

The Latro Programming Language

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- Learning

Why Existing Languages Are Not Good Enough

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- Interoperability
- Importance of things like syntax is overstated

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- Writing fake programs
- Cost vs. benefit
- Bottom up

What is Latro?

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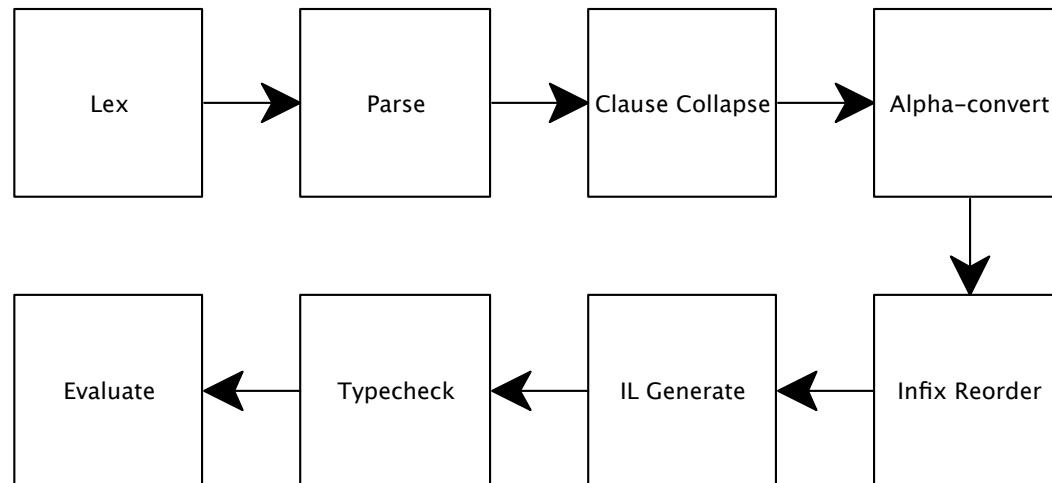
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- Parametric polymorphism

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- Functional
- Strict, call-by-value
- Static typing, with type inference
- Parametric polymorphism
- Some side effects allowed (IO), but no mutation/rebinding

Compiler Phases



Lexing

- Translate source text into a stream of tokens

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```
def x = 1 + 2 * 3
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↓

```
[KwDef, Id("x"), OpEq,  
  NumLit("1"), Id("+"),  
  NumLit("2"), Id("*"), NumLit("3")]
```

Parsing

- Translate token stream into a syntax tree

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```
[KwDef, Id("x"), OpEq,  
  NumLit("1"), Id("+"),  
  NumLit("2"), Id("*"), NumLit("3")]
```

↓

```
(ExpAssign  
  (PatExpId "x")  
  (ExpInfixApp  
    (Id "*")  
    (ExpInfixApp  
      (Id "+")  
      (ExpNumLit 1)  
      (ExpNumLit 2))  
    (ExpNumLit 3)))
```

Clause Collapsing

- Combine function clauses into single functions

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```
and(True, True) = True  
and(_, _) = False
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```

↓

```
and(a, b) {  
  def args = %(a, b)  
  switch (args) {  
    case %(True, True) -> True  
    case %(_, _)       -> False  
    case _             -> fail("Match fail!")  
  }  
}
```


Alpha Conversion

- Rewrite the syntax tree such that all identifiers are unique

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- Flatten modules into top-level sequences of bindings

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- Flatten modules into top-level sequences of bindings
- Rewrite all qualified identifiers as simple ones

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 - Build an environment mapping raw id's to either unique id's or sub-environments

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- Two passes
 - Build an environment mapping raw id's to either unique id's or sub-environments
 - Rewrite all raw id references into unique-id references (using the environment)

Alpha Conversion

```
module Foo {  
  x = 42  
  y = x  
  z = Bar.x  
}  
  
module Bar {  
  x = 43  
  y = x  
}
```

```
x@1 = 42  
y@2 = x@1  
z@3 = x@4  
  
x@4 = 43  
y@5 = x@4
```

Infix Reordering

- Rewrite infix applications according to user-defined precedence levels

Infix Reordering

1 + 2 * 3 - 4 / 5

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1 + 2 * 3 - 4 / 5

↓

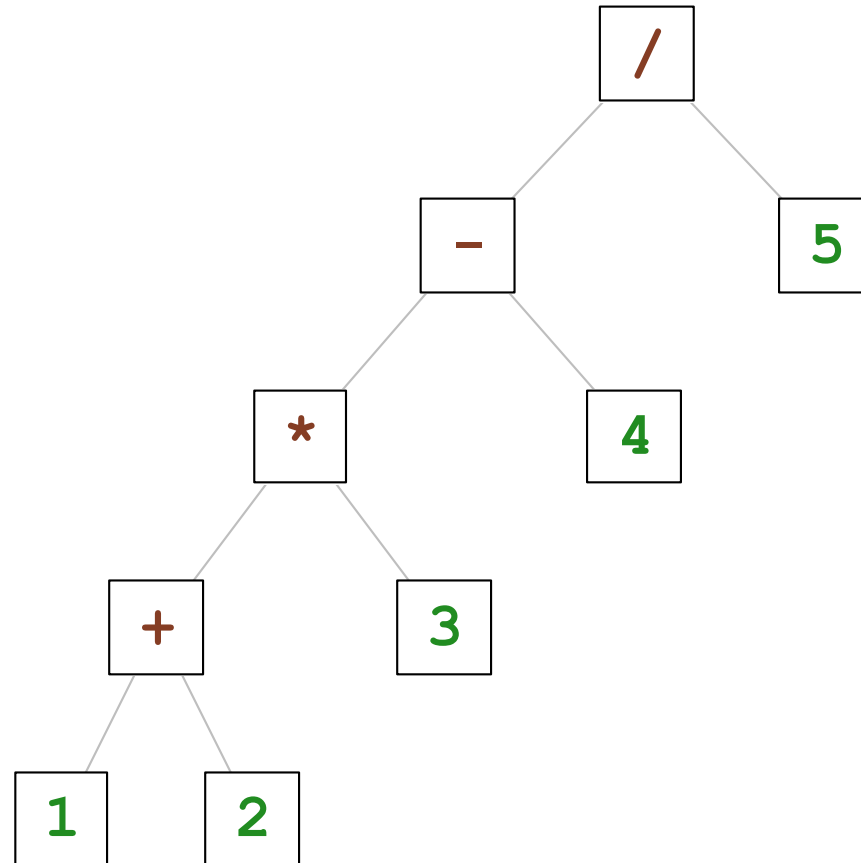
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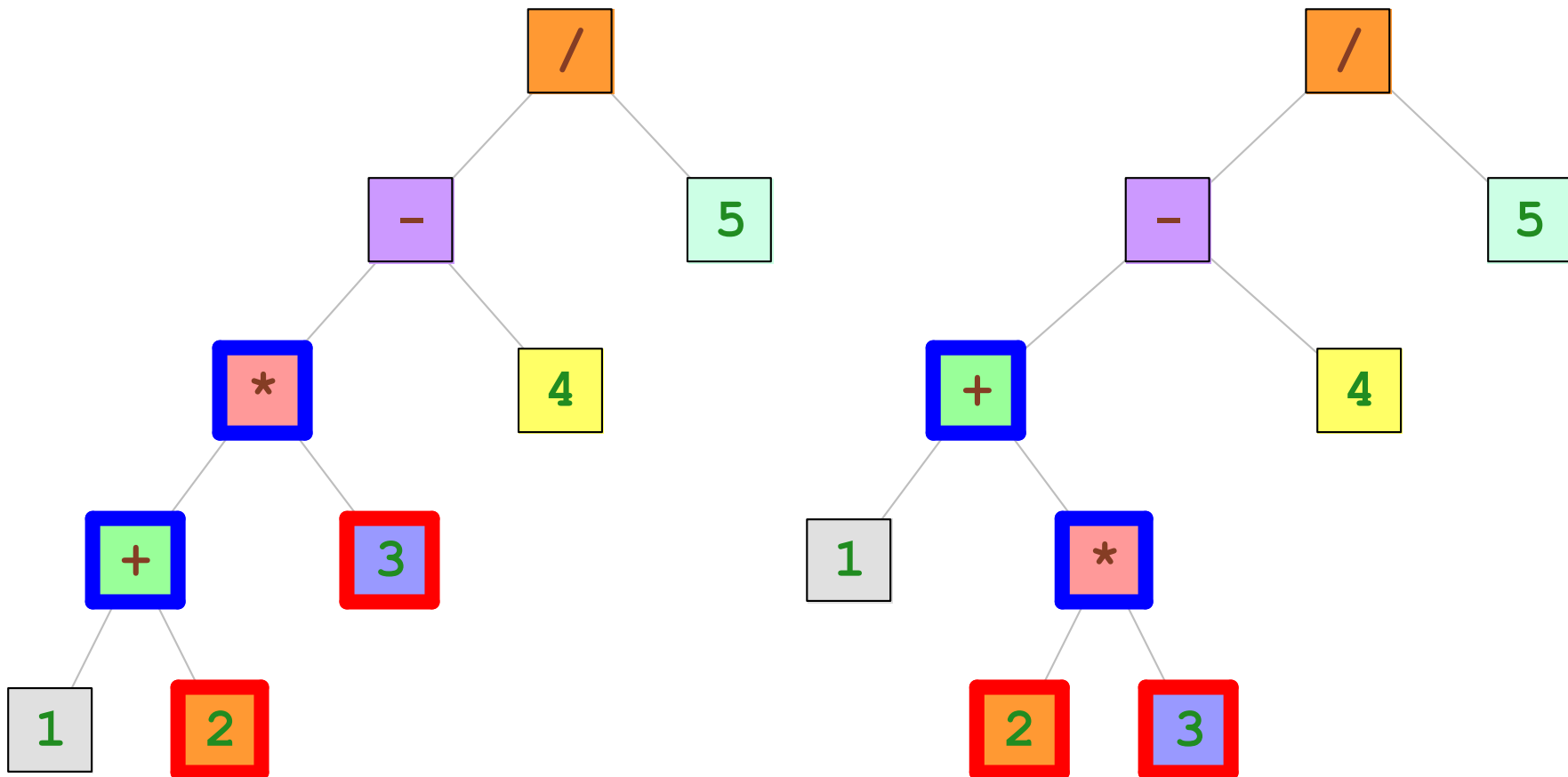
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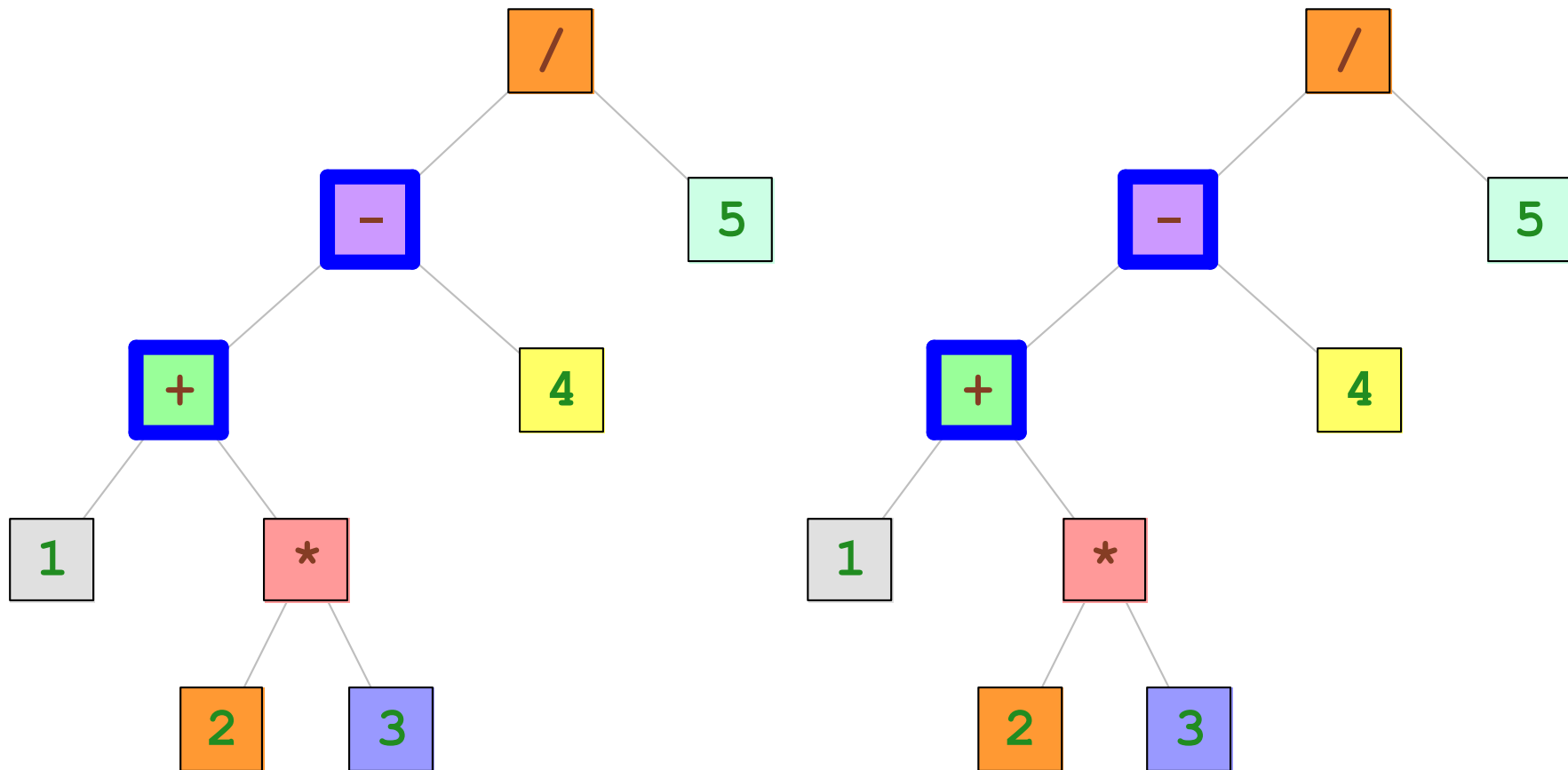
precedence (*) > precedence (+)



Infix Reordering

$((1 + (2 * 3)) - 4) / 5$

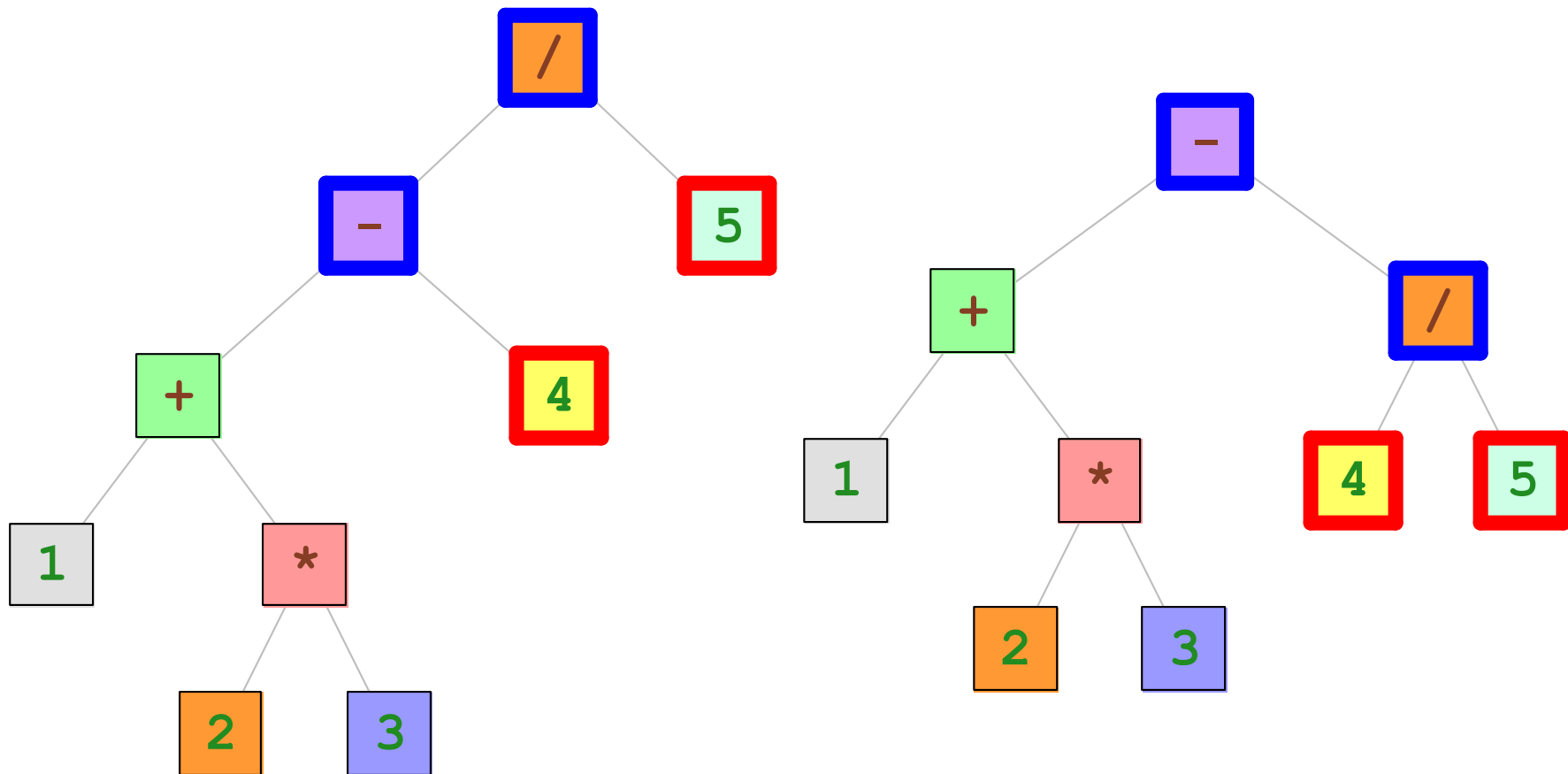
precedence (+) == precedence (-)



Infix Reordering

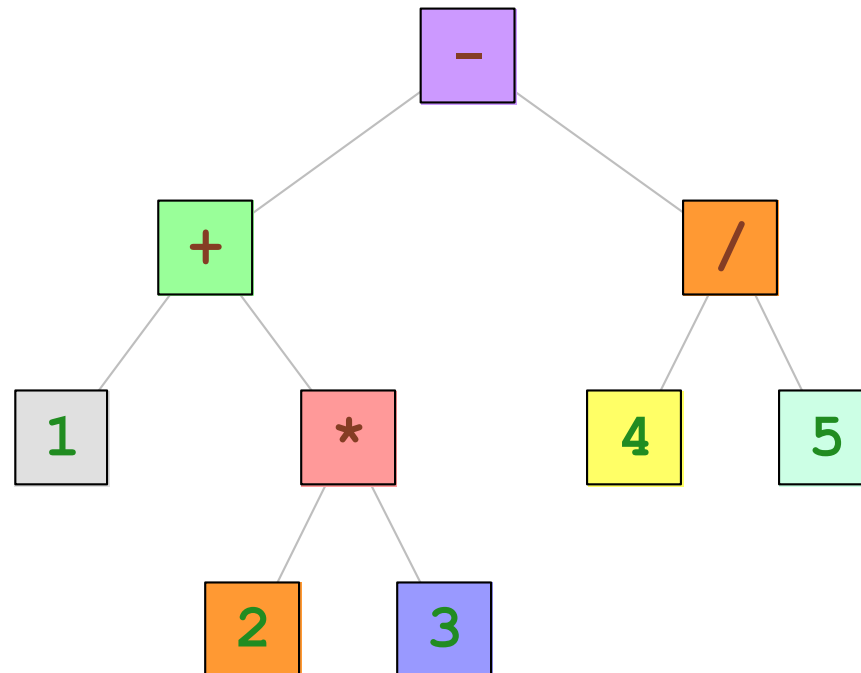
$((1 + (2 * 3)) - 4) / 5$

precedence (/) > precedence (-)



Infix Reordering

(1 + (2 * 3)) - (4 / 5)



IL Generation

- Translate high-level AST into slightly-lower-level AST

```
(ExpAssign  
  (PatExpId "x@1")  
  (ExpInfixApp  
    (Id "+")  
    (ExpNumLit 1)  
    (ExpNumLit 2)))
```

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- Translate high-level AST into slightly-lower-level AST

```
(ExpAssign  
  (PatExpId "x@1")  
  (ExpInfixApp  
    (Id "+")  
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```

↓

```
(ILAssign  
  "x@1"  
  (ILApp  
    (ILRef "+")  
    (ILNumLit 1)  
    (ILNumLit 2)))
```

Typechecking

- Verify that the program is well-typed

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- Annotate the syntax tree with type information

Typechecking

```
(ILAssign
  "x@1"
  (ILApp
    (ILRef "+")
    (ILNumLit 1)
    (ILNumLit 2)))
```

↓

```
(ILAssign
  TyUnit
  "x@1"
  (ILApp
    TyInt
    (ILRef (TyArrow (TyInt TyInt TyInt)) "+")
    (ILNumLit TyInt 1)
    (ILNumLit TyInt 2)))
```

Evaluation

- Run the program!

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```
(ILApp
  TyInt
  (ILRef (TyArrow (TyInt TyInt TyInt)) "+")
  (ILNumLit TyInt 1)
  (ILNumLit TyInt 2))
```

↓

```
(ValueInt 3)
```

Thanks!

- Special thanks to Ayo and Drew
- <https://github.com/Zoetermeer/latro>
- <https://github.com/Zoetermeer/latro/tree/master/papers>
- <https://github.com/Zoetermeer/latro/blob/master/talks/bt-products.rkt>