



Star T_EX

Didier Verna

Introduction

Why?

Common Lisp

Built-in paradigms

Extensibility

How?

API

Compatibility

Conclusion

Star T_EX: the Next Generation

Implementing T_EX in Common Lisp

Didier Verna

didier@lrde.epita.fr

@didierverna

facebook/didier.verna

<http://www.lrde.epita.fr/~didier>

TUG 2012, July 16 – 18



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T_EX

The [final] frontier.

These are the voyages,

Of a software enterprise.

Its continuing mission:

To explore new tokens,

To seek out a new life,

New forms of implementation...



Don Knuth @ TUG 2010

Why did you design \TeX as a macro-expansion based system?

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- 1 Wanted something simple to use for my secretary
 - 2 Computational resources at the time were limited
-
- 1 Is \TeX simple to use, really?
 - 2 Computational resources are not limited anymore



A better T_EX?

What would that be?

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T_EX's strength is in the quality of its typesetting, *not* in its programmatic interface.

Keep the typesetting functionality but provide...

- A more modern and consistent API
- Real programming capabilities
- Still simple to use (at least for simple things)
- Extensibility / customizability
- Backward Compatibility



Alternatives

eval4tex, perlTEX, QATEX, PyTEX, python, sTEXme, LuaTEX, iTEX...

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- Wrap TeX in a programming language
- Wrap a programming language in TeX

- Writing macros in another language
- Getting rid of macros

- Synchronous dual-process (std redirection / file I/O)
- Multi-pass

What about a fully integrated approach?

I know, NTS is dead...



Outline

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- Common Lisp
- Built-in paradigms
- Extensibility

3 How to do it?

- API
- Compatibility

4 Conclusion



Why Common Lisp?

A language that doesn't get in the way

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- Old language (\neq obsolete, = mature and modern)
- ANSI standard (1994) \Rightarrow stable
- Industrial-scale general purpose language
 - ▶ Multi-paradigm
 - ▶ Highly optimizable
 - ▶ Pletora of libraries
- Scripting / extension language
 - ▶ Highly dynamic
 - ▶ Highly reflexive
 - ▶ Easy to learn (no syntax)



Built-in paradigms

Free of charge

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- key/value interface: functions lambda-lists
- Packages: ASDF systems
- Namespaces: Common Lisp packages
- Interactive behavior: conditions and restarts
- Dumping: Lisp images (idea: user-level dumping)
- Performance:
 - ▶ Interpretation / Compilation / JIT-Compilation
 - ▶ Static typing
 - ▶ And again, dumping
- ...



Extensibility / Customizability

Tweak at will

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- Reflection (introspection / intercession)
- Structural:
 - ▶ Package internals (:) :
 - ▶ ...
- Behavioral:
 - ▶ Reader-macros
 - ▶ ...



Objectives

Remember them?

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- ✗ A more modern and consistent API
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- ✗ Backward Compatibility



A more modern and consistent API

Programmatic TeX primitives

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- Parameters ⇒ Lisp variables

badness

- Quantities ⇒ Lisp objects

(setf baselineskip #g(b :plus x :minus y))

- Commands ⇒ Lisp functions

(input file)

(hbox material)

(hbox material :to dim)

(hbox material :spread dim)

(hbox-to dim material)

(hbox-spread dim material)

- The *typesetting* subset of TeX

No \def, \relax and friends



Backward Compatibility

With good'old T_EX

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- Implement traditional T_EX on top of procedural T_EX
(part of) T_EX's digestive engine
- Provide a way to plug Lisp code in T_EX files
T_EX macros written in Lisp or direct Lisp code



TiCL architecture

An overly simplified, extremely naive, totally wrong view

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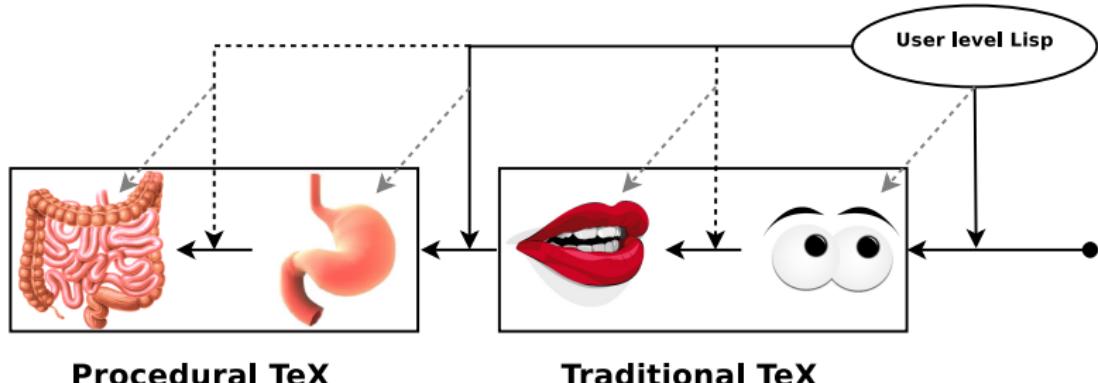
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What does it take to embed Lisp in T_EX?

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Expected problems

Let's be realistic...

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- Huge task
 - ▶ CFFI
 - ▶ Compatibility mode
- \TeX 's digestive engine is not really a pipeline
- Lisp / traditional \TeX interaction tricky
- Sandboxing
- Too much intercession...
- All the things I haven't thought of yet (a lot)



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*These were the voyages,
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To explore new tokens,
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New forms of implementation.
To \textbf{go},
Where no T_EX has gone before!*



Live long and prosper!

Questions?

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