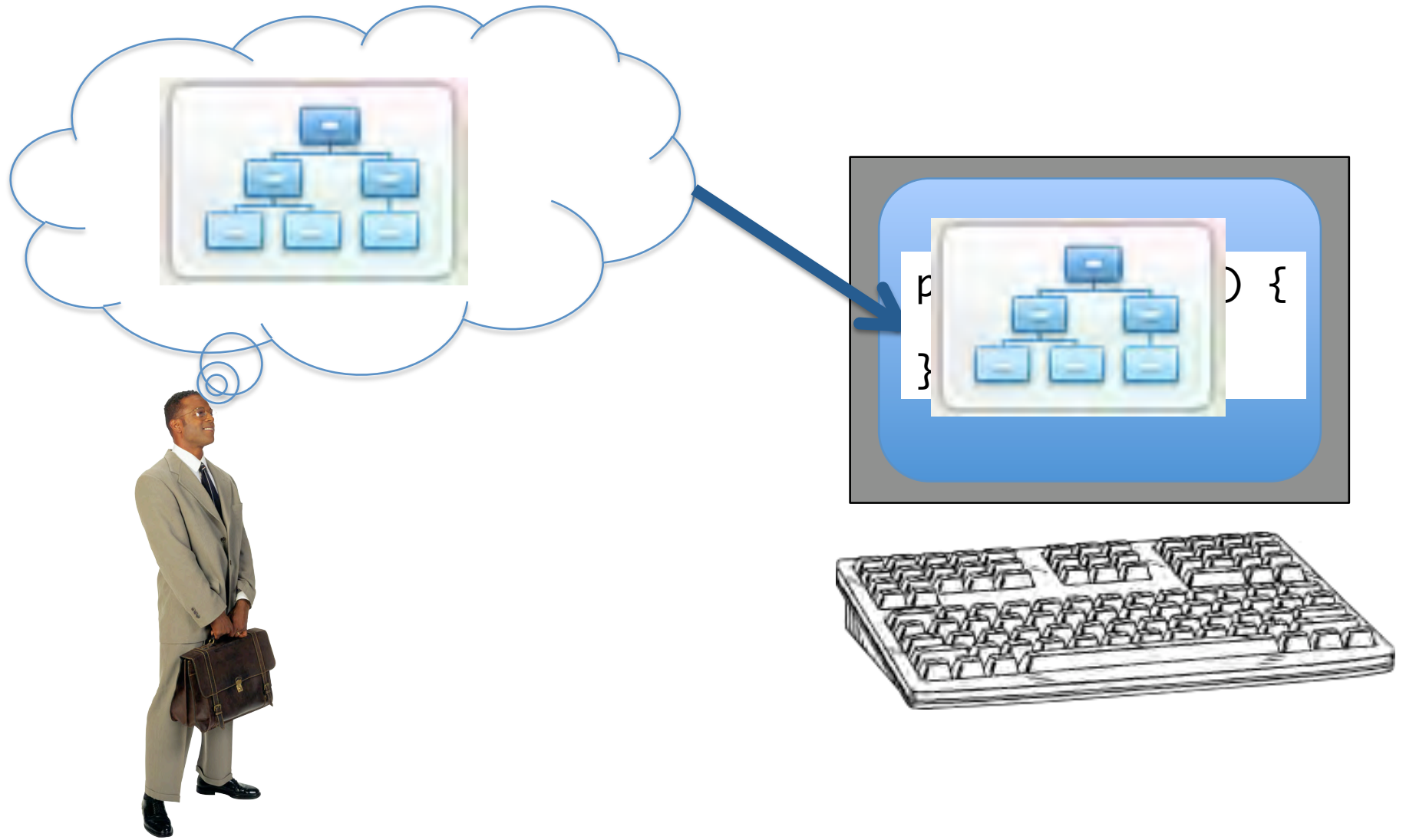


# Agile and Efficient Domain-Specific Languages using Multi-stage Programming in Java Mint

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and Walid Taha

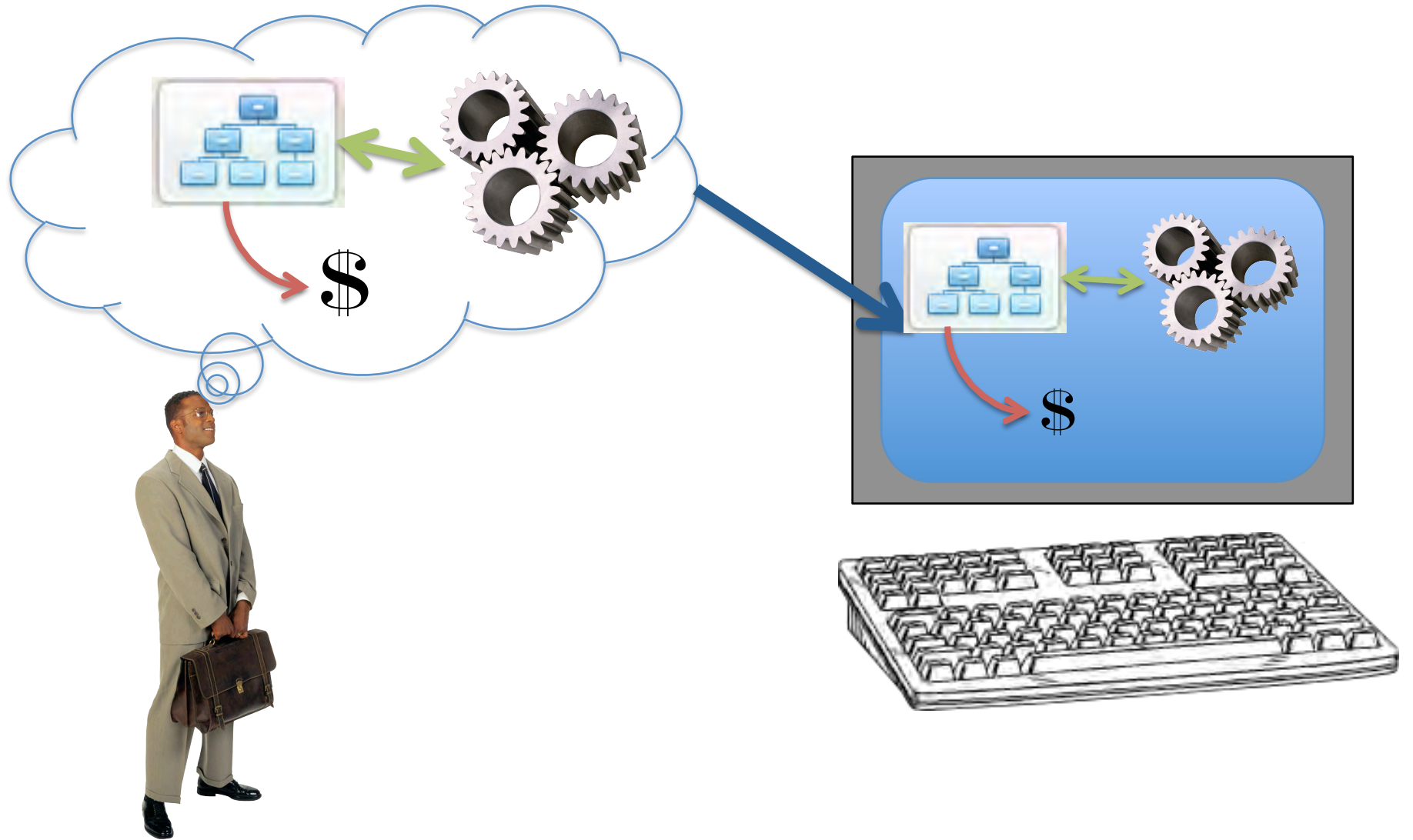
# Why Domain-Specific Languages?



# Benefits of DSLs:

- Productivity: write programs easier and faster
- Modularity: DSL implementation vs. programs
- Correctness: easier to see and fix bugs

# DSLs Must Be Agile



# How to Implement DSLs?

- Interpreters: easier to write and modify
- Compilers: more efficiency
- Why can't we have both?

# Multi-Stage Programming

- Can turn your interpreter into a compiler
- By adding *staging annotations*
- Result: code-producing interpreter
  - Looks similar to original interpreter
  - Produces compiled code
  - No need to worry about compiler back-ends

# Outline

- What is MSP?
- Writing a staged interpreter
- “Compiler optimizations” in MSP:
  - Dynamic type inference to reduce boxing/unboxing
  - Automatic loop parallelization
- Future Work: Monadic Staging

# MSP Reduces the Cost of Abstractions

- MSP languages
  - provide constructs for runtime code generation
  - are statically typed: do not delay error checking until runtime



# MSP in Mint

- Code has type `Code<A>`
- Code built with *brackets* `<| e |>`
- Code spliced with *escapes* ``e`
- Code compiled and run with `run()` method

```
Code<Integer> x = <| 1 + 2 |>;
```

```
Code<Integer> y = <| `x * 3 |>;
```

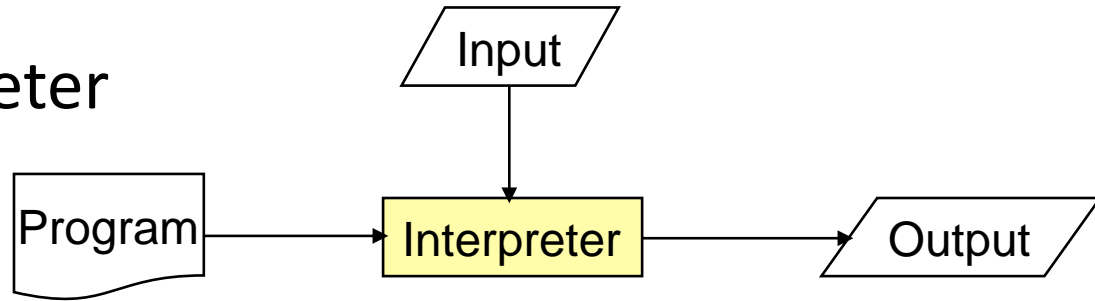
```
Integer z = y.run(); // z = 9
```

# MSP Applications

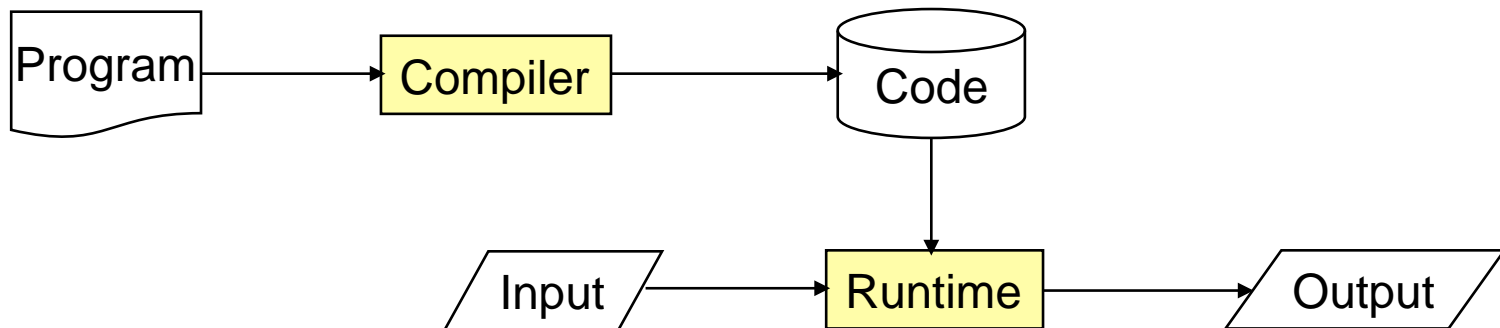
- Sparse matrix multiplication
  - Specialize for elements of value 0 or 1
- Array Views
  - Habanero Java's way of mapping multiple dimensions into 1-dimensional array
  - Removal of index math
- Killer example: Staged interpreters

# Staging an Interpreter

- Unstaged interpreter

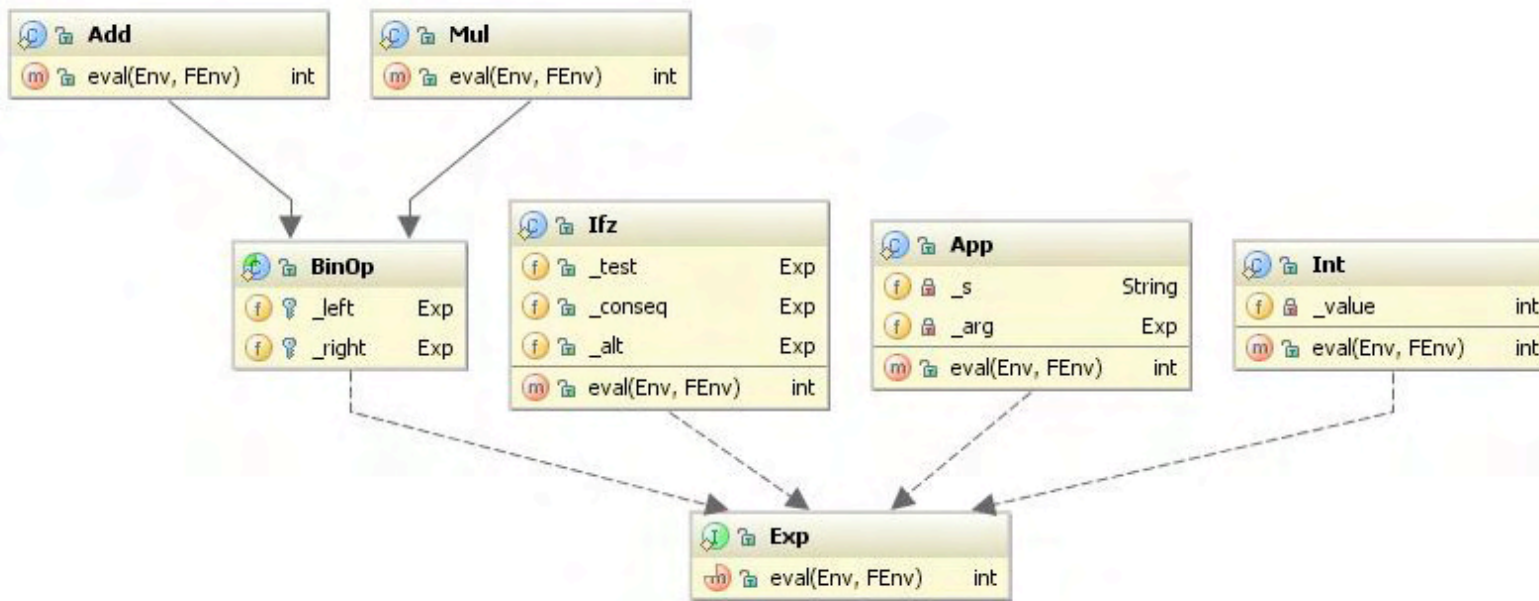


- Staged interpreter (compiler)



# Unstaged Interpreter in Java

- Integer arithmetic, recursive unary functions
- Implementation
  - Interpreter and Composite design patterns



# Unstaged Interpreter in Java

```
public interface Exp {  
    public int eval(Env e, FEnv f);  
}
```

```
public class Int implements Exp {  
    private int _v;  
    public Int(int value) { _v = value; }  
    public int eval(Env e, FEnv f) { return _v; }  
}
```

```
public class Add implements Exp {  
    private Exp _left, _right;  
    public Add(Exp l, Exp r) { _left = l; _right = r; }  
    public int eval(Env e, FEnv f) {  
        return _left.eval(e,f) + _right.eval(e,f);  
    }  
}
```

# Using the Unstaged Interpreter

// evaluate an expression

```
Exp e = new Add(new Int(10), new Int(20));  
int i = e.eval(env0, fenv0); // i = 10 + 20 = 30
```

// create a function that can be evaluated for any x

```
IntFun tenPlusX = new IntFun() {  
    public int apply(int x) {  
        Exp e = new Add(new Int(10), new Int(x));  
        int i = e.eval(env0, fenv0);  
        return i;  
    }  
};  
int j = tenPlusX.apply(20); // j = 10 + 20 = 30
```

# Staged Interpreter

```
public interface Exp {
    public separable Code<Integer> eval(Env e, FEnv f);
}

public class Int implements Exp {
    private Code<Integer> _v;
    public Int(final int value) { _v = <| value |>; }
    public separable Code<Integer> eval(Env e, FEnv f) {
        return _v;
    }
}

public class Add implements Exp {
    private Exp _left, _right;
    public Add(Exp l, Exp r) { _left = l; _right = r; }
    public separable Code<Integer> eval(Env e, FEnv f) {
        return <| `(_left.eval(e,f)) + `(_right.eval(e,f)) |>;
    }
}
```

# Using the Staged Interpreter

```
// evaluate an expression
```

```
Exp e = new Add(new Int(10), new Int(20));
```

```
Code<Integer> c = e.eval(env0, fenv0); // c = <| 10+20 |>
```

```
int i = c.run(); // i = 30
```

```
// create a function that can be evaluated for any x
```

```
Code<IntFun> tenPlusXCode = <| new IntFun() {  
    public int apply(final int x) {  
        return `(new Add(new Int(10), new Int(<| x |>)).  
            eval(env0, fenv0)); }  
} |>;
```

```
IntFun tenPlusX = tenPlusXCode.run();
```

```
int j = tenPlusX.apply(20); // j = 10 + 20 = 30
```



# Using the Staged Interpreter

```
// evaluate an
```

```
Exp e = new A
```

```
Code<Integer
```

```
int i = c.run();
```

```
<| new IntFun() {  
    public int apply(final int x) {  
        return 10 + x;  
    }  
} |>
```

```
// create a function that can be evaluated for any x
```

```
Code<IntFun> tenPlusXCode = <| new IntFun() {  
    public int apply(final int x) {  
        return (new Add(new Int(10), new Int(<| x |>)).  
            eval(env0, fenv0)); }  
} |>;
```

```
IntFun tenPlusX = tenPlusXCode.run();  
int j = tenPlusX.apply(20); // j = 10 + 20 = 30
```

# Framework for DSL Implementation

- Reflection-based S-expression parser
  - Works for all our DSLs

```
(Ifz (Var x) (Int 1) (Mul (Var x) (App f (Sub (Var x) (Int 1))))))
```

- Abstract interpreter, compiler and runner
  - Work for all our DSLs
  - Template method design pattern to specify the variant behavior (e.g. which parser to use)

# Compiler for Example DSL

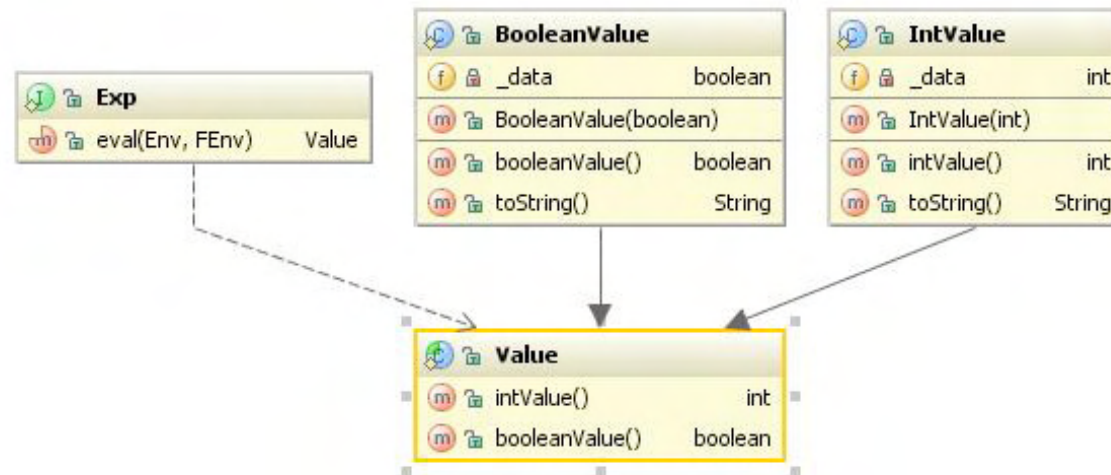
```
public class Compiler extends util.ACompiler<Exp, IntFun> {  
    public Exp parse(String source) {  
        return parser.LintParser.parse(Exp.class, source);  
    }  
}
```

```
    public Code<IntFun> getFunction(final Exp funBody) {  
        return <| new IntFun() {  
            public separable int apply(final int param) {  
                return `(bindParameter(funBody, <|param|>));  
            }  
        } |>;  
    }  
}
```

# Demo and Benchmarks: Integer Interpreter

# Multiple Data Types

- Integer arithmetic, Boolean operations
- Unstaged interpreter returns Value
- Staged interpreter returns Code<Value>



# Value Type and Subclass

```
public abstract class Value {  
    public separable int intValue() { throw new Oops(); }  
    public separable boolean booleanValue() { throw new Oops(); }  
}
```

```
public class IntValue extends Value {  
    private int _data;  
    public IntValue(int data) { _data = data; }  
    public separable int intValue() { return _data; }  
    public String toString() { return _data+":IntValue"; }  
}
```

# Staged Interpreter with Value Type

```
public interface Exp {  
    public separable Code<Value> eval(Env e, FEnv f);  
}
```

```
public class Val implements Exp {  
    private Code<Value> _value;  
    public Val(final Value value) { _value = <| value |>; }  
    public separable Code<Value> eval(Env e, FEnv f) {  
        return _value;  
    }  
}
```

Cannot move the value from stage 0 to stage 1  
this way (using cross-stage persistence, CSP).

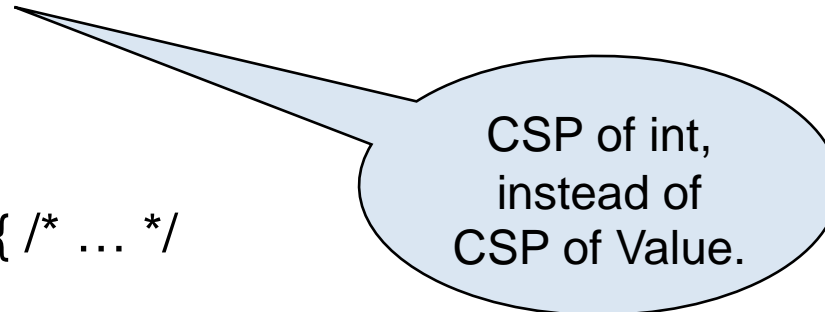
The Value type is not guaranteed to be code-free, and CSP of code could break type-safety (see Westbrook 2010).

# Lifting for the Value Type

```
public abstract class Value { /* ... */  
    public separable abstract Code<Value> lift();  
}
```

```
public class IntValue extends Value { /* ... */  
    private int _data;  
    public separable Code<Value> lift() {  
        final int lfData = _data;  
        return <| new IntValue(lfData) |>;  
    }  
}
```

```
public class Val implements Exp { /* ... */  
    private Code<Value> _value;  
    public Val(final Value value) { _value = value.lift(); }  
}
```



CSP of int,  
instead of  
CSP of Value.



# Demo and Benchmarks: Interpreter with Multiple Data Types

# Overhead from Boxing/Unboxing

- eval() always returns Code<Value>:

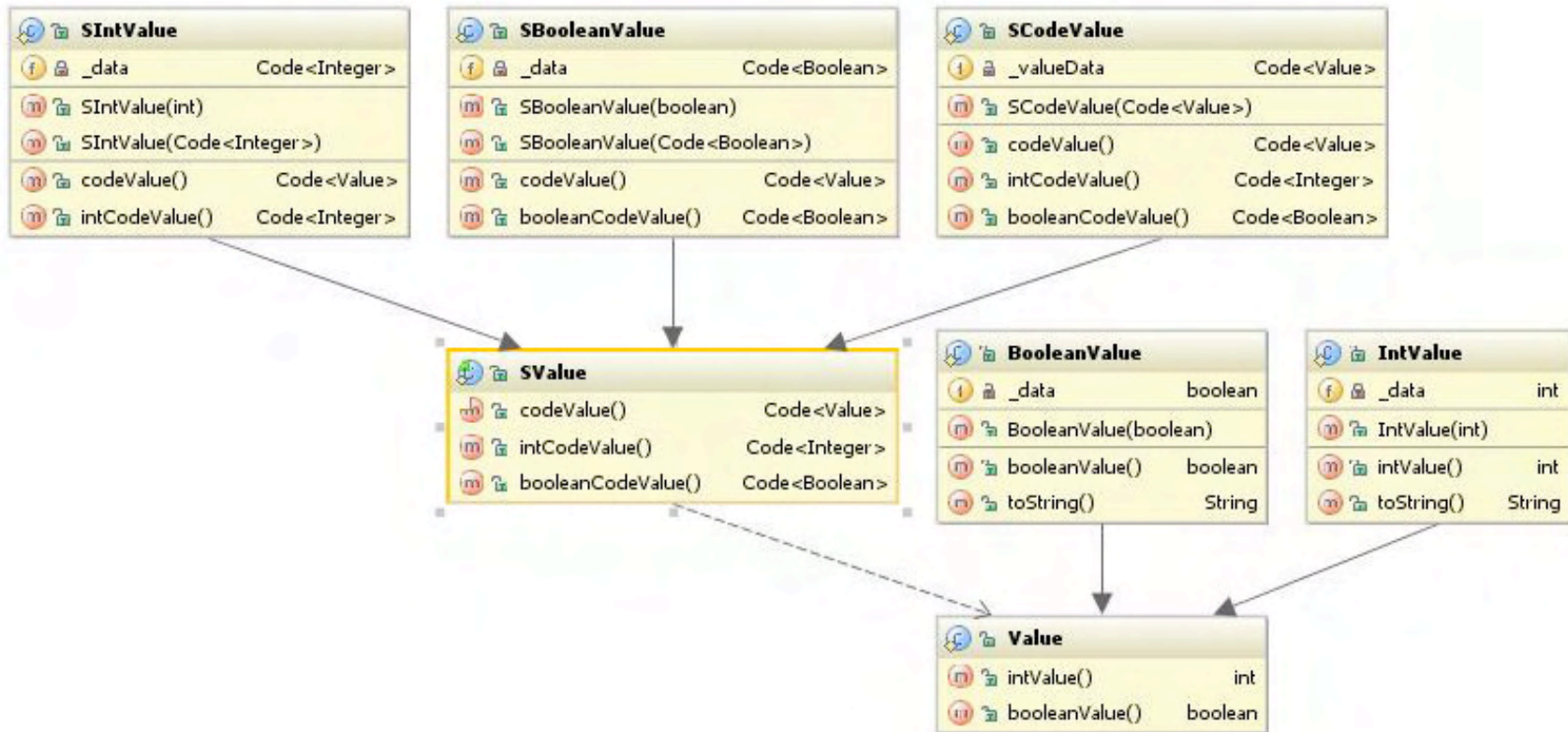
```
public static class Add extends BinOp {  
    public Add(Exp left, Exp right) { super(left, right); }  
    public separable Code<Value> eval(Env e, FEnv f) {  
        return <| (Value) new IntValue(`(_left.eval(e,f)).intValue()  
            + `(_right.eval(e,f)).intValue()) |>;  
    }  
}
```



Unnecessary in man cases!

# Boxing/Unboxing Demo

# Solution: “Staging the Value Type”



# Solution: “Staging the Value Type”

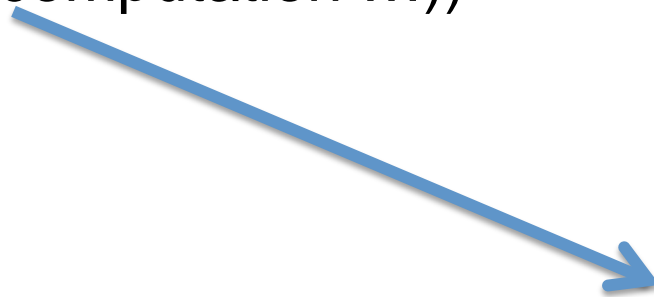
```
public interface Exp {  
    public separable SValue eval(Env e, FEnv f);  
}
```

```
public static class Add extends BinOp {  
    //...  
    public separable SValue eval(Env e, FEnv f) {  
        return new SIntValue(<| `(_left.eval(e,f).intCodeValue())  
            + `(_right.eval(e,f).intCodeValue()) |>);  
    }  
}
```

# Demo and Benchmarks: Dynamic Type Inference

# Let Removes Code Duplication

```
(Mul (... complex computation ...)  
      (... complex computation ...))
```



```
(Let y (... complex computation ...)  
      (Mul y y))
```

# Staging Let Expressions

```
public static class Let implements Exp {  
    // ...  
  
    public Value eval(Env e, FEnv f) {  
        Env newenv = ext (e, _var, _rhs.eval (e, f));  
        return _body.eval (newenv, f);  
    }  
}
```



# Naïve Staging of Let Expressions

```
public static class Let implements Exp {  
    // ...  
  
    public separable SValue eval(Env e, FEnv f) {  
        Env newenv = ext (e, _var, _rhs.eval (e, f));  
        return _body.eval (newenv, f);  
    }  
}
```

Causes code duplication!

# Proper Staging of Let

```
public static class ...
// ...

public separable SValue eval (Env e, FEnv f) {
    SValue rhsVal = _rhs.eval (e, f);
    if (rhsVal instanceof SIntValue) {
        return new SCodeValue
            (<| let int temp = `(rhsVal.intCodeValue ());
              `(_body.eval
                (ext (e, _var, new SIntValue(<|temp|>)),
                  f).codeValue ())|>);
    }

    else if (rhsVal instanceof SBooleanValue) {
        //...
    }
}
}
```

Loss of type information!

# Demo: Code Duplication

# Adding Loops and Mutable Arrays

```
public static class ArrayValue extends Value {
    private Value[] _data;
    public ArrayValue(Value[] data) { _data = data; }
    public Value[] arrayValue() { return _data; }
}

public static class ASet implements Exp {
    public Exp _arr, _index, _val;
    public ASet(Exp arr, Exp index, Exp val) {
        _arr = arr;
        _index = index;
        _val = val;
    }
    public Value eval(Env e, FEnv f) {
        _arr.eval (e, f).arrayValue()[_index.eval (e, f).intValue()]
            = _val.eval (e, f);
        return new IntValue (0);
    }
}
```

# Adding Loops and Mutable Arrays

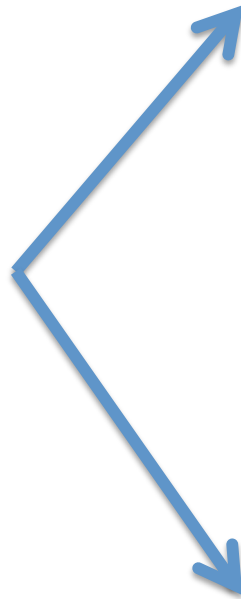
```
public static class For implements Exp {
    String _var;
    public Exp _bound, _body;
    public For(String var, Exp bound, Exp body) {
        _var = var;
        _bound = bound;
        _body = body;
    }
    public Value eval(Env e, FEnv f) {
        int bound = _bound.eval(e, f).intValue();
        for (int i = 0; i < bound; ++i) {
            _body.eval(ext(e, _var, new IntValue(i)), f);
        }
        return new IntValue(0);
    }
}
```

# Automatic Loop Parallelization

```
for i = 0 to n-1 do  
  B[i] = f(A[i])
```

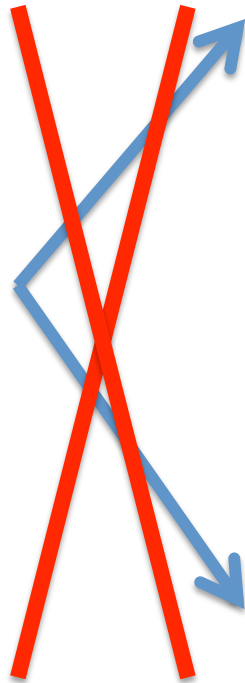
```
for i = 0 to (n-1)/2 do  
  B[i] = f(A[i])
```

```
for i = (n-1)/2 + 1 to n-1 do  
  B[i] = f(A[i])
```



# Not That Easy...

for i = 0 to n-1 do  
  B[i] = f(B[i-1])



for i = 0 to (n-1)/2 do  
  B[i] = f(B[i-1])

Could set B[(n-1)/2 + 1]  
before B[(n-1)/2]!

for i = (n-1)/2+1 to n-1 do  
  B[i] = f(B[i-1])

# Embarrassingly Parallel Loops

```
for i = 0 to n-1 do  
  ... = R[i]  
  W[i] = ...
```

$$\{ \text{Reads } R \} \cap \{ \text{Writes } W \} = \emptyset$$



# Implementation: rwSet Method

```
public interface Exp {  
    public separable Code<Integer> eval(Env e, FEnv f);  
    public separable RWSet rwSet ();  
}
```

```
public class Int implements Exp {  
    //...  
    public RWSet rwSet () { return new RWSet (); }  
}
```

```
public class Add implements Exp {  
    //...  
    public RWSet rwSet () {  
        return _left.rwSet().union (_right.rwSet ());  
    }  
}
```

# Implementation: rwSet Method

```
public class AGet implements Exp {
    //...
    public RWSet rwSet () {
        if (_arr instanceof Var) {
            return _index.rwSet().addR (((Var)_arr)._s);
        } else {
            return _index.rwSet().completeR ();
        }
    }
}
```

// similar for ASet

# Demo and Benchmarks: Automatic Loop Parallelization

# Future Work: Monadic Staging

- Monads: powerful abstraction for interpreters
  - Hide “features” in monad
  - More modular, easier to add/change “features”

```
abstract class M<X> {  
    X runMonad (Env e, FEnv f);  
  
    static <Y> M<Y> ret (Y in);  
    <Y> M<Y> bind (Fun<X,M<Y>> f);  
}  
  
interface Exp {  
    M<Value> eval ();  
}
```

# Future Work: Monadic Staging

- Idea: Staged Monads
  - Hide “staging-related features”
  - Modularity in staged interpreter
  - More information out of Let expressions...?

```
abstract class SMInt extends SM<Value> {  
    Code<Int> runMonadInt (Env e, FEnv f);  
  
    // ...  
}
```

# Conclusion

- MSP for DSL implementation
  - Agile: as simple as writing an interpreters
  - Efficient: performance of compiled code
- Many compiler optimizations
- Framework for implementing DSLs
- Available for download:

<http://www.javamint.org>