



Script generated by TTT

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Metaprogramming

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Programming Languages

Motivation

“Let’s write a program, which writes a program”

Learning outcomes

- ① Compilers and Compiler Tools
- ② Preprocessors for syntax rewriting
- ③ Reflection and Metaclasses
- ④ Metaobject Protocol
- ⑤ Macros

- Aspect Oriented Programming establishes programmatic refinement of program code
- How about establishing support for program refinement in the language concept itself?
- Treat program *code as data*

↗ Metaprogramming

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~~> Metaprogramming

Metaprogramming

- Treat programs as data
- Read, analyse or transform (other) programs
- Program modifies itself during runtime

Codegeneration Tools

Compiler Construction

In Compiler Construction, there are a lot of codegeneration tools, that compile DSLs to target source code. Common examples are `lex` and `bison`.

Example: `lex`:

`lex` generates a table lookup based implementation of a finite automaton corresponding to the specified disjunction of regular expressions.

```
%{ #include <stdio.h>
%}
%% /* Lexical Patterns */
[0-9]+ { printf("integer: %s\n", yytext); }
.|\n { /* ignore */ }
%%
int main(void) {
    yylex();
    return 0;
}
```

~~> generates 1.7k lines of C

Codegeneration Tools

Codegeneration via Preprocessor

String Rewriting Systems

A Text Rewriting System provides a set of grammar-like rules (→*Macros*) which are meant to be applied to the target text.

Example: *C Preprocessor* (CPP)

```
#define min(X,Y) ((X)<(Y)? (X) : (Y))
x = min(5,x);      // (( 5 < x )? (5) : (x))
x = min(++x,y+5); // ((++x < y+5)? (++x) : (y+5))
```

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x = min(++x,y+5); // (( ++x < y+5 )? (++x) : (y+5))
```

⚠ Nesting, Precedence, Binding, Side effects, Recursion, ...

- Parts of Macro parameters can bind to context operators depending on the precedence and binding behaviour
- Side effects are recomputed for every occurrence of the Macro parameter
- Any (indirect) recursive replacement stops the rewriting process
- Name spaces are not separated, identifiers duplicated

Compiletime-Codegeneration

Example application: Language constructs:

```
ATOMIC {
    i--;
    i++;
}
```

```
#define ATOMIC \
    acquire(&globallock) \
    { /* user code */ } \
    release(&globallock);
```

⚠ How can we bind the block, following the ATOMIC to the usercode fragment? Particularly in a situation like this?

```
if (i>0)
    ATOMIC {
        i--;
        i++;
    }
```

Compiletime-Codegeneration

Prepend code to usercode

```
if (1)
    /* prepended code */
    goto body;
else
    body:
    { /* block following the expanded macro */ }
```

Append code to usercode

```
gotz_X
while_(1)
    if (1) {
        /* appended code */
        break;
    }
    else :X
    { /* block following the expanded macro */ }
```

Compiletime-Codegeneration



Example application: Language constructs:

```
ATOMIC {  
    i--;  
    i++;  
}
```

```
#define ATOMIC      \  
    acquire(&globallock);\  
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```
if (i>0)  
    ATOMIC {  
        i--;  
        i++;  
    }
```

Compiletime-Codegeneration



All in one

```
if (1)  
    /* prepended code */  
    goto body;  
else  
    body; while (1)  
        if (0) {  
            /* appended code */  
            break;  
        }  
    else  
        { /* block following the expanded macro */ }
```

Compiletime-Codegeneration



Prepend code to usercode

```
if (1)  
    /* prepended code */  
    goto body;  
else  
    body:  
    { /* block following the expanded macro */ }
```

Append code to usercode

```
while (1)  
    if (0) {  
        /* appended code */  
        break;  
    }  
    else :  
    { /* block following the expanded macro */ }
```



Compiletime-Codegeneration



All in one

```
if (1)  
    /* prepended code */  
    goto body;  
else  
    body:while (1)  
        if (0) {  
            /* appended code */  
            break;  
        }  
    else  
        { /* block following the expanded macro */ }
```

All in one

```
if (1)
    /* prepended code */
    goto body;
else
    body; while (1)
        if (0) {
            /* appended code */
            break;
        }
    else
        { /* block following the expanded macro */ }
```

```
#define concat_( a, b) a##b
#define label(prefix, lnum) concat_(prefix, lnum)
#define ATOMIC \
if (1)
    acquire(&globallock);
    goto label(body,__LINE__);
else
    label(body,__LINE__):
    while (1)
        if (0) {
            release(&globallock);
            break;
        }
    else
```

Reusability

labels have to be created dynamically in order for the macro to be reusable
 (→ __LINE__)

Homoiconic Metaprogramming



Homoiconic Programming

Homoiconicity

In a homoiconic language, the primary representation of programs is also a data structure in a primitive type of the language itself.

**data is code
code is data**

- Metaclasses and Metaobject Protocol
- (Hygienic) Macros

Type introspection

A language with *Type introspection* enables to examine the type of an object at runtime.

Example: Java instanceof

```
public boolean equals(Object o){
    if (!(o instanceof Natural)) return false;
    return ((Natural)o).value == this.value;
}
```

Metaobject Protocol

Metaclasses (→ code is data)

Example: Java Reflection / Metaclass `java.lang.Class`

```
static void fun(String param){
    Object incognito = Class.forName(param).newInstance();
    Class meta = incognito.getClass(); // obtain Metaobject
    Field[] fields = meta.getDeclaredFields();
    for(Field f : fields){
        Class t = f.getType();
        Object v = f.get(o);
        if(t == boolean.class && Boolean.FALSE.equals(v))
            // found default value
        else if(t.isPrimitive() && ((Number) v).doubleValue() == 0)
            // found default value
        else if(!t.isPrimitive() && v == null)
            // found default value
    } }
```

Metaobject Protocol

Metaobject Protocol (MOP [Gabriel(1993)])

Example: Lisp's CLOS metaobject protocol

... offers an interface to manipulate the underlying implementation of CLOS to adapt the system to the programmer's liking in aspects of

- creation of classes and objects
- creation of new properties and methods
- causing inheritance relations between classes
- creation generic method definitions
- creation of method implementations
- creation of specializers (→ overwriting, multimethods)
- configuration of standard method combination (→ before, after, around, call-next-method)
- simple or custom method combinator (→ +, append, max, ...)
- addition of documentation

Clojure!

Hygienic Macros

Clojure programs are represented after parsing in form of symbolic expressions (*S-Expressions*), consisting of nested trees:

S-Expressions

S-Expressions are either

- an atom
- an expression of the form $(x.y)$ with x, y being S-Expressions

Remark: Established shortcut notation for lists:

$$(x_1 \ x_2 \ x_3) \equiv (x_1 . (x_2 . (x_3 . ()))))$$

Homoiconic Runtime-Metaprogramming



Special Forms

Special forms differ in the way that they are interpreted by the clojure runtime from the standard evaluation rules.

Language Implementation Idea: reduce every expression to special forms:

```
(def symbol doc? init?)  
(do expr*)  
(if test then else?)  
(let [binding*] expr*)  
(eval form) ; evaluates the datastructure form  
(quote form) ; yields the unevaluated form  
(var symbol)  
(fn name? ([params*] expr*+))  
(loop [binding*] expr*)  
(recur expr*) ; rebinds and jumps to loop or fn  
; ...
```

Homoiconic Runtime-Metaprogramming



Macros

Macros are configurable syntax/parse tree transformations.

Language Implementation Idea: define advanced language features in macros, based very few *special forms* or other macros.

Example: While loop:

```
(macroexpand '(while a b))  
; => (loop* [] (clojure.core/when a b (recur)))  
  
(macroexpand '(when a b))  
;=> (if a (do b))
```

Homoiconic Runtime-Metaprogramming



Macros can be written by the programmer in form of S-Expressions:

```
(defmacro infix
  "converting infix to prefix"
  [infix]
  (list (second infix) (first infix) (last infix)))
```

...producing

```
(infix (1 + 1))
; => 2
(macroexpand '(infix (a + b)))
; => (+ a b)
```

⚠ Quoting

Macros and functions are directly interpreted, if not *quoted* via

```
(quote keyword) ; or equivalently:
'keyword
; => keyword
```

Homoiconic Runtime-Metaprogramming



⚠ Macros vs. Functions

- Macros as static AST Transformations, vs. Functions as runtime control flow manipulations
- Macros replicate parameter forms, vs. Functions evaluate parameters once
- ~~ Macro parameters are uninterpreted, not necessarily valid expressions, vs. Functions parameters need to be valid expressions

Homoiconic Runtime-Metaprogramming



```
(defmacro fac1 [n]
  (if (= n 0)
    1
    (* n (list 'fac1 (- n 1))))))
```

```
(defn fac2 [n]
  (if (= n 0)
    1
    (* n (fac2 (- n 1))))))
```

```
(fac1 4)
; => 24
```

```
(fac2 4)
; => 24
```

...produces

```
(macroexpand '(fac1 4))
; => (* 4 (fac1 3))
(macroexpand-all '(fac1 4))
; => (* 4 (* 3 (* 2 (* 1 1))))
```

~~ why bother?

Homoiconic Runtime-Metaprogramming



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- Macros replicate parameter forms, vs. Functions evaluate parameters once
- ~~ Macro parameters are uninterpreted, not necessarily valid expressions, vs. Functions parameters need to be valid expressions

⚠ Macro Hygiene

Shadowing of variables may be an issue in macros, and can be avoided by generated symbols!

```
(def variable 42)
(macro mac [&stufftodo] `(let [variable 4711] ~@stufftodo))
(mac (println variable))
; => can't let qualified name: variable
```

```
(macro mac [&stufftodo] `(let [variable#4711] ~@stufftodo))
```

~~ Symbol generation to avoid namespace collisions!

Further reading...

62.07.51



Richard P. Gabriel.

Gregor kiczales, jim des rivieres, and daniel g. bobrow, the art of the metaobject protocol.

Artif. Intell., 61(2):331–342, 1993.

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