

Writing Self-Modifying Perl

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Chapter 1

Introduction

I've gotten a lot of WTF's¹ about self-modifying Perl scripts. Rightfully so, too. There's no documentation (until now), the interface is opaque and not particularly portable, and they aren't even very human-readable when edited:

```
...
meta::define_form 'meta', sub {
    my ($name, $value) = @_;
    meta::eval_in($value, "meta::$name");
};
meta::meta('configure', <<'__25976e07665878d3fae18f050160343f');
# A function to configure transients. Transients can be used to store any number of
# different things, but one of the more common usages is type descriptors.
sub meta::configure {
    my ($datatype, %options) = @_;
    $transient{$_}{$datatype} = $options{$_} for keys %options;
}
__25976e07665878d3fae18f050160343f
...
```

Despite these shortcomings, though, I think they're fairly useful. So rather than vindicate the idea (which is probably irredeemable), I've written this guide to dive into the mayhem and go from zero to a self-modifying Perl script. At the end, you'll have a script that is functionally equivalent to the object script, which I use as the prototype for all of the other ones.²

This guide probably isn't for the faint of heart, but if you're not afraid of eval then you might like it. Proceed only with fortitude, determination, and Perl v5.10.

¹http://www.osnews.com/story/19266/WTFs_m

²See <http://github.com/spencertipping/perl-objects> for the full source.

Part I

The Basics

Chapter 2

A Big Quine

At the core of things, a self-modifying Perl script is just a big quine.¹ There are only two real differences:

1. Self-modifying Perl scripts print into their own files rather than to standard output.
2. They print modified versions of themselves, not the original source.

If we're going to write such a script, it's good to start with a simple quine.

2.1 A basic quine

Some languages make quine-writing easier than others. Perl actually makes it very simple. Here's one:

Listing 2.1 examples/quine

```
1 my $code = <<'EOF';
2 print 'my $code = <<\'EOF\';', "\n", $code, "EOF\n"; print $code;
3 EOF
4 print 'my $code = <<\'EOF\';', "\n", $code, "EOF\n"; print $code;
```

The logic is fairly straightforward, though it may not look like it. We're quoting a bunch of stuff using <<'EOF',² and storing that into a string. We then put the quoted content outside of the heredoc to let it execute. The duplication is necessary; we want to quote the content and then run it.³ The key is this line:

```
print 'my $code = <<\'EOF\';', "\n", $code, "EOF\n"; print $code;
```

This code prints the setup to define a new variable \$code and prints its existing content after that.

¹A "quine" being a program that prints its own source.

²The single-quoted heredoc form doesn't do any interpolation inside the document, which is ideal since we don't want to worry about escaping stuff.

³Later on I'll use eval to reduce the amount of duplication.

2.2 Reducing duplication

We don't want to write everything in our quine twice. Rather, we want to store most stuff just once and have a quine that scales well. The easiest way to do this is to use a hash to store the state, and serialize each key of the hash in the self-printing code. So instead of creating `$code`, we'll create `%data`:

Listing 2.2 examples/quine-with-data

```
1 my %data;
2 $data{code} = <<'EOF';
3 print 'my %data;', "\n";
4 print '$data{', $_, '} = <<\'EOF\';', "\n$data{$_}EOF\n" for keys %data;
5 print $data{code};
6 EOF
7 print 'my %data;', "\n";
8 print '$data{', $_, '} = <<\'EOF\';', "\n$data{$_}EOF\n" for keys %data;
9 print $data{code};
```

This is a good start. Here's how to add attributes without duplication:

Listing 2.3 examples/quine-with-data-and-foo

```
1 my %data;
2 $data{foo} = <<'EOF';
3 a string
4 EOF
5 $data{code} = <<'EOF';
6 print 'my %data;', "\n";
7 print '$data{', $_, '} = <<\'EOF\';', "\n$data{$_}EOF\n" for keys %data;
8 print $data{code};
9 EOF
10 print 'my %data;', "\n";
11 print '$data{', $_, '} = <<\'EOF\';', "\n$data{$_}EOF\n" for keys %data;
12 print $data{code};
```

2.3 Using eval

The business about duplicating `$data{code}` is easily remedied by just evaling `$data{code}` at the end. This requires the `eval` section to be duplicated, but it's smaller than `$data{code}`. Here's the quine with that transformation:⁴

Listing 2.4 examples/quine-with-data-and-eval

```
1 my %data;
2 $data{foo} = <<'EOF';
```

⁴Note that these quines might not actually print themselves identically due to hash-key ordering. This is fine; all of the keys are printed before we use them.

```

3  a string
4  EOF
5  $data{code} = <<'EOF';
6  print 'my %data;', "\n";
7  print '$data{', $_, '}' = <<\'EOF\';', "\n$data{$_}EOF\n" for keys %data;
8  print $data{bootstrap};
9  EOF
10 $data{bootstrap} = <<'EOF';
11 eval $data{code};
12 EOF
13 eval $data{code};

```

The advantage of this approach is that all we'll ever have to duplicate is `eval $data{code}` and `my %data;`, which is fairly trivial. It's important that you understand what's going on here, since this idea is integral to everything going forward.

Chapter 3

Building the interface

Now that we've got attribute storage working, let's build a command-line interface so that we don't have to edit these files by hand anymore. There are a couple of things that need to happen. First, we need to get these scripts to overwrite themselves instead of printing to standard output. Second, we need a way to get and set entries in %data. Starting with the quine from the last section, here's one way to go about it:

Listing 3.1 examples/cli-basic

```
1 my %data;
2 $data{cat} = <<'EOF';
3 sub cat {
4     print join "\n", @data{@_};
5 }
6 EOF
7 $data{set} = <<'EOF';
8 sub set {
9     $data{$_[0]} = join '', <STDIN>;
10 }
11 EOF
12 $data{code} = <<'EOF';
13 # Eval functions into existence:
14 eval $data{cat};
15 eval $data{set};
16
17 # Run specified command:
18 my $command = shift @ARGV;
19 &$command(@ARGV);
20
21 # Save new state:
22 open my $fh, '>', $0;
23 print $fh 'my %data;', "\n";
```

```

24 print $fh '$data{', $_, '}' = <<'EOF\';', "\n$data{$_}EOF\n" for keys %data;
25 print $fh $data{bootstrap};
26 close $fh;
27 EOF
28 $data{bootstrap} = <<'EOF';
29 eval $data{code};
30 EOF
31 eval $data{code};

```

Now we can modify its state:

```

$ perl examples/cli-basic cat cat
sub cat {
    print join "\n", @data{@_};
}
$ perl examples/cli-basic set foo
bar
^D
$ perl examples/cli-basic cat foo
bar
$

```

Not bad for a first implementation. This is a very minimal self-modifying Perl file, though it's useless at this point. It also has some fairly serious deficiencies (other than being useless). I'll cover the serious problems later on, but first let's address the usability.

3.1 Using an editor

The first thing that would help this script be more useful is a function that let you edit things with a real text editor. Fortunately this isn't difficult:

```

$ cp examples/cli-basic temp
$ perl temp set edit
sub edit {
    my $filename = '/tmp/' . rand();
    open my $file, '>', $filename;
    print $file $data{$_[0]};
    close $file;

    system($ENV{EDITOR} || $ENV{VISUAL} || '/usr/bin/nano', $filename);

    open my $file, '<', $filename;
    $data{$_[0]} = join '', <$file>;
    close $file;
}

```

```
^D
$
```

It won't work yet though. The reason is that we aren't evaling `edit` yet; we need to manually edit the code section and insert this line:

```
...
eval $data{cat};
eval $data{set};
eval $data{edit};          # <- insert this
...
```

Now you can invoke a text editor on any defined attribute:¹

```
$ perl examples/cli-editor edit cat
# hack away
$
```

Here's the object at this point:

Listing 3.2 examples/cli-editor

```
1 my %data;
2 $data{cat} = <<'EOF';
3 sub cat {
4     print join "\n", @data{@_};
5 }
6 EOF
7 $data{set} = <<'EOF';
8 sub set {
9     $data{$_[0]} = join ' ', <STDIN>;
10 }
11 EOF
12 $data{edit} = <<'EOF';
13 sub edit {
14     my $filename = '/tmp/' . rand();
15     open my $file, '>', $filename;
16     print $file $data{$_[0]};
17     close $file;
18
19     system($ENV{EDITOR} || $ENV{VISUAL} || '/usr/bin/nano', $filename);
20
21     open my $file, '<', $filename;
22     $data{$_[0]} = join ' ', <$file>;
23     close $file;
24 }
```

¹Don't modify bootstrap or break the print code though! This will possibly nuke your object.

```

25 EOF
26 $data{code} = <<'EOF';
27 # Eval functions into existence:
28 eval $data{cat};
29 eval $data{set};
30 eval $data{edit};
31
32 # Run specified command:
33 my $command = shift @ARGV;
34 &$command(@ARGV);
35
36 # Save new state:
37 open my $fh, '>', $0;
38 print $fh 'my %data;', "\n";
39 print $fh '$data{', $_, '}' = <<'EOF\';', "\n$data{$_}EOF\n" for keys %data;
40 print $fh $data{bootstrap};
41 close $fh;
42 EOF
43 $data{bootstrap} = <<'EOF';
44 eval $data{code};
45 EOF
46 eval $data{code};

```

Chapter 4

Namespaces

It's a bummer to have to add a new `eval` line for every function we want to define. We could merge all of the functions into a single hash key, but that's too easy.¹ More appropriate is to assign a type to each hash key. This can be encoded in the name. For example, we might convert the names like this:

```
set -> function::set
cat -> function::cat
edit -> function::edit
code -> code::code
```

For reasons that I'll explain in a moment, we no longer need `bootstrap`. The rules governing these types are:

1. When we see a new `function::` key, evaluate its contents.
2. When we see a new `code::` key, evaluate its contents.

Rule 2 is why we don't need `bootstrap` anymore. Now you've probably noticed that these rules do exactly the same thing – why are we differentiating between these types then? Two reasons. First, we need to make sure that functions are evaluated before the code section is evaluated (otherwise the functions won't exist when we need them). Second, it's because functions can be handled in a more useful way.

4.1 Handling functions more usefully

Remember how we had to write `sub X { and }` every time we wrote a function, despite the fact that the function name was identical to the name of the key in `%data`? That's fairly lame, and it could become misleading if the names ever weren't the same. We really should have the script handle this for us. So instead of writing the function signature, we would just write its body:

¹Aside from being a lame cop-out, it also limits extensibility, as I'll explain later.

```
# The body of 'cat':
print join "\n", @data{@_};
```

and infer its name from the key. Perl is helpful here by giving us first-class access to the symbol table:

```
sub create_function {
    my ($name, $body) = @_;
    *{$name} = eval "sub {\n$body\n}";
}
```

If we're going to handle functions this way, we need to change the rule for `function::` keys:

When we see a new `function::` key, call `create_function` on the key name (without the `function::` part) and the value.

4.2 Catching attribute creation

We can't observe when a new key is added to `%data` as things are now. Fortunately this is easy to fix. Instead of writing lines that read `$data{...} = ...`, we can write some functions that perform this assignment for us, and in the process we can handle any side-effects like function creation. Here's a naive implementation:

```
sub define_function {
    my ($name, $value) = @_;
    $data{$name} = $value;
    create_function $name, $value;
}
sub define_code {
    my ($name, $value) = @_;
    $data{$name} = $value;
}
```

Since we're always going to assign into `%data`, we can abstract that step out:

```
sub define_definer {
    my ($name, $handler) = @_;
    *{$name} = sub {
        my ($name, $value) = @_;
        $data{$name} = $value;
        &$handler($name, $value);
    }
}
define_definer 'define_function', \&create_function;
```

```

define_definer 'define_code', sub {
    my ($name, $value) = @_;
    eval $value;
};

```

To avoid the possibility of later collisions we should probably use a separate namespace for all of these functions, since really bad things happen if you inadvertently replace one. I use the `meta::` namespace for this purpose in my scripts.

At this point we've got the foundation for namespace creation. This is actually used with few modifications in the Perl objects I use on a regular basis. Here's `meta::define_form` lifted from object:

```

sub meta::define_form {
    my ($namespace, $delegate) = @_;
    $datatypes{$namespace} = $delegate;
    *{"meta::${namespace}::implementation"} = $delegate;
    *{"meta::$namespace"} = sub {
        my ($name, $value) = @_;
        chomp $value;
        $data{"${namespace}::$name"} = $value;
        $delegate->($name, $value);
    };
}

```

The idea is the same as `define_definer`, but with a few extra lines. We stash the delegate in a `%datatypes` table for later reference. We also (redundantly, I notice) create a function in the `meta::` package so that we can refer to it when defining other forms. This lets us copy the behavior of namespaces but still have them be separate. The third line that's different is `chomp $value`, which is used because heredocs put an extra newline on the end of strings. `meta::define_form` has the same interface as `define_definer`:

```

meta::define_form 'function', \&create_function;
meta::define_form 'code', sub {
    my ($name, $value) = @_;
    eval $value;
};

```

Attribute definitions look a little different than they did before. The two `define_form` calls above create the functions `meta::function` and `meta::code`, which will need to be called this way:

```

meta::function('cat', <<'EOF');
print join "\n", @data{@_};
EOF
meta::code('main', <<'EOF');

```

```

# No more eval statements!
# Run command
...
# Save stuff
...
EOF

```

Notice that we don't specify the full name of the attributes being created. `meta::function('x', ...)` creates a key called `function::x`; this was handled in the `define_form` logic.

4.3 Putting it all together

At this point we're all set to write another script. The overall structure is still basically the same even though each piece has changed a little:

Listing 4.1 examples/namespace-basic

```

1  my %data;
2  my %datatypes;
3
4  sub meta::define_form {
5      my ($namespace, $delegate) = @_;
6      $datatypes{$namespace} = $delegate;
7      *{"meta::${namespace}::implementation"} = $delegate;
8      *{"meta::$namespace"} = sub {
9          my ($name, $value) = @_;
10         chomp $value;
11         $data{"${namespace}::$name"} = $value;
12         $delegate->($name, $value);
13     };
14 }
15 meta::define_form 'function', sub {
16     my ($name, $body) = @_;
17     *{$name} = eval "sub {\n$body\n}";
18 };
19 meta::define_form 'code', sub {
20     my ($name, $value) = @_;
21     eval $value;
22 };
23
24 meta::function('cat', <<'EOF');
25 print join "\n", @data{@_};
26 EOF
27
28 meta::code('main', <<'EOF');

```



```

29 # Run specified command:
30 my $command = shift @ARGV;
31 &$command(@ARGV);
32
33 # Save new state:
34 open my $file, '>', $0;
35
36 # Copy above bootstrapping logic:
37 print $file <<'EOF2';
38 my %data;
39 my %datatypes;
40
41 sub meta::define_form {
42     my ($namespace, $delegate) = @_;
43     $datatypes{$namespace} = $delegate;
44     *{"meta::${namespace}::implementation"} = $delegate;
45     *{"meta::$namespace"} = sub {
46         my ($name, $value) = @_;
47         chomp $value;
48         $data{"${namespace}::$name"} = $value;
49         $delegate->($name, $value);
50     };
51 }
52 meta::define_form 'function', sub {
53     my ($name, $body) = @_;
54     *{$name} = eval "sub {\n$body\n}";
55 };
56 meta::define_form 'code', sub {
57     my ($name, $value) = @_;
58     eval $value;
59 };
60 EOF2
61
62 # Serialize attributes (everything else before code):
63 for (grep(!/^code::/, keys %data), grep(/^code::/, keys %data)) {
64     my ($namespace, $name) = split /::/, $_, 2;
65     print $file "meta::$namespace('$name', <<'EOF');\n$data{$_}\nEOF\n";
66 }
67
68 # Just for good measure:
69 print $file "\n__END__";
70 close $file;
71 EOF
72
73 __END__

```

The most substantial changes were:

1. We're defining two hashes at the beginning, though we still just use %data.
2. We're using delegate functions to define attributes rather than assigning directly into %data.
3. Quoted values now get chomped. I've added another \n in the serialization logic to compensate for this.
4. The serialization logic is now order-specific; it puts code:: entries after other things.
5. The file now has an __END__ marker on it.

4.4 Separating bootstrap code

The bootstrap code is now large quoted string inside code::main, which isn't optimal. Better is to break it out into its own attribute. To do this, we'll need a new namespace that has no side-effect.² I'll call this namespace bootstrap::.

```
meta::define_form 'bootstrap', sub {};
```

There's a special member of the bootstrap:: namespace that contains the code in the beginning of the file:

```
meta::bootstrap('initialization', <<'EOF');
my %data;
my %datatypes;
...
EOF
```

This condenses code::main by a lot:

```
meta::code('main', <<'EOF');
# Run specified command:
my $command = shift @ARGV;
&$command(@ARGV);

# Save new state:
open my $file, '>', $0;
print $file $data{'bootstrap::initialization'};

# Serialize attributes (everything else before code):
for (grep(!/^code::/, keys %data), grep(/^code::/, keys %data)) {
```

²We can't use code:: because then the code would be evaluated twice; once because it's printed directly, and again because of the eval in the code:: delegate.

```

    my ($namespace, $name) = split /::/, $_, 2;
    print $file "meta::$namespace('$name', <<'EOF');\n$data{$_}\nEOF\n";
}

# Just for good measure:
print $file "\n__END__";
close $file;
EOF

```

Here's the final product, after adding the set and edit functions from before:

Listing 4.2 examples/namespace-full

```

1  my %data;
2  my %datatypes;
3
4  sub meta::define_form {
5      my ($namespace, $delegate) = @_;
6      $datatypes{$namespace} = $delegate;
7      *{"meta::{$namespace}:implementation"} = $delegate;
8      *{"meta::$namespace"} = sub {
9          my ($name, $value) = @_;
10         chomp $value;
11         $data{"{$namespace}::$name"} = $value;
12         $delegate->($name, $value);
13     };
14 }
15 meta::define_form 'bootstrap', sub {};
16 meta::define_form 'function', sub {
17     my ($name, $body) = @_;
18     *{$name} = eval "sub {\n$body\n}";
19 };
20 meta::define_form 'code', sub {
21     my ($name, $value) = @_;
22     eval $value;
23 };
24
25 meta::bootstrap('initialization', <<'EOF');
26 my %data;
27 my %datatypes;
28
29 sub meta::define_form {
30     my ($namespace, $delegate) = @_;
31     $datatypes{$namespace} = $delegate;
32     *{"meta::{$namespace}:implementation"} = $delegate;
33     *{"meta::$namespace"} = sub {

```

```

34     my ($name, $value) = @_;
35     chomp $value;
36     $data{"${namespace}::$name"} = $value;
37     $delegate->($name, $value);
38 };
39 }
40 meta::define_form 'bootstrap', sub {};
41 meta::define_form 'function', sub {
42     my ($name, $body) = @_;
43     *{$name} = eval "sub {\n$body\n}";
44 };
45 meta::define_form 'code', sub {
46     my ($name, $value) = @_;
47     eval $value;
48 };
49 EOF
50
51 meta::function('cat', <<'EOF');
52 print join "\n", @data{@_};
53 EOF
54
55 meta::function('set', <<'EOF');
56 $data{$_[0]} = join '', <STDIN>;
57 EOF
58
59 meta::function('edit', <<'EOF');
60 my $filename = '/tmp/' . rand();
61 open my $file, '>', $filename;
62 print $file $data{$_[0]};
63 close $file;
64
65 system($ENV{EDITOR} || $ENV{VISUAL} || '/usr/bin/nano', $filename);
66
67 open my $file, '<', $filename;
68 $data{$_[0]} = join '', <$file>;
69 close $file;
70 EOF
71
72 meta::code('main', <<'EOF');
73 # Run specified command:
74 my $command = shift @ARGV;
75 &$command(@ARGV);
76
77 # Save new state:
78 open my $file, '>', $0;
79 print $file $data{'bootstrap::initialization'};

```

```

80
81 # Serialize attributes (everything else before code):
82 for (grep(!/^code:./, keys %data), grep(/^code:./, keys %data)) {
83   my ($namespace, $name) = split /:./, $_, 2;
84   print $file "meta::$namespace('$name', <<'EOF');\n$data{$_}\nEOF\n";
85 }
86
87 # Just for good measure:
88 print $file "\n__END__";
89 close $file;
90 EOF
91
92 __END__

```

Chapter 5

Serialization

Earlier I alluded to a glaring problem with these scripts as they stand. The issue is the EOF marker we've been using. Here's what happens if we put a line containing EOF into an attribute:

```
$ cp examples/basic-meta-with-functions temp
$ perl temp set function::bif
print <<'EOF';
uh-oh...
EOF
^D
$ perl temp cat function::bif
Can't locate object method "EOF" via package "meta::function" at temp line 31.
$
```

It's not hard to see what went wrong: temp now has an attribute definition that looks like this:

```
meta::function('bif', <<'EOF');
print <<'EOF';
uh-oh...
EOF

EOF
```

We need to come up with some end marker that isn't in the value being stored. For the moment let's use random numbers.¹

¹object implements a simple FNV-hash and uses the hash of the contents. I'll go over how to implement this a bit later.

5.1 Fixing the EOF markers

There isn't a particularly compelling reason to inline the serialization logic in `code::main`. Since we have a low-overhead way of defining functions, let's make a `serialize` function to return the state of a script as a string, along with a helper method `serialize_single` to handle one attribute at a time:

```
meta::function('serialize', <<'EOF');
my @keys = sort keys %data;
join "\n", $data{'bootstrap::initialization'},
          map(serialize_single($_), grep !/^code::/, @keys),
          map(serialize_single($_), grep /^code::/, @keys),
          "\n__END__";
EOF

meta::function('serialize_single', <<'EOF');
my ($namespace, $name) = split /::/, $_[0], 2;
my $marker = '__' . int(rand(1 << 31));
"meta::$namespace('$name', <<' $marker');\n$data{$_[0]}\n$marker";
EOF
```

Sorting the keys is important. We'll be verifying the output of the serialization function, so it needs to be stable.

Now `code::main` is a bit simpler. With these new functions the file logic becomes:

```
open my $file, '>', $0;
print $file serialize();
close $file;
```

5.2 Verifying serialization

What we've been doing is very unsafe. There isn't a backup file, so if the serialization goes wrong then we'll blindly nuke our original script. This is a big problem, so let's fix it. The new strategy will be to serialize to a temporary file, have that file generate a checksum, and make sure that the checksum is what we expect. Before we can implement such a mechanism, though, we'll need a string hash function.

5.2.1 Implementing the Fowler-Noll Vo hash

At its core, the FNV-1a hash² is just a multiply-xor in a loop. Generally it's written like this:

²http://en.wikipedia.org/wiki/Fowler-Noll-Vo_hash_function

```

int hash (char *s) {
    const int fnv_prime = 16777619;      // Magic numbers
    const int fnv_offset = 2166136261;
    int result = fnv_offset;
    char c;
    while (c = *s++) {
        result ^= c;
        result *= fnv_prime;
    }
    return result;
}

```

In Perl it's advantageous to vectorize this function for performance reasons. It isn't necessarily sound to do this, but empirically the results seem reasonably well-distributed. Here's the function I ended up with:

```

meta::function('fnv_hash', <<'EOF');
my ($data) = @_;

my ($fnv_prime, $fnv_offset) = (16777619, 2166136261);
my $hash                      = $fnv_offset;
my $modulus                   = 2 ** 32;

$hash = ($hash ^ ($_ & 0xffff) ^ ($_ >> 16)) * $fnv_prime % $modulus
    for unpack 'L*', $data . substr($data, -4) x 8;
$hash;
EOF

```

This produces a 32-bit hash. Ideally we have something of at least 128 bits, just to reduce the likelihood of collision. When I was writing the 128-bit hash I went a bit overboard with hash chaining (which doesn't matter because it isn't a cryptographic hash), but here's the full hash:

```

meta::function('fast_hash', <<'EOF');
my ($data)      = @_;
my $piece_size = length($data) >> 3;

my @pieces      = (substr($data, $piece_size * 8) . length($data),
    map(substr($data, $piece_size * $_, $piece_size), 0 .. 7));
my @hashes      = (fnv_hash($pieces[0]));

push @hashes, fnv_hash($pieces[$_ + 1] . $hashes[$_]) for 0 .. 7;

$hashes[$_] ^= $hashes[$_ + 4] >> 16 | ($hashes[$_ + 4] & 0xffff) << 16 for 0 .. 3;
$hashes[0] ^= $hashes[8];

sprintf '%08x' x 4, @hashes[0 .. 3];
EOF

```


The convolutedness of this logic is partially to accommodate for very short strings.

5.2.2 Fixing EOF markers again

It's probably fine to use random numbers for EOF markers, but I prefer using a hash of the content. While it's probably about the same either way, it intuitively feels less likely that a string will contain its own hash.³

```
meta::function('serialize_single', <<'EOF');
my ($namespace, $name) = split /::/, $_[0], 2;
my $marker = '__' . fast_hash($data{$_[0]});
"meta::$namespace('$name', <<'$marker');\n$data{$_[0]}\n$marker";
EOF
```

We can also use the script state to get a tempfile in the edit function.⁴

5.2.3 Implementing the state function

The “state” of an object is just the hash of its serialization. (This is why it's useful to have the serialization logic factored out.)

```
meta::function('state', <<'EOF');
fast_hash(serialize());
EOF
```

5.2.4 Implementing the verify function

verify writes a temporary copy, checks its checksum, and returns 0 or 1 depending on whether the checksum came out invalid or valid, respectively. If invalid, it leaves the temporary file there for debugging purposes.

```
meta::function('verify', <<'EOF');
my $serialized_data = serialize();
my $state           = state();

my $temporary_filename = "$0.$state";
open my $file, '>', $temporary_filename;
print $file $serialized_data;
close $file;
chmod 0700, $temporary_filename;

chomp(my $observed_state = join ' ', qx|perl '$temporary_filename' state|);
```

³And as we all know, intuition is key when making decisions in math and computer science...

⁴object uses File::Temp to get temporary filenames. This is a better solution than anything involving pseudorandom names in /tmp.

```

my $result = $observed_state eq $state;
unlink $temporary_filename if $result;
$result;
EOF

```

5.3 Save logic

Now we can use `verify` before overwriting `$0`.

```

meta::function('save', <<'EOF');
if (verify()) {
    open my $file, '>', $0;
    print $file serialize();
    close $file;
} else {
    warn 'Verification failed';
}
EOF

meta::code('main', <<'EOF');
...
save();
EOF

```

5.4 `code::main` fixes

There's actually a fairly serious problem at this point. Every script saves itself unconditionally, which involves creating a temporary filename and verifying its contents. What happens when we run one then? Something like this:

```

$ perl some-script cat function::cat
join "\n", @data{@_};      # Gets this much right
# Now calls save(), which calls verify() to create a new temp script:
> perl some-script.hash1 state
hash1                      # Gets this much right
# Now calls save(), which calls verify() to create a new temp script:
> perl some-script.hash1.hash2 state
...

```

That's not what we want at all. There's no reason to call `save` unless a modification has occurred, so we can make this modification to `code::main`:

```

meta::code('main', <<'EOF');
my $initial_state = state();

```

```

my $command = shift @ARGV;
print &$command(@ARGV);    # Also printing the result -- important for state
save() if state() ne $initial_state;
EOF

```

5.5 Final result

At this point we have an extensible and reasonably robust script. Here's what we've got so far:

Listing 5.1 examples/verified

```

1  my %data;
2  my %datatypes;
3
4  sub meta::define_form {
5      my ($namespace, $delegate) = @_;
6      $datatypes{$namespace} = $delegate;
7      *{"meta::${namespace}::implementation"} = $delegate;
8      *{"meta::$namespace"} = sub {
9          my ($name, $value) = @_;
10         chomp $value;
11         $data{"${namespace}::$name"} = $value;
12         $delegate->($name, $value);
13     };
14 }
15 meta::define_form 'bootstrap', sub {};
16 meta::define_form 'function', sub {
17     my ($name, $body) = @_;
18     *{$name} = eval "sub {\n$body\n}";
19 };
20 meta::define_form 'code', sub {
21     my ($name, $value) = @_;
22     eval $value;
23 };
24
25 meta::bootstrap('initialization', <<'EOF');
26 my %data;
27 my %datatypes;
28
29 sub meta::define_form {
30     my ($namespace, $delegate) = @_;
31     $datatypes{$namespace} = $delegate;
32     *{"meta::${namespace}::implementation"} = $delegate;
33     *{"meta::$namespace"} = sub {
34         my ($name, $value) = @_;

```

```

35     chomp $value;
36     $data{"${namespace}::$name"} = $value;
37     $delegate->($name, $value);
38 };
39 }
40 meta::define_form 'bootstrap', sub {};
41 meta::define_form 'function', sub {
42     my ($name, $body) = @_;
43     *{$name} = eval "sub {\n$body\n}";
44 };
45 meta::define_form 'code', sub {
46     my ($name, $value) = @_;
47     eval $value;
48 };
49 EOF
50
51 meta::function('serialize', <<'EOF');
52 my @keys = sort keys %data;
53 join "\n", $data{'bootstrap::initialization'},
54     map(serialize_single($_), grep !/^code::/, @keys),
55     map(serialize_single($_), grep /^code::/, @keys),
56     "\n__END__";
57 EOF
58
59 meta::function('serialize_single', <<'EOF');
60 my ($namespace, $name) = split /::/, $_[0], 2;
61 my $marker = '__' . fast_hash($data{$_[0]});
62 "meta::$namespace('$name', <<'$marker');\n$data{$_[0]}\n$marker";
63 EOF
64
65 meta::function('fnv_hash', <<'EOF');
66 my ($data) = @_;
67 my ($fnv_prime, $fnv_offset) = (16777619, 2166136261);
68 my $hash = $fnv_offset;
69 my $modulus = 2 ** 32;
70 $hash = ($hash ^ ($_ & 0xffff) ^ ($_ >> 16)) * $fnv_prime % $modulus
71     for unpack 'L*', $data . substr($data, -4) x 8;
72 $hash;
73 EOF
74
75 meta::function('fast_hash', <<'EOF');
76 my ($data) = @_;
77 my $piece_size = length($data) >> 3;
78 my @pieces = (substr($data, $piece_size * 8) . length($data),
79     map(substr($data, $piece_size * $_, $piece_size), 0 .. 7));
80 my @hashes = (fnv_hash($pieces[0]));

```

```

81 push @hashes, fnv_hash($pieces[$_ + 1] . $hashes[$_]) for 0 .. 7;
82 $hashes[$_] ^= $hashes[$_ + 4] >> 16 | ($hashes[$_ + 4] & 0xffff) << 16 for 0 .. 3;
83 $hashes[0] ^= $hashes[8];
84 sprintf '%08x' x 4, @hashes[0 .. 3];
85 EOF
86
87 meta::function('state', <<'EOF');
88 fast_hash(serialize());
89 EOF
90
91 meta::function('verify', <<'EOF');
92 my $serialized_data = serialize();
93 my $state           = state();
94
95 my $temporary_filename = "$0.$state";
96 open my $file, '>', $temporary_filename;
97 print $file $serialized_data;
98 close $file;
99 chmod 0700, $temporary_filename;
100 chomp(my $observed_state = join '', qx|perl '$temporary_filename' state|);
101 my $result = $observed_state eq $state;
102 unlink $temporary_filename if $result;
103 $result;
104 EOF
105
106 meta::function('save', <<'EOF');
107 if (verify()) {
108     open my $file, '>', $0;
109     print $file serialize();
110     close $file;
111 } else {
112     warn 'Verification failed';
113 }
114 EOF
115
116 meta::function('cat', <<'EOF');
117 join "\n", @data{ @_ };
118 EOF
119
120 meta::function('set', <<'EOF');
121 $data{$_[0]} = join ' ', <STDIN>;
122 EOF
123
124 meta::function('edit', <<'EOF');
125 my $filename = '/tmp/' . rand();
126 open my $file, '>', $filename;

```

```

127 print $file $data{$_[0]};
128 close $file;
129 system($ENV{EDITOR} || $ENV{VISUAL} || '/usr/bin/nano', $filename);
130 open my $file, '<', $filename;
131 $data{$_[0]} = join '', <$file>;
132 close $file;
133 EOF
134
135 meta::code('main', <<'EOF');
136 my $initial_state = state();
137 my $command = shift @ARGV;
138 print &$command(@ARGV);
139 save() if state() ne $initial_state;
140 EOF
141
142 __END__

```

Chapter 6

Adding a REPL

There are some ergonomic problems with the script as it stands. First, it should have a shebang line so that we don't have to use `perl` explicitly. But more importantly, it should provide a REPL so that we don't have to keep calling it by name.

The first question is how this should be invoked. It would be cool if we could run the script without arguments and get the REPL, but that will require some changes to the current `code::main`. The “right way” to do it also requires a new data type.

6.1 The data data type

Sometimes we just want to store pieces of data without any particular meaning. We could use `bootstrap::` for this, but it's cleaner to introduce a new data type altogether.

```
meta::define_form 'data', sub {  
  # Define a basic editing interface:  
  my ($name, $value) = @_;  
  *{$name} = sub {  
    my ($command, $value) = @_;  
    return $data{"data::$name"} unless @_  
    $data{"data::$name"} = $value if $command eq '=';  
  };  
};
```

This function we're defining lets us inspect and change a data attribute from the command line. Assuming `data::foo`, for example:

```
$ perl script foo = bar  
bar  
$ perl script foo
```

```
bar
$ perl script foo = baz
baz
$
```

6.2 Setting up the default action

The default action can be stored in a `data::` attribute:

```
meta::data('default-action', <<'EOF');
shell
EOF

meta::code('main', <<'EOF');
...
my $command = shift @ARGV || $data{'data::default-action'};
print &$command(@ARGV);
...
EOF
```

Since all values are chomped already, we don't have to worry about the newline caused by the heredoc.

6.3 Making the script executable

This isn't hard at all. It means one extra line in the bootstrap logic, and another extra line in `save`:

```
meta::bootstrap('initialization', <<'EOF');
#!/usr/bin/perl
...
EOF

meta::function('save', <<'EOF');
...
    close $file;
    chmod 0744, $0; # Not perfect, but will fix later
...
EOF
```

6.4 The shell function

The idea here is to listen for commands from the user and simulate the `@ARGV` interaction pattern. `Readline` is the simplest way to go about this:


```

meta::function('shell', <<'EOF');
use Term::ReadLine;
my $term = new Term::ReadLine "$0 shell";
$term->ornaments(0);
my $output = $term->OUT || \*STDOUT;
while (defined($_ = $term->readline("$0\$ "))) {
    my @args = grep length, split /\s+|("[^"\\]*(?:\\.|)"/o;
    my $function_name = shift @args;
    s/^(.*)"$$/1/o, s/\\\\""/"/go for @args;

    if ($function_name) {
        chomp(my $result = eval {"&$function_name(@args)"});
        warn "$@" if $@;
        print $output $result, "\n" unless $@;
    }
}
EOF

```

This shell function does some minimal quotation-mark parsing so that you can use multi-word arguments, but otherwise it's fairly basic. The script's name is used as the shell prompt.

It's OK to use use inside of eval'd functions. I think what happens is that it gets processed when the function is first created by `meta::function`. But basically, Perl does the right thing and it works just fine as long as the module exists.

6.5 Taking it to the max: tab-completion

If you have the GNU Readline library installed (Perl defaults to something else otherwise), you can get tab-autocompletion just like you can in Bash. Here's a complete function written by my wife Joyce, modified slightly to make sense with this implementation:

```

meta::function('complete', <<'EOF');
my @attributes = sort keys %data;

sub match {
    my ($text, @options) = @_;
    my @matches = sort grep /^$text/, @options;

    if (@matches == 0) {return undef;}
    elsif (@matches == 1) {return $matches [0];}
    elsif (@matches > 1) {
        return ((longest ($matches [0], $matches [@matches - 1])), @matches);
    }
}

```

```

}

sub longest {
    my ($s1, $s2) = @_;
    return substr ($s1, 0, length $1) if ($s1 ^ $s2) =~ /\0*/;
    return '';
}

my ($text, $line) = @_;
match ($text, @attributes);
EOF

```

Using this function is easy; we just add one line to shell:

```

$term->Attribs->{attempted_completion_function} = \&complete;
while (defined($_ = $term->readline("$0\$ ")) {
    ...

```

6.6 Final result

Merging the shell and executable behavior in with the script from the last chapter, we now have:¹

Listing 6.1 examples/shell

```

1  #!/usr/bin/perl
2  my %data;
3  my %datatypes;
4
5  sub meta::define_form {
6      my ($namespace, $delegate) = @_;
7      $datatypes{$namespace} = $delegate;
8      *{"meta::$namespace::implementation"} = $delegate;
9      *{"meta::$namespace"} = sub {
10         my ($name, $value) = @_;
11         chomp $value;
12         $data{"$namespace::$name"} = $value;
13         $delegate->($name, $value);
14     };
15 }
16 meta::define_form 'bootstrap', sub {};
17 meta::define_form 'function', sub {
18     my ($name, $body) = @_;

```

¹You might notice that I'm still using EOF as the marker in these scripts. As soon as the script is rewritten it will replace the EOFs with hashes; in general, you can use any valid delimiter the first time around and the script will take it from there.

```

19     *{$name} = eval "sub {\n$body\n}";
20 };
21 meta::define_form 'code', sub {
22     my ($name, $value) = @_;
23     eval $value;
24 };
25 meta::define_form 'data', sub {
26     # Define a basic editing interface:
27     my ($name, $value) = @_;
28     *{$name} = sub {
29         my ($command, $value) = @_;
30         return $data{"data::$name"} unless @_;
31         $data{"data::$name"} = $value if $command eq '=';
32     };
33 };
34
35 meta::bootstrap('initialization', <<'EOF');
36 #!/usr/bin/perl
37 my %data;
38 my %datatypes;
39
40 sub meta::define_form {
41     my ($namespace, $delegate) = @_;
42     $datatypes{$namespace} = $delegate;
43     *{"meta::$namespace::implementation"} = $delegate;
44     *{"meta::$namespace"} = sub {
45         my ($name, $value) = @_;
46         chomp $value;
47         $data{"$namespace::$name"} = $value;
48         $delegate->($name, $value);
49     };
50 }
51 meta::define_form 'bootstrap', sub {};
52 meta::define_form 'function', sub {
53     my ($name, $body) = @_;
54     *{$name} = eval "sub {\n$body\n}";
55 };
56 meta::define_form 'code', sub {
57     my ($name, $value) = @_;
58     eval $value;
59 };
60 meta::define_form 'data', sub {
61     # Define a basic editing interface:
62     my ($name, $value) = @_;
63     *{$name} = sub {
64         my ($command, $value) = @_;

```

```

65     return $data{"data::$name"} unless @_;
66     $data{"data::$name"} = $value if $command eq '=';
67 };
68 };
69 EOF
70
71 meta::data('default-action', <<'EOF');
72 shell
73 EOF
74
75 meta::function('serialize', <<'EOF');
76 my @keys = sort keys %data;
77 join "\n", $data{'bootstrap::initialization'},
78         map(serialize_single($_), grep !/^code::/, @keys),
79         map(serialize_single($_), grep /^code::/, @keys),
80         "\n__END__";
81 EOF
82
83 meta::function('serialize_single', <<'EOF');
84 my ($namespace, $name) = split /::/, $_[0], 2;
85 my $marker = '__' . fast_hash($data{$_[0]});
86 "meta::$namespace('$name', <<'$marker');\n$data{$_[0]}\n$marker";
87 EOF
88
89 meta::function('fnv_hash', <<'EOF');
90 my ($data) = @_;
91 my ($fnv_prime, $fnv_offset) = (16777619, 2166136261);
92 my $hash = $fnv_offset;
93 my $modulus = 2 ** 32;
94 $hash = ($hash ^ ($_ & 0xffff) ^ ($_ >> 16)) * $fnv_prime % $modulus
95 for unpack 'L*', $data . substr($data, -4) x 8;
96 $hash;
97 EOF
98
99 meta::function('fast_hash', <<'EOF');
100 my ($data) = @_;
101 my $piece_size = length($data) >> 3;
102 my @pieces = (substr($data, $piece_size * 8) . length($data),
103              map(substr($data, $piece_size * $_, $piece_size), 0 .. 7));
104 my @hashes = (fnv_hash($pieces[0]));
105 push @hashes, fnv_hash($pieces[$_ + 1] . $hashes[$_]) for 0 .. 7;
106 $hashes[$_] ^= $hashes[$_ + 4] >> 16 | ($hashes[$_ + 4] & 0xffff) << 16 for 0 .. 3;
107 $hashes[0] ^= $hashes[8];
108 sprintf '%08x' x 4, @hashes[0 .. 3];
109 EOF
110

```

```

111 meta::function('state', <<'EOF');
112 fast_hash(serialize());
113 EOF
114
115 meta::function('verify', <<'EOF');
116 my $serialized_data = serialize();
117 my $state           = state();
118
119 my $temporary_filename = "$0.$state";
120 open my $file, '>', $temporary_filename;
121 print $file $serialized_data;
122 close $file;
123 chmod 0700, $temporary_filename;
124 chomp(my $observed_state = join '', qx|perl '$temporary_filename' state|);
125 my $result = $observed_state eq $state;
126 unlink $temporary_filename if $result;
127 $result;
128 EOF
129
130 meta::function('save', <<'EOF');
131 if (verify()) {
132     open my $file, '>', $0;
133     print $file serialize();
134     close $file;
135     chmod 0744, $0;
136 } else {
137     warn 'Verification failed';
138 }
139 EOF
140
141 meta::function('cat', <<'EOF');
142 join "\n", @data{@_};
143 EOF
144
145 meta::function('set', <<'EOF');
146 $data{$_[0]} = join ' ', <STDIN>;
147 EOF
148
149 meta::function('complete', <<'EOF');
150 my @attributes = sort keys %data;
151 sub match {
152     my ($text, @options) = @_;
153     my @matches = sort grep /^$text/, @options;
154
155     if (@matches == 0) {return undef;}
156     elsif (@matches == 1) {return $matches [0];}

```

```

157     elsif (@matches > 1) {
158         return ((longest ($matches [0], $matches [@matches - 1])), @matches);
159     }
160 }
161 sub longest {
162     my ($s1, $s2) = @_;
163     return substr ($s1, 0, length $1) if ($s1 ^ $s2) =~ /\^(\\0*)/;
164     return '';
165 }
166 my ($text, $line) = @_;
167 match ($text, @attributes);
168 EOF
169
170 meta::function('shell', <<'EOF');
171 use Term::ReadLine;
172 my $term = new Term::ReadLine "$0 shell";
173 $term->ornaments(0);
174 my $output = $term->OUT || \*STDOUT;
175 $term->Attribs->{attempted_completion_function} = \&complete;
176 while (defined($_ = $term->readline("$0$ "))) {
177     my @args = grep length, split /\s+|("[^"\\"]*(?:\\.|)"/o;
178     my $function_name = shift @args;
179     s/^(.*)"/$/\1/o, s/\\\\""/"/go for @args;
180
181     if ($function_name) {
182         chomp(my $result = eval {&$function_name(@args)});
183         warn $@ if $@;
184         print $output $result, "\n" unless $@;
185     }
186 }
187 EOF
188
189 meta::function('edit', <<'EOF');
190 my $filename = '/tmp/' . rand();
191 open my $file, '>', $filename;
192 print $file $data{$_[0]};
193 close $file;
194 system($ENV{EDITOR} || $ENV{VISUAL} || '/usr/bin/nano', $filename);
195 open my $file, '<', $filename;
196 $data{$_[0]} = join '', <$file>;
197 close $file;
198 EOF
199
200 meta::code('main', <<'EOF');
201 my $initial_state = state();
202 my $command = shift @ARGV || $data{'data::default-action'};

```

```
203 print &$command(@ARGV);
204 save() if state() ne $initial_state;
205 EOF
206
207 __END__
```

Chapter 7

Some improvements

Let's step back for a minute and improve things a bit in preparation for some real awesomeness. There are few places that could use improvement. First, there isn't a way to get a list of defined attributes on an object without opening it by hand. Second, the interface exposes too many functions to the user; in particular, things like `complete` aren't useful from the command line. Finally, every data type we define gets put into `bootstrap::initialization`, which causes $O(n)$ redundancy in the size of the data type constructors.

7.1 Useful functions

The most important thing to add is `ls`, which gives you a listing of attributes:¹ Related are `cp` and `rm`, which do what you would expect:

```
meta::function('ls', <<'EOF');
join "\n", sort keys %data;
EOF
```

```
meta::function('cp', <<'EOF');
$data{$_[1]} = $data{$_[0]};
EOF
```

```
meta::function('rm', <<'EOF');
delete @data{@_};
EOF
```

¹object contains a much more sophisticated version of `ls`. It parses options and applies filters to the listing, much like the UNIX `ls` command. I'll go over how to implement this stuff in a later chapter.

Another useful function is `create`, which opens an editor for a new attribute:²

```
meta::function('create', <<'EOF');
return edit($_[0]) if exists $data{$_[0]};
$data{$_[0]} = $_[1] || "# Attribute $_[0]";
edit($_[0]);
EOF
```

Now we can create stuff from inside the shell or command-line and have a civilized text-editor interface to do it.

7.2 Making some functions internal

It would be nice to have a distinction between functions meant for public consumption and functions used just inside the script. For example, nobody's going to call `fnv_hash` from the command-line; they'd have to pass it a string in `@ARGV`, which isn't practical. So it's time for a new toplevel mechanism, the `%externalized_functions` table:

```
# In bootstrap::initialization:
my %data;
my %externalized_functions;
my %datatypes;
```

`%externalized_functions` maps every callable function to the attribute that defines it, and only the listed functions will be usable directly from the shell or the command-line. This has an additional benefit of providing much better autocompletion, since the first word in the REPL always names a function.

```
meta::define_form 'data', sub {
  my ($name, $value) = @_;
  $externalized_functions{$name} = "data::$name";
  *{$name} = ...;
};

meta::define_form 'function', sub {
  my ($name, $value) = @_;
  $externalized_functions{$name} = "function::$name";
  *{$name} = ...;
};
```

And here's the new data type:

²We can already do this with `edit`, but `object` doesn't let you edit attributes that don't exist. I'll include that behavior in these scripts before too long.

```

meta::define_form 'internal_function', sub {
  my ($name, $value) = @_;
  *{$name} = eval "sub {\n$value\n}";
};

```

We can now move `fnv_hash`, `fast_hash`, and `complete` into this namespace.
We'll need to update `shell` and `complete` to leverage this new information:

```

# shell function:
use Term::ReadLine;
my $term = new Term::ReadLine "$0 shell";
$term->ornaments(0);
my $output = $term->OUT || \*STDOUT;
$term->Attribs->{attempted_completion_function} = \&complete;
while (defined($_ = $term->readline("$0\$ "))) {
  my @args = grep length, split /\s+|("[^"\\]*(?:\\\.|?)")/o;
  my $function_name = shift @args;
  s/^(.*)"/\1/o, s/\\\\""/"/go for @args;

  if ($function_name) {
    if ($externalized_functions{$function_name}) {
      chomp(my $result = eval {&$function_name(@args)});
      warn @$ if $@;
      print $output $result, "\n" unless $@;
    } else {
      warn "Command not found: '$function_name' (use 'ls' to see available commands)";
    }
  }
}

# complete function:
my @functions = sort keys %externalized_functions;
my @attributes = sort keys %data;
sub match {
  my ($text, @options) = @_;
  my @matches = sort grep /^$text/, @options;
  if (@matches == 0) {return undef;}
  elsif (@matches == 1) {return $matches [0];}
  elsif (@matches > 1) {
    return ((longest ($matches [0], $matches [@matches - 1])), @matches);
  }
}
sub longest {
  my ($s1, $s2) = @_;
  return substr ($s1, 0, length $1) if ($s1 ^ $s2) =~ /\^(\\0*)/;
  return '';
}

```

```

}
my ($text, $line) = @_;
if ($line =~ / /) {
  # Start matching attribute names.
  match ($text, @attributes);
} else {
  # Start of line, so it's a function.
  match ($text, @functions);
}

```

- Separate attributes for data types — `sec:some-improvements-separate-attributes-for-data-types` It's cumbersome to have all of the data types go in `bootstrap::initialization`. Better is to break the code into separate attributes. To do this we'll need to restructure the scripts a little bit.

Up until now the “stuff first, code second” approach has worked out all right. But now we want to evaluate stuff at the beginning and at the end, and if this keeps up it could get out of hand. Better is to have `serialize` generate a call into some function that will be defined, and do away with `code::` altogether. We can use a new namespace `meta::` for stuff that needs to be evaluated at the beginning. So basically, instead of this:

```

bootstrap
  types
functions
code

```

we'd have this:

```

bootstrap
meta definitions
functions
call to internal::main()

```

Here's what the new `serialize` looks like:

```

my @keys = sort keys %data;
join "\n", $data{'bootstrap::initialization'},
  map(serialize_single($_),
    grep( /^meta::/, @keys),
    grep( !/^meta::/, @keys)),
  "internal::main();",
  "__END__";

```

And here's the definition for `meta::` (it's identical to the one we used to have for `code::`). This is the only `define_form` invocation in `bootstrap::initialization`; the others now reside in their own attributes.

```

meta::define_form 'meta', sub {
  my ($name, $value) = @_;
  eval $value;
};

```

Here are the new type definitions:

```

meta::meta('type::data', <<'EOF');
meta::define_form 'data', sub {...};
EOF
meta::meta('type::function', <<'EOF');
meta::define_form 'function', sub {...};
EOF
meta::meta('type::bootstrap', <<'EOF');
meta::define_form 'bootstrap', sub {};
EOF
...

```

7.2.1 Factoring externalization

While we're cleaning up meta-stuff, it's worth thinking about factoring out externalization. There isn't a particularly good reason to keep manually assigning to `%externalized_functions`; better is to abstract this detail into a function. To do this, we'll want a meta-library:

```

meta::meta('externalize', <<'EOF');
sub meta::externalize {
  my ($name, $attribute, $implementation) = @_;
  $externalized_functions{$name} = $attribute;
  *{$name} = $implementation;
}
EOF

```

This meta-definition is available to the others because it sorts first.³ Now instead of manually externalizing stuff, data types like `function::` and `data::` can just use `meta::externalize`:

```

meta::meta('type::function', <<'EOF');
meta::define_form 'function', sub {
  my ($name, $value) = @_;
  meta::externalize $name, "function::$name", eval "sub {\n$value\n}";
};
EOF

```

³Which is a horrible way to manage dependencies, but it's worked so far.

7.3 Abstracting %data

Another issue worth fixing is that you can assign into %data arbitrarily, particularly in ways that end up breaking deserialization. For instance, nothing is stopping you from creating a key called `foo::bar` even though there isn't a namespace called `foo::`. This problem can be solved at the interface level (i.e. inside `edit`, `set`, and `such`), but it's probably more useful to go a step further and abstract all access to %data.

Rather than writing to %data, then, we'll use an internal function called `associate`; and to read from it we'll use `retrieve`.⁴ These two functions also benefit from a couple more to separate out namespace components. The `namespace` function gives you the base part, and the `attribute` function gives you the rest.⁵

```
meta::internal_function('namespace', <<'EOF');
my ($name) = @_;
$name =~ s/::.*$//;
$name;
EOF

meta::internal_function('attribute', <<'EOF');
my ($name) = @_;
$name =~ s/^[^:]*::://;
$name;
EOF

meta::internal_function('retrieve', <<'EOF');
my @results = map defined $data{$_} ? $data{$_} : file::read($_), @_;
wantarray ? @results : $results[0];
EOF

meta::internal_function('associate', <<'EOF');
my ($name, $value, %options) = @_;
my $namespace = namespace($name);
die "Namespace $namespace does not exist" unless $datatypes{$namespace};
$data{$name} = $value;
execute($name) if $options{'execute'};
EOF
```

7.3.1 Dynamic execution

One problem with the way we've defined `cp` is that you'll have to close and reopen the shell to get new functions to take effect. This is because while

⁴I can't remember why I thought `retrieve` was necessary when I wrote `object`. As far as I know it still isn't; it's just there for symmetry I think.

⁵All four of these functions are taken directly from `object`.

we're assigning into %data, we're not calling the handler associated with the namespace. The simplest way to fix this is to dynamically invoke that handler:

```
meta::internal_function('execute', <<'EOF');
my ($name, %options) = @_;
my $namespace = namespace($name);
eval {"meta::$namespace"}(attribute($name), retrieve($name));
warn $@ if $@ && $options{'carp'};
EOF
```

associate is already hooked up to use this function; all you have to do is pass an extra option:

```
associate('function::foo', '...', execute => 1);
```

7.4 Final result

Integrating all of these improvements into the previous chapter's script yields this monumental piece of work:

Listing 7.1 examples/some-improvements

```
1  #!/usr/bin/perl
2  my %data;
3  my %externalized_functions;
4  my %datatypes;
5
6  sub meta::define_form {
7      my ($namespace, $delegate) = @_;
8      $datatypes{$namespace} = $delegate;
9      *{"meta::$namespace"}::implementation = $delegate;
10     *{"meta::$namespace"} = sub {
11         my ($name, $value) = @_;
12         chomp $value;
13         $data{"${namespace}::$name"} = $value;
14         $delegate->($name, $value);
15     };
16 }
17
18 meta::define_form 'meta', sub {
19     my ($name, $value) = @_;
20     eval $value;
21 };
22
23 meta::meta('type::bootstrap', <<'EOF');
24 meta::define_form 'bootstrap', sub {};
25 EOF
```

```

26
27 meta::meta('type::function', <<'EOF');
28 meta::define_form 'function', sub {
29     my ($name, $body) = @_;
30     *{$name} = eval "sub {\n$body\n}";
31 };
32 EOF
33
34 meta::meta('type::internal_function', <<'EOF');
35 meta::define_form 'internal_function', sub {
36     my ($name, $value) = @_;
37     *{$name} = eval "sub {\n$value\n}";
38 };
39 EOF
40
41 meta::meta('type::data', <<'EOF');
42 meta::define_form 'data', sub {
43     # Define a basic editing interface:
44     my ($name, $value) = @_;
45     *{$name} = sub {
46         my ($command, $value) = @_;
47         return $data{"data::$name"} unless @_;
48         $data{"data::$name"} = $value if $command eq '=';
49     };
50 };
51 EOF
52
53 meta::bootstrap('initialization', <<'EOF');
54 #!/usr/bin/perl
55 my %data;
56 my %externalized_functions;
57 my %datatypes;
58
59 sub meta::define_form {
60     my ($namespace, $delegate) = @_;
61     $datatypes{$namespace} = $delegate;
62     *{"meta::{$namespace}::implementation"} = $delegate;
63     *{"meta::$namespace"} = sub {
64         my ($name, $value) = @_;
65         chomp $value;
66         $data{"{$namespace}::$name"} = $value;
67         $delegate->($name, $value);
68     };
69 }
70
71 meta::define_form 'meta', sub {

```

```

72   my ($name, $value) = @_;
73   eval $value;
74 };
75 EOF
76
77 meta::data('default-action', <<'EOF');
78 shell
79 EOF
80
81 meta::internal_function('namespace', <<'EOF');
82 my ($name) = @_;
83 $name =~ s/::.*$//;
84 $name;
85 EOF
86
87 meta::internal_function('attribute', <<'EOF');
88 my ($name) = @_;
89 $name =~ s/^[^:]*::~//;
90 $name;
91 EOF
92
93 meta::internal_function('retrieve', <<'EOF');
94 my @results = map defined $data{$_} ? $data{$_} : file::read($_), @_;
95 wantarray ? @results : $results[0];
96 EOF
97
98 meta::internal_function('associate', <<'EOF');
99 my ($name, $value, %options) = @_;
100 my $namespace = namespace($name);
101 die "Namespace $namespace does not exist" unless $datatypes{$namespace};
102 $data{$name} = $value;
103 execute($name) if $options{'execute'};
104 EOF
105
106 meta::internal_function('execute', <<'EOF');
107 my ($name, %options) = @_;
108 my $namespace = namespace($name);
109 eval {&{"meta::$namespace"}(attribute($name), retrieve($name))};
110 warn $@ if $@ && $options{'carp'};
111 EOF
112
113 meta::function('serialize', <<'EOF');
114 my @keys = sort keys %data;
115 join "\n", $data{'bootstrap::initialization'},
116           map(serialize_single($_),
117              grep( /^meta::/, @keys),

```



```

118         grep(!/^meta:\/, @keys)),
119         "internal::main();",
120         "__END__";
121 EOF
122
123 meta::function('serialize_single', <<'EOF');
124 my ($namespace, $name) = split /::/, $_[0], 2;
125 my $marker = '__' . fast_hash($data{$_[0]});
126 "meta::$namespace('$name', <<'$marker');\n$data{$_[0]}\n$marker";
127 EOF
128
129 meta::function('fnv_hash', <<'EOF');
130 my ($data) = @_;
131 my ($fnv_prime, $fnv_offset) = (16777619, 2166136261);
132 my $hash = $fnv_offset;
133 my $modulus = 2 ** 32;
134 $hash = ($hash ^ ($_ & 0xffff) ^ ($_ >> 16)) * $fnv_prime % $modulus
135     for unpack 'L*', $data . substr($data, -4) x 8;
136 $hash;
137 EOF
138
139 meta::function('fast_hash', <<'EOF');
140 my ($data) = @_;
141 my $piece_size = length($data) >> 3;
142 my @pieces = (substr($data, $piece_size * 8) . length($data),
143     map(substr($data, $piece_size * $_, $piece_size), 0 .. 7));
144 my @hashes = (fnv_hash($pieces[0]));
145 push @hashes, fnv_hash($pieces[$_ + 1] . $hashes[$_]) for 0 .. 7;
146 $hashes[$_] ^= $hashes[$_ + 4] >> 16 | ($hashes[$_ + 4] & 0xffff) << 16 for 0 .. 3;
147 $hashes[0] ^= $hashes[8];
148 sprintf '%08x' x 4, @hashes[0 .. 3];
149 EOF
150
151 meta::function('state', <<'EOF');
152 fast_hash(serialize());
153 EOF
154
155 meta::function('verify', <<'EOF');
156 my $serialized_data = serialize();
157 my $state = state();
158
159 my $temporary_filename = "$0.$state";
160 open my $file, '>', $temporary_filename;
161 print $file $serialized_data;
162 close $file;
163 chmod 0700, $temporary_filename;

```

```

164 chomp(my $observed_state = join '', qx|perl '$temporary_filename' state|);
165 my $result = $observed_state eq $state;
166 unlink $temporary_filename if $result;
167 $result;
168 EOF
169
170 meta::function('save', <<'EOF');
171 if (verify()) {
172     open my $file, '>', $0;
173     print $file serialize();
174     close $file;
175     chmod 0744, $0;
176 } else {
177     warn 'Verification failed';
178 }
179 EOF
180
181 meta::function('cat', <<'EOF');
182 join "\n", @data{@_};
183 EOF
184
185 meta::function('set', <<'EOF');
186 $data{$_[0]} = join '', <STDIN>;
187 EOF
188
189 meta::function('complete', <<'EOF');
190 my @functions = sort keys %externalized_functions;
191 my @attributes = sort keys %data;
192 sub match {
193     my ($text, @options) = @_;
194     my @matches = sort grep /^$text/, @options;
195     if (@matches == 0) {return undef;}
196     elsif (@matches == 1) {return $matches [0];}
197     elsif (@matches > 1) {
198         return ((longest ($matches [0], $matches [@matches - 1])), @matches);
199     }
200 }
201 sub longest {
202     my ($s1, $s2) = @_;
203     return substr ($s1, 0, length $s1) if ($s1 ^ $s2) =~ /\^(\\0*)/;
204     return '';
205 }
206 my ($text, $line) = @_;
207 if ($line =~ / /) {
208     # Start matching attribute names.
209     match ($text, @attributes);

```

```

210 } else {
211     # Start of line, so it's a function.
212     match ($text, @functions);
213 }
214 EOF
215
216 meta::internal_function('shell', <<'EOF');
217 use Term::ReadLine;
218 my $term = new Term::ReadLine "$0 shell";
219 $term->ornaments(0);
220 my $output = $term->OUT || \*STDOUT;
221 $term->Attribs->{attempted_completion_function} = \&complete;
222 while (defined($_ = $term->readline("$0\$ "))) {
223     my @args = grep length, split /\s+|("[^"\\"]*(?:\\.|)"/o;
224     my $function_name = shift @args;
225     s/^(.*)"$$/\1/o, s/\\\\""/"/go for @args;
226
227     if ($function_name) {
228         if ($externalized_functions{$function_name}) {
229             chomp(my $result = eval {"&$function_name(@args)"});
230             warn "$@" if $@;
231             print $output $result, "\n" unless $@;
232         } else {
233             warn "Command not found: '$function_name' (use 'ls' to see available commands)";
234         }
235     }
236 }
237 EOF
238
239 meta::function('edit', <<'EOF');
240 my $filename = '/tmp/' . rand();
241 open my $file, '>', $filename;
242 print $file $data{$_[0]};
243 close $file;
244 system($ENV{EDITOR} || $ENV{VISUAL} || '/usr/bin/nano', $filename);
245 open my $file, '<', $filename;
246 $data{$_[0]} = join '', <$file>;
247 close $file;
248 EOF
249
250 meta::internal_function('internal::main', <<'EOF');
251 my $initial_state = state();
252 my $command = shift @ARGV || $data{'data::default-action'};
253 print &$command(@ARGV);
254 save() if state() ne $initial_state;
255 EOF

```

256

257 __END__

Part II

The Fun Stuff

7.5 eval backtraces