

Chandeliers

A Lustre-in-Rust compiler

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An introduction to Rust and Proc Macros

About Rust

- compiled language
- strong type system
- extensible via macros

Custom parser, arbitrary code execution, unsanitized identifiers.

What I did for Lustre is an instance of a more general fact: you can embed inside Rust **any language** if it “agrees” with Rust on

- types, ownership and safety → language must be memory-safe
- tokens and parentheses → macro expansion is post-tokenization

The Rust ecosystem

“crate” ~ library/package → published on <https://crates.io>

rustc: official compiler

cargo: package manager

What is a macro ?

Different invocations:

- `#[derive(...)]`
- `println!(...)`

Different declarations:

- `macro_rules!`
- `#[proc_macro]`

Common characteristic: mapping `TokenStream` -> `TokenStream`

A standard macro

```
use std::collections::HashMap;
```

```
#[derive(Default)]
```

```
struct Thing {  
    n: usize,  
    map: HashMap<char, f64>,  
    label: Option<String>,  
}
```

```
fn main() {}
```

Expanded

```
$ cargo expand
```

```
impl ::core::default::Default for Thing {  
    fn default() -> Thing {  
        Thing {  
            n: ::core::default::Default::default(),  
            map: ::core::default::Default::default(),  
            label: ::core::default::Default::default(),  
        }  
    }  
}
```

In short

- Macros are functions `TokenStream -> TokenStream`
- Procedural Macros can execute arbitrary code at compile-time (“proc macros”)

→ Chandeliers consists of one macro that contains a parser, typechecker, and code generator

Chandeliers quick guide

Structure of a program using Chandeliers

```
# Cargo.toml
[dependencies]
chandeliers-lus = "0.5.0"

// main.rs
use chandeliers_lus::decl;

// Rust glue code
decl! {
    // Lustre code -> expanded to equivalent Rust code
}
```

Example

```
// main.rs
chandeliers_lus::decl! {
  node counting() returns (n : int);
  let
    n = 0 fby n + 1;
  tel;
}
// [...]
```

Annotations

Rust-style attributes `#[...]`

Some of the most useful:

- `#[trace("foo({x}) = {y}")]`
node `foo(x : int)` returns `(y : int);`
- `#[main(100)]`
node `main()` returns `();`
- `#[export]` and `#[pub]` levels of visibility
- `#[doc("Add node documentation here")]`

Advantages and technical constraints

What we get (almost) for free

- performance
- strong typing guarantees (hard to make mistakes in glue code)
- good error messages
- glue code can import crates
- Lustre libraries are Rust libraries
 - can be uploaded to `crates.io`
 - can be downloaded by `cargo`
 - documentation available on `docs.rs`
 - builtin test framework available

A typical error message

```
node foo(m : int) returns (f : float);  
let f = m; tel;
```

error: Type mismatch between the left and right sides:
Base types should be unifiable: expected float, got int

--> src/lib.rs:605:13

```
|  
605 |         let f = m; tel;  
|         ^^^^^  
|
```

note: This element has type float

--> src/lib.rs:605:13

```
|  
605 |         let f = m; tel;  
|         ^  
|
```

note: While this element has type int

--> src/lib.rs:605:17

```
|  
605 |         let f = m; tel;  
|         ^  
|
```

Error in glue code

```
chandeliers_lus::decl! {
  #[export]
  node foo() returns (n: int);
  let n = 0; tel;
}
```

```
chandeliers_lus::decl! {
  extern node foo() returns (n: float);
}
```

```
error[E0308]: mismatched types
--> src/lib.rs:609:21
```

```
609 |         extern node foo() returns (n: float);
      |                                ~~~~~^-----
      |                                |           |
      |                                |           expected `Nillable<f64>` because of return type
      |                                expected `Nillable<f64>`, found `Nillable<i64>`
      |
      = note: expected enum `Nillable<f64>`
              found enum `Nillable<i64>`
```


Using external crates

```
use rand::{rngs::ThreadRng, Rng};

use chandeliers_sem::traits::{Embed, Step};
use chandeliers_sem::{implicit_clock, ty};

/// Lustre node that returns a random `int` uniformly between
/// `i64::MIN` and `i64::MAX`.
#[derive(Debug, Default, Clone)]
pub struct random_int {
    /// Internal random number generator.
    rng: ThreadRng,
}

impl Step for random_int {
    type Input = ();
    type Output = i64;
    fn step(&mut self, __inputs: ty!()) -> ty!(int) {
        implicit_clock!(__inputs);
        self.rng.gen:::<i64>().embed()
    }
}
```

Advantages and technical constraints

```
use chandeliers_std::rand::random_int;  
chandeliers_lus::decl! {  
    extern node random_int() returns (n : int);  
  
    // [...]  
}
```

Technical limitations

- no control over the tokenizer
 - program must be well-parenthesized (not an issue)
 - comments *must* be Rust-style: `// ...` and `/* ... */`
 - Rust reserved keywords can't be used as Lustre variables
- macro output must be self-contained
- 1 node = 1 step function (glue code requires stable API)
- no `null` in Rust → Chandeliers works with `Option`

A full example

(coding demo)