Epilepsy Specification

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Abstract

This paper formally describes the form and execution of metaprograms written Epilepsy, a metalanguage aimed at full-blown C/C++ preprocessor metaprogramming. This paper is **not** designed as a user-friendly overview – see the official repository [2].

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1 EBNF Grammar

Figure 1: Grammar rules

A metaprogram in Epilepsy consists of a possibly empty sequence of terms, each of which is either a macro call or just a value.

Notes:

- <pp-token-list> stands for a list of preprocessor tokens (e.g., a 123, hello!).
- The grammar above describes metaprograms already expanded by the preprocessor, except for EPILEPSY_eval, EPILEPSY_call, and v.
- EPILEPSY_call accepts op either as an identifier or as a non-empty sequence of terms that reduces to an identifier.
- EPILEPSY_call accepts arguments of op without a separator.

The EPILEPSY_call syntax hurts IDE support: bad code formatting, no parameters documentation highlighting, et cetera. The workaround is to define a wrapper around an implementation macro like this:

```
/// The documentation string.
#define FOO(a, b, c) EPILEPSY_call(FOO, a b c)
#define FOO_IMPL(a, b, c) // The implementation.
```

Then FOO can be conveniently called as FOO(v(1), v(2), v(3)).

Notice that variadic macros are a bit special here. Their calls should be desugared as follows:

```
/// The documentation string.

#define FOO(a, b, c, ...) EPILEPSY_call(FOO, a b c __VA_ARGS__)

#define FOO_IMPL(a, b, c, ...) // The implementation.
```

Then F00 can be called as F00(v(1), v(2), v(3), v(5) v(6) v(7)); v(5) v(6) v(7) are **not** separated by commas.

2 Notations

Notation 1 (Sequence)

- $\overline{x} := x_1 \dots x_n$. Examples:
 - Epilepsy terms: v(abc) EPILEPSY_call(FOO, v(123)) v(u 8 9)
 - Preprocessor tokens: abc 13 "hello" + -
- () denotes the empty sequence.
- Appending to a sequence:
 - Appending an element: $S y := x_1 \dots x_n y$, where $S = x_1 \dots x_n$
 - Appending a sequence: S_1 $S_2 := x_1 \dots x_n$ $y_1 \dots y_m$, where $S_1 = x_1 \dots x_n$ and $S_2 = y_1 \dots y_m$

Notation 2 (Reduction step)

 \rightarrow denotes a single step of reduction (computation, evaluation).

Notation 3 (Metavariables)

tok	$preprocessor\ token$
ident	$preprocessor\ identifier$
t	$Epilepsy\ term$
a	Epilepsy term used as an argument

3 Reduction Semantics

We define a reduction semantics for Epilepsy 2. The abstract machine executes configurations of the form $\langle K; F; A; C \rangle$:

- K is a continuation of the form $\langle K; F; A; C \rangle$, where C includes the ? sign denoting a result passed into a continuation. For example, let K be $\langle K'; (1,2,3); v(x)? \rangle$, then K(v(y)) is $\langle K'; (1,2,3); v(x)v(y) \rangle$. A special continuation halt terminates the abstract machine and substitutes itself with a provided result. For example, when the abstract machine encounters halt(1+2), it will just stop and paste 1+2.
- F is a left folder of the form $(acc, \overline{tok}) \to acc$. It is used to flexibly append a newly evaluated term to an accumulator without extra reduction steps. There are the only two folders:

```
- fappend(acc, \overline{tok}) := acc \ \overline{tok}- fcomma(acc, \overline{tok}) := if(acc \ is \ ()) \ then \ \overline{tok} \ else \ acc \ ", " \ \overline{tok}
```

- A (accumulator) is a sequence of already computed results.
- C (control) is a sequence of terms upon which the abstract machine is operating right now.

Notes:

- Epilepsy follows applicative evaluation strategy [3].
- (args) Epilepsy generates a usual C-style macro invocation with fully evaluated arguments, which will be then expanded by the preprocessor, resulting in yet another concrete sequence of Epilepsy terms to be evaluated by the computational rules.
- (args) Epilepsy appends _IMPL to every macro identifier called using EPILEPSY_call it makes easier to follow the convention that all implementations of metafunctions shall have the postfix _IMPL.
- (callTrivial) EPILEPSY_callTrivial is used when an operation and all arguments are already evaluated. It is semantically the same as EPILEPSY_call(ident, v(...)) but performs one less reduction steps to benefit in performance.

```
(v): \langle K; F; A; v(\overline{tok}) \ \overline{t} \rangle \rightarrow \langle K; F; F(A, \overline{tok}); \overline{t} \rangle
                   (op): \langle K; F; A; \mathtt{EPILEPSY\_call}(\overline{t}, \overline{a}) \ \overline{t'} \rangle \rightarrow \langle
                                     \langle K; F; A; \text{EPILEPSY\_call}(?, \overline{a}) \ \overline{t'} \rangle;
                                     fappend;
                                     ();
                                     \overline{t}\rangle
              (args): \langle K; F; A; \texttt{EPILEPSY\_call}(ident, \overline{a}) \ \overline{t} \rangle \rightarrow \langle
                                     \langle\langle K; F; F(A,?); \overline{t}\rangle; fappend; (); ident\_\mathtt{IMPL}(?)\rangle;
                                     fcomma;
                                     ();
                                     \overline{a}\rangle
(callTrivial): \langle K; F; A; \texttt{EPILEPSY\_callTrivial}(ident, \overline{tok}) \ \overline{t} \rangle \rightarrow \langle
                                    \langle K; F; F(A,?); \overline{t} \rangle;
                                     fappend;
                                     ();
                                    ident\_IMPL(\overline{tok})\rangle
             (abort): \langle K; F; A; \mathtt{EPILEPSY\_abort}(\overline{t}) \ \overline{t'} \rangle \rightarrow \langle halt; fappend; (); \overline{t} \rangle
            (fatal): \langle K; F; A; \texttt{EPILEPSY\_fatal}(ident, \overline{tok}) \ \overline{t} \rangle \rightarrow halt(\ldots)
                (end): \langle K; F; A; () \rangle \to K(A)
             (start): \mathtt{EPILEPSY\_call}(\overline{t}) \rightarrow \langle halt; fappend; (); \overline{t} \rangle
```

Figure 2: Reduction Semantics

- (fatal) The ellipsis means that an implementation is free to provide diagnostics in any format.
- (fatal) interprets its variadic arguments without preprocessor expansion i.e., they are pasted as-is. This is intended because otherwise identifiers located in an error message may stand for other macros that will be unintentionally expanded.
- With the current implementation, at most 2^{16} reduction steps are possible. After exceeding this limit, Epilepsy will not be able to perform reduction of a given metaprogram anymore.

3.1 Examples

Take the following code:

See how EPILEPSY_call(X, v(CALL_X)) is evaluated:

Example 1 (Evaluation of terms)

```
\begin{split} & \texttt{EPILEPSY\_eval}(\texttt{EPILEPSY\_call}(X, \texttt{v}(\texttt{CALL\_X}))) \rightarrow (start) \\ & \langle halt; fappend; (); \texttt{EPILEPSY\_call}(X, \texttt{v}(\texttt{CALL\_X})) \rangle \rightarrow (args) \\ & \langle \langle halt; fappend; (); \texttt{X}(?) \rangle; fcomma; (); \texttt{v}(\texttt{CALL\_X}) \rangle \rightarrow (v) \\ & \langle \langle halt; fappend; (); \texttt{X}(?) \rangle; fcomma; \texttt{CALL\_X}; () \rangle \rightarrow (end) \\ & \langle halt; fappend; (); \texttt{EPILEPSY\_call}(\texttt{CALL\_X}, \texttt{v}(123)) \rangle \rightarrow (args) \\ & \langle \langle halt; fappend; (); \texttt{CALL\_X}(?) \rangle; fcomma; (); \texttt{v}(123) \rangle \rightarrow (v) \\ & \langle \langle halt; fappend; (); \texttt{EPILEPSY\_call}(X, \texttt{v}(\texttt{ID})) \rangle \rightarrow (args) \\ & \langle \langle halt; fappend; (); \texttt{X}(?) \rangle; fcomma; (); \texttt{v}(\texttt{ID}) \rangle \rightarrow (end) \\ & \langle halt; fappend; (); \texttt{EPILEPSY\_call}(\texttt{ID}, \texttt{v}(123)) \rangle \rightarrow (args) \\ & \langle \langle halt; fappend; (); \texttt{ID}(?) \rangle; fcomma; (); \texttt{v}(123) \rangle \rightarrow (v) \\ & \langle \langle halt; fappend; (); \texttt{ID}(?) \rangle; fcomma; (); \texttt{v}(123) \rangle \rightarrow (end) \\ & \langle \langle halt; fappend; (); \texttt{ID}(?) \rangle; fcomma; (123; ()) \rightarrow (end) \\ & \langle \langle halt; fappend; (); \texttt{ID}(?) \rangle; fcomma; (123; ()) \rightarrow (end) \\ & \langle \langle halt; fappend; (); \texttt{ID}(?) \rangle; fcomma; (123; ()) \rightarrow (end) \\ & \langle \langle halt; fappend; (); \texttt{ID}(?) \rangle; fcomma; (123; ()) \rightarrow (end) \\ & \langle \langle halt; fappend; (); \texttt{ID}(?) \rangle; fcomma; (123; ()) \rightarrow (end) \\ & \langle \langle halt; fappend; (); \texttt{ID}(?) \rangle; fcomma; (123; ()) \rightarrow (end) \\ & \langle \langle halt; fappend; (); \texttt{ID}(?) \rangle; fcomma; (123; ()) \rightarrow (end) \\ & \langle \langle halt; fappend; (); \texttt{ID}(?) \rangle; fcomma; (123; ()) \rightarrow (end) \\ & \langle \langle halt; fappend; (); \texttt{ID}(?) \rangle; fcomma; (123; ()) \rightarrow (end) \\ & \langle \langle halt; fappend; (); \texttt{ID}(?) \rangle; fcomma; (123; ()) \rightarrow (end) \\ & \langle \langle halt; fappend; (); \texttt{ID}(?) \rangle; fcomma; (123; ()) \rightarrow (end) \\ & \langle \langle halt; fappend; (); \texttt{ID}(?) \rangle; fcomma; (123; ()) \rightarrow (end) \\ & \langle \langle halt; fappend; (); \texttt{ID}(?) \rangle; fcomma; (123; ()) \rightarrow (end) \\ & \langle \langle halt; fappend; (); \texttt{ID}(?) \rangle; fcomma; (123; ()) \rightarrow (end) \\ & \langle \langle halt; fappend; (); \texttt{ID}(?) \rangle; fcomma; (123; ()) \rightarrow (end) \\ & \langle \langle halt; fappend; (); \texttt{ID}(?) \rangle; fcomma; (123; ()) \rightarrow (end) \\ & \langle \langle halt; fappend; (); \texttt{ID}(?) \rangle; fcomma; (123; ()) \rangle \rightarrow (end) \\ & \langle \langle halt; fappend; (); \texttt{ID}(?) \rangle; fcomma; (123; ()) \rangle \rightarrow (end) \\ & \langle \langle halt; fappend; (); \texttt{ID}(?) \rangle; fcomma; (123; ()) \rangle \rightarrow (end) \\ & \langle \langle halt; f
```

```
\langle halt; fappend; (); v(123) \rangle \rightarrow (v)
\langle halt; fappend; 123; () \rangle \rightarrow (end)
halt(123)
```

The analogous version written in ordinary C looks like this:

```
#define X(op) op (123)
#define CALL\_X(\_123) X(ID)
#define ID(x) x
```

However, unlike the Epilepsy version above, X(CALL_X) gets blocked [1] due to the second call to X. The trick is that Epilepsy performs evaluation step-by-step, unlike the preprocessor:

- The Epilepsy version: X(CALL_X) expands to EPILEPSY_call(CALL_X, v(123)). This expansion does not contain X, and therefore X is not blocked by the preprocessor.
- The ordinary version: X(CALL_X) expands to X(ID). This expansion does contains X, and therefore X is blocked by the preprocessor.

4 Properties

4.1 Progress

```
Proposition 1 (Progress) Either \langle K; F; A; \overline{t} \rangle \rightarrow \langle K; F; A; \overline{t'} \rangle or \langle K; F; A; \overline{t} \rangle \rightarrow halt(\overline{x}).
```

PROOF By inspection of 2.

5 Caveats

- consider this scenario:
 - You call F00(1, 2, 3)
 - It gets expanded by the preprocessor (not by Epilepsy)
 - Its expansion contains F00

Then F00 gets blocked [1] by the preprocessor, e.g. Epilepsy cannot handle ordinary macro recursion; you must use EPILEPSY_call to be sure that recursive calls will behave as expected. I therefore recommend to use only primitive C-style macros, e.g. for performance reasons or because of you cannot express them in terms of Epilepsy.

References

- [1] C99 draft, section 6.10.3.4, paragraph 2 Rescanning and further replacement. URL: http://www.open-std.org/jtc1/sc22/wg14/www/docs/n1256.pdf.
- [2] Hirrolot. A functional language for C/C++ preprocessor metaprogramming. URL: https://github.com/Hirrolot/epilepsy.
- [3] Wikipedia. Applicative order. URL: https://en.wikipedia.org/wiki/ Evaluation_strategy#Applicative_order.