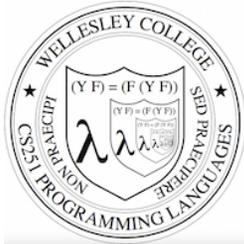


# Metaprogramming

These slides borrow heavily from Ben Wood's Fall '15 slides.



## CS251 Programming Languages Fall 2016, Lyn Turbak

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## How to implement a programming language

### Interpretation

An **interpreter** written in the **implementation language** reads a program written in the **source language** and **evaluates** it.

### Translation (a.k.a. compilation)

An **translator** (a.k.a. **compiler**) written in the **implementation language** reads a program written in the **source language** and **translates** it to an equivalent program in the **target language**.

### But now we need implementations of:

**implementation language**

**target language**

Metaprogramming 2

## How to implement a programming language

Can describe by deriving a “proof” of the implementation using these inference rules:

### Interpreter Rule

$$\frac{\text{P-in-L program} \quad \text{L interpreter machine}}{\text{P machine}}$$

### Translator Rule

$$\frac{\text{P-in-S program} \quad \text{S-to-T translator machine}}{\text{P-in-T program}}$$

Metaprogramming 3

## Implementation Derivation Example

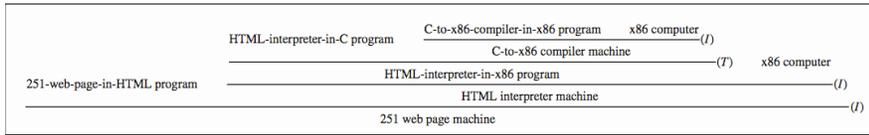
### Prove how to implement a "251 web page machine" using:

- 251-web-page-in-HTML program (a web page written in HTML)
- HTML-interpreter-in-C program (a web browser written in C)
- C-to-x86-translator-in-x86 program (a C compiler written in x86)
- x86 interpreter machine (an x86 computer)

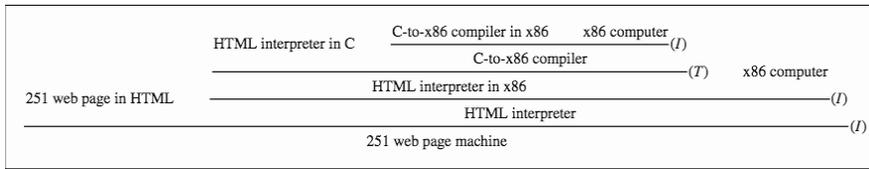
**No peaking ahead!**

Metaprogramming 4

## Implementation Derivation Example Solution



We can omit some occurrences of “program” and “machine”:



## Implementation Derivation Are Trees

And so we can represent them as nested structures, like nested bulleted lists:

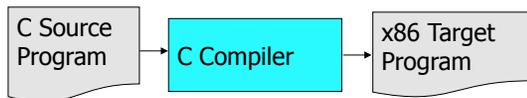
- ❑ 251-web-page-in-HTML program
  - HTML-interpreter-in-C program
    - C-to-x86 compiler-in-x86 program
    - X86 computer
  - C-to-x86 compiler machine (I)
    - ◇ HTML-interpreter-in-x86 program (T)
    - ◇ x86 computer
- ❑ HTML interpreter machine (I)
  - 251 web page machine (I)

Version that shows conclusions below bullets. More similar to derivations with horizontal lines, but harder to create, and read

- 251 web page machine (I)
  - ❑ 251-web-page-in-HTML program
    - ❑ HTML interpreter machine (I)
      - ◇ HTML-interpreter-in-x86 program (T)
        - HTML-interpreter-in-C program
          - C-to-x86 compiler-in-x86 program
          - X86 computer
      - ◇ x86 computer

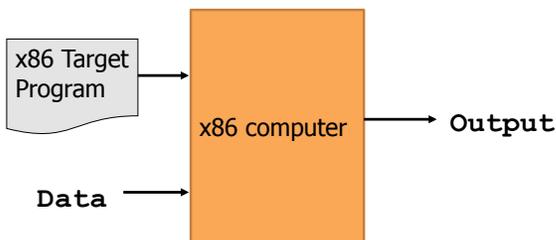
Preferred “top-down” version that shows conclusions above bullets.

## Compiler

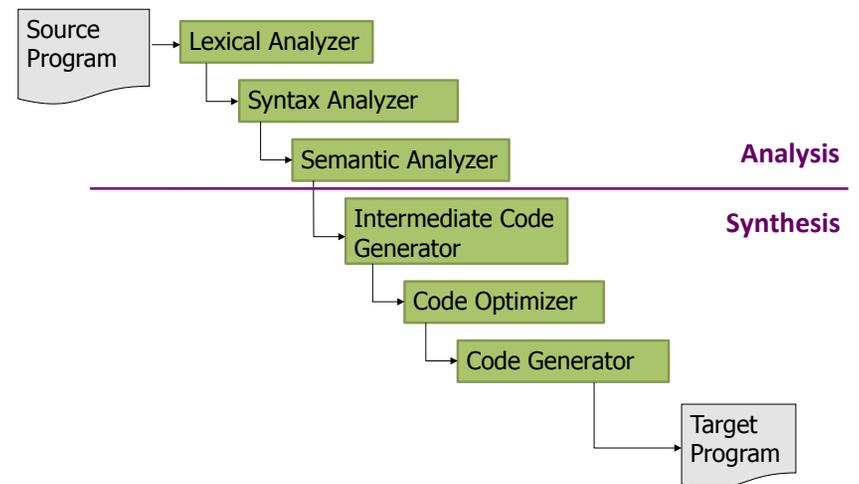


```

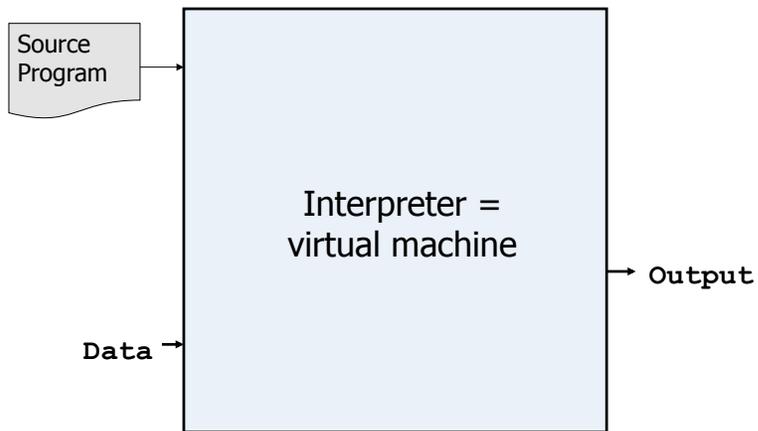
if (x == 0) {
    x = x + 1;
}
...
                cmp (1000), $0
                bne L
                add (1000), $1
                L:
                ...
    
```



## Typical Compiler



## Interpreters



## Interpreters vs Compilers

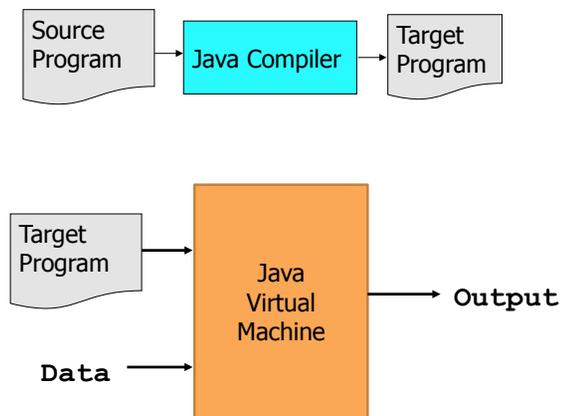
### Interpreters

- No work ahead of time
- Incremental
- maybe inefficient

### Compilers

- All work ahead of time
- See whole program (or more of program)
- Time and resources for analysis and optimization

## Compilers... whose output is interpreted



Doesn't this look familiar?

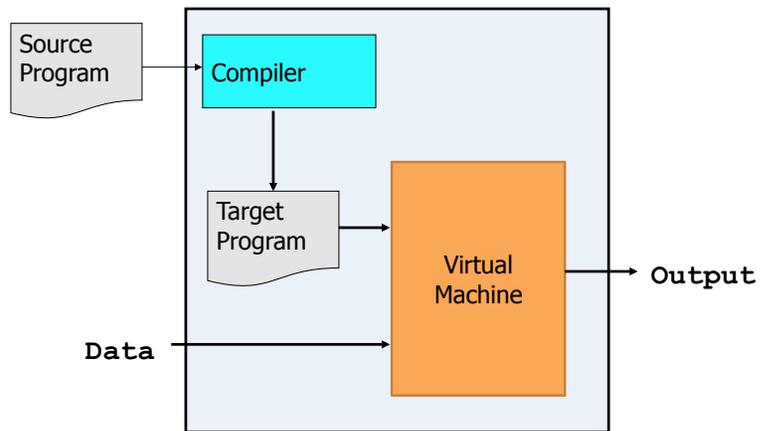
## Java Compiler



```
if (x == 0) {  
    x = x + 1;  
}  
...  
load 0  
ifne L  
load 0  
inc  
store 0  
L:  
...
```

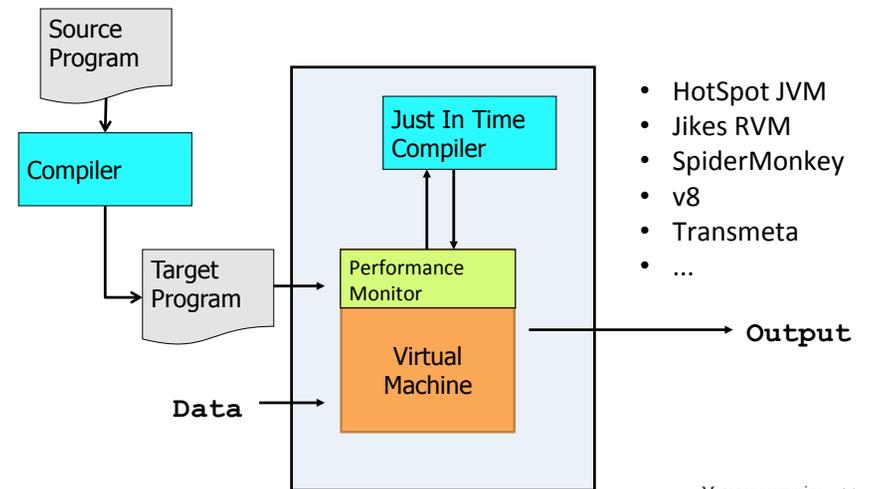
(compare compiled C to compiled Java)

## Interpreters... that use compilers.



Metaprogramming 13

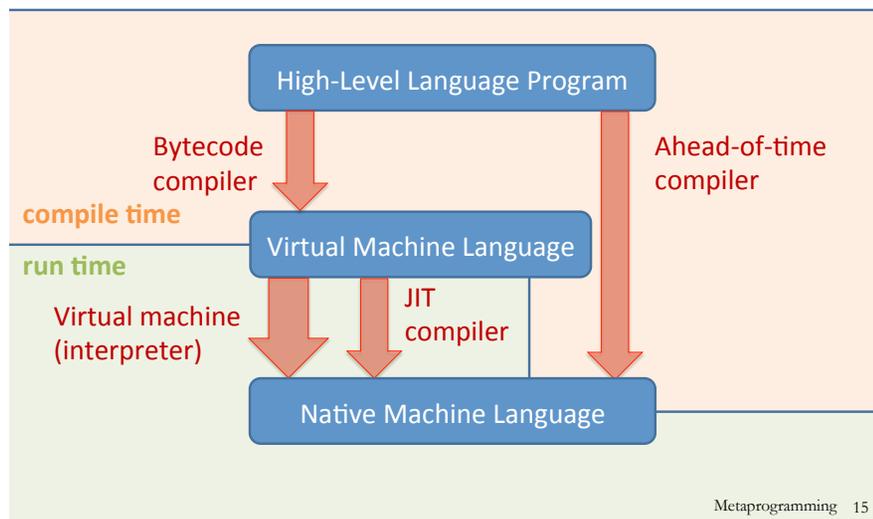
## JIT Compilers and Optimization



- HotSpot JVM
- Jikes RVM
- SpiderMonkey
- v8
- Transmeta
- ...

Metaprogramming 14

## Virtual Machine Model



Metaprogramming 15

## Metacircularity and Bootstrapping

Many examples:

- Lisp in Lisp / Racket in Racket
- Python in Python: PyPy
- Java in Java: Jikes RVM, Maxine VM
- ...
- C-to-x86 compiler in C
- eval construct in languages like Lisp, JavaScript

How can this be possible?

*Key insights to bootstrapping:*

- The first implementation of a language **cannot** be in itself, but must be in some other language.
- Once you have one implementation of a language, you can implement it in itself.

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## Metacircularity Example 1: Problem

Suppose you are given:

- Racket-interpreter-in-SML program
- SML machine
- Racket-interpreter-in-Racket program

How do you create a Racket interpreter machine using the Racket-interpreter-in-Racket program?

## Metacircularity Example 1: Solution

Suppose you are given:

- Racket-interpreter-in-SML program
- SML machine
- Racket-interpreter-in-Racket program

How do you create a Racket interpreter machine using the Racket-interpreter-in-Racket program?

Racket interpreter machine #2 (I)  
 Racket-interpreter-in-Racket program  
 Racket-interpreter machine #1 (I)  
    ✧ Racket-interpreter-in-SML program  
    ✧ SML machine

But why create Racket interpreter machine #2 when you already have Racket-interpreter machine #1?

## Metacircularity Example 1: More Realistic

Suppose you are given:

- Racket-subset-interpreter-in-SML program (implements only core Racket features; no desugaring or other frills)
- SML machine
- Full-Racket-interpreter-in-Racket program

How do you create a Full-Racket interpreter machine using the Full-Racket-interpreter-in-Racket program?

Full-Racket interpreter machine (I)  
 Racket-interpreter-in-Racket program  
 Racket-subset interpreter machine #1 (I)  
    ✧ Racket-subset-interpreter-in-SML program  
    ✧ SML machine

## Metacircularity Example 2: Problem

Suppose you are given:

- C-to-x86-translator-in-x86 program (a C compiler written in x86)
- x86 interpreter machine (an x86 computer)
- C-to-x86-translator-in-C-subset program

How do you compile the C-to-x86-translator-in-C ?

## Metacircularity Example 2: Solution

Suppose you are given:

- C-to-x86-translator-in-x86 program (a C compiler written in x86)
- x86 interpreter machine (an x86 computer)
- C-to-x86-translator-in-C program

How do you compile the C-to-x86-translator-in-C ?

```
C-to-x86-translator machine #2 (I)
  □ C-to-x86-translator-in-x86 program #2 (T)
    ✧ C-to-x86-translator-in-C
    ✧ C-to-x86-translator machine #1 (I)
      ○ C-to-x86-translator-in-x86 program #1
      ○ x86 computer
  □ x86 computer
```

But why create C-to-x86-translator-in-x86 program #2 (T) when you already have C-to-x86-translator-in-x86 program #1?

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## Metacircularity Example 2: More Realistic

Suppose you are given:

- C-subset-to-x86-translator-in-x86 program (a compiler for a subset of C written in x86)
- x86 interpreter machine (an x86 computer)
- Full-C-to-x86-translator-in-C-subset program (a compiler for the full C language written in a subset of C)

How do you create a Full-C-to-x86-translator machine ?

```
Full-C-to-x86-translator machine (I)
  □ Full-C-to-x86-translator-in-x86 program (T)
    ✧ Full-C-to-x86-translator-in-C-subset
    ✧ C-subset-to-x86-translator machine (I)
      ○ C-subset-to-x86-translator-in-x86 program
      ○ x86 computer
  □ x86 computer
```

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## A long line of C compilers

```
C-version_n-to-target_n-translator machine (I)
  □ C-version_n-to-target_n-translator program in target_n-1 (T)
    ✧ C-version_n-to-target_n-translator program in C-version_n-1
    ✧ C-version_n-1-to-target_n-1 translator machine (I)
      ○ C-version_n-1-to-target_n-1-translator program in target_n-2 (T)
        ⋮
        ➤ C-version_2-to-target_2-translator-program in target_1 (T)
          ■ C-version_2-to-target_2-translator program in C-version_1
          ■ C-version_1-to-target_1 translator (I)
            • C-version_1-to-target_1-translator program in assembly_0
            • assembly_0 computer
          ➤ target_1 computer
        ⋮
      ○ target_n-2 computer
  □ target_n-1 computer
```

- The versions of C and target languages can change at each stage.
- Trojan horses from earlier source files can remain in translator machines even if they're not in later source file! See Ken Thompson's *Reflection on Trusting Trust*

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## Remember: language != implementation

- Easy to confuse "the way this language is usually implemented" or "the implementation I use" with "the language itself."
- Java and Racket can be compiled to x86
- C can be interpreted in Racket
- x86 can be compiled to JavaScript
- Can we compile C/C++ to Javascript?  
<http://kripken.github.io/emscripten-site/>

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## More Metaprogramming in SML

- We've already seen PostFix in SML
- A sequences of expression languages implemented in SML that look closer and closer to Racket:
  - Intex (Today & Tue Dec. 6)
    - Interpret Intex in SML
    - Compile Intex to Postfix
  - Bindex (Tue/Wed. Dec. 6/7)
  - Valex (won't cover this semester)
  - HOFL (higher-order functional language; won't cover this semester).