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Subject: Re: Collaborative U++ Projects

Posted by [cbpporter](#) on Fri, 19 Sep 2008 16:45:25 GMT

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Well, actually I would love to try something if I had time. It is more like a research project.

It would be something like RPython, i.e. a subset of a dynamic language that is strictly compilable/runnable under the host language, yet it is compilable to machine code. Proponents claim that you still get most of the productivity boost that such languages are said to offer, yet you get a performance boost between 20 and 200 times.

I would follow these steps:

1. Grab the sources and factor out any ugly stuff if present.
2. Rewrite it using U++ types.
3. Retarget it to llvm.
4. Do the actual productivity case study, probably by making the compiler host itself.

I'm also sure we would also get a bonus compilation time improvement between 5 and 10 times at least without any extra work, when compared to C.

Too bad that I don't have time .

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