

EMU: Element Manipulation Language

5/16/2013

Philip Liou
Project Manager

Steve Pappas
Language Guru

Michael Wojcieszek
System Architect

Celia Hsu
System Integrator

Yi-Chen Lin
Verification & Validation

Outline

Motivation

Introduction

Syntax

Translator Architecture

Software Tools

Run-time Environment

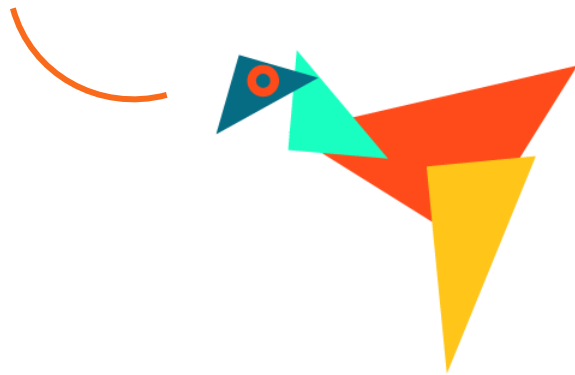
Compiler-Generator Tools

Test Plan

Project Management

Conclusions / Demo

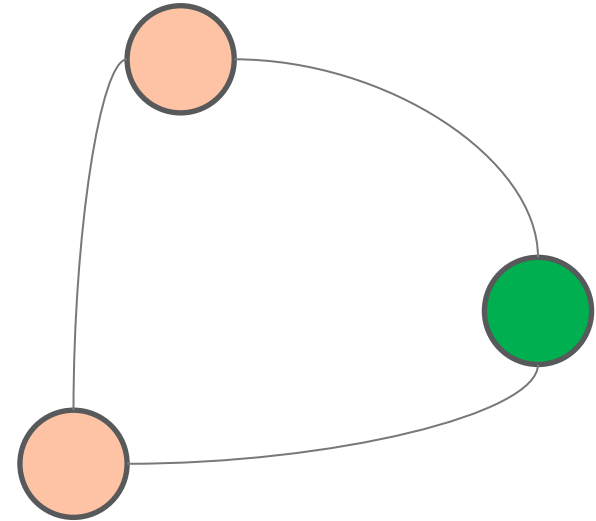
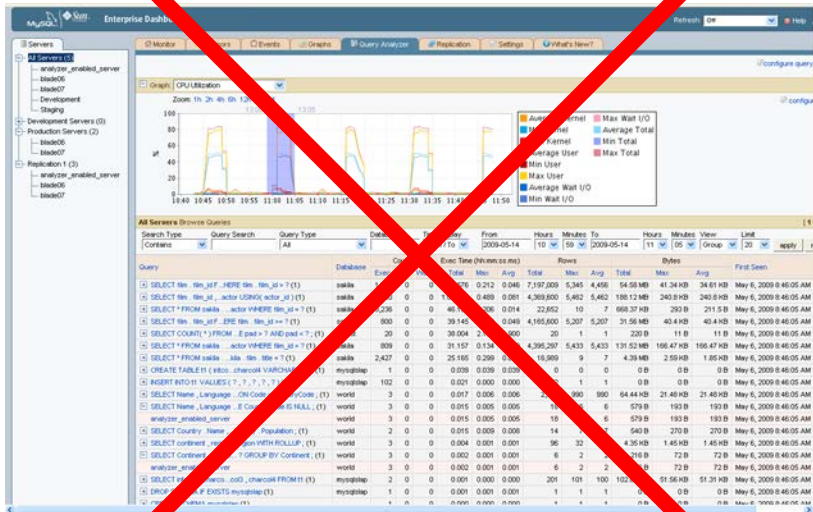
Why EMU?



Motivation

Why Emu?

- Easy tasks with easy tools

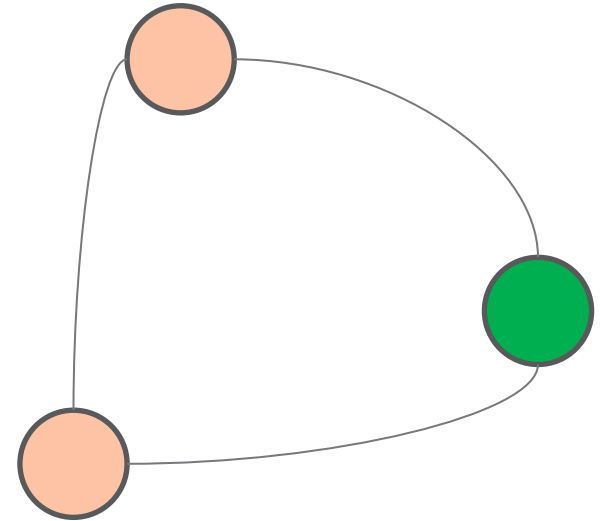


Motivation

Why Emu?

- Easy tasks with easy tools

```
type Song;  
type Artist;  
$Artist art1 = <"Kelly Clarkson">.add();  
$Song kc1 = <"Stronger">.add();  
$Song kc2 = <"Dark Side">.add();  
$Edge e = <kc1, kc2, 3.0>.add();  
art1 -> [kc1, kc2];
```



Introduction

Shan-Chi Hsu (System Integrator)

Introduction

- **EMU** is a programming language that helps the expression and manipulation of relationships between data by graph-like structures.
- A **Node** represents an object with a specific type defined by developers.
- EMU provides two ways of expressing relations between *Nodes*: **references** and **edges**.

Introduction

- What are the characteristics of EMU?
 - **Intuitive** : The structure is similar to a general graph.
 - **Familiar** : Much of the syntax is similar to that in Java.
 - **Visual** : A built-in function is provided to visualize data.
 - **Reusable** : Object construction code can be used across multiple programs.
 - **Flexible** : The construction is not tied to a rigid schema.



Syntax

Shan-Chi Hsu (System Integrator)

Syntax

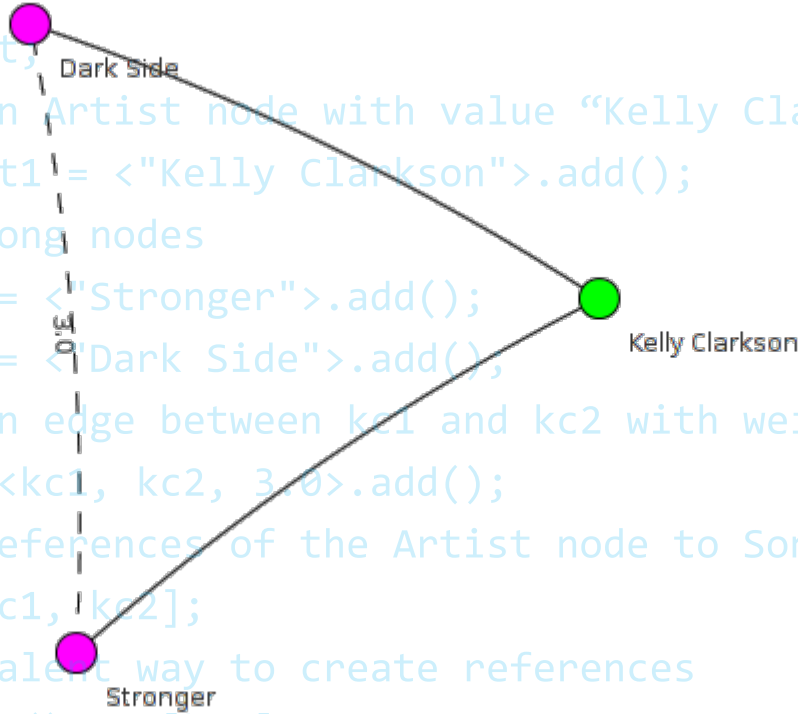
- Data Types : int, double, string, array, Edge, Node
- Control Statements : if/else, while, for, foreach
- Basic operators : =, ==, !=, &&, ||, >, <, >=, <=, +, -, *, /, %, +=, -=, *=, /=, %=, ++, --, [], ()
- String operators : +, +=
- Node/Edge operators : < >, .refs(), .edges(), .value, .type, ->, <->, *
- Array operators : .length, +=, -=
- Built-in functions : print(), graph(), .opposite(n), .add(), .remove()

Syntax

```
# Declare Node types
type Song;
type Artist;
# Create an Artist node with value "Kelly Clarkson"
$Artist art1 = <"Kelly Clarkson">.add();
# Create Song nodes
$Song kc1 = <"Stronger">.add();
$Song kc2 = <"Dark Side">.add();
# Create an edge between kc1 and kc2 with weight 3.0
$Edge e = <kc1, kc2, 3.0>.add();
# Create references of the Artist node to Song nodes
art1 -> [kc1, kc2];
# An equivalent way to create references
# art1.refs() += [kc1];
# art1.refs() += [kc2];
```

Syntax

```
# Declare Node types
type Song;
type Artist;
# Create an Artist node with value "Kelly Clarkson"
$Artist art1 = <"Kelly Clarkson">.add();
# Create Song nodes
$Song kc1 = <"Stronger">.add();
$Song kc2 = <"Dark Side">.add();
# Create an edge between kc1 and kc2 with weight 3.0
$Edge e = <kc1, kc2, 3.0>.add();
# Create references of the Artist node to Song nodes
art1 -> [kc1, kc2];
# An equivalent way to create references
# art1.refs() += [kc1];
# art1.refs() += [kc2];
```

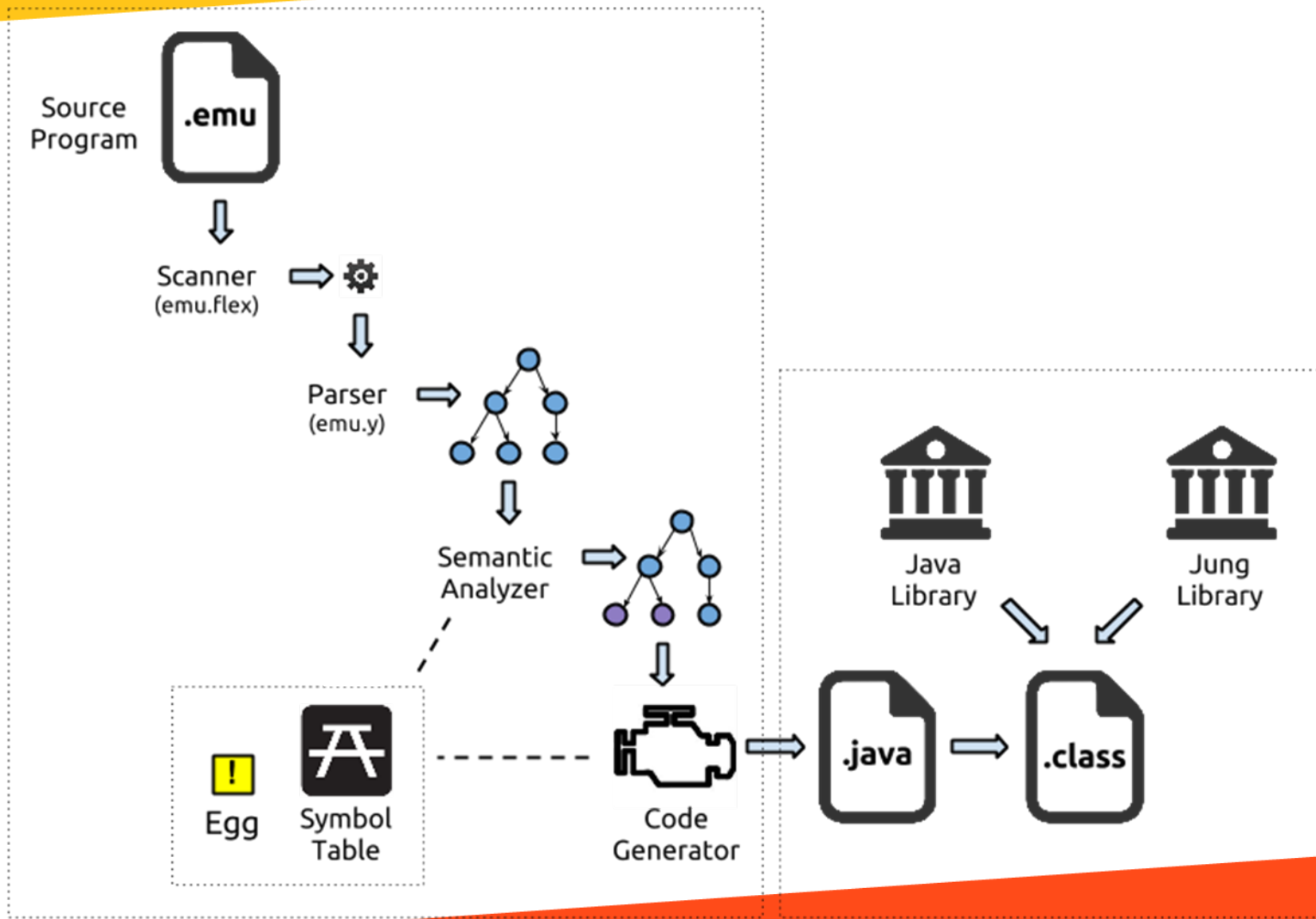




Translator Architecture

Mike Wojcieszek (System Architect)

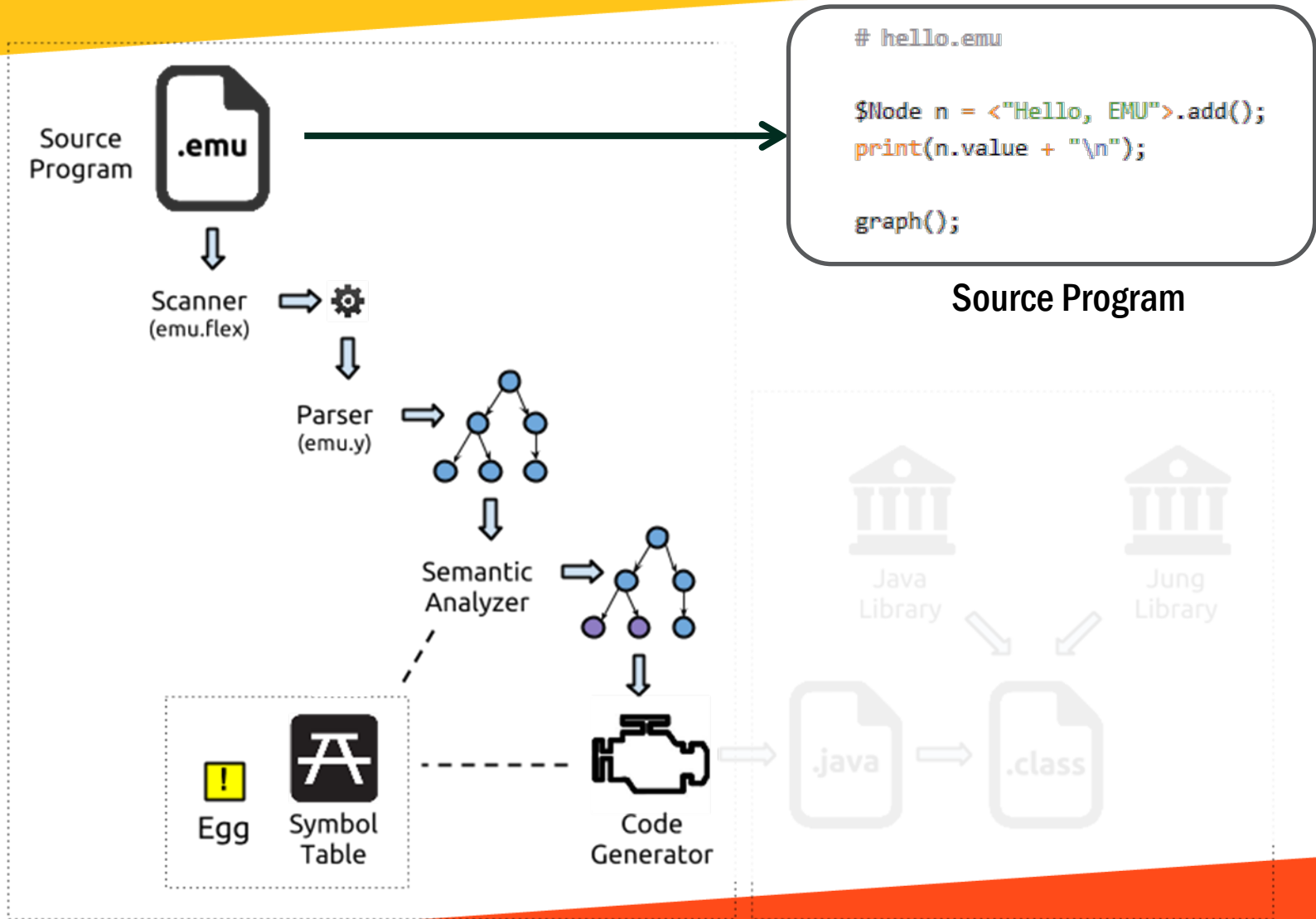
Translator Architecture



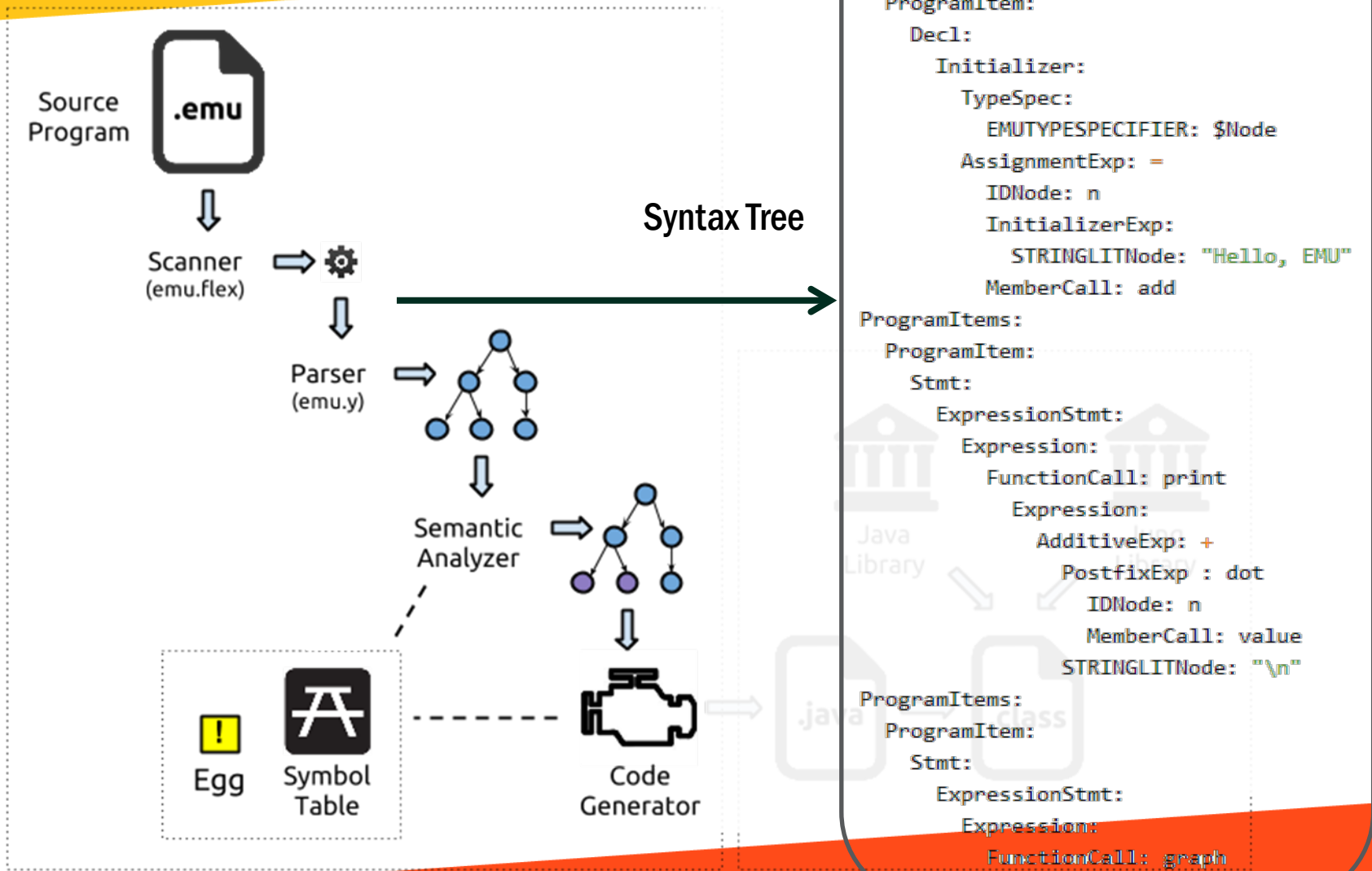
EMU Compiler

JAVA Compiler

Translator Architecture



Translator Architecture



Translator Architecture

```
/* hello.java - auto generated by emuc at 2013-05-15 19:30:40.892 */
```

```
import emulib.core.*;  
import java.io.*;  
import java.util.*;
```

```
public class hello {
```

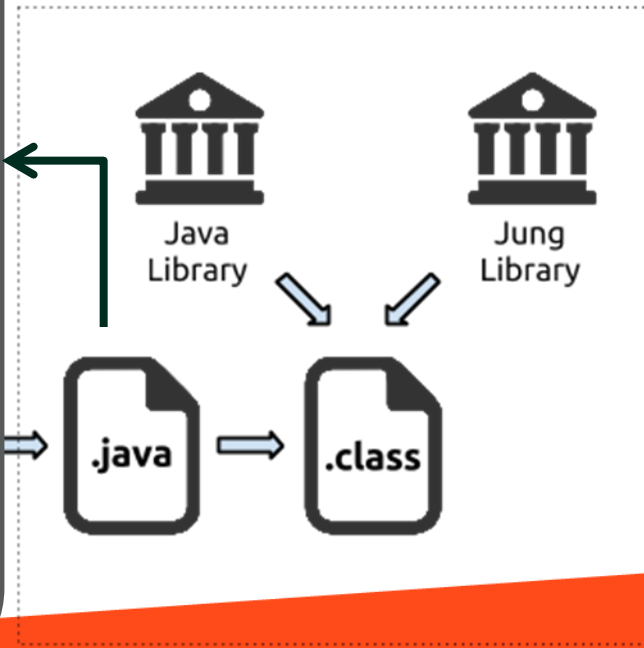
```
    private static Printer _pEMU = new Printer();  
    private static Graph _gEMU = new Graph();
```

```
    public static void main(String args[]) throws IOException {  
        Node n = new Node("Node", "Hello, EMU");  
        _gEMU.add(n);  
        _pEMU.print(n.getValue()+"\n");  
        _gEMU.visualize();  
    }
```

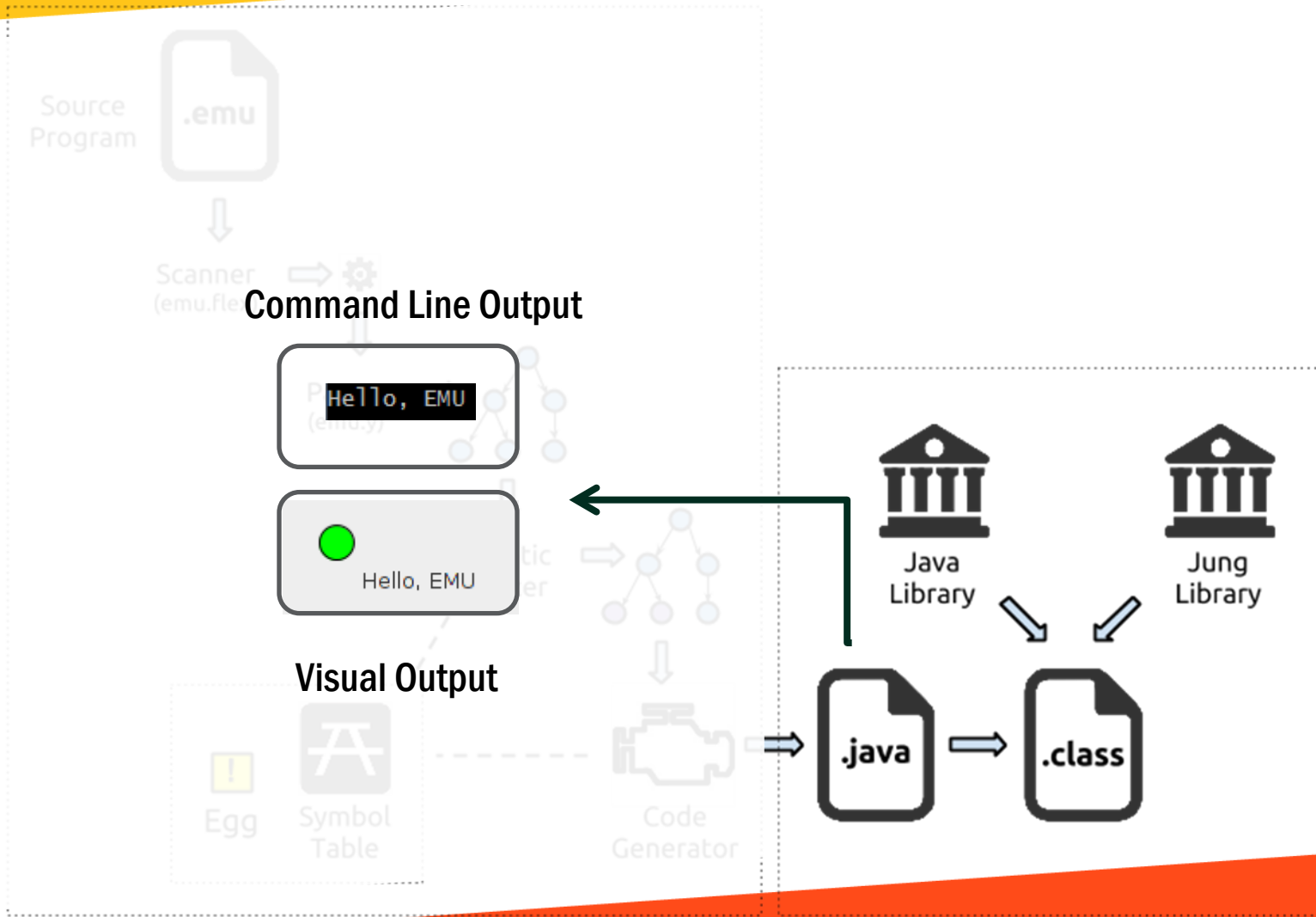
```
}
```



JAVA Source Code



Translator Architecture

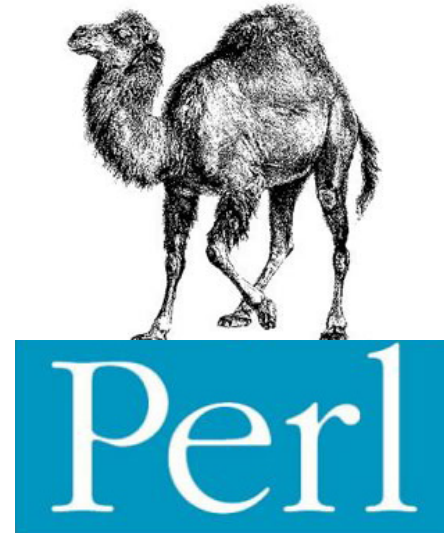
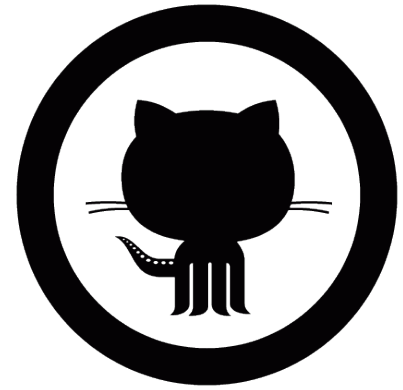




Software Tools

Steve Pappas (Language Guru)

Software Tools



Software Tools - Scripts



build - Makefile

- > ./build
- > ./build -t <test_file>
- > ./build -c



emuc - Compiler Script

- > ./emuc source.emu
- > ./emuc -x source.emu

Flags:

-h or -help: Display help text

-c or -clean: Remove build and temporary files from directory

-t or -test: Run all regression tests and determine PASS or FAIL

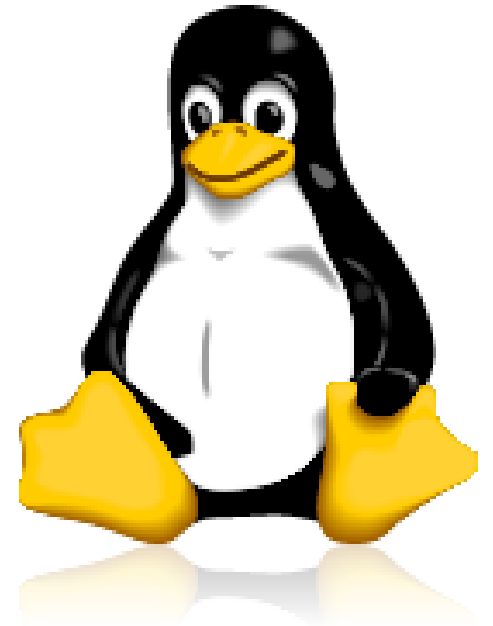
-p or -print: Used in conjunction with -t, just print AST for each regression test

-g or -generate: Used in conjunction with -t, just generate solution file for specific test case

Run-time Environment

Steve Pappas (Language Guru)

Run-time Environment



Compiler-Generator Tools

Yi-Chen Lin (Testing and Validation)

Compiler-Generator Tools



LEXER



PARSER



VISUALIZATION
LIBRARY





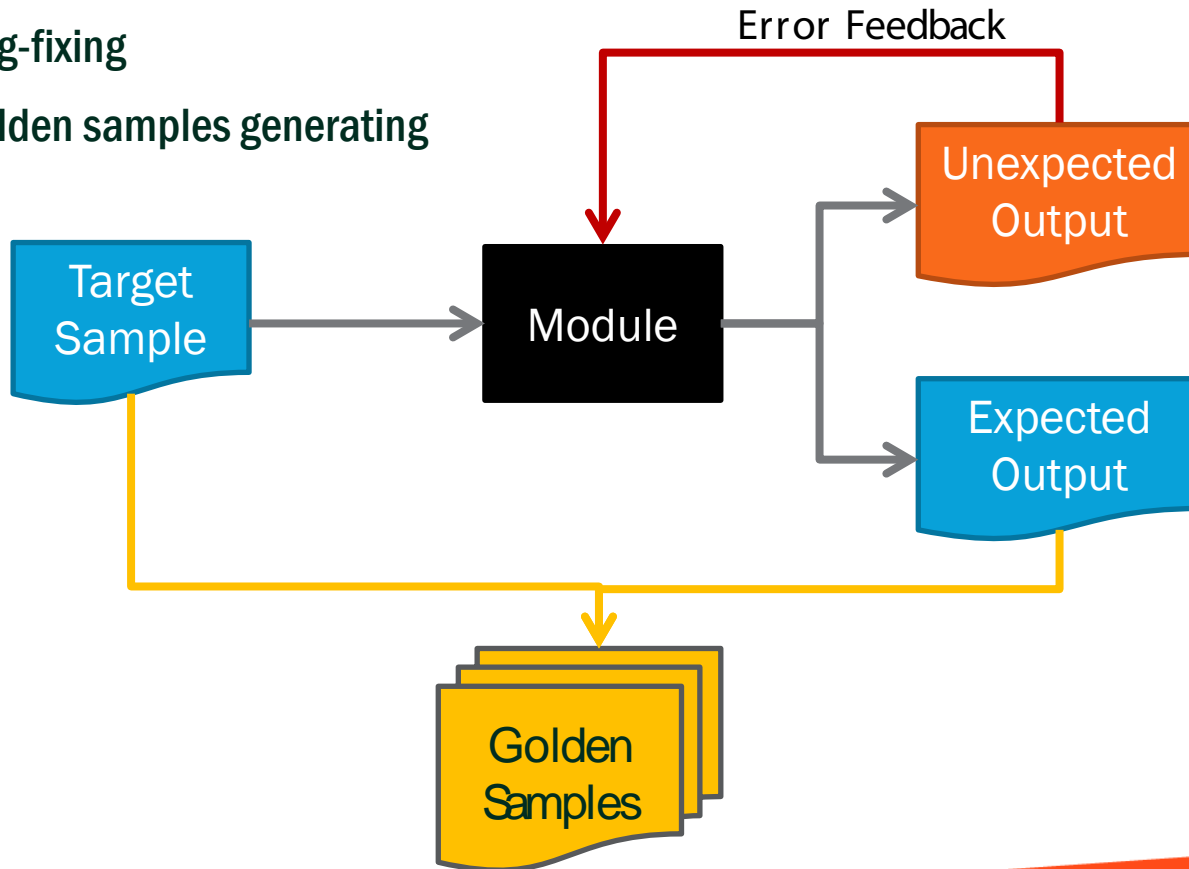
Test Plan

Yi-Chen Lin (Testing and Validation)

Test Plan

Iterative

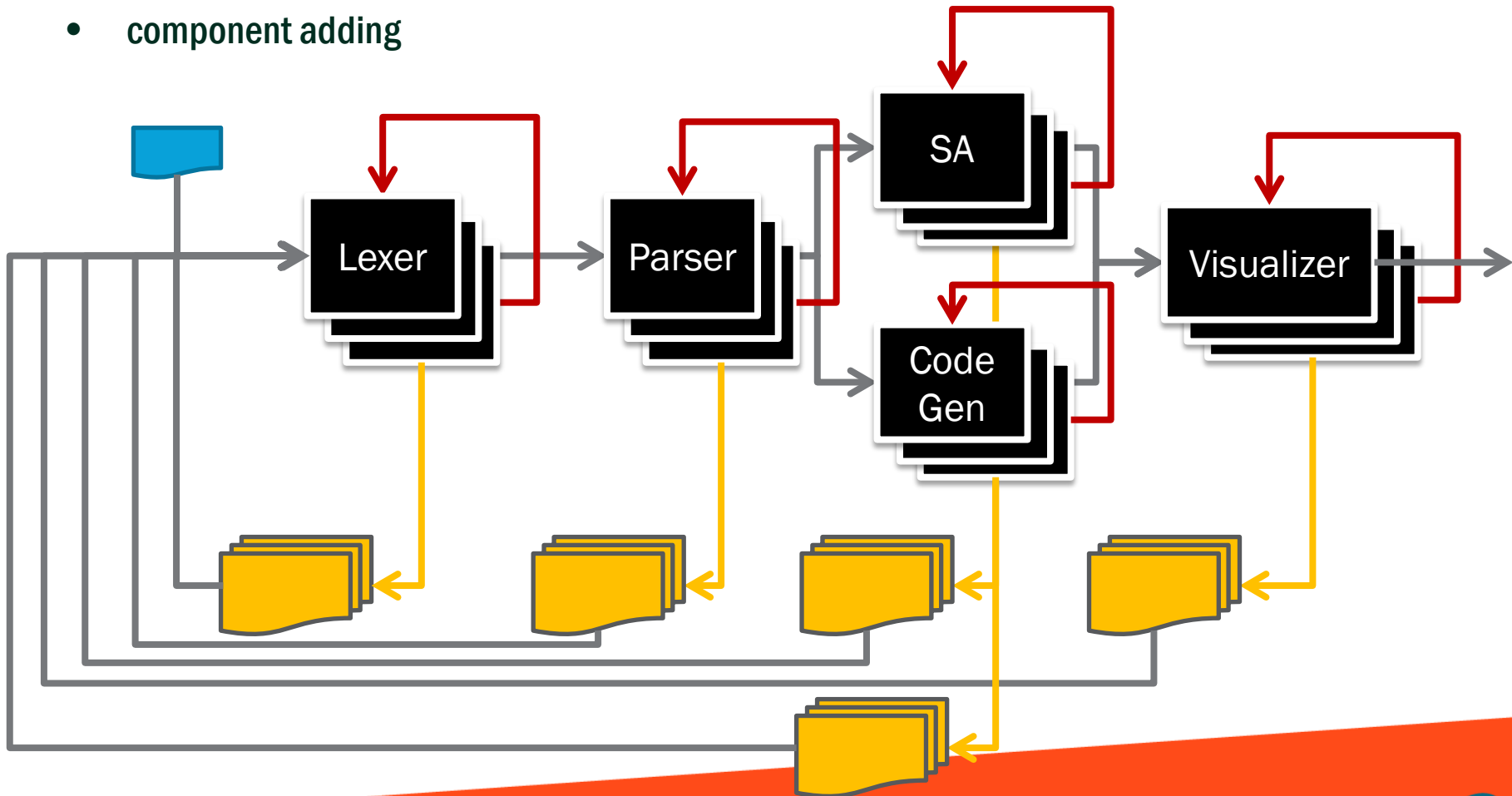
- Bug-fixing
- Golden samples generating



Test Plan

Regression

- component adding





Project Management

Philip Liou (Project Manager)

Project Management

Project Planning

- Define Roles and Responsibilities
- Set Milestones

Task #	Task description	Start date	Finish date	Progress	Status
1	Deliverables	2/4/2013	5/10/2013	70%	
1.1	White Paper	2/4/2013	2/27/2013	100%	100%
1.2	Language Tutorial	3/4/2013	3/27/2013	100%	100%
1.3	Language Reference Manual	3/4/2013	3/27/2013	100%	100%
1.4	Final Presentation	4/10/2013	5/10/2013	0%	
2	Front-End	3/4/2013	4/25/2013	100%	
2.1	Lexer	3/4/2013	4/25/2013	100%	
2.2	Parser	3/4/2013	4/25/2013	100%	
2.3	Grammar	3/11/2013	4/25/2013	100%	
3	Translation	3/4/2013	4/30/2013	70%	

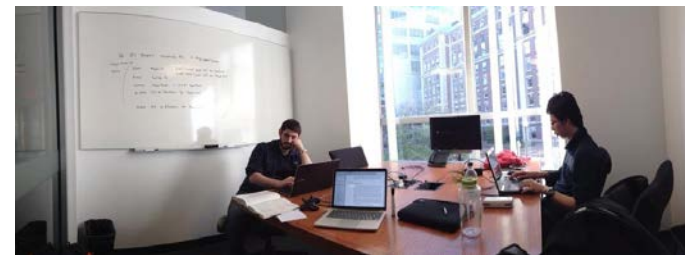
Project Management

- Task Tracking
- Frequent Progress Emails



Collaboration and Communication

- Suite of Collaboration Tools
- Meeting Rooms



Demo



Conclusions

Yi-Chen Lin (Testing and Validation)

Conclusions

Why EMU?

- Easy to use for visualizing relationships

What could be different?

- Tools research
- Time management

Lesson Learned

- Gauge the expectation
- Communicate with others
- Meet with mentors
- Don't fall behind
- Use line numbers

Thank you!

