



# Maya:

## Multiple-Dispatch Syntax Extension in Java

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# Example

```
java.util.Vector v;  
v.elements().foreach(String st) { /*...*/ }
```



Maya code

```
for (Enumeration enum$ = v.elements();  
    enum$.hasMoreElements(); ) {  
    String st;  
    st = (String) enum$.nextElement();  
    /* ... */  
}
```

# Specialized Expansion

```
javamaya.util.Vector v;  
v.elements().foreach(String st) { /*...*/ }
```



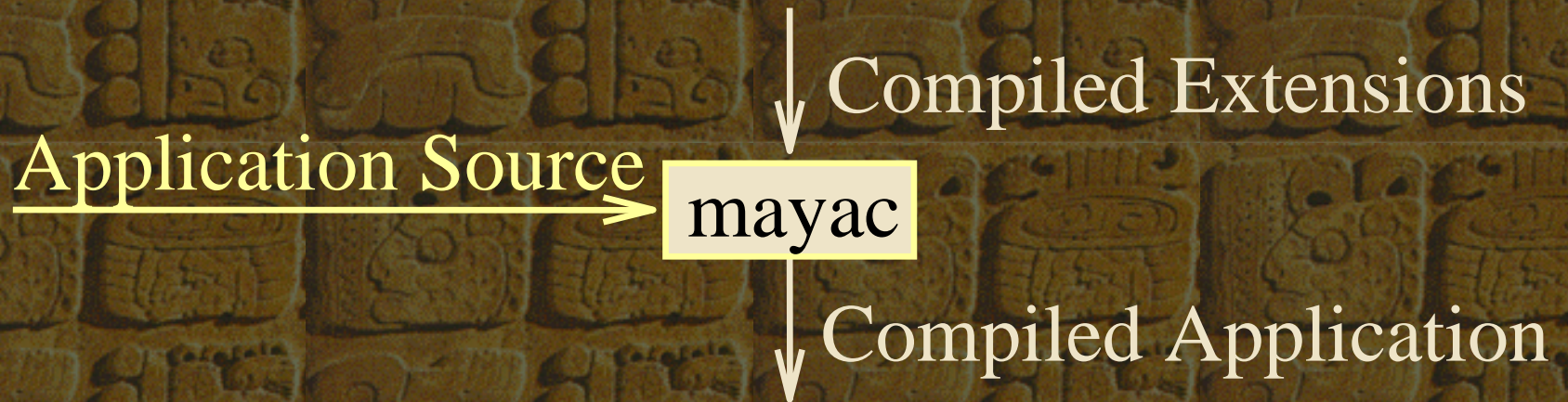
other Maya code

```
{ Vector v$ = v;  
  int len$ = v$.size();  
  Object[] arr$ = v$.getElementData();  
  for (int i$ = 0; i$ < len$; i$++) {  
    String st = (String) arr$[i$];  
    /* ... */  
  } }
```

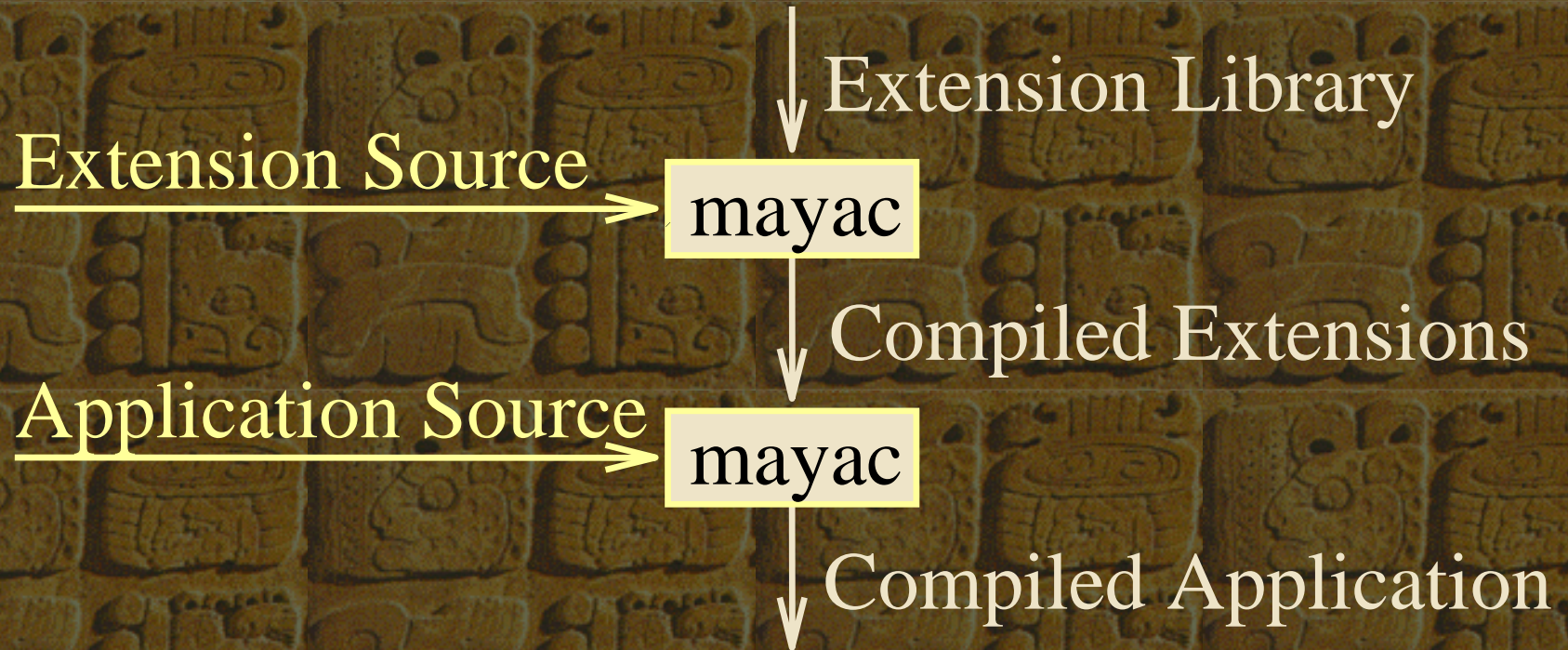
# Maya: Java With Macros

- Programs that transform syntax
- Best chosen for each occurrence
  - based on syntactic structure,
  - and static type information

# Maya's Extensible Compiler



# Maya's Extensible Compiler



# Extensible Parser

$S \rightarrow S + T \quad \{ \text{new } S(\$0, \$2) \}$

$T \rightarrow Lit \quad \{ \$0 \}$

- Provide a fixed hierarchy of AST node types
- And a grammar that uses these types as symbols

# Adding Productions

$S \rightarrow S + T \quad \{ \text{new } s(\$0, \$2) \}$

$T \rightarrow Lit \quad \{ \$0 \}$

$S \rightarrow \text{inc}(S) \quad \{ \text{new } s\{ 1 + \$2 \} \}$

- Allow grammar to be extended
- New actions defined in terms of existing node types



# Overriding Actions

```
S → S + T    { new s($0, $2) }  
                { new s{ $0.concat($2) } }  
T → Lit       { $0 }  
S → inc(S)    { new s{ 1 + $2 } }
```

- Several Mayans defined on a single production
- Dispatch to best match for nodes on the parse stack

# Key Features

- Hygienically operate on ASTs
- Generate ASTs through robust and flexible template mechanism
- Dispatched on rich set of specializers
  - In particular, static types of expressions

# Structuring Extensions

- Compiler loads Mayans by calling an interface method
- Mayans, like class declarations, may be local
- Mayans may be loaded locally to a lexical scope

# Parse Order

```
maya.util.Vector v;  
v.elements().foreach(String st) { /*...*/ }
```

- Mayans execute during parsing
- Mayans are dispatched based on static types of arguments
- Some arguments can only be checked after expansion
- Lazy parsing made explicit in grammar

# Defining a Production

- syntax for  
`v.elements().foreach(String st){...}`
- *Statement*  $\rightarrow$  *MethodName ( Formal ) LazyBlock*
- In Maya syntax:

abstract Statement

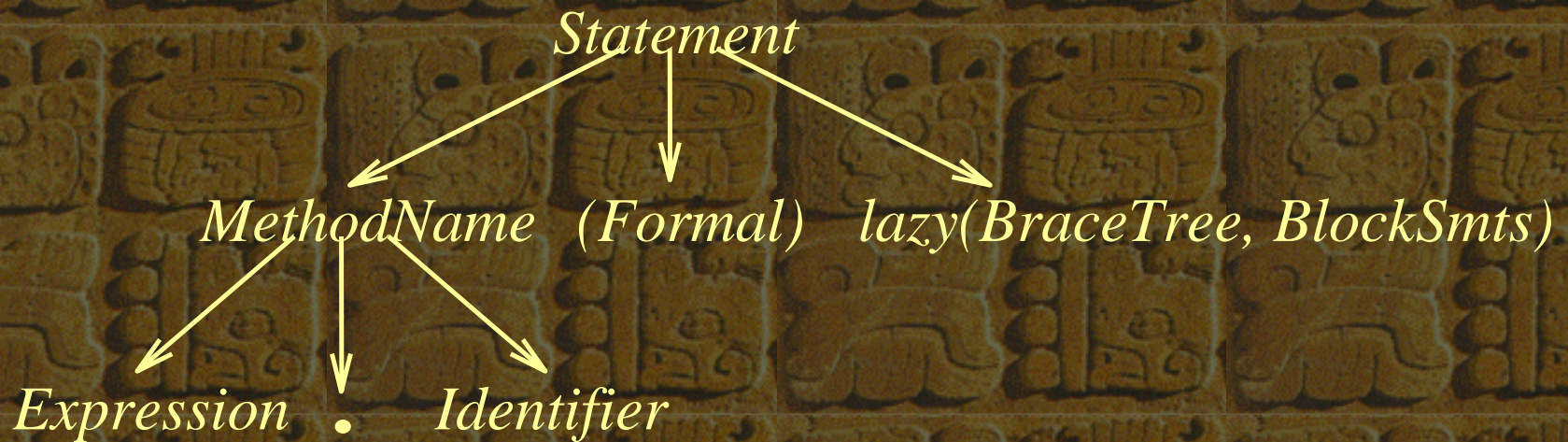
syntax(MethodName( Formal )

lazy(BraceTree, BlockStmts));

# Declaring a Mayan

Statement syntax

```
EForEach(Expression:Enumeration enumExp  
    . foreach(Formal var)  
    lazy(BraceTree, BlockStmts) body))  
{ /* Mayan body */ }
```



# Parameter Specializers

- Runtime types accepted by a Mayan
- Determine dispatch order
- Maya support other specializers
  - substructure
  - static type of expression
  - token value
  - type denoted by name

# Parameter Specializers

Statement syntax

```
EForEach(Expression:Enumeration enumExp  
    . foreach(Formal var)  
    lazy(BraceTree, BlockStmts) body))  
{ /* Mayan body */ }
```

- **substructure**
- static type of expression
- token value
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# Parameter Specializers

Statement syntax

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Statement syntax

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- substructure
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# Parameter Specializers

Statement syntax

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EForEach(Expression:Enumeration enumExp  
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```

- substructure
- static type of expression
- token value
- type denoted by name

# Templates and Hygiene

- Easy way to construct syntax trees:

```
new AddExpr(  
  new IntegerLiteral(1),  
  new MulExpr(/* ... */) )
```

vs.

```
new Expression {  
  1 + 2 * 3  
}
```

- Statically ensure
  - syntactic correctness
  - hygiene and referential transparency
  - references to bound variables

# Template Example

Expression `enumExp`; Formal `var`; DelayedStmt `body`;

```
return new Statement {
    for (Enumeration enum = $_____;
        enum.hasMoreElements(); ) {
        $_____
        $_____
        = ($_____) enum.nextElement();
        $_____
    }
};
```

# Unquoting Parameters

Expression `enumExp`; Formal `var`; DelayedStmt `body`;

```
return new Statement {
  for (Enumeration enum = $enumExp;
      enum.hasMoreElements(); ) {
    $_____
    $_____
    = ($_____) enum.nextElement();
    $body
  }
};
```

# Other Expressions

```
Expression enumExp; Formal var; DelayedStmt body;
final StrictTypeName castType
    = StrictTypeName.make(var.getType());
return new Statement {
    for (Enumeration enum = $enumExp;
        enum.hasMoreElements(); ) {
        $(DeclStmt.make(var))
        $(Reference.makeExpr(var))
        = ($castType) enum.nextElement();
        $body
    }
};
```

# Hygiene

```
Expression enumExp; Formal var; DelayedStmt body;
final StrictTypeName castType
    = StrictTypeName.make(var.getType());
return new Statement {
    for (Enumeration enum = $enumExp;
        enum.hasMoreElements(); ) {
        $(DeclStmt.make(var))
        $(Reference.makeExpr(var))
            = ($castType) enum.nextElement();
        $body
    }
};
```



# Pattern Parsing

- Used when compiling Mayan argument trees and template definitions
- Patterns contain both terminal and non-terminal symbols
- Pattern parser generates parse tree with non-terminal leaves
- Used to statically implement hygiene

# MultiJava Features

- Clifton et al. [OOPSLA 2000]
- Multiple dispatch
  - static checks for ambiguous and incomplete generic functions
- Open classes
  - external methods can be added to classes
- Implemented in KJC (20k lines)

# MultiJava in Maya

- 2500 lines of code
- Maya provides necessary features
  - static type information
  - syntax extension
  - overriding behavior of syntax
- Maya supports large syntax extensions
  - local Mayans
  - lexically scoped Mayan imports

# Related Work

- JSE [Bachrach and Playford 2001]
- JTS [Batory et al. 1998]
  - not appropriate for simple macros
  - doesn't do type checking
  - lacks pattern parser
- OpenJava [Tatsubori et al. 2000]
  - limited ability to define syntactic forms
  - single dispatch

# Conclusions

- Maya's features provide flexibility
  - static type information
  - flexible templates and pattern matching
  - detection of errors in templates
- Through novel techniques
  - lazy parsing
  - pattern parsing

<http://www.cs.utah.edu/~jbaker/maya>