

PyLisp

Compilare il LISP in Python bytecode

PyLisp

<https://github.com/6502/pylisp>

Andrea “6502” Griffini

agriff@tin.it

@agriffini

Funzionamento cpython

Codice sorgente



Parse

Abstract **S**yntax **T**ree



Compile

Codice eseguibile (bytecode)



Run

Output

Esempio di bytecode

```
>>> def square(x):  
...     return x * x  
...
```

```
>>> import dis
```

```
>>> dis.dis(square)
```

2	0	LOAD_FAST	0	(x)
	3	LOAD_FAST	0	(x)
	6	BINARY_MULTIPLY		
	7	RETURN_VALUE		

```
>>>
```

Esempio di bytecode (2)

```
>>> def fact(x):  
...     if x < 2:  
...         return 1  
...     else:  
...         return x * fact(x - 1)  
...  
>>>
```

2	0	LOAD_FAST	0	(x)
	3	LOAD_CONST	1	(2)
	6	COMPARE_OP	0	(<)
	9	POP_JUMP_IF_FALSE	16	
3	12	LOAD_CONST	2	(1)
	15	RETURN_VALUE		
5 >>	16	LOAD_FAST	0	(x)
	19	LOAD_GLOBAL	0	(fact)
	22	LOAD_FAST	0	(x)
	25	LOAD_CONST	2	(1)
	28	BINARY_SUBTRACT		
	29	CALL_FUNCTION	1	
	32	BINARY_MULTIPLY		
	33	RETURN_VALUE		
	34	LOAD_CONST	0	(None)
	37	RETURN_VALUE		

L'oggetto `__code__`

`co_filename`

`co_firstlineno`

`co_lnotab`

`co_name`

`co_nlocals`

`co_stacksize`

`co_argcount`

`co_cellvars`

`co_names`

`co_consts`

`co_varnames`

`co_freevars`

`co_code`

`co_flags`

Problema “funarg”

Caso 1 (semplice: “downward funarg”)

```
x = 12
L = map((lambda y: x * y),
        range(10))
```

Caso 2 (complesso: “upward funarg”)

```
def adder(x):
    return lambda y: x + y
```

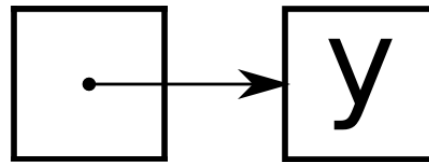

Cosa sono cellvars e freevars

```
def foo(x, y, z):  
    return [x, y+z, lambda n: n*y]
```

Locals



Cells



Cosa sono cellvars e freevars

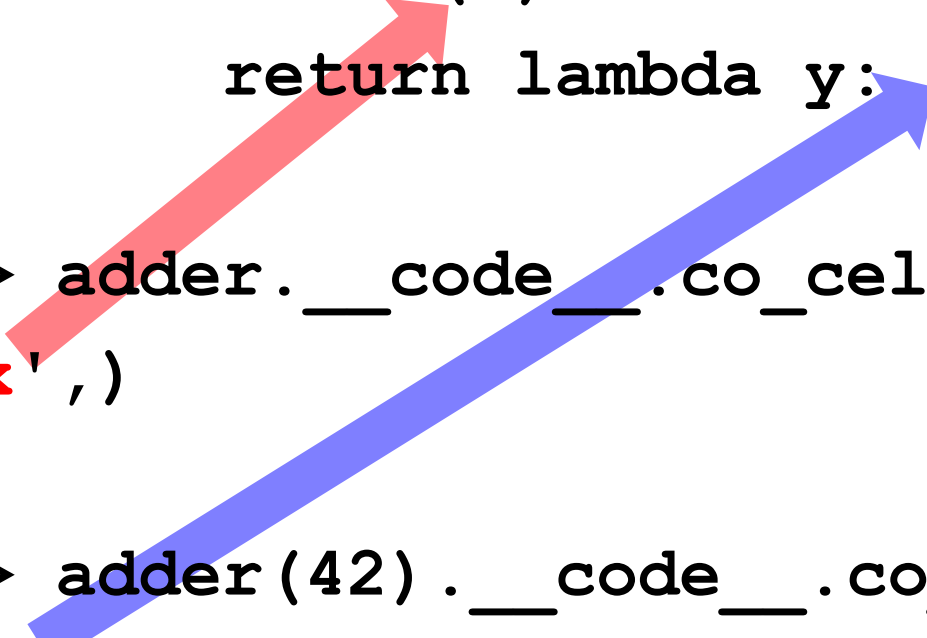
```
>>> def adder(x):  
...     return lambda y: x + y
```

```
>>> adder.__code__.co_cellvars  
( 'x' , )
```

```
>>> adder(42).__code__.co_freevars  
( 'x' , )
```

Cosa sono cellvars e freevars

```
>>> def adder(x):  
...     return lambda y: x + y  
  
>>> adder.__code__.co_cellvars  
('x',)  
  
>>> adder(42).__code__.co_freevars  
('x',)
```



```
def foo(x, y, z):  
    return [x, y+z]
```

```
2      0  LOAD_FAST      0  (x)  
      3  LOAD_FAST      1  (y)  
      6  LOAD_FAST      2  (z)  
      9  BINARY_ADD  
     10  BUILD_LIST      2  
     13  RETURN_VALUE
```

```
def foo(x, y, z):  
    return [x, y+z, lambda n: n*y]
```

```
2      0 LOAD_FAST      0 (x)  
      3 LOAD_DEREF      0 (y)  
      6 LOAD_FAST      2 (z)  
      9 BINARY_ADD  
     10 LOAD_CLOSURE      0 (y)  
     13 BUILD_TUPLE      1  
     16 LOAD_CONST      1 (<code object ...>)  
     19 MAKE_CLOSURE      0  
     22 BUILD_LIST      3  
     25 RETURN_VALUE
```

Python e Lisp

Similitudini

- Imperativi (multiparadigma)
- Tipizzazione dinamica
- Gestione memoria automatica
- Compilati a runtime, REPL

Differenze

- Sintassi
- Dinamicita'
- Metaprogrammazione
- Livello

La “sintassi” Lisp

Atomi

1 "bar" 42

Liste

(1 2 2 "bar")

(1 (2 3) 4)

Codice

(foo x 42 "bar" (+ z 3))

Lisp-1 e Lisp-2

```
(defun foo (foo)
  (if (< foo 2)
      1
      (* foo (foo (- foo 1)))))
```


Lisp-1 e Lisp-2

```
(defun foo (foo)
  (if (< foo 2)
      1
      (* foo (foo (- foo 1)))))
```

“Lisp has no syntax”

Testo sorgente

Read

A gray downward-pointing arrow with a black outline, indicating the flow from the source text to the forms.

Forms

Compile

A gray downward-pointing arrow with a black outline, indicating the flow from forms to executable code.

Codice eseguibile (bytecode)

Run

A gray downward-pointing arrow with a black outline, indicating the flow from executable code to the output.

Output

“Lisp has no syntax”

In realta' Lisp ha DUE sintassi

- La sintassi di reading
- La sintassi di compilazione

Ma nessuna delle due e' immutabile

- Reader macros
- Macros

Esempio di sessione

```
~/checkout/pylisp/src$ python pylisp.py
```

```
PyLisp 0.006
```

```
> (defun square (x)
```

```
    (* x x))
```

```
--> <function lambda at 0x258e7d0>
```

```
> (square 12)
```

```
--> 144
```

```
> (dis #'square)
```

```
0  0  LOAD_FAST           0  (_Lx)
```

```
3  LOAD_FAST           0  (_Lx)
```

```
6  BINARY_MULTIPLY
```

```
7  RETURN_VALUE
```

pylisp.py

- Compatibilita' Python 2/3
- Opcode generici load/store, labels
- Mangling
- Simboli
- Il compiler context `make_code`
- Primitive: `emit`, `bytecode`, `stackeffect`, `setq`, `progn`, `if`, `quote`, `function`, `lambda`, `fsetq`, `msetq`, `defun`, `defmacro`
- Runtime base: `python`, `eval`, `mapn`, `mapl`

pylisp.lisp

- Runtime esteso
- `dotimes`, `dolist`, `when`, `not`
- `lassoc-binop`
- `aref`, `set-aref`
- `setf`
- quasiquoting
- `gensym`