

WELCOME TO PERL11

$$5 + 6 = 11$$

<http://perl11.org/>

Perl





Tuesday, June 4, 13

Stavanger 2012

Moose + p5-mop Workshop

Text



Preikestolen





**Will Braswell
Austin 2012**



Ingy döt net

PERL 11

$$5 + 6 = 11$$

perl11.org

Will Braswell, Ingy döt net, Reini Urban,
Flavio Glock, Audrey Tang, Wendy + Liz, ...

ofun.pm

Orlando 2013



**PERL IS NOT DEAD, IT IS A
DEADLY WEAPON**

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PERL8.ORG

pugs in scala - moe



INFORMATION
IN GIFT SHOP

Deer
\$1,500.



Tuesday, June 4, 13



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perl |||

**features
performance
threads
sanity
future**



perlll

Pluggable PERL5 (+6)

- 1 **Parser** -> AST
- 2 **Compiler** AST -> ops
- 3 **VM** - Execute ops



PARSER

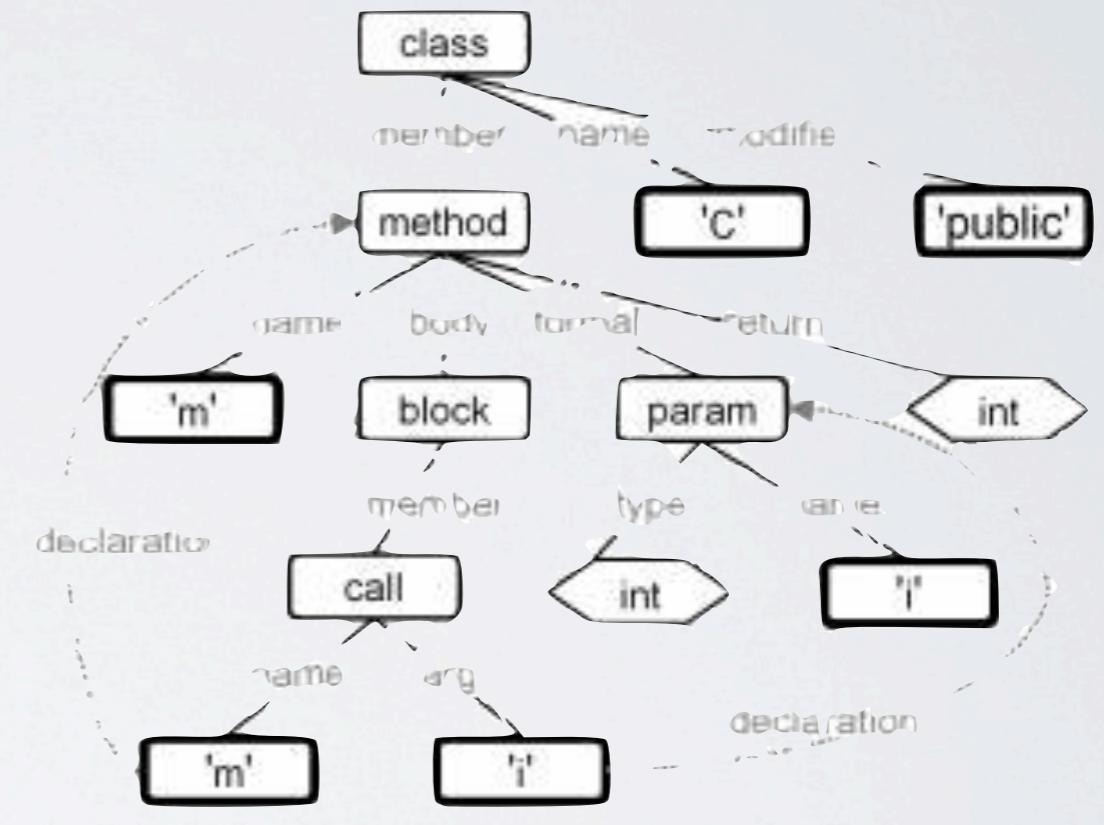
YACC

PEG / packrat

Marpa / ANTLR /

PGE, parsec / ...

Handwritten



COMPILER

- **Data Structures**
- **AST -> ops**
- **pluggable**
vm, jit, bc, c, native,
jvm, js

VM (S)

- **Execute compiled code**
- **Bytecode**
- **JIT**
- **call-out/in native libs**

DESIGN PRINCIPLES

Frequent case

- Math
- Conditionals
- Function calls
- Method dispatch
- Local variables
- Strings, build + compare
- Memory allocation
- .

Not

- New methods
- Creation of classes
- Deep scoping situations
- Change inheritance tree
- Eval
- Code allocation

EFFICIENCY

- **Raw**
- **JVM / CLR / LLVM**
- **ML, LISP, LUA, Go, Smalltalk, V8**
- **Smaller or slower VMs**

LEARN FROM THE GOOD

- 30MB static libs for **LLVM** just for a **JIT**?
- 1 GB of ugly junk for a JVM/.NET with huge startup overhead?
Safe but not practical
- Java's main competitor: Lucent Inferno OS/Limbo/**Dis** VM
- All “good” VMs use their approach: GC, register based, three-address coding, tagged small data, word-size ops

PARROT

- **Right, catchy ideas**

PARROT

- Pluggable syntax
- Pluggable types
- Pluggable ops

PARROT

- Pluggable syntax
 - parse to common AST - easy
- Pluggable types
 - like loadable C++ objects - framework
- Pluggable ops
 - same MOP framework (strict rules)

PARROT

- once it was fast
- then it was de-optimized by non-technicians
- threads the best, but still not used
- dead end. suicidal tendencies

POTION

- why the lucky stiff - famous ruby, eclectic, online suicide
- lua VM
- io / soda objmodel (smalltalk based)
- GC Cheney two-finger loop from QISH
- JIT self-written, very elegant



POTION

- common number interface

•

POTION

- common number interface
- common hash/array interface (interchangable)
-

POTION

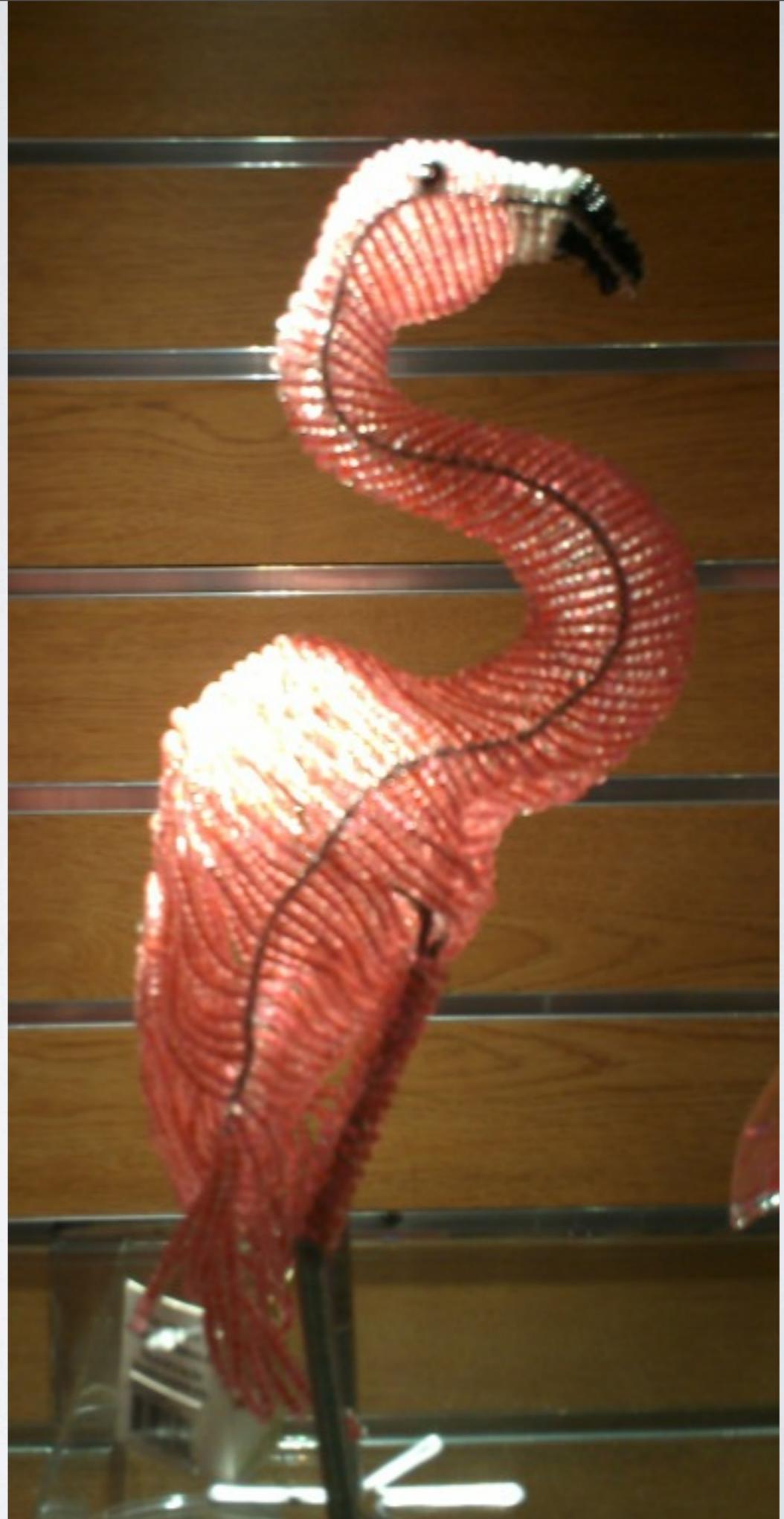
- common number interface
- common hash/array interface (interchangable)
- everything is an object, every object is a word
-

POTION

- common number interface
- common hash/array interface (interchangable)
- everything is an object, every object is a word
- every op is a word

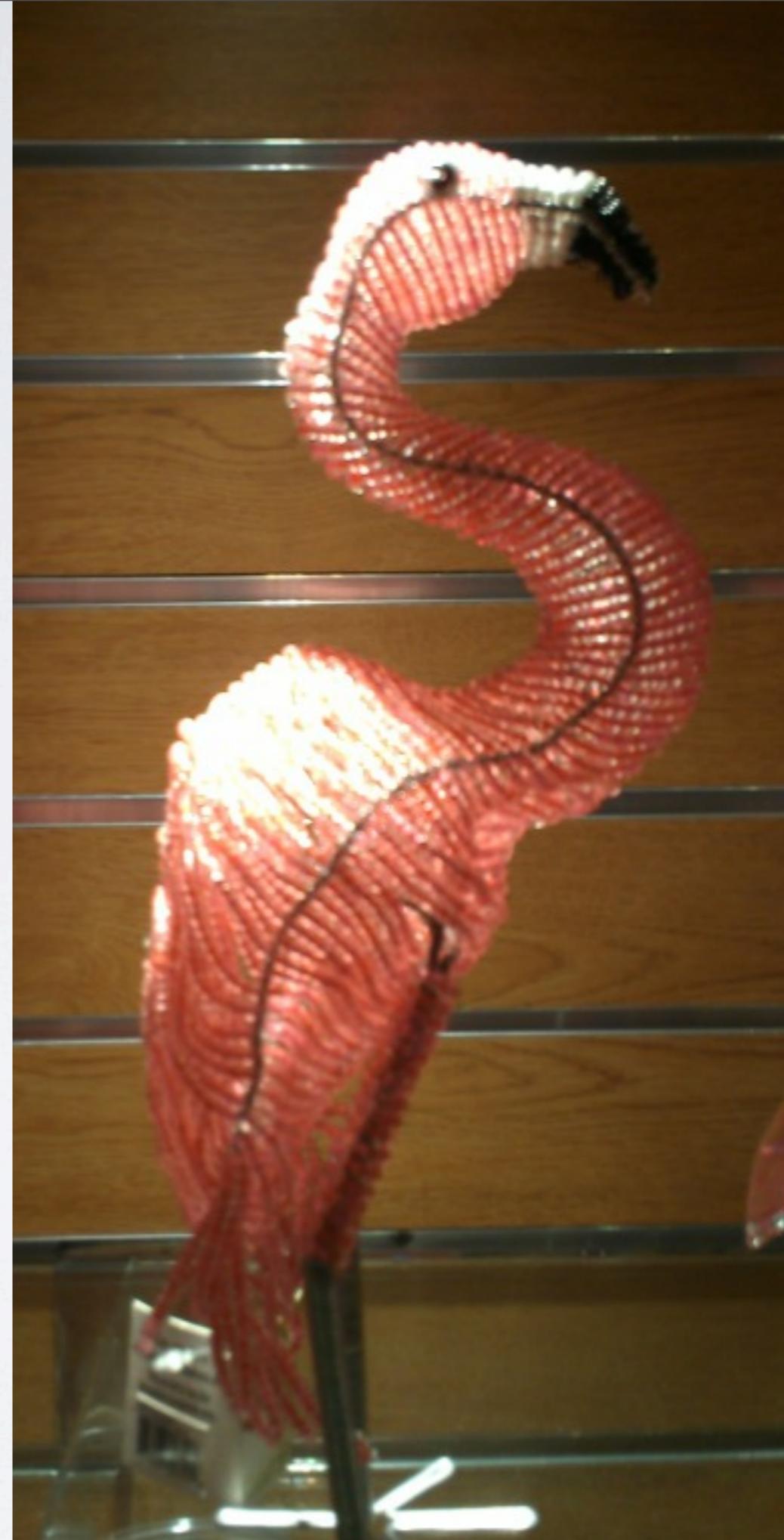
potion

- looks good
- smells good
- makes fun



```
.000
'000o
~ p 00000o 2 ~
.000
oo      %% a fast perl5
  0o
  '0
  `

  (o)
  ---/ \
  /`   \
  /v^   `,
  (. . v/v^/
  \ . ./::/
  \v::/
```





play

Premiering at
RubyConf

Denver, Colorado
November 1-3, 2012

featuring music and art by
Why The Lucky Stiff

PARSER

- PEG (enhanced to greg)
- Syntax tree of PNSource objects (max 3 nodes)

```
$a = if (0) { 12 } elsif (1) { 14 } else { 16 }      ifstmt = IF e:ifexpr s:block - !"els" { s = PN_OP(AST_AND, e, s) }  
| IF e:ifexpr s1:block - (ELSIF el:ifexpr f:block - )* { s1 = PN_AST(MSG, PN_if) }  
| (ELSE s2:block )? { f = PN_AST(MSG, PN_elsif) }  
{ s2 = PN_AST(MSG, PN_else) }  
  
ifexpr = '(' - expr - ')' -
```

```
(assign (msg "$a")  
expr (msg ("if" list (expr (value (0)))) block (expr (value (12)))),  
msg ("elsif" list (expr (value (1)))) block (expr (value (14)))),  
msg ("else" undef block (expr (value (16)))))
```

COMPILER

```
(assign ($msg ("$a"))
       expr ($msg ("if" list (expr (value (0))) block (expr (value (12))),
                     $msg ("elsif" list (expr (value (1))) block (expr (value (14)))),
                     $msg ("else" undef block (expr (value (16))))))

-- compiled --
; function definition: 0x1059ba7d8; 56 bytes
; () 3 registers
.local $a ; 0
[ 1] loadpn 1 1 ; 0
[ 2] notjmp 1 1 ; to 4
[ 3] loadpn 0 25 ; 12
[ 4] testjmp 1 3 ; to 8
[ 5] loadpn 1 3 ; 1
[ 6] notjmp 1 1 ; to 8
[ 7] loadpn 0 29 ; 14
[ 8] testjmp 1 1 ; to 10
[ 9] loadpn 0 33 ; 16
[10] self 1
[11] getlocal 2 0 ; $a
[12] call 0 2
[13] setlocal 0 0 ; $a
[14] return 0
; function end
```

constant folding

if (value (0)) -> notjmp
elseif (value (1)) -> testjmp

if is no keyword, just a msg on a list with a block. i.e. method on a list with a block argument.

COMPILER

- Control constructs are not parser special.
Expanded by the compiler, like a macro
- Macros are compile-time parser extensions, no parser keywords
- Most perl-level ops are just methods on objects
- Compiler is extendable.
`--compile=c,opts` loads and calls a external compile-c library

VM

- Everything is an object, every object is a function (lambda)
- Every variable is a function, eh reacts to methods. (get, set, string, ...)
- Every block is a function, with lexical scoped variables and env
- Every call is a method call, even on nil or any

MOP

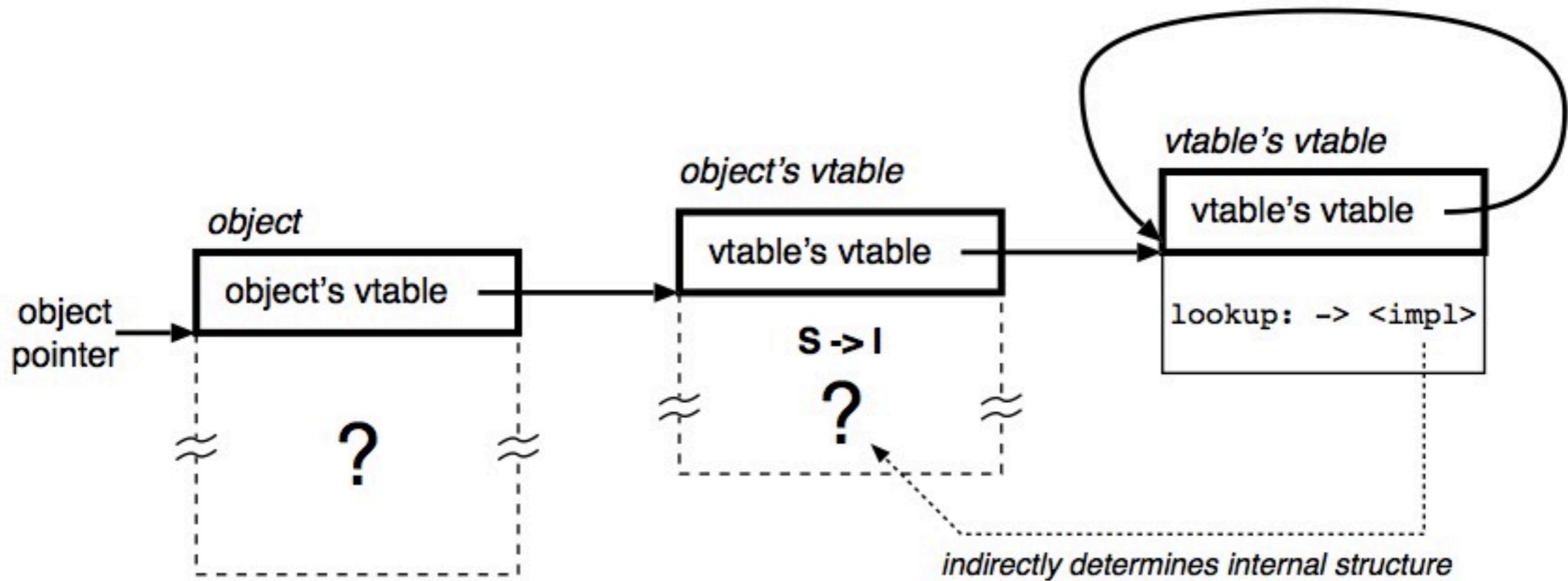


Figure 6. Everything is an object. Every object has a vtable that describes its behaviour. A method is looked up in a vtable by invoking its `lookup` method.

VM

- JIT default, for intel and powerpc. arm not yet.
- Bytecode for unsupported CPUs, and for debugging
- Very simple. From lua, ~50 ops. Do complicated stuff in methods, such as array, hash, io, syscalls methods.
- Each op consists of 3 numbers **code, a, b** in one word

```
/// PN_OP - a compressed three-address op (as 32bit int bitfield)
typedef struct {
    u8 code:8; //;< the op. See vm.c http://www.lua.org/doc/jucs05.pdf
    int a:12; //;< the data (i.e the register)
    int b:12; //;< optional arg, the message
} PN_OP;
```

DATA

- Primitive obj (in one word) vs extended objects (vt, uniq, size, data).
- INT, BOOL, NIL as primitives, everything else is an object.
- last bits 00 => foreign ptr or our obj (in our memory pages)
- last bits 10 => bool (true or false)
- last bit 1 => int (shifted by 1)
- Note: Different to dart, which has native int and shifts ptrs.

CALLING CONVENTION

only native, no stddecl, or foreign decl yet

- Native C cdecl (32bit) and fastcall (64bit) layout
- Fast, and easy to interface, call-out and call-in.
Fast function calls, no function call overhead (as in LISP)
- OO: Every potion method prepends 2 args.
interpreter, environment (a closure), self, optional args

GC - CHENEY LOOP

- walks the stack, not the heap
 - copying (i.e. compacting), thread-friendly
 - gc friendly data, chain of fwd ptr,
also for thread-shared data - parrot “proxy”
 - i.e. essentially a tri-color algo
- just not stop-the-world and mark&sweep, uses no private stack.
data knows about threads, proxies

GC

- 3 memory areas:
- protected segment (boot + core)
- birth segment (fast generation, minor collections)
- main segment (major collections)
- old segment (swapped out with live segments during GC)

DESIGN DECISIONS

- support 90% but do not sacrifice for the rest
- gmake and gcc/clang are everywhere
- no MSVC, bsd make, no strict C++ compilers
- early testing with cross-compilers and threads

not afterwards

FUNCTIONAL

- return copies, do not change arguments
- Str immutable, Buf bytebuffers for io
- no functions. pass a message to everything
- no statements. everything is an expression

• use destruction with care.
I use LISP names: nreverse, delete

• returns something and can be stacked

MACROS

- With non-lisp languages

you can do everything: control constructs, like when, foreach, unless start getting messy, where to be added into the parser statemachine, fragile (messes with existing parser rules), and look bad because of the <rule> syntax.

- **parser macros**

in parse context, use existing parser syntax

- **compiler macros**

like a function call. evaluate not all args, only some

limited to calls. but if your parser does nothing else then calls (like lisp does), its the perfect point to add it. do not change the parser, just hook into the compiler.

MACROS

```
$a = if (0) { 12 }
elseif (1) { 14 }
else { 16 }
```

```
ifstmt = IF e:ifexpr s:block - !"els" { $$ = PN_OP(AST_AND, e, s) }
| IF e:ifexpr s1:block -
{ $$ = e = PN_AST3(MSG, PN_if, PN_AST(LIST, PN_TUP(e)), s1) }
(ELSIF e1:ifexpr f:block -
{ $$ = e = PN_PUSH(PN_TUPIF(e), PN_AST3(MSG, PN_elsif, PN_AST(LIST, PN_TUP(e1)), f)) } )*
(ELSE s2:block
{ $$ = PN_PUSH(PN_TUPIF(e), PN_AST3(MSG, PN_else, PN_NIL, s2)) } )?
```



```
ifexpr = '(' - expr - ')' -
```

```
(assign (msg "$a")
expr (msg "if" list (expr (value (0))) block (expr (value (12)))),
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```

MACROS

```
$a = if ($DEBUG) { call(debug) }
else { callfast() }

macro ifdebug(ifblock, elseblock) {
    if ($DEBUG) { `ifblock` }
    else { `elseblock` }
}
```

MACROS

```
$a = if ($DEBUG) { call(debug) }
else { callfast() }

(assign (msg "$a")
  expr (msg "if" list (expr (msg "$DEBUG")))
        block (expr (msg "call" list (expr (msg ("debug")) undef))),
  msg ("else" undef
        block (expr (msg ("callfast" list undef undef))))))

macro ifdebug(ifblock, elseblock) {
  if ($DEBUG) { `ifblock` }
  else { `elseblock` }
}

ifdebug( call(debug),
         callfast()):
```

MACROS

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$a = if ($DEBUG) { call(debug) }
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```

```
macro ifdebug(ifblock, elseblock) {
  if ($DEBUG) { `ifblock` }
  else { `elseblock` }
}
```

```
=>#
(expr (msg ("ifdebug" list (expr (msg ("call" list (expr (msg ("debug"))))),
list (expr (msg ("callfast" list undef undef))))))
(expr (msg ("if" list (expr (msg ("$DEBUG"))))
           block (expr (msg ("call" list (expr (msg ("debug")) undef)))),
msg ("else" undef
           block (expr (msg ("callfast" list undef undef))))))
```

STATUS

- potion and greg upstream commits and testers
- release potion 0.1 soon (release docs and one GC bug)
- more potion examples and features: ffi, threads, UI bindings

STATUS

- GOAL
- Parser
- Compiler
- VM
- Libs

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- VM: arm jit, threads, callcc, ffi.
- Libs: no net io (pipes, sockets), bignum, bindings.