Recent Additions to the Scheme Bibliography


Abstract: Programming environments for interactive graphics software typically have a multiplicity of tools applications. Many of these programs contain ad hoc “little language” interpreters that do many similar things in needlessly different ways. In particular, many little languages have, in addition to their special-purpose constructs, vestigial support for ordinary programming, such as variables, loops and conditionals. If a single, standard programming language were the basis of all these little languages, they could have complete, coherent programming semantics; they could communicate with each other more easily; no design work for basic constructs would be needed; and interpreter implementation work would be saved. The approach of reusing and extending the same core language and interpreter for a variety of little languages is the extension language approach.

Scheme is proposed as a good choice for such a core language. Scheme is a simple, elegant, high-level programming language. Extendable implementations are readily available in C source form. Example applications in Scheme from interactive graphics are presented that would be nearly impossible to code in a typical scripting language and very tedious to code in a lower-level implementation language such as C.


Abstract: A highly optimizing Scheme compiler called HARE is presented. A combination of several optimization techniques allows for the generation of very efficient code. Easy portability of the compiler has been achieved through the use of a virtual machine as a target for code generation. The compiler will be used as a test-bed for fine-tuning the instruction set of a symbolic architecture, the S-Machine.
A Selection of Abstracts from the Scheme Bibliography


**Abstract:** We define a computational model for a logical extension of Scheme and give a metacircular evaluator for it. This minimal extension incorporates two new features only, i.e. logical variables and clause expressions, which can be used to define predicates in exactly the same way as lambda expressions can be used to define functions.

Higher-order properties of Scheme are preserved: predicates can be passed to and returned from function applications. Predicate applications can appear as terms in functions. On the other hand, function applications can appear as terms in predicates, and can be formal as well as actual arguments, but only as long as they can be evaluated according to the usual Scheme semantics prohibiting access to unbound variables (except for constructor applications).


**Abstract:** Scheme and Smalltalk continuations may have unlimited extent. This means that a purely stack-based implementation of continuations, as suffices in most languages, is inadequate. Several implementation strategies have been described in the literature. Determining which is best requires knowledge of kinds of programs that will commonly run.

Danvy, for example, has conjectured that continuation captures occur in clusters. That is, the same continuation, once captured, is likely to be captured again. As evidence, Danvy cited the use of continuation in a research setting. We report that Danvy's conjecture is somewhat true in the commercial setting of MacScheme+Toolsmith™, which provides tools for developing Macintosh user interfaces in Scheme. These include an interrupt-driven event system and multitasking, both implemented by liberal use of continuations.

We describe several implementation strategies for continuations and compare four of them using benchmarks. We conclude that the most popular strategy may have a slight edge when continuations are not used at all, but that other strategies perform better when continuations are used and Danvy's conjecture holds.


**Abstract:** Export and import statements can be implemented as syntactic extensions. We first define their intuitive semantics in terms of Scheme programs. Then we show how export and import can be improved to allow for arbitrary load-sequence of modules and to handle dynamic extensions of modules.


**Abstract:** We propose a facility which allows unbounded associative structures, which we call Dynamic Mutually Recursive Structures (DMRS), in Scheme. An important application is the creation of unbounded vectors and arrays. Another application is as the underpinnings of a global, dynamic letrec capability. A third application is the construction of memo-functions.

V-2.36
Under this facility, DMRS elements are allocated space individually and not until they are side-effected. Thus, a DMRS can be sparse and waste little memory. In addition, the proposed facility removes some of the burdens of writing procedural specifications that are not relevant to functional specifications such as vector boundedness.

[KoW87] Eugene E. Kohlbecker and Mitchell Wand, Macro-by-Example: Deriving Syntactic Transformations from their Specifications, Conference Record of the Fourteenth Annual ACM Symposium on Principles of Programming Languages, Munich, West Germany, Jan 1987, 77-84.

Abstract: This paper presents two new developments. First, it describes a “macro-by-example” specification language for syntactic abstractions in Lisp and related languages. This specification language allows a more declarative specification of macros than conventional macro facilities do by giving a better treatment of iteration and mapping constructs. Second, it gives a formal semantics for the language and a derivation of a compiler from the semantics. This derivation is a practical application of semantics-directed compiler development methodology.


Abstract: A simple set of extensions to the SCHEME language removes the need for a distinguished top level interaction environment by providing first-class environments. These extensions also provide a powerful mechanism for code packaging and may be used to implement simple object-oriented systems. In addition, a mechanism is presented that implements compiled references to free variables as efficiently as in languages like C, provided the code does not directly manipulate first-class environments. The mechanism requires a simple static analysis performed by the compiler and meshes with a slower mechanism used by both interpreted code and compiled code that manipulates first-class environments.

Availability

The complete Scheme bibliography may be obtained in machine-readable bib [refer] or (automagically-generated) BibTeX format via e-mail from oz@nexus.yorku.ca. Both formats are ftp-able from the Scheme Repository (currently located at nexus.yorku.ca [130.63.9.66]), under pub/scheme/bib.

Happy scheming! ... oz
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Charleston, South Carolina, January 11–13, 1993

The twentieth symposium on Principles of Programming Languages will provide a forum for discussion of principles, innovations, and accomplishments in the design, definition, analysis, and implementation of programming languages and systems. Reports on experiences with the application or use of such principles and innovations are encouraged. Papers presented at the symposium must describe work that has not previously been published or presented at a conference.

Many seminal papers have been presented at POPL conferences in the past 20 years. In an attempt to preserve and strengthen that tradition and to maintain broad coverage of the field, the program committee welcomes papers on a diversity of topics, particularly those that set out new directions, and is prepared to increase the number of accepted papers to accommodate them. The symposium is not limited to topics discussed in previous symposia nor to formal approaches. Authors concerned about the appropriateness of a topic may communicate by electronic mail with the program chair prior to submission.

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The summary should explain the contribution of the paper, both in general and in technical terms. It is important to identify what has been accomplished, to explain why it is significant, and to compare with previous work. Papers will be judged on originality, significance, correctness, and clarity. Authors should make every effort to make the technical content of their papers understandable to a broad audience.

Submissions must be received by July 27, 1992. They should include a return postal address and an electronic mail address (if available). Authors will be notified of the acceptance or rejection of their papers by September 14, 1992. Full versions of the accepted papers must be received in camera-ready form by October 20, 1992. Authors of accepted papers will be required to sign ACM copyright release forms. Proceedings will be distributed at the conference and subsequently will be available for purchase from ACM Press.

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