B. Comp. Dissertation

**Automated Meta-Programming**

**to Support High-Performance OCaml Codes**

By

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Department of Computer Science

School of Computing

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# Abstract

Meta prog is good but hard so automate

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1. Introduction

Meta-programs are programs that manipulates other programs. This allows for powerful optimizations by means of static analysis and transformation (Kiselyov, Swadi, & Taha, 2004; Taha, 2004), code specialization by partial evaluation and parameter removal (Carette, 2006; Frigo, 1999; Jonnalagedda, Coppey, Stucki, Rompf, & Odersky, 2014; Taha, 2004), automatic generation of efficient, potentially parallel, low-level codes (Bourgoin & Chailloux, 2014; Langhammer, 2005; Spampinato & Puschel, 2014), and empirical or machine-learning based generation of platform specific code (Puschel, 2011; Puschel et al., 2005; Whaley, Petitet, & Dongarra, 2001). Meta-programming is also useful for compiler generation and domain-specific language implementation (Czarnecki, O’Donnell, Striegnitz, & Taha, 2004; Futamura, 1999; Herrmann & Langhammer, 2006).

The many opportunities provided by meta-programming motivates us to find a suitable tool with which we can develop meta-programs easily. MetaOCaml, a meta-programming dialect of OCaml (Kiselyov, 2010), is one of such tools, allowing us to create meta-programs using a high-level language, OCaml, as its base. However, MetaOCaml requires its users to manually annotate their source code with staging constructs. This requires the users to have a deep understanding of the meaning and possible usages of the constructs before the user can build an efficient multi-staged program. Furthermore, manual annotation of existing code can be quite tedious, which increases the likelihood of human error and careless mistakes.

This project attempts to automate the staging process, enabling users to reap the benefits of multi-staged meta-programming without having to deal with the complexities of manually staging source programs. This is done by writing a preprocessor that receives an annotated OCaml source program as input and outputs a staged MetaOCaml version of the input program. Here, the annotation required is only which functions to stage and what static information does the function have access to; which is in a higher level, and is thus much simpler, than manually inserting staging constructs to the input program.

There are other works that similarly attempted to automate or abstract over the staging process. Light Modular Staging (Rompf & Odersky, 2010) is a technique based on abstract interpretation (Kiselyov et al., 2004) that uses the type system to indicate that a certain code element is a representation (i.e. staged). It is then necessary to provide concrete graph-representation to model the code elements and define operators that works on these code representations. Lastly, a code generator is required to produce code (printed instruction strings) according to the code representation node. While this approach is powerful as it allows programmers to define operators that traverses and optimizes code graph before the resulting code is generated, it requires significant effort from the users to model and define all the code elements and operators (even though once written these models and operators can be reused).

Delite (Sujeeth et al., 2014) and Forge (Sujeeth et al., 2013) uses LMS to build systems that allows users to make use of staging without having to deal with most of the groundwork of defining the graph representation and implementing general optimizations. Delite till requires its users to define their own data structures and operations that works on their representation but Forge actually built on that further and only requires its users to provide a declarative specification. These projects, however, are targeted at the implementation of domain-specific languages and is less general.

This report is organized as follows: Section 2 introduces the tools used in the project, elaborating more on multi-staged programming using MetaOCaml, the OCaml constructs used for the automated staging annotations and how the annotations can be processed. Section 3 describes the actual automated staging annotations, how they are used and how they are processed. Section 4 concludes the report and points out areas of possible future work.

1. Tools

This section describes the tools used in this project. They include MetaOCaml, the platform used for meta-programming in OCaml, and the OCaml extension points and ppx preprocessor used to implement the automatic staging of OCaml codes.

* 1. MetaOCaml

One of the main tool used in this project is MetaOCaml, a multi-staged flavor of the OCaml programming language (Kiselyov, 2010). The MetaOCaml version used in this project is BER MetaOCaml N102 which is a derivative from the original MetaML (Taha, 1999) for OCaml version 4.02.1.

MetaOCaml provides three constructs on top of the OCaml programming language to implement multi-staging: *bracket*, *escape* and *run*.

* + 1. Bracket .< … >.

Brackets delay the computation written inside them. In other words, brackets stage the computation it contains, turning the computation into object code fragments. As an example, let’s take a staged function plus2 that adds its integer argument by 2.

# let plus2 x = .< x + 2 >.;;

Here, the x + 2 inside the brackets means that the addition will be delayed and not immediately computed. So, if you call the function as below

# plus2 3;;

You'll get the code fragment below

- : int code = .< 3 + 2 >.

Notice that the result is not 5 but instead a code that adds the argument 3 by 2. Also notice that the type of the expression is int code instead of int, signifying that it is a staged code fragment that produces an integer when run.

Using brackets, we can thus stage a computation and delay its execution to a later stage. It is also possible to nest brackets to produce code that further manipulate other codes (i.e. multi-staged code).

* + 1. Escape .~

Escapes evaluate code pointed by the operator to produce code fragments which is then spliced into its surrounding bracket. This implies that escape can only be applied to values of type code or function that return values of type code; and that escape can only be placed inside a bracket.

For example, we can apply the plus2 function above to different arguments and then add the results together as below:

# .< .~(plus2 3) \* .~(plus2 4) >.;;

- : int code = .< (3 + 2) \* (4 + 2) >.

As can be seen, plus2 is evaluated to produce code fragments that adds 2 to their respective arguments and then these two fragments are spliced in to the bigger code fragment the escapes was located in.

* + 1. Run !. (Runcode.run)

The run construct unstages a code fragment, compiling and executing the code fragment within the bracket. For example, if we put a run operator in front of the previous example as below

# !. .< .~(plus2 3) \* .~(plus2 4) >.;;

We’ll get an integer, 30, which is (3+2) \* (4+2)

- : int = 11

A quick note, the !. operator is syntactic sugar for the method run defined in the module Runcode and so open Runcode needs to be appended in front of the program source for !. to be usable. Alternatively Runcode.run can be used directly. Also, in older versions of MetaOCaml this operator was written as .! (dot in front of exclamation mark).

These three constructs can be used to build meta-programs that creates and manipulate other programs. Another important feature of MetaOCaml that’s worth noting is the ability to use values and functions from the generator level in the generated code (cross-stage persistence). E.g.

# let plus2genLevel = (+) 2;;

val plus2genLevel : int -> int = <fun>

# let plus2 = .< plus2CSP 3 >.;;

val plus2 : int code = .< (\* CSP plus2genLevel \*) 3 >.

# !. plus2

- : int = 5

What’s happening here is we have plus2genLevel function from the generator level used in the generated code level. As the generator level function is the form of bytecode, the MetaOCaml system cannot pretty print the function body nor splice it in as code and so it is displayed only as (\* CSP plus2genLevel \*). Then, when the generated code is run the code from generator level and the code from generated level is linked accordingly and the plus2genLevel function is used. This however requires that the generator code be available to the generated code during execution time – which may be the case if code are generated and run immediately on the fly but may not be the case if the generated code is stored first to be run at a later time.

* 1. OCaml Extension Points

OCaml extension points (Frisch, 2013; Zotov, 2014), available from OCaml 4.02.1 onwards, are generic structures embedded in the OCaml abstract syntax tree (AST). These structures can be used to attach extra information which can be used to expand OCaml syntax by processing the information with a ppx preprocessor. There are three types of extension structures that can be attached to the syntax tree: attributes, extension nodes, and quoted strings.

Attributes is a simple attachment to the OCaml AST which is ignored by the OCaml compiler by default. Attributes have an id and a potentially empty payload which is written as

[@id payload] or [@@id payload] or [@@@id payload]

depending on whether the attribute is attached to an OCaml expression, structure item, or floats independently.

Extension nodes replaces a valid OCaml structure item and is written as

[%id payload] or [%%id payload]

depending on whether the extension node replaces an OCaml expression or structure item.

Quoted strings allows for inserting code with syntax unrelated to OCaml code. This is written as

{id| … |id}

where the content of the quote can be any string literal. The id and string literal can then be extracted and processed by a ppx preprocessor.

In this project, only attributes are used as only annotating existing OCaml structure items and expressions are required without having any need for replacing OCaml structures or an expression with a totally new syntax. This annotation using attributes is described in section 3.

* 1. ppx Preprocessor

A ppx preprocessor is in essence a function that maps an OCaml AST to another OCaml AST. While the default OCaml parser will parse extension point structures and attach it to the AST, the compiler will ignore attribute nodes, reject extension nodes, and treat quoted strings like a normal string literal by default. It is then necessary to extract them with the preprocessor and transform them to get the desired functionality of the extensions.

To facilitate this, the ppx preprocessor is able to access the OCaml AST data structure through the libraries Asttypes (Inria, 1995a) and Parsetree (Inria, 1995b). The library Ast\_mapper (Inria, 2013b) provides a default mapper that does a deep identity mapping of OCaml parse tree and it is possible to override parts of this default mapper to implement our own inspection and transformation of the parse tree. Lastly the library Ast\_helper (Inria, 2013a) provides methods to conveniently build OCaml ASTs. For more details on their usage see Zotov (2014).

Basically what needs to be done is to write a preprocessor that accepts the parsed annotated OCaml code’s AST, override that default mapper at the parts where an annotation might have been placed, checks for the annotation, and either output back the original tree if there is no annotation or return the tree of the staged code if there’s an annotation. The details of how this is done is described in section 3.

The preprocessor, once written, is then compiled into a binary. The preprocessor binary is then passed into the MetaOCaml compiler using the –ppx flag when compiling our target source code so that the MetaOCaml compiler uses the preprocessor binary on the source code first before compiling the source code. This is done like so

metaocamlc –ppx ./ppx\_toMeta.native target\_source.ml

Putting them all together, an OCaml source code is first annotated by attaching the attribute extension point structure at appropriate places. Then, the source code is processed by a ppx preprocessor and rewritten into a staged MetaOCaml code. The resulting MetaOCaml code can then be compiled using the MetaOCaml compiler or loaded to the MetaOCaml toplevel to be used.

On a side note, other tools for extending OCaml syntax other than the extension points and ppx preprocessor exist such as Camlp5 (de Rauglaudre, 2003) and Camlp4 (Agarwal & Lesourd, 2014). Camlp5 is an older version of Camlp4 that is no longer included in standard OCaml. Camlp4 is the newer version of Camlp5 and is still current to the latest version of OCaml but it lacks documentation and can be hard to learn. While both Camlp5 and Camlp4 is more powerful than the ppx preprocessor as they can arbitrarily extend OCaml syntax, we only need to do simple annotations in this project and therefore does not need to make use of Camlp5 and Camlp4’s powerful functionalities. Combined with the problems described above, ppx preprocessor is chosen as the syntax extender tool for this project.

1. ppx\_toMeta

This section describes the implementation of ppx\_toMeta, a system of annotation and automated translation of OCaml code to staged MetaOCaml code. The goal of the system is to allow users to simply annotate functions to indicate if it is to be staged and what static information is available to it; then have the system automatically stage the computation into a meta-program that takes in the static information and produces code that is partially evaluated on and specialized to the given static information. The produced code is thus optimized for the given static information.

* 1. Translation Scheme

We first need to come up with a translation scheme to translate normal OCaml code into staged MetaOCaml code. To do this, we first start by looking at simple functions and how they can be staged depending on the static information available to them.

* + 1. Simple functions with no control flow or recursion

One of the simplest function we can write is a function plus which takes in two arguments and returns the addition of the two numbers

let plus x y = x + y

If one of the arguments is always the same, for example if y is always 2, we can say that y is static and we may specialize this function like so

let plus x = x + 2

what we want is then a staged version of plus that takes in the static value of y and produces the specialized code. In MetaOCaml, we can write such a staged code like so

let plus\_staged y = .< let plus x = x + y in plus>.

Applying the staged function on 2 will give us the desired specialized function

# plus\_staged 2;;

- : (int -> int) code = .< let plus x = x + 2 in plus >.

What happens here is that the value of y from the argument of plus\_staged is inserted into the produced code and we thus have plus with y to be a static value of 2. Also notice that the produce code now only takes 1 argument, x, as the second argument is already received, evaluated and specialized away.

From here we get this translation rule for simple functions

let <FunName> <Args> = <FunBody>

=>

let <FunName>\_staged <StaticArgs> =

.< let <FunName> <DynArgs> = <FunBody> in <FunName> >.

Note that when none of the arguments are static, we get the original function

let plus\_staged = .< let plus x y = x + y in plus >.

* + 1. Functions with control flow

Now we take a more complex function with control flow and branching. For example, we can have a function that takes two arguments and adds or substracts the second argument from the first depending on whether the first argument is larger than 0

let f x y = if x > 0 then x + y else x - y

Staging this function then depends on which argument is static. When x is static, the best we can do is to stage the function similarly with the simple function case above

let f\_staged y = .< let f x = if x > 0 then x + y else x – y in f >.

This is because x, the information required to know which branch is to be taken is dynamic and thus the branching can’t be evaluated until x is known. However, if x is static it wouldn’t make sense to stage the function as per the simple case as it will lead to a redundant branch like so

let f\_staged x = .< let f y = if x > 0 then x + y else x – y in f >.

# f\_staged 0;;

- : (int -> int) code =

.< let f y = if 0 > 0 then 0 + y else 0 – y in f >.

We can do better than this by evaluating the branching in the generator level first before splicing in only the taken branch into the produced code. One way to do this is to introduce an auxiliary function that does the actual branching and returns only the code fragment of the taken branch. Then, the main body of the code generator calls this auxiliary function using the supplied static value of x while delaying the computation of the dynamic argument y

let f\_staged x =

let aux x y = if x > 0 then .< 0 + .~y >. else .< 0 – .~y >.

in .< let f y = .~(aux x .<y>.) in f >.

Using this code now produces a better specialized code

# f\_staged 0;;

- : (int -> int) code = .< let f y = 0 – y in f >.

# f\_staged 1;;

- : (int -> int) code = .< let f y = 1 + y in f >.

From here we get the following translation rules:

let <FunName> <Args> =

if <CondExp> then <ThenBody> else <ElseBody>

*and CondExp can be evaluated statically*

=>

let <FunName>\_staged <StaticArgs> =

let aux <Args> =

if <CondExp> then .< <ThenBody> >. else .< <ElseBody> >.

in .< let <FunName> <DynArgs> =

.~(aux <Args [DynArg -> .<DynArg>.]> )

in <FunName> >.

Where [x -> y] means the substitution of every occurrence of x with y in the given structure. Note that this rule can be extended for other control structures (e.g. match…with…| …|…) and the implemented ppx\_toMeta does cover more than just if…then...else... but as the extension is straightforward it is omitted in this report for brevity.

* + 1. Functions with recursion

We now examine the staging of the power function. The power function can be defined as follows

let rec pow x n = if n = 0 then 1 else x \* pow x (n-1)

As per previously, if the static information does not include the information required to compute the result of branching in the code, we simply insert the static value into the body, remove the static argument, and stage the rest of the body as is. One difference, however, now we need to substitute the recursive call to pow with the staged version with only the dynamic argument

let rec pow\_staged x =

.< let pow n = if n = 0 then 1 else x \* pow (n-1) in pow >.

An example of the above staged function is use is below

# pow\_staged 5;;

- : (int -> int) code =

.< let pow n = if n = 0 then 1 else 5 \* pow (n-1) in pow >.

If the static information includes enough information to compute the branching, we can compute the branching using an auxiliary function as before. However, now the recursive call will be in the auxiliary function body and thus needs to recursively call the auxiliary function instead. The recursive call to the auxiliary function also need to be escaped so that it is computed and expanded

let rec pow\_staged n =

let rec aux x n =

if n = 0 then .< 1 >. else .< .~x \* .~(aux x n) >.

in .< let pow x = .~(aux .<x>. n) in pow >.

Using the staged function above will result in an expanded code without any recursive call, removing any function call overhead that may result from the recursive calls

# pow\_staged 3;;

- : (int -> int) code = .< let pow x = (x \* (x \* (x \* 1))) in pow >.

From here, we can derive the translation rule for recursive functions as follows

let rec <FunName> <Args> =

if <CondExp> then <ThenBody> else <ElseBody>

*and CondExp can be evaluated statically*

=>

let <FunName>\_staged <StaticArgs> =

let aux <Args> =

if <CondExp>

then .< <ThenBody [<FunName> <Args> -> .~(aux <Args>)]> >.

else .< <ElseBody [<FunName> <Args> -> .~(aux <Args>)]> >.

in .< let <FunName> <DynArgs > =

.~(aux <Args [DynArg -> .<DynArg>.]> )

in <FunName> >.

and

let rec <FunName> <Args> = <FunBody>

=>

let <FunName>\_staged <StaticArgs> =

.< let rec <FunName> <DynArgs> =

<FunBody [<FunName> <Args> -> <FunName> <DynArgs>]>

in <FunName> >.

* + 1. Function that uses other staged function

Lastly, we will see how to stage functions that uses a (automatically) staged function. As an example, we take a function ff that uses the power function as follows

let rec ff x n = if x = 0 then 0 else (pow x n) + (ff (x - 1) n)

if n here is static and we have already previously staged pow over n, we can stage ff as follows

let ff\_staged n =

let pow = !. .< .~(pow\_staged n) >. in

.< let rec ff x =

if x = 0 then 0 else (pow x) + (ff (x - 1)) in ff >.

What’s happening here is first we produce the code for pow specialized to the static argument n, and we compile it so it can be used later on. Then, we stage the function ff as normal while making sure that we call the now specialized function pow with the correct arguments from the produced code for ff. Running the code above will produce the following results

# ffstaged 3;;

- : (int -> int) code =

.< let rec ff x =

if x = 0 then 0 else ((\* CSP pow \*) x) + (ff (x-1))

in ff >.

Where pow is a cross-stage persistent value as it was produced and compiled into binary in the generator code. One might ask why not create the specialized pow inside the main code body so it can be viewed and packed together with the rest of the produced code like so

let ff\_staged n =

.< let pow = .~(pow\_staged n) in

let rec ff x =

if x = 0 then 0 else (pow x) + (ff (x - 1)) in ff >.

# ffstaged 3;;

- : (int -> int) code =

.< let pow = (x \* (x \* (x \* 1))) in

let rec ff x =

if x = 0 then 0 else (pow x) + (ff (x-1))

in ff >.

While it seems more natural to place the pow function together with the main body of the code we’ll run into trouble if the main code body is generated dynamically as in the case if x is static in ff

let ff\_staged x =

let rec aux x n =

if x = 0 then .< 0 >. else .< (pow .~n) + .~(aux (x – 1) n) >.

in .< let pow = .~(pow\_staged x) in

let ff n = .~(aux x .<n>.) in ff) >.

Here, we notice that pow which is declared in the produced code is referenced to in the auxiliary function in the generator code, which means that we are actually trying to use something that does not exist yet. So, we should declare and create the function pow first before we use it in the auxiliary function

let ff\_staged x =

let pow = !. .< .~(pow\_staged x) >. in

let rec aux x n =

if x = 0 then .< 0 >. else .< (pow .~n) + .~(aux (x – 1) n) >.

in .< let ff n = .~(aux x .<n>.) in ff) >.

# ff\_staged 2;;

- : (int -> int) code =

.< let ff n = ((\* CSP pow \*) n) + ((\* CSP pow \*) n) + 0

in ff >.

One concern might be that the produced code for the specialized function ff then needs the generator environment to be available for it to be used as the pow function resides in the generator environment. However, if we take it as ff\_staged will always have to be invoked first to produce the specialized ff before ff is used, the generator environment will always be available to the specialized ff.

From this, we get the following translation rule:

let <FunName> <Args> = <FunBody>

*and <FunBody> uses a staged function <StagedFun>*

=>

let <FunName> <StaticArgs> =

let <StagedFun> = !. .< .~(<StageFun>\_staged <StaticArgs>) >. in

Stage[<FunBody>]

where Stage[x] means to stage x using the previously established translation rules

Using the above translation scheme, we now know how to transform OCaml code into staged MetaOCaml code given which information is static to the original OCaml code.

* 1. Source Code Annotation

We now describe the means by which we indicate which information is static in the OCaml source program.

To indicate which arguments of a function is static, we attach an attribute to the function declaration’s binding with id “static” and the list of static arguments as payload. For example, the power function with the argument n static is annotated as follows

let rec pow x n =

if n = 0 then 1 else x \* (pow x (n - 1))

[@@static [n]]

Here we use the [@@id payload] variant of attributes as a let-bound function declaration is classified as a structure item in OCaml.

It is also possible to generate multiple versions of the staged function depending on the different possible static information that may be available to the function. For example, if we want to cater to all the possible scenarios for the power function, we can annotate it as follows

let rec pow x n =

if n = 0 then 1 else x \* (pow x (n - 1))

[@@static []] [@@static [x]] [@@static [n]] [@@static [x;n]]

and the preprocessor will generate the staged function of pow for all the different combinations in which the arguments to the function can be static.

For staged functions that uses other staged functions, we will attach an attribute with id “static.use” to the function call to indicate that it should be linked to a previously staged function. For example the ff function can be annotated as follows

let rec ff x n =

if x = 0 then 0 else pow x n [@static.use] + ff (x - 1) n

[@@static [n]]

Here we use the [@id payload] variant of attributes as the function call is classified as an expression in OCaml. Also, there is no need to specify which argument of the power function is static as we can extract it out from which argument is static in ff (PROBLEM what if we want to use the previously staged function over variables which are not the argument of the bigger function?). If the [@static.use] annotation is removed from the above code, the produced staged code of ff will try to directly use a generator-level function called pow instead.

* 1. ppx Preprocessor

With the OCaml source code annotated using attributes, we are now ready to process it and generate a staged MetaOCaml code. To do this, we first need to get OCaml to parse our source code, parse the resulting AST to our preprocessor and then analyze and transform the AST accordingly. How to parse the OCaml source code and pass the resulting AST is already described in section 2 so in this section we will focus on the implementation of the actual ppx preprocessor.

The full source code of the implemented ppx preprocessor can be found in Appendix A. Also, this section will deal extensively with the OCaml AST. AST snippets will be used to illustrate how some things can be done but for a clearer overall picture the full ASTs of the snippets used can be referred to in Appendix B. Details on the OCaml AST and the helper functions available to create them can be found in (Inria, 1995a, 1995b, 2013a)

* + 1. Hooking to the default mapper

By default, the preprocessor will pass the OCaml AST to the default mapper which will do a deep identity mapping of the AST before passing the AST on to the compiler. To be able to perform the required extraction of attributes and generation of MetaOCaml code, we will need to overwrite some parts of the default mapper.

First, we will need to know which part of the default mapper to overwrite. Inspecting the OCaml source code’s parse tree, we can find that an OCaml program is a structure containing a list of structure items. From the Ast\_mapper API (Inria, 2013b) we see that we can either overwrite the mapper for structure or the mapper for structure\_item. As we are going to generate multiple staged version of a particular function and append them together, we will overwrite the mapper for structure and access the list of structure items from there. In the implementation code, this is done as follows

let toMeta\_mapper argv =

{ default\_mapper with

structure = fun mapper structure\_item\_list -> … }

The next thing to do is to traverse over the structure\_item\_list to find what we are interested in: function definitions. When we encounter function definitions in the structure list, we will process it to see if it contains the appropriate annotations. If we encounter non-function definitions or if the function definition is not annotated, we can pass the structure item back to the default mapper. In the implementation code it is written as following

match structure\_item with

{pstr\_desc = Pstr\_value (\_, \_)} ->

if hasToMetaAnnot structure\_item

then (\* do generation of staged code \*)

else [default\_mapper.structure\_item mapper structure\_item]

| \_ -> [default\_mapper.structure\_item mapper structure\_item]

where {pstr\_desc = Pstr\_value (\_, \_)} is how a function definition is represented in the OCaml AST. A list of structure items is returned as the staged code generator might return multiple items (multiple versions of the staged code).

Lastly, we’ll need to register our custom mapper by executing the following

let () = register "toMeta" toMeta\_mapper

* + 1. Extracting information from the annotated function definition

To be able to process the function definitions we need to extract several information from it. Firstly, we need to know whether it is annotated or not and, if it is annotated, what static information can the function expect to have access to (and also the different variations possible). We also need to know other information like the function’s name, full argument list, whether or not it is recursive, and whether or not the control expressions in the function (if any) can be computed statically.

Firstly, we’ll take a look at how the AST node for function definition looks like:

{pstr\_desc = Pstr\_value (rec\_flag, value\_binding\_list)}

Here we have a structure whose descriptor is a Pstr\_value. The Pstr\_value in turn have a rec\_flag that indicates whether the structure defined in the defininitons are recursive or not and the value\_binding \_list which is the actual structure definitions. From here we can get whether or not the function definition is recursive (by checking if the rec\_flag is Recursive or Nonrecursive). We then take a closer look at the value binding list:

[{pvb\_pat = {ppat\_desc = Ppat\_var {txt = "pow"}};

pvb\_expr = (\* function argument list and body \*)

pvb\_attributes =

[({txt = "static"},

PStr [(\* payload structure description \*)])]}]

The binding list above is taken from the annotated definition of the power function with n marked as static. We see that the value binding contains a pvb\_pat which contains the function name, pvb\_expr that contains the function argument list and function body, and pvb\_attributes that contains the attributes attached to the definition (if any). We can also see that attributes are of the form

({txt = id}, PStr [payload])

and the payload is of the form

{pstr\_desc =

Pstr\_eval ({pexp\_desc = Pexp\_construct ({txt = Lident "::"},

Some {pexp\_desc = Pexp\_tuple

[{pexp\_desc = Pexp\_ident {txt = Lident "n"}};

{pexp\_desc = Pexp\_construct ({txt = Lident "[]"}, None)}]})}

So what we can do is pattern-match down the attribute AST node to extract out the id in the {txt = id} structure and also pattern-match down the payload structure to get all the static arguments whenever we see {pexp\_desc = Pexp\_ident {txt = Lident argName}} in the list AST structure.

The function’s full argument list can be extracted similarly by pattern-matching down the pvb\_expr part of the function definition. For figuring out whether or not control structures in the function have conditional expressions which can be computed statically, we pattern match for Pexp\_ifthenelse or Pexp\_match and see if the conditional expression contained within them only uses static information.

We also check if the function uses any previously staged function by checking if there is any function application, Pexp\_apply, that has the [@static.use] attribute attached to it.

* + 1. Building the staged function

Get used staged fun

Check if use aux

Build aux call or set fun budy \reccall to stage

Sub used staged fun

Build staged body (add let and bracket)

Add aux body on top if use aux

Add decl of previously staged fun if any

Complete the function def with args

* + 1. Combining the results

Recall that as we traverse through the structure item list in the OCaml program structure we produces a list of structure items for every structure item we process as it might be the case that we need to generate multiple staged version of a function definition. Therefore, it is necessary to flatten the now list of list of structure items into a single list before it is returned by the preprocessor. In the implementation code, it is written as the following

List.flatten

(List.map (structure\_item\_mapper mapper) structure\_item\_list)

where structure\_item\_mapper is the function that process each structure item in the original structure\_item\_list.

* 1. Generating and prettyprinting the staged code

1. Conclusions
   1. Summary
   2. Limitations
      1. Scope of translation scheme
      2. Scope of preprocessor

Anon function

* 1. Recommendations for Further Work
     1. Removing annotations from helper functions
     2. Static analysis and optimization

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