

Falcon

- First-class functions — functions are values
- Partial application — functions can be called with fewer arguments producing a function waiting for more
- Anonymous function — functions don't need names ($\text{fun } s \rightarrow s$)

Finch

```
let add x y =  
  x + y  
jj  
let inc = add 1;jj;
```

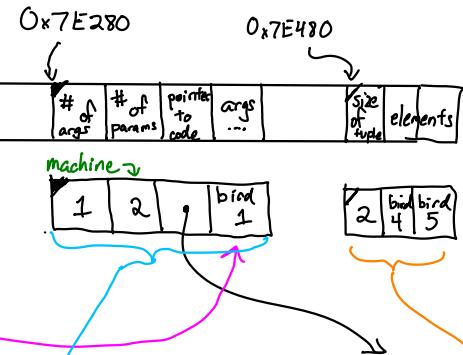
def add x y =

x + y
end

let inc = add 1 in
let pair = (4, 5) in
add 2 3

Bird pointer (0x7E281)

Bird pointer
(0x7E481)



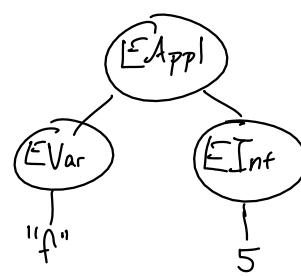
1000

0x1000000000000001 0x0000000000000002 0x0000000000000002

0x0000000000000002 0x0000000000000008 0x000000000000000A

Application

f 5



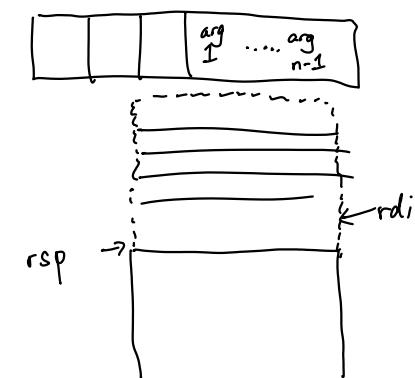
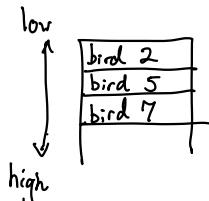
Assume f contains a bird ptr

to

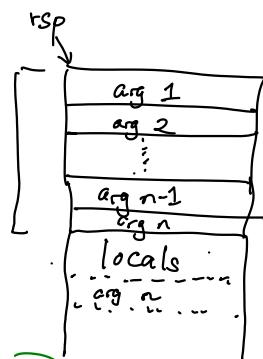


let g = f 5 in \Rightarrow [2 | 3 | Same code ptr | bird 2 | bird 5]

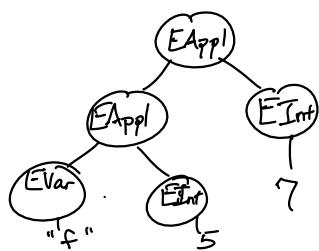
g 7 \Rightarrow 37
Call ~~foo~~ with 2, 5, 7
just like Dore



1. Allocate stack memory
Sub rsp, ..., 8:n
2. Copy all args from closure
rep movsq
3. Copy last arg
mov [rsp+....], ...



f 5 7



def foo x * y z =
x + (y * z)
end
let f = foo 2 in
:
let g = f 5 in
let g = f 6 in
:
let n1 = g 7 in
37

Algorithm for Application

e₁ e₂

- Evaluate both
- Check first expr is a closure
- Is # params of fn > # args in closure + 1? If so
 - Copy closure to a new heap location
 - Increase # args in copy
 - Append new arg to end
 - Produce a pointer to copy
- Otherwise

GOTO TIME

Have: pointer to a closure with all but last arg, also have last arg

Want: to call fn w/ all args & give result

Option 1:

push last arg
loop from right to left in closure, pushing each arg
call
pop args
must be assembly
because we don't know at compile time how many args there are

Option 2:

rep movsq — copies memory

put into rdi the destination (machine ptr)
put into rs1 the source (machine ptr)
put into rcx the # of 8-byte words (machine int)

rep movsq \leftarrow modifies all three registers