

# Monte: Building a programming language using RPython

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October 10, 2015 (PyDX '15)

# Hi!

Hi!

Some Pre-talk

Thanks

The Python Side

Constant Sadness

Enter Monte

RPython is not  
Python

The Tombstones  
of Terror

Typhon

Final Thoughts

I'm Corbin!

What you don't need to know:

- ✓ Monte
- ✓ RPython
- ✓ Lojban

You don't **need** to know compilers, but it will help.

# Some Pre-talk Thanks

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Final Thoughts

- ✓ Allen, for getting me to build Typhon
- ✓ The original implementors of E
- ✓ Em and Mike, for trailblazing
- ✓ Dan Connelly for making awesome documentation (with diagrams!)
- ✓ Everybody else in #monte and #erights

# The Python Side

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Final Thoughts

- ✓ Twisted
- ✓ PyPy

# Constant Sadness

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Final Thoughts  

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- ✓ People don't use Twisted
- ✓ People don't use PyPy

# Enter Monte

- ✓ Has syntactic and semantic features equivalent to always having Twisted available
- ✓ Reference implementation is built using PyPy's toolchain, RPython

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## RPython is not Python

What's RPython,  
Anyway?  
Why RPython?  
Wait, What  
RPython  
Alternatives

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Final Thoughts

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# RPython is not Python

# What's RPython, Anyway?

- ✓ PyPy team: “RPython is a restricted subset of Python amenable to static analysis.”
- ✓ Allen: “RPython is OCaml with a very odd syntax and a very odd standard library.”
- ✓ RPython is a toolchain that can translate carefully crafted Python packages into highly efficient low-level code.

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# Why RPython?

You have to be writing an interpreter for a language; RPython is not easy to use.

If nothing else, know this: RPython turns interpreters into JIT compilers at a steep engineering discount.

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# Wait, What

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Programs written in RPython are imported and then transformed from Python into a high-level statically-typed statically-named form (“translation”). This form is augmented:

- ✓ GC: A garbage collector, also written in RPython, is hooked in. The GC can be chosen at translation time.
- ✓ JIT: Based on JIT annotations written by hand, the program is turned into a JIT compiler which functions automatically and is correct independent of your program.

RPython finally performs some optimizations (malloc removal, generated switches, etc.) and emits an executable.

# RPython Alternatives

**LLVM** Mediocre GC control, poor JIT technology, and writing C++ drains my soul

**GHC Haskell** Speedy and terse but mutation is hard

**Bare/NIH C++** Speedy but very difficult to write, read, and maintain

**Truffle** Very powerful but was not mature when I started

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## The Tombstones of Terror

Introducing  
Tombstones  
Untranslated &  
Translated  
The Missing  
'Stone

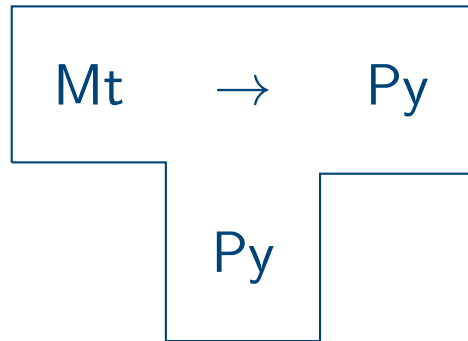
Typhon

Final Thoughts

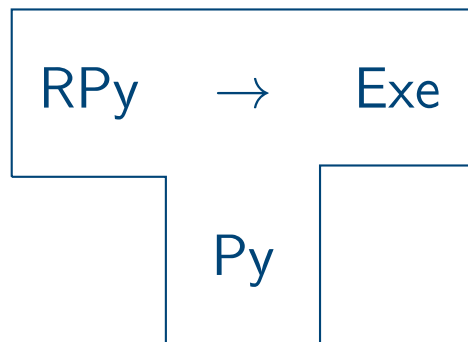
# The Tombstones of Terror

# Introducing Tombstones

The old Monte compiler:



The RPython translator:

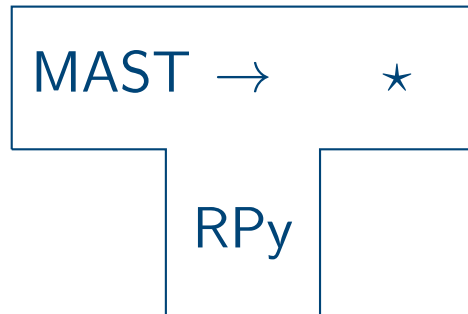


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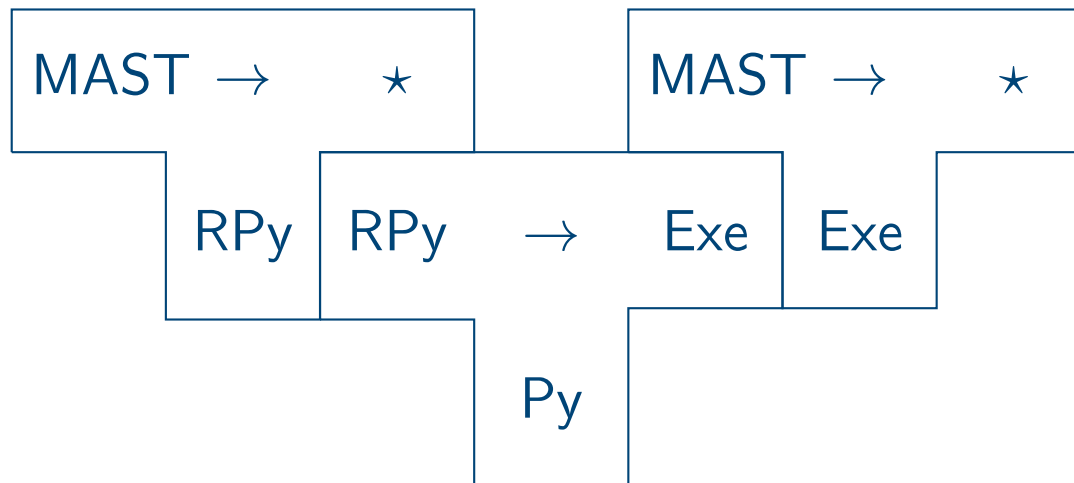
# Untranslated & Translated

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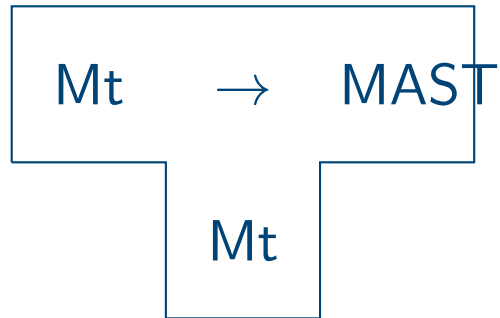
Typhon untranslated:



Typhon translated:



# The Missing 'Stone



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## Typhon

It's Like an Onion  
AST Loader  
Bytecode Compiler  
Object Model  
JIT Annotations  
JIT Annotations,  
Cont.  
Vats  
FFI

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# Typhon



# It's Like an Onion

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**It's Like an Onion**

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Final Thoughts

- ✓ AST loader
- ✓ AST-to-bytecode compiler
- ✓ Object model
- ✓ JIT annotations
- ✓ Vats and libuv

# AST Loader

The AST loader loads files into an in-memory AST.

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Final Thoughts

# Bytecode Compiler

- ✓ Compiles to VM based on SmallCaps for E
- ✓ Compiler implemented as AST visitor
- ✓ Simple semantics: no loops, one test, exception mini-stack
- ✓ Compiler lowers static names to frame indices, turning dicts into lists
- ✓ Unstable design: Completely internal to Typhon (so it can be changed as needed)

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AST Loader

**Bytecode Compiler**

Object Model

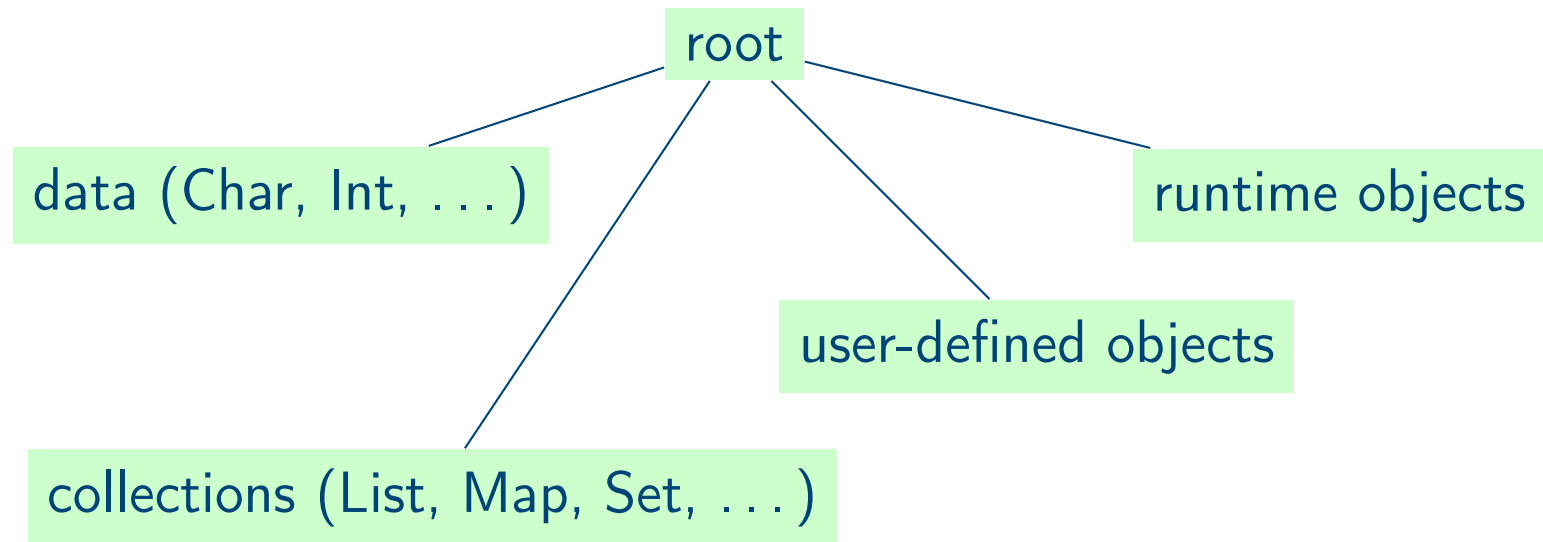
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# Object Model



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**Object Model**

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JIT Annotations,  
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# JIT Annotations

JIT's typical usage:

1. At every JIT merge point, check whether the current code is being executed often ("hot")
2. When code is hot, trace actions **of the interpreter** from one merge point to the next
  - (a) When value or type discrimination occurs, **guard** the chosen branches
  - (b) Trace through function calls (free inlining)
3. Optimize the trace, removing superfluous operations
4. When guards fail, retrace from the failed guard and create **branches**

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# JIT Annotations, Cont.

- ✓ The JIT needs to know which loops to trace. Place `jit_merge_point` annotations at the head of each (user-level) loop.
- ✓ Any interpreter-level loop causes a function to be opaque to the JIT; it will be called and not traced. To fix this, use `unroll_safe` or `look_inside_iff`, but be wary of code explosion.
- ✓ Some functions need to be opaque for performance or to avoid JIT unsafety. They are marked `dont_look_inside`.
- ✓ Some functions need to be opaque to preserve referential transparency. They are marked `elidable`. There's also `_immutable_fields_` for attributes.
- ✓ “The trick”: The JIT colors values as **red** or **green** depending on whether they are constant during the trace. `promote(red)` returns a **green** value; the JIT usually emits a guard.

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# Vats

- ✓ Monte's threads of control are called **vats**.
- ✓ Objects live in vats.
- ✓ Vats send messages to other vats; objects send messages to other objects. All vats are independently managed.
- ✓ Concurrency and parallelism should be a snap! Just gotta reinvent Twisted, which isn't RPython-compatible...

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# FFI

- ✓ RPython has FFI for C (“rffi”)
- ✓ Violates Monte’s safety guarantees, so only used sparingly (sorry libpng)
- ✓ libuv
- ✓ libsodium, someday in the future

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**Final Thoughts**

Should you use  
RPython?  
Questions?

# Final Thoughts

# Should you use RPython?

If you're writing an interpreter, and you want it to go fast, and you don't want to write Java or C++, then yes, consider it.  
RPython's competitors are generally worth considering too.

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