

Rabbit: A Compiler for Scheme

Guy L. Steele, Jr.



1978

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RABBIT:

A Compiler for SCHEME

(A Dialect of LISP)

A Study in

Compiler Optimization

Based on Viewing
LAMBDA as RENAME
and
PROCEDURE CALL as GOTO

using the techniques of

Macro Definition of Control and Environment Structures
Source-to-Source Transformation
Procedure Integration
and
Tail-Recursion

Guy Lewis Steele Jr.

Massachusetts Institute of Technology

May 1978

Revised version of a dissertation submitted (under the title "Compiler Optimization Based on Viewing LAMBDA as RENAME plus GOTO") to the Department of Electrical Engineering and Computer Science on May 12, 1977, in partial fulfillment of the requirements for the degree of Master of Science.

Chapters

(not listed in original)

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- [Acknowledgements](#)

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RABBIT:
A Compiler
for SCHEME

Guy Lewis Steele

MIT Artificial Intelligence Laboratory

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dialect of LISP known as SCHEME. The compiler knows relatively little about specific data manipulation primitives such as arithmetic operators, but concentrates on general issues of environment and control. Rather than having specialized knowledge about a large variety of control and environment constructs, the compiler handles only a small basis set which reflects the semantics of lambda-calculus. All of the traditional imperative constructs, such as sequencing, assignment, looping, GOTO, as well as many standard (cont'd) LISP constructs such as AND, OR, and COND, are expressed as macros in terms of the applicative basis set. A small number of optimization techniques, coupled with the treatment of function calls as GOTO statements, produced by more traditional compilers. The macro approach enables speedy implementation of new constructs as desired without sacrificing efficiency in the generated code.

A fair amount of analysis is devoted to determining whether environments may be stack-allocated or must be heap-allocated. Heap-allocated environments are necessary in general because SCHEME (unlike Algol 60 and Algol 68, for example) allows procedures with free lexically scoped variable to be returned as the values of other procedures: the Algol stack-allocation environment strategy does not suffice. The methods used here indicate heap-allocating generalization of the "display" technique leads to an efficient implementation of such "upward funarqs". Moreover, compile-time optimization and

analysis can eliminate many "funargs" entirely, and so far fewer environment structures need be allocated at run time than might expected.

A subset of SCHEME (rather than triples, for example) serves that as the representation intermediate between the optimized SCHEME code and the final output code; code is expressed in this subset in the so-called continuation-passing style. As a subset of SCHEME, it enjoys the same theoretical properties; one could even apply the same optimizer used on the input code to the intermediate code. However, the subset is so chosen that all temporary quantities are made manifest as variables, and no control stack is needed to evaluate it. As a result, this apparently applicative representation admits an imperative interpretation which permits easy transcription to final imperative machine code. These qualities suggest that an applicative language like SCHEME is a better candidate for an UNCOL than the more imperative candidates proposed to date.

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ABSTRACT

We have developed a compiler for the lexically-scoped dialect of LISP known as SCHEME. The compiler knows relatively little about specific data manipulation primitives such as arithmetic operators, but concentrates on general issues of environment and control. Rather than having specialized knowledge about a large variety of control and environment constructs, the compiler handles only a small basis set which reflects the semantics of lambda-calculus. All of the traditional imperative constructs, such as sequencing, assignment, looping, GOTO, as well as many standard LISP constructs such as AND, OR, and COND,

are expressed as macros in terms of the applicative basis set. A small number of optimization techniques, coupled with the treatment of function calls as GOTO statements, serve to produce code as good as that produced by more traditional compilers. The macro approach enables speedy implementation of new constructs as desired without sacrificing efficiency in the generated code.

A fair amount of analysis is devoted to determining whether environments may be stack-allocated or must be heap-allocated. Heap-allocated environments are necessary in general because SCHEME (unlike Algol 60 and Algol 68, for example) allows procedures with free lexically scoped variables to be returned as the values of other procedures; the Algol stack-allocation environment strategy does not suffice. The methods used here indicate that a heap-allocating generalization of the "display" technique leads to an efficient implementation of such "upward funargs". Moreover, compile-time optimization and analysis can eliminate many "funargs" entirely, and so far fewer environment structures need be allocated at run time than might be expected.

A subset of SCHEME (rather than triples, for example) serves as the representation intermediate between the optimized SCHEME code and the final output code; code is expressed in this subset in the so-called continuation passing style. As a subset of SCHEME, it enjoys the same theoretical properties; one could even apply the same

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Thesis Supervisor: Gerald Jay Sussman

Title: Associate Professor of Electrical Engineering

Note

The first part of this report is a slightly revised version of a dissertation submitted in May 1977. Where it was of historical interest to reflect changes in the SCHEME language which occurred in the following year and the effect they had on RABBIT, the text was left intact, with notes added of the form, "Since the dissertation was written, thus-and-so occurred." The second part, the Appendix, was not part of the dissertation, and is a complete listing of the source code for RABBIT, with extensive commentary.

It is intended that the first part should be self-contained, and provide a qualitative overview of the compilation methods used in RABBIT. The second part is provided for those readers who would like to examine the precise mechanisms used to carry out the general methods.

Thus there are five levels of thoroughness at which the reader may consume this document:

(1) The reader who wishes only to skim is advised to read sections 1, 5, 6, possibly 7, 8A, 8B, 8C, 10, 11, and 12. This will give a basic overview, including the use of macros and the optimizing techniques.

(2) The reader who also wants to know about the details of SCHEME, the run-time system, and a long example is advised to read the entire main text (about a third of the

document).

(3) The reader who wants to understand the low-level organization of the algorithms, and read about the more tricky special cases, should read the main text and then the commentary on the code.

(4) The reader who additionally wants to understand the nit-picking details should read the code along with the commentary.

(5) The reader who wants a real feel for the techniques involved should read the entire document, invent three new SCHEME constructs and write macros for them, and then reimplement the compiler for another run-time environment. (He ought please also to send a copy of any documents on such a project to this author, who would be very interested!)

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