

# Advances in Programming Languages

## APL11: Heterogeneous Metaprogramming in F#

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Thursday 21 February 2008  
Semester 2 Week 7



# Topic: Domain-Specific vs. General-Purpose Languages

This is the second of three lectures on integrating domain-specific languages with general-purpose programming languages. In particular, SQL for database queries.

- Using SQL from Java
- LINQ: .NET Language Integrated Query
- Language integration for F# metaprogramming

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- Using SQL from Java
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- Language integration for F# metaprogramming

Don Syme. Leveraging .NET Meta-programming Components from F#: Integrated Queries and Interoperable Heterogeneous Execution.

In *Proceedings of the 2006 ACM SIGPLAN Workshop on ML*, Sep. 2006.

# Outline

- 1 Metaprogramming
- 2 F#
- 3 Examples of metaprogramming in F# with LINQ

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# Metaprogramming

The term *metaprogramming* covers almost any situation where a program manipulates code, either its own or that of some other program. This may happen in many ways, including for example:

- Textual manipulation of code as strings
- Code as a concrete datatype
- Code as an abstract datatype
- Code generation at compile time or run time
- Self-modifying code
- Staged computation

Although this would also include any compiler or interpreter, the idea of metaprogramming usually indicates specific language features, or especially close integration between the subject and object programs.

# Metaprogramming Examples

## Macros

```
#define geometric_mean(x,y) = sqrt(x*y)

#define BEGIN {
#define END }

#define LOOP(var,low,high,body) = \
    for (int var=low; var<high; var++) BEGIN body END

int total = 0; LOOP(i,1,10,total=total+i;)
```

Here `geometric_mean` is an inlined function; while the *non-syntactic* `LOOP` macro is building code at compile time.

## C++ Templates

```
template<int n>
Vector<n> add(Vector<n> lhs, Vector<n> rhs)
{
    Vector<n> result = new Vector<n>;
    for (int i = 0; i < n; ++i)
        result.value[i] = lhs.value[i] + rhs.value[i];
    return(result);
}
```

This template describes a general routine for adding vectors of arbitrary dimension. Compile-time specialisation can give custom code for fixed dimensions if required. The C++ Standard Template Library does a lot of this kind of thing.



# Metaprogramming Examples

## Java reflection

```
Class c = Class.forName("java.lang.System"); // Fetch System class
Field f = c.getField("out"); // Get static field
Object p = f.get(null); // Extract output stream
Class cc = p.getClass(); // Get its class
Class types[] = new Class[] { String.class }; // Identify argument types
Method m = cc.getMethod("println", types); // Get desired method
Object a[] = new Object[] { "Hello, world" }; // Build argument array
m.invoke(p,a); // Invoke method
```

Reflection of this kind in Java and many other languages allows for programs to indulge in runtime *introspection*. This is heavily used, for example, by toolkits that manipulate Java *beans*.

# Metaprogramming Examples

## Javascript eval

```
eval("3+4");           // Returns 7

a = "5-"; b = "2";
eval(a+b);             // Returns 3, result of 5-2

eval(b+a);             // Runtime syntax error

b = "1";
c = "a+a+b";
eval(eval(c));         // Returns 3, result of 5-5-1
```

Any language offering this has to include at least a parser and interpreter within its runtime.

# Metaprogramming Examples

## Lisp eval

`(eval '(+ 3 4))` ; *Result is 7*

`(eval '(+ ,x ,x ,x))` ; *Result is 3\*x, whatever x is*

```
(eval-after-load "bibtex"  
  '(define-key bibtex-mode-map  
      [(meta backspace)] 'backward-kill-word))
```

Unlike Javascript `eval`, code here is structured data, built using quote `'( ... )`. The backquote or *quasiquote* ``( ... )` allows computed values to be inserted using the *antiquote* comma `,( ... )`.

# Metaprogramming Examples

## MetaOCaml

```
# let x = .< 4+2 >. ;;  
val x : int code = .< 4+2 >.  
  
# let y = .< ~.x + ~.x >. ;;  
val y : int code = .< (4+2)+(4+2) >.  
  
# let z = .! y ;;  
val z : int = 12
```

Arbitrary OCaml code can be quoted `.< >.`, antiquoted `~.` and executed `!.` All these can be nested, giving a *multi-stage* programming language with detailed control over exactly what parts are evaluated when in the chain from source to execution.

# Metaprogramming Examples

## MetaOCaml

```
# let x = .< 4+2 >. ;;  
val x : int code = .< 4+2 >.  
  
# let y = .< ~.x + ~.x >. ;;  
val y : int code = .< (4+2)+(4+2) >.  
  
# let z = .! y ;;  
val z : int = 12
```

Various research projects have implemented multi-stage versions of (at least) Scheme, Standard ML and Java/C#.

# Metaprogramming Examples

## MetaOCaml

```
# let x = .< 4+2 >. ;;  
val x : int code = .< 4+2 >.  
  
# let y = .< ~.x + ~.x >. ;;  
val y : int code = .< (4+2)+(4+2) >.  
  
# let z = .! y ;;  
val z : int = 12
```

This is *homogeneous* metaprogramming: the language at all stages is OCaml. There is a version of MetaOCaml that supports *heterogeneous* metaprogramming, with final execution of the code *offshored* into C.

(pun)

# Outline

- 1 Metaprogramming
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# F#

F# is a version of ML for the .NET platform. It is not unique in this: there is also SML.NET, implementing Standard ML, which itself grew from the MLj compiler for the Java virtual machine.

## Easy F#

```
let rec fib n = match n with 0 | 1 -> 1 | n -> fib (n-1) + fib (n-2)

let build first last = System.String.Join( " ", [|first;last|] )

let name = build "Joe" "Smith"
```

To a (poor) first approximation, F# is OCaml syntax with .NET libraries.



Interoperability with the .NET framework and other .NET languages is central to F#.

- Core syntax is OCaml: with higher-order functions, lists, tuples, arrays, records, ...
- Objects are nominal: with classes, inheritance, dot notation for field and method selection, ...  
(So no structural subtyping for objects, nor any row polymorphism)
- .NET toys: extensive libraries, concurrent garbage collector, install-time/run-time (JIT) compilation, debuggers, profilers, ...
- Creates and consumes .NET/C# types and values; can call and be called from other .NET languages.
- Generates and consumes .NET code: can exchange functions with other languages, and polymorphic expressions are exported with generic types.

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# LINQ Metaprogramming in C#

Recall from the last lecture that LINQ→SQL passes on the information needed to evaluate a query as an *expression tree*. By analyzing this, a complex expression combining several query operations might be executed in a single SQL call to the database.

Expression trees are built as required, and may include details of C# source code. For example:

```
Expression<Func<int,bool>> test = (id => (id<max)));
```

Now `test` is not an executable function, but a data structure representing the given lambda expression.

This is quotation, but implicit: rather than having syntax to mark quotation of `(id => (id<max))`, the compiler deduces this from its `Expression` type.

# Quotations in F#

## Simple quote

```
> open Microsoft.FSharp.Quotations.Typed
```

```
– let a = <@ 3 @>;;
```

```
val a : Expr<int>
```

```
> a;;
```

```
val it : Expr<int> = <@ (Int32 3) @>
```

F# provides explicit quotation markers. Here the interactive response exposes the internal structure of an expression.

# Quotations in F#

## Larger quote

```
> <@ "Hello " + "World" @>;  
val it : Expr<string>  
= <@ (App (App (Microsoft.FSharp.Core.Operators.op_Addition)  
            ((String "Hello")))  
        ((String "World"))) @>
```

A more complex quotation gives a more complex expression. Although verbose, the structure is clearly the same.

# Quotations in F#

## Function quote

```
> <@ fun x -> x+1 @>;  
val it : Expr<(int -> int)>  
= <@  
  fun x#39844.4 ->  
    (App  
      (App (Microsoft.FSharp.Core.Operators.op_Addition) x#39844.4)  
        ((Int32 1))) @>
```

An expression of function type includes details of the function body. Here `x#39844.4` is a variable name chosen by the expression printer.

# Quotations Templates

## Quote with hole

```
> let f = <@ 5 + _ @>;  
val f : (Expr<int> -> Expr<int>)  
  
> f a;;  
val it : Expr<int>  
= <@  
(App (App (Microsoft.FSharp.Core.Operators.op_Addition) ((Int32 5)))  
((Int32 3))) @>
```

A quotation with one or more holes gives a function mapping expressions to expressions: building large expressions from smaller ones. The operation `lift : 'a -> Expr<'a>` allows antiquotation, plugging in runtime values.

# Application: F# to SQL by LINQ

## Query in memory

```
val ( |> ) : 'a -> ('a -> 'b) -> 'b

let query =
    fun db ->
        db.Employees
        |> where (fun e -> e.City = "London" )
        |> select (fun e -> (e.Name,e.Address))
```

The `query` function will inspect an in-memory datastructure `db.Employees`, filtering those working in London and projecting out their name and address.



# Application: F# to SQL by LINQ

## Query via SQL

```
val ( |> ) : 'a -> ('a -> 'b) -> 'b
```

```
let query = SQL
```

```
  <@ fun db ->
```

```
    db.Employees
```

```
    |> where (fun e -> e.City = "London" )
```

```
    |> select (fun e -> (e.Name,e.Address)) @>
```

Quoting the internals now gives a `query` function that will inspect an external database instead.

# Application: F# to SQL by LINQ

## Query via SQL

```
val ( |> ) : 'a -> ('a -> 'b) -> 'b
```

```
let query = SQL
```

```
  <@ fun db ->
```

```
    db.Employees
```

```
    |> where (fun e -> e.City = "London" )
```

```
    |> select (fun e -> (e.Name,e.Address)) @>
```

The `SQL` function takes a quoted expression and passes it to LINQ; which compiles it to SQL and then hands it off to the database engine as:

```
SELECT Name, Address FROM Employees WHERE City = "London"
```

# Application: F# to SQL by LINQ

## Query via SQL

```
val ( |> ) : 'a -> ('a -> 'b) -> 'b
```

```
let query = SQL
```

```
  <@ fun db ->
```

```
    db.Employees
```

```
    |> where (fun e -> e.City = "London" )
```

```
    |> select (fun e -> (e.Name,e.Address)) @>
```

This heterogeneous metaprogramming leads to some mismatches between F# and SQL semantics: for example, SQL date/time is rounded to 3msec, less precise than .NET, and the definition of [Math.Round](#) is different.

## Powers of x

```
> let rec power (n,x) = if n = 0 then 1 else x*power(n-1,x);;  
val power : int * int -> int
```

```
> let power4 = fun x -> power (4,x);;  
val power4 : int -> int
```

```
> power4 5;;  
val it : int = 625
```

# Application: F# Runtime Code Generation

## Powers of x

```
> let rec metapower (n,x) =  
-   if n = 0  
-   then <@ 1 @>  
-   else <@ _ * _ @> (lift x) (metapower(n-1,x)) ;;  
val metapower : int * int -> Expr<int>  
  
> let metapower4 = fun x -> metapower (4,x) ;;  
val metapower4 : int -> Expr<int>
```

The `metapower` function computes  $x^n$  as an expression rather than a value.

# Application: F# Runtime Code Generation

## Powers of x

```
> metapower4 5
```

```
- ;;
```

```
val it : Expr<int>
```

```
= <@
```

```
(App (App (Microsoft.FSharp.Core.Operators.op_Multiply) (5))  
      (App (App (Microsoft.FSharp.Core.Operators.op_Multiply) (5))  
            (App (App (Microsoft.FSharp.Core.Operators.op_Multiply) (5))  
                  (App (App (Microsoft.FSharp.Core.Operators.op_Multiply) (5))  
                        ((Int32 1))))))) @>
```

The `metapower4` function computes  $x^4$  as an expression rather than a value. Like the database expression, this too can be passed to LINQ.

# Application: F# Runtime Code Generation

## Powers of x

```
> metapower4 5
```

```
- ;;
```

```
val it : Expr<int>
```

```
= <@
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(App (App (Microsoft.FSharp.Core.Operators.op_Multiply) (5))  
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                  (App (App (Microsoft.FSharp.Core.Operators.op_Multiply) (5))  
                        ((Int32 1)))))) @>
```

LINQ provides lightweight code generation: at runtime the code is built, JIT compiled, run, and then garbage collected away.

## Application: Accelerating F# by Outsourcing

```
let matrix f = Array2.init x y f // Fixed dimensions x,y
...
let neg a = matrix (fun i j -> - a.(i,j))
let (.+) a b = matrix (fun i j -> a.(i,j) + b.(i,j))
let (.&&) a b = matrix (fun i j -> a.(i,j) && b.(i,j))
..
let rotate a dx dy = matrix (fun i j -> a.((i+dx)%x,(j+dy)%y))
let count a = matrix (fun i j -> int_of_bool a.(i,j))

let nextGeneration(a) =
  let N dx dy = rotate (count a) dx dy in
  let sum = N (-1) (-1) .+ N (-1) 0 .+ N (-1) 1
    .+ N 0 (-1) .+ N 0 1
    .+ N 1 (-1) .+ N 1 0 .+ N 1 1 in
    (sum . = three) .| | (sum . = two) .&& a);;
```



# Application: Accelerating F# by Outsourcing

```
open Microsoft.Research.DataParallelArrays // Use e.g. GPU pixel shader
let shape = [| x; y |] // Fixed dimensions x,y
..
let And (a:FPA) (b:FPA) = FPA.Min (a, b) // Built-in array operations
let Or (a:FPA) (b:FPA) = FPA.Max (a, b)
..
let Rotate (a:FPA) i j = a.Rotate([| i;j |])
..
let nextGenerationGPU (a:FPA) =
  let N dx dy = Rotate a dx dy in
  let sum = N (-1) (-1) .+ N (-1) 0 .+ N (-1) 1
    .+ N 0 (-1) .+ N 0 1
    .+ N 1 (-1) .+ N 1 0 .+ N 1 1 in
    Or (Equals sum three) (And (Equals sum two) a);;
```

# Application: Accelerating F# by Outsourcing

Instead of writing the array code for this particular application, we can write a general translator that does this for expressions:

```
val accelerate : ('a [,] -> 'a[,]) expr -> 'a[,] -> 'a[,]
```

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All we need do to run life on the GPU is then:

```
let nextGenerationGPU' = accelerate <@ nextGeneration @>
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```

All we need do to run life on the GPU is then:

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let nextGenerationGPU' = accelerate <@ nextGeneration @>
```

Caveat: The semantic mismatches are now more serious — actual floating-point arithmetic on GPU and CPU is not bit-identical.

## Polymorphic typing of units of measure in F#

Andrew Kennedy  
Microsoft Research Cambridge

*also*

Compiling with Continuations, Continued  
Seminar

Laboratory for Foundations of Computer Science  
Room 2511, James Clerk Maxwell Building  
4pm Monday 25 February 2008

# Summary

- Metaprogramming ranges from syntactic expansion through hygienic macros to staged computation and runtime code generation.
- F# is an ML for .NET, with an emphasis on interlanguage working.
- Quotations and templates bring metaprogramming to F#.
- F# can use LINQ to generate SQL ...
- ...or native code at runtime ...
- ...or to outsource execution wherever seems best.