

# Today's themes & topics

- DSLs: Why, what, and how?

When is a DSL appropriate?

How can we tell if something is a DSL?

How do we start implementing a DSL?

- Introducing fluency

- Terminology

domain expert / user • implementor • domain analysis • internal DSL •

external DSL • host language • fluency

# Discussion: DSL benefits / drawbacks

## Benefits

- Communication w/ domain experts (use *their* language)
  - Especially when domain experts aren't experts in a PL.
- Add functionality to an existing PL (Internal DSL is an extension for host language)
  - (Even) when the domain experts are experts in a PL
- Limited expressiveness  $\Rightarrow$  more (machine) efficient

## Drawbacks

- Limited expressiveness (only useful in its domain)
- Implementers pay a cost to make the DSL.
- Domain experts pay a cost (\$, time for learning)
  - Tower of Babel

# Is it a DSL?

## Programming Language

Describe something to a computer.

### General-purpose

Allow a professional programmer to write an arbitrary program.

restrict focus

### Domain-specific

Allow a **domain expert** to interact directly with their domain.

We should have good answers for all these questions

1. Is it a programming language?
2. What is the focus? What does the *domain expert* describe?
3. What is easy, difficult, impossible in this language?

(relative to a general-purpose programming language)

# It's a spectrum, not a binary

“GPPL-like”

“DSL-like”



How precise are our answers to these questions?

1. Is it a programming language?
2. What is the focus? What does the *domain expert* describe?
3. What is easy, difficult, impossible in this language?  
(relative to a general-purpose programming language)

# How do we implement a DSL?

1. Talk to the **domain experts** (a.k.a. the **users**).
2. Come up with a prototype.
3. Goto step 1.



# Exercise: Image manipulation

- Warp
- Transform
- Mirror
- Crop
- Crop out a particular object in the image
- Brighter
- Dimmer
- More colorful
- Change hue
- Change tone
- Pixelate
- Sharpen
- Blur the background (to change focus)
- Selection a portion of a picture
- Add text to a picture

# What tools does a GPL give you?

- Loops
- Conditionals
- Variables
- Import / package
- Functions
- Tools that help you program
- Read inputs
- Write outputs
- Syntax: rules for correct programs
- Data structures: lists, arrays, etc.
- Complex calculation: built-in algorithms
- Mathematical operators
- Primitive Values (numbers)

# Program

=

## Data + Operations

Data structures

Types

Variables

Information

...

Algorithms

Functions, Methods,...

Loops, Conditionals,...

Behavior

...



Domain

=

Nouns + Verbs

# Exercise: Image manipulation

- Warp
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- Crop out a particular **object** in the **image**
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- Blur the **background** (to change **focus**)
- Select a **portion** of a **picture**
- Add **text** to a **picture**

# How do we implement a DSL?

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# Initial prototype: a library in your GPPL

```
flipHorizontal(inputFilename, outputFilename)
```

```
flipVertical(inputFilename, outputFilename)
```

```
rotateLeft(inputFilename, outputFilename)
```

```
rotateRight(inputFilename, outputFilename)
```

```
grayScale(inputFilename, outputFilename)
```



bird.png

```
flipHorizontal("bird.png", "drib.png")
```



drib.png

```
def flipHorizontal(inputFilename, outputFilename):
```

```
    ...
```

```
...
```

Picture library

```
# flip a picture horizontally, grayscale it, and rotate it left
```

```
Picture.flipHorizontal("image.png", "output0.png")
```

```
Picture.grayScale("output0.png", "output1.png")
```

```
Picture.rotateLeft("output1.png", "output2.png")
```

Python

```
void flipHorizontal(String inputFilename, String outputFilename) {
```

```
    ...
```

```
}
```

```
...
```

Picture library

```
public static void main(String[] args) {
```

```
    // flip a picture horizontally, grayscale it, and rotate it left
```

```
    Picture.flipHorizontal("image.png", "output0.png");
```

```
    Picture.grayScale("output0.png", "output1.png");
```

```
    Picture.rotateLeft("output1.png", "output2.png");
```

```
}
```

Java

# Second prototype: a library in your GPL

```
loadImage(filename) => picture
```

```
flipHorizontal(picture) => picture
```

```
flipVertical(picture) => picture
```

```
rotateLeft(picture) => picture
```

```
rotateRight(picture) => picture
```

```
grayScale(picture) => picture
```

```
saveImage(picture, filename)
```



bird.png

```
saveImage(flipHorizontal(loadImage("bird.png")), "drib.png")
```



drib.png

# Implementing DSLs: terminology

**user:** a person who writes programs in the DSL

**implementer:** a person who makes the DSL for the user(s)

**implementation PL:** what the implementer uses to make the DSL

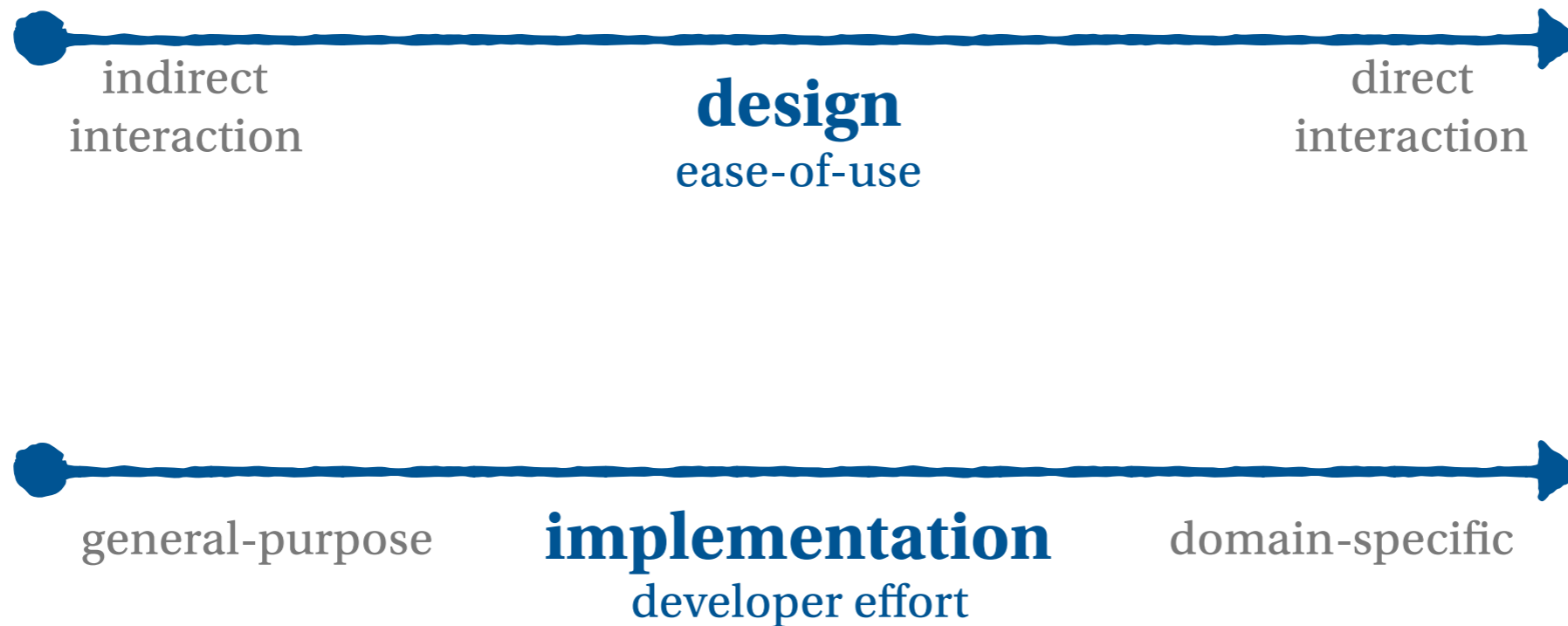
**internal DSL:** a DSL where each DSL program is *also* a valid program in the implementation PL (called the **host PL**)

**external DSL:** a DSL where a DSL program might not be a valid program in any other PL.

**fluency:** the degree to which a DSL's nouns/verbs fit together. Can we build something big from smaller pieces?

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# Implementation techniques

