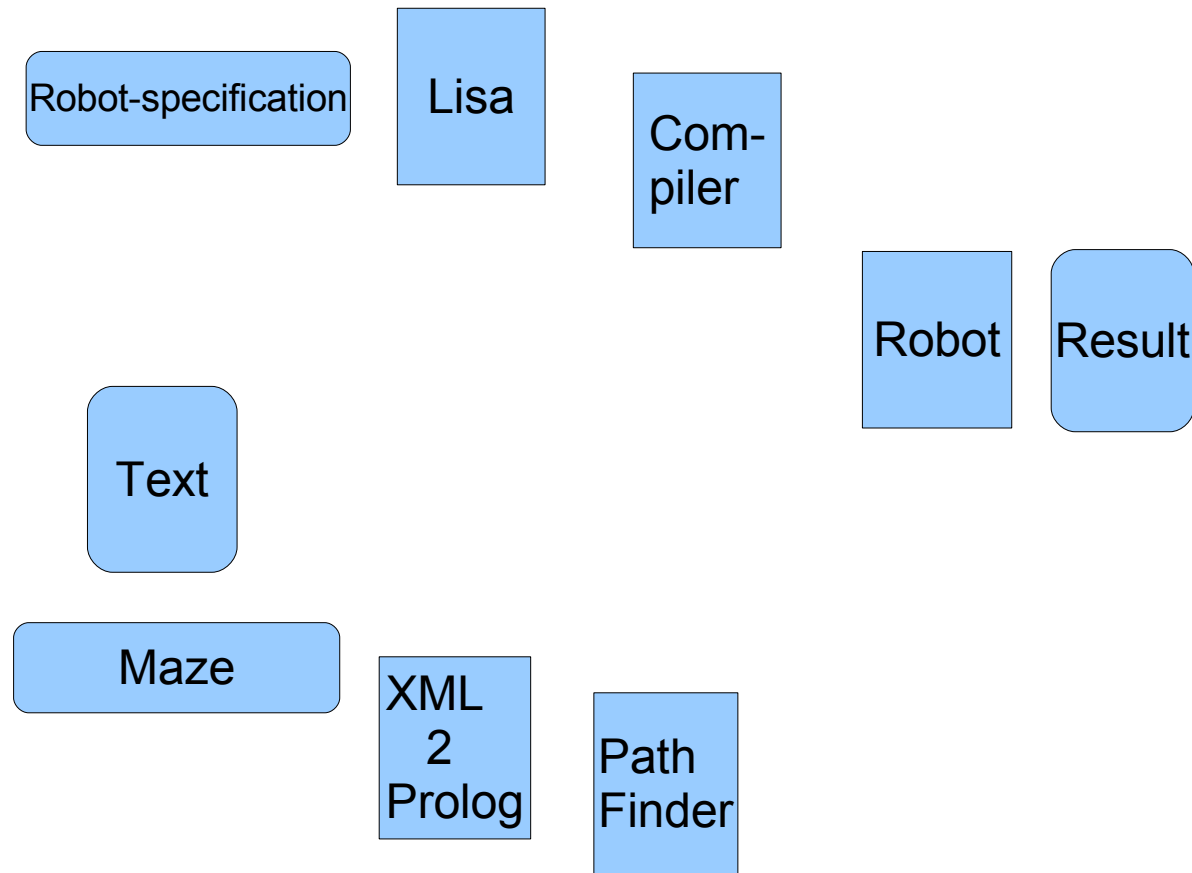
# Imagine...



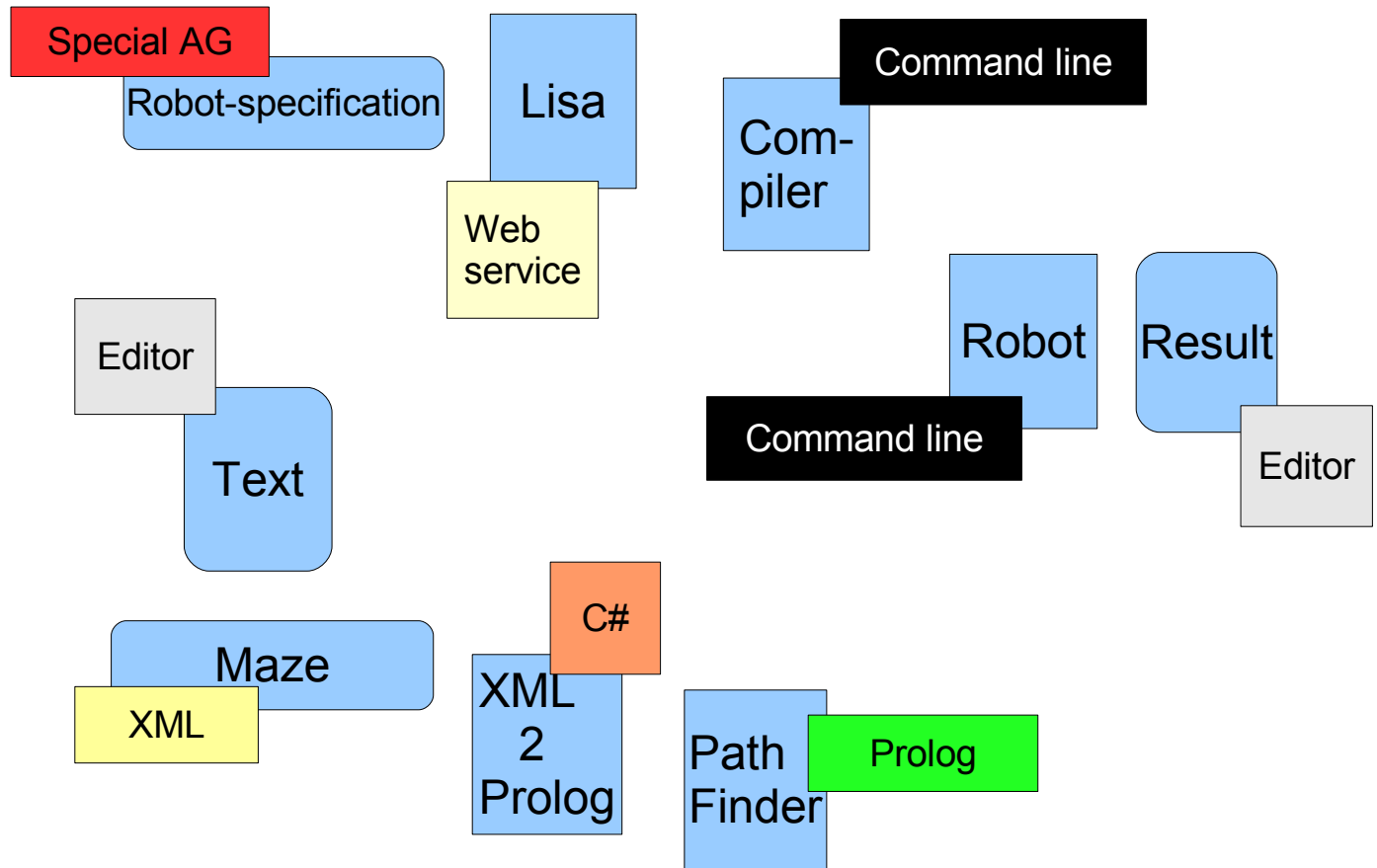
- Model of a company's building or a maze in a virtual world
- Robot to be controlled along a path
- Simple language to program robots

T : Problem → Program

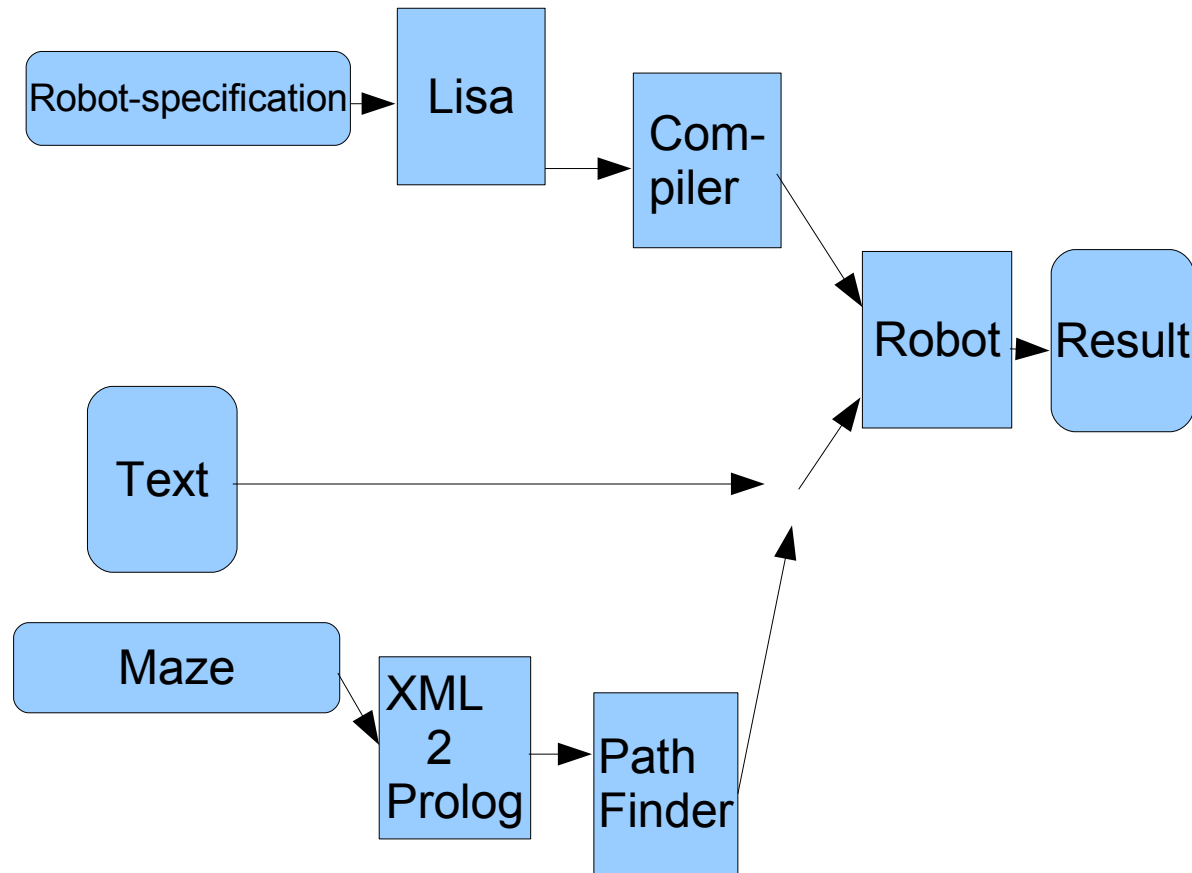
# What we might have



# However...

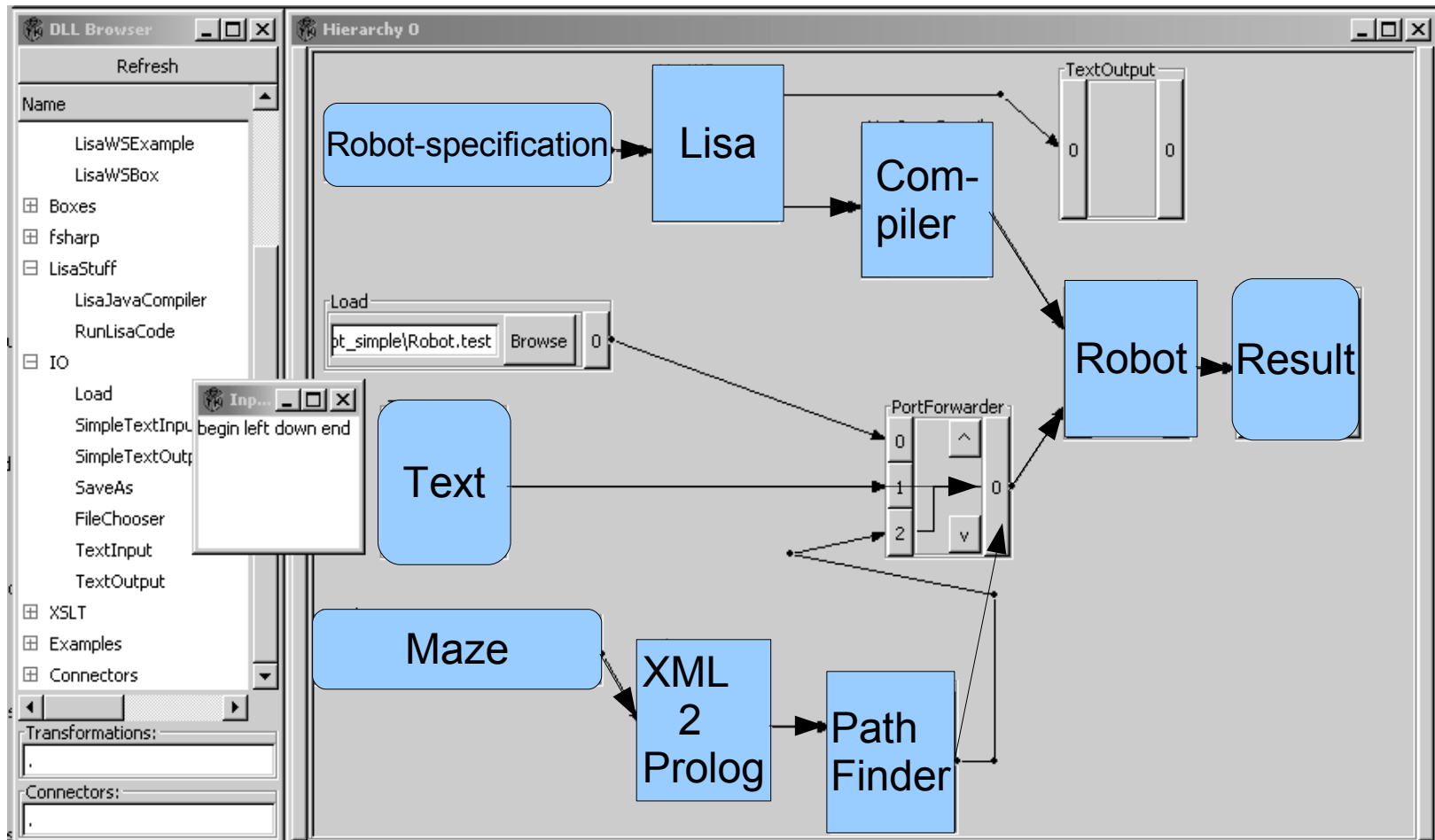


# What we want to do

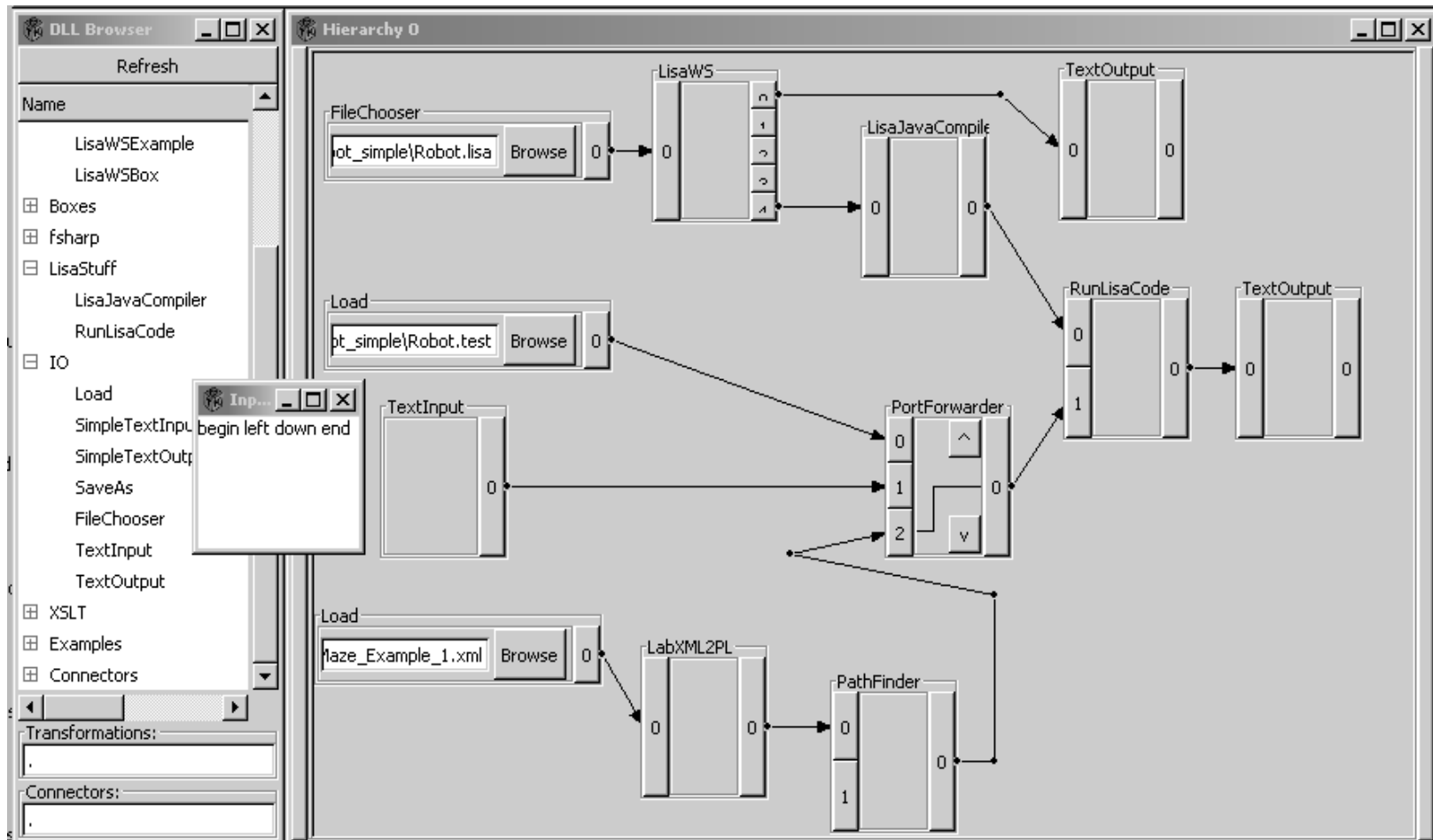




# Transformation nets



# Transformation nets





# Different Kinds of Transformation, thanks to .NET

- Plain boxes : a simple C# class, which maps inputs to outputs with a function
- Web services : support for web service
- Command line tool wrappers :  
System.Diagnostics.Process
- Foreign Language Interface : DllImport(name)
- XSLT : XML-support
- F# transformations : cross language inheritance
- Hierarchy-boxes: Overriding of properties

# Concluding remarks

.NET, and everything is ok?

- Plattform independent due to .NET?
  - Windows: MS .NET SDK, VS.NET, Gtk#, Mono, Linux: Mono and Gtk#
  - This application has a second level of P-Dependency:
    - the wrapped transformation has to be available
    - it has to be available on the same way
  - DllImport(„plwin.dll“) vs. „libpl.so“
- Cross-Language inheritance?
  - Core with C#
  - J# on Linux? F# access to properties of lists ?
  - Renaming scheme might lead to problems, e.g. Eiffel: AaBb becomes aa\_bb

# Concluding remarks

## Summary

- OOTM with facilities to combine transformations and experiment, query intermediate results
- Wrapping of different 5 kinds of transformations behind a unique representation, others ?

The art is the wrapping, and this is easy due to .NET

## Future Work

- Type system
  - What are types?
  - Explicite/ implicate casting
- Classification of boxes
- Usability
- Integration of Stratego, and many more boxes

# Thank you!

# Example: IntID-Box

```
public class IntID : Box
{
    public IntID() { }

    public override void init_port_lists()
    {
        Name = "IntID";
        Inputs.Add(new Port("int"));
        Inputs[0].data = new ValueData(0,"int");
        Outputs.Add(new Port("int"));
        Outputs[0].data = new ValueData(null,"int");
    }

    public override void execute()
    {
        Console.WriteLine("IntID-Box: start computation");
        Outputs[0].Data = Inputs[0].Data.copy();
        Console.WriteLine("IntID-Box: Done");
    }

    public override void initialise_representation()
    {
        this.Representation = Gtk_Box_Representation(this);
    }
}
```

- To create a box inherit from Box (at least from Transformation)
- Configure name, input and output ports
- Define transformation behaviour by overriding *execute*
- Define a representation (here not necessary)



# XSLT

## and a derived box

```
public override void init_port_lists()
{
    Inputs.Add(new Port("string"));
    Inputs[0].data = new ValueData("", "string");
    Outputs.Add(new Port("string"));
    Outputs[0].data = new ValueData(null, "string");
}
```

```
public virtual void apply_xslt_to_input()
{
    String xml_input = (String)((Inputs[0].data.copy()).value);
    StringReader xml_input_reader = new StringReader(xml_input);

    XPathDocument xpath_document =
        new XPathDocument(xml_input_reader);
    XslCompiledTransform transformation =
        new XslCompiledTransform();
    StringReader xsl_script_reader = new StringReader(XsltScript());
    XmlTextReader xsl_script =
        new XmlTextReader(xsl_script_reader);
    transformation.Load(xsl_script);
    StringWriter xml_output_writer = new StringWriter();
    XPathNavigator document_navigator =
        xpath_document.CreateNavigator();
    transformation.Transform
        (document_navigator, null, xml_output_writer);
    Outputs[0].Data.Value = xml_output_writer.ToString();
}
```

```
public override void execute()
{
    apply_xslt_to_input();
}
```

```
public class LabXML2PL : Apply_xslt_to_xml
{
    protected override String XsltScript() {
        String x =
        @"<?xml version=""1.0""?>
<xsl:stylesheet version=""1.0"" xmlns:xsl=""http://www.w3.org/1999/xsl"">
<xsl:output indent=""yes"" method=""text"" version=""4.0"" media-type=""text/xml""/>
<xsl:template match=""lab"">
  <xsl:apply-templates select=""room"" mode=""way-list""/>
</xsl:template>
<xsl:template match=""room"" mode=""way-list"">
  <xsl:apply-templates select=""exit""/>
</xsl:template>
<xsl:template match=""exit"">
  way(<xsl:value-of select=""parent::node()/child::name""/>,
    <xsl:value-of select=""child::destination""/>,
    <xsl:value-of select=""child::direction""/>).
</xsl:template>
</xsl:stylesheet>";
        Console.WriteLine("XSLT Script: {0}", x);
        return x;
    }
}
```

```
public override void init_port_lists()
{
    base.init_port_lists();
    Name = "LabXML2PL";
}
```

```
using SbsSw.swi_pl_cs;
```

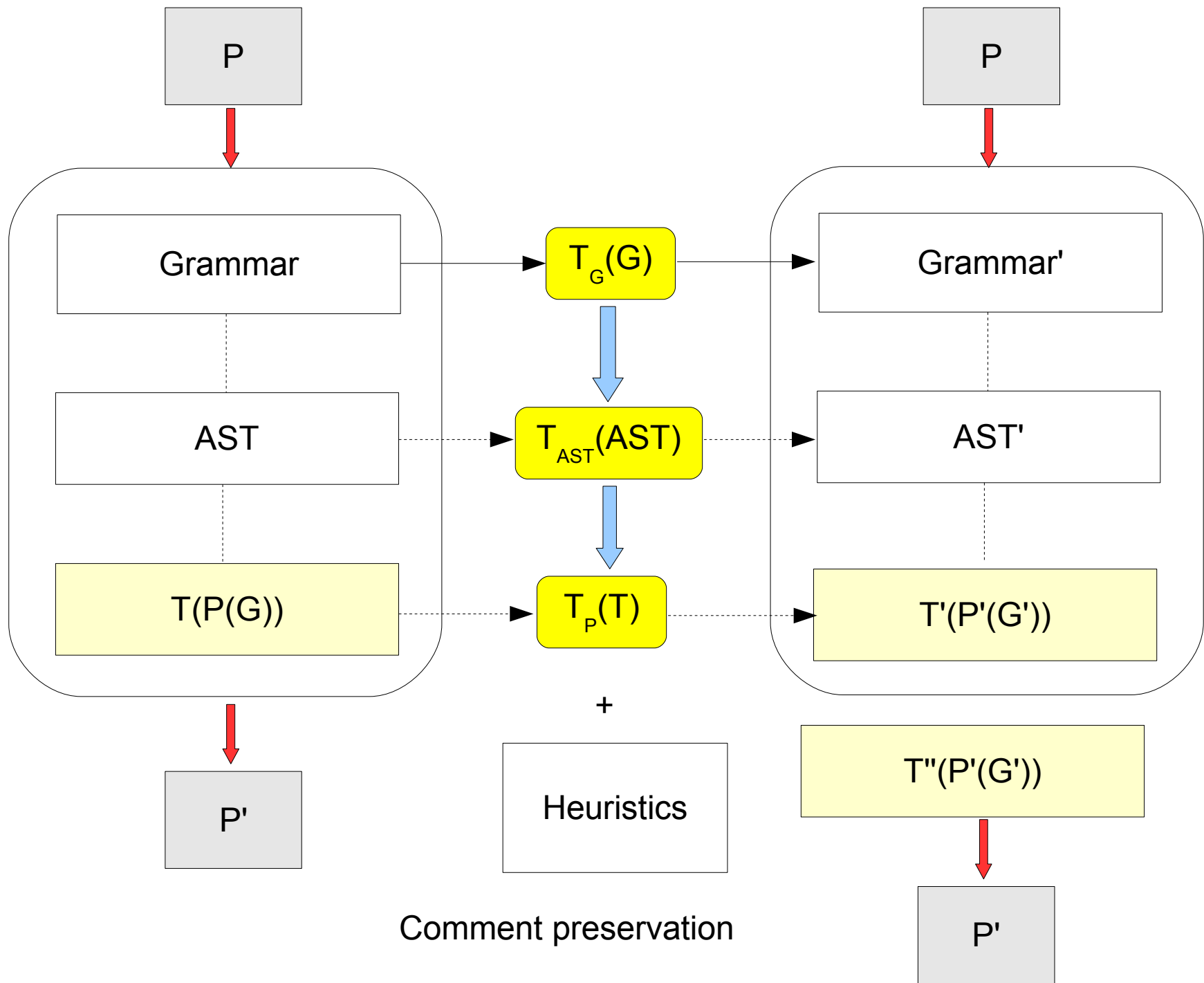
```
....  
public Pathfinder()  
{  
    String[] param = {"H:\\...\\bin\\Debug\\Application.exe"};  
    PEngine e = new PEngine(1, param);  
    Path_to_Knowledge_Base = write_to_tmp_file(this.trafo());  
}  
  
public override void execute()  
{  
    string Path_to_Application;  
    string Path_to_Generated_Lab =  
        write_to_tmp_file((string)Inputs[0].Data.Value);  
    string Path_to_Target = (string)Inputs[1].Data.Value;  
    String[] param = {"H:\\..\\bin\\Debug\\Application.exe" };  
    PITermv argument_vector =  
        new PITermv(new PITerm(Path_to_Knowledge_Base));  
    PIQuery mq = new PIQuery("consult", argument_vector);  
    bool success = mq.next_solution();  
    mq.free();  
    PITermv argument_vector_2 =  
        new PITermv(new PITerm(Path_to_Generated_Lab));  
    PIQuery consult_2 = new PIQuery("consult", argument_vector_2);  
    success = consult_2.next_solution();  
    consult_2.free();  
    PITermv argument_vector_3 = new PITermv(2);  
    argument_vector_3[0] = new PITerm(Path_to_Target);  
    PIQuery trafo = new PIQuery("main", argument_vector_3);  
    success = trafo.next_solution();  
    Console.WriteLine(argument_vector_3[1].ToString());  
    trafo.free();  
    Outputs[0].Data.Value = argument_vector_3[1].ToString();  
    /*"begin left down down right left left up end";  
    31.5.2006
```

# Prolog

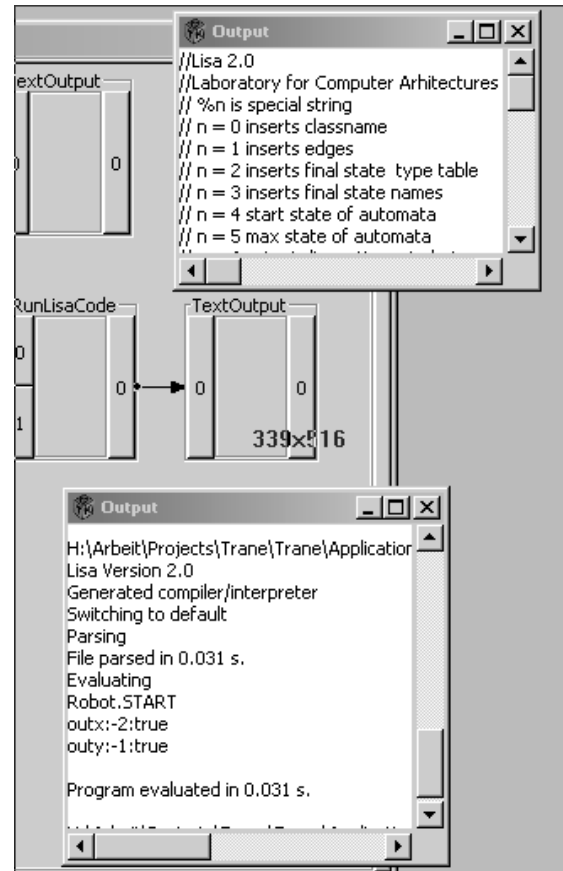
- Use Swi\_pl\_cs.dll
- Inherit from box
- Start Prolog Engine
- Get inputs
- Depending on the types, construct Prolog calls

```
//Path_to_Knowledge_Base = System.IO.Path.GetTempFileName();  
//Console.WriteLine(Path_to_Knowledge_Base);  
//System.IO.FileStream fs = new System.IO.FileStream(Path_to_Application, FileMode.Open);  
//System.IO.StreamWriter sw = new System.IO.StreamWriter(fs);  
//sw.Write (this.trafo());  
//sw.Close();
```

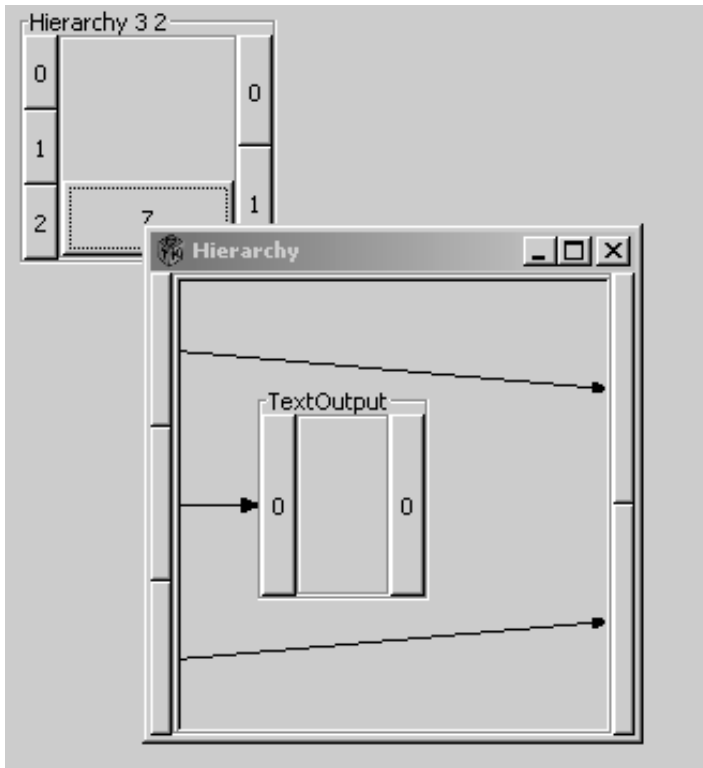
```
// instead of input, the filename:  
//string Path_to_Generated_Lab = (string)Inputs[0].Data.Value;
```



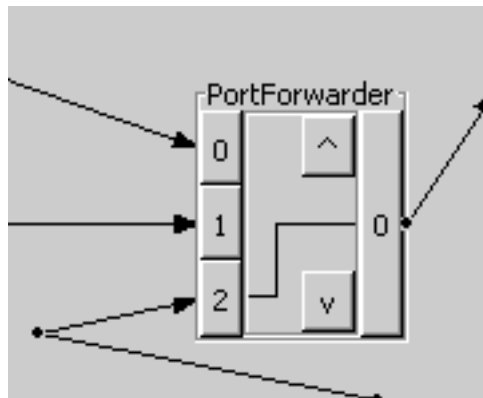
# Text box



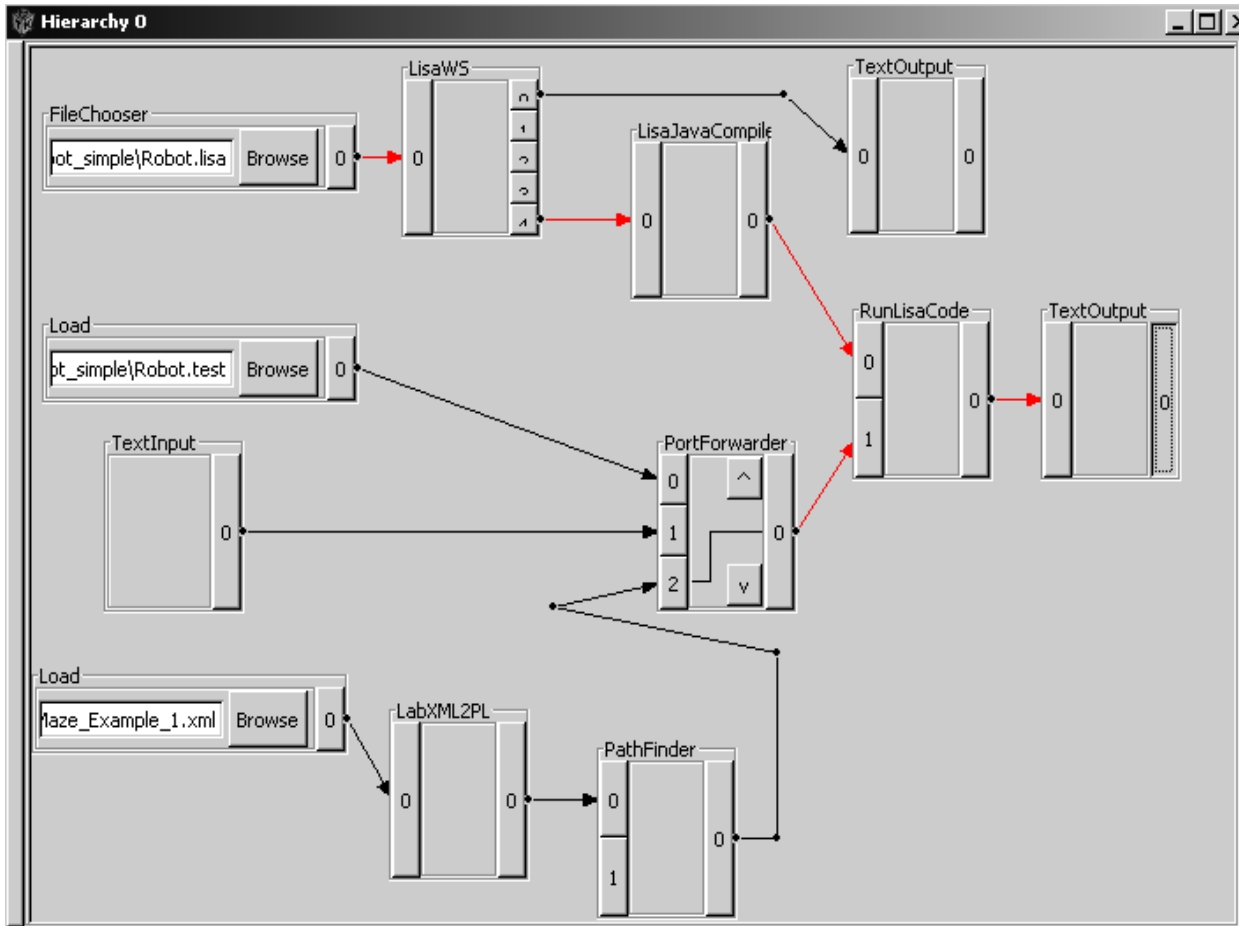
# 3:2 Hierarchy Box



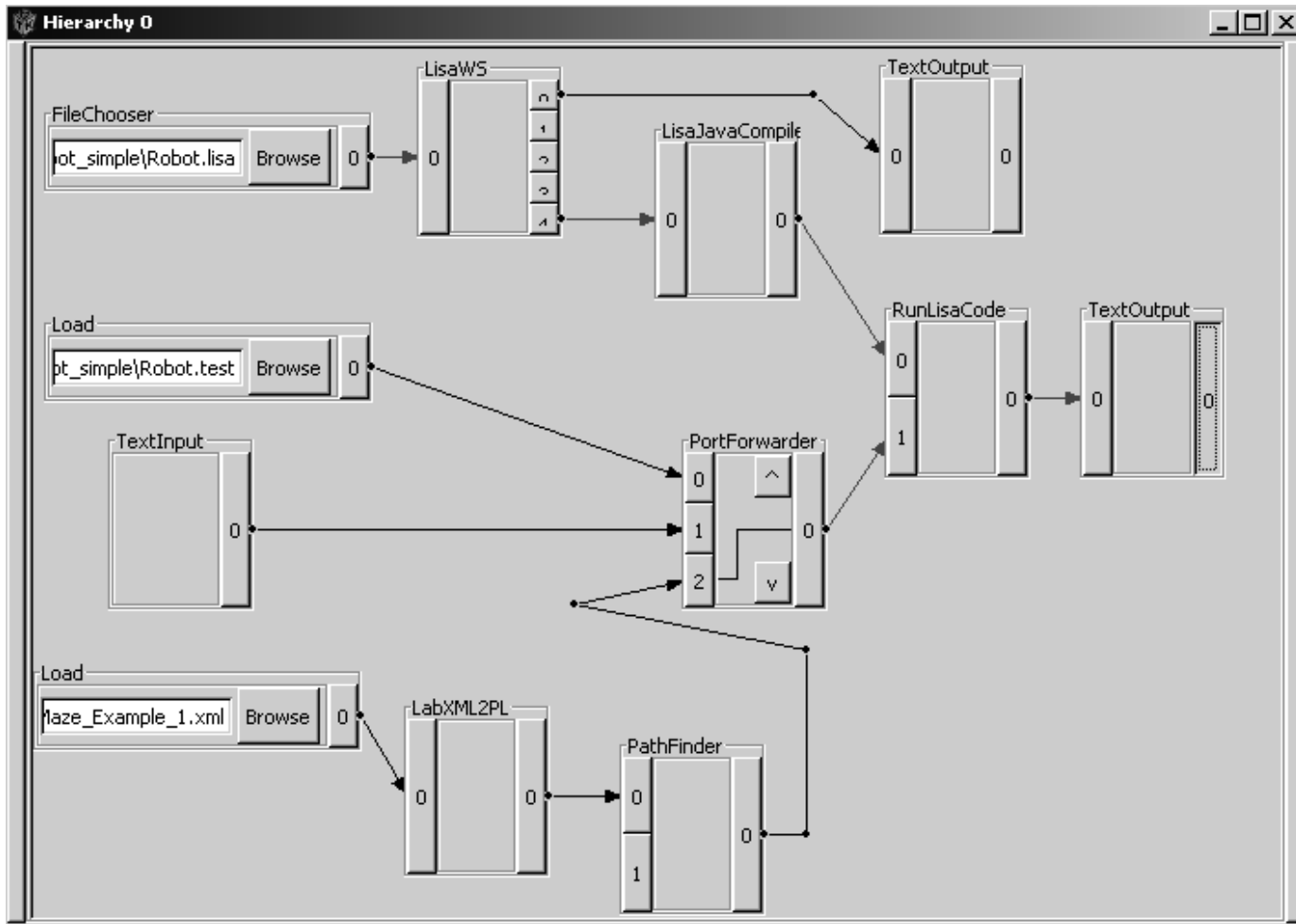
- Inherit from box
- Add an Id Box for both, Input and Output ports
- Override Properties to access to ports (refer to Id Boxes)
- Add representation with a net drawing area and generate lists of buttons depending on inputs / outputs



# Trane in action



# Trane in action





# Summary

- OOTM with facilities to combine transformations and experiment, query intermediate results
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- The art is in the wrapping, and this is easy and lightweight due to .NET

# Future Work

- Type system
  - Explicite/ implicite casting
  - What are types?
- Classification of boxes
- Usability
- Integration of Stratego, and many more boxes

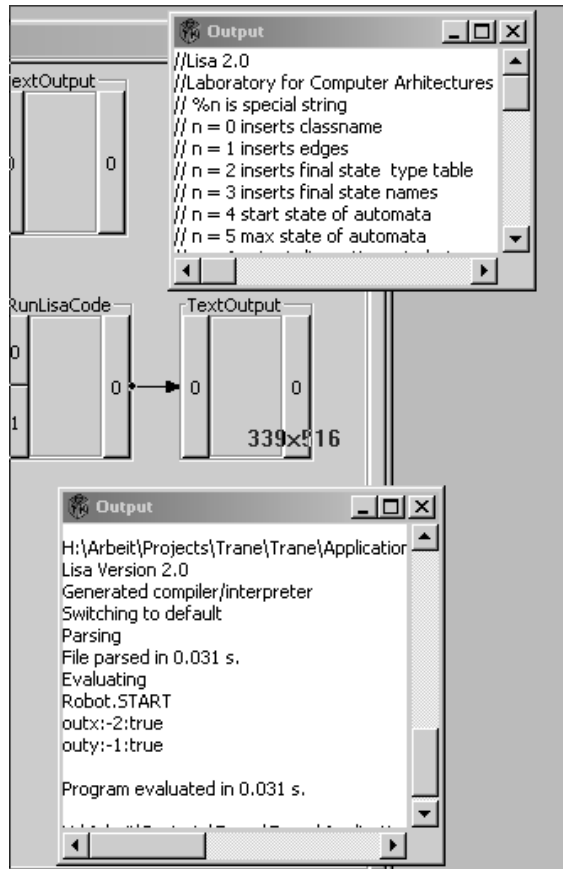
# Why does it work?

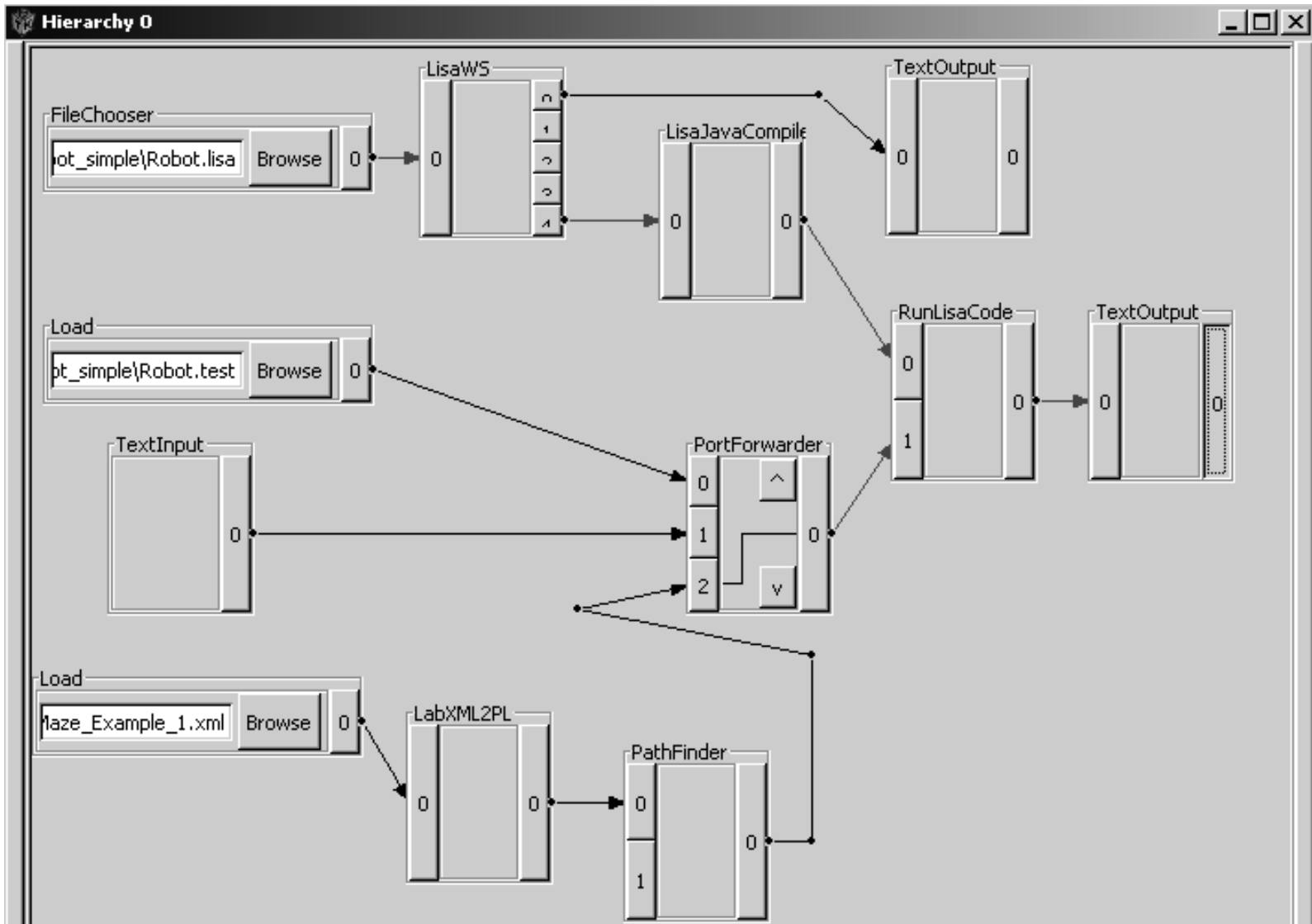
- Every transformation is wrapped in a subclass of *Transformation*, which provides a common interface to interact
- Wrapping is relatively easy due to .NET
- Computation is done using graph traversal
- Values are propagated through converters (also transformations)

# Transformation nets

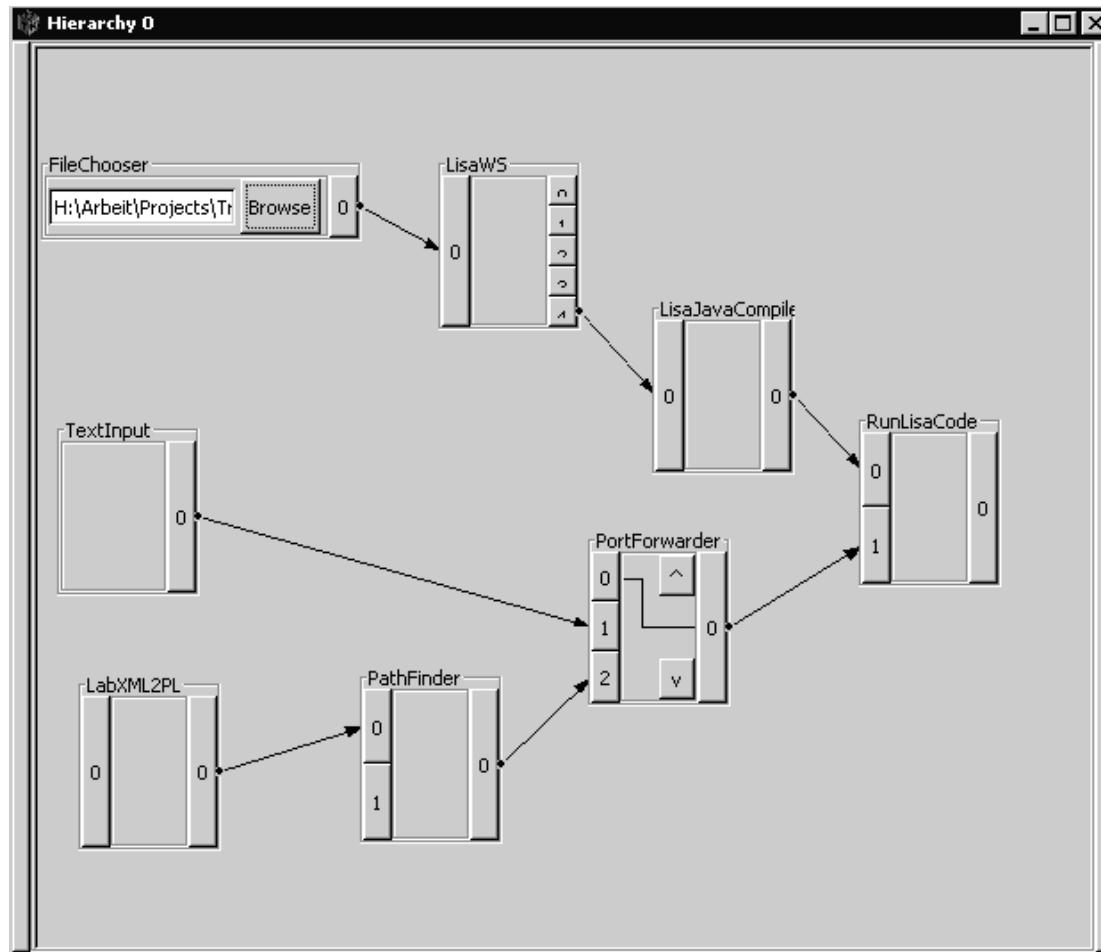
- Boxes have typed input and / or output ports
- Representation is generated or user defined
- Open plugin system: extensible by new transformations at run-time, no configuration files are needed

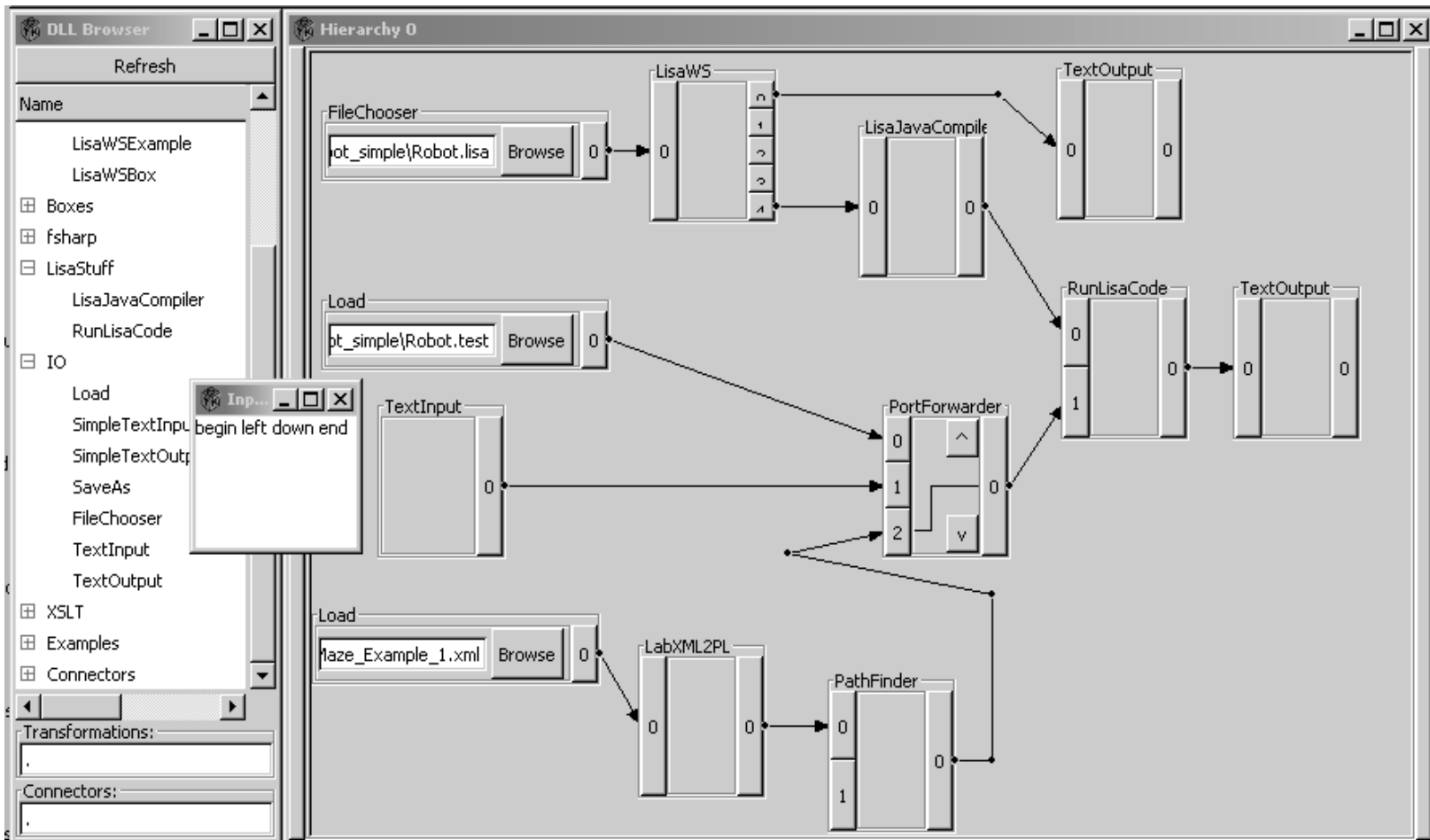
# Generated or designed look





# Transformation nets







# What we did...

