

## Polyglot programming for science

Alexander Nozik for BAT meeting 2018\_11



- Different people prefer different languages.
- Different languages have limited interoperability.
- Different languages have different runtimes which further complicates the problem.





C API allows to make calls with common low-level language

Limitations:

- Rather limited in terms of data structures and functions
- Memory management problems
- Function references only inside single process

Solution for BAT in talk by Alexey Khudyakov



Each request transformed into tree-like structure and transferred via socket/websocket connection. The response is transferred in a same way.

Problems:

- Overhead on each call from transport and parsing
- No obvious way to pass function



- TCP round trip latency for local calls is 6 ms. Comparable with local cross-language calls.
- Parsing time could be dramatically reduced by using binary tree representation (CBOR, ProtoBuf, FlatBuffers).
- Non-blocking IO allows effective processing of TCP connections.
- A lot of support libraries for that.









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- Different types
- Different numbers of parameters
- Custom argument types
- Possible memory sharing

- Additional allocation
- No control of actual layout of buffer



Run all programs in the common runtime, compiling them to IR.

Current platforms:

- CLR
  - Supports its own languages (C#, F#, Basic, etc)
  - Could use native libraries code and could compile existing C++/Fortran code
  - Supports compile to LLVM via LLILC (Windows only, seems to be abandoned)
- GraalVM (RC)
  - Good support for JVM languages (currently JDK 8 compatible)
  - Powerful AST engine Truffle
  - Features its own implementation of Python, JavaScript and R
  - Runs LLVM IR (Julia as well?) in polyglot mode
  - Interface between native code and VM code without JNI (at last)
  - AOT compilation with SubstrateVM (no Windows yet ⊗)



Compile the same code to be used later in different platforms. Code must be optimized for platform specifics and libraries.



- Good JVM support in Kotlin-JVM (all Java libraries)
- JavaScript support in Kotlin-JS (full interop with JS)
- Native compilation in Kotlin-Native (LLVM backend)
  - Full interop with C API, Objective C and Swift
  - No bridge between Native and JVM yet, but planned

Currently focus on mobile development and web backend, but scientific community grows.



## Kotlin for science



Java	Kotlin
<pre>public class User {     private final String firstName;     private final String LastName;     private final int age;</pre>	<pre>public class User(val firstName: String, val lastName: String, val age: Int) {</pre>
<pre>public User(String firstName, String lastName, int age) {     this.firstName = firstName;     this.lastName = lastName;     this.age = age;   } public String getFirstName() {     raturn firstName;   } </pre>	<pre>fun toString() = "\$firstName \$lastName, age \$age" }</pre>
<pre>public String getLastName() {     return lastName;) } public int getAge() {     return age; }</pre>	<pre>fun main(args : Array<string>) {     println(User("John", "Doe", 30)) }</string></pre>
<pre>public String toString() {     return firstName + " " + lastName + ", age " + age; }</pre>	
<pre>class Main {    public static void main(String[] args) {       System.out.println(new User("John", "Doe", 30));    } }</pre>	

https://hype.codes/kotlin-vs-java



```
// Extension function
fun Int.isOdd() = this % 2 != 0
// Result with type inference
val result = (10..20)
    .filter{ it.isOdd() } // filtering odds
    .associateWith{it.toString().last()} // associating to map
    .map {entry-> "${entry.value}: ${entry.key}" } // string interpolation
```

```
// Functional style consume
result.forEach { println(it) }
```

1:	11
3:	13
5:	15
7:	17
9:	19



