

Desugaring LetRec

CIS400 (Compiler Construction)
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Project 2

- In this project, you will “desugar” a big language into a smaller language
- Subsequent projects have you handle this (smaller) language
- Today we will go through the forms of the big language
- **Please start early, this project has a lot of forms, many of them are easy—but some take time to learn**

Input Language

```
e ::= (letrec* ([x e] ...) e)           | (unless e e)
    | (letrec ([x e] ...) e)             | (begin e ...+)
    | (let* ([x e] ...) e)              | (cond cond-clause ...)
    | (let ([x e] ...) e)               | (case e case-clause ...)
    | (let x ([x e] ...) e)            | (delay e)
    | (lambda (x ...) e)              | (force e)
    | (lambda x e)                   | (call/cc e)
    | (lambda (x ...+ . x) e)         | (set! x e)
    | (if e e e)                     | (apply e e)
    | (and e ...)                    | (e e ...)
    | (or e ...)                     | x
    | (when e e)                     | op
                                         | (quote dat)
```

Output Language

```
e ::= (let ([x e] ...) e)
      | (lambda (x ...) e)
      | (lambda x e)
      | (apply e e)
      | (e e ...)
      | (prim op e ...)
      | (apply-prim op e)
      | (if e e e)
      | (set! x e)
      | (call/cc e)
      | x
      | (quote dat)
```

A few notes

- **Copy tester.py from p1 into your p2 folder.**
- Make sure you understand all of the forms of the input language —otherwise how can you translate!
- Your project should be very pattern-match heavy
 - All forms of the input lang should have a corresponding match pattern / statement!
 - You don't need to translate every form
 - E.g., don't translate set! or call/cc, just desugar their arguments

(and e₀ e₁)



(if e₀ e₁ (quote #f))

Can you come up with a similar encoding for **or**?

(or e₀ e₁)



...?

(when e₀ e₁)



(if e₀ e₁ (void))

What about unless...?

(unless e₀ e₁)



...

What about begin

(begin e₀ ... e_n)



(let ([x₀ e₀])
(let ([x₁ e₁])
...
(let ([x_n e_n]) (void)))

Cond gets translated into a long sequence

(cond [g₀ e₀] ... [else e_n])



(if g₀
e₀
(if g₁ ... e_n)...)

The case form

(**case** *val-expr* *case-clause* ...)

<i>case-clause</i>	=	[(<i>datum</i> ...) <i>then-body</i> ...+]
		[else <i>then-body</i> ...+]

```
> (case (+ '1 '8)
  [(a b c d) '77]
  [else (case '8 [() '97] [(7 8 9) '98] [else '99])])
```

98

Allows a lightweight (but not full) form of pattern matching
(Encoding this is part of the project..)

Force and Delay

Create lazily-evaluated **thunks**

If you **delay** a value, it may later be *forced*

When a value is forced, its value will be computed
unless it has been previously computed

```
> (define x (delay (displayln "hello world") 23))
> x
#<promise:x>
> (force x)
hello world
23
> (force x)
23
```

Implementing delay/force

For this project, you decide on the representation of promises

Basic idea: represent promises as a **vector** like...

`#(promise)

Where you store (a) whether the answer has been evaluated or not and (b) either the result or a lambda (to evaluate the first time)

You want to use a vector because you will want to forcibly update various values, which you can do using vector-set! (a primitive in the output lang).

Implementing call/cc

You don't have to do it for this project! But you **do** have to desugar everything under it...

```
(call/cc (lambda (k) (when #t (k (displayln "hello")))))
```



```
(call/cc (lambda (k) (if #t (k (displayln "hello")) (void))))
```

set!

You also don't have to desugar set! We will handle that in subsequent passes.

Therefore, you may use set! in your desugarings

```
(let loop ([x ivx] [y ivy] ...)  
  body)
```



```
(letrec ([loop (lambda (x y ...)  
                body)])  
  (loop ivx ivy ...))
```

```
(define (sum from to)
  (define total 0)
  (let loop ()
    (set! total (+ total from))
    (set! from (+ from 1))
    (if (<= from to)
        (loop)
        total)))
```

```
(define (sum from to)
  (let loop ([i from]
            [total 0])
    (if (<= i to)
        (loop (+ i 1) (+ total i))
        total)))
```

```
(letrec* ([x0 e0] ...) body)
```



```
(let ([x0 ‘undefined] ...)  
  (set! x0 e0)  
  ...  
  body)
```

```
(letrec ([x0 e0] ...) body)
```



```
(let ([x0 ‘undefined] ...)
  (let ([t0 e0])
    (set! x0 t0)
    ...
    body))
```