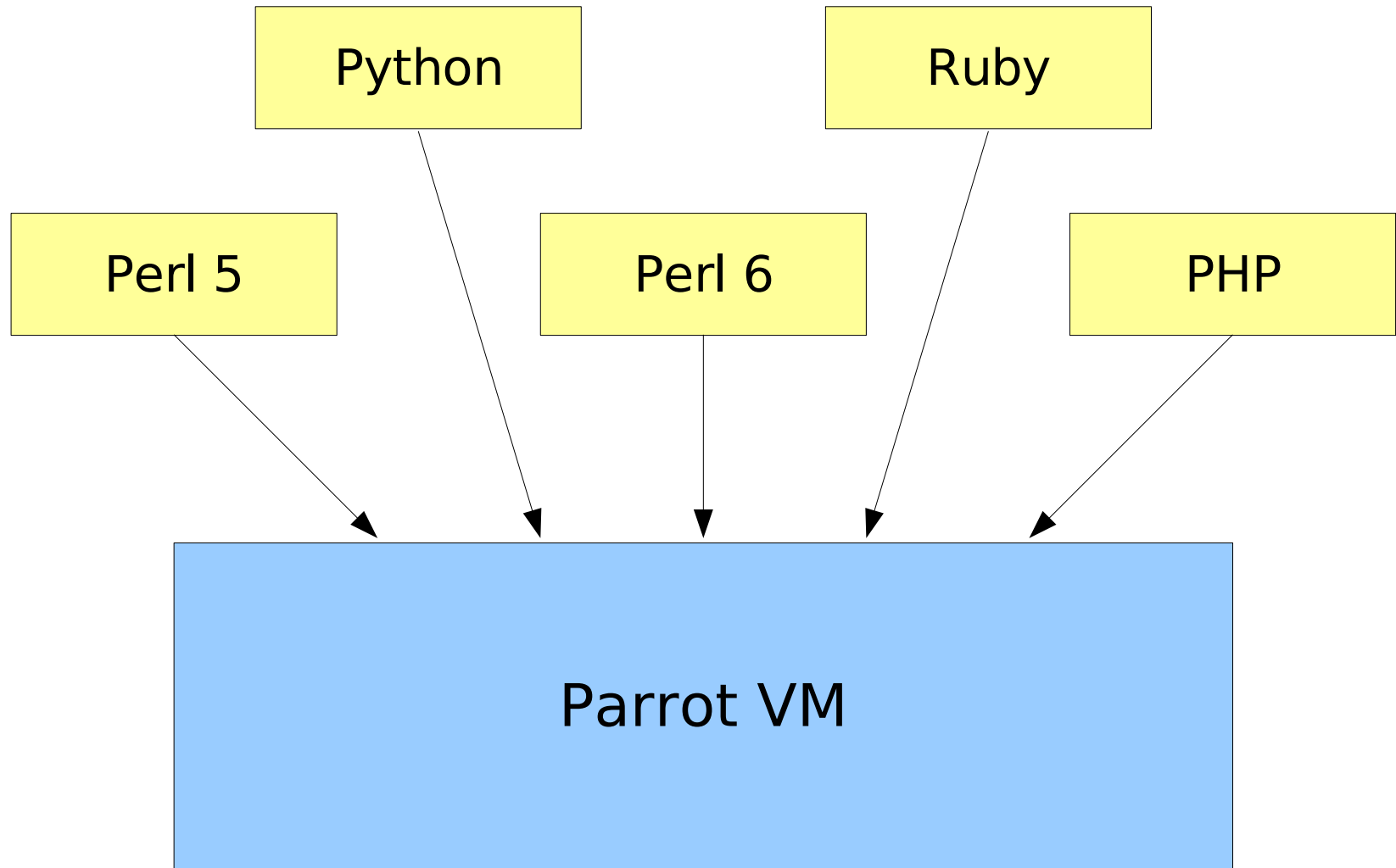


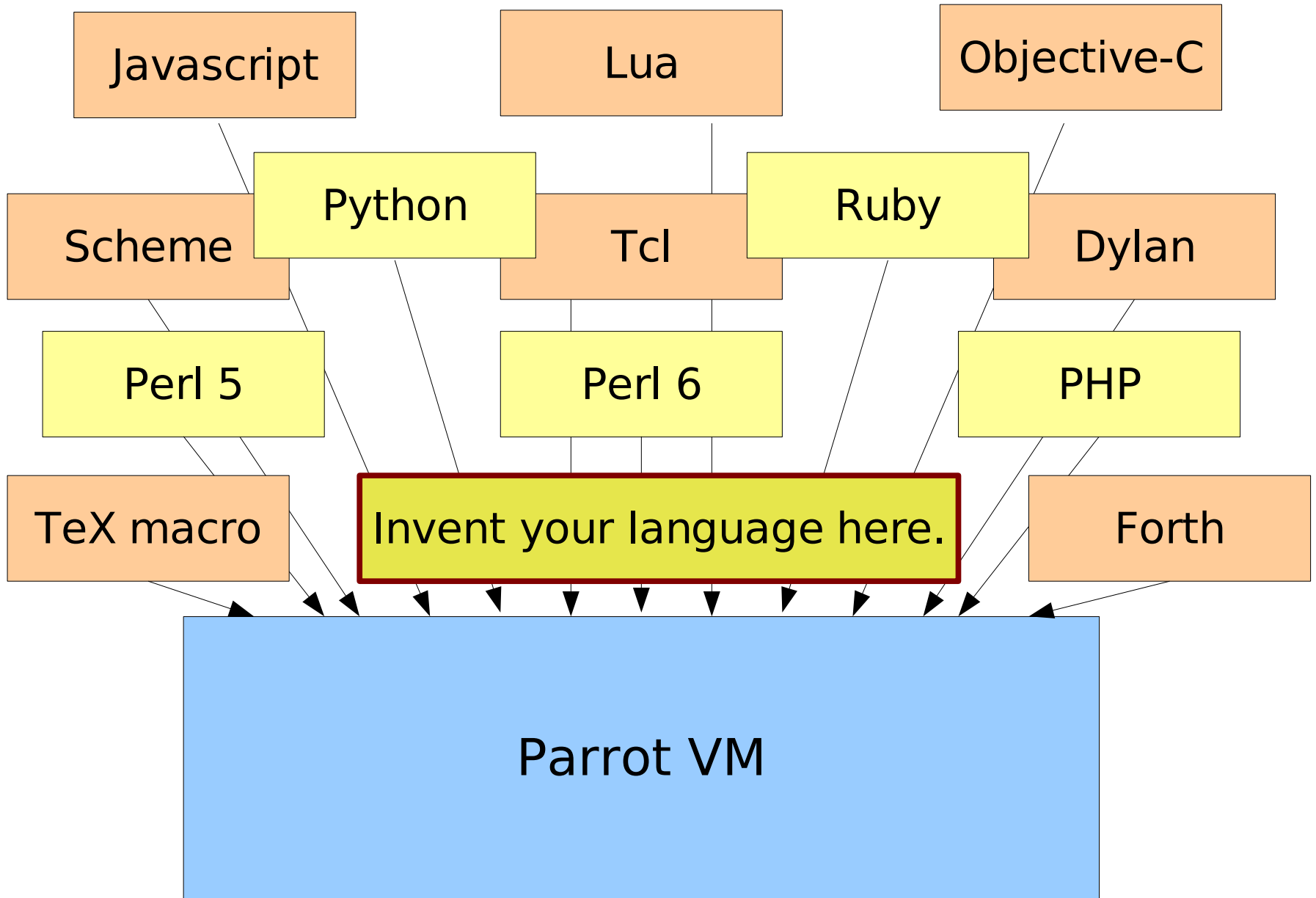
Parrot

Allison Randal
O'Reilly Media, Inc.

*A different problem definition
inevitably leads to
a different solution space.*

There's an odd misconception in the computing world that writing compilers is hard. This view is fueled by the fact that we don't write compilers very often. People used to think writing CGI code was hard. Well, it is hard, if you do it in C without any tools.





Dynamic Languages

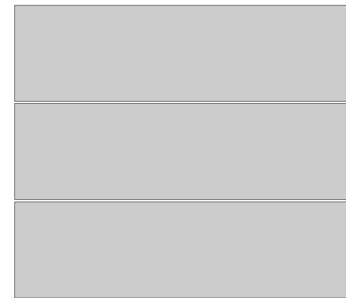
- Runtime vs. compile-time
- Extend code (eval, load)
- Define classes
- Alter type system
- Higher-order functions
- Closures, Continuations, Coroutines

Why?

- Revolution
- Powerful tools
- Portability
- Interoperability
- Innovation

Register-based

- Stack operations



Register-based

- Stack operations



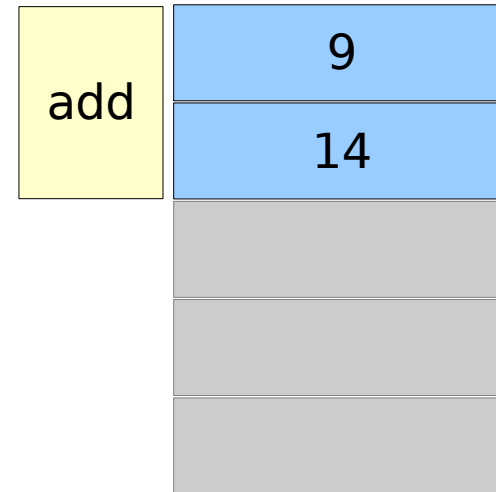
Register-based

- Stack operations



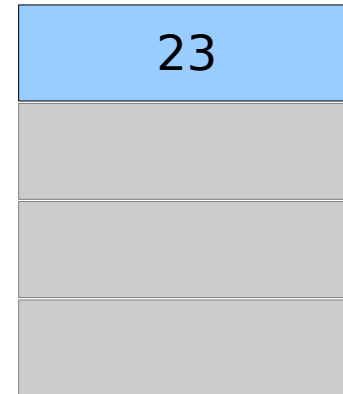
Register-based

- Stack operations



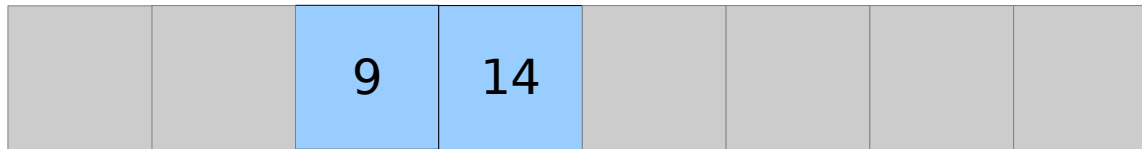
Register-based

- Stack operations



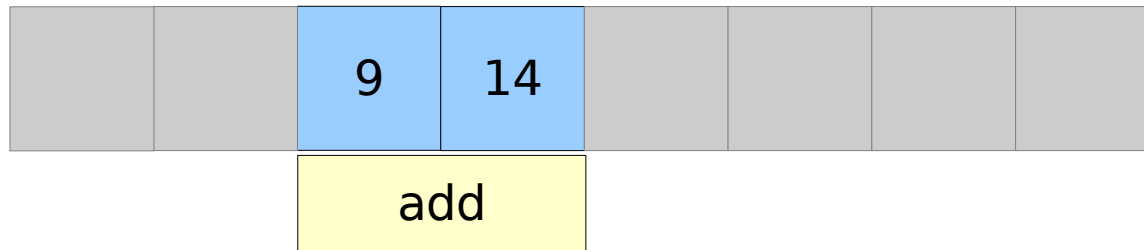
Register-based

- Stack operations
- Register operations



Register-based

- Stack operations
- Register operations



Register-based

- Stack operations
- Register operations

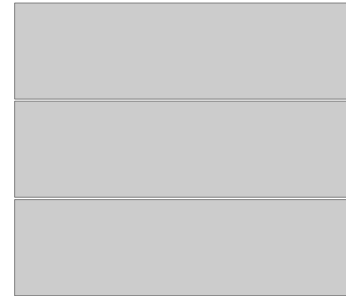


Register-based

- Stack operations
- Register operations
- Fewer instructions
- Hardware registers
- Register spilling
- Flexible register sets

Continuation Passing Style

- Stack-based control flow



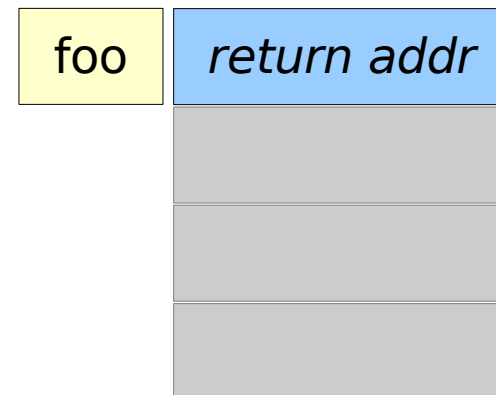
Continuation Passing Style

- Stack-based control flow



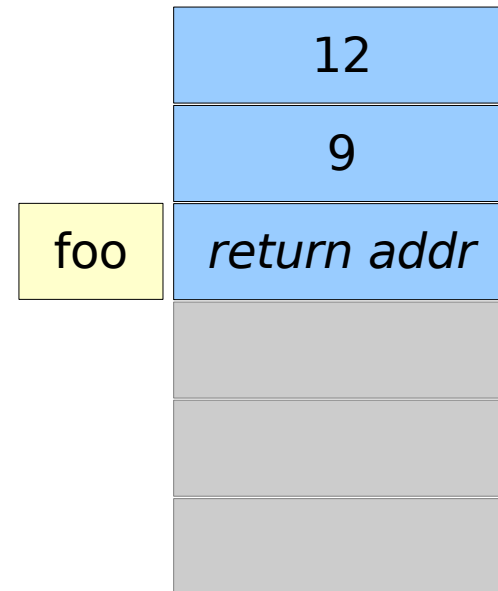
Continuation Passing Style

- Stack-based control flow



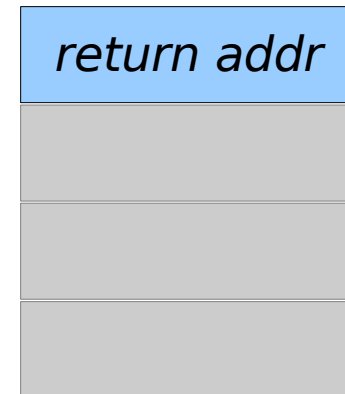
Continuation Passing Style

- Stack-based control flow



Continuation Passing Style

- Stack-based control flow



Continuation Passing Style

- Stack-based control flow



Continuation Passing Style

- Stack-based control flow
- Continuation-based control flow

Context:
main

Continuation Passing Style

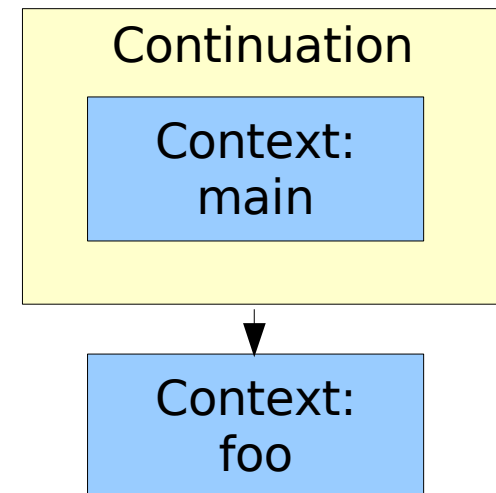
- Stack-based control flow
- Continuation-based control flow

Context:
main

Context:
foo

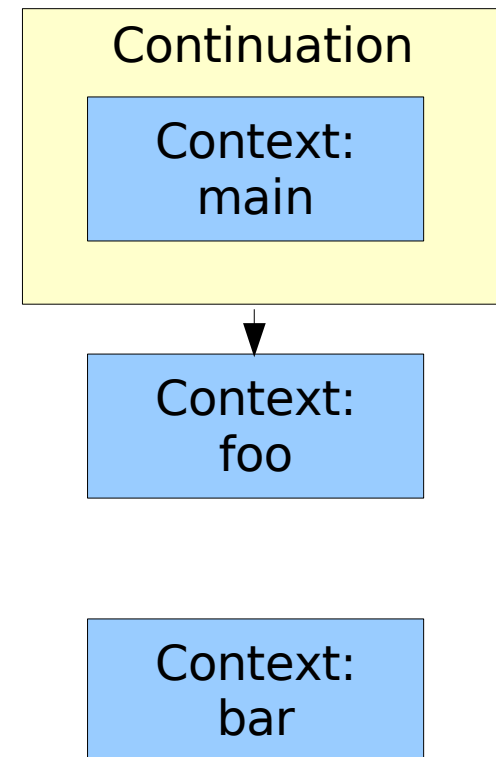
Continuation Passing Style

- Stack-based control flow
- Continuation-based control flow



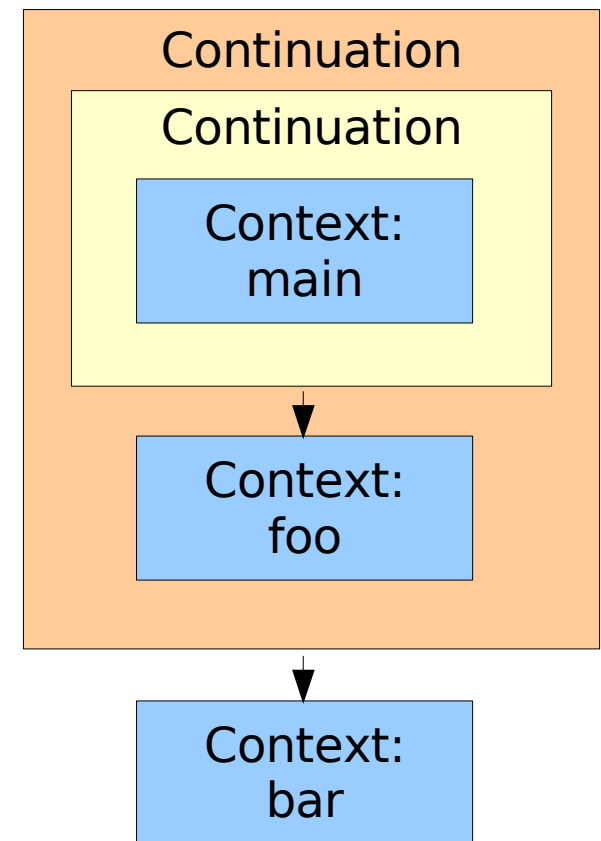
Continuation Passing Style

- Stack-based control flow
- Continuation-based control flow



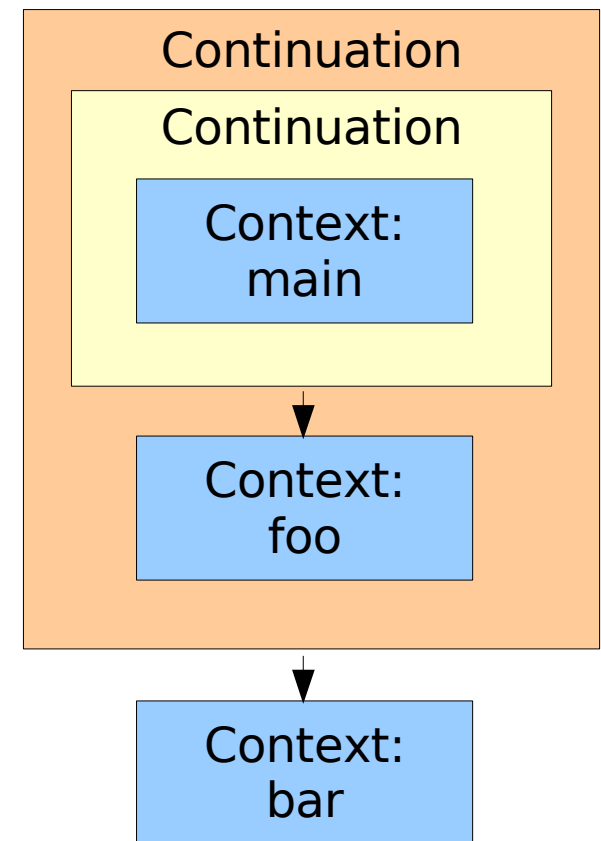
Continuation Passing Style

- Stack-based control flow
- Continuation-based control flow



Continuation Passing Style

- Stack-based control flow
- Continuation-based control flow
- Deeply nested contexts
- Tail recursion



Dynamic Dispatch

- Runtime variation
- Optional parameters
- Named parameters
- Aggregating parameters
- Multisubs
- Dispatch by value

Dynamic Dispatch

- Difficult?
- Static call munging
- Function as object
- Limit complexity
- Reduce cost
- Integrate CPS
- “Inferior runloop”

Parser Grammar Engine (PGE)

Parrot Compiler Toolkit (PCT)

NQP

PAST

HLLCompiler

PASM (assembly language)

PIR (intermediate representation)

Parrot VM

I/O

GC

Events

Exceptions

OO

IMCC

Unicode

Threads

STM

JIT

PASM

- Assembly language
- Simple syntax
 - `add I0, I1, I2`
- Human-readable bytecode

PIR

- Syntactic sugar

```
$I0 = $I1 + $I2
```

- Named variables

```
.local int myvar  
$I0 = myvar + 5
```

- Sub and method calls

```
result = object.'method'($I0)
```

NQP

- Not Quite P(erl|ython|HP|uby)
- Lightweight language

```
$a := 1;  
print($a, "\n");
```

- Compiler tools

```
$past := PAST::Op.new( :name('println') );
```

Parser Grammar Engine

- Regular expressions
- Recursive descent
- Operator precedence parser

HLLCompiler

- Base library
- Quick start
- Common features

Pynie

- Download

<http://www.parrotcode.org>

- Build

```
$ perl Configure.PL
```

```
$ make test
```

- Language

```
$ cd languages/pynie
```

```
$ make test
```

Pynie

- hello.py

```
print "Hello, World!"
```

- Run

```
$ parrot pynie.pir hello.py
```

pynie.pir

- 67 lines
- Half documentation

```
c = hllcompiler.new()  
c.language('Pynie')  
c.parsegrammar('Pynie::Grammar')  
c.parseactions('Pynie::Grammar::Actions')
```

Grammar.pg

- Parser

```
token stmt_list {  
    <simple_stmt> [ ';' <simple_stmt> ]* ';' ?  
    {*}  
}
```

- Familiar?

```
stmt_list ::=  
    simple_stmt (";" simple_stmt)* [";"]
```


Actions.pct

- Transform to AST

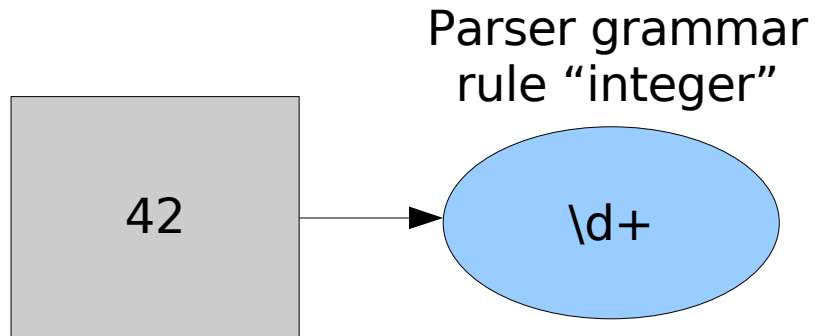
```
method identifier($/) {  
    make PAST::Var.new( :name( ~$/ ),  
                        :scope( 'package' ),  
                        :node( $/ )  
                    );  
}
```

Value Transformation



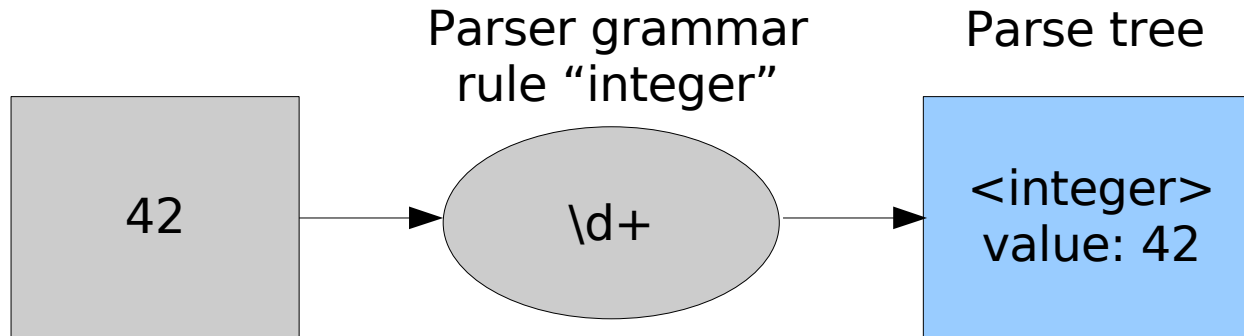
42

Value Transformation

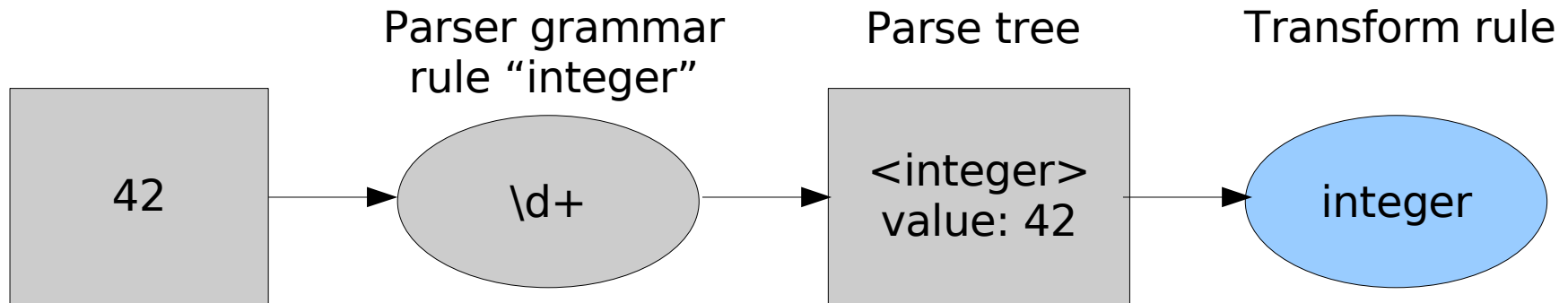


token integer { \d+ }

Value Transformation

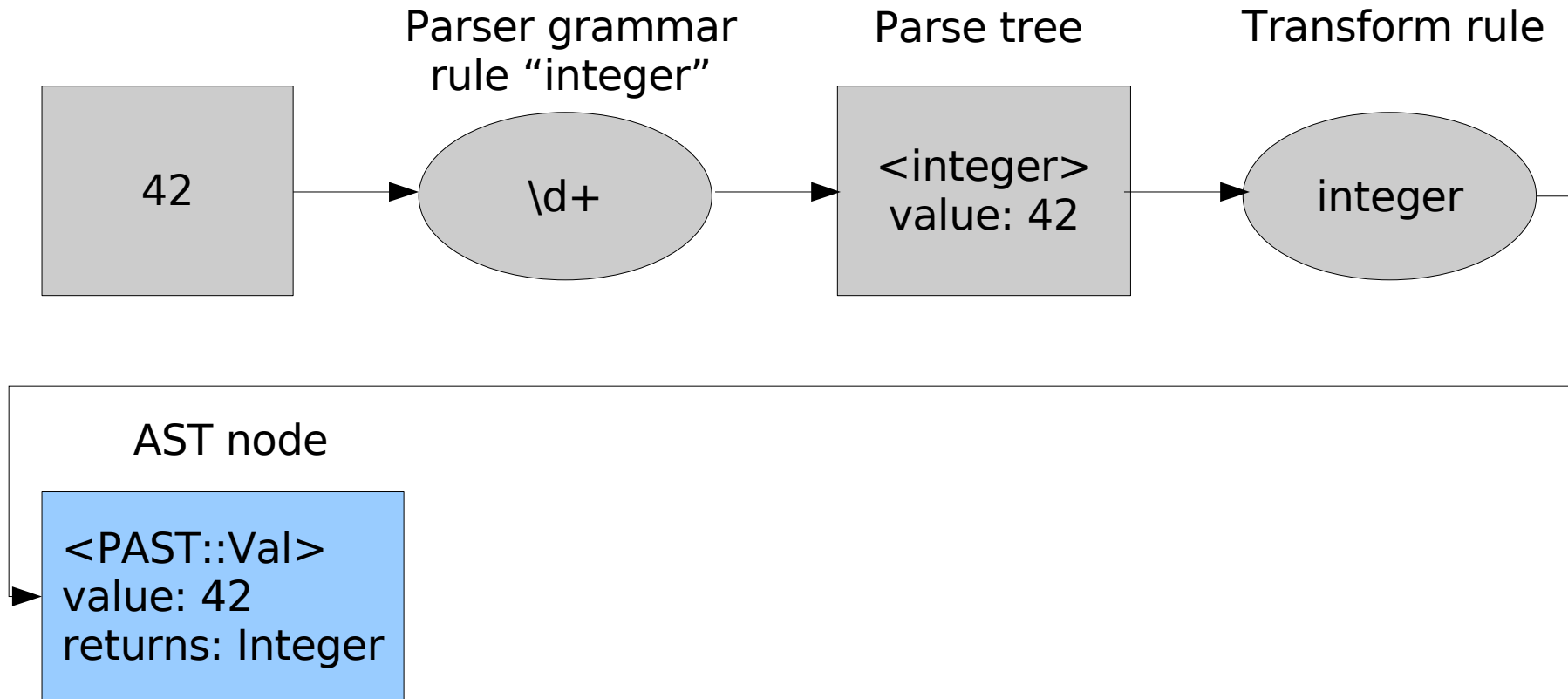


Value Transformation

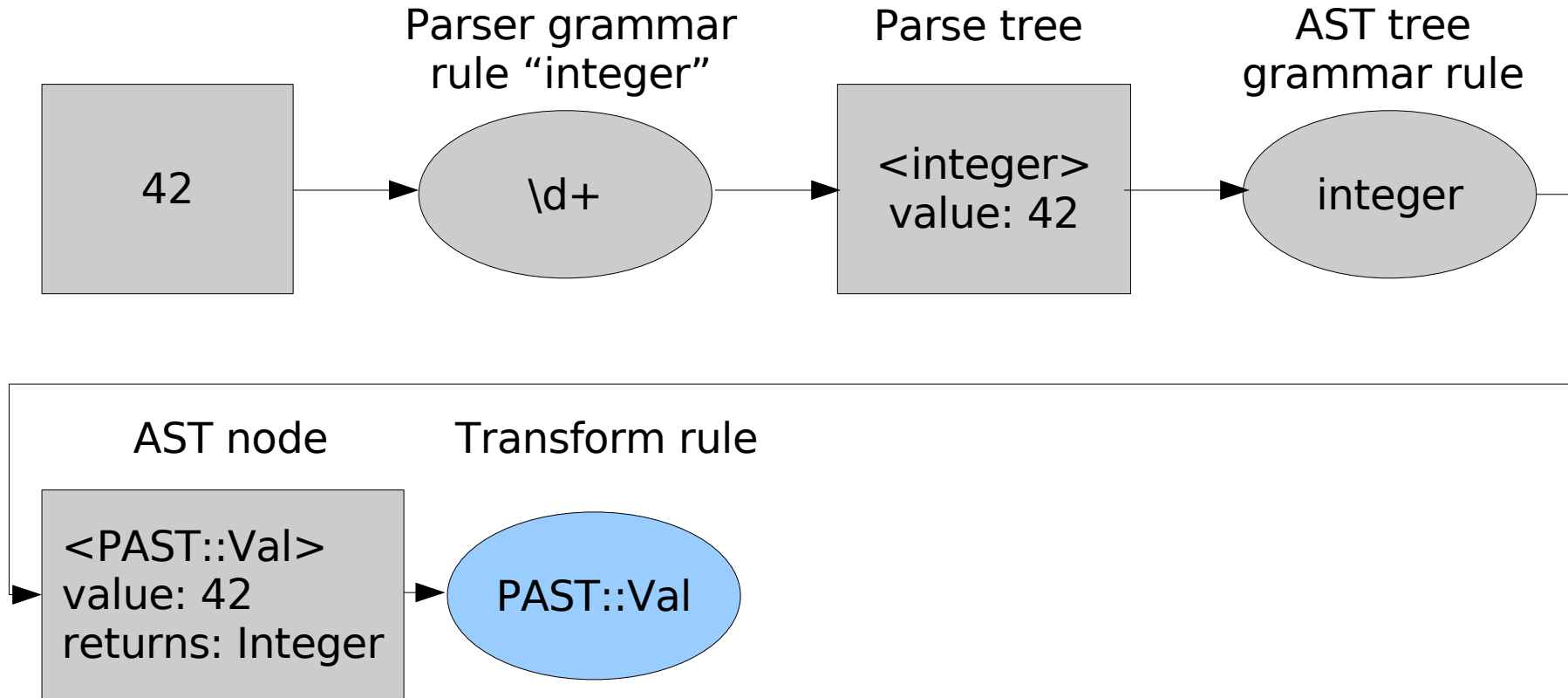


```
method integer($/) {...}
```

Value Transformation

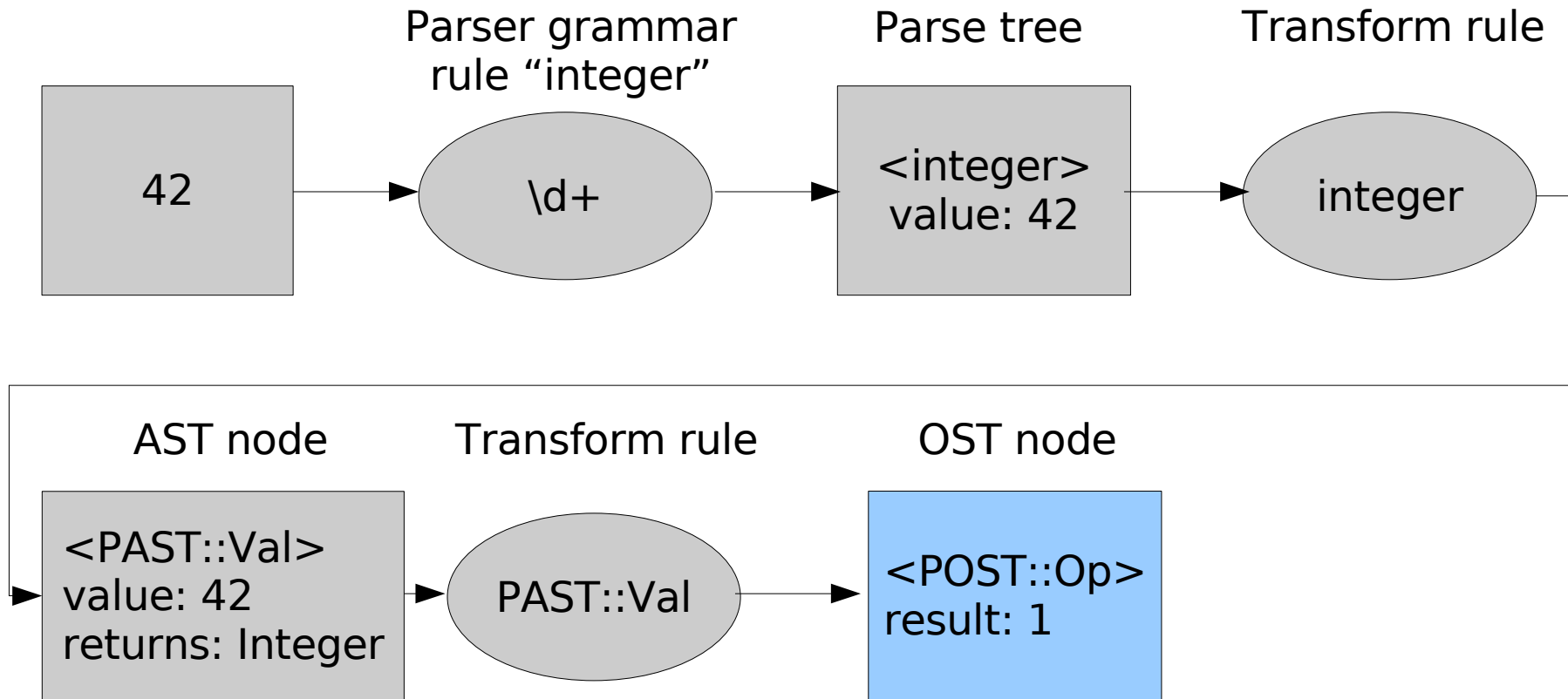


Value Transformation

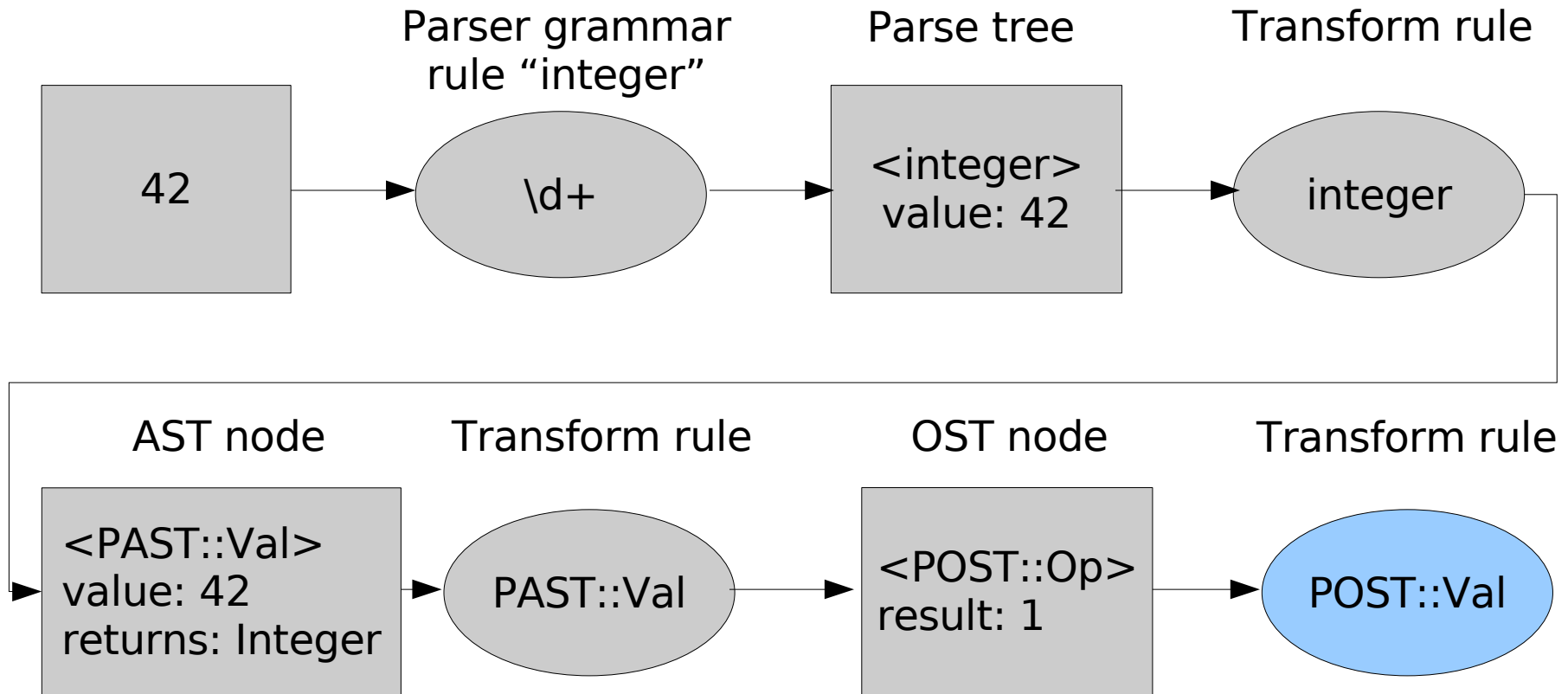


```
ost = self.as_post(ast)
```

Value Transformation

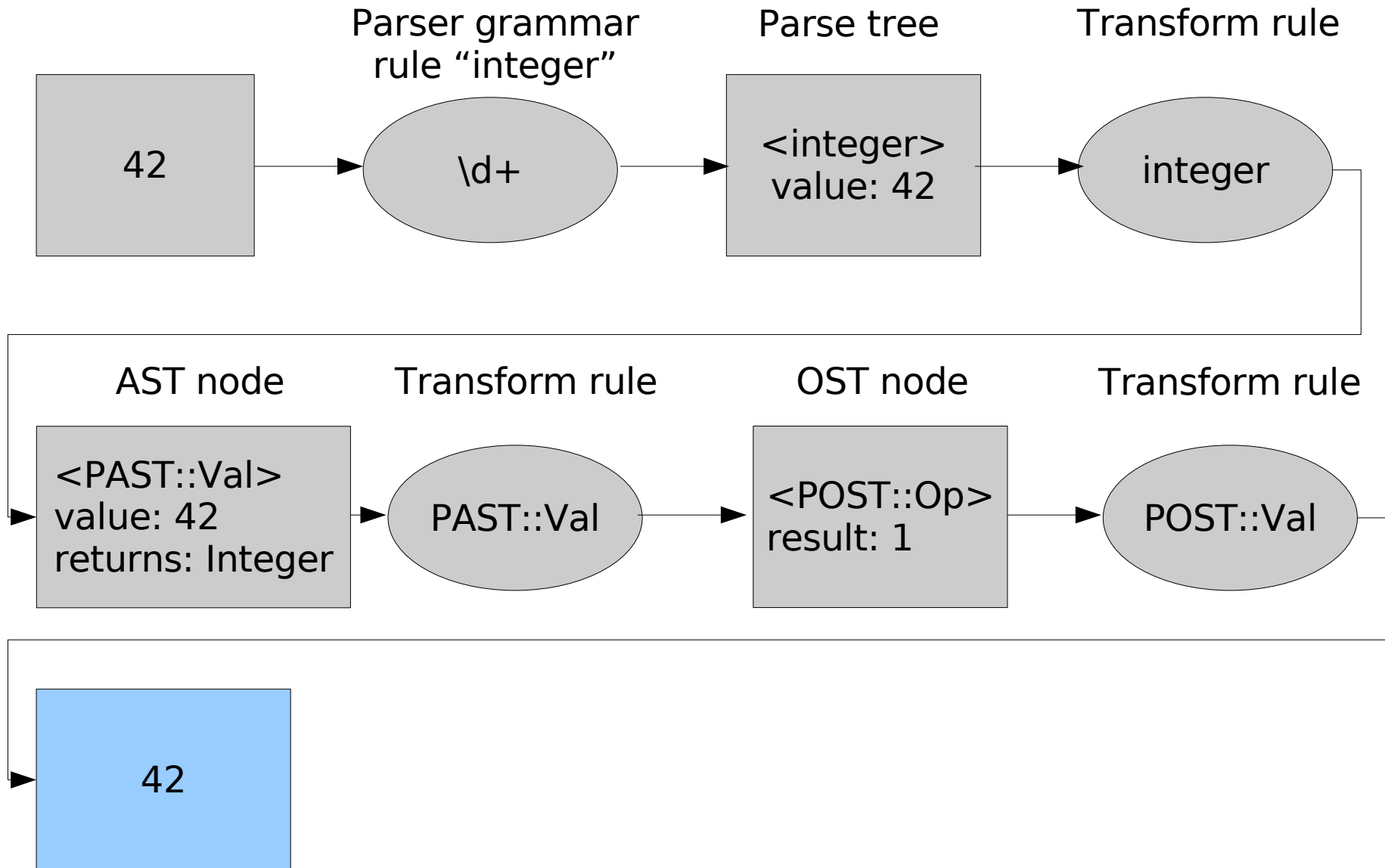


Value Transformation



`self.pir(ost)`

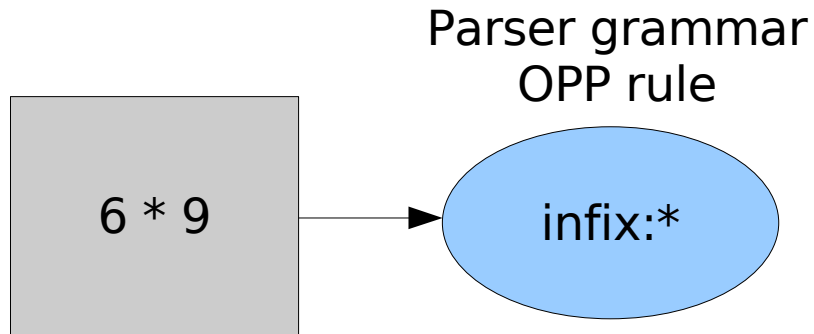
Value Transformation



Operator Transformation

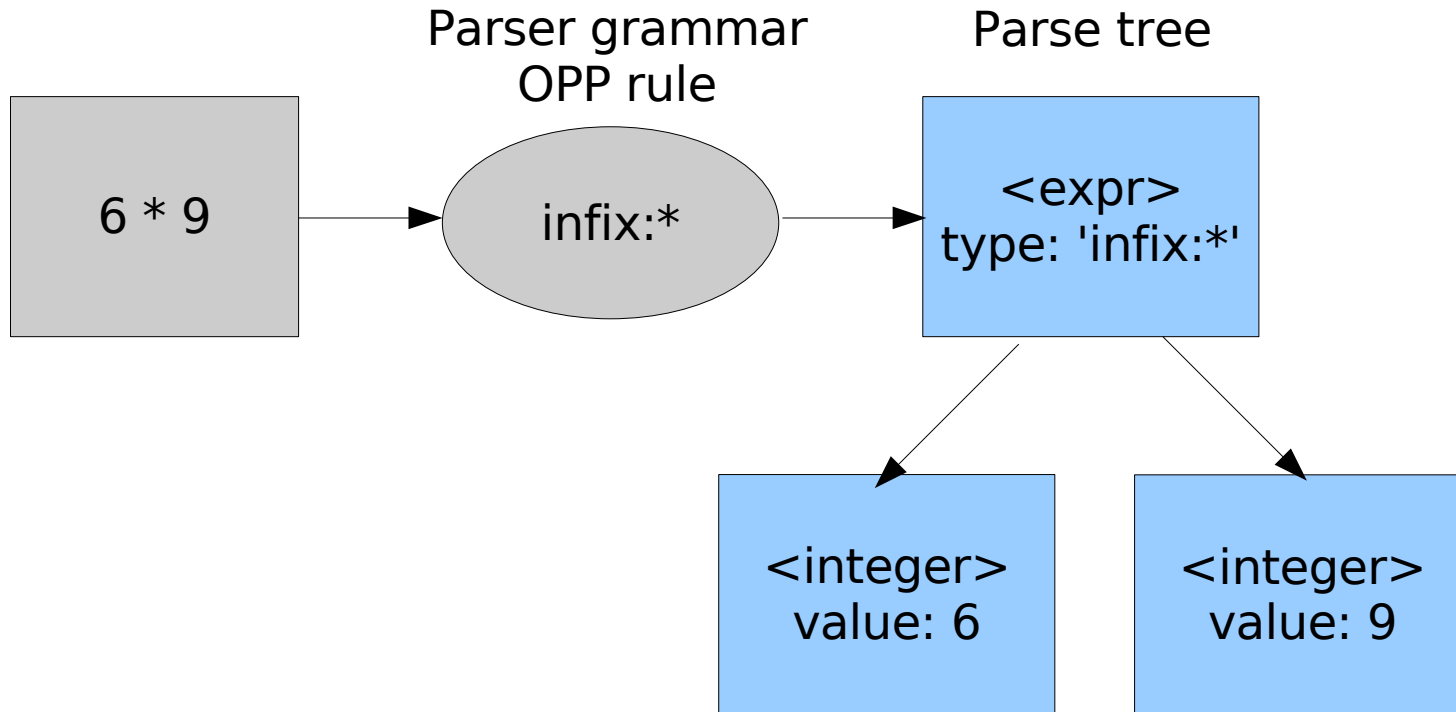

$$6 * 9$$

Operator Transformation



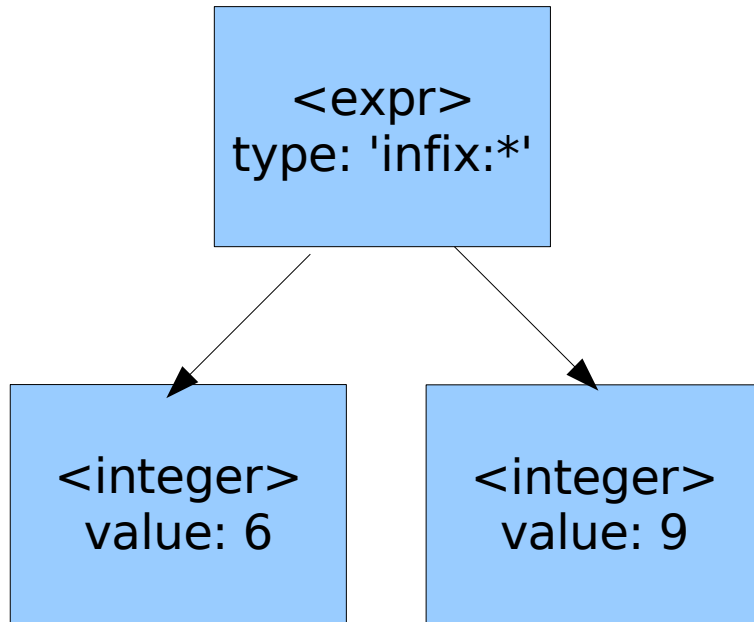
proto infix:* is looser(prefix:+) {...}

Operator Transformation

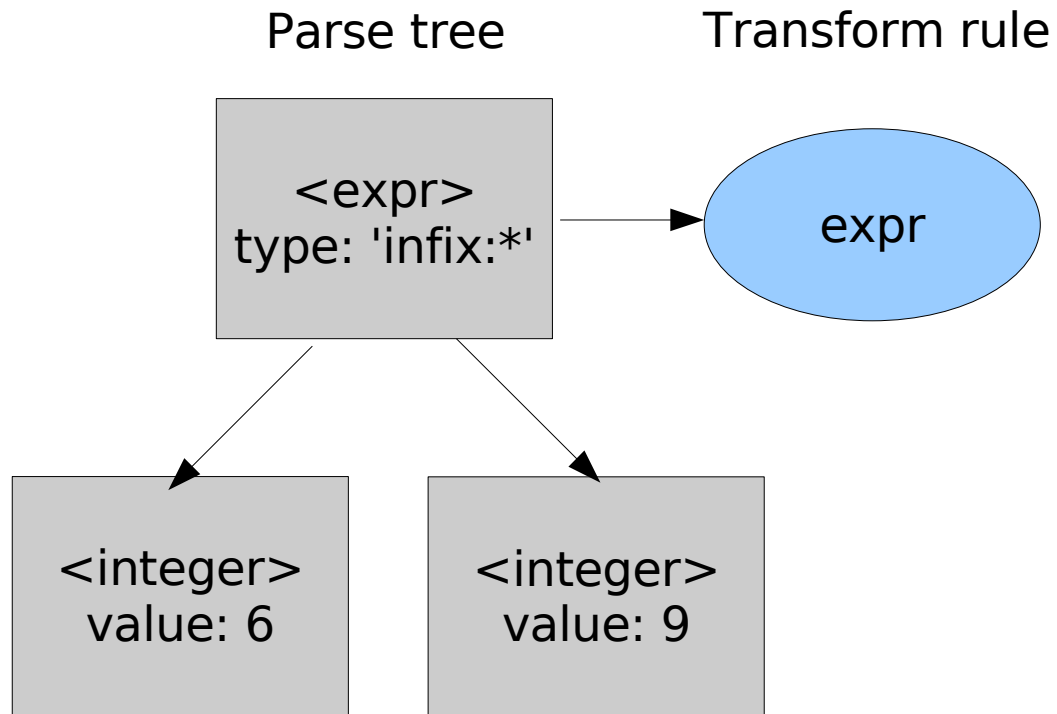


Operator Transformation

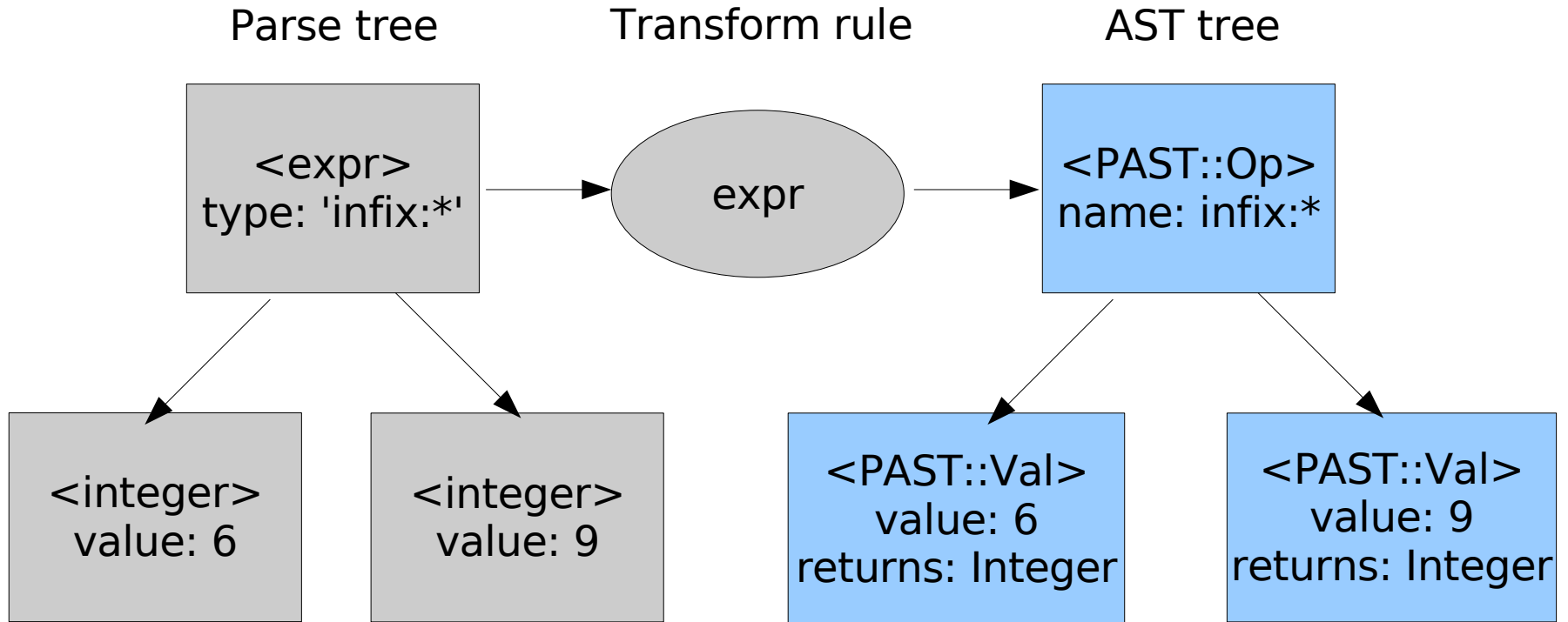
Parse tree



Operator Transformation

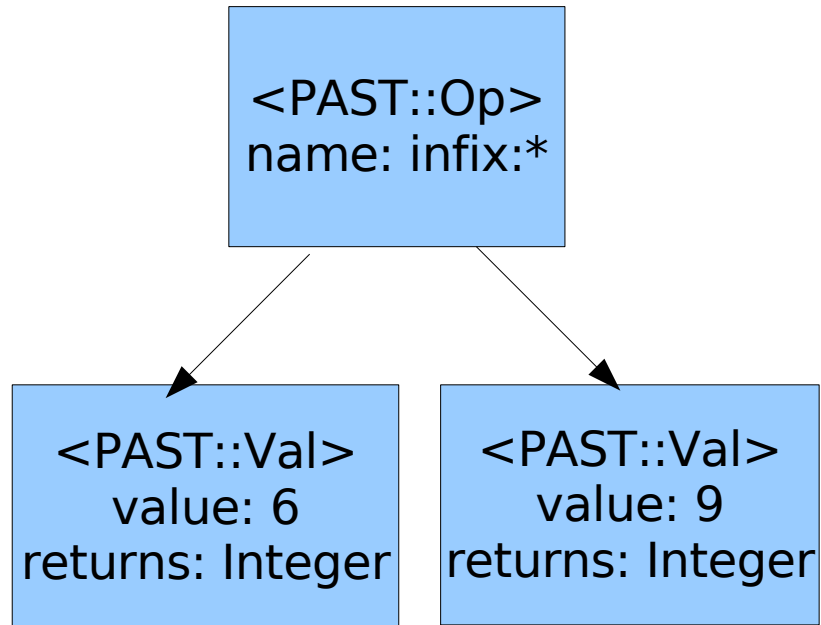


Operator Transformation

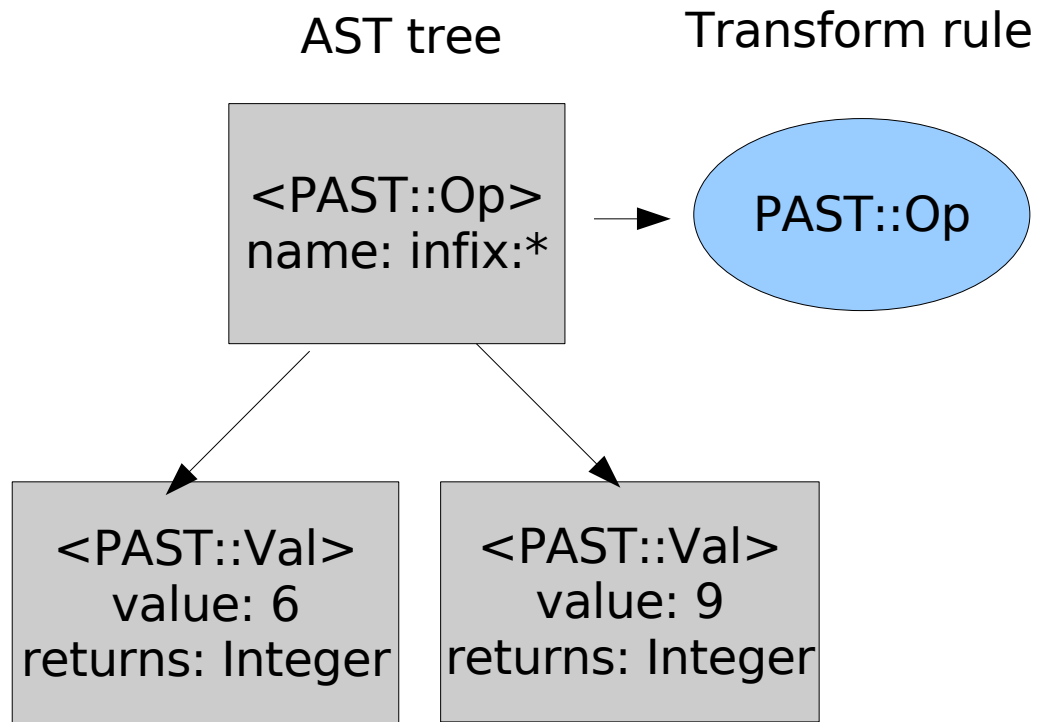


Operator Transformation

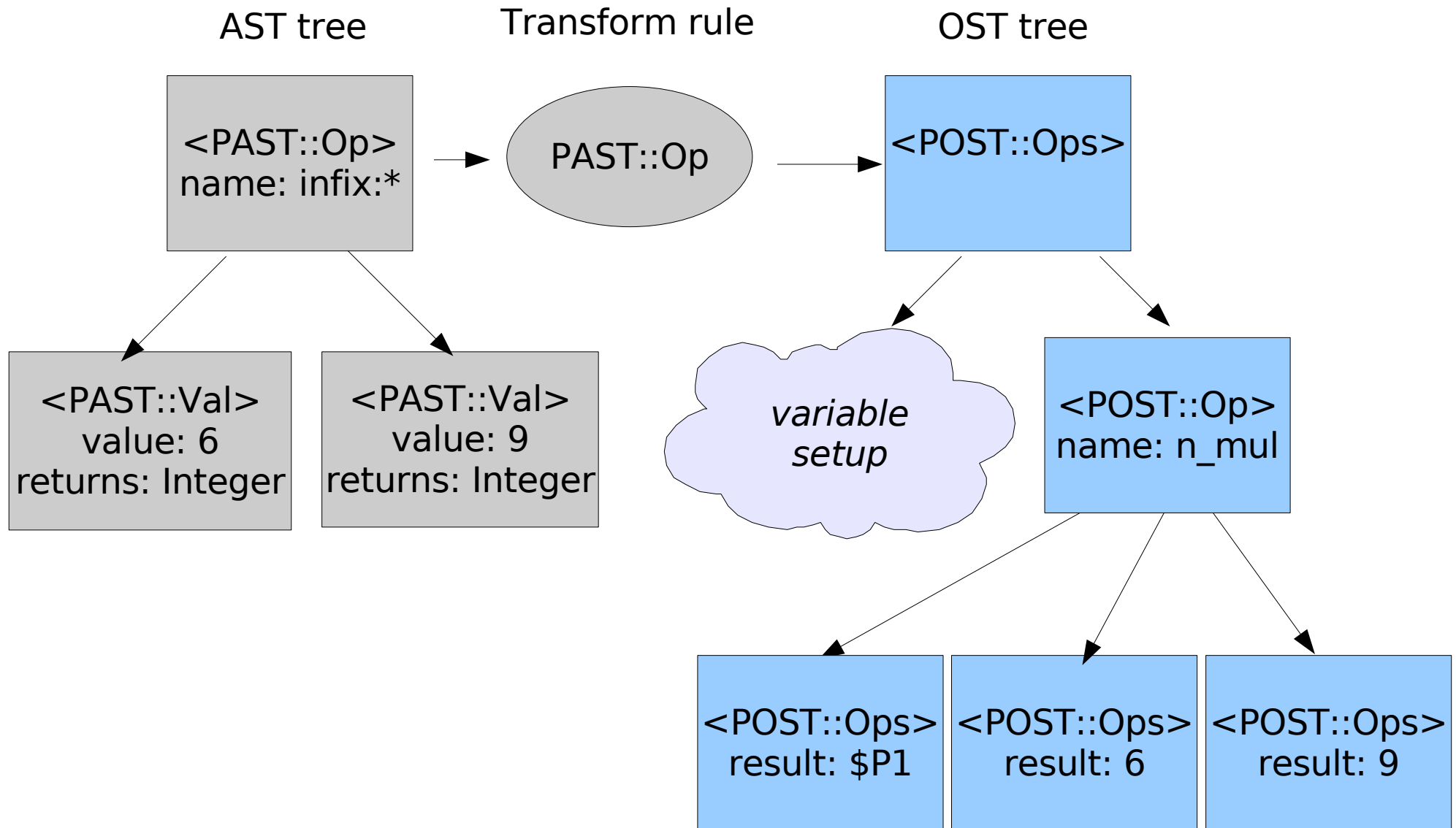
AST tree



Operator Transformation



Operator Transformation



Operator Transformation

```
.sub _main :main
    new $P1, 'Integer'
    new $P2, 'Integer'
    set $P2, 6
    new $P3, 'Integer'
    set $P3, 9
    mul $P1, $P2, $P3
.end
```

Examples

- In the Parrot distribution:
`examples/tutorial/*.pir`

Questions?

- Further Reading

- “Continuations and advanced flow control”
by Jonathan Bartlett

<<http://www.ibm.com/developerworks/linux/library/l-advflow.html>>

- “The case for virtual register machines” by
Brian Davis, et al.

<<http://portal.acm.org/citation.cfm?id=858575>>