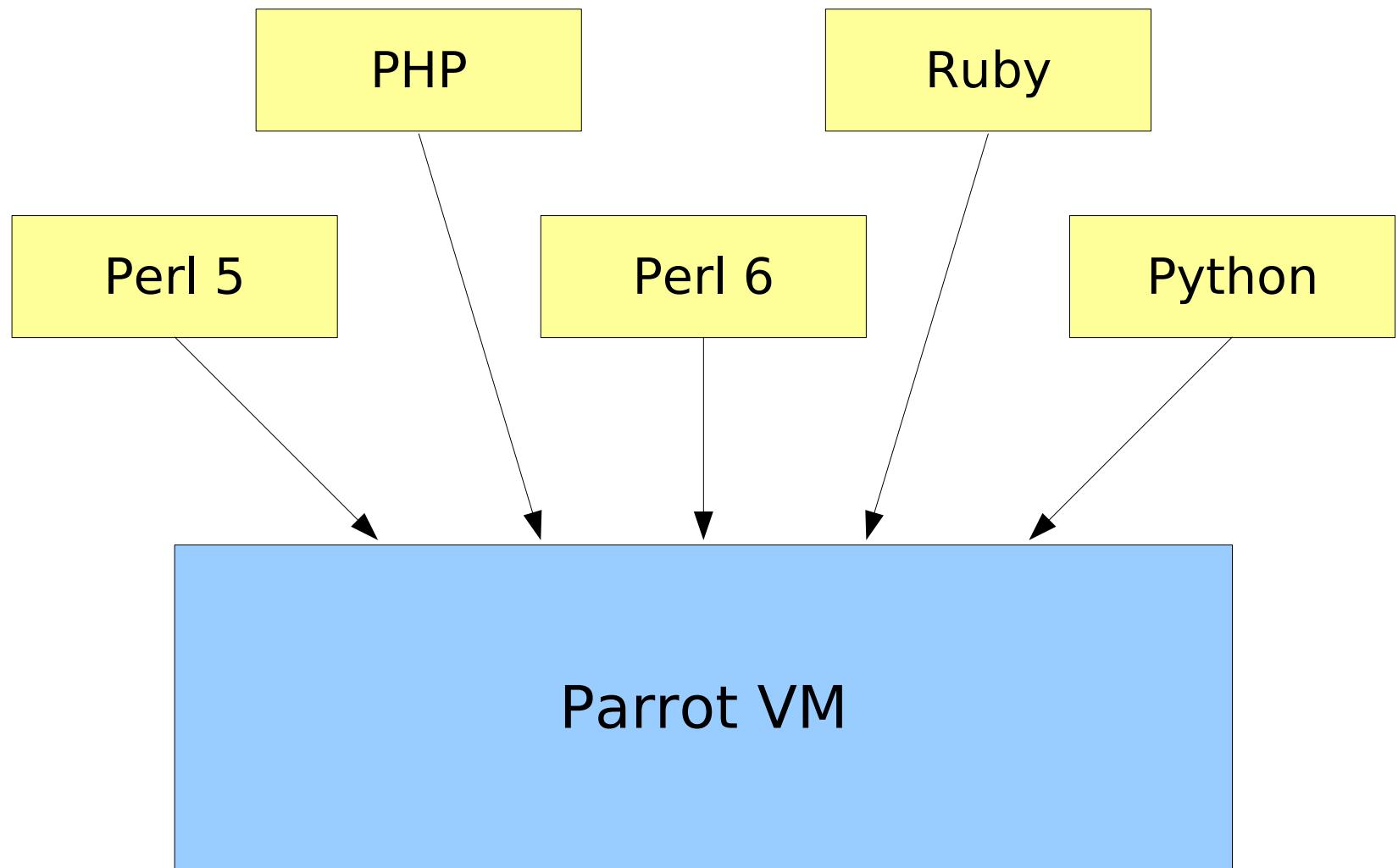
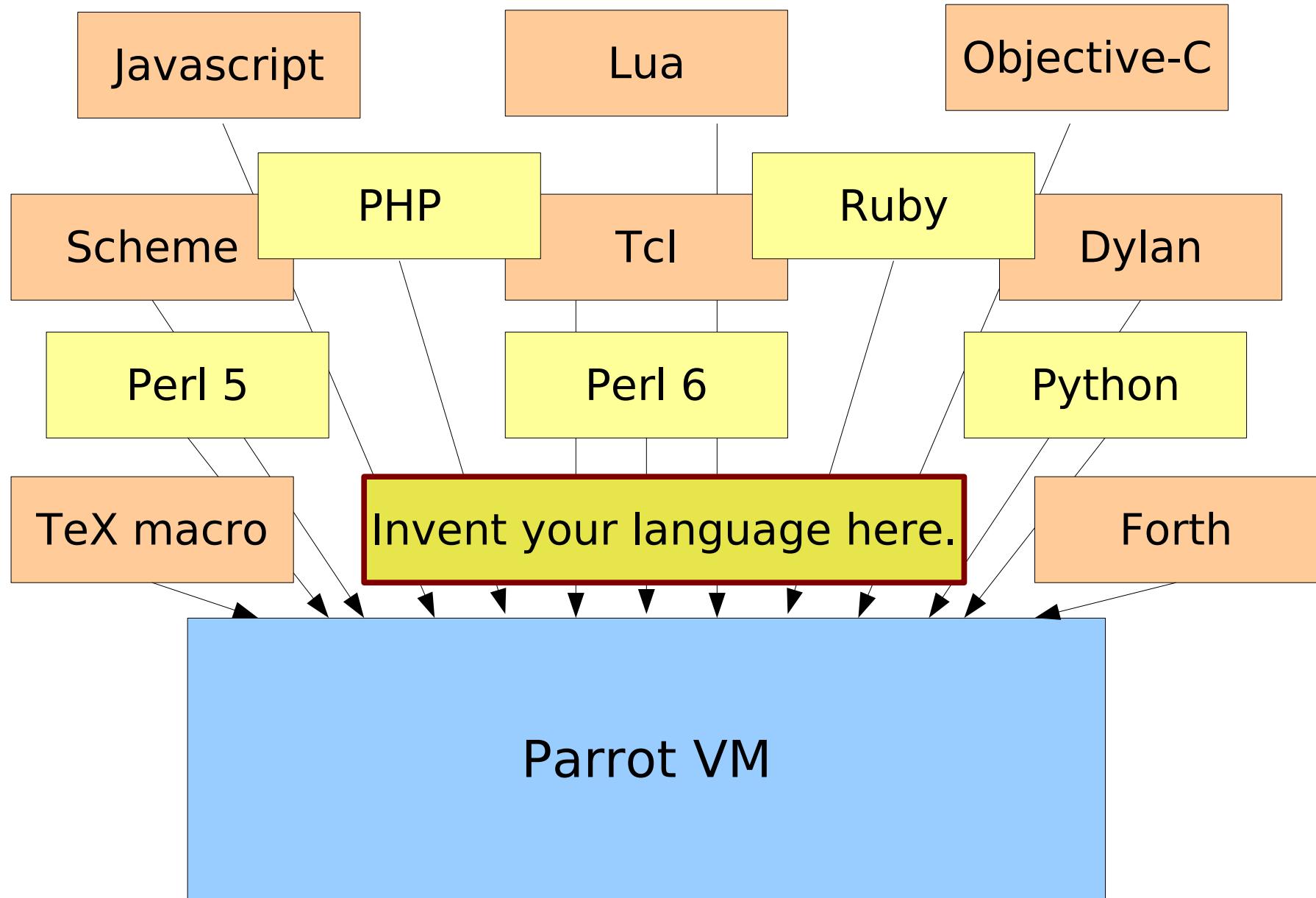


# Parrot VM

Allison Randal  
*Parrot Foundation &  
O'Reilly Media, Inc.*

There's an odd misconception in the computing world that writing compilers is hard. This view is fueled by the fact that we don't write compilers very often. People used to think writing CGI code was hard. Well, it is hard, if you do it in C without any tools.





# Dynamic Languages

---

Runtime vs. compile-time

Extend code (eval, load)

Define classes

Alter type system

Higher-order functions

Closures, Continuations, Coroutines

# Why?

---

Revolution

Powerful tools

Portability

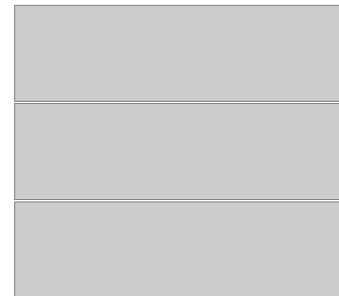
Interoperability

Innovation

# Register-based

---

## Stack operations



# Register-based

---

## Stack operations



# Register-based

---

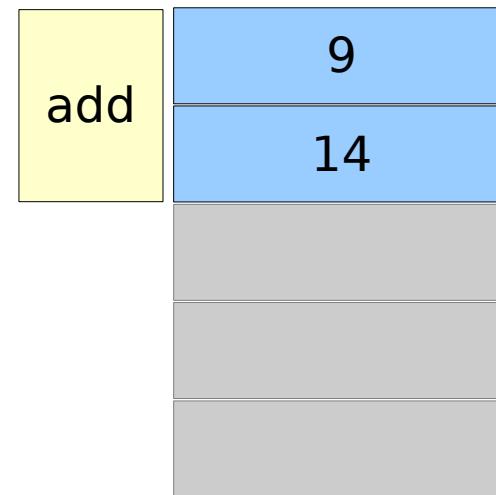
## Stack operations



# Register-based

---

## Stack operations



# Register-based

---

## Stack operations



# Register-based

---

Stack operations

Register operations



# Register-based

---

Stack operations

Register operations



# Register-based

---

Stack operations

Register operations



# Register-based

---

Stack operations

Register operations

Fewer instructions

Hardware registers

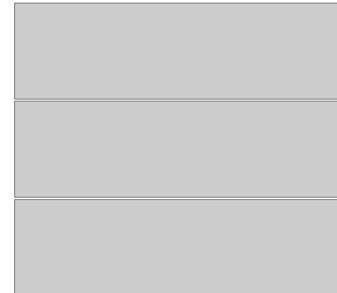
Register spilling

Flexible register sets

# Continuation Passing Style

---

Stack-based control flow



# Continuation Passing Style

---

Stack-based control flow



# Continuation Passing Style

---

Stack-based control flow



# Continuation Passing Style

---

Stack-based control flow



# Continuation Passing Style

---

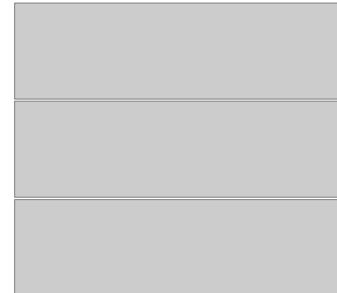
Stack-based control flow



# Continuation Passing Style

---

Stack-based control flow



# Continuation Passing Style

---

Stack-based control flow

Continuation-based  
control flow

Context:  
main

# Continuation Passing Style

---

Stack-based control flow

Continuation-based  
control flow

Context:  
main

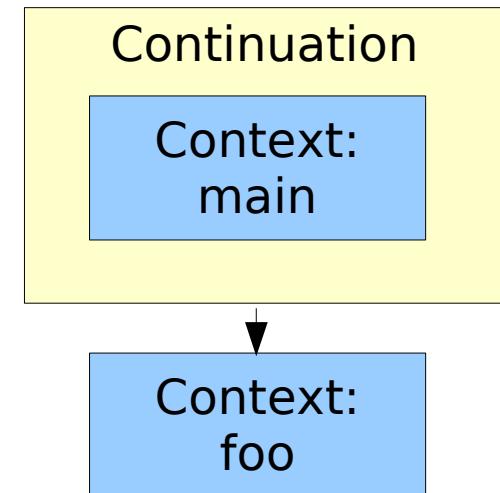
Context:  
foo

# Continuation Passing Style

---

Stack-based control flow

Continuation-based  
control flow

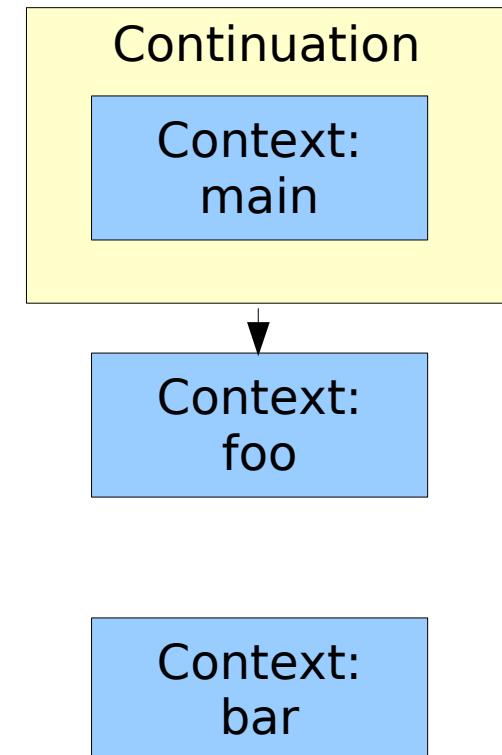


# Continuation Passing Style

---

Stack-based control flow

Continuation-based  
control flow

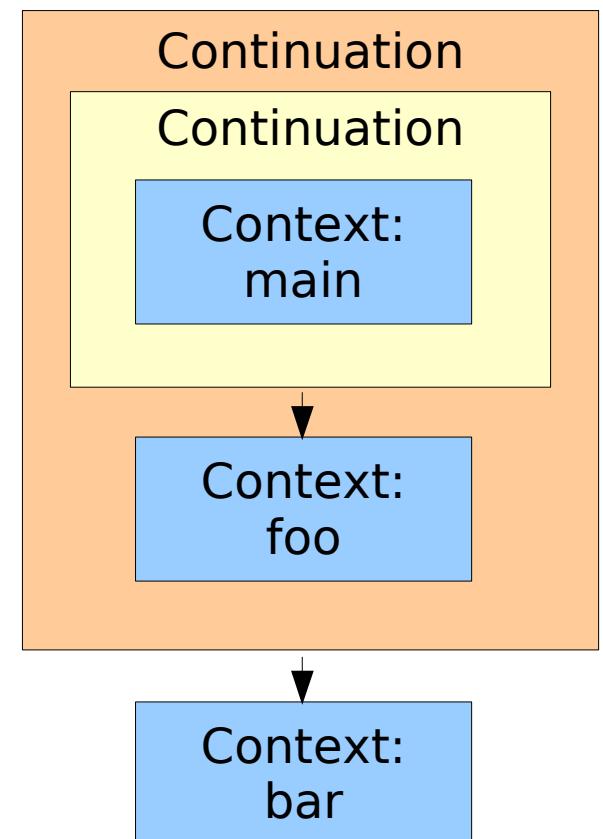


# Continuation Passing Style

---

Stack-based control flow

Continuation-based  
control flow



# Continuation Passing Style

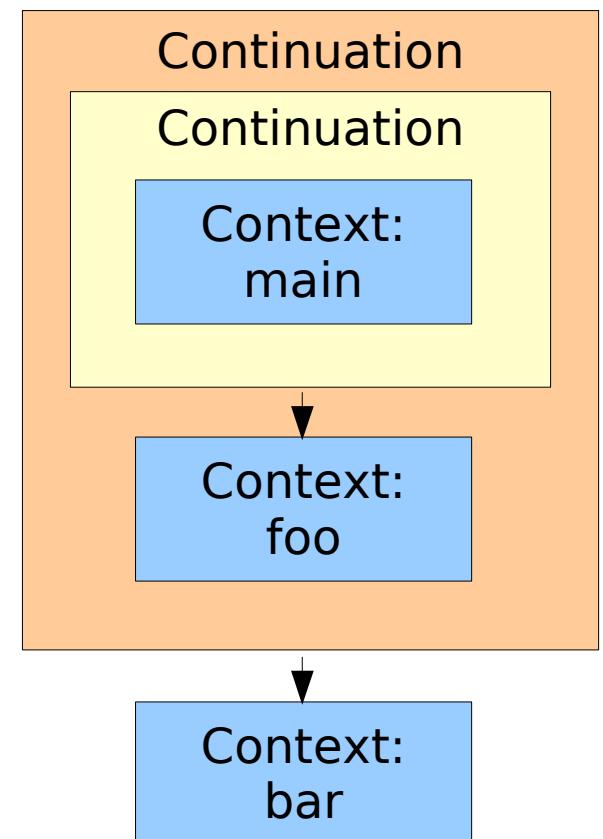
---

Stack-based control flow

Continuation-based  
control flow

Deeply nested contexts

Tail recursion



## Parser Grammar Engine (PGE)

## Parrot Compiler Toolkit (PCT)

NQP

PAST

HLLCompiler

PASM (assembly language)

PIR (intermediate representation)

## Parrot VM

I/O

GC

Events

Exceptions

OO

IMCC

Unicode

Threads

STM

JIT

# PASM

---

Assembly language

Simple syntax

add I0, I1, I2

Human-readable bytecode

# PIR

---

## Syntactic sugar

```
$I0 = $I1 + $I2
```

## Named variables

```
.local int myvar  
$I0 = myvar + 5
```

## Sub and method calls

```
result = object.'method'($I0)
```

# NQP

---

Not Quite P(H|P)ython|erl|uby)  
Lightweight language

```
$a := 1;  
print($a, "\n");
```

Compiler tools

```
$past := PAST::Op.new( :name('printnl') );
```

# Parser Grammar Engine

---

Regular expressions

Recursive descent

Operator precedence parser

# HLLCompiler

---

Base library

Quick start

Common features

# Pipp

---

## Download

<http://www.parrot.org>

## Build

```
$ perl Configure.PL
```

```
$ make test
```

## Language

```
$ cd languages/pipp
```

```
$ make test
```

# Pipp

---

hello.php

```
<?php  
echo "Hello, World!\n";  
?>
```

Run

```
$ parrot pipp.pir hello.php  
$ pipp hello.php
```

# pipp.pir

---

367 lines

```
$P1 = new ['PCT';'HLLCompiler']
$P1.'language'('Pipp')
$P1.'parsegrammar'(['Pipp';'Grammar'])
$P1.'parseactions'(['Pipp';'Grammar';'Actions'])
```

# grammar.pg

---

## Parser

```
rule argument_list {  
    [ <expression> [ ',' <expression>]* ]?  
    {*}  
}
```

# actions.nqp

---

## Transform to AST

```
method echo_statement($/) {
    my $past := $( $<argument_list> );
    $past.name( 'echo' );
    make $past;
}
```

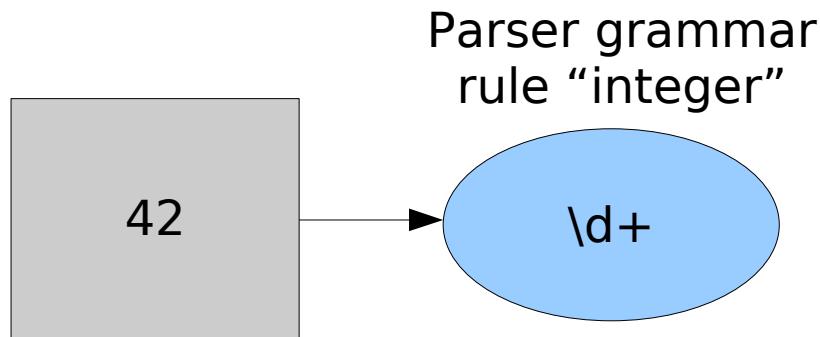
# Value Transformation

---

42

# Value Transformation

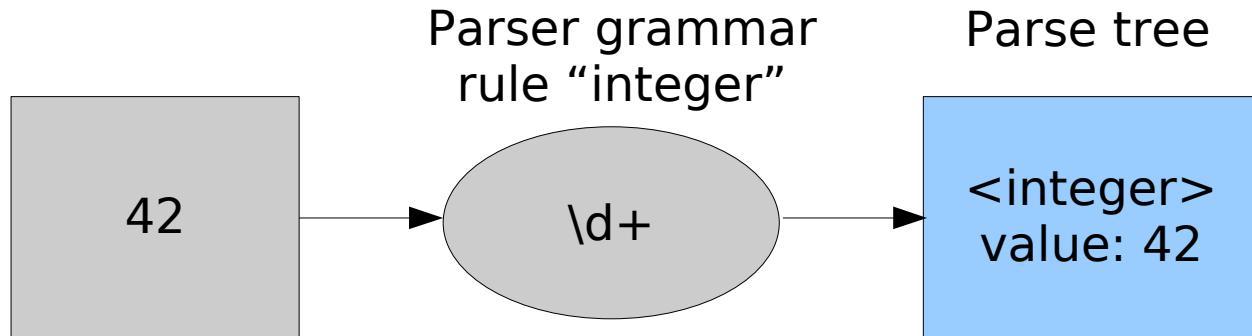
---



token integer { \d+ }

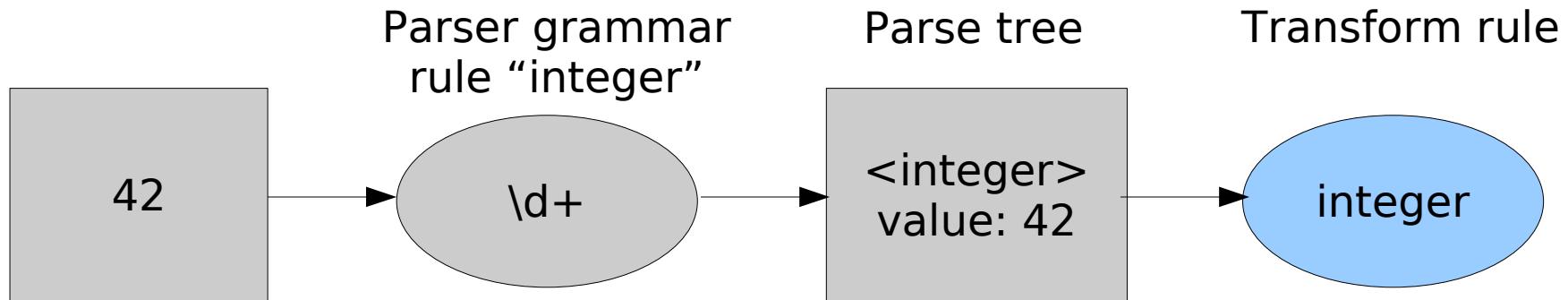
# Value Transformation

---



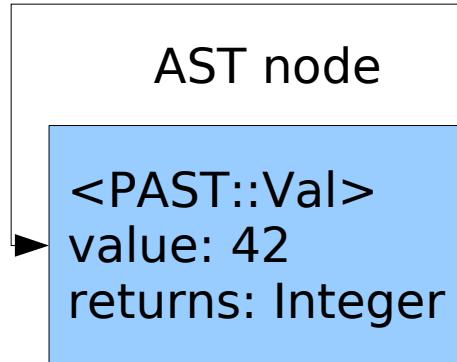
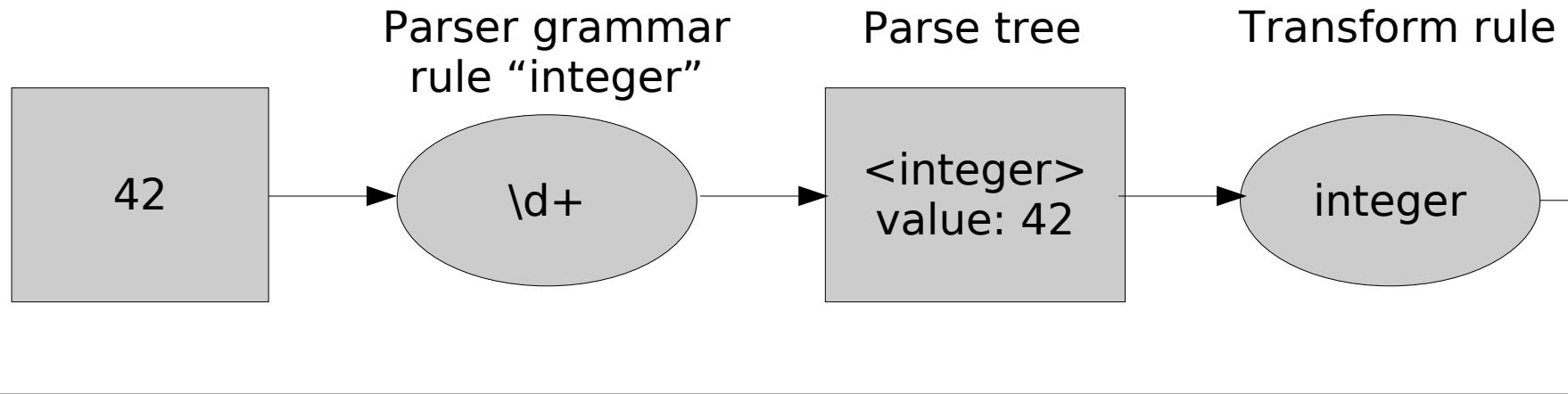
# Value Transformation

---

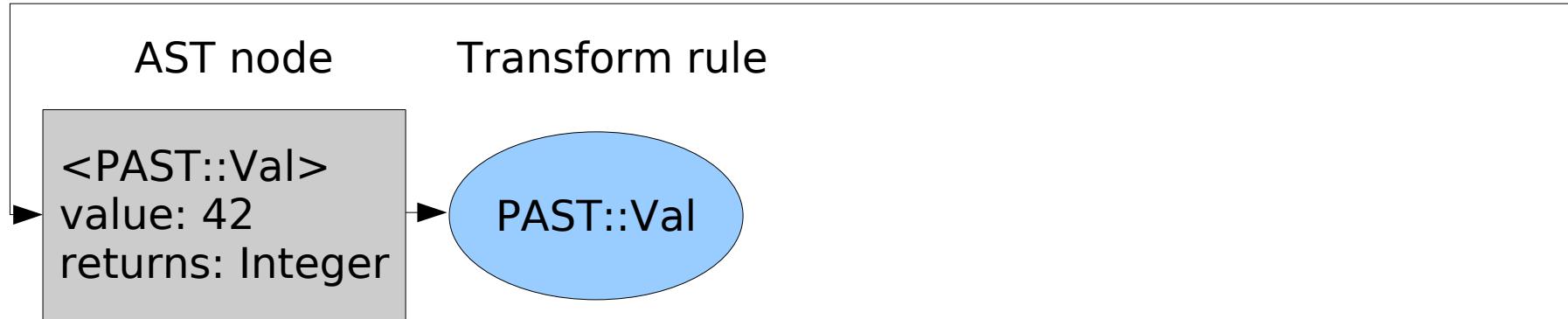
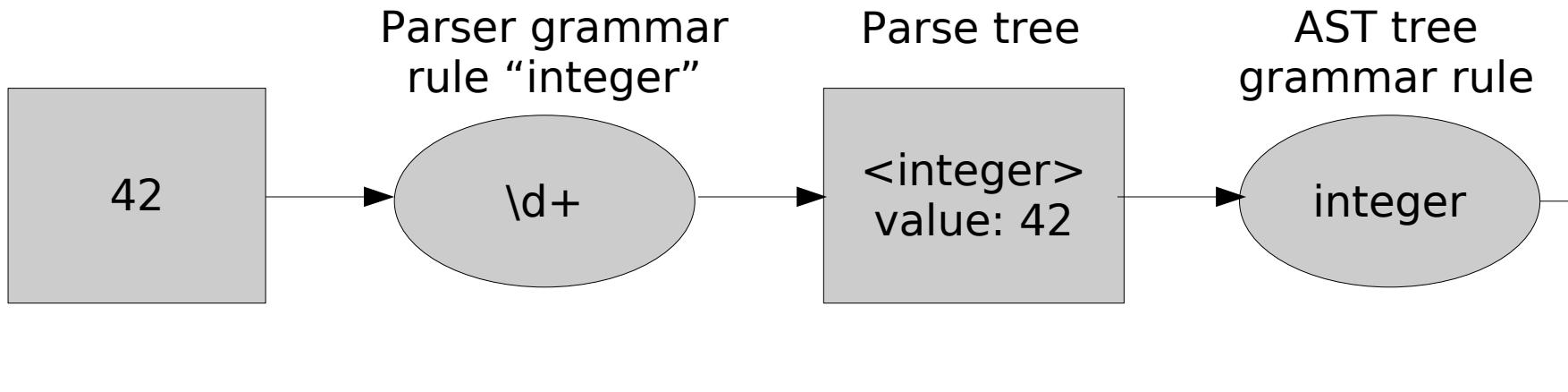


method integer(\$/) {...}

# Value Transformation

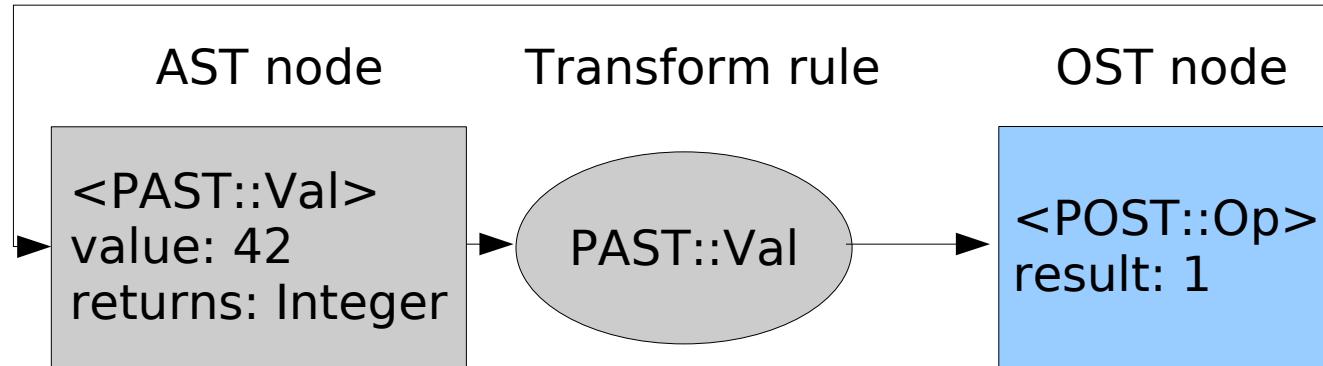
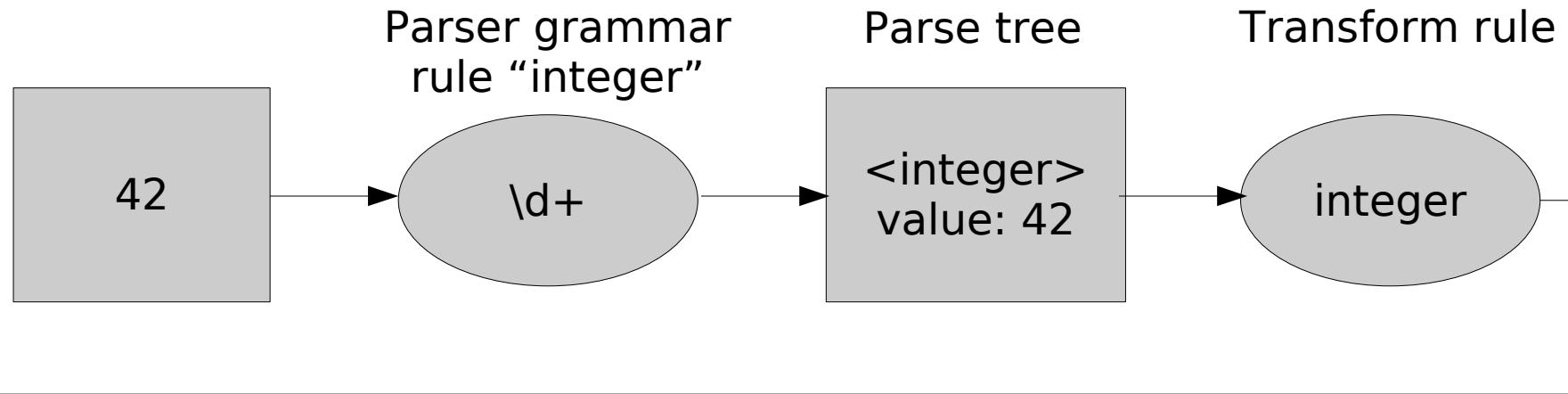


# Value Transformation

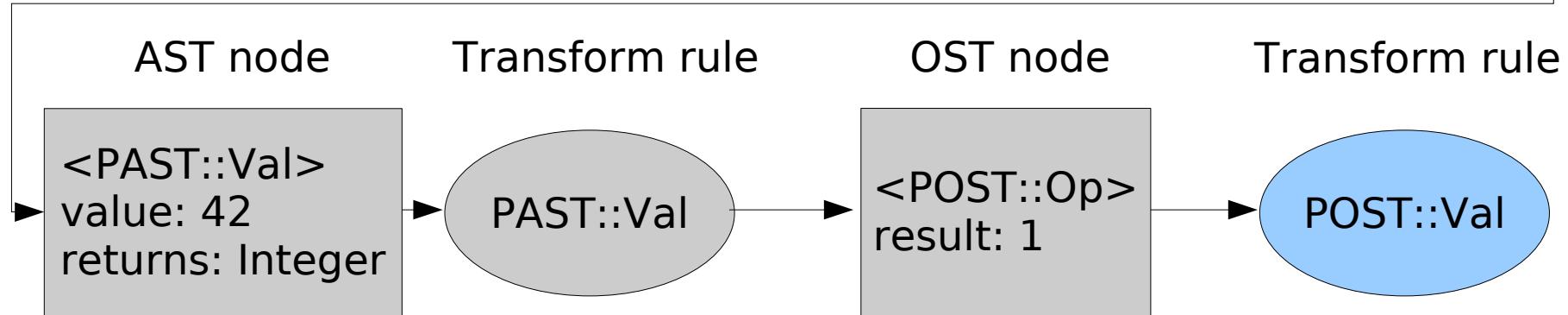
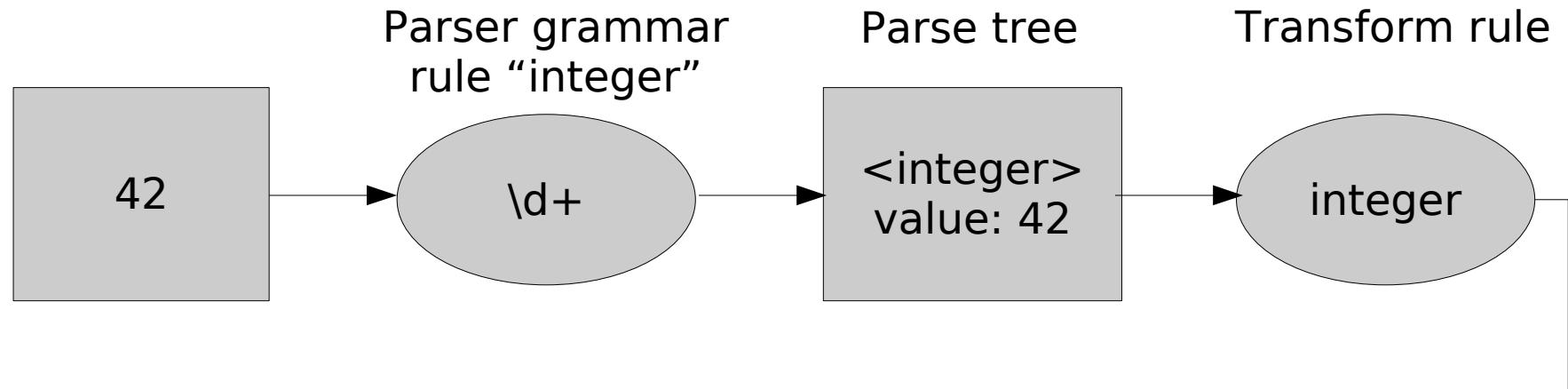


`ost = self.as_post(ast)`

# Value Transformation

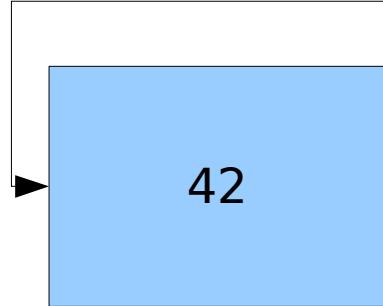
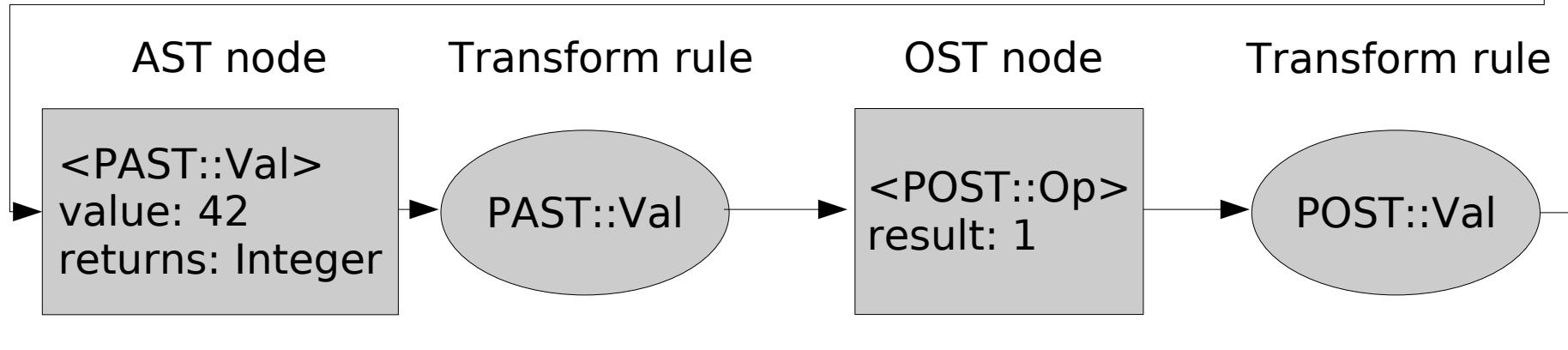
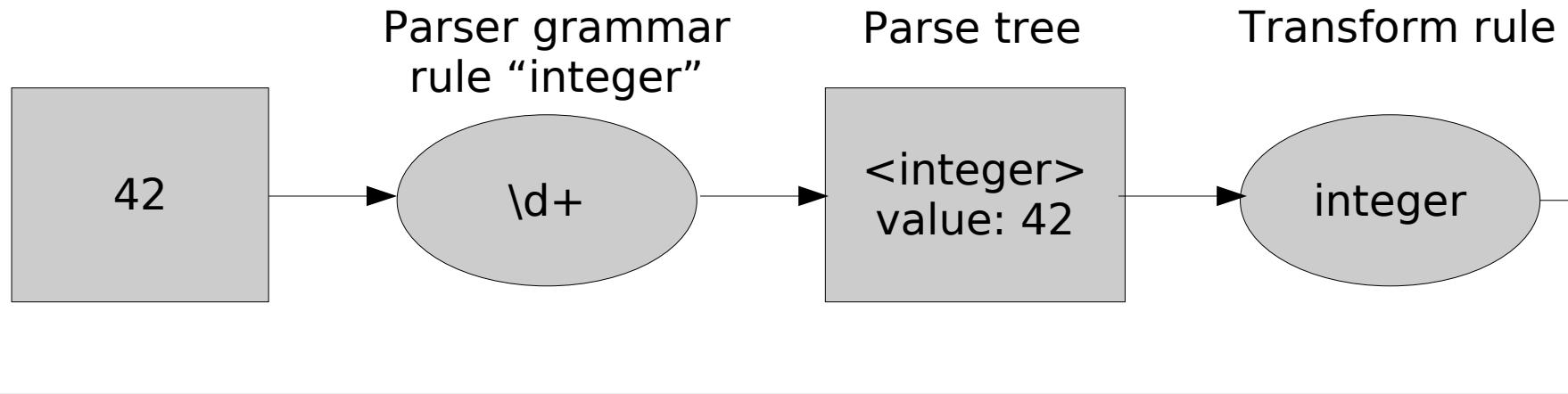


# Value Transformation



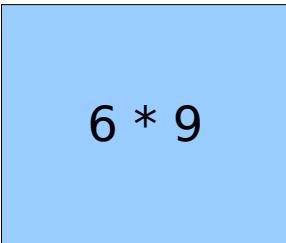
self.pir(ost)

# Value Transformation



# Operator Transformation

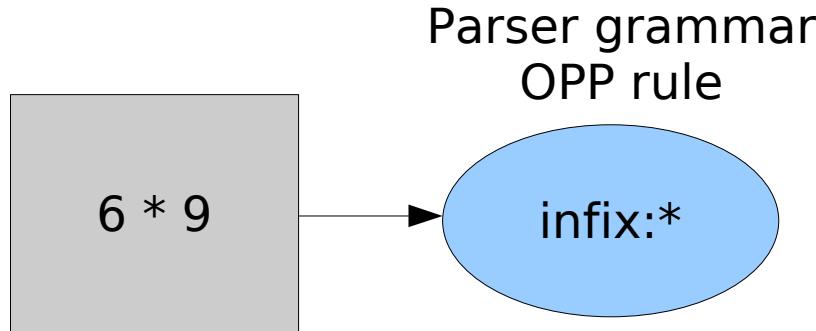
---



6 \* 9

# Operator Transformation

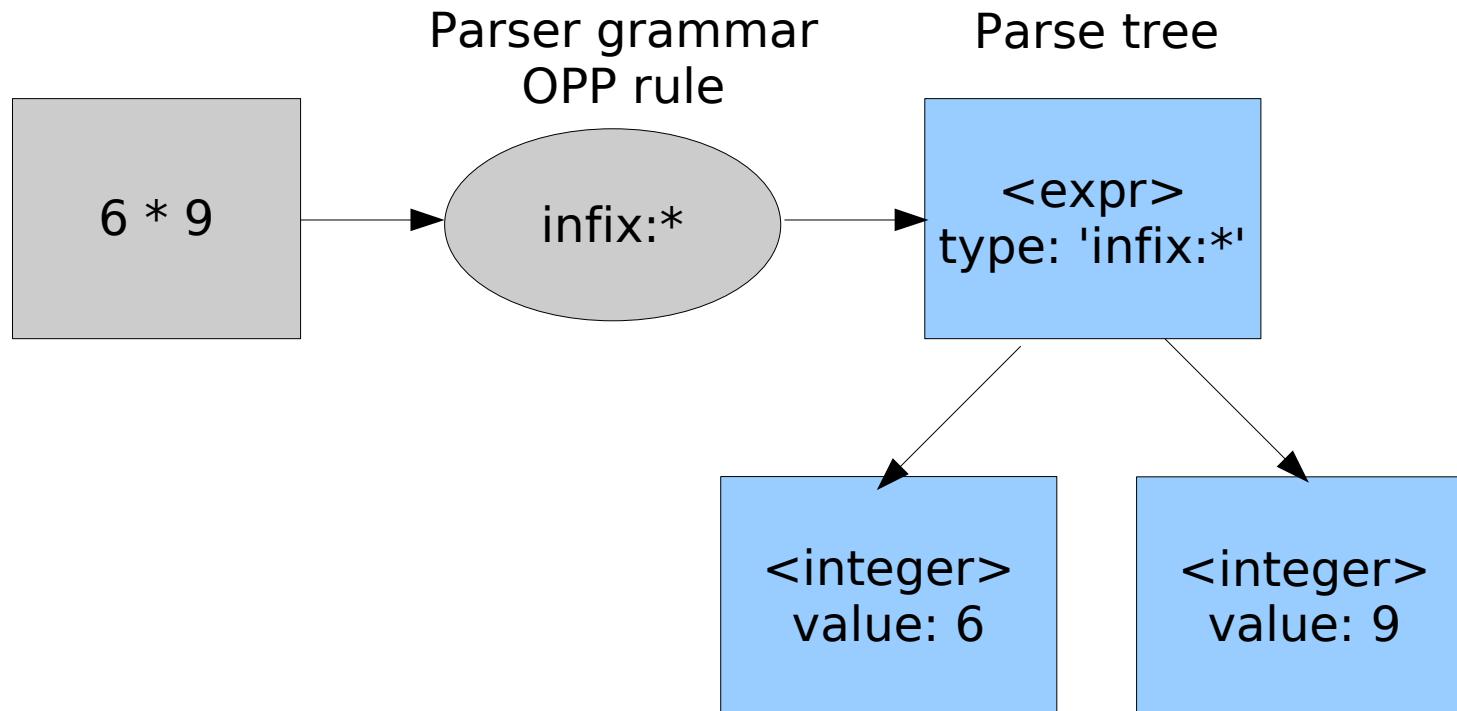
---



```
proto infix:/* is looser(prefix:+) {...}
```

# Operator Transformation

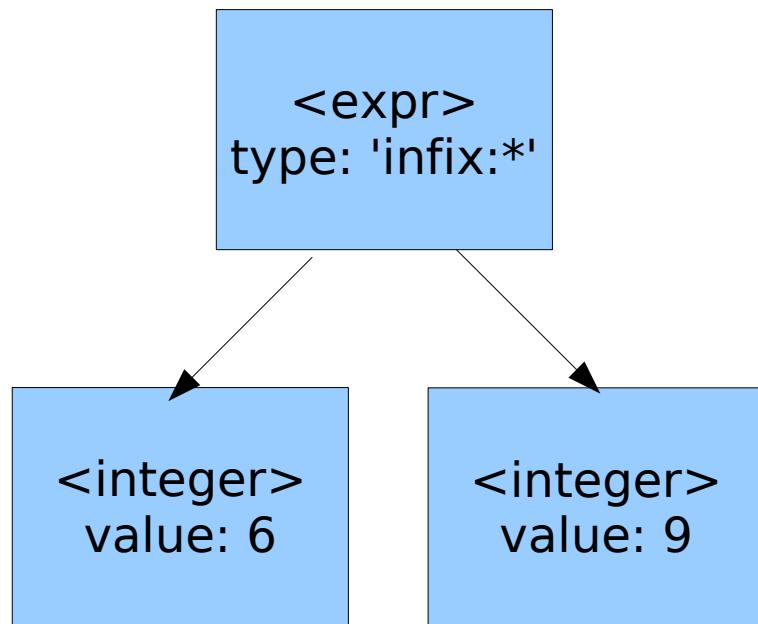
---



# Operator Transformation

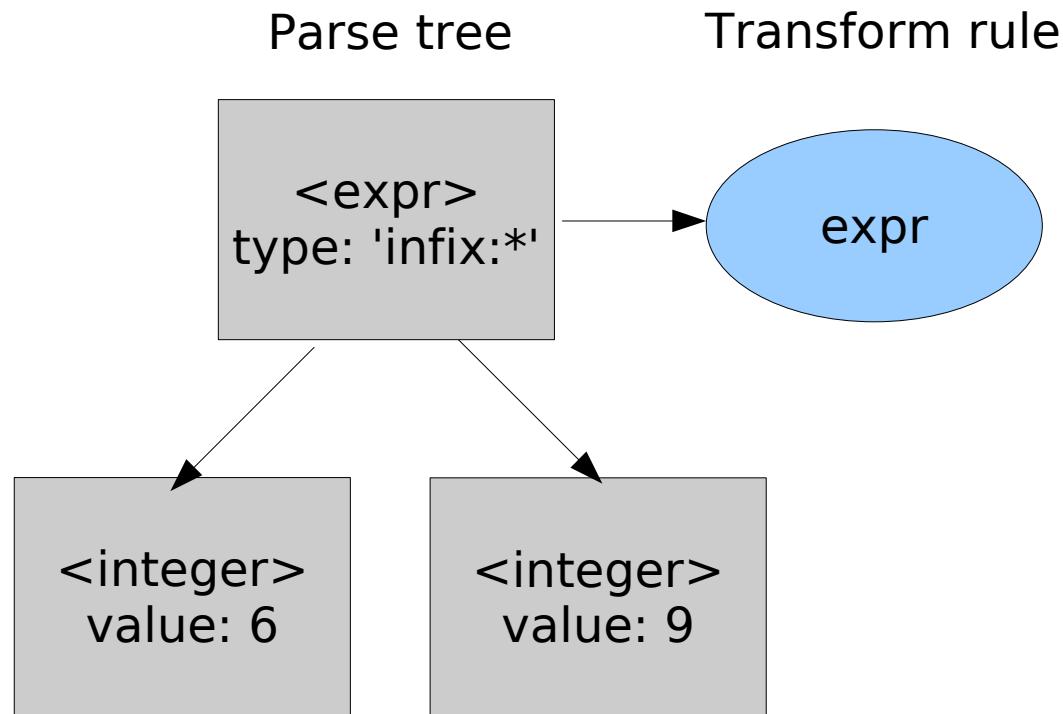
---

Parse tree

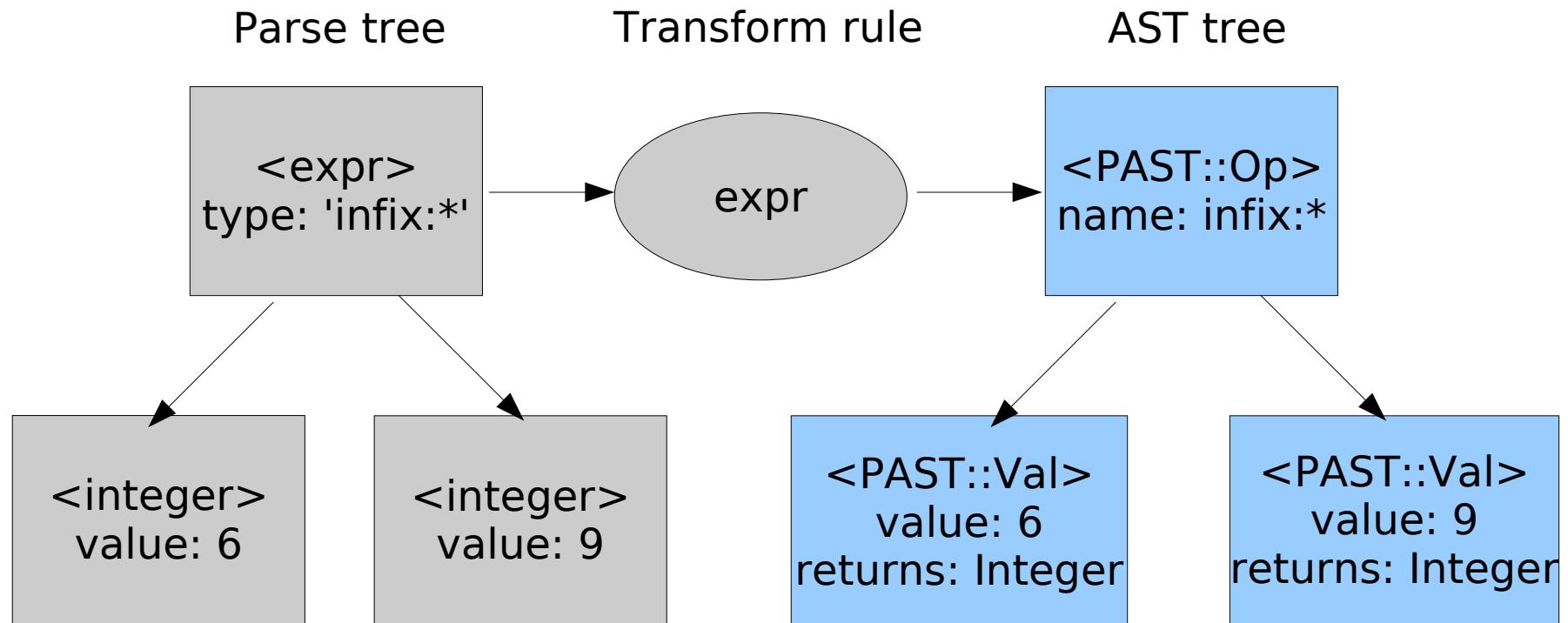


# Operator Transformation

---



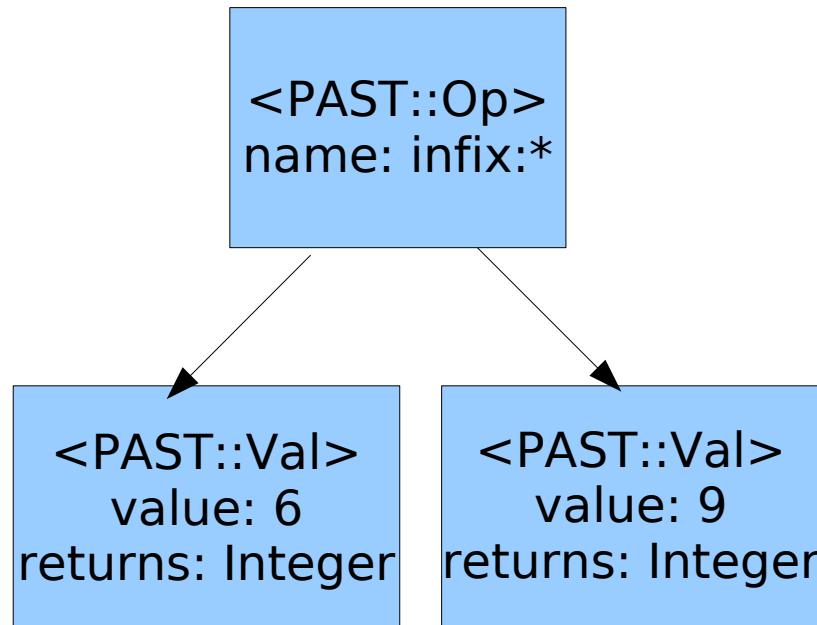
# Operator Transformation



# Operator Transformation

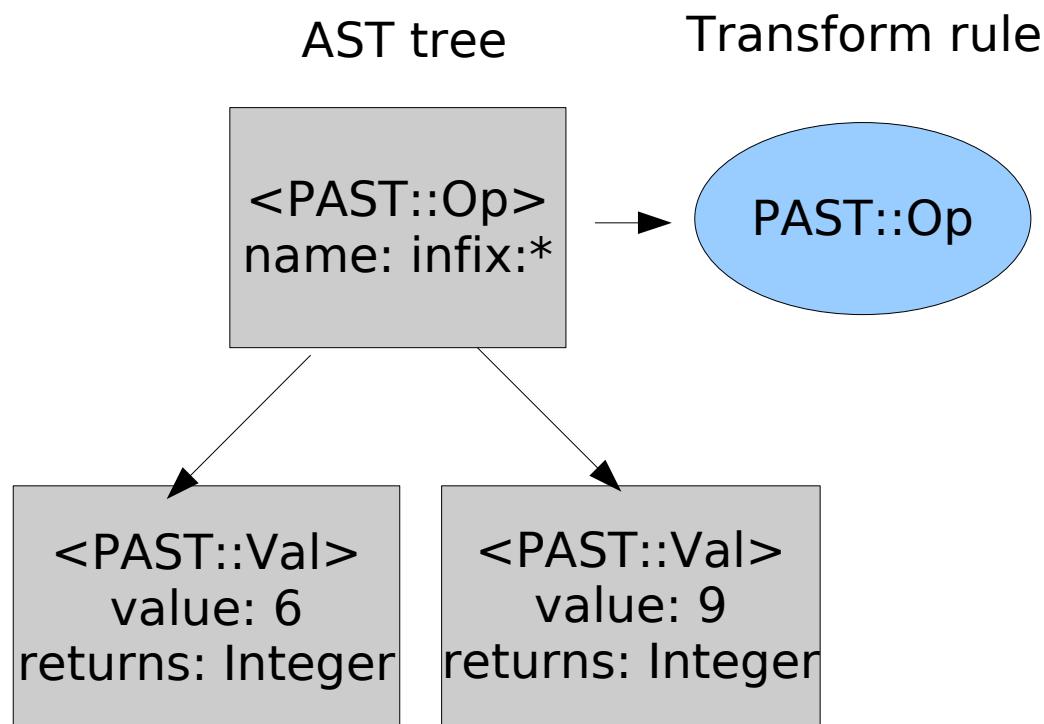
---

AST tree

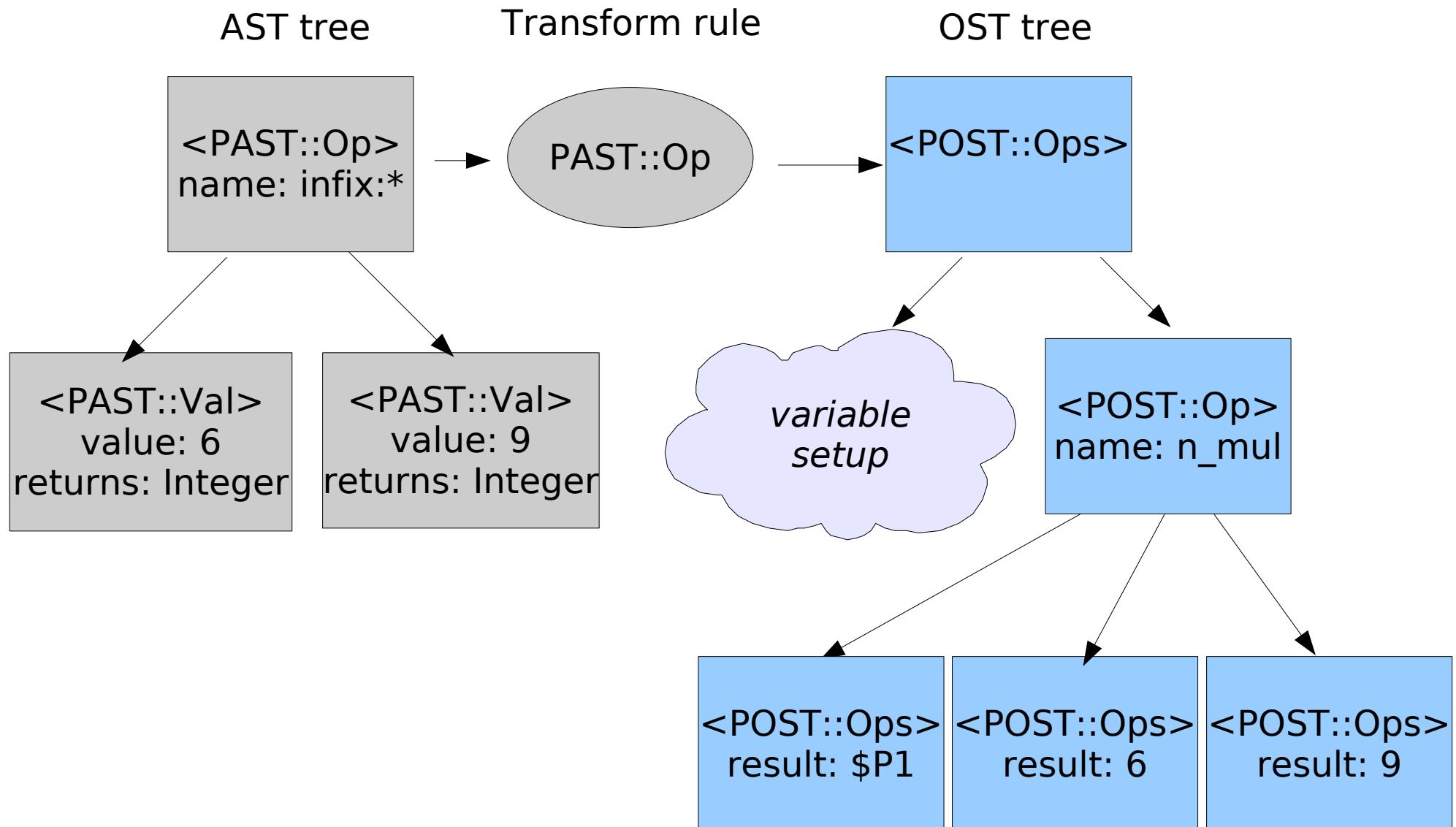


# Operator Transformation

---



# Operator Transformation



# Operator Transformation

---

```
.sub _main :main
    new $P1, 'Integer'
    new $P2, 'Integer'
    set $P2, 6
    new $P3, 'Integer'
    set $P3, 9
    mul $P1, $P2, $P3
.end
```

# Examples

---

In the Parrot distribution:

`examples/tutorial/*.pir`

# Questions?

---

## Further Reading

“Continuations and advanced flow control” by  
Jonathan Bartlett

*<<http://www.ibm.com/developerworks/linux/library/l-advflow.html>>*

“The case for virtual register machines” by Brian  
Davis, et al.

*<<http://portal.acm.org/citation.cfm?id=858575>>*

*Pipp project site*

*<http://www.pipp.org>*