

Dynamic Languages on .NET with the DLR

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DLR Architect

Microsoft's .NET Framework and the Common Language Infrastructure (CLI)

- One runtime engine for many languages
 - Shared bytecode intermediate language
 - Just in time and ahead of time compilers
 - One highly tuned garbage collector
 - Reflection and dynamic loading support
 - Debugger and profiler integration
 - ...
- Many major languages in production use today
 - Microsoft: C#, VB.Net, Managed C++, J#, JScript.Net
 - Others: Eiffel, COBOL, Fortran, RPG and Delphi
- Enables deep integration between languages
 - Language choice is flexible – best tool for the job
 - Frameworks build value from larger ecosystem

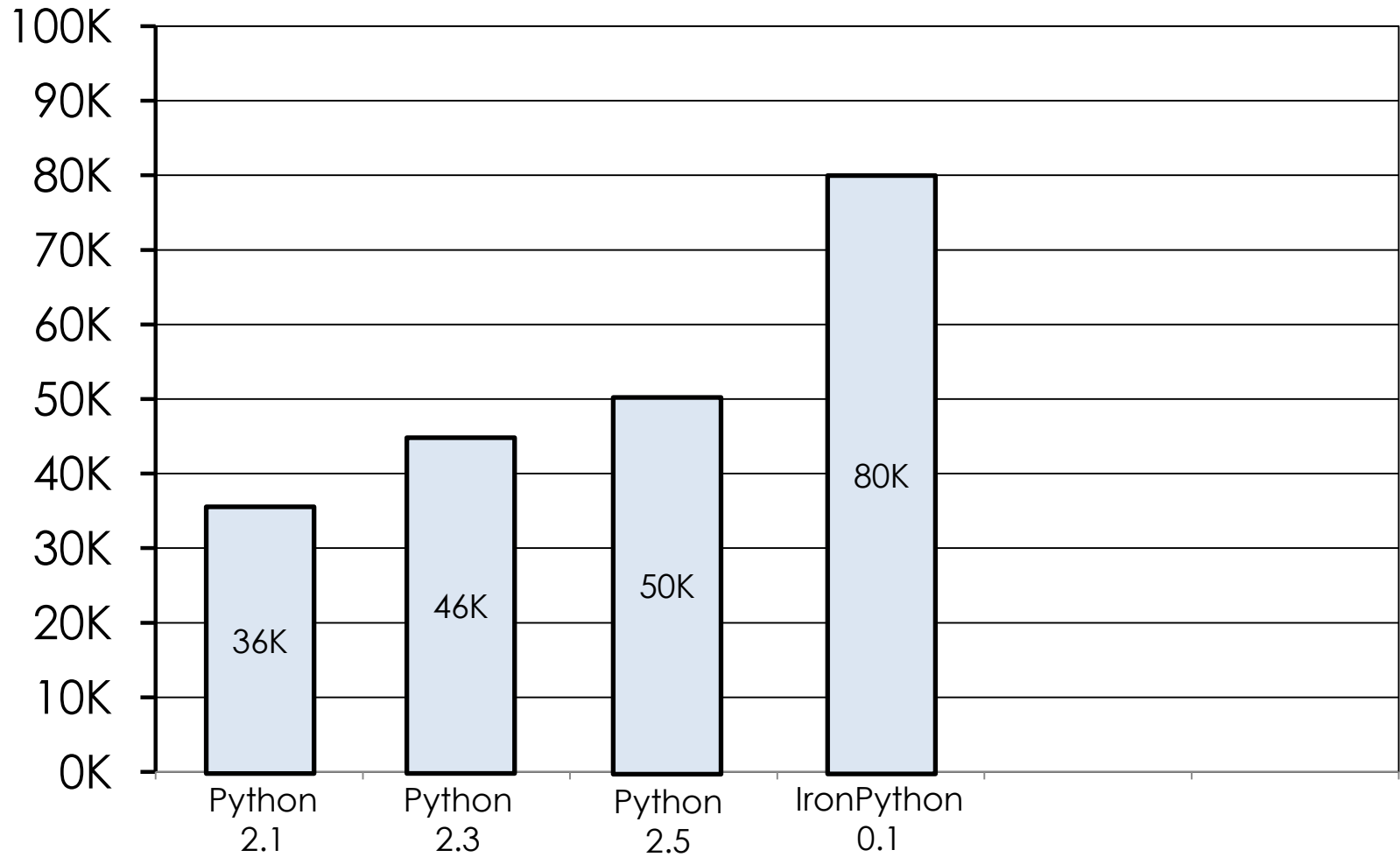
Inspiration

“The speed of the current system is so low as to render the current implementation useless for anything beyond demonstration purposes.” – ActiveState’s report on Python for .NET

“The CLI is, by design, not friendly to dynamic languages. Prototypes were built, but ran way too slowly.” – Jon Udell, InfoWorld, Aug. 2003

- How could Microsoft have screwed up so badly that the CLR is far worse than the JVM for dynamic languages?
 - Jython shows that dynamic languages can run well on the JVM
- I decided to write a short pithy paper called, “Why .NET is a terrible platform for dynamic languages”

Standard Pystone Benchmark



New Comments

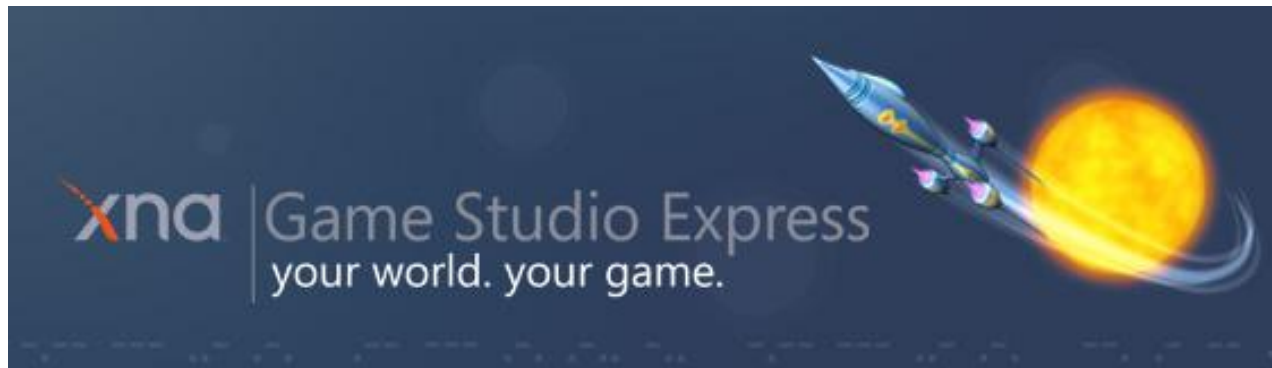
- “IronPython: .NET *is* a good platform for dynamic languages” – GameDev.Net, March 2004
- “Before IronPython, the common wisdom was that it was difficult to make dynamic languages perform well on the CLR.” – Edd Dumbill, July 2004
- “There was a meme floating around, a few years ago, that the CLR is inherently unfriendly to dynamic languages. As one of the transmitters of that meme, I'm delighted to be proved wrong.” – Jon Udell, InfoWorld, July 2004

Observations

- It's easy to blame the platform for the performance of an application.
- Building compilers is still too hard.

IronPython's dual goals

- True Python Implementation
 - Interactive and dynamic experience
 - Existing programmer knowledge and code
 - Rich set of libraries
 - Run existing regression tests and code
- Seamless integration with .NET
 - Consume .NET libraries and run inside .NET hosts
 - Interoperate with other .NET languages
 - Exploit .NET infrastructure
 - Visual Studio, debugger, profiler, JIT, GC, ...
 - Let other people do our work



- A framework for building games
 - Clearly not the world's first...
- Focus is on C# development
 - This is a dramatic step away from C++
- What if I don't want to use C#?

Extending Python in C

```
#include <Python.h>

typedef struct {
    PyObject_HEAD
    PyObject *first; /* first name */
    PyObject *last; /* last name */
    int number;
} Noddy;

static PyTypeObject noddy_NoddyType = {
    PyObject_HEAD_INIT(NULL)
    0, /*ob_size*/
    "noddy.Noddy", /*tp_name*/
    sizeof(noddy_NoddyObject), /*tp_basicsize*/
    0, /*tp_itemsize*/
    0, /*tp_dealloc*/
    0, /*tp_print*/
    0, /*tp_getattr*/
    0, /*tp_setattr*/
    0, /*tp_compare*/
    0, /*tp_repr*/
    0, /*tp_as_number*/
    0, /*tp_as_sequence*/
    0, /*tp_as_mapping*/
    0, /*tp_hash */
    0, /*tp_call*/
    0, /*tp_str*/
    0, /*tp_getattro*/
    0, /*tp_setattro*/
    0, /*tp_as_buffer*/
    Py_TPFLAGS_DEFAULT, /*tp_flags*/
    "Noddy objects", /* tp_doc */
};

static PyMethodDef noddy_methods[] = {
    {NULL} /* sentinel */
};

#ifdef PyMODINIT_FUNC
#define PyMODINIT_FUNC void
#endif
PyMODINIT_FUNC
inithoddy(void)
{
    PyObject* m;

    noddy_NoddyType.tp_new = PyType_GenericNew;
    if (PyType_Ready(&noddy_NoddyType) < 0)
        return;

    m = Py_InitModule3("noddy", noddy_methods,
        "Example module that creates an extension type.");

    Py_INCREF(&noddy_NoddyType);
    PyModule_AddObject(m, "Noddy", (PyObject *)&noddy_NoddyType);
}

/* declarations for DLL import/export */
#endif
```

```
static void
Noddy_dealloc(Noddy* self)
{
    Py_XDECREF(self->first);
    Py_XDECREF(self->last);
    self->ob_type->tp_free((PyObject*)self);
}

static PyObject *
Noddy_new(PyTypeObject *type, PyObject *args, PyObject *kwds)
{
    Noddy *self;

    self = (Noddy *)type->tp_alloc(type, 0);
    if (self != NULL) {
        self->first = PyString_FromString("");
        if (self->first == NULL)
            {
                Py_DECREF(self);
                return NULL;
            }

        self->last = PyString_FromString("");
        if (self->last == NULL)
            {
                Py_DECREF(self);
                return NULL;
            }

        self->number = 0;
    }

    return (PyObject *)self;
}

static int
Noddy_init(Noddy *self, PyObject *args, PyObject *kwds)
{
    PyObject *first=NULL, *last=NULL, *tmp;

    static char *kwlist[] = {"first", "last", NULL};

    if (! PyArg_ParseTupleAndKeywords(args, kwds, "|00", kwlist,
        &first, &last))
        return -1;

    if (first) {
        tmp = self->first;
        Py_INCREF(first);
        self->first = first;
        Py_XDECREF(tmp);
    }

    if (last) {
        tmp = self->last;
        Py_INCREF(last);
        self->last = last;
        Py_XDECREF(tmp);
    }

    return 0;
}

static PyMemberDef Noddy_members[] = {
    {"first", T_OBJECT_EX, offsetof(Noddy, first), 0,
    "first name"},
    {"last", T_OBJECT_EX, offsetof(Noddy, last), 0,
    "last name"},
    {NULL} /* Sentinel */
};
```

Extending Python in C#

```
namespace noddy {  
    public class Noddy {  
        public string first, last;  
        public Noddy(string first, string last) {  
            this.first = first;  
            this.last = last;  
        }  
    }  
}
```

Memory Management On Thin Ice

```
void bug(PyObject *list) {  
    PyObject *item = PyList_GetItem(list, 0);  
  
    PyList_SetItem(list, 1, PyInt_FromLong(0L));  
  
    PyObject_Print(item, stdout, 0); /* BUG! */  
}
```

Memory Management On Thin Ice

```
void bug(PyObject *list) {  
    PyObject *item = PyList_GetItem(list, 0);  
    Py_INCREF(item);  
    PyList_SetItem(list, 1, PyInt_FromLong(0L));  
    Py_DECREF(item);  
    PyObject_Print(item, stdout, 0); /* FIXED! */  
}
```

Memory Management On Solid Ground

```
public static void easy(IList list) {  
    object item = list[0];  
  
    list[1] = 0;  
  
    Console.WriteLine(item);  
}
```

Visual Studio Integration

- VS SDK language integration sample
 - IronPython team working with VS SDK team
 - Implementation is 100% in C#
 - SDK handles all required C++ or COM code
 - Full source code included w/ VS SDK

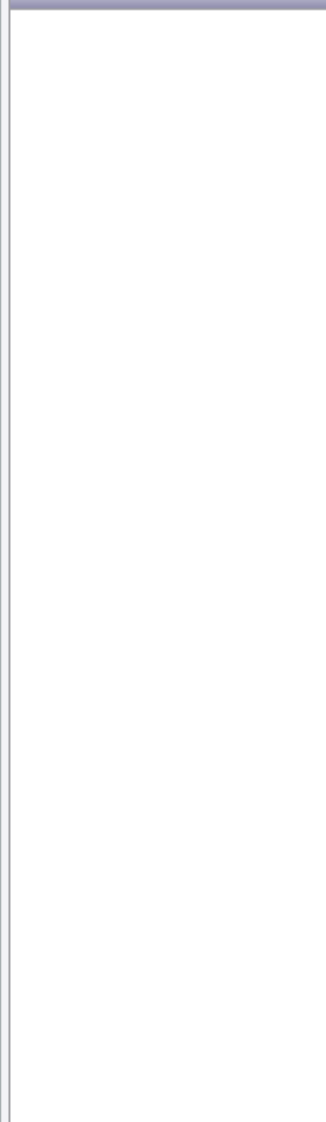


IronPython Console

```
IronPython 1.0.2280
Copyright (c) Microsoft Corporation. All rights reserved.
>>> 2+2
4
>>> import System
>>> System.Environment.
```

- CommandLine
- CurrentDirectory
- Equals
- Exit
- ExitCode
- ExpandEnvironmentVariables
- FailFast
- Finalize
- GetCommandLineArgs

Solution Explorer



[Web App Follies: Keep Sites Running Smoothly By Avoiding These 10 Common ASP....](#)

Mon, 26 Jun 2006 18:36:06 GMT - ASD.NET may make web development faster and easier, but



```
Program.py* Start Page
import System

def f(x, y):
    x = System.Environment.Cu...
```

- class
- CommandLine
- ctor
- CurrentDirectory
- else
- Equals
- Exit
- ExitCode
- ExpandEnvironmentVariables

Solution Explorer - C...

- Solution 'ConsoleApplication4'
 - ConsoleApplication4
 - References
 - Program.py



```
Program.py
import System

def f(x, y):
    return x/y

f(10, 2)
```

Locals

Name	Value	Type
x	10	object {int}
y	2	object {int}
\$line	4	int
retval	null	object

Call Stack

Name	Language
ConsoleApplication4.exe!Program.f\$f0(object x = Un...	C#
IronPython.dll!IronPython.Runtime.Function2.Cal C#	C#
IronPython.dll!IronPython.Runtime.Ops.CallWithC C#	C#
ConsoleApplication4.exe!Program.Initialize() Line Un...	C#
IronPython.dll!IronPython.Hosting.PythonEngine.C#	C#
[External Code]	

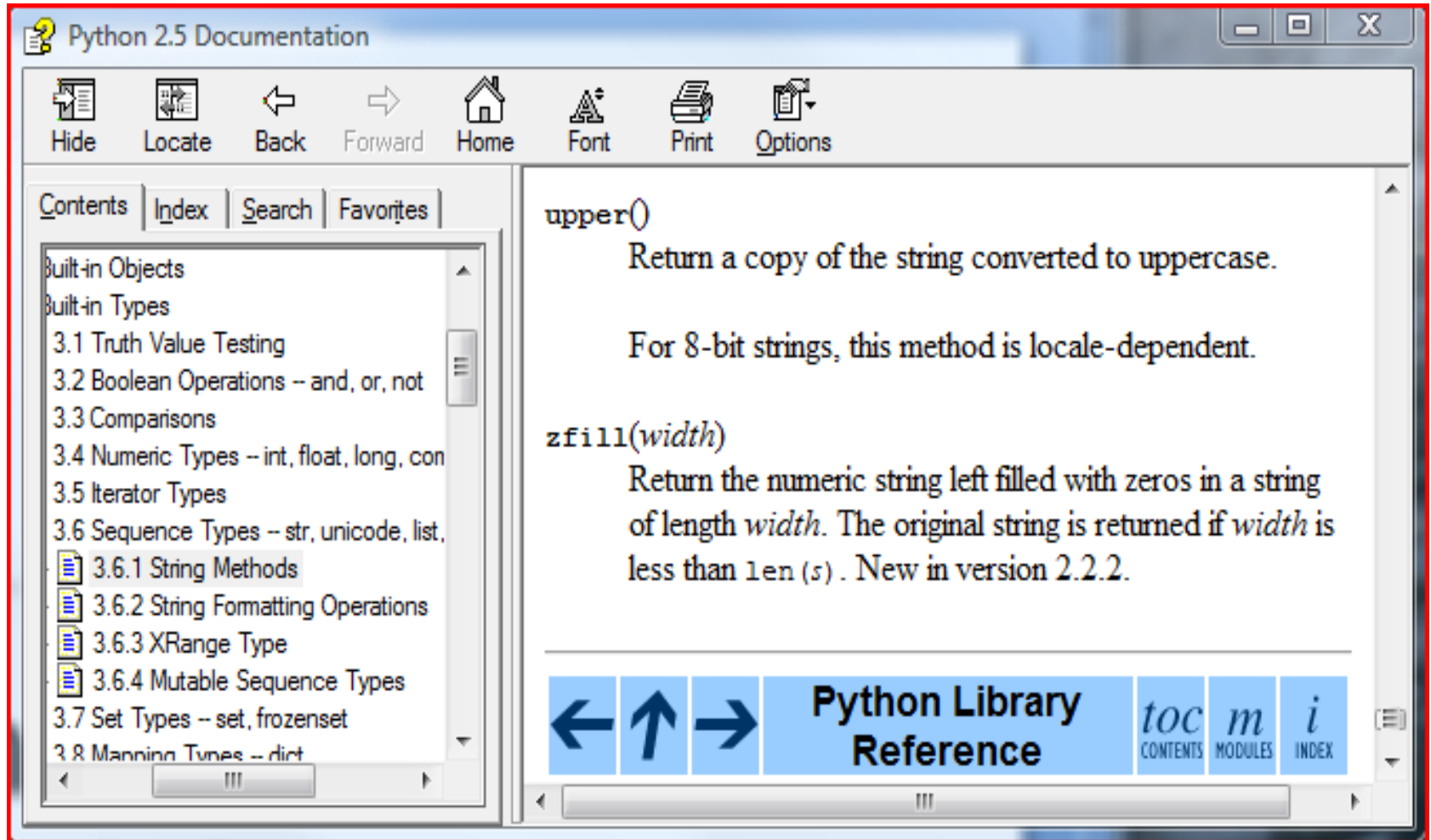
IronPython's dual goals

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 - Visual Studio, debugger, profiler, JIT, GC, ...
 - Let other people do our work

Being Python

```
>>> s = "python and .net working together"  
>>> s.upper()  
???  
>>> s.ToUpper()  
???
```

Python docs for string



The screenshot shows a web browser window titled "Python 2.5 Documentation". The browser's address bar is empty. The toolbar includes icons for Hide, Locate, Back, Forward, Home, Font, Print, and Options. The main content area is divided into two panes. The left pane, titled "Contents", shows a tree view of the documentation structure. The right pane displays the documentation for the `upper()` and `zfill(width)` methods.

Contents | **Index** | **Search** | **Favorites**

- Built-in Objects
- Built-in Types
 - 3.1 Truth Value Testing
 - 3.2 Boolean Operations -- and, or, not
 - 3.3 Comparisons
 - 3.4 Numeric Types -- int, float, long, complex
 - 3.5 Iterator Types
 - 3.6 Sequence Types -- str, unicode, list, tuple, range, xrange
 - 3.6.1 String Methods
 - 3.6.2 String Formatting Operations
 - 3.6.3 xrange Type
 - 3.6.4 Mutable Sequence Types
 - 3.7 Set Types -- set, frozenset
 - 3.8 Mapping Types -- dict

upper()
Return a copy of the string converted to uppercase.
For 8-bit strings, this method is locale-dependent.

zfill(*width*)
Return the numeric string left filled with zeros in a string of length *width*. The original string is returned if *width* is less than `len(s)`. New in version 2.2.2.

← ↑ → **Python Library Reference** *toc* *m* *i*
CONTENTS MODULES INDEX

MSDN docs for string

The screenshot shows a web browser window titled "String.ToUpper Method () - Microsoft Visual Studio 2005 Documentation - Micro...". The browser has a menu bar with "File", "Edit", "View", "Tools", "Window", and "Help". Below the menu bar is a toolbar with icons for "Back", "Forward", "Home", "Stop", "Refresh", "Print", "How Do I", "Search", "Index", and "Contents". The "Contents" sidebar on the left shows a tree view of the documentation structure, with "ToUpper Method" selected and highlighted in blue. The main content area displays the title "String.ToUpper Method ()" in a large blue font, followed by the URL "ms-help://MS.VSCC.v80/MS.MSDN.v80/MS.NETDEVFX.v20.en/cp". Below the title, there are links for "See Also" and "Example". A "Collapse All" button and a "Language Filter: C#" dropdown are also visible. The main text describes the method: "Returns a copy of this [String](#) converted to uppercase, using the casing rules of the current culture." The status bar at the bottom of the window shows "Ready".

String.ToUpper Method ()

URL: ms-help://MS.VSCC.v80/MS.MSDN.v80/MS.NETDEVFX.v20.en/cp

.NET Framework Class Library

String.ToUpper Method ()

[See Also](#) [Example](#)

Collapse All Language Filter: C#

Returns a copy of this [String](#) converted to uppercase, using the casing rules of the current culture.

A Seemingly Simple Answer

```
>>> s = "python and .net working together"  
>>> s.upper()  
'PYTHON AND .NET WORKING TOGETHER'  
>>> s.ToUpper()  
'PYTHON AND .NET WORKING TOGETHER'
```

Python Community Feedback

```
>>> s = "python and .net working together"  
>>> s.upper()  
'PYTHON AND .NET WORKING TOGETHER'  
>>> s.ToUpper()  
Traceback (most recent call last):  
  File , line 0, in input##308  
AttributeError: 'str' object has no attribute 'ToUpper'
```

Who is right?

- .NET developer
 - Should call `ToUpper()` method which is on `System.String`
 - Must do this to be .NET experience compatible!
- Python developer
 - Should throw `AttributeError` – no ‘`ToUpper`’ on strings
 - Must do this to be Python compatible!

Can we please everyone?

- Python can select behavior per module
- Can't break existing modules
- Same lexical scoping as extension methods

```
>>> 1/2
0
>>> from __future__ import division
>>> 1/2
0.5
```

C#-3.0 Extension Methods

```
namespace IronPython.Runtime {
    public static class PythonStringExtensions {
        ...
        public static bool isspace(string this) {
            if (this.Length == 0) return false;
            for (int i = this.Length - 1; i >= 0; i--) {
                if (!Char.IsWhiteSpace(this, i)) return false;
            }
            return true;
        }
        ...
        public static string upper(this string self) {
            return self.ToUpper();
        }
        ...
    }
}
```

C#-3.0 Extension Methods

```
using System;

namespace MyProject {
    public static class Program {
        public static void Main() {
            string s = "python from C#";
            Console.WriteLine(s.upper());
        }
    }
}
```

Error:
No method upper defined on String

C#-3.0 Extension Methods

```
using System;
using IronPython.Runtime;

namespace MyProject {
    public static class Program {
        public static void Main() {
            string s = "python from C#";
            Console.WriteLine(s.upper());
        }
    }
}
```

prints:
PYTHON FROM C#

Everyone is happy

```
>>> s = "python and .net working together"  
>>> s.upper()  
'PYTHON AND .NET WORKING TOGETHER'  
>>> s.ToUpper()  
Traceback (most recent call last):  
  File , line 0, in input##308  
AttributeError: 'str' object has no attribute 'ToUpper'  
>>> import clr  
>>> s.ToUpper()  
'PYTHON AND .NET WORKING TOGETHER'
```

IronPython-1.0

- Released September 5, 2006
 - <http://codeplex.com/ironpython>
 - Open Source License
 - Active user community
-
- IronPython-1.1 released April 17, 2007

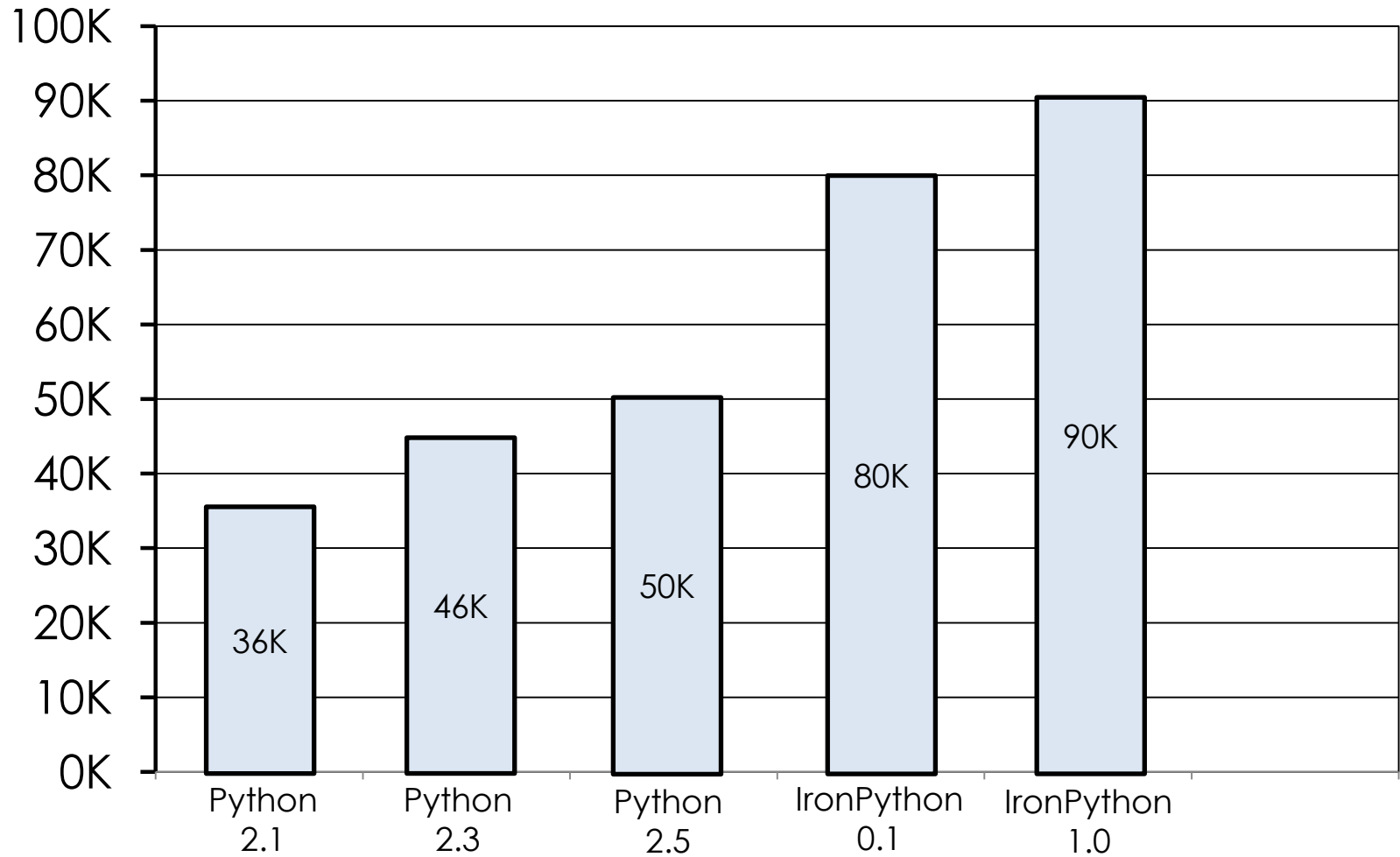
The CLR is a Good Platform

- Shared bytecode intermediate language
- Just in time and ahead of time compilers
- Highly tuned garbage collector
- Reflection and dynamic loading support
- Security Sandbox
- Tool integration
 - Debugging
 - Profiling
- ...

CLR 2.0 Made It Even Better

- DynamicMethods
 - Code generation that can be collected normally
 - Versatile tool for language implementers
- Delegate performance
 - Delegates are lightweight and type-safe function pointers
 - Performance improvement to important feature
- Generics embedded in the runtime
 - Full dynamic reflection support
 - Major new feature added in multi-language friendly way
- General platform performance work
 - IronPython leverages any platform improvements

Standard Pystone Benchmark



Why DLR?

JavaScript



VisualBasic

macromedia
COLDFUSIONMX7



A wrist friendly language for the CLI

Building a DLR Language

- Implement tokenizer and parser
- Translate your AST to DLR Trees
- Implement your custom types and customizations to existing .NET types
- Tuning
 - Refine and optimize your runtime libraries
 - Refine and optimize your dynamic types

Can we please everyone?

```
>>> s = "python and .net working together"  
>>> s.upper()  
'PYTHON AND .NET WORKING TOGETHER'  
>>> s.ToUpper()  
Traceback (most recent call last):  
  File , line 0, in input##308  
AttributeError: 'str' object has no attribute 'ToUpper'  
>>> import clr  
>>> s.ToUpper()  
'PYTHON AND .NET WORKING TOGETHER'
```

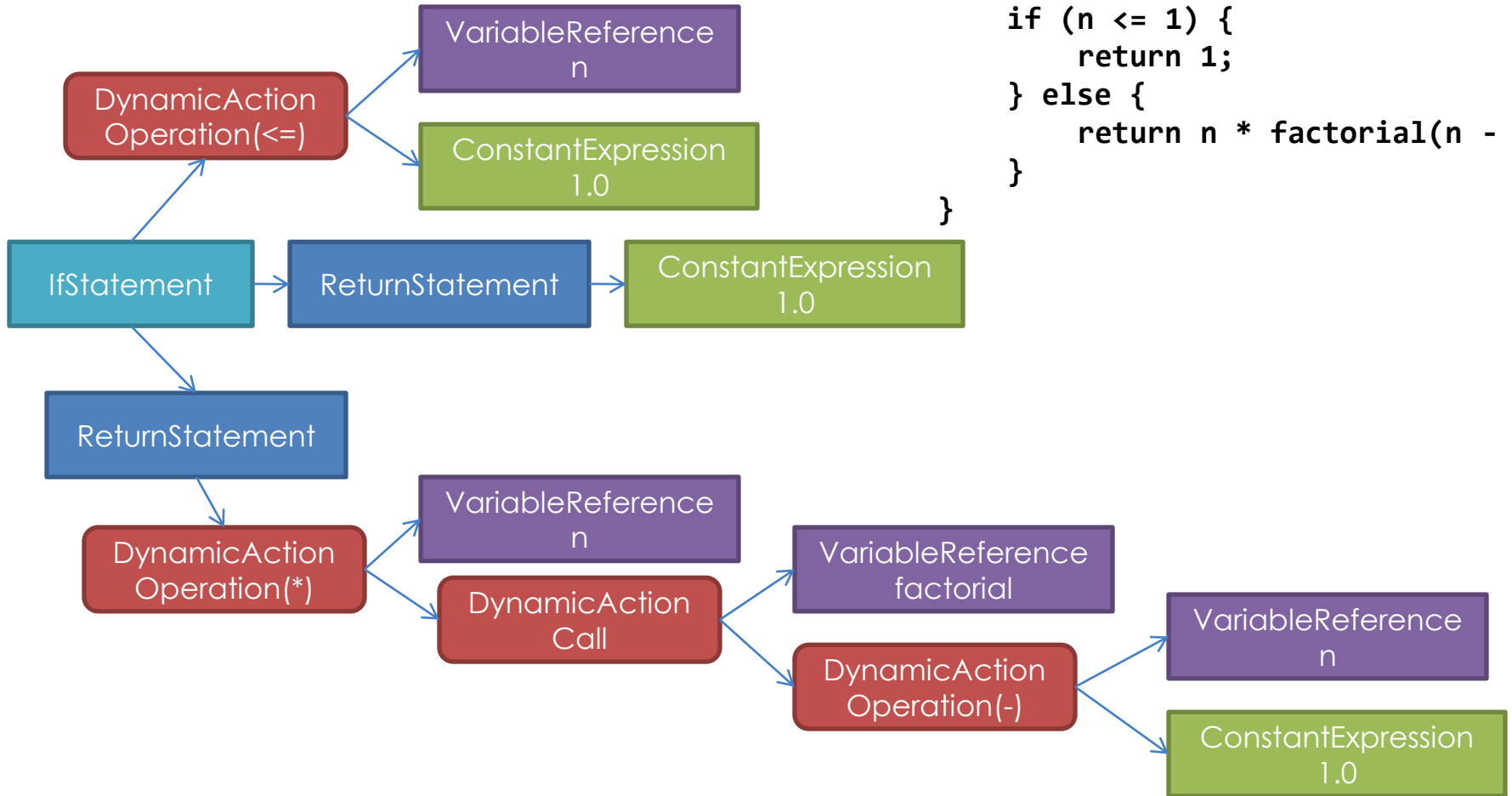
Each community is different

- IronRuby adds ruby-style names
 - `s.to_upper` and `s.ToUpper`
 - Choice is good!
- JavaScript currently adds JS-style names
 - `s.toUpperCase()` and `s.ToUpper()`
 - Not final yet – hard to identify JS “style”!
- VB blithely ignores this nonsense
 - `s.ToUpper == s.toupper == s.TOUPPER == ...`
 - Why does anyone worry about casing?

DLR Trees

What vs. How

```
function factorial(n) {  
    if (n <= 1) {  
        return 1;  
    } else {  
        return n * factorial(n - 1);  
    }  
}
```



Compiling Factorial – to IL

IronPython-0.9

```
def factorial(n):  
    if n <= 1: return 1  
    return n * factorial(n-1)
```

0 LOAD_FAST 0 (n)	ldarg.0
3 LOAD_CONST 1 (1)	ldsflid object __main__::c\$0\$PST04000002
6 COMPARE_OP 2 (<=)	call object Ops::LessThanEqual(object,object)
9 JUMP_IF_FALSE 8 (to 20)	call bool IronPython...Ops::IsTrue(object) brfalse IL_0020
12 POP_TOP	
13 LOAD_CONST 1 (1)	ldsflid object __main__::c\$0\$PST04000002
16 RETURN_VALUE	ret

Compiling Factorial – to x86

0 LOAD_FAST 0 (n)	0000001b	mov	edx,dword ptr ds:[01B054E4h]
3 LOAD_CONST 1 (1)	00000021	mov	ecx,esi
6 COMPARE_OP 2 (<=)	00000023	call	dword ptr ds:[036E3184h]
9 JUMP_IF_FALSE 8 (to 20)	00000029	mov	edi,eax
	0000002b	mov	ecx,edi
	0000002d	call	dword ptr ds:[036E3084h]
	00000033	mov	edi,eax
	00000035	test	edi,edi
	00000037	je	00000043
12 POP_TOP			
13 LOAD_CONST 1 (1)	00000039	mov	eax,dword ptr ds:[01B054E4h]
16 RETURN_VALUE			<pop 4 registers and ret>

Compiling Factorial – to IL

IronPython-1.0

```
def factorial(n):  
    if n <= 1: return 1  
    return n * factorial(n-1)
```

0 LOAD_FAST 0 (n)	ldarg.0
3 LOAD_CONST 1 (1)	ldsfd object __main__::c\$0\$PST04000002
6 COMPARE_OP 2 (<=)	call bool Ops::LessThanEqualIsTrue(object,object)
9 JUMP_IF_FALSE 8 (to 20)	brfalse <dest>
12 POP_TOP	
13 LOAD_CONST 1 (1)	ldsfd object __main__::c\$0\$PST04000002
16 RETURN_VALUE	ret

Dynamic Actions

Ops.LessThanEqualsTrue(n, 1.0)



```
public static bool LessThanEqualsTrue(object x, object y) {  
    DynamicType tx = Ops.GetDynamicType(x);  
    object ret = tx.LessThan(x, y);  
    if (ret != Ops.NotImplemented) return Ops.IsTrue(ret);  
    DynamicType ty = Ops.GetDynamicType(y);  
    ret = ty.LessThan(x, y);  
    if (ret != Ops.NotImplemented) return Ops.IsTrue(ret);  
    ...  
}
```

Dynamic Actions with Fast Paths

Ops.LessThanEqualsTrue(n, 1.0)



```
public static bool LessThanEqualsTrue(object x, object y) {  
    if (x is int) {  
        if (y is int) {  
            return IntOps.LessThanEqualsTrue((int)x, (int)y);  
        } else if (y is double) {  
            return FloatOps.LessThanEqualsTrue((double)(int)x, (double)y);  
        } else {  
            ...  
        }  
        ...  
        DynamicType tx = Ops.GetDynamicType(x);  
        ...  
    }  
}
```

Compiling Factorial to IL IronPython w/ DLR

```
def factorial(n):  
    if n <= 1: return 1  
    return n * factorial(n-1)
```

0 LOAD_FAST 0 (n)	<i>ldsfl</i> class FastDynamicSite`3<object,int32,bool> ldarg.0
3 LOAD_CONST 1 (1)	ldc.i4.1
6 COMPARE_OP 2 (==)	call FastDynamicSite`3<object,int32,bool>::Invoke(!0, !1)
9 JUMP_IF_FALSE 8 (to 20)	brfalse <dest>
12 POP_TOP	
13 LOAD_CONST 1 (1)	IL_0015: <i>ldsfl</i> object __main__::c\$0\$PST04000002
16 RETURN_VALUE	IL_001a: ret

Dynamic Sites

```
_site.Invoke(n, 1.0)
```

```
static DynamicSite<bool, object, double> _site;
```

```
DoOperation(<=)
```

```
public Tret Invoke(T1 arg1, T2 arg2) {  
    return _target(this, arg1, arg2);  
}
```

```
bool _stub0(DynamicSite<object, double> site, object x, double y) {  
    return site.UpdateBindingAndInvoke(x, y);  
}
```

Dynamic Sites

```
_site.Invoke(n, 1.0)
```

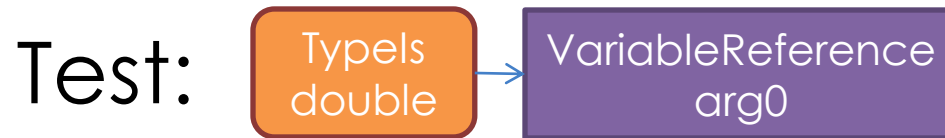
```
static DynamicSite<bool, object, double> _site;
```

```
DoOperation(<=)
```

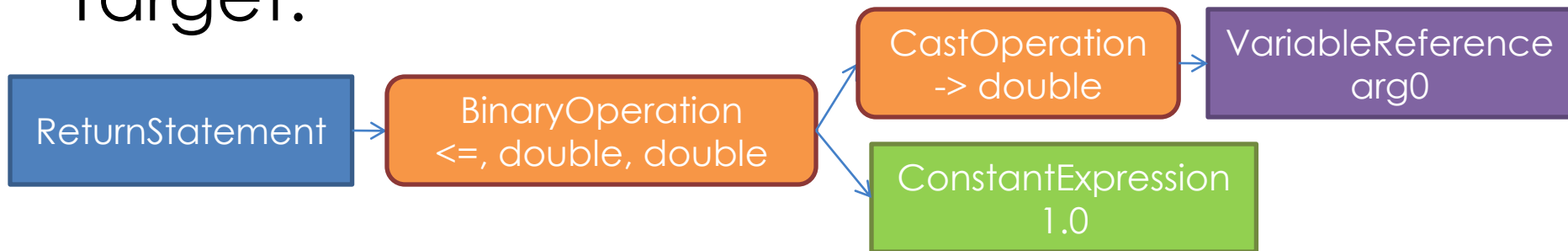
```
public Tret Invoke(T1 arg1, T2 arg2) {  
    return _target(this, arg1, arg2);  
}
```

```
bool _stub1 (DynamicSite<object, double> site, object x, double y) {  
    if (x is double) { return ((double)x) <=y; }  
    return site.UpdateBindingAndInvoke(x, y);  
}
```

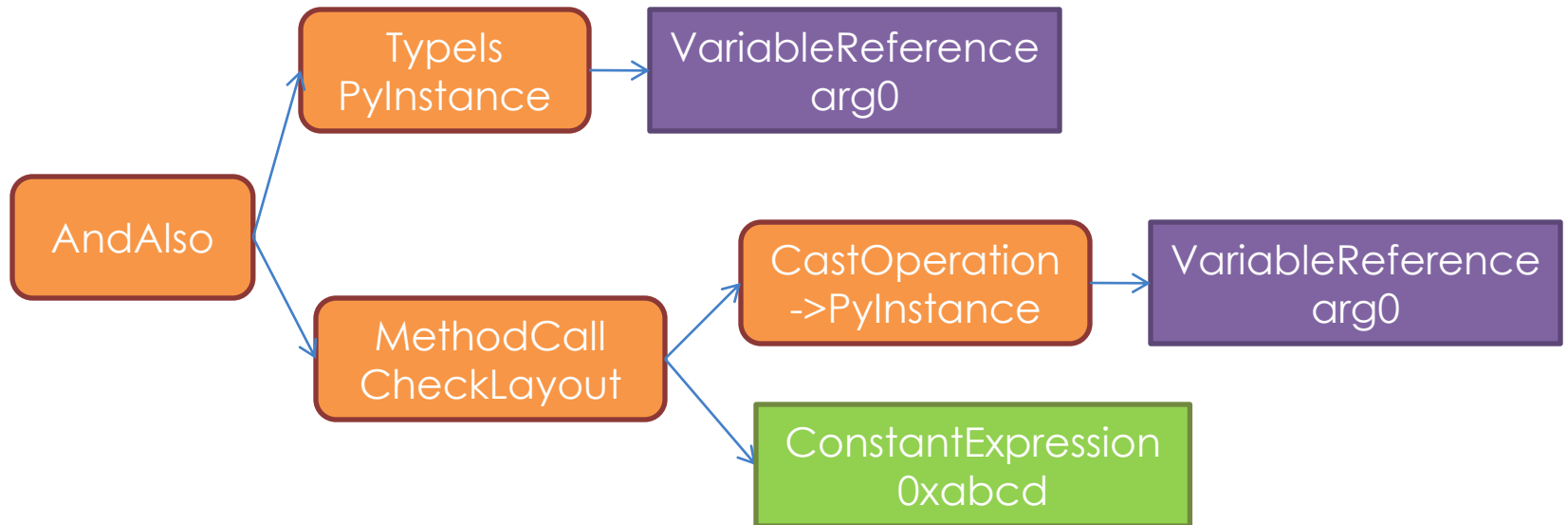
Rules



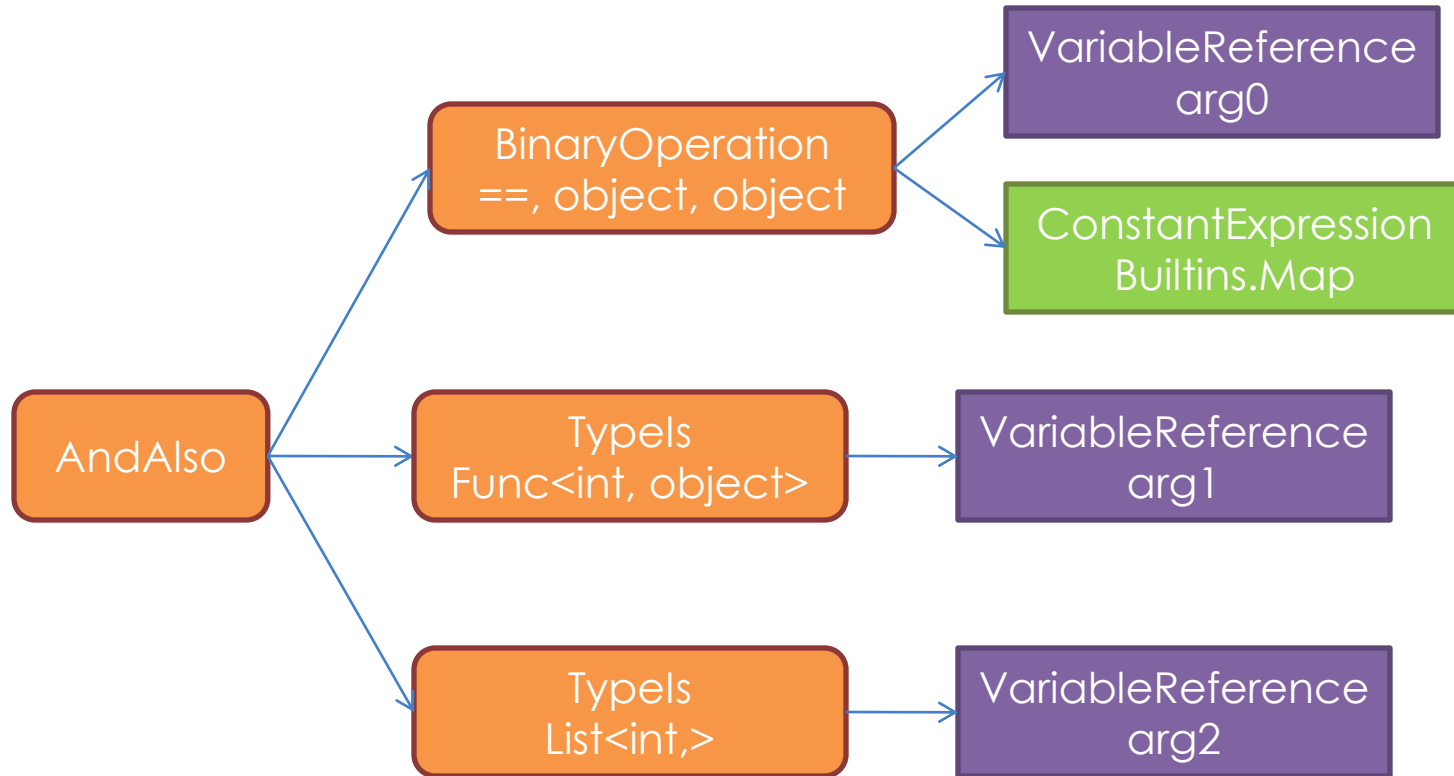
Target:



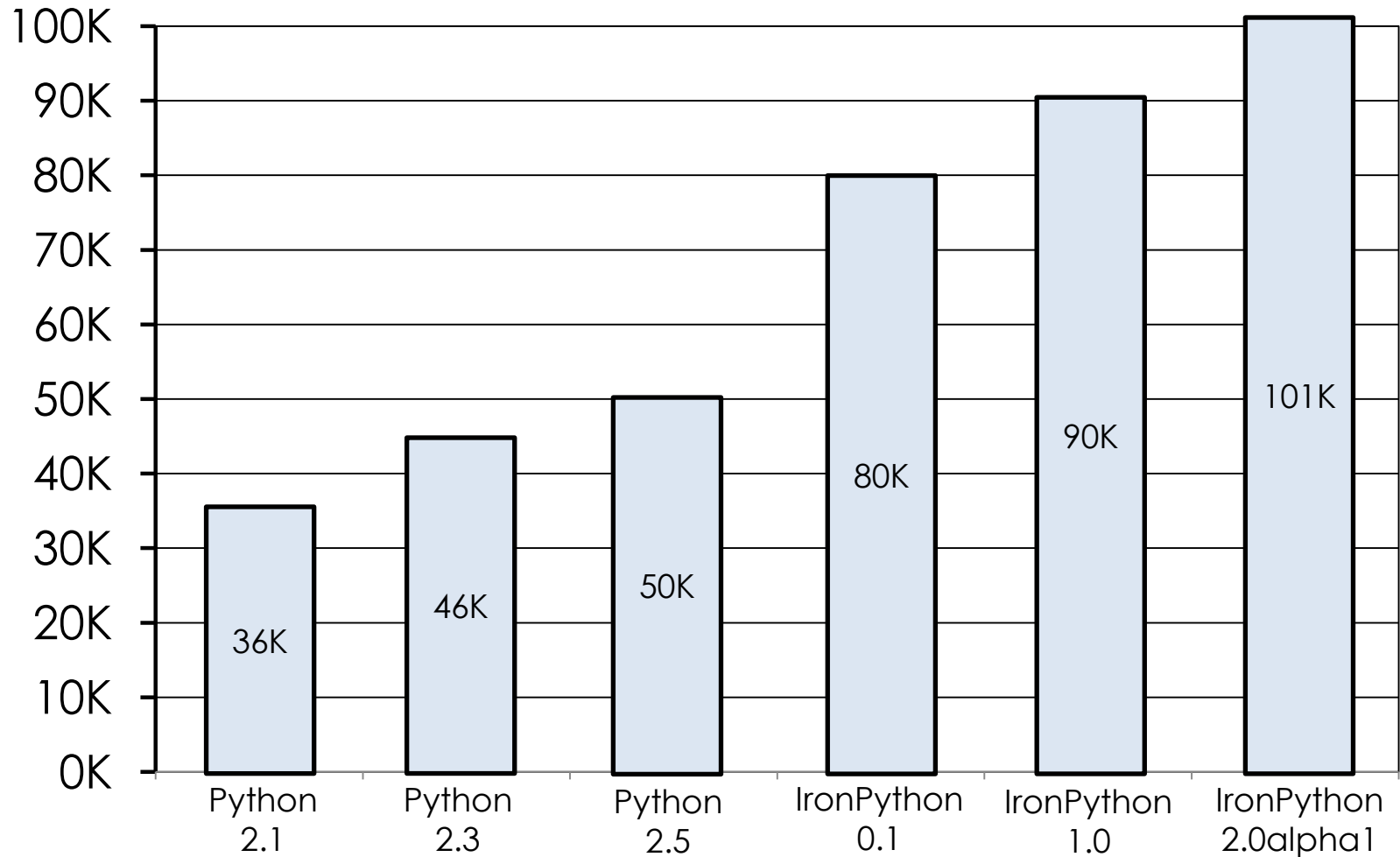
Language-Specific Tests



Experimental Optimizations



Standard Pystone Benchmark



Microsoft
ASP.net



Windows Vista™

Microsoft®
.net

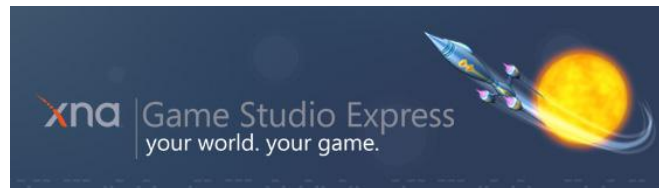


Microsoft®
Silverlight™

...



Microsoft Robotics Studio



My Language in the Browser

Silverlight 1.1 July 2007 Preview Samples - DLR Console Prototype - Iceweasel

File Edit View History Bookmarks Tools Help

file:///home/zovarga/work/DLRConsole/index.htm

Getting Started Latest Headlines

Console XAML Python Code About

Interactive DLR console - click to select and type code.
See box below for suggestions and to change language.
py> |

```
python
jscript

import wpf
canvas.Background = wpf.RedBrush
r = wpf.TextBlock()
r.Text = "Click Me"
canvas.Children.Add(r)
r.FontSize = 100
wpf.SetPosition(r, 40, 60)
def doit(b, e): print 'Ouch!'
r.MouseLeftButtonDown += doit
```

Silverlight Canvas

Touch Me

Done

Why DLR?

- Reduce the engineering barriers
 - Let someone else do that for you
- Encourage sharing of libraries
 - Don't keep reinventing the wheel
- Focus on what's unique to you

Questions?

Lang.NET Conference

January 28-30, 2008

<http://langnetsymposium.com>

Microsoft Campus - Redmond, WA

<http://codeplex.com/ironpython>

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