



AGL: When a Regular Expression is not enough

Dr. David H. Akehurst

Sentence	Language
1	<code>class Person {</code>
2	<code> name: String</code>
3	<code> dob: Date</code>
4	<code> friends: List<Person></code>
5	<code>}</code>
6	
7	<code>class class {</code>
8	<code> prop: String</code>
9	
10	<code>}</code> (declaration)
11	<code><</code> (typeArguments) ID (ID)

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Overview

- Executive Summary
- Motivation
- What already exists?
- What is AGL?
- API
- Performance
- Problems
- Conclusion
- Demo
- Questions / Discussion

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Executive Summary

- Maturity
 - There are **bugs**, **issues**, and things-in-progress
 - I am currently the only user I know of
 - It is / has been used in **commercial projects**
- AGL is a runtime parser generator
 - Parser is **generated at runtime** no code generation
- Scan-on-demand - **No** need to worry about **reserved words**
 - There is no pre-parse scan step
 - Tokens are scanned for during parse time when they are needed
- **GLR-based** (with variations/extensions) - **No rule restrictions**
 - No need to worry about left-recursive or right-recursive rules or hidden-left recursion, etc
 - **Ambiguity** is permitted, but will slow down the parse.
- Support for grammar composition
 - via extension/inheritance
 - via **embedding one grammar in another**
- Implemented using kotlin multiplatform
 - Executes on (and usable with) **JVM**, **JavaScript**, (Web-assembly, and native code)
- Integration with Ace and Monaco Javascript Editors

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If you would rather read and play than listen

- Source Code
 - <https://github.com/dhakehurst/net.akehurst.language>
- Online Demo (older version)
 - <https://info.itemis.com/demo/agl/editor>
- Article
 - <https://medium.com/@dr.david.h.akehurst/agl-your-dsl-in-the-web-c9f54595691b>
- Documentation
 - <https://medium.com/@dr.david.h.akehurst/a-kotlin-multi-platform-parser-usable-from-a-jvm-or-javascript-59e870832a79>

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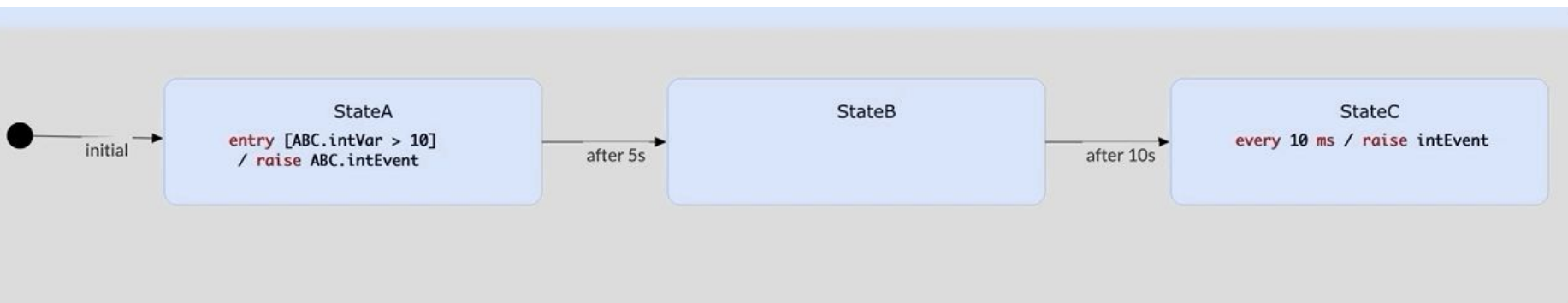
Motivation: History

- Started **pre 2007**(ish) consequence of modularising OCL (published 2008)
 - Implemented something, tried to publish, rejected because basically I knew nothing about parser algorithms.
- **ANTLR v4** came out soon after, I thought that would be the solution as it implemented similar ideas (grammar inheritance).
 - Unfortunately not. (No hidden left recursion, grammar inheritance is insufficient, up-front code-generation step)
- **Christmas 2014** I was bored, tried again.
 - Learnt lots more about **parser theory**.
 - Simple self motivation to solve/complete something I once started
- Research project at **itemis** required use of web-based DSL.
 - Switched to Kotlin.
- Many **holidays**, weekends, evenings later.....**AGL**

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Motivation: Use cases for AGL

- Text language embedded in a Graphical language
 - I need more than a Regular Expression
 - But I don't want to "generate" a parser up front




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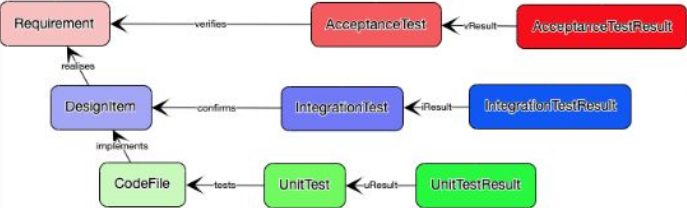
Motivation: Use cases for AGL

- I have short sentences (not 1000s of lines and multiple files)
 - maybe queries in a web application

research into query languages related to:



YAKINDU TRACEABILITY



```
graph TD; Requirement[Requirement] -- verifies --> AcceptanceTest[AcceptanceTest]; AcceptanceTest -- iResult --> AcceptanceTestResult[AcceptanceTestResult]; DesignItem[DesignItem] -- realizes --> Requirement; DesignItem -- confirms --> IntegrationTest[IntegrationTest]; IntegrationTest -- iResult --> IntegrationTestResult[IntegrationTestResult]; CodeFile[CodeFile] -- implements --> DesignItem; CodeFile -- tests --> UnitTest[UnitTest]; UnitTest -- uResult --> UnitTestResult[UnitTestResult];
```

Form Query View

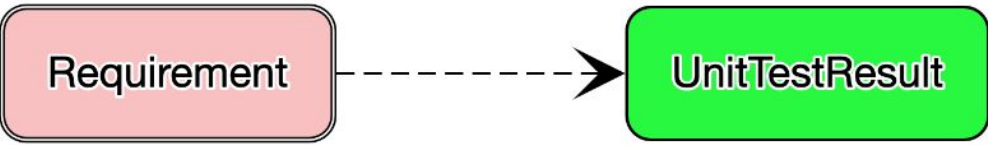
FOR: TIME [v] now [v]
MATCH: Requirement [v] AS []
LINKED:

	USING (min, max) LINKS	(min, max) TIMES	VIA (link type)	TO/FROM	Target	AS
+ -	1 [v]	1..* [v]		FROM [v]	UnitTes [v]	
+ -	Aggregate	COLUMN	Source Table	Source Column		

Text Query View

```
1 MATCH Requirement
2 LINKED USING 1..* LINKS TO UnitTestResult
```

Graphical Query View

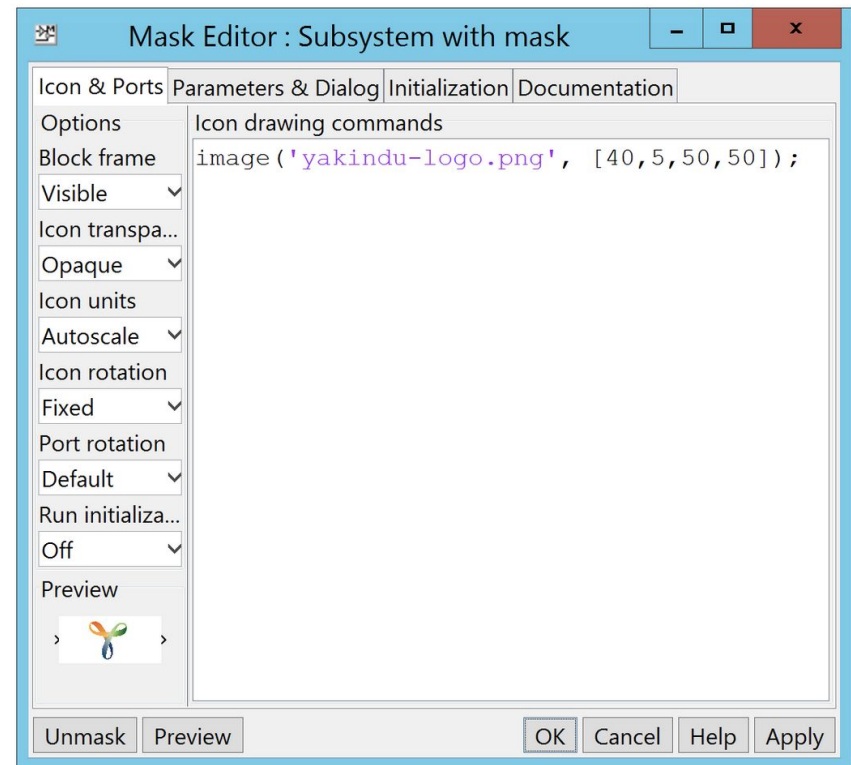
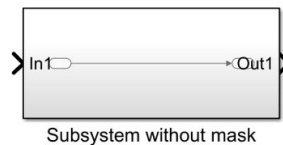


```
graph LR; Requirement[Requirement] -.-> UnitTestResult[UnitTestResult];
```

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Motivation: Use cases for AGL

- Parsing Matlab Script to create graphical icons



AGL: When a Regular Expression is not enough

Motivation: Use cases for AGL

- I want to change my language definition at runtime

Sentence	Language
1	<code>class Person {</code>
2	<code> name: String</code>
3	<code> dob: Date</code>
4	<code> friends: List<Person></code>
5	<code>}</code>
6	<code>class class {</code>
7	<code> prop: String</code>
8	<code>}</code>

Sentence	Language																														
	<table border="1"><thead><tr><th>grammar</th><th>style</th></tr></thead><tbody><tr><td>1</td><td><code>namespace test</code></td></tr><tr><td>2</td><td></td></tr><tr><td>3</td><td><code>grammar Test {</code></td></tr><tr><td>4</td><td><code> skip WS = "\s+" ;</code></td></tr><tr><td>5</td><td></td></tr><tr><td>6</td><td><code> unit = declaration* ;</code></td></tr><tr><td>7</td><td><code> declaration = 'class' ID '{' property* '}' ;</code></td></tr><tr><td>8</td><td><code> property = ID ':' typeReference ;</code></td></tr><tr><td>9</td><td><code> typeReference = ID typeArguments? ;</code></td></tr><tr><td>10</td><td><code> typeArguments = '<' [typeReference / ',']+ '>' ;</code></td></tr><tr><td>11</td><td></td></tr><tr><td>12</td><td><code> leaf ID = "[A-Za-z_][A-Za-z0-9_]*" ;</code></td></tr><tr><td>13</td><td></td></tr><tr><td>14</td><td><code>}</code></td></tr></tbody></table>	grammar	style	1	<code>namespace test</code>	2		3	<code>grammar Test {</code>	4	<code> skip WS = "\s+" ;</code>	5		6	<code> unit = declaration* ;</code>	7	<code> declaration = 'class' ID '{' property* '}' ;</code>	8	<code> property = ID ':' typeReference ;</code>	9	<code> typeReference = ID typeArguments? ;</code>	10	<code> typeArguments = '<' [typeReference / ',']+ '>' ;</code>	11		12	<code> leaf ID = "[A-Za-z_][A-Za-z0-9_]*" ;</code>	13		14	<code>}</code>
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AGL: When a Regular Expression is not enough

Motivation: Use cases for AGL

- I want families of languages
 - Text in UML diagrams
 - Modularising OCL
 - Graphviz / DOT - XML embedded in graph description

```
1 digraph g {
2   "node0" [
3     label = <
4       <table border="0" cellpadding="3" bgcolor="white">
5         <tr>
6           <td bgcolor="black" align="center" colspan="2">
7             <font color="white">State #0</font>
8           </td>
9         </tr>
10        <tr><td align="left" port="r0">&#40;0&#41; s -&gt; &bull;e $ </td></tr>
11        <tr><td align="left" port="r1">&#40;1&#41; e -&gt; &bull;l '=' r </td></tr>
12        <tr><td align="left" port="r2">&#40;2&#41; e -&gt; &bull;r </td></tr>
13      </table>
14    >
15  ];
16  "node1" [
17    label = <
18      <table border="0" cellpadding="3" bgcolor="white">
19        <tr><td bgcolor="black" align="center" colspan="2"><font color="white">State ;
20        <tr><td align="left" port="r3">&#40;3&#41; l -&gt; &bull;'*' r </td></tr>
21        <tr><td align="left" port="r3">&#40;3&#41; l -&gt; '*' &bull;r </td></tr>
22      </table>
23    >
24  ];
25  node0 -> node1
26  node1 -> node1
27 }
```

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Motivation: The requirements I set myself

1. **Runtime build:** The parser should be built at runtime. I.e. no separate generate-code step or step of generating the parser.
2. **No rule limitations:** Defining the grammar rules should be as easy as possible. I.e. it should be possible to define any pattern of grammar rules without having to worry about limitations regarding left-recursion, right, or hidden recursion. I.e. the parser should handle any valid EBNF-like grammar.
3. **No reserved words:** No limitation regarding reserved words. I.e. a grammar can be defined where key-words can be used as variable names.
4. **Lists of items:** The grammar language should have support for parsing lists of items that are represented as lists in the resulting parse tree.
5. **Grammar composition:** The parser should support families of languages. I.e. it should be possible to compose different grammars to form a new grammar (other than by copy and paste).
6. **Any goal rule:** The parser should support parsing a sentence using any of the given rules of the grammar. I.e. any rule can be used as the 'goal' rule.
7. **Multi-platform:** The parser should be executable on, as a minimum, the Java Virtual Machine (JVM) and the JavaScript platform. Ideally on other platforms also.
8. **Performant:** The parser must be performant enough to be usable. I.e. parsing a page of text with an unambiguous grammar should take under 1 second.

1-4: Ease of Use

5-6: Language Families

7: JS & JVM
Kotlin is Awesome

8: Low bar

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What already exists?: Existing Parsers

- Long list on Wikipedia - **many with no available implementation**
- Parser Combinators
 - **Built at runtime**
 - Typically LL and other **restrictions** on grammars
- ANTLR, Yacc/Lex, etc
 - All require pre-compile time **code generation**
- JSGLR, LaJa, and **many others**
 - All fall short, either require a scanner, rule restrictions, not JVM/JS compatible, etc
- **Nothing** implements **grammar composition** other than by extension/inheritance

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What already exists?: Algorithms

- LL
 - Rule restrictions
 - Even LL(*) cannot handle hidden left-recursion
 - GLL decreases restrictions
 - Papers on scannerless GLL
- Earley / Chart parsing
 - Not widely used
 - (Could do with further investigation)
- LR
 - LR(1) least restrictive (memory issues for implementation)
 - GLR decreases restrictions (performance traps)
 - Papers on scannerless GLR
 - RNLGR/BRNLGR, etc - no implementation found
- Others
 - Left-corner, head-corner, etc
- Most of the recent algorithm work does not seem to have left academia !

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What is AGL?: GLR + modifications

- Move **lookahead** computation to **parse-time** (partially)
 - Rather than pre-computed in the automaton
 - Speeds up automaton generation
 - Slows down parse-time
- Compute automaton **states on-demand**
 - Reduces memory use to only what is required
 - Eliminates needs for time spent on up-front generation of the automaton
- Split reduce action into first and the rest
 - Similar to Left-corner parsing
 - Reduces stack length when parsing List rules (args = [expr / ',']+)
- **Scan-on-demand**
- Enable **embedded grammars**
 - Possible because lookahead is partially computed at parse-time

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API - Kotlin

Define grammar using a String

```
val p = Agl.processor("""  
    <grammar>  
    """)
```

```
val tree = p.parse("<sentence>")
```

Parse a sentence

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API - Java

```
String grammarStr = ...  
LanguageProcessor p = Agl.INSTANCE.parse(grammarStr, null, null);  
  
String sentence = ...  
SharedPackedParseTree tree = p.parse(sentence);
```


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API - JavaScript

```
const grammarStr = ...
const proc = Agl.processorFromString(grammarStr);

const sentence = ...
const tree = proc.parse(sentence);
```

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Performance

- Its OK, its **usable** - see demo
- **Nowhere near as fast** as ANTLR V4
 - Only thing that I have been able to realistically compare with
 - Others either have no available implementation
 - Or no library of grammars
- Comparison and performance **improvements** are **in progress**
- Performance **impacted by** grammar **rules**
 - 5 different versions of Java 8 grammar
 - ANTLR execution of ANTLR-optimised by far the fastest
 - AGL-optimised fastest AGL execution
 - AGL executes ANTLR-std faster than ANTLR does

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- **Time** to work on it
- Finding other parser generators to compare with
- A performance bottleneck is, Ironically
 - Scanning, use of **Regular Expression engine** on JS
 - There is no 'lookingAt' function like there is in JVM
 - Workarounds are not ideal or slower
 - Writing own regex parser is slower - I tried!
- Reuse of automaton (parts) for different goal rules
- Interesting **side-effects** of scan-on-demand
 - Whitespace really is optional !
 - "classA" parses same as "class A"

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Conclusion

Met my initial requirements - Mostly

1. Runtime build: **Yes**
2. No rule limitations: **Yes** - GLR + my variations
3. No reserved words: **Yes** - Scan-on-demand
4. Lists of items: **Yes** - my List rules
5. Grammar composition: **Yes** - extension and embedding
6. Any goal rule: **Only in the API** - separate automaton for each
7. Multi-platform: **Yes** - thanks to Awesome Kotlin
8. Performant: Partial - **useable** but was hoping for better - may get there

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Demo description

- It is all executed in the browser
- There is NO server (other than to serve the .html, .css, .js files)
- The Ace and Monaco Integrations are separate libraries
- The demo shows:
 - Writing a sentence in a given language with
 - Syntax highlighting - based on scan initially, then a parse tree if available
 - Autocomplete
 - A parse tree displayed
 - A simple auto constructed ASM
 - Modify (at runtime) the grammar and the highlighting rules
 - Or just select a different grammar (a few built in examples)
 - Or write your own from scratch

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Questions

My questions

- Is it useful or a waste of my time to continue?
- Suggestions of similar/useful research I may have missed?
- Suggestions of similar implementations to compare with?
- Any grammars you would like me to test it with?
- Anyone got a use-case or application that would find this useful?
- Anyone got a commercial project that wants to use it?