# **Progress report in the Pen programming language**

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### **Progress report**

- An easy way to construct lists with computation of their elements.
- Monadic
  - $\circ\,$  e.g. Haskell, Python

### In Haskell

$$[x + y | x < -xs, y < -ys, x != y]$$

### In Pen

The syntax is borrowed from Python.

[number x() + y() for y in ys for x in xs if x != y]

### **Concrete examples (1)**

#### Мар

[number f(x()) for x in xs]

#### Filter

[number x() for x in xs if Remainder(x(), 2) == 0]

#### Flatten

[number x() for x in xs() for xs in xss]

### **Concrete examples (2)**

#### Permutate

[number f(x(), y()) for y in ys() for x in xs]

#### Filter by a type

```
[number
 x()
 for x in if x = x() as number { [number x] } else { [number] }
 for x in xs
]
```

### Thoughts

- One of Pen's philosophy is to be a minimal language.
  - Where language features are orthogonal.
  - In the same way as Go
    - https://go.dev/talks/2010/ExpressivenessOfGo-2010.pdf
- Thus, there is no syntax sugar and AST and HIR is one to one.
- It's tiresome to experiment with new language features!
- On the other hand, you just transpile list comprehension with do notation or monadic operations in Haskell.

# **Future work (ideas)**

# **Parallel list comprehension**

- Natural extension to list comprehension for zip-ish computation
- Not related to parallel computation

### In Haskell

### In Pen

[number x() + y() for x, y in xs, ys]

# **Performance optimization**

- Lazy lists
  - List fusion
    - Removal of intermediate lists
    - Is this easy to implement for impure languages?
  - Thunk optimization
- Heavy use of thunks
  - Constant propagation
    - Thunk to function conversion
  - Inlining
- Stack operations

 $\circ\,$  How much can LLVM understand and optimize tail-called functions?

# **Near-future work**

- More little language features
  - Parallel list comprehension
  - sort built-in function
- Code generator
- Language server

### **Summary**

- Pen has monadic list comprehension now!
- I want to make progress...