

# Phoenix: PDL and Compile-time Reflection

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# Agenda

- **What is Phoenix?**
- **PDL**
- **Visitor Pattern**
- **Object Cloning**
- **Compile-Time Reflection**
- **Phoenix Links**



# What is Phoenix?

- Phoenix is Microsoft's next-generation, state of the art infrastructure for program analysis and transformation
- Phoenix is used for
  - Compilers
  - Tools
  - Research
  - Instruction



# What is Phoenix?

- **Example Clients**
  - Executable Reader/Writer
  - C++ Compiler backend
  - PreFAST (static analysis)
  - JIT
  - NGEN
  - Many more (tiger, pasm, FxCop, AST, VSInstr)
- **Example Compiler Backend Plug-Ins**
  - Static Analysis, Arithmetic strength reduction, Analysis Validator, Instrumented Block Count reader, ...





# PDL

PDL is a C++/CLI-like language for headers. It evolved from a solution for dual-mode C++ compilation to much more.

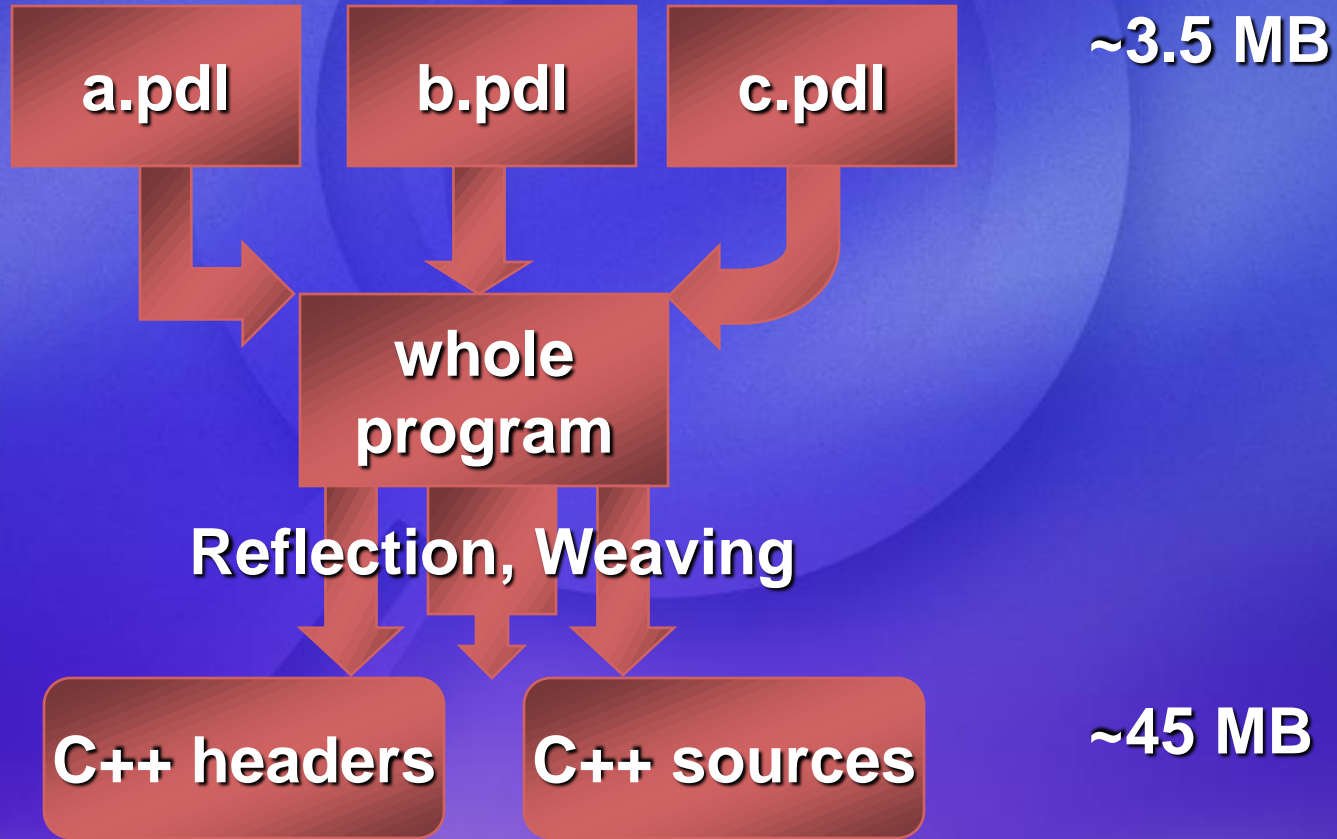
Interesting Features:

- **Metaprogramming attributes on objects and members**
- Partial classes
- **Weaving**
- Bitpacking
- Dual Mode

We'll look further into the **green** ones.



# PDL to C++



# PDL - Attributes

- **Class**

- Layout
- Align
- Extensible
- FreeList
- Cloneable
- Dynamic
- Visit
- Kind

- **Element**

- Sealed
- Thunk
- NoZeroInit
- NoReinit
- Ordered
- List
- NoClone
- Owner
- Context
- CustomFixup



# Example: Rectangle

```
public ref class Rectangle
    : public class Object
{
public:
    int HorizontalLength;
    int VerticalLength;
};
```





# Rectangle: Visitor Weaving

[visit]

```
public ref class Rectangle;
```

```
// Auto-generated
```

```
void Rectangle::Accept(Visitor ^ visitor)
```

```
{
```

```
    visitor->Visit(this);
```

```
}
```

```
void Visitor::Visit(Rectangle ^ rectangle)
```

```
{
```

```
    // Default method: Do nothing or throw
```

```
}
```



# Visitor Pattern

- **Good**

- Decouple unwanted/unpredicted concerns from basic classes.
- Implement distributed algorithm in one place.
- **Visitor hierarchy good way to provide small variations on an algorithm.**

- **Bad**

- Not extensible cross-assembly.
- **Must maintain visitors when adding new classes or fields.**



# Rectangle: Cloning Visitor

[visit, cloneable]

```
public ref class Rectangle;
```

```
// Auto-generated
```

```
void CloneVisitor::Visit(Rectangle ^ rect)
```

```
{
```

```
    if (Map[rect] != NULL) {
```

```
        Result = Map[rect];
```

```
    } else {
```

```
        Rectangle ^ newRect = gcnew Rectangle;
```

```
        newRect->HorizontalLength =
```

```
            rect->HorizontalLength;
```

```
        newRect->VerticalLength = rect->VerticalLength;
```

```
        Result = Map[rect] = newRect;
```

```
    }
```

```
}
```



# Rectangle: Class Updates

```
[visit, cloneable]
public ref class Rectangle
    : public class Object
{
public:
    Color Shade;
    int HorizontalLength;
    int VerticalLength;
};

// Clone Visitor automatically
// updates
```





# Rectangle: Cloning Issues

[visit, cloneable]

```
public ref class Rectangle
    : public class Object
{
public:
    Color Shade;
    int HorizontalLength;
    int VerticalLength;
    // What to do?
    CartesianGrid ^ Grid;
    Coordinate Position;
};
```



# Rectangle: Cloning Issues

[visit, cloneable]

```
public ref class Rectangle
    : public class Object
{
public:
    Color Shade;
    int HorizontalLength;
    int VerticalLength;
    // Try 1
    [NoClone] CartesianGrid ^ Grid;
    [NoClone]
    Coordinate GridPosition;
};
```



# Rectangle: Cloning Issues

[visit, cloneable]

```
public ref class Rectangle
    : public class Object
{
public:
    Color Shade;
    int HorizontalLength;
    int VerticalLength;
    // Try 2
    [Clone(Owner)] CartesianGrid ^ Grid;
    [Clone(Context="Grid")]
    Coordinate GridPosition;
};
```



# Example: Cloning Phoenix's Intermediate Representation

An Operand might be cloned

- By itself
- As part of an instruction
- As part of a Function

The more context, the more is cloned. “Context” attribute helped share code, and neatly encapsulated a lot of complex logic





# Compile-time reflection

- Used to generate object walker
- Walker useful for any algorithms that need to walk all or most of objects' fields.
  - Cloning
  - Serialization/deserialization
  - Comparison
  - Diagnostic Dumper



# Phoenix Links

- Early access RDKs or CDKs available to selected universities or commercial partners; sample projects include AOP, Obfuscation, and Profiling
- Contact [phxap@microsoft.com](mailto:phxap@microsoft.com) for Academic early access requests, or [phxcp@microsoft.com](mailto:phxcp@microsoft.com) for Commercial early access requests. No NDA must be signed.
- Or see <http://research.microsoft.com/phoenix>
- Come to the Phoenix discussion on Tuesday!

