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Yxilon – a Modular Open-Source Statistical Programming Language

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Yxilon - a modular open-source statistical programming language

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Statistical research has always been at the edge of available computing power. Huge datasets, e.g. in Data Mining or Quantitative Finance, and computationally intensive techniques, e.g. bootstrap methods, always require a little bit more computing power than is currently available. But the most popular statistical programming language R, as well as statistical programming languages like S or XploRe, are interpreted which makes them slow in computing intensive areas. The common solution is to implement these routines in low-level programming languages like C/C++ or Fortran and subsequently integrate them as dynamic linked libraries (DLL) or shared object libraries (SO) in the statistical programming language.

XploRe vs. Yxilon

Nearly 15 years ago the first versions of XploRe were implemented. In opposite to more mouse-oriented packages as SPSS and Minitab, XploRe was always targeted on a language based approach. While this approach inheres a usually flatter learning curve in comparison with mouse-based interaction we have learned from lectures and user feedback that the users receive a deeper understanding of the underlying theories and are more actively involved in the process of analysis.

With Yxilon we start an open source project to reimplement the XploRe language. Our aim is to compile directly to a low-level language as C/C++ or Java. The generated code can then be compiled either to DLL's/SO's or stand-alone programs. Further low-level languages, e.g. C#, are possible.

To download the current version visit <http://www.quantlet.org>.

Yxilon

For two reasons we have chosen XploRe rather than R as the basis of this project: XploRe is a non object-oriented programming language, for which a parser can be easily written and some of us have been involved for more than a decade in the development of the language. To produce a reasonable system we currently develop four components:

Yxilon GUI: a user interface for writing, interpreting, compiling and executing Yxilon code

Yxilon parser: a parser which compiles Yxilon programs to C/C++, Java or parse trees

Yxilon-J/Yxilon-C: libraries for matrix/array computations in Java and C/C++

Yxilon-RT: a run-time environment for the interpretation of parse trees

Other components, like the object database with web components, the middleware (see Figure 1) will be developed at a later stage of the project. The figure also depicts our intention of having “strong modularity” between the components which should simplify the development process. Changes targeted at improving modularisation and simplification will also have some impact on the XploRe language itself, see Härdle, Klinke and Ziegenhagen (2004).

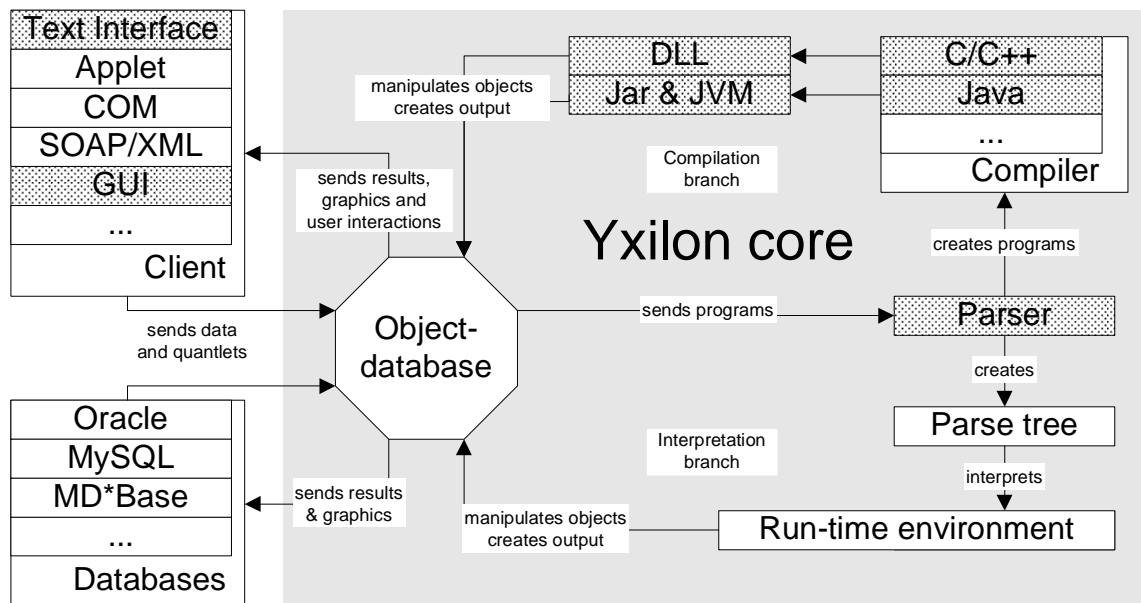


Figure 1: The Yxilon components (dotted components are work in progress or finished).

Following Chambers and Lang (1999) we provide a list of requirements for statistical applications, among them: usability from multiple front-ends, internet abilities to read and write data to networks and database support to enable large-scale analysis. We added: modularity and extensibility, support for multiple languages and valuable, integrated user support (tutorial, help system).

Yxilon GUI

The aim of the current graphical user interface is to satisfy two major needs:

- Integrating the parsing and interpretation modules under one roof
- Providing one experimental platform to analyze the different needs of different types of users
- Implementing and testing efficient ways of interaction and communication

In the analysis of user behavior we focus mainly on the central items of *usability* from Nielsen (1993): Learnability, Efficiency, Memorability, Errors and Satisfaction. Shneiderman (1998) furthermore defines 'Golden Rules of Interface Design', including questions concerning common rules (consistency, error handling and feedback) in the communication between user and software as well as psychological aspects (loss of control in interaction and limited human short term memory capacity).

Working especially with language based statistical software requires a significant commitment from the user, especially in the initial learning phase. With `log4j` from the Apache Foundation (<http://www.apache.org/log4j>) we have a powerful tool to log each interaction between user and software, together with questionnaires and interviews we hope to analyze and improve the user/software interface.

The layout and design of the Yxilon GUI is a mixture of the above design principles and earlier XploRe GUIs. All window and menu captions are provided via an initialization file. Java

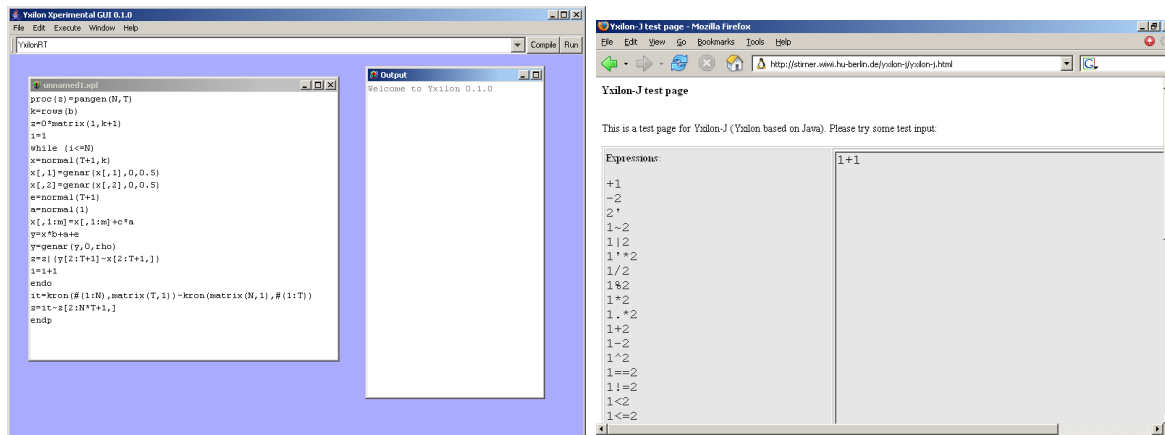


Figure 2: *Left: The Yxilon GUI with editor and output window. Right: The Yxilon-J WWW test page with the current language implementation, see <http://stirner.wiwi.hu-berlin.de/yxilon-j/yxilon-j.html>.*

offers native Unicode support, so the adaptation to different languages is easy. Furthermore the initialization file contains the relevant settings for the Java and C++ compiler. Our aim is to hide the technical details from the user as much as possible, thus sparing the implementation details of C++ and Java. This approach inheres possible error sources, if the Yxilon code contains either semantic or logical errors the generated code will not work either. It is therefore a main task in the development of the parser and the user interface to provide the user with valuable error messages.

Yxilon parser and interpreter

The Yxilon parser is a C/C++ program based on tools, compatible to lex and yacc, and generates different outputs: C/C++, Java and parse trees. Since we want to avoid the development of separate parsers for different target languages, which surely would lead to incompatible Yxilon language branches in the future, we decided to create plug-ins for the parser which generate the appropriate output. Other plug-ins than C/C++ or Java are possible.

The C/C++ code can be used to generate dynamic link libraries (Windows) or shared object libraries (Unix/Linux) for standalone programs. Slight modifications in the C/C++ code will allow to create COM code which can be embedded e.g. in Microsoft Office products (Excel, Word).

The third output method is the generation of a binary parse tree that contains Yxilon code in form of an execution tree. The binary data format is platform-independent. Similar to the Java programming system, a run-time environment (RTE) is able to interpret and execute these trees. The parser and the RTE together form an interpreter.

Yxilon-J: Yxilon compilation with Java

The Yxilon-J component which compiles Yxilon code to Java consists of four components:

1. the JavaWalker: a C/C++ plug-in for the parser which writes Java code. The parser builds up an expression tree which contains the code in a hierarchical structure; the Walker program analyzes the expression tree top-down and generates the appropriate Java code. Each Yxilon subprogram, called "quantlet" in XploRe, will translate to its own Java class.
2. Skeleton files: they define how the class header and footers for the main Yxilon program and

subprograms look like. Currently there are `@main.java`, containing a `main` method to run the program, and `@quantlet.java`, which can be called by either quantlets or the `main` method.

3. Colt 1.0.3: an efficient implementation of matrix/array classes in Java by Hoschek (2002).
4. `yxilon.jar`: a set of classes implementing the basic Yxilon functionalities (operators and selected commands).

Due to restrictions in the Java language, each Yxilon program will be stored in a separate `class` file, such that it can be reused without recompilation. These files (java source and bytecode) will be part of the Yxilon-J distribution.

Figure 2 (right) shows the Yxilon-J WWW test page which is similar to the CGI Interface of RWeb-Server page (see Banfield 1998). Left and below the form are same (non-)runnable code pieces. The form takes the Yxilon code, generates a Java file, compiles it and calls the Java Virtual Machine to execute it. Error messages and/or output is caught and displayed on a resulting web page.

Summary

Yxilon is an open source project for developing a new statistical programming language. It does as well generate C/C++ and Java code for compilation into dynamic link libraries or shared object libraries as it interpretes its own code by means of parse trees. Interested people are invited to join the project as developers or testers (<http://www.quantlet.org>).

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