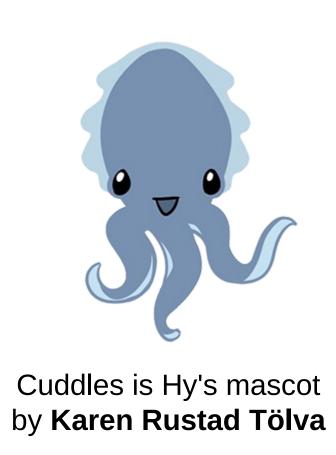
# (= HY (+ PYTHON LISP))

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Hy is a Lisp dialect that converts its structure to Python. Within Hy you Intro to Hy have access to all of Python data structures and the standard library. It's as easy as (print "Hello, world!"). Try Hy in your browser at try-hy.appspot.com/

```
Calculations go from
(3.5 + 5.1 + 4.6) / 3
(/(+3.55.14.6)3)
```

### An **if/else** statement looks like:

```
=> (if (= 3 (+ 1 2))
... (print "This is true")
... (print "This is false"))
This is true
```

```
And a for loop becomes:
 => (for [i (range 6)]
 ... (print (+ "i equals " (str i))))
 i equals 0
 i equals 1
  equals 2
 i equals 3
 i equals 4
 i equals 5
```

- \* See more code examples at bit.ly/try-hy
- \* Get started with Hy by following instructions at docs.hylang.org/en/latest/quickstart.html

## Hy under the hood

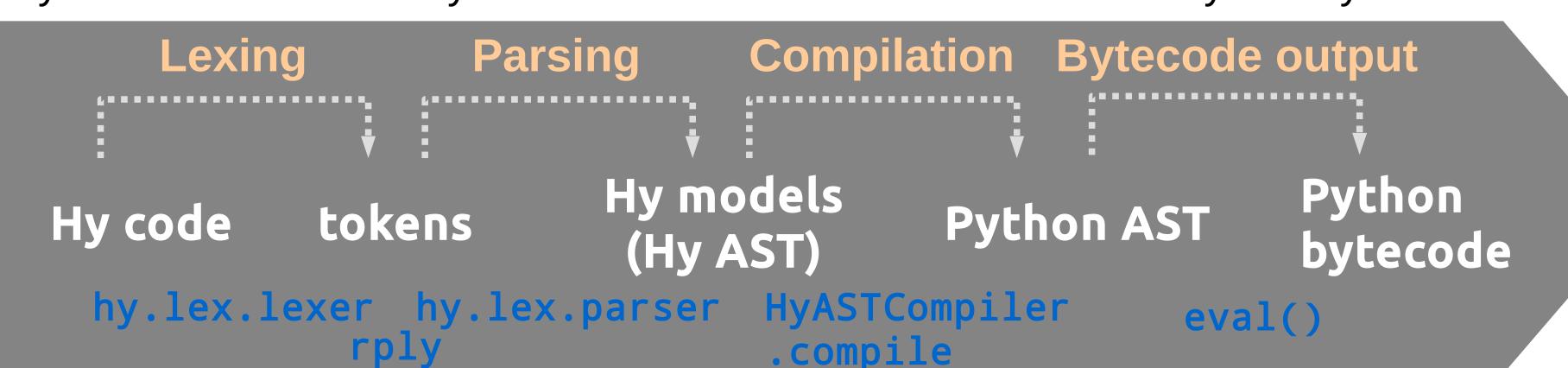
Basic steps of compilation:

**Lexing**  $\rightarrow$  lexical analysis: breaks up the code into tokens

**Parsing**  $\rightarrow$  syntax analysis: convert a sequence of tokens into a parse tree Code generation  $\rightarrow$  translate the parse tree into bytecode

**AST** (Abstract Syntax Tree): data structure used by compilers to represent the structure of the source code. It's the result of the parsing (syntax analysis) step.

Hy first translates to a Python AST which is then built down into Python bytecode.



Hy Models: a layer on top of Python objects representing Hy source code as data. They define Hy objects that can add info to help the manipulation of the Hy source code.

### References:

My repository for this poster github.com/Eleonore9/hypython-lisp



- Hy's docs: docs.hylang.org/en/latest/
- More docs: github.com/hylang/hy/blob/master/docs/language/api.rst
- Hy's source code: github.com/hylang/hy
- Podcast.\_\_init\_\_ episode 23: pythonpodcast.com/hylang-developers.html
- Videos and blogposts:
- gist.github.com/Eleonore9/6ae886f4ac3a70cbcb28852bc8f6a25

- About Lisp 1958: second oldest high-level programming language still in use today
   Created as a practical mathematical notation for computer programmes
- Became the most widely used language in Artificial Intelligence research
- Characterised by parenthesised lists also called **S-expressions**: (function argument1 argument2)
- Today Lisp dialects are used for general purpose; Common Lisp, Scheme, Clojure, and Hy

# AHy

My example Hy programme analyses text files. You can find it at bit.ly/text-analysis-hy.

My imports: (import os re pprint [collections [Counter]]) programme The function performing the analysis is:

```
(defn analyse-texts [dirpath]
 (setv text-files (list-text-files dirpath))
 (list (map (fn [f]
               (setv filename f)
                   read-text
                   clean-text
                   remove-stopwords
                   (summarise-text filename)))
            text-files)))
```

"defn" the function definition, inspired from Clojure

"**setv**" sets a variable by binding a symbol to a value, a function...

"fn" defines an anonymous function

"map" returns an iterable that applies the anonymous function to each file in the text-files list.

"->" the thread first, inspired from Clojure. Enables function chaining without several levels of nesting.

You can define a "main" function to reproduce the "if \_\_name\_\_ == '\_\_main\_\_'" behaviour. By using (defmain [&rest args] ...), you can run a main from the command line with its arguments.

# Macros

• Compilers: en.wikipedia.org/wiki/Compiler

Lisp's macros enable you to extend the syntax of the language. You can define a new macro by using defmacro. But a lot of the functions we've seen so far are actually macros themselves.

### Let's look at a simple macro, the when macro:

```
(defmacro when [test &rest body]
 "Execute `body` when `test` is true"
  `(if ~test (do ~@body)))
```

### Let's define a macro called when-int:

Abstract Syntax Tree: en.wikipedia.org/wiki/Abstract\_syntax\_tree

Writing macros (in Clojure): braveclojure.com/writing-macros/

```
(defmacro when-int [value &rest body]
  "Execute `body` when `value` is an
integer"
   (if (integer? ~value) (do ~body)))
```

A quote `defines a symbol, to get an unevaluated data structure. A tilde ~ enables to **unquote** a form within a quoted structure. A ~@ character does **unquote splicing**: unquote and unnest.

• More on (Common) Lisp: gigamonkeys.com/book/syntax-and-semantics.html

• Lisp's macros: gigamonkeys.com/book/macros-standard-control-constructs.html

### (defmacro defmain [args &rest body] "Write a function named \"main\" and do the if \_\_\_main\_\_\_ dance" (let [retval (gensym) mainfn `(fn [~@args]

My favourite Hy macro so far is defmain:

```
~@body)]
    `(when (= --name-- "__main__")
       (import sys)
       (setv ~retval (apply ~mainfn
sys.argv))
       (if (integer? ~retval)
         (sys.exit ~retval)))))
```

When writing macros some variable names can create conflicts. The method gensym and the macro with-gensym generate one or several new and unique symbols: => (gensym "a") u':a\_1235'

### Tools:

- Emacs Hy-mode: github.com/hylang/hy-mode
- Vim-hy: github.com/hylang/vim-hy
- Paredit or smartparens (keep parens in pairs)
- Code analyser: github.com/hylang/hydiomatic
- Hy debugger: github.com/hylang/hdb