Mnemosyne: A Functional Language for Systems Programming CMPSC600 Senior Thesis Proposal

Hawk Weisman

Department of Computer Science
Allegheny College

November 20th, 2015

Proposal

To implement and evaluate a prototype compiler for the Mnemosyne programming language.

- Mnemosyne is a functional language for systems programming, with compile-time automatic memory management.
- ▶ But what does that mean?

- ► Functional programming models computation as the evaluation of functions [12, 28]
 - ▶ It focuses on immutability, purity, and function composition

- ► Functional programming models computation as the evaluation of functions [12, 28]
 - ▶ It focuses on immutability, purity, and function composition
 - ► Advantages: expressiveness [10, 12], modularity [10, 12], safety

- ► Mnemosyne features:
 - ► Homoiconic syntax like Lisp [24, 26].
 - ► Strong, static types like Haskell [9, 11, 14]
 - ▶ Pattern matching like Haskell and MLs [11, 14, 16, 18, 21]
 - ► Compile-time memory management like Rust's [2]
 - ► Eager and lazy evaluation at the programmer's discretion

A functional language for systems programming, with compile-time automatic memory management.

► **Systems programming** is the implementation of software that provide services to other software [20, 22].

- ➤ **Systems programming** is the implementation of software that provide services to other software [20, 22].
- ► High quality systems are necessary for high quality applications.

- ➤ **Systems programming** is the implementation of software that provide services to other software [20, 22].
- ► High quality systems are necessary for high quality applications.
- ▶ But there are some significant challenges in this field [2, 22]

A functional language for systems programming, with compile-time automatic memory management.

► Almost all systems programming today is done in C [7, 22]

- ▶ Almost all systems programming today is done in C [7, 22]
- ▶ Why? C manages memory at compile-time

- ► Almost all systems programming today is done in C [7, 22]
- ▶ Why? C manages memory at compile-time
 - ▶ Most languages use garbage collection (GC) [1]
 - ► GC is unsuitable for most low-level systems [7, 8, 22]
 - ► C manages memory manually (malloc()/free()) [8, 15, 22]

- ► Manual memory management leads to errors such as buffer overflows, memory leaks, and null pointer dereferences [7, 22]
- ► What if there was another way?

- ► Mnemosyne manages memory automatically at compile time
- ► How?

- ► Mnemosyne manages memory automatically at compile time
- ► How?
 - ► Stack allocation [3, 6, 19]
 - ► Lending and ownership analysis [19]
 - ► Controlled mutability [19]

Mnemosyne Syntax

Calculating factorials

```
(def factorial (fn ( -> int int )
        ((factorial 0) 1)
        ((factorial n) ( * n (factorial (- n 1)))
)))
```

Mnemosyne Syntax

Syntactic sugar

- ► Inspired by Scheme RFI 110 [27]
- ► Always reducible to homoiconic S-expressions
 - ► Indentation-delimited expressions (I-expressions)
 - ► Curly-infix expressions (C-expressions)
 - ► Neoteric expressions (N-expressions)

Mnemosyne Syntax

```
Syntactic sugar
```

```
defn factorial { int -> int }
    (factorial 0) 1
    (factorial n) {
        n * factorial({n - 1})
    }
```

Methods

Manganese, the Mnemosyne compiler, is implemented in Rust

- ► Combinator parsing [4, 5, 13, 25] using combine and combine-language
- ► Analysis including type checking and lifetime analysis [19, 23]
- ► Code generation using librustc-llvm [17]

Methods

Assessing Mnemosyne's correctness

- ➤ Unit and integration testing to validate the compiler implementation
- ► **Demonstration** by implementing example code, including parts of the prelude
- ► Benchmarking compiled Mnemosyne binaries

Questions?

For more information:

- ► Sample Mnemosyne code if there's time
- ► Complete source code:

 https://github.com/hawkw/mnemosyne

References I

- David H. Bartley. "Garbage Collection". In: *Encyclopedia of Computer Science*. Chichester, UK: John Wiley and Sons Ltd., pp. 743–744. ISBN: 0-470-86412-5.
- Jim Blandy. Why Rust? 1st ed. 1005 Gravenstein Highway North, Sebastopol, CA 95472.: O'Reilly Media, Inc, Sept. 2015. ISBN: 978-1-491-92730-4.
- Erik Corry. "Optimistic Stack Allocation for Java-like Languages". In: Proceedings of the 5th International Symposium on Memory Management. ISMM '06. Ottawa, Ontario, Canada: ACM, 2006, pp. 162–173. ISBN: 1-59593-221-6.
- Nils Anders Danielsson. "Total Parser Combinators". In: SIGPLAN Not. 45.9 (Sept. 2010), pp. 285–296. ISSN: 0362-1340.
- Richard A Frost, Rahmatullah Hafiz, and Paul Callaghan. "Parser combinators for ambiguous left-recursive grammars". In: *Practical Aspects of Declarative Languages*. Springer, 2008, pp. 167–181.
- Chris Hanson. "Efficient Stack Allocation for Tail-recursive Languages". In: Proceedings of the 1990 ACM Conference on LISP and Functional Programming. LFP '90. Nice, France: ACM, 1990, pp. 106–118. ISBN: 0-89791-368-X.

References II

- Chris Hawblitzel et al. "Low-level linear memory management". In:
 Proceedings of the 2nd workshop on Semantics, Program Analysis and
 Computing Environments for Memory Management. 2004.
- Matthew Hertz and Emery D. Berger. "Quantifying the Performance of Garbage Collection vs. Explicit Memory Management". In: Proceedings of the 20th Annual ACM SIGPLAN Conference on Object-oriented Programming, Systems, Languages, and Applications. OOPSLA '05. San Diego, CA, USA: ACM, 2005, pp. 313–326. ISBN: 1-59593-031-0.
- Paul Hudak and Joseph H Fasel. "A gentle introduction to Haskell". In: ACM Sigplan Notices 27.5 (1992), pp. 1–52.
- Paul Hudak and Mark P. Jones. Haskell vs. Ada vs. C++ vs. Awk vs. ... An Experiment in Software Prototyping Productivity. Research Report YALEU/DCS/RR-1049. New Haven, CT: Department of Computer Science, Yale University, 1994.
- Paul Hudak et al. "Report on the programming language Haskell: a non-strict, purely functional language version 1.2". In: ACM SIGPLAN notices 27.5 (1992), pp. 1–164.
- John Hughes. "Why functional programming matters". In: The Computer Journal 32.2 (1989), pp. 98–107.

References III

- Graham Hutton and Erik Meijer. Monadic parser combinators. Tech. rep. NOTTCS-TR-96-4. 1996.
- Simon L Peyton Jones. Haskell 98 language and libraries: the revised report. Cambridge University Press, 2003.
- Brian W Kernighan, Dennis M Ritchie, and Per Ejeklint. The C programming language. Vol. 2. Prentice-Hall Englewood Cliffs, 1988.
- Neelakantan R. Krishnaswami. "Focusing on Pattern Matching". In: SIGPLAN Not. 44.1 (Jan. 2009), pp. 366–378. ISSN: 0362-1340.
- Chris Lattner and Vikram Adve. "LLVM: A Compilation Framework for Lifelong Program Analysis & Transformation". In: Proceedings of the International Symposium on Code Generation and Optimization: Feedback-directed and Runtime Optimization. CGO '04. Palo Alto, California: IEEE Computer Society, 2004, pp. 75–. ISBN: 0-7695-2102-9.
- Luc Maranget. "Warnings for pattern matching". In: Journal of Functional Programming 17.03 (2007), pp. 387–421.

References IV

- Nicholas D. Matsakis and Felix S. Klock II. "The Rust Language". In: Proceedings of the 2014 ACM SIGAda Annual Conference on High Integrity Language Technology. HILT '14. Portland, Oregon, USA: ACM, 2014, pp. 103–104. ISBN: 978-1-4503-3217-0.
- Thomas Narten. "Systems Programming". In: Encyclopedia of Computer Science. Chichester, UK: John Wiley and Sons Ltd., pp. 1739–1741. ISBN: 0-470-86412-5.
- Martin Odersky et al. The Scala language specification. 2004.
- Jonathan Shapiro. "Programming Language Challenges in Systems Codes: Why Systems Programmers Still Use C, and What to Do About It". In: Proceedings of the 3rd Workshop on Programming Languages and Operating Systems: Linguistic Support for Modern Operating Systems. PLOS '06. San Jose, California: ACM, 2006. ISBN: 1-59593-577-0.
- Patrick G Sobalvarro. "A lifetime-based garbage collector for LISP systems on general-purpose computers". PhD thesis. Massachusetts Institute of Technology, 1988.
- Gerry Sussman, Harold Abelson, and Julie Sussman. Structure and interpretation of computer programs. MIT Press, Cambridge, Mass, 1983.

References V

- S Doaitse Swierstra. "Combinator parsers: From toys to tools". In: *Electronic Notes in Theoretical Computer Science* 41.1 (2001), pp. 38–59.
- Luke VanderHart and Stuart Sierra. "Macros and Metaprogramming". In: *Practical Clojure*. Springer, 2010, pp. 167–178.
- David Wheeler and Alan Gloria. Sweet-expressions (t-expressions). Tech. rep. SRFI-110, 2006.
- David S. Wise. "Functional Programming". In: Encyclopedia of Computer Science. Chichester, UK: John Wiley and Sons Ltd., pp. 736–739. ISBN: 0-470-86412-5.