

MBase Reference Manual

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1 Introduction

MBase is a Lisp-like programming language for .NET platform. It is designed as an intermediate language for implementing higher level languages compilers and interpreters and as a simple and fast scripting engine.

2 Architecture outline

MBase core contains several layers, as described above. Each layer is “complete” and can be used by its own — this is why MBase is “staged”. Here follows the list of core layers.

2.1 Runtime library

This is a minimalistic library written in C#. It contains a DLL loading interface, a standard bootstrap sequence definition, and a basic runtime functions set, including a minimal comprehensive set of bindings to the `System.Reflection` functionality. Some functions of the runtime could have been omitted and implemented within a higher level code, but they are here for the sake of \mathcal{L}_0 interpretation efficiency.

2.2 \mathcal{L}_0 interpreter

It is a closure-based interpreter for the simple \mathcal{L}_0 language and an S-expressions parser used by several first layers of MBase. \mathcal{L}_0 statements are compiled to runnable objects, stacking into one single object for one statement. E.g., `(+ 2 2)` will be represented as two objects returning a constant 2 and an object applying the function `+` to an array of evaluation results of two constant objects.

Expression types are: Try, If, Apply, Sequence, Reference, Constant, Lambda, Closure. It is a minimal list necessary to run a decent language.

2.3 $\mathcal{L}_1 \rightarrow \mathcal{L}_0$ compiler

This is an \mathcal{L}_0 program, compiling \mathcal{L}_1 expressions into \mathcal{L}_0 . It is compiled from \mathcal{L}_1 itself, and used for bootstrapping the whole system from scratch.

2.4 \mathcal{L}'_1 language extensions

After \mathcal{L}_1 language is bootstrapped, it is extended (using macro metaprogramming) to the level that provides better usability, including a simple interface to .NET reflection, all standard Lisp-like constructions, some basic pattern matching and lists construction, some basic input/output (via reflected .NET libraries).

2.5 $\mathcal{L}_1^C \rightarrow \text{CLI}$ compiler

Now, using the functionality of \mathcal{L}'_1 language, a “native” CLI compiler is implemented for a superset of $\mathcal{L}_1 - \mathcal{L}_1^C$. It differs from \mathcal{L}_1 : recursion and local variables are defined via special constructions, while in \mathcal{L}_1 they are just macros.

2.6 Alternative target languages

At the level of \mathcal{L}'_1 , one can either use a decent .NET code generation infrastructure or target the \mathcal{L}'_1 or its subsets using macro metaprogramming or an interface to compiler implementation. It is possible to mix both ways, since \mathcal{L}'_1 have an embedded assembly and .NET class generation macros.

The semantics of some languages requires different target language semantics, often of a much higher level than raw CLI or lisp-like \mathcal{L}'_1 . MBase provides some alternative target semantics: it is a Forth-like stack language, Prolog (both interpreted and WAM-compiled), a C#-like .NET-specific language, a lazy lambda evaluator (combinator graph reduction based) and a finite state machines builder. Non-.NET targets are also available, but their runtime obviously cannot interact with .NET and MBase runtime.

3 Architecture details

MBase design is “staged”, which means that the language is built around a very simple core, and the expressive power is growing stage by stage, gradually, not as a monolithic formation. The lowest level core is a lambda interpreter written in C#. It does not have symbolic lambda argument names (using a sort of an optimised form of the De Bruijn indexes), it does not recognise closures (the closure frame allocation must be explicit), it does not even provide a recursion primitive.

Sample of the \mathcal{L}_0 language code:

```
(def "append"
  (:Y2
    (lambda (1)
      (lambda (2 0)
        (if (null? (ref 0))
            (ref 1)
            (cons (car (ref 0))
                  ((ref 2) (cdr (ref 0)) (ref 1))))))))
```

Here lambda with one numeric argument is a simple function with a given number of arguments. More than one arguments lambdas are closures, where the number of arguments and the captured current environment variables numbers are listed.

Special constructions in \mathcal{L}_0 include `begin`, `if`, `try` and `quote`. This is enough for building the whole MBase hierarchy.

Next stage, \mathcal{L}_1 , is a small Scheme-like language, compiling directly into \mathcal{L}_0 to be interpreted by the default runtime. $\mathcal{L}_1 \rightarrow \mathcal{L}_0$ compiler is written in \mathcal{L}_1 itself, and the compiled version of the compiler (in \mathcal{L}_0) is used to bootstrap the \mathcal{L}_1 compiler. The very first version of $\mathcal{L}_1 \rightarrow \mathcal{L}_0$ compiler was implemented in Scheme, and just one run of it was sufficient for all the consequent bootstraps.

Core \mathcal{L}_1 is still a very simple language: it contains nothing but classic lambda expressions. Still no special forms for recursion — this is why we have a Y -combinator (implemented in \mathcal{L}_1 itself). The \mathcal{L}_0 code above was compiled from the following \mathcal{L}_1 code:

```
(recfunction append (a b)
  (if (null? a) b
      (cons (car a)
              (append (cdr a) b))))
```

Here comes the source of the Lisp power - macros. 'recfunction' is actually a macro (written in \mathcal{L}_1 , of course), which unrolls the append function declaration into the following (core \mathcal{L}_1 code to be compiled to \mathcal{L}_0 afterwards) - compare it to the \mathcal{L}_0 code above:

```
(def "append"
  (:Y2
   (lambda (append)
     (lambda (a b)
       (begin
         (if (null? a)
             b
             (cons (car a) (append (cdr a) b))))))))
```

Local variables in \mathcal{L}_1 are implemented as lambda arguments:

```
(let ((a 2)) (+ a a))
```

is expanded into:

```
((lambda (a) (begin (+ a a))) 2)
```

Obviously, it is not a very efficient way of interpretation. But we do not need any sort of efficiency yet — it is just the first stage of building a language. Later on we add more macros and functions, making the language more and more usable — including `cond`, quasiquotation, basic pattern matching, file I/O (and only then implementing the 'include' macro), .NET reflection, .NET IL assembler, etc. When the language is powerful enough, we add the compiler from \mathcal{L}_1^C (which is a superset of \mathcal{L}_1 + some basic macros, including special forms for recursive definitions and local variables). It compiles \mathcal{L}_1^C into .NET IL. The compiler is capable of compiling the bootstrap $\mathcal{L}_1 \rightarrow \mathcal{L}_0$ compiler, all of the library and itself.

The example above is a macro expanded into the core \mathcal{L}_1^C as follows:

```
(inner.let ((a 2)) (begin (+ a a)))
```

Recursive function in \mathcal{L}_1^C :

```
(def "append"
  (inner .reclambda append (a b)
    (begin
      (if (null? a)
          b
          (cons (car a) (append (cdr a) b))))))
```

And it compiles to the .NET IL as follows:

```
(method ("append__2" (Public Static) (Standard)
  ?:System.Object (?:System.Object ?:System.Object))
  (Ldarg_0)
  (Brtrue (label _3))
  (Ldarg_1)
  (Ret)
(label _3)
  (Ldarg_0)
  (Castclass ?:Meta.Scripting.Pair)
  (Ldfld ?:System.Object car)
  (Ldarg_0)
  (Castclass ?:Meta.Scripting.Pair)
  (Ldfld ?:System.Object cdr)
  (Ldarg_1)
  (Call (method append__2 2))
  (Newobj ?:Void .ctor(System.Object , System.Object))
  (Ret))
```

The compilation scheme is simple and straitforward, the complexity is all hidden in macros, and the core \mathcal{L}_1^C left after the macro expansion is quite a simple language. Compiler is doing some trivial optimisations, the most important of which are the tail calls detection and elimination and the basic local variables rescheduling (not a real graph coloring yet, since we can rely on .NET JIT).

Next stage after the basic compiler completion is an introduction of the library of the language extensions, including *LL(1)* parsing with an easy to use EBNF frontend, list comprehensions, infix arithmetics, “user friendly” parenthesis-less syntax frontend, some concurrency support, XML/SXML support, abstract syntax trees mini-language, embedded Prolog and many other useful tools.

After all that stages are complete, MBase becomes a powerful tool for building new languages. One has a variety of choices for language implementation. One can follow a classical way, from lexer and parser, via an intermediate AST through a series of well grained transforms to a target low level language (like CLI). One can employ a metaprogramming way and target the mixture of languages already existing in MBase (so targeting the MBase runtime itself). One can target any of the high level languages implemented on top of MBase using a classical way. And, finally, one can embed MBase into an application just as a scripting engine or use MBase for building standalone .NET applications.

4 Stack of Domain Specific Language elements

More different semantics could be easily integrated, combining the existing ones. Some language building blocks are provided along with the targets, including a Hindley–Milner typing algorithm implementation, .NET type names resolution, a graph colouring algorithm for emitting register machines code, etc.

One of the provided DSLs is a special language for defining DSLs from a given set of building blocks. It is sufficient for a wide range of DSL building needs, and must be used as MBase front-end in most cases, without falling down to lower level layers.

5 Aggressive metaprogramming

MBase macro system is somewhat similar to the Common Lisp one, but it is more advanced.

In Common Lisp style macro expansion there's only one rule: if a head of a list being processed by an expander is a symbol, and this symbol is a name of a macro, a relevant macro function will be called and its result will be processed by an expander again. Very simple but powerful approach, but one important thing is missing: any kind of support for a context. Macros are processed separately and normally can't pass any information to each other.

MBase provides features to handle some sort of a context: lexically scoped local macros and (`inner-expand-first ...`) and (`inner-expand-with ...`) special constructions. There is also an `in-list` macro syntax, which is not directly related to the context handling issue but can be a good addition to the other features.

Local macros are defined as follows:

```
(with-macros
  ((<macro-name> <macro-function>) ...)
  <body>)
```

Macro function is a function of one argument — a list to be macro-expanded. Local macros are valid only in the scope of `<body>`, and macro functions definitions are generated in the compilation time and interpreted by the macro expander (i.e., never compiled and would not appear in a binary module). If a local macro name shadows a global macro name or an outer scope local macro name, the latest (innermost) definition will be used.

This feature can be used to deal with a context. To pass something stored in a local macro to an inner macro, that local macro must be expanded first. This is why we have introduced a special form `inner-expand-first`. For example, an expansion of the following construction:

```
(inner-expand-first mymacro (list 1 2 3))
```

will go into an expansion of `mymacro` with `list` already expanded, i.e., a list (`mymacro (cons 1 (cons 2 (cons 3 nil)))`) will be actually expanded.

This little trick allows to feed a macro with a content of a locally scoped macro. One of a practical examples of of this feature application is in the `ast:visit` language defined in an extra libraries section below: local macros are defined for every node and every variant processing code, and macros like `ast:mknnode` use that information to substitute a correct format.

`with-macros` itself is a higher level feature not naturally known to a core macro expander. It is a macro built on top of a fundamental macro expansion control form: `(inner-expand-with <hashtable> <code>)`. Hashtable is added to the list of a current context macros name tables and an expansion for an inner code is using this new environment, which is later discarded for an outer scope.

There is no direct access to this environment from macro expanders, so the only way to fetch a data from it is `inner-expand-first`.

6 Library

MBase library is staged as well as MBase itself. The same functionality is provided by different layers, with different levels of abstraction.

6.1 Core library (accessible from \mathcal{L}_0)

Core functions are defined in C# library code. Some of them are later overridden by \mathcal{L}_1^C native definitions. The following list is not comprehensive, since we do not want to encourage MBase users to rely on this lowest level.

Function: `car` (*l*)

Returns a list's head.

Function: `cdr` (*l*)

Returns a list's tail.

Function: `cons` (*l*₁ *l*₂)

Makes a new cons cell of head *l*₁ and tail *l*₂.

Function: `null?` (*x*)

Checks if *x* is nil.

Function: `list?` (*x*)

Checks if *x* is a list.

Function: `string?` (*x*)

Checks if *x* is a string.

Function: `symbol?` (*x*)

Checks if *x* is a symbol.

Function: `char?` (*x*)

Checks if *x* is a char.

Function: `number?` (*x*)

Checks if *x* is a number.

Function: `boolean?` (*x*)

Checks if *x* is a boolean.

Function: `eqv?` (*a* *b*)

Checks if a physically equals to b.
Function: *eq?* (a b)
 Checks if a logically equals to b.
Function: *>* (a b)
 Checks if number a is greater than number b.
Function: *mkhash* ()
 Makes an empty hashtable.
Function: *hashget* (ht key)
 Gets a hashtable value associated with a key.
Function: *hashput* (ht key value)
 Puts a value into a hashtable with a given key.
Function: *symbol->string* (value)
 Converts a symbol into string
Function: *any->string* (value)
 Converts any .NET object into string using ToString method
Function: *string->symbol* (str)
 Makes a symbol out of a given string. Symbol syntax is not enforced.
Function: *string-escape* (str)
 Enriches a string with proper escape characters
Function: *getfuncenv* ()
 Returns a hashtable with all the current functions namespace definitions
Function: *getmacroenv* ()
 Returns a hashtable with all the current macros namespace definitions

6.2 Boot library (\mathcal{L}_1 language)

This library is not covered by an automatic documenting system, so here follows a brief description of the most important definitions.

Function: *:Y1* (f)
 Y combinator for 1-ary functions.
 Usage example:

```
(:Y1 (fun (factorial)
      (fun (n)
        (if (> n 1) (* n (factorial (- n 1))) 1))))
```

Function: *:Y2* (f)
 Y combinator for 2-ary functions.
Function: *:Y0* (f)
 Y combinator for 0-ary functions.
Macro: *:Yn* (n)
 Generator for an n-ary Y combinator.
Macro: *list* args
 Makes a list of values
Function: *append* (a b)
 Appends a list b to the end of the list a
Function: *to-string* (value)

Converts a list or atom to string

Function: *read-int-eval* (lst)

Compiles a list into \mathcal{L}_0 , evaluates it, returns a result

Function: *read-compile-eval-dump* (lst)

Compile a list into \mathcal{L}_0 , evaluate it, return a string with a compiled code.
Supposed to be used for an initial bootstrapping purposes only.

6.3 Essential \mathcal{L}'_1 definitions

Here follows some essential definitions that are required by the consequent .NET bindings initialisation code, so no logic or structure is present here yet.

Macro: *buildstring* lst

Creates a string builder for a given list of arguments.

Macro: *build-any->string* (arg)

Same as *buildstring*, but all non-string arguments are wrapped into *any->string*.

Function: *char->string* (ch)

Makes a string of one char.

Macro: *fun* (args . body)

A shorter form for lambda.

Function: *@* (f g)

Functional composition: returns a function $\lambda x . f (g x)$

Function: *iter* (f l)

Imperative iteration, applying *f* to all the *l* elements.

Function: *foldl* (f i l)

Folds *l* with a given *f* and an initial accumulator value *i*.

Function: *foldr* (f l i)

Folds *l* with a given *f* and an initial accumulator value *i*.

Function: *filter* (f l)

Filters a list using a given predicate function.

Function: *find* (f l)

Returns the first value conforming to a given predicate or nil.

Function: *lasthead* (l)

Returns the last head of a list or nil.

Function: *flatten* (l)

Returns a flat list of all atoms in *l*.

Function: *first* (i l)

Returns first *i* elements of a given list *l*.

Function: *czip* (a b)

Returns the list of $(a_i . b_i)$ for all elements of *a* and *b*.

Function: *zip* (a b)

Returns the list of $(a_i b_i)$ for all elements of *a* and *b*.

Function: *cuttail* (lst)

Returns the copy of the list *lst* without the last head.

Function: *lasttail* (a)

Returns the last non-nil tail of the list *a*.

Function: *iteri* (f l)

Performs an imperative iteration over l elements, giving an element number as the first argument to the function f.

Function: *mapi* (f l)

Maps l elements via f(*i*,*l_i*) function, where i is an element number.

Function: *nth* (i l)

Returns an i'th element of the list l.

Function: *iter-over* (l f)

iter with swapped arguments.

Function: *map-over* (l f)

map with swapped arguments.

Function: *gensym* ()

Returns a unique symbol every time it is called. Uniqueness is guaranteed within one run only.

Macro: *case* (expr . cases)

Selects an action depending on *expr* symbol value (using *eqv?* to compare).

<case>:

```
((<symbol>*) <expression>*)
| (else <expression>*)
```

Macro: *M@* funs

This is a macro version of the functional composition @ with an arbitrary number of arguments. E.g., (*M@* f g h) is equal to (fun (x) (f (g (h x))))).

Macro: *vector* args

Creates a vector of values, an element type is derived from the first value type.

Macro: *ovector* args

Creates an Object vector of given values.

Macro: *writeline* args

Prints a string of arguments into a standard output, using the *to-string* function to print each value.

Function: *writeline* (arg)

Function counterpart for the *writeline* macro. Prints a string to standard output using *to-string* conversion function.

Function: *r-typerx* (tp)

Evaluates the *Type* object for a given symbolic type name.

Macro: *r-typer* (tp)

Expands into the *Type* object evaluation for the given symbolic .NET type name.

Macro: *r_mtd* (class method . args)

Expands into a *MethodInfo* for the specified class's method.

Function: *r_mtdf* (class method args)

A function version of the *r_mtd* macro, evaluates a *MethodInfo* object for a given method signature.

Macro: *r_bind* args

Binds a method via reflection, expands into the wrapper function for that method.

Macro: *r_sbind* args

Binds a *static* method via reflection, expands into a wrapper function for that method.

Macro: *r_tbind* args

Expands into a wrapper function for a given .NET method, for interpreted mode is the same as **r_bind**.

Macro: *r_tsbinding* args

Expands into a wrapper function for a given .NET static method, for interpreted mode is the same as **r_sbinding**.

Macro: *new* (classname . args)

Expands into the code creating an instance of a given class, with a given constructor arguments values and types. Here **args** is a list of (type value) lists.

Function: *io-open-write* (filename)

Opens a file stream for writing.

Function: *io-open-read* (filename)

Opens a file stream for reading.

Function: *io-open-string* (str)

Opens a string stream for reading.

Definition: *io-read*

Reads an S-expression from the given stream.

Definition: *readline*

Reads a line from the given stream.

Definition: *io-wclose*

Closes an output stream.

Definition: *io-close*

Closes an input stream.

Macro: *include* (fnm)

Expands into the list of values from a given file, enclosed into (top-begin ...) statement.

Function: *read-str* (str)

Reads an S-expression from a given string.

Macro: *return* (x)

Convenience macro, just expands into x.

From now on, since **include** macro is now defined, the rest of the code appears in a more ordered way.

6.4 .NET-specific functionality

In this section some essential .NET CLI connectivity features are defined.

Macro: *asetx* (a i b)

A fast array setter, in CLI-mode it is replaced with inline CLI code.

Function: *write* (o)

Calls `System.Console.Write` for a given object.

Function: `->` (vl typ fld)
Gets the field of a given type of vl

Function: `:->` (vl fld)
Get the field fld of the object vl.

Function: `<-` (vl typ fld val)
Set the field fld value of the object vl into val, assuming the given vl type typ.

Function: `<-:` (vl fld val)
Set the field fld value of the object vl into val. Type of vl is evaluated using `GetType`.

Function: `s<-:` (vl fld val)
Sets a property value.

Function: `s->` (typ fld)
Get a static field value.

Function: `/->` (vl fld)
Gets a value of the field fld of the object vl.

Function: `g->` (vl fld)
Gets a property value.

Function: `sg->` (t fld)
Gets a static property value

Macro: `net.types` args
Defines `t_<TypeName>` variables for all the given `<TypeName>`'s, with no validity checking.

Function: `to_enum_object` (tp obj)
Converts a enum of a given type into an object (`System.Enum.ToObject` method wrapper).

Function: `enum-or` (a b)
Calculates a OR b, where a and b are enums.

Function: `a->l` (ar)
Converts an array into a list.

Function: `amap` (f a)
Maps a given `Object` array into an array of the same size via a given function.

Function: `set-car!` (p v)
Destructively sets a pair's head value.

Function: `set-cdr!` (p v)
Destructively sets a pair's tail value.

Function: `ar->l` (ar)
Converts an instance of `System.Array` into a list.

Function: `getEnum` (tp nm)
Returns a enum of a given type.

Function: `hashmap` (fn ht)
Applies the function `fn(key value)` to all the key bindings in a given hashtable, returning a list of application results.

Function: `hashiter` (fn ht)

Applies the function `fn(key value)` to all the key bindings in a given hashtable.

Function: `->s (o)`

Calls the `ToString` method of `o`.

Definition: `add-assembly`

`[(add-assembly <filename>)]` function adds an assembly to the local lookup cache.

Function: `r_lookup (asm nm)`

`(r_lookup <assemblyname> <typename>)` function searches for a type in a given assembly

Function: `dotnet (t)`

Returns a `Type` instance for a given type name, using the local assembly cache for lookup.

Macro: `using (lst . rest)`

Adds a list of named assemblies to the current local assembly cache, for an inner context only.

Function: `load (nm)`

Evaluates an MBase script within the current environment.

Function: `call-with-input-file (fn f)`

Opens an input stream for the file `fn` and passes it as an argument to `f`. After `f` execution, closes the stream and returns `f` evaluation value.

Function: `read-stream (fi)`

Returns a list of strings from the input stream `fi`. Use it with caution!

Function: `read-file (fn)`

Returns a list of strings from the text file `fn`. Use it with caution!

Function: `call-with-output-file (fn f)`

Opens an output stream for the file `fn` and passes it as an argument to `f`. After `f` execution, closes the stream and returns `f` value.

Function: `fprint (ostream string)`

Writes a string into `ostream`.

Function: `fprintln (fil str)`

Writes a string and an newline into `ostream`.

Function: `process-stream (fi fn)`

Reads a stream `fi` line by line, applying a given function `fn` to each string.

Function: `read-file-list (fn)`

Reads a given file `fn` into a lazy list.

Function: `sleep (msec)`

Waits for `msec` milliseconds.

Function: `mbaseerror (ex)`

Gets a value bound to `MBaseException` instance `ex`.

Function: `apply (fn ars)`

Applies `fn` to the list of arguments `ars`.

Function: `date-now ()`

Returns the current date string.

Function: `enumOr (tp lst)`

Apply the `bitwise or` to all the listed enum values of the type `tp`.

Function: *string*<? (s1 s2)
 #t if s1 < s2.
Function: *string*>? (s1 s2)
 #t if s1 > s2.
Function: *string*=? (s1 s2)
 #t if s1 equals to s2.

6.5 \mathcal{L}_1 basic macros

Macro: *format* (aarg formt . body)

Binds a pattern to an argument value. No checks are done, the value is expected to conform the format. A pattern language is following:

```
<pattern>:
  <ident>           - bind this place to given variable
  | ()             - ignore the contents
  | (<pattern> . <pattern>) - patterns for head and tail of the list
```

Macro: *fimt* (formt . body)

Creates a function accepting an argument of a given format, see *format* macro for details.

Macro: *fccase* (arg . elts)

Select a format and action using *arg* head value. Format is applied to the *arg* tail.

```
<elt>:
  ((<symbol>*) <format> <expr>*)
```

See *format* macro for details.

Macro: *letf* (fs . body)

Binds values to formats. Usage:

```
(letf ((<format> <value>*) <expr>*)
```

Macro: *with-syms* (sl . body)

Binds (*gensym*)–generated values to the variables listed in *sl*.

Macro: *for* (aft . body)

Iterates the *body* expressions with a counter.

Usage:

```
(for (<var> <number-from> <number-to>) <expr>*)
```

Macro: *formap* (aft . body)

Iterates the *body* expressions with a counter, makes a list of their values.

Usage: *beginlstlisting* (*formap* (*i*var*i* *i*number-from*i* *i*number-to*i*) *i*expr*i**)
endlstlisting

Function: *reverse* (lst)

Returns the reversed list.

Function: *fromto* (a b)

Creates a list of numbers from a to b (exclusive)

Macro: *foreach* rest

Iterates over a given list.

Usage:

```
(foreach (<var> <expr1>) <expr>*)
```

<expr1> value must be a list, the body is evaluated for each list element.

Macro: *foreach-map* rest

Iterates over a given list, making a list of body evaluation values.

Usage:

```
(foreach-map (<var> <expr1>) <expr>*)
```

<expr1> value must be a list, the body is evaluated for each list element.

Macro: *do* rest

Expands into `let` expression. Usage:

```
(do <expr> (where (<name> <expr>)*))
```

Function: *debugmacro* (name)

Turns on a debugging output for a given macro.

Function: *split* (fn lst)

Splits `lst` list with a given predicate function `fn`. Returns a pair of lists, where the first element is a list of elements for which `fn` gives `#t`, and the second one contains all other elements of `lst`.

Function: *tailsplit* (fn lst)

Same as `split`, tail recursive version.

Macro: *cut* expression

A simple alternative for currying. Creates a lambda function for a given expression with `<>`'s substituted as arguments.

E.g., `(cut + 2 <>)` expands into `(fun (x) (+ 2 x))`.

Function: *qsort* (cf lst)

Sorts a list using a given comparison function.

Function: *interleave* (lst del)

Makes a list of `lst` elements interleaved with `del`'s.

Macro: `<>` args

`(<> arg ... fun)` unrolls into `(fun arg ...)`. It is useful with large function definitions (like AST visitors).

Macro: *S<<* args

A short form for `(buildstring ...)`

Macro: *Sm<<* args

Same as `(string->symbol (S<< ...))`

Macro: *ifnull* (c v)

If `c` is null, do `v`, otherwise return `c` value.

Macro: *try-some* body

Executes `body` expressions one by one until non-`nil` value is returned.

Macro: *when* (cnd . body)

Equivalent to `(if cnd (begin body))`
Macro: `unless` (cnd . body)
Equivalent to `(if cnd nil (begin body))`
Macro: `#+1` (expr)
`expr + 1`
Macro: `#-1` (expr)
`expr - 1`

6.6 Miscellaneous

Function: `read-some-streams` (fl)
Performs a parallel stream reading, fl is a list of input streams.

Function: `strinterleave` (lst str)
Builds a string of lst elements interleaved with str.

Macro: `map-car` (l)
Same as `(map car ...)`

Function: `map-car` (l)
Same as `(map car ...)`

Macro: `map-cadr` (l)
Same as `(map cadr ...)`

Function: `map-cadr` (l)
Same as `(map cadr ...)`

Macro: `map-cdr` (l)
Same as `(map cdr ...)`

Function: `map-cdr` (l)
Same as `(map cdr ...)`

Macro: `[(idx] arr`
(aget arr idx) wrapper

Macro: `lazy` (ex)
Makes a lazy value of an expression. Evaluation can be forced later with `(lazyref ...)`.

Macro: `lazyref` (v)
Forces an evaluation of a lazy value.

Macro: `with-hash` (names . body)
Defines new hash tables with given names and creates shortcut macros for accessing them. For example:

```
(with-hash (ht) (ht! 'a 1) ht)
```

Macro: `use-hash` (names . body)
Creates shortcut macros for accessing listed hashtables.

Function: `ccerror` (arg)
Raises `MBaseException` with a given argument.

Function: `ccwarning` (arg)
Adds a warning to the global list of warnings.

Function: `getwarnings` ()
Returns the current list of warnings.

6.7 Simple parsing combinators

Macro: *p-fail?* (r)

#t if parsing result *r* is a failure.

Macro: *p-success?* (r)

#t if parsing result *r* is a success.

Macro: *p-result* (r)

Returns a contents of the successful parsing result *r*.

Function: *p-rest* (r)

Returns a remaining stream for the parsing result *r* (either successful or unsuccessful).

Macro: *p-rest* (r)

Returns a remaining stream for the parsing result *r*, macro version.

Macro: *p-mkresult* (d rest)

Makes a successful parsing result with given result value *d* and remaining stream *rest*.

Macro: *p-mkfail* (res rest)

Makes a parsing failure result with a given remaining stream *rest*.

Function: *p<+>* (p1 p2)

Sequence combinator.

Macro: *pm<+>* parsers

Sequence combinator, arbitrary number of parsers.

Function: *p<|>* (p1 p2)

Variant combinator.

Macro: *pm<|>* parsers

Variant combinator, arbitrary number of parsers.

Function: *p<!>* (p)

Negation combinator

Function: *p<*>* (p)

Parse non-or-many combinator.

Function: *p<+*>* (p)

Parse-one-or-many combinator.

Function: *p<R>* (p f)

Parsing result processing combinator.

Function: *::* (x)

Convert a list of chars *x* into string, returns a list containing that string.

Function: *wrap* (x)

Creates a list of one element, same as (*list x*).

Function: *p.eof* (l)

Recognizes an end of input stream.

Function: *p>pred* (pr)

Makes a predicate recogniser, which applies a given predicate *pr* to the first element of an input stream. Fails on EOF.

Function: *p>eq* (v)

Makes an equality recogniser, using *eq?* predicate. Same effect as (*p>pred (cut eq? v <>)*).

Function: *p>touch* (p)

Makes a recogniser which is successful if **p** is successful, discarding **p** application results, and fails otherwise.

Macro: *c#* (ch)

Expands into an integer representing the given character code.

Function: *p.any* (l)

An always successful recogniser with no result value.

Definition: *p*.

Recogniser, successful for any non-EOF input stream element. Result contains that one element.

Definition: *p.lcalpha*

Recognises a lower case latin character.

Definition: *p.ucalpha*

Recognises an upper case latin character.

Definition: *p.alpha*

Recognises any latin character.

Definition: *p.digit*

Recognises any decimal digit.

Function: *p>string* (str)

Makes a recogniser for a string.

Macro: *pm>string* (str)

Macro version of **p>string**.

Macro: *pm>chars* (str)

Makes a recogniser which accepts all of the **str**'s chars.

Definition: *p.space*

Recognises any whitespace character.

Definition: *p.newline*

Recognises a newline character.

Function: *p>token* (tk)

Recognises a given token in an input stream, where tokens are lists: (<tokenname> ...).

Function: *p<0>* (p)

Makes a parser, which discards a recognition result of **p**.

Macro: *<r>* body

This is an easy to use frontend to recursive descent parsing combinators.

Body format is:

```
<body>:
  <string> - parse a string
  <char>   - parse a char
  ?       - always successful parsing, not moving.
  '<>'    - parse EOF.
  <ident> - parser/recognizer reference
  '<anything>' - equality parser on <anything>
  '<expr>' - equality parser on <expr> value.
  ! <body>* - not a <body> parser
```

```

/ <ident> - token parser
% <string> - recognises all the characters of a <string>
_ <body>* - discards <body>* parsing result.
(?? <body>) - <body> or nothing
= <expr>* - fall back to literal substitution
T <body>* - if the <body>* parser is successful,
           return the empty successful result at
           the current input stream position.

<body> + <body>
<body> <body> - sequential parsing
<body>|<body> - variant parsing, leftmost option first
<body> -> <expr> - applies <expr> function to <body> parsing result
<body> :-> <expr> - applies <expr> function to <body> parsing result,
                wraps the application result into a list.

<body> * - none-or-many occurrences of <body>
<body> +* - one-or-many occurrences of <body>

```

Function: *S->N* (str)

Converts a string into an integer number.

Definition: *p.integer*

Recognises an integer decimal number.

Definition: *p.integer.p*

Recognises an integer decimal number and returns an integer.

Definition: *p.ident*

Recognises an MBase symbol.

Definition: *p.ident.p*

Recognises an MBase symbol, returns a symbol.

Function: *strsplit* (pp str)

Splits a string using a given delimiter regular expression.

Function: *strmatch** (pp str)

Returns a list of all matches of *pp* in *str*.

Function: *strreplace** (pp rstr str)

Returns *str* with all occurrences of *pp* replaced with *rstr*.

Function: *strmkreplacer** (pp)

Makes a prepared replacer regular expression out of *pp*.

Macro: *strreplacers** rest

Makes a prepared replacer for a given list of pairs of regular expressions and replacement strings.

Macro: *strreplacers*R* rest

Makes a prepared replacer for a given list of pairs of regular expressions and processing functions.

Function: *strapply** (pp str)

Applies a prepared replacer to the given string.

6.8 Advanced pattern matching

Macro: *p:match* (val . ptns)

The most generic form of pattern matching.

Pattern language is following:

```
<pattern>:
  $<ident> - binds anything to the given identifier
  | <symbol> - matches the symbol value
  | =<ident> - checks if the value equals to a given variable value
  | $$L[:<ident>] - matches any list
  | $$N[:<ident>] - matches any number
  | $$S[:<ident>] - matches any string
  | $$M[:<ident>] - matches any symbol
  | ($$F[:<ident>] <fun(x)>) - checks if <expr> applied to this node gives #t
  | ($$R[:<ident>] <symbol>*) - matches any of the given symbols
  | ($$XXX[:<ident>] . <pattern>) - any number of list elements before
    pattern is matched
  | ($$FF[:<ident>] <fun(x)> . <pattern>) - checks if <fun> is not nil, and
    applies pattern to a function value.
    This feature is a tribute to Don Syme's banana brackets.
  | (<pattern> . <pattern>) - matches a cons cell, applies patterns
    to its contents
```

See [Pattern matching documentation](#) section for details.

6.9 System.Reflection.Emit frontend

Function: *clr:invoke.method* (tp name flags args)

Invokes a dynamically created method. If flags is null, default (InvokeMethod|Public|Static) is used.

Function: *clr:make.assembly* (name)

Makes a new assembly builder with a given name.

Function: *clr:make.strong.assembly* (name version key)

Makes an assembly builder using the given strong name (built of a name, an explicit version and a public key fingerprint).

Function: *clr:emit.class* (mod e)

Emits a class definition *e* into a given dynamic module *mod*. The class format is following:

```
<class>:
  (class <name-string> [(extends <type>)]
    [(implements <type>*)]
    <elt>*)
<elt>:
  (field <name> <type> <attrs>)
  (method (<name> <attrs> <ret-type> (<arg-type>*))
```

```

    <instr>*)

<instr>:
    (local <name> <type>)
    (label <name>)
    (lift . <elt>)
    (<InstrName> [<arg>])
<arg>:
    (var <name>)
    (label <name>)
    (method <name>) - for another method of this class
    <anything-else>

```

<InstrName>'s are the same as fields of `System.Reflection.Emit.OpCodes` class.

Function: `ldc_i4` (n)

A shortcut for creating a proper `ldc_i4` instruction.

Function: `ldarg` (n)

A shortcut for creating a proper `ldarg` instruction

6.10 Compilation mode specific definitions

Macro: `cmacro` (name args . body0)

Defines a compilation mode specific macro. Same syntax as for `(macro ...)`.

Macro: `n.asm` (args . body)

CLI-mode specific feature: inline CLI assembly. The format is following:

```

(n.asm (<bound-variables>*)
  <instr>|(eval <simple-expression>)* )

```

Macro: `n.label` (lbl)

Inserts a symbolic label, which can be used in any branching instruction.

Macro: `n.pop` ()

CLI-mode specific feature. It is dangerous - please use with caution. It pops up one stack element.

Macro: `n.goto` (lbl)

CLI-mode specific feature. It is dangerous - please use with caution. It adds `Br` instruction with a given symbolic label.

6.11 CLI compiler interface

Macro: `n.module` (nm . rest)

Defines a .NET assembly. The format is following:

```

(n.module <name> {exe})

```

All the expressions following `n.module` statement will be compiled and emitted into a defined assembly. If it is a file assembly, it should be flushed using the `(save-module)` statement.

If `assembly-version` and `assembly-keyfile` variables are defined, `n.module` will produce a strong named assembly, otherwise the `Reflection.Emit` defaults will be used.

Macro: `n.version (v)`

Defines the assembly version, must be issued before the `n.module` statement.

Macro: `n.eval exprs`

When running in the interpretation mode, all the expressions within `n.eval` will be compiled into IL, emitted into a current working assembly and evaluated.

Within compilation mode it is just an equivalent to `(top-begin ...)`.

Function: `read-compile-eval (lst)`

Redefinition of `(read-compile-eval ...)`, now it is a compiler's frontend. It should not normally be used from the user's code, but serves as a default callback for wrappers.

Function: `read-compile-eval-dump (lst)`

Redefinition of the `(read-compile-eval-dump ...)` interpreter frontend, with the same functionality. It switches off all the CLI-based extensions for macro expansion and interpretation, and turns them back after the code is dumped into string.

Function: `read-int-eval (lst)`

A new function with the same functionality as `(read-compile-eval ...)` in an interpreted mode.

Function: `dump-module ()`

Dumps a current working assembly into `.exe` or `.dll` file.

Macro: `alet (name value . body)`

Arc-style

`let`

construction

Macro: `awith (namevalues . body)`

Arc-style

`with`

construction

Macro: `aif body`

Arc-style

`if`

construction

Definition: `*BUILD*`

Long version string.

Definition: `*BUILD-VERSION*`

Current build version.

Definition: **BUILD-OS**

Build OS string.

Function: *exit* (code)

Exit with a given termination code.

Function: *quit* ()

Exit with a code '0'.

Macro: *usedll* (nm)

Loads a DLL produced by MBase. Must refer to the same version of runtime.

7 Extensions library

7.1 An easy lexing wrapper.

Macro: *make-simple-lexer* (name . code)

Makes a simple lexer using the given hints. Available hints are:

```
(ident-or-keyword <regexp> <tokenname>)
    - defines the regexp and token for identifiers
      and keywords.
(keywords <token>*)      - list of keywords
(keywords-insensitive <token>*)
    - list of case insensitive keywords
(simple-tokens <string> <tokenname> ...)
    - simple string tokens (other than keywords)
(regexp-tokens <regexp> <tokenname> ...)
    - regular expression tokens (constant literals, etc.)
```

Function: *debug-lexer* (lexer src)

Returns a lexing result in a printable format.

7.2 CLI class generation

Macro: *:classwrap* (nm fags . body)

Creates a class with a given name *nm* and attributes *fags*.

body format is:

```
(extends <classname>) - parent class, default is System.Object
(main <methodname> <exetype>) - sets exe file entry point.
(implements <interface>*) - interfaces implemented
(xmethod ...) - CLI method, see Emit definition for reference.
(method (<name> <rettype> <argtype>*)
    <attributes> <lisp-function>) - binds a lisp function
(constr ...) - constructor
(field <name> <type> <attrs>) - class field
```

7.3 LL(1) parsing

Macro: *bnf-parser* (entrs . bnf)

Defines a parser from BNF-like declaration and a given list of entry points.

Entry points are: (<entry> <name-to-export>)

<node>:

(<name> <variant>*)

<variant>:

((<token>*) <expr>)

<token>:

<symbol> - recognises a token, binds it to the variable '\$<number>'

<symbol>:<name> - recognises a token, binds it to a given name

Function: *lex-and-parse* (lexer parser src)

For given lexer, parser and string, return the result of parsing. Lexer results are passed to the parser via a lazy list.

7.4 Infix syntax

Macro: *Infix* arg

Arg is compiled using the infix syntax. One can pass a string or a list here, any list will be converted to a string first. Here is an infix syntax outline:

<expr>:

<expr> +, -, *, / <expr> - binary, / and * have
higher priority than + and -.

- <expr> - unary negation

<function> ({<expr> {, <expr> ...}}) - function application.

(<expr>) ({<expr> [, <expr> ...}}) - lambda application.

fun({<var>{,<var> ...}}) -> <expr> - lambda abstraction.

let <var> = <expr> in <expr> - variable binding.

<const>

<var>

Macro: # arg

Same as (*Infix* ...)

7.5 Mutable records

Macro: *rec:def* (nm . fields)

Defines a record type nm with a list of fields. To create a new record instance, use the constructor function (nm.new <initial-value>*), to get field value, use (nm.field <instance>), Or, alternatively: (nm.make :<fieldname> <initial-value> ...) to set field value, use (nm.field! <instance> <value>).

Macro: *collector* (nms . body)

Initialize a collector context, with given adder and getter names. Usage:
(*collector* (<adder> <getter>) <body-expression>*) Inside the body expressions you can use (<adder> somevalue) function to collect values in order, and then (<getter>) to return the collected list of values.

This macro is particularly useful with AST visitors.

Macro: *with-sequence* (nam . body)

Creates a gensym sequence within the body context.

7.6 List comprehensions

Macro: <L> rest

A list comprehensions macro.

Format:

(<L> generator-expression | source-sets*)

Usage example:

```
(<L> (cons x y) | x <- '(a b) | y <- '(a b) & (not (eqv? x y)))
```

7.7 System.Collections bindings

Function: *stack:new* ()

New Stack instance

Function: *stack:push* (s o)

Push an object on the Stack

Function: *stack:peek* (s)

Peek an object on top of Stack

Function: *stack:pop* (s)

Pop an object from Stack

Function: *stack:count* (s)

Number of elements in Stack

Function: *alist:new* ()

New ArrayList instance

Function: *alist:new:n* (n)

New ArrayList instance, n storage space preallocated

Function: *alist:new:l* (l)

New ArrayList instance, initialized from the list l

Function: *alist:add* (al v)

Add an element to the end of ArrayList

Function: *alist:length* (al)

Number of elements in an ArrayList

Function: *alist:get* (al n)

Get a numbered element of an ArrayList

Function: *alist:set* (al n v)

Set (destructively!) a value of a numbered ArrayList element

Function: *alist->a* (al)
 Convert an `ArrayList` to object array.

Function: *alist->l* (al)
 Convert an `ArrayList` to list

Function: *queue:new* ()
 New `Queue` instance

Function: *queue:new:n* (n)
 New `Queue` instance, n storage space preallocated

Function: *queue:new:l* (l)
 New `Queue` instance, initialized from the list l

Function: *queue:length* (q)
 Number of elements in a `Queue`

Function: *queue:add* (q v)
 Add an element to the `Queue`

Function: *queue:get* (q)
 Get an element of the `Queue`

Function: *queue:peek* (q)
 Peek an object of `Queue`

Function: *queue->a* (q)
 Convert a `Queue` to object array.

Function: *queue->l* (q)
 Convert a `Queue` to list

Macro: *n.foreach* (h . body)
 Usage:

```
(n.foreach (<name> <IEnumerable>) <expr>*)
```

Macro: *n.foreach-map* (h . body)
 Usage:

```
(n.foreach-map (<name> <IEnumerable>) <expr>*)
```

7.8 Basic AST support

Macro: *ast:visit* (name toph . patns)
 Makes a visitor function for an AST 'name', starting from the node 'toph'. See AST documentation section for details.

Macro: *ast:iter* (name toph . patns)
 Makes an iterator function for an AST 'name', starting from the node 'toph'. See AST documentation section for details.

Macro: *def:ast* (name incl . defns)
 Defines a named AST, inheriting properties from 'incl' and adding new 'defns'. The definition is interpreted and exists in compilation time only.

Macro: *ast:mknnode* values
 Make a node of a current format. To be used within a visitor or revisitor only.

7.9 Embedded Prolog interpreter

Function: *pprologrules* (str)

Parses prolog rules.

Function: *pprologgoal* (str)

Parses a single prolog term.

Function: *pprologgoals* (str)

Parses a comma separated list of prolog terms.

Function: *prolog-print* (term)

Converts a prolog term into a pretty-printed string.

Function: *prolog-pp-results* (res)

Creates a list of pretty-printed prolog query evaluation results

Definition: *DefaultPrologDB*

Basic prolog definitions: and, or, equals, not, append, ...

Function: *simple-prolog* (xdb goals)

Parses a prolog query and executes it over a given rules database. If xdb is null, uses the default one (*DefaultPrologDB*).

Function: *to-prolog* (lst)

Converts the list-based representation into the correct format. The simplified list-based format is following:

```
<term>:
  (quote <symbol>)    -> symbol/0 structure
  <symbol>            -> symbol variable
  (<symbol1> <term>*) -> symbol1(term,...) structure
```

Function: *simple-prolog-l* (xdb goals)

Converts a list of query goals from the simplified list representation, evaluates the query over a given rules database (default if null), returns the results.

7.10 XML and SXML support

SXML format is used for internal representation of XML trees. Detailed specification can be found at <http://ssax.sf.net/>.

Function: *xml-read* (nm)

Reads an XML stream from a file into an SXML tree.

Function: *dumpxml* (filnm xml enc)

Dumps a given SXML tree into an XML file.

Macro: *sxml-path* pth

Creates a path extraction function. The path element format is following:

```
<path>:
  (<node>) - all matches of the node on this level
  <node> - first match of the node on this level
  * <path> - first match of the path somewhere deep.
  (*) <path> - all matches of the path in the depth.
  <path> <path> - match the first path, lookup the second
                  from that level.
```

7.11 Threads support

This module provides a high level interface to .NET threading.

Function: *thr:mkthread* (fn)

Makes a thread with a given controller function.

Function: *thr:start* (t)

Starts a thread.

Function: *thr:abort* (t)

Aborts a thread's execution

Function: *thr:mkmanual* ()

Makes a manual switch object.

Function: *thr:mkmutex* ()

Makes a mutex object.

Function: *thr:mutex_wait* (mtx)

Waits for a mutex.

Function: *thr:mutex_release* (mtx)

Releases a mutex object.

Function: *thr:manual_wait* (m)

Waits for a manual switch.

Function: *thr:manual_set* (m)

Sets a manual switch.

Function: *thr:manual_reset* (m)

Resets a manual switch.

Function: *thr:mkworker* (bodyfun)

Returns a pair of a thread worker controller function and a message sending function to trigger the execution of the controller.

Function: *thr:mkpool* ()

Makes a thread pool.

Function: *thr:pool-add* (pool)

Adds one new thread to a given pool.

Function: *thr:pool-send* (pool msg)

Sends a message to a given pool. *msg* is a closure with no arguments.

Function: *thr:pool-kill* (pool)

Terminates a given thread pool after all the outstanding messages are executed.

Function: *thr:mkqueue* (nthr? consumer)

Makes a consumer queue with a given consumer processor function. If *nthr?* is *#t*, makes a dedicated queue controller thread, otherwise uses the current one.

Function: *thr:queue-add* (q v)

Adds a value to the consumer queue.

Function: *thr:queue-kill* (q f)

Kills a given consumer queue *q*, evaluating *f* in the queue's controller context before termination.

Function: *thr:queue-start* (q)

Starts the queue controller (either in the current thread or in a dedicated one).

7.12 ADO.NET high level interface

Function: *sql.execute* (con str)

Executes a non-query statement over a given connection

Macro: *sql-iter* rest

Usage:

```
(sql-iter <connection> (<column-binding>*) <query-string> <expr>*)
```

Evaluates body expressions for all the rows returned by the query. One can use (**break**) statement to stop processing the resulting set. Beware of shadowing of the **break** definition in nested *sql-iter*'s.

Macro: *sql-map* rest

Usage:

```
(sql-map <connection> (<column-binding>*) <query-string> <expr>*)
```

Evaluates body expressions for all the rows returned by the query, mapping the result into list. One can use (**break**) statement to stop processing the resulting set.

Macro: *sql-getrow* (con colmns query)

Returns the first row of a query as a list

Macro: *sql-throw* (con colmns query . body)

Executes **body** with columns bound to the first row of the query.

Macro: *with-connection* (constr string body)

Opens a connection, executes **body** function, closes the connection.

Macro: *with-connections* (constr string cns . body)

Creates a number of connections, executes the body, closes all the connections.

Macro: *with-pool* (constr string name . body)

Creates a connections pool and evaluates the body within the pool's context.

Macro: *from-pool* (poolname connames . body)

Takes a number of connections from a named pool, gives them names and evaluates a body expression. Returns connections to the pool after the evaluation.

Macro: *sql-try-exec* (con . str)

Attempts to execute each of the given strings, ignoring failures. It is useful for 'DROP TABLE ...', 'CREATE TABLE ...' sequences.

7.13 Generic register scheduling library

Function: *r3:solve* (texprs)

Solves liveness equations against the given prepared instructions list.

Function: *r3:lgraphs* (exprs)

Builds variables interference graphs for a given list of instructions, for all the variables types found in the code.

Function: *r3:allocateregisters* (registers graphs)

Allocates registers for a given variables dependency graph, using a naive graph colouring heuristical algorithm.

7.14 Generic type inference support.

Macro: *ast:resolve-types* (name stt tfprolog . rules0)

Generates a typed AST, and a type resolver function. **name** is a resolver function name, **stt** is (source-AST-name typed-AST-name topnode . additional-argument-names), **tfprolog** is (equation-to-prolog-function prolog-to-type-function), **rules** are ((node renamed-node) ... (variant . equations)*).

7.15 NET types handling library

This library is designed mainly for Not.Net target sublanguage.

Function: *il-type-class-int* (ttp)

Classifies the given .NET type (an instance of System.Type) by its storage. Possible values are: I, I1, I2, I4, I8, R4, R8, Ref.

Function: *il-types-assignable* (ttp)

Returns a list of types assignable from a given one: all the interfaces it implements and all its direct ancestors.

Function: *il-types-havemethod* (ltps mtdname rettype signature)

Returns a list of types which have a method of a given name and fits a given signature. If a return type or some of argument types are unknown, they can be null.

Function: *il-type-constructors* (tp signature)

Returns a list of types which have a constructor that fits a given signature. If some of argument types are unknown, they can be null.

Function: *il-types-havefield* (ltps fldname fldtype)

Returns a list of types which have a field of a given name and type.

Function: *il-types-havemethod-refined* (ltps mtdname rettype signature)

Returns a refined result of *il-types-havemethod*, leaving method declaring types only.

Function: *il-types-havefield-refined* (ltps fldname fldtype)

Returns a refined result of *il-types-havefield*, leaving method declaring types only.

7.16 Not.Net target language: low level NET imperative functionality

Macro: *not.net* (args body)

Compiles and substitutes a Not.Net AST body

Macro: *not.net.lift* (xtp args lifts body)

Compiles and substitutes a Not.Net AST body

Macro: *lltnet-macro* (name args . body)

Defines a Not.Net.hlevel macro.

Macro: *not.neth* (args . body)

Compiles and substitutes a Not.Net simple form code.

Macro: *not.nethr* (args . body)

Compiles and substitutes a Not.Net simple form code, adds

nil

at the end.

Macro: *not.function* (name args . body)

Compiles and substitutes a function containing a Not.Net simple form code.

Macro: *not.class* (name . body)

Compiles and substitutes a Not.Net class with methods code in simple form.

Macro: *not-new-array* (type length)

Creates a new array of a given type

7.17 Not.Net language details

Not.Net is a low level .NET language. It can be either used standalone or embedded into MBase code.

7.17.1 Types

Some short type names are defined for convenience: void, int, ptr, short, long, char, byte, float, double, string, object, bool. A special type name 'this' must be used as a reference to the current class (and it works even with an expression-embedded code).

Other types must be named explicitly, as in C#. Since normal MBase (`dotnet ...`) function is used for a type lookup, its current lookup path is taken into account, i.e. one can use (`using (<namespaces>) ...`) construction.

7.17.2 Statements

Not.Net is a statement-based language, so there is a distinction between statements and expressions.

The following statements are defined:

(`begin ...`) executes statements sequentially.

(`quote <symbol>`) defines a label.

(`for ((<symbol:name> <expr:initial> <expr:step>)`

`<expr:condition>) ...`) is a simple looping statement: a variable `<name>` is set as `<initial>`, and until `<condition>` is false, the body statements are evaluated and `<name>` is updated to `<step>` value.

(`while <expr:condition> ...`) loops until `<condition>` is false, condition is checked prior to the body execution.

(`dowhile <expr:condition> ...`) loops until `<condition>` is false, condition is checked after the body execution.

(`foreach (<symbol:name> <expr:initial>) ...`) iterates over any `System.Collection.IEnumerable` collection.

(`goto <symbol:label>`) jumps to a given label.

(`goto-if <expr:condition> <symbol:label>`) jumps to a given label if a condition value is true.

(`goto-if-not <expr:condition> <symbol:label>`) jumps to a given label if a condition value is false.

(`return <expr:value>`) returns a value from the current method.

(`return`) returns from a void method.

(`if <expr:condition> <statement:iftrue> [<statement:iffalse>]`) executes `iftrue` statement if condition value is true, and `iffalse` otherwise.

(`try <statement:code> (catch (<type:exception> <symbol:name>) <statement:excode>)`) tries to execute `<code>`, and if an `<exception>` is raised, binds it to `<name>` and executes `<excode>`.

(`throw <expr:value>`) throws an exception.

(`<symbol:name> = <expr:value>`) defines a variable with a given initial value. Variable type is same as `<value>` type.

(`<type> <symbol:name> = <expr:value>`) defines an explicitly typed variable with a given initial value.

(`<lvalue> <- <expr:value>`) destructively assigns a value to a given lvalue (e.g., a local variable, a field, an array element).

(`lift-field <field>`) adds a field to the current class, this works for embedded not.net code as well as for complete class definitions.

(`lift-method <method>`) adds a not.net method to the current class, method is defined as in `not.class` language.

7.17.3 Expressions

The following expressions are allowed:

(`<<type>> <expr>`) casts an expression value to a given type

(`type <type>`) loads a type token

(`marshal <type> <expr>`) marshals an expression to a given type

(`arr . <*expr>`) builds an array of given elements, array type if defined by the most generic type of all the expressions.

(`arrt <type> . <*expr>`) builds an array of given elements, array type is specified explicitly.

(`mkarr <type> <expr:length>`) build an array of a given type and dynamically evaluated length (`<length>` must be an integer expression).

(`ref <symbol>`)

(`aref <expr:array> <expr:index>`) references to an element of an array, can be either an expression or an lvalue.

(`begin <statement> ... <expr>`) executes a sequence of statements with a final expression.

(`new <type> . <*expr>`) creates a new object or a value of a given type, using an appropriate constructor call.

(`<type> # <symbol:field>`) references to a static field.

(`<expr> # <symbol:field>`) references to a field.

(`<expr> @ <symbol:method> . <*expr:args>`) calls a method.

(`typeof <expr>`) gives a type of a value in runtime.

(`istype <expr> <type>`) checks a type of a value

(`&& <type> @ <symbol:method> . <*type:argtypes>`)

(`&&& <type> <type> <symbol>`)

(`&&& <type> <expr> <symbol>`)

null

true

false

self

<literal>

(`<binop> <expr> <expr>`)

(`<unop> <expr>`)

7.17.4 Class definition

Class is defined as follows:

```
(not.class <name> [(extends <type>)] [(implements <type>)...]  
...)
```

Class definition body may contain fields, methods and constructors definitions.

Field definition format is: (field <type> <name> <attribute> ...), where attributes can be (public), (static), (private), (protected).

Method definition is: (method (<attribute> ...) <type> <name> (<argtype> <argname>) ...) ...)

Constructor definition is: (constructor (<attribute> ...) (<argtype> <argname>) ...) ...)

7.18 WinForms high level DSL

Macro: *with-forms* body

Defines a proper default class lookup path for WinForm macro.

Macro: *WinForm* (name . body)

A high level macro DSL for building a class derived from

`System.Windows.Forms.Form`, populating it with widgets. Please refer to examples (`win/*`) for more details.

Must be used within (`with-forms ...`) body.