

Feldspar implementation

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Representing embedded languages

Haskell makes it very convenient to represent expressions as recursive data types. For example:

Arithmetic expressions

```
data Expr
  = Num Int
  | Add Expr Expr
  | Mul Expr Expr
```

Evaluation

```
eval :: Expr → Int
eval (Num n)      = n
eval (Add e1 e2) = eval e1 + eval e2
eval (Mul e1 e2) = eval e1 * eval e2
```

Embedded language API

```
num :: Int → Expr  
num = Num
```

```
(<+>) :: Expr → Expr → Expr  
(<+>) = Add
```

```
(<*>) :: Expr → Expr → Expr  
(<*>) = Mul
```

```
eval :: Expr → Int
```

Example

```
prog = (num 10 <*> num 4) <+> (num 34 <+> num 6)
```

Example

```
prog = (num 10 <*> num 4) <+> (num 34 <+> num 6)
```

```
*Main> eval prog  
80
```

Simple code generation

```
var v = "v" ++ show v
```

```
assign v expr = var v ++ " = " ++ expr ++ "\n"
```

```
matchOp (Add e1 e2) = ("+",e1,e2)
```

```
matchOp (Mul e1 e2) = ("*",e1,e2)
```

```
compile' :: Int → Expr → (String, Int)
```

```
compile' v (Num n) = (assign v (show n), v)
```

```
compile' v0 e      = (code1 ++ code2 ++ code3, v3)
```

where

```
(op,e1,e2) = matchOp e
```

```
(code1,v1) = compile' v0      e1
```

```
(code2,v2) = compile' (v1+1) e2
```

```
v3          = v2+1
```

```
code3       = assign v3 (var v1 ++ op ++ var v2)
```

```
compile :: Expr → IO ()
```

```
compile = putStrLn . fst . compile' 0
```

Example

```
prog = (num 10 <*> num 4) <+> (num 34 <+> num 6)
```

```
*Main> compile prog
```

```
v0 = 10
```

```
v1 = 4
```

```
v2 = v0*v1
```

```
v3 = 34
```

```
v4 = 6
```

```
v5 = v3+v4
```

```
v6 = v2+v5
```

High-level sugar

The language API can be extended without changing the `Expr` type.
Simple example, loop construct:

```
loop :: Int → (Expr → Expr) → (Expr → Expr)
loop 0 f = id
loop n f = f . loop (n-1) f
```

- Using Haskell to *generate* embedded programs.
- Advantage: Can give advanced constructs (like `loop`) to the user, while keeping the expressions simple.

High-level sugar

```
*Main> compile (loop 4 (<+>num 5) (num 0))  
v0 = 0  
v1 = 5  
v2 = v0+v1  
v3 = 5  
v4 = v2+v3  
v5 = 5  
v6 = v4+v5  
v7 = 5  
v8 = v6+v7
```

- Same basic idea as the simple Expr language
- A recursive data type to represent programs
- An evaluator and a C code generator
- Lots of high-level sugar!
 - Most constructs are based on sugar
 - E.g. the Vector type (see previous presentation) only exists as sugar