

Dylan Hacking

Fast development of object-oriented functional programs

Andreas Bogk and Hannes Mehnert

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Requirements for programming languages

- ▶ universal
- ▶ powerful
- ▶ easy to learn
- ▶ performant
- ▶ easy to read
- ▶ open source implementation
- ▶ tools (debugger, profiler, IDE)
- ▶ libraries, frameworks
- ▶ secure!

Dylan competes!

ICFP Programming Contest

- ▶ 2001: Second Prize
- ▶ 2003: Judges Prize
- ▶ 2005: Second Prize and Judges Prize

In 2005, we competed against 168 teams!

Dylan Features

- ▶ Object-Oriented (from the grounds up)
- ▶ Multiple Inheritance (with superclass linearization)
- ▶ Multiple Dispatch
- ▶ First class functions
- ▶ First class types
- ▶ Dynamic typing
- ▶ Metaprogramming
- ▶ Optimistic Type Inferencing

History of Dylan

- ▶ dialect of lisp
- ▶ Ralph, the programming language for Apple Newton
- ▶ Apple, CMU, Harlequin
- ▶ Dylan Interim Reference Manual
- ▶ Dylan Reference Manual (DRM)

since DRM no longer prefix (lisp) syntax

Apple Dylan

- ▶ technology release (based on MCL)
- ▶ Apple Cambridge labs
- ▶ implementation on 68k, later PowerPC
- ▶ 1996 abandoned for lack of money

- ▶ gwydion project
- ▶ goal: development environment
- ▶ DARPA funded between 1994 and 1998
- ▶ dylan interpreter in C
- ▶ dylan compiler to C written in dylan
- ▶ since 1994 open source license (mostly BSD)
- ▶ since 1998 open development process

Harlequin

- ▶ dylan compiler written in dylan
- ▶ developers had many experience (lisp machine, LispWorks)
- ▶ native compiler with IDE (only on win32 so far)
- ▶ debugger, profiler, interactor, hot code update
- ▶ command line compiler for linux/x86
- ▶ originally a commercial development, since 2004 open source license (LGPL)
- ▶ large scale professional development (30 person years work just for the garbage collector)

Existing libraries

- ▶ DUIM (Dylan User Interface Manager)
- ▶ corba (2.0, some 2.2 features)
- ▶ ODBC
- ▶ network
- ▶ regular expressions
- ▶ dood (persistent object store)
- ▶ file system
- ▶ XML parser
- ▶ C interfaces to png, pdf, postgresql, sdl, opengl
- ▶ stand alone web server and proof of concept wiki
- ▶ ...

Syntax

Algol like syntax:

```
begin
  for (i from 0 below 9)
    format-out("Hello world");
  end for;
end
```

Naming Conventions

- ▶ allowed in names: +=-*<>
- ▶ - instead of _
- ▶ classes begin and end with angle brackets: <number>
- ▶ global variables begin and end with asterisks: *machine-state*
- ▶ program constants begin with a dollar sign: \$pi
- ▶ predicate functions end with a question mark: even?
- ▶ destructive functions end with exclamation mark: reverse!
- ▶ getters and setters: element element-setter

Dynamically and strongly typed

- ▶ strong vs weak typing
- ▶ static vs dynamic typing

Object oriented

- ▶ class based object system
- ▶ everything is inherited from class <object>
- ▶ multiple inheritance, but the right way: superclass linearization
- ▶ difference to widely deployed object oriented programming languages: functions are not part of classes

Class definition

```
define class <square> (<rectangle>)
  slot x :: <number> = 0, init-keyword: x:;
  slot y :: <number> = 0, init-keyword: y:;
  constant slot width :: <number>,
    required-init-keyword: width:;
end class;
```

Keyword arguments

```
define function describe-list
    (my-list :: <list>, #key verbose?) => ()
format(*standard-output*,
       "{a <list>, size: %d",
       my-list.size);
if (verbose?)
    format(*standard-output*, ", elements:");
    for (item in my-list)
        format(*standard-output*, " %=", item);
    end for;
end if;
format(*standard-output*, "}");
end function;
```

Higher order functions

- ▶ anonymous functions (lambda calculus)
- ▶ closures
- ▶ curry, reduce, map, do
- ▶ function composition

Anonymous functions and closures

```
define function make-linear-mapper
  (times :: <integer>, plus :: <integer>)
=> (mapper :: <function>)
  method (x)
    times * x + plus;
  end method;
end function;

define constant times-two-plus-one =
  make-linear-mapper(2, 1);

times-two-plus-one(5);
// Returns 11.
```

Curry, reduce, map

```
let printout = curry(print-object, *standard-output*);  
do(printout, #(1, 2, 3));  
  
reduce(\+, 0, #(1, 2, 3)) // returns 6  
  
reduce1(\+, #(1, 2, 3)) //returns 6  
  
map(\+, #(1, 2, 3), #(4, 5, 6))  
//returns #(5, 7, 9)
```

Function composition, interfacing to C

```
define interface
  #include "ctype.h",
  import: {"isalpha" => is-alphabetic?,
            "isdigit" => is-numeric?},
  map: {"int" => <boolean>};
end interface;

define constant is-alphanumeric? =
  disjoin(is-alphabetic?, is-numeric?);
```

Generic functions

```
define method double
    (s :: <string>) => result
    concatenate(s, s);
end method;
```

```
define method double
    (x :: <number>) => result
    2 * x;
end method;
```

Multiple dispatch

```
define method inspect-vehicle
  (vehicle :: <vehicle>, i :: <inspector>) => ();
    look-for-rust(vehicle);
end;

define method inspect-vehicle
  (car :: <car>, i :: <inspector>) => ();
    next-method(); // perform vehicle inspection
    check-seat-belts(car);
end;

define method inspect-vehicle
  (truck :: <truck>, i :: <inspector>) => ();
    next-method(); // perform vehicle inspection
    check-cargo-attachments(truck);
end;

define method inspect-vehicle
  (car :: <car>, i :: <state-inspector>) => ();
    next-method(); // perform car inspection
    check-insurance(car);
end;
```

Optional type restrictions of bindings

```
define method foo
    (a :: <number>, b :: <number>)
    let c = a + b;
    let d :: <integer> = a * b;
    c := "foo";
    d := "bar"; // Type error!
end
```

Serves on the one hand as assert, on the other hand type inference.

Nonlocal exits

```
block (return)
  open-files();
  if (something-wrong)
    return("didn't work");
  end if;
  compute-with-files()
cleanup
  close-files();
end block
```

Macros

```
define macro with-open-file
{ with-open-file (?stream:variable = ?locator:expression
                  #rest ?keys:expression)
    ?body:body
  end }
=> { begin
      let ?stream = #f;
      block ()
      ?stream := open-file-stream(?locator, ?keys);
      ?body
      cleanup
      if (?stream & stream-open?(?stream))
          close(?stream)
      end;
      end
    end }
end macro with-open-file;
```

A simple for-loop...

```
let collection = #[1, 2, 3];
for (i in collection)
    format-out("%=\n", i);
end for;
```

... is in real a macro with iterator ...

```
let (initial-state, limit, next-state, finished-state?,
      current-key, current-element) =
  forward-iteration-protocol(collection);
local method repeat (state)
  block (return)
    unless (finished-state?(collection, state, limit))
      let i = current-element(collection, state);
      format-out("%=\n", i);
      repeat(next-state(collection, state));
    end unless;
  end block;
end method;
repeat(initial-state)
```

... which gets optimized to a simple loop.

```
while (1) {
    if ((L_state < 3)) {
        L_PCTelement = SLOT((heapptr_t)&literal_ROOT,
                             descriptor_t,
                             8 + L_state_2 * sizeof(descriptor_t));
        [...]
        L_state = L_state + 1;
    } else {
        goto block0;
    }
}
block0:;
```

Type unions

```
define constant <green-thing> =
    type-union(<frog>, <broccoli>);

define constant kermit = make(<frog>);

define method red?(x :: <green-thing>)
    #f
end;

red?(kermit) => #f
```

False-or, singleton

```
type-union.singleton(#f, type) == false-or(type)

define method find-foo (x) => (index :: false-or(<integer>)
  ... //returns index if found, false if not found
end method say;

type-union(symbol1, symbol2) == one-of(symbol1, symbol2)

define method say (x :: one-of(#"red", #"green", #"blue"))
  ...
end method say;
```

Exceptions

```
block ()  
    open-files();  
    compute-with-files()  
exception (<error>)  
    "didn't work";  
cleanup  
    close-files();  
end block
```

Library and Module

```
define library hello-world
    use dylan, import: all;
    use io, import: { format-out };
    export hello-world;
end library;
```

```
define module hello-world
    use dylan;
    use format-out;
    export say-hello;
end module;
```

Links

- ▶ WWW: <http://www.gwydiondylan.org/>
- ▶ Dylan Programming:
<http://www.gwydiondylan.org/books/dpg/>
- ▶ Dylan Reference Manual:
<http://www.gwydiondylan.org/books/drm/>
- ▶ IRC: irc.freenode.net, #dylan
- ▶ mailing list: gd-hackers@gwydiondylan.org