

g(root)

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start

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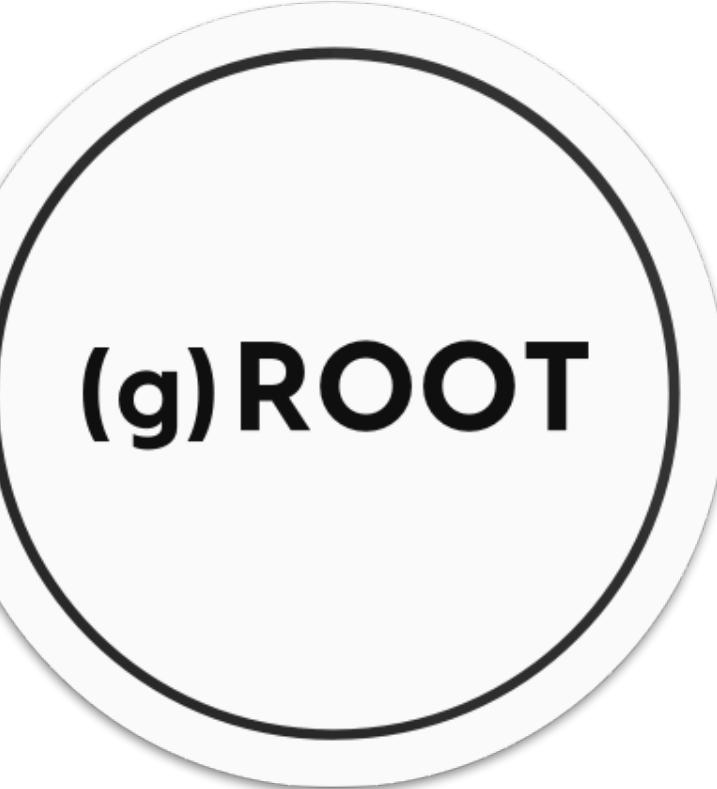
Compiler Overview

A journey through the various g(root) compiler modules

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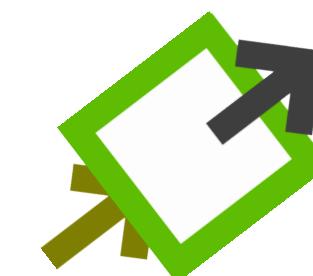
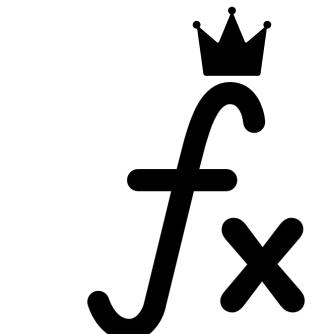
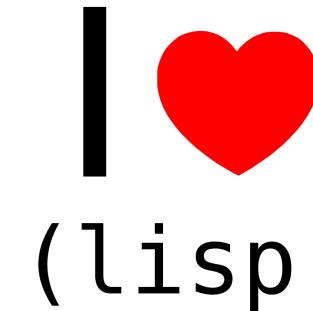
Conclusions / Future Plans

A summary of our experience, lessons learned, and future plans



Introduction

g(root) Key Features



Functional Language

General-purpose functional language, all expressions return a value.

Lisp-like Syntax

Fully parenthesized pre-fixed notation.

Inferred Types

Utilizes the Hadley-Milner type system algorithm to infer various g(root) types

Higher-Order Functions

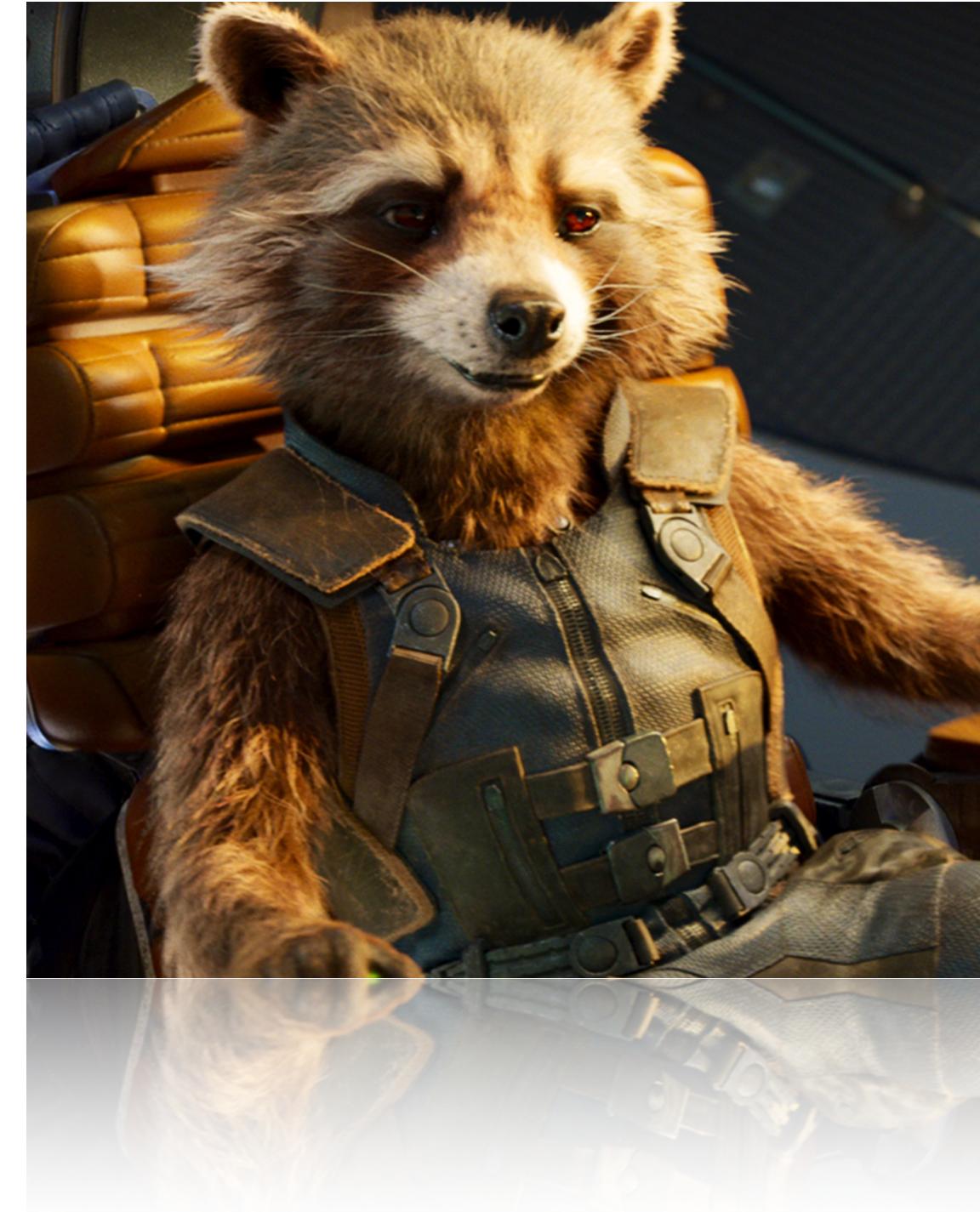
Functions can be passed and returned from functions.

Variable Redefinition

Top-level variable redefinition updates all previous references to the redefined value

*“Finally a
functional
language the
whole galaxy
can enjoy!”*

- Rocket Raccoon



Motivations...in the beginning.

A **functional** language that is **intuitive** and **easy to use** for first time functional programmers.

Minimalistic programming language – we only give you what you need, no bells and whistles.

Tree data structure as a **basic primitive type**.

But things change...

A **functional** language that is **intuitive** and **easy to use** for first time functional programmers.

Minimalistic programming language – we only give you what you need, no bells and whistles.

~~Tree data structures as a basic primitive type.~~



g(root) Tutorial

(g)root grammar

```
<def>      ::= ( val ident expr )
             | expr

<expr>     ::= literal
             | ident
             | unary-operator expr
             | ( binary-operator expr expr )
             | ( ident ( expr ) )
             | ( let ( [ ident expr] {[ ident expr]}) expr )
             | ( if expr expr expr )
             | ( lambda ( {arguments} ) expr )

<literal>   ::= integer-literal | boolean-literal | character | leaf

<arguments> ::=  $\epsilon$ 
             | ident :: arguments
```

Code Snippets

```
1 (val x 4)
2 (printi x)          (; prints 4 ;)
3
4 (val x (+ 2 x))
5 (printi x)          (; prints 6 ;)
6
7 (printi (if (> 0 x) x (~ x))) (; prints -6 ;)
```

Assign x a value, modify the x, and print the x

- ▶ Lisp-style syntax
- ▶ Sequential Execution
- ▶ All expressions are literals and variables enclosed in parentheses
- ▶ Redefinition is allowed

Code Snippets

```
1 (val year 2021)          ; prints 2021 ;)
2 (printi year)
3
4 (val myYear (lambda () year)) ; prints 2021 ;
5 (printi (myYear))
6
7 (val year 2022)          ; prints 2021 ;
8 (printi (myYear))
```

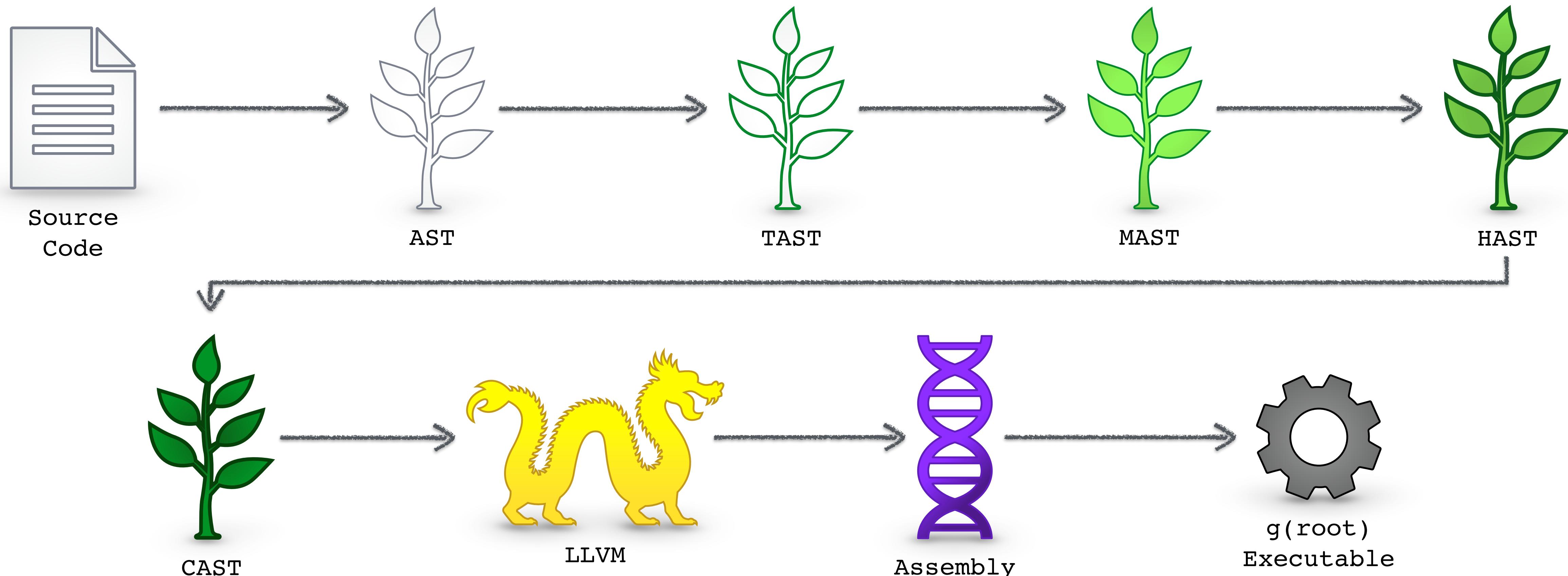
Supports both named and anonymous functions using lambdas.

- ▶ Variable values remain **fixed** inside the closure at the time the closure was made
- ▶ **Redefinition** of the variable is still allowed

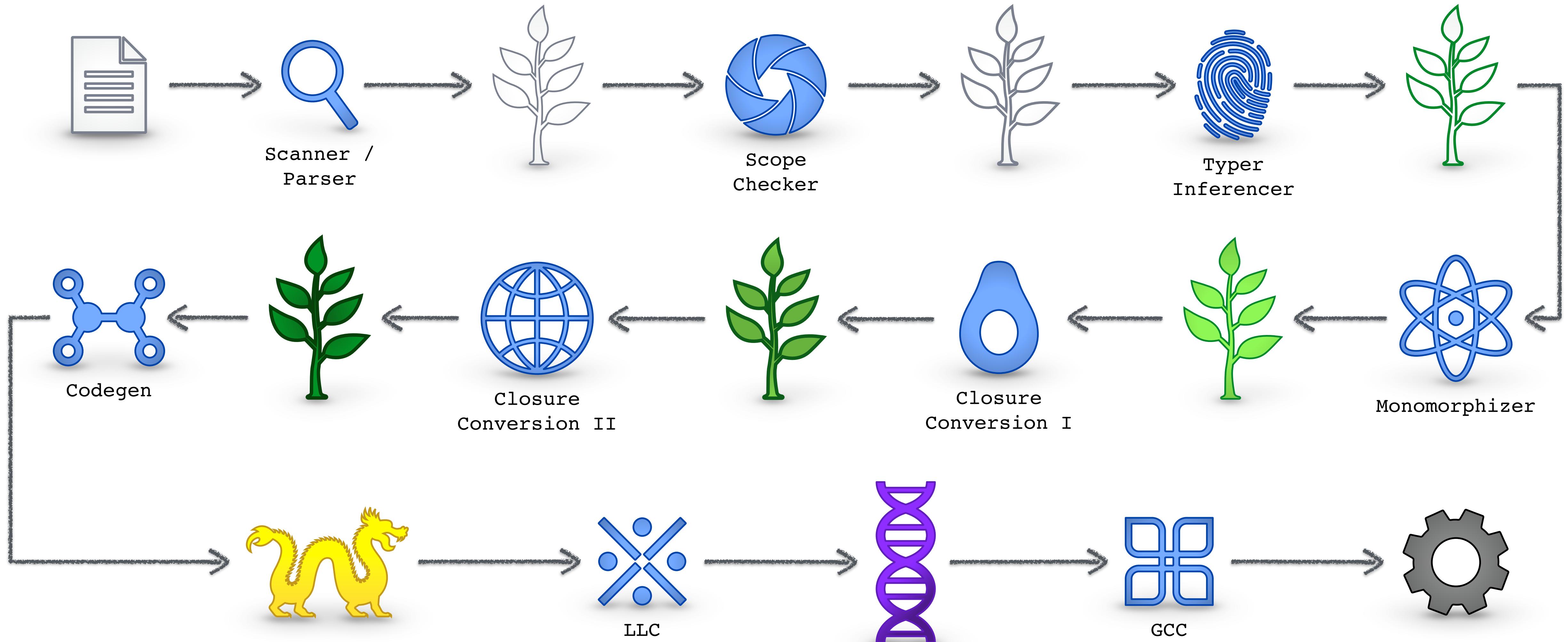


Compiler Architecture

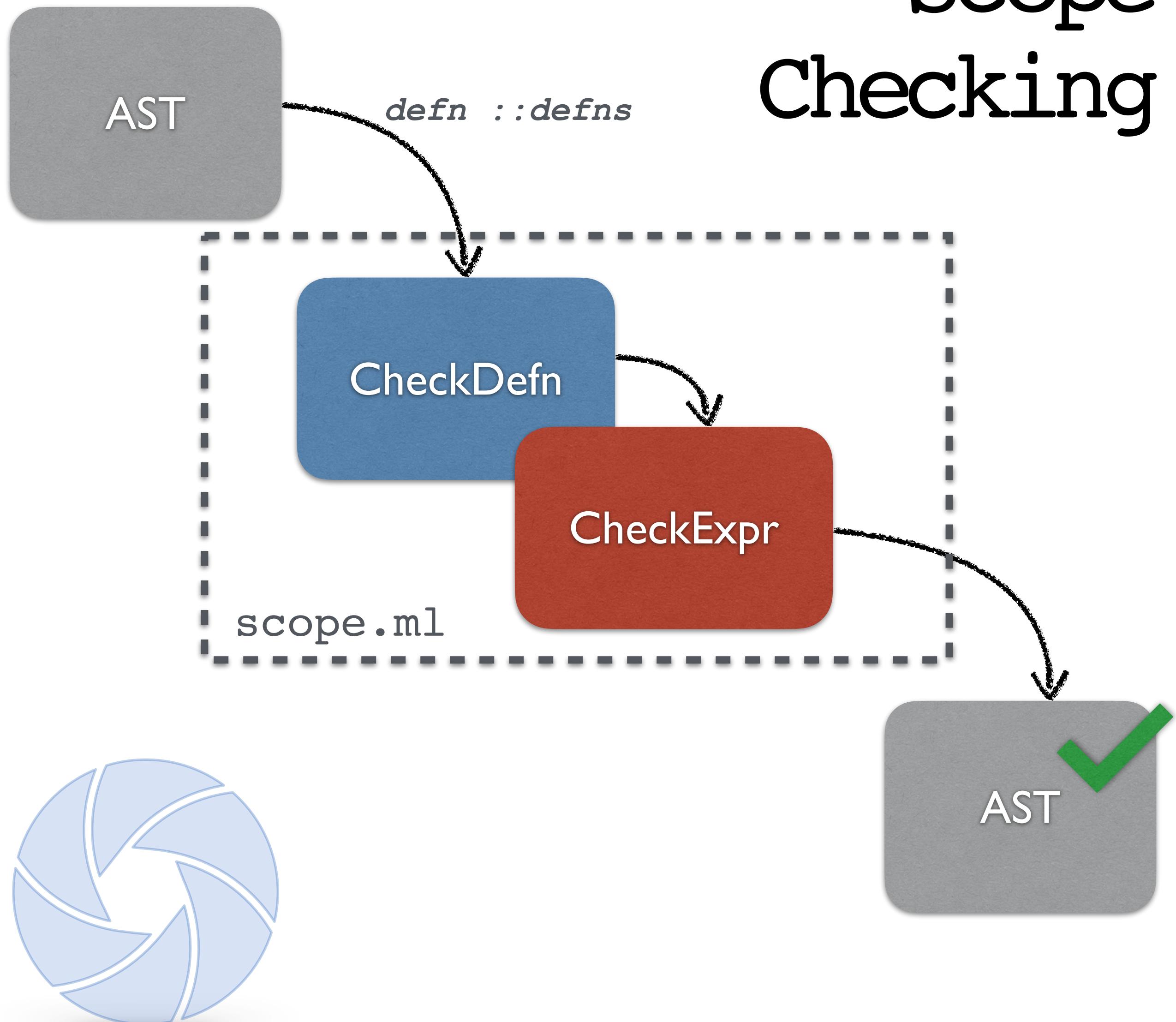
(; src → ir* → exe ;)



Compiler Module Flow

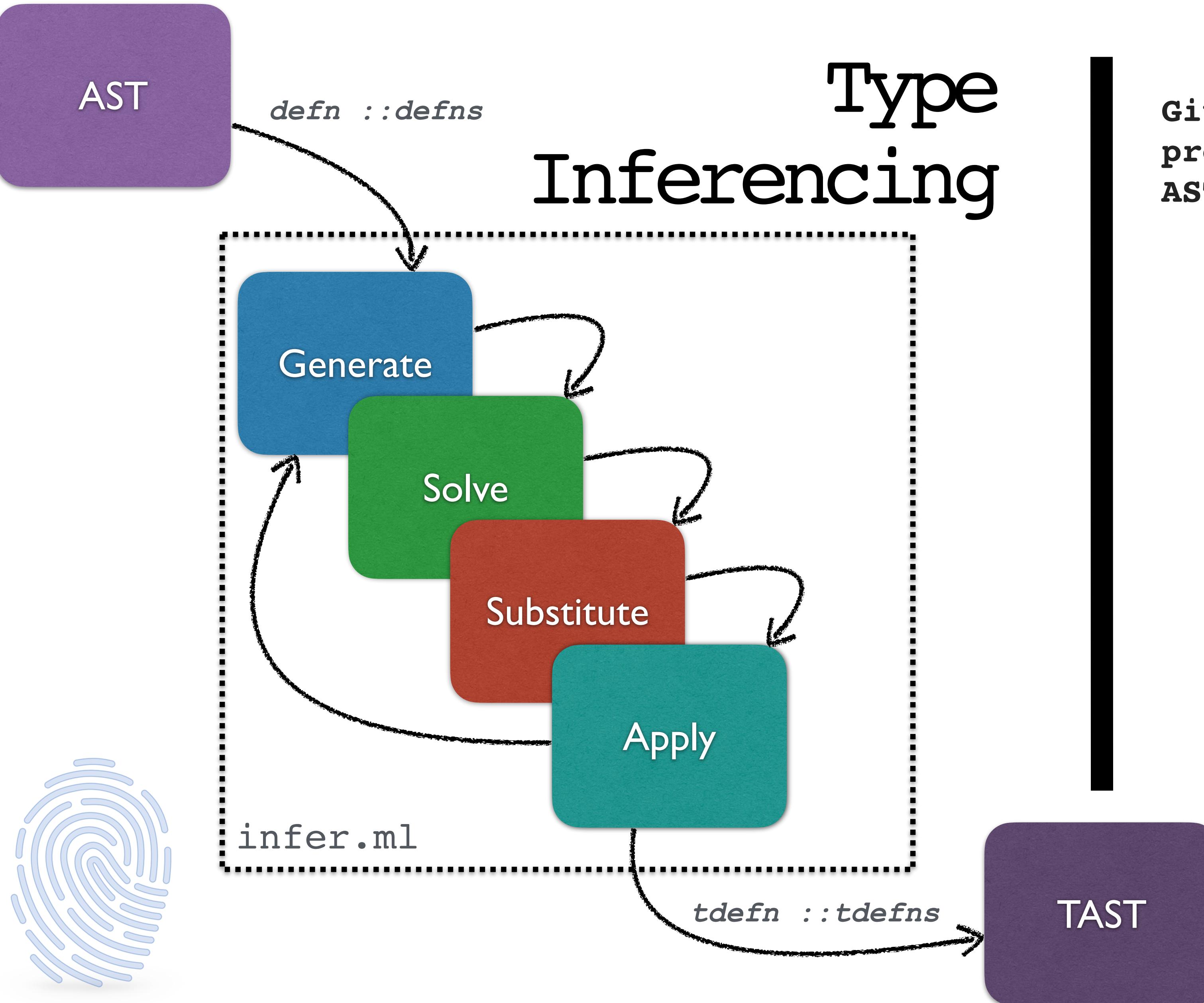


Scope Checking



Given an **AST**, this module performs a partial semantic check

- Ensures variables are used in **correct scope**
- **Unbound variable** checking
- Reports an *unbound error* if found
- Otherwise, this module returns the given AST



Type Inferencing

Given an **AST**, this module produces a **TAST**, or a “**Typed**” **AST**

- Utilizes **Hadley-Milner type system** algorithm
- Infers types utilizing **types of primitives** and **literals**
- **Type error** thrown if a type-mismatch is found
- Supports **polymorphism!**
 - **Note:** Use nested lambdas at your own risk!

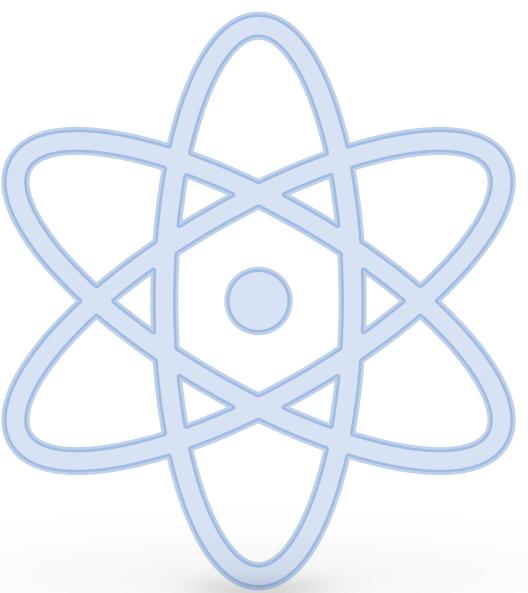
Monomorphization

```
1 (; retn : 'a -> 'a ;)
2 (val retn (lambda (n) n))
3
4 (retn 13)  (; int ;)
5
6 (retn #f)  (; bool ;)
7
8 (retn 'c')  (; char ;)
```

```
1 (; retn : int -> int ;)
2 (val retn (lambda (n) n))
3 (retn 13)
4
5 (; retn : bool -> bool ;)
6 (val retn (lambda (n) n))
7 (retn #f)
8
9 (; retn : char -> char ;)
10 (val retn (lambda (n) n))
11 (retn 'c')
```

Given an *TAST*, this module produces a *MAST*, or a “Monomorphized” AST

- Searches the TAST for any use of polymorphic expressions
- Injects a *mono-typed* definition to resolve all polymorphism
- Bugs:
 - Int type is inserted for any expression still bound to a type variable



Closure Conversion I

```
1 let partial_closure_type(id, retty, formaltys, freetys) =  
2   HTycon (HCls (id, retty, formaltys, freetys))  
3
```

Given an *MAST*, this module produces a *HAST*, or “H for H” AST

- **Partial Closure Conversion for Lambda Expressions**
 - Re-types lambda expressions to newly defined **closure type**
 - **Unique name** - indicates a function call to execute, or which closure type to use
 - **Types of return, formals, and free variables**
- Detects uses of **higher-order functions**, and augments the types and expressions to refer to new closure type.

Closure Conversion II

```
1 let function_definition =
2 {
3     bodyExpression;
4     returnType;
5     functionName;
6     formals;
7     freeVars;
8 }
```

Given an *HAST*, this module produces a *CAST*, or a “Closed” AST

- Redefined variables are tracked
- A **new function definition** is created for every lambda expression
- The new definition carries the lambda's body



```
1 closure _lambda0 {  
2   int (int, int)* ;      (;_func0;)  
3 }                         (; retn ;)  
4  
5 int _func0 (int n, int m) {  
6   return n;  
7 }
```

Closure Conversion II

```
1 closure _lambda1 {  
2   int (int, _lambda0*, int)* ;    (;_func1;)  
3   _lambda0* ;  
4   int;  
5 }  
6  
7 int _func1 (int a, _lambda0* retn, int x) {  
8   func = retn[0];  
9   result = func(x a);  
10  return result;  
11 }
```

```
1 ...  
2 (val retn (lambda (n m) n))  
3 (val x 42)  
4 ...  
5  
6  
7  
8 ... lambda (a) (retn x a) ...
```

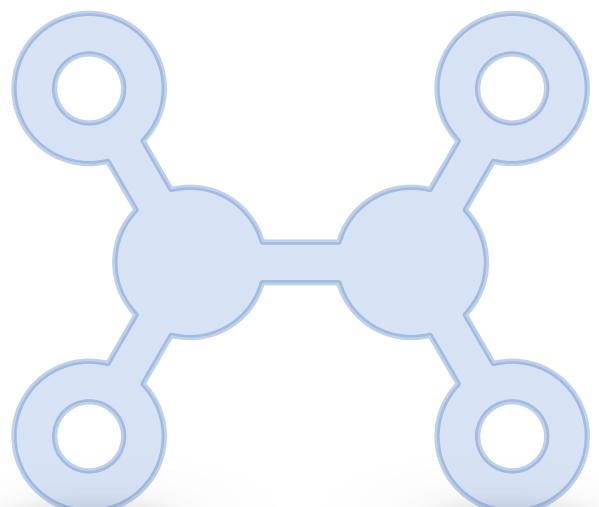
Putting the lid on lambda expressions.

- **Closed Lambda Expression**
 - ▶ *Unique name* - indicates function call to execute correct lambda body
 - ▶ *List of Free Variables* - as Var expressions
 - Names are modified with most recent occurrence number appended
- **Closure Type of Closed Lambdas:**
 - ▶ List of the types of the free variables
 - ▶ Augmented function type

Code Generation

Int	i32
Bool	i1
Char	i8*
Closures	unique, named struct ptrs: { fptr; [frees] }

abstract types become lltypes

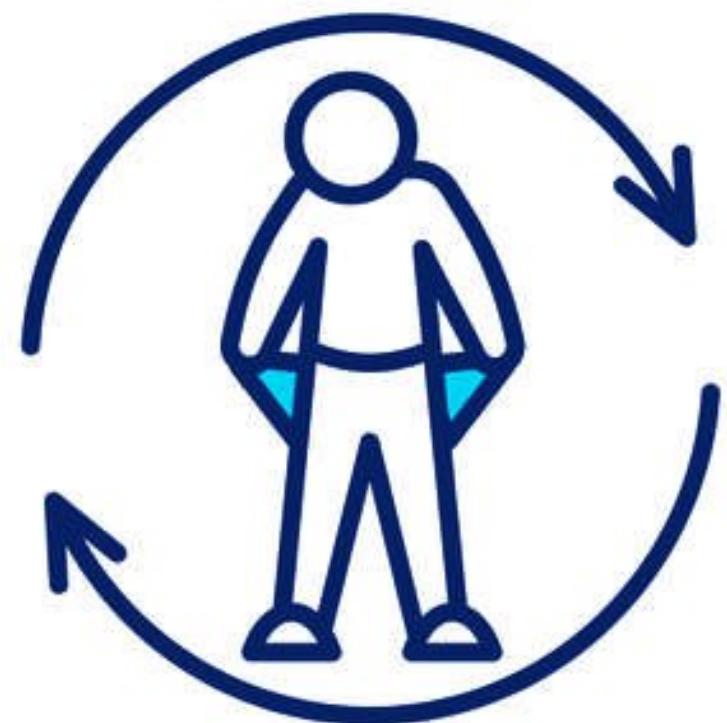


Given a *CAST* this module translates expressions into *LLVM*

- Every *definition* is an *instruction* in `main()`
- Top-level `val` definitions assign values to **global variable names**
- Each lambda's body expression is a **uniquely** named function definition
- **Redefinitions** allowed by tagging variable with the **occurrence #**
 - ▶ This ensures closures use the **correct value of a free variable** even if that variable gets redefined



Conclusions



Writing a type inferencer took away a lot of resources.

Two out of our five members spent much of the time implementing this module. It took a lot of time and resources to complete.

Lesson learned:
Implement a working compiler without inferred typing, *then* introduce type inferencing.



**Give g(root) roots, and
branches, and leaves!**

Initially, we planned to implement a primitive tree ADT for g(root). However, due to time, we decided to save this feature for later release.

Lookout for g(root) vol. 2!



**Start with an interpreter
when implementing a
functional language,**

Implementing an **interpreter**
early in development would
have helped **generate test
cases**, and **flesh out ideas**
early in the development
process.

Demonstration



FIN.

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