Gambit v4.9.8

A portable implementation of Scheme
Edition v4.9.8, November 20, 2026

Marc Feeley

Copyright © 1994-2026 Marc Feeley.

Permission is granted to make and distribute verbatim copies of this manual provided the copyright notice and this permission notice are preserved on all copies.

Permission is granted to copy and distribute modified versions of this manual under the conditions for verbatim copying, provided that the entire resulting derived work is distributed under the terms of a permission notice identical to this one.

Permission is granted to copy and distribute translations of this manual into another language, under the above conditions for modified versions, except that this permission notice may be stated in a translation approved by the copyright holder.

1 The Gambit system

The Gambit programming system is a full implementation of the Scheme language which conforms to the R4RS, R5RS, R7RS and IEEE Scheme standards. It consists of two main programs: `gsi`, the Gambit Scheme interpreter, and `gsc`, the Gambit Scheme compiler.

The Gambit Scheme compiler translates Scheme code to another target language, currently C or JavaScript. The C target is the most mature and it offers portability and fast execution. The JavaScript target allows writing web apps in Scheme.

Most of the Gambit system, including the interpreter and compiler, is written in Scheme and compiled to portable C code using the compiler. The high portability of the generated C code allows the interpreter, compiler and user programs to be easily compiled and executed on any platform for which a C compiler is available. With appropriate declarations in the source code the compiled Scheme programs run roughly as fast as equivalent C programs.

For the most up to date information on Gambit and related resources please visit the Gambit web page at `https://gambitscheme.org`. Issues should be reported on the github source code repository `https://github.com/gambit/gambit`.

1.1 Accessing the system files

Files related to Gambit, such as executables, libraries and header files, are stored in multiple *Gambit installation directories*. Gambit may be installed on a system according to two different installation models.

In the first model there is a single directory where all the Gambit installation directories are stored. This *central installation directory* is typically `/usr/local/Gambit` under UNIX, `/Library/Gambit` under macOS and `C:/Program Files/Gambit` under Microsoft Windows. This may have been overridden when the system was built with the command '`configure --prefix=/my/Gambit`'. If the system was built with the command '`configure --enable-multiple-versions`' then the central installation directory is *prefix*`/`*version*, where *version* is the system version string (e.g. `v4.9.8` for Gambit v4.9.8). Moreover, *prefix*`/current` will be a symbolic link which points to the central installation directory. In this model, the Gambit installation directory named *X* is simply the subdirectory *X* of the central installation directory.

In the second model some or all of the Gambit installation directories are stored in installation specific directories. The location of these directories is assigned when the system is built using the command '`configure --bindir=/my/bin --includedir=/my/include --libdir=/my/lib`'.

The advantage of the first model is that it is easy to have multiple versions of Gambit coexist and to remove all the files of a given version. However, the second model may be necessary to conform to the package installation conventions of some operating systems.

Executable programs such as the interpreter `gsi` and compiler `gsc` can be found in the `bin` installation directory. Adding this directory to the `PATH` environment variable allows these programs to be started by simply entering their name. This is done automatically by the macOS and Microsoft Windows installers.

The runtime library is located in the `lib` installation directory. When the system's runtime library is built as a shared-library (with the command '`configure`

`--enable-shared`') all programs built with Gambit, including the interpreter and compiler, need to find this library when they are executed and consequently this directory must be in the path searched by the system for shared-libraries. This path is normally specified through an environment variable which is `LD_LIBRARY_PATH` on most versions of UNIX, `LIBPATH` on AIX, `SHLIB_PATH` on HPUX, `DYLD_LIBRARY_PATH` on macOS, and `PATH` on Microsoft Windows. If the shell is `sh`, the setting of the path can be made for a single execution by prefixing the program name with the environment variable assignment, as in:

```
$ LD_LIBRARY_PATH=/usr/local/Gambit/lib gsi
```

A similar problem exists with the Gambit header file `gambit.h`, located in the `include` installation directory. This header file is needed for compiling Scheme programs with the Gambit compiler. When the C compiler is being called explicitly it may be necessary to use a `-I`*dir* command line option to indicate where to find header files and a `-L`*dir* command line option to indicate where to find libraries.

Access to both of these files can be simplified by creating a link to them in the appropriate system directories (special privileges may however be required):

```
$ ln -s /usr/local/Gambit/lib/libgambit.a /usr/lib # name may vary
$ ln -s /usr/local/Gambit/include/gambit.h /usr/include
```

Alternatively these files can be copied or linked in the directory where the C compiler is invoked (this requires no special privileges).

Another approach is to set some environment variables which are used to tell the C compiler where to find header files and libraries. For example, the following settings can be used for the `gcc` C compiler:

```
$ export LIBRARY_PATH=/usr/local/Gambit/lib
$ export CPATH=/usr/local/Gambit/include
```

Note that this may have been done by the installation process. In particular, the macOS and Microsoft Windows prebuilt installers set up the environment so that the `gcc` compiler finds these files automatically.

2 The Gambit Scheme interpreter

Synopsis:

```
gsi [-:runtimeoption,...] [-i] [-f] [-h] [-help] [-v]
    [[-] [-e expressions] [-install] [-uninstall] [-update]
     [search-directory-or-module-or-file]]...
```

The interpreter is executed in *batch mode* when the command line contains a module or file or a '`-`', or '`-e`' option. The interpreter is executed in *module management mode* when the command line contains the '`-install`', '`-uninstall`', or '`-update`' option. Otherwise the interpreter is executed in *interactive mode*. The '`-i`' option is ignored by the interpreter. The initialization file will be examined unless the '`-f`' option is present (see Section 2.4 [GSI customization], page 5). The '`-h`' and '`-help`' options print brief usage information on standard output and exit. The '`-v`' option prints the system version string, system time stamp, operating system type, and configure script options on standard output and exits. Runtime options are explained in Chapter 4 [Runtime options], page 27.

2.1 Interactive mode

In interactive mode a read-eval-print loop (REPL) is started for the user to interact with the interpreter. At each iteration of this loop the interpreter displays a prompt, reads a command and executes it. The commands can be expressions to evaluate (the typical case) or special commands related to debugging, for example '`,q`' to terminate the process (for a complete list of commands see Chapter 5 [Debugging], page 32 or use the '`,help`' command). Most commands produce some output, such as the value or error message resulting from an evaluation.

The input and output of the interaction is done on the *interaction channel*. The interaction channel can be specified through the runtime options but if none is specified the system uses a reasonable default that depends on the system's configuration. Typically the program's standard input and output are used as the interaction channel. When using the runtime option '`-:debug=c`', the interaction channel is the user's *console*, also known as the *controlling terminal* in the UNIX world.

When the REPL starts, the ports associated with '`(current-input-port)`', '`(current-output-port)`' and '`(current-error-port)`' all refer to the interaction channel.

Expressions are evaluated in the global *interaction environment*. The interpreter adds to this environment any definition entered using the `define` and `define-macro` special forms. Once the evaluation of an expression is completed, the value or values resulting from the evaluation are output to the interaction channel by the pretty printer. The special *void object* is not output. This object is returned by most procedures and special forms which are defined as returning an unspecified value (e.g. `write`, `set!`, `define`).

Here is a sample interaction with `gsi`:

```
$ gsi
Gambit v4.9.8

> (define (fact n) (if (< n 2) 1 (* n (fact (- n 1)))))
> (map fact '(1 2 3 4 5 6))
(1 2 6 24 120 720)
```

```
> (values (fact 10) (fact 40))
3628800
815915283247897734345611269596115894272000000000
> ,q
```

What happens when errors occur is explained in Chapter 5 [Debugging], page 32.

2.2 Batch mode

In batch mode the command line arguments denote modules and files to execute, REPL interactions to start ('-' option), and expressions to be evaluated ('-e' option). Those options can be interspersed with the search directories, modules, and files on the command line and can occur multiple times.

In addition to these options the command line may contain 3 types of non-options: *search directories*, *modules*, and *files*.

Search directories Search directories are locations in the file system that are searched to resolve references to modules. Any command line argument that ends with a path separator or a '`.`' is treated as a search directory. By default the module search order is initially `~~lib` (which contains builtin modules) followed by `~~userlib` (which contains user installed modules and is typically the directory `.gambit_userlib` in the user's home directory). Search directories on the command line are added to the front of the search order, and thus take precedence over the default module search order.

Modules Modules are either *unversioned* or *versioned* (managed by the `git` version-control system). There are two flavors of versioned modules: *hosted* modules have a `git` repository on a network accessible repository manager site such as `github.com` and `gitlab.com`, and *local* modules have a `git` repository on the local file system. Module names have a syntax similar to the paths used to identify files. They consist of one or more non-empty parts separated by '`/`'. The last part may end with a suffix of the form `@`*version*. Only the first part and version may contain '`.`', otherwise only the characters a-z, A-Z, 0-9, '`-`', and '`_`' are permitted. If there are at least 3 parts and the first part contains at least one '`.`' and no '`_`', then it refers to a hosted module (1st part = host, 2nd part = account, 3rd part = repository name). For example `github.com/gambit/hello@1.0` is a hosted module reference. Otherwise it refers to a local versioned module or an unversioned module, for example `foobar` or `A/B/C/D`.

Files Files are simple code containers located on the local file system. They are also identified by a path. If a path is a valid module or file, it is interpreted as a module. Note that a path with a last component containing an extension, such as '`.scm`', and no `@`, is always interpreted as a file.

The interpreter processes the command line arguments from left to right. Search directories are added to the head of the module search order. Files are executed using the `load` procedure. Modules are requested using the `##demand-module` special form (this

form is explained in Chapter 7 [Modules], page 82, but essentially it causes that module to be searched in the module search order and executed once). The '`-e`' option uses the `eval` procedure to evaluate expressions in the global interaction environment. After this processing the interpreter exits.

The ports associated with '`(current-input-port)`', '`(current-output-port)`' and '`(current-error-port)`' initially refer respectively to the standard input ('`stdin`'), standard output ('`stdout`') and the standard error ('`stderr`') of the interpreter. This is true even in REPLs started with the '`-`' option. The usual interaction channel is still used to read expressions and commands and to display results. This makes it possible to use REPLs to debug programs which read the standard input and write to the standard output, even when these have been redirected.

Here is a sample use of the interpreter in batch mode, under UNIX:

```
$ cat h.scm
(display "hello") (newline)
$ cat w.six
display("world"); newline();
$ gsi h.scm - w.six -e "(pretty-print 1)(pretty-print 2)"
hello
> (define (display x) (write (reverse (string->list x))))
> ,c
(#\d #\l #\r #\o #\w)
1
2
$ gsi . h w    # add . to search order to load modules h and w
hello
world
```

2.3 Module management mode

Package management operations are executed using the command line options '`-install`', '`-uninstall`', and '`-update`' which respectively install, uninstall and update packages. Package installation is explained in detail in Chapter 7 [Modules], page 82, but here are a few examples:

```
$ gsi -install github.com/gambit/hello
installing github.com/gambit/hello to /Users/feeley/.gambit_userlib/
$ gsi github.com/gambit/hello@1.0
hello world!
$ gsi -uninstall github.com/gambit/hello
uninstalling github.com/gambit/hello from /Users/feeley/.gambit_userlib/
```

2.4 Customization

There are two ways to customize the interpreter. When the interpreter starts off it tries to execute a '`(load "~~lib/gambext")`' (for an explanation of how file names are interpreted see Chapter 13 [Host environment], page 177). An error is not signaled when the file does not exist. Interpreter extensions and patches that are meant to apply to all users and all modes should go in that file.

Extensions which are meant to apply to a single user are best placed in the *initialization file*, which is a file containing Scheme code. In all modes, the interpreter first tries to locate the initialization file by searching the following locations: '`~/.gambini`' (with no extension, a '`.sld`' extension, a '`.scm`' extension, and a '`.six`' extension in that order). The

first file that is found is examined as though the expression `(include initialization-file)` had been entered at the read-eval-print loop where *initialization-file* is the file that was found. Note that by using an `include` the macros defined in the initialization file will be visible from the read-eval-print loop (this would not have been the case if `load` had been used). The initialization file is not searched for or examined when the '`-f`' option is specified.

2.5 Process exit status

The status is zero when the interpreter exits normally and is nonzero when the interpreter exits due to an error. Here is the meaning of the exit statuses:

`0` The execution of the primordial thread (i.e. the main thread) did not encounter any error. It is however possible that other threads terminated abnormally (by default threads other than the primordial thread terminate silently when they raise an exception that is not handled).

`64` The runtime options or the environment variable '`GAMBOPT`' contained a syntax error or were invalid.

`70` This normally indicates that an exception was raised in the primordial thread and the exception was not handled.

`71` There was a problem initializing the runtime system, for example insufficient memory to allocate critical tables.

For example, if the shell is `sh`:

```
$ gsi -e "(pretty-print (expt 2 100))"
1267650600228229401496703205376
$ echo $?
0
$ gsi -e "(pretty-print (expo 2 100))"
*** ERROR IN (string)@1.16 -- Unbound variable: expo
$ echo $?
70
$ gsi -:debug=0 -e "(pretty-print (expo 2 100))"
$ echo $?
70
$ gsi -:debug=0,unknown # try to use an unknown runtime option
$ echo $?
64
$ gsi -:debug=0 nonexistent.scm # try to load a file that does not exist
$ echo $?
70
$ gsi nonexistent.scm
*** ERROR IN ##load-module-or-file -- No such file or directory
(load "nonexistent.scm")
$ echo $?
70
```

Note the use of the runtime option '`-:debug=0`' that prevents error messages from being output.

2.6 Scheme scripts

The `load` procedure treats specially files that begin with the two characters '`#!`' and '`@;`'. Such files are called *script files* and the first line is called the *script line*. In addition to indicating that the file is a script, the script line provides information about the source code language to be used by the `load` procedure. After the two characters '`#!`' and '`@;`' the system will search for the first substring matching one of the following language specifying tokens:

`scheme-r4rs` R4RS language with prefix syntax, case-insensitivity, keyword syntax not supported

`scheme-r5rs` R5RS language with prefix syntax, case-insensitivity, keyword syntax not supported

`scheme-ieee-1178-1990`
IEEE 1178-1990 language with prefix syntax, case-insensitivity, keyword syntax not supported

`scheme-srfi-0` R5RS language with prefix syntax and SRFI 0 support (i.e. `cond-expand` special form), case-insensitivity, keyword syntax not supported

`gsi-script` Full Gambit Scheme language with prefix syntax, case-sensitivity, keyword syntax supported

`gsc-script` Full Gambit Scheme language with prefix syntax, case-sensitivity, keyword syntax supported

`six-script` Full Gambit Scheme language with infix syntax, case-sensitivity, keyword syntax supported

If a language specifying token is not found, `load` will use the same language as a nonscript file (i.e. it uses the file extension and runtime system options to determine the language).

After processing the script line, `load` will parse the rest of the file (using the syntax of the language indicated) and then execute it. When the file is being loaded because it is an argument on the interpreter's command line, the interpreter will:

- Setup the `command-line` procedure so that it returns a list containing the expanded file name of the script file and the arguments following the script file on the command line. This is done before the script is executed. The expanded file name of the script file can be used to determine the directory that contains the script (i.e. `(path-directory (car (command-line)))`).
- After the script is loaded the procedure `main` is called with the command line arguments. The way this is done depends on the language specifying token. For `scheme-r4rs`, `scheme-r5rs`, `scheme-ieee-1178-1990`, and `scheme-srfi-0`, the `main` procedure is called with the equivalent of `(main (cdr (command-line)))` and `main` is expected to return a process exit status code in the range 0 to 255. This conforms to the "Running Scheme Scripts on Unix SRFI" (SRFI 22). For `gsi-script` and `six-script` the `main` procedure is called with the equivalent of `(apply main (cdr (command-line)))` and the process exit status code is 0 (`main`'s result is ignored). The Gambit system has a predefined `main` procedure which accepts any

number of arguments and returns 0, so it is perfectly valid for a script to not define `main` and to do all its processing with top-level expressions (examples are given in the next section).

- When `main` returns, the interpreter exits. The command line arguments after a script file are consequently not processed (however they do appear in the list returned by the `command-line` procedure, after the script file's expanded file name, so it is up to the script to process them).

2.6.1 Scripts under UNIX and macOS

Under UNIX and macOS, the Gambit installation process creates the executable '`gsi`' and also the executables '`six`', '`gsi-script`', '`six-script`', '`scheme-r5rs`', '`scheme-srfi-0`', etc as links to '`gsi`'. A Scheme script need only start with the name of the desired Scheme language variant prefixed with '`#!`' and the directory where the Gambit executables are stored. This script should be made executable by setting the execute permission bits (with a '`chmod +x` *`script`*'). Here is an example of a script which lists on standard output the files in the current directory:

```
#!/usr/local/Gambit/bin/gsi-script
(for-each pretty-print (directory-files))
```

Here is another UNIX script, using the Scheme infix syntax extension, which takes a single integer argument and prints on standard output the numbers from 1 to that integer:

```
#!/usr/local/Gambit/bin/six-script

function main(n_str)
{
  scmobj n = \string->number(n_str);
  for (scmobj i=1; i<=n; i++)
    \pretty-print(i);
}
```

For maximal portability it is a good idea to start scripts indirectly through the '`/usr/bin/env`' program, so that the executable of the interpreter will be searched in the user's '`PATH`'. This is what SRFI 22 recommends. For example here is a script that mimics the UNIX '`cat`' utility for text files:

```
#!/usr/bin/env gsi-script

(define (display-file filename)
  (display (call-with-input-file filename
             (lambda (port)
               (read-line port #f)))))

(for-each display-file (cdr (command-line)))
```

2.6.2 Scripts under Microsoft Windows

Under Microsoft Windows, the Gambit installation process creates the executable '`gsi.exe`' and '`six.exe`' and also the batch files '`gsi-script.bat`', '`six-script.bat`', '`scheme-r5rs.bat`', '`scheme-srfi-0.bat`', etc which simply invoke '`gsi.exe`' with the same command line arguments. A Scheme script need only start with the name of the desired Scheme language variant prefixed with '`@;`'. A UNIX script can be converted to a Microsoft Windows script simply by changing the script line and storing the script in a file whose name has a '`.bat`' or '`.cmd`' extension:

```
@;gsi-script %~f0 %*
(display "files:\n")
(pretty-print (directory-files))
```

Note that Microsoft Windows always searches executables in the user's 'PATH', so there is no need for an indirection such as the UNIX '/usr/bin/env'. However the script line must end with '%~f0 %*' to pass the expanded filename of the script and command line arguments to the interpreter.

2.6.3 Compiling scripts

A script file can be compiled using the Gambit Scheme compiler (see Chapter 3 [GSC], page 10) into a standalone executable. The script line will provide information to the compiler on which language to use. The script line also provides information on which runtime options to use when executing the compiled script. This is useful to set the default runtime options of an executable program.

The compiled script will be executed similarly to an interpreted script (i.e. the list of command line arguments returned by the `command-line` procedure and the invocation of the `main` procedure).

For example:

```
$ cat square.scm
#!/usr/local/Gambit/bin/gsi-script -:debug=0
(define (main arg)
  (pretty-print (expt (string->number arg) 2)))
$ gsi square 30          # gsi will load square.scm
900
$ gsc -exe square        # compile the script to a standalone program
$ ./square 30
900
$ ./square 1 2 3         # too many arguments to main
$ echo $?
70
$ ./square -:debug=1 1 2 3   # ask for error message
*** ERROR IN ##start-main -- Wrong number of arguments passed to procedure
(main "1" "2" "3")
```

3 The Gambit Scheme compiler

Synopsis:

```
gsc [-:runtimeoption,...] [-i] [-f] [-h] [-help] [-v]
    [-target target]
    [-prelude expressions] [-postlude expressions]
    [-dynamic] [-exe] [-obj]
    [-nb-gvm-regs n] [-nb-arg-regs n] [-compactness level]
    [-cc compiler] [-cc-options options]
    [-ld-options-prelude options] [-ld-options options]
    [-pkg-config pkg-config-args] [-pkg-config-path pkg-config-path]
    [-warnings] [-verbose] [-report] [-expansion] [-gvm] [-cfg] [-dg]
    [-debug] [-debug-location] [-debug-source]
    [-debug-environments] [-track-scheme]
    [-o output] [-c] [-keep-temp] [-link] [-flat] [-l base]
    [-module-ref module-ref] [-linker-name linker-name]
    [[-] [-e expressions] [-preload] [-nopreload]
     [search-directory-or-module-or-file]]...
```

The '`-h`' and '`-help`' options print brief usage information on standard output and exit. The '`-v`' option prints the system version string, system time stamp, operating system type, and configure script options on standard output and exits.

The '`-i`' option can be used to force `gsc` to process the command line like the interpreter. The only difference with the interpreter is that the compilation related procedures listed in this chapter are also available (i.e. `compile-file`, `compile-file-to-target`, etc).

3.1 Interactive mode

When no command line argument is present other than options `gsc` behaves like `gsi` in interactive mode.

3.2 Customization

Like the interpreter, the compiler will examine the initialization file unless the '`-f`' option is specified. Runtime options are explained in Chapter 4 [Runtime options], page 27.

3.3 Batch mode

In batch mode `gsc` accepts on the command line 3 types of non-options which are processed from left to right: *search directories*, *modules*, and *files*. Search directories are added to the list of module search order directories. Every command line argument that is the name of a module that is found in the list of module search order directories will cause that module to be compiled. Similarly, file names (with either no extension, or a C file extension, or some other extension) on the command line will cause that file to be compiled. The compilation is done for the target language specified with the `-target` *target* option. *target* is either `js`, for JavaScript, or `C`, which is the default if no target language is specified.

The recognized C file extensions are '`.c`', '`.C`', '`.cc`', '`.cp`', '`.cpp`', '`.CPP`', '`.cxx`', '`.c++`', '`.m`', '`.M`', and '`.mm`'.

The extension can be omitted from a file name when the Scheme file has a '`.scm`', '`.sld`' or '`.six`' extension. When the extension of the Scheme file is '`.six`' the content of the file will be parsed using the Scheme infix syntax extension (see Section 15.12 [Scheme infix syntax extension], page 244). Otherwise, `gsc` will parse the Scheme file using the normal Scheme prefix syntax. Files with a C file extension must have been previously produced by `gsc` with the `C` target and the '`-c`' option, and are used by the `C` target Gambit linker.

For each Scheme file the compiler creates a file of target code, either '*`file`*`.c`' or '*`file`*`.js`' for the `C` and `js` targets respectively. The file's name is the same as the Scheme file, but the extension is changed to '`.c`' or '`.js`' as appropriate. By default the file is created in the same directory as the Scheme file. This default can be overridden with the compiler's '`-o`' option.

The files of target code produced by the compiler serve two purposes. They will be processed by a C compiler or JavaScript VM, and they also contain information to be read by Gambit's linker to generate a *link file*. The link file is a file of target code that collects various linking information for a group of modules, such as the set of all symbols and global variables used by the modules. The linker is only invoked when the '`-link`' or '`-exe`' options appear on the command line.

Compiler options must be specified before the first file name and after the '`-:`' runtime option (see Chapter 4 [Runtime options], page 27). If present, the '`-i`', '`-f`', and '`-v`' compiler options must come first. The available options are:

`-i` Force interpreter mode.

`-f` Do not examine the initialization file.

`-h / -help` Print brief usage information on standard output and exit.

`-v` Print the system version string, system time stamp, operating system type, and configure script options on standard output and exit.

`-target` *`target`*
Select the target language.

`-prelude` *`expressions`*
Add expressions to the top of the source code being compiled.

`-postlude` *`expressions`*
Add expressions to the bottom of the source code being compiled.

`-cc` *`compiler`* Select specific C compiler.

`-cc-options` *`options`*
Add options to the command that invokes the C compiler.

`-ld-options-prelude` *`options`*
Add options to the command that invokes the C linker.

`-ld-options` *`options`*
Add options to the command that invokes the C linker.

`-pkg-config` *`pkg-config-args`*
Use the `pkg-config` program to determine options for the C compiler and C linker.

`-pkg-config-path` *pkg-config-path*
: Add a path to the `PKG_CONFIG_PATH` environment variable.

`-warnings`
: Display warnings.

`-verbose`
: Display a trace of the compiler's activity.

`-report`
: Display a global variable usage report.

`-expansion`
: Display the source code after expansion.

`-gvm`
: Generate a listing of the GVM code.

`-cfg`
: Generate a control flow graph of the GVM code.

`-dg`
: Generate a dependency graph.

`-debug`
: Include all debugging information in the code generated.

`-debug-location`
: Include source code location debugging information in the code generated.

`-debug-source`
: Include the source code debugging information in the code generated.

`-debug-environments`
: Include environment debugging information in the code generated.

`-track-scheme`
: Generate '`#line`' directives referring back to the Scheme code.

`-o` *output*
: Set name of output file or directory where output file(s) are written.

`-dynamic`
: Compile Scheme source files to dynamically loadable object files (this is the default).

`-exe`
: Compile Scheme source files to an executable program (machine code or script).

`-obj`
: Compile Scheme source files to object files by invoking the C compiler.

`-keep-temp`
: Keep any intermediate files that are generated.

`-c`
: Compile Scheme source files to target code without generating a link file.

`-link`
: Compile Scheme source files to target code and generate a link file.

`-flat`
: Generate a flat link file instead of the default incremental link file.

`-l` *base*
: Specify the link file of the base library to use for the link.

`-module-ref` *module-ref*
: Specify the reference of the generated module.

`-linker-name` *linker-name*
: Specify the name of the low-level initialization function exported by the module.

`-preload`
: Turn on '`preload`' linker bit.

`-nopreload`
: Turn off '`preload`' linker bit. Start REPL interaction.

`-e` *expressions*
: Evaluate expressions in the interaction environment.

`-nb-gvm-regs` *n*
: Specify the number of available Gambit virtual machine registers.

`-nb-arg-regs` *n*
: Specify the number of procedure call parameters passed in Gambit virtual machine registers.

`-compactness` *level*
: Specify the compactness of the generated code.

The '`-i`' option forces the compiler to process the remaining command line arguments like the interpreter.

The '`-target`' option selects the target language of the compilation. It is either `js` for JavaScript, or `C` for C (which is the default).

The '`-prelude`' option adds the specified expressions to the top of the source code being compiled. It can appear multiple times. The main use of this option is to supply declarations on the command line. For example the following invocation of the compiler will compile the file '`bench.scm`' in unsafe mode:

```
$ gsc -prelude "(declare (not safe))" bench.scm
```

The '`-postlude`' option adds the specified expressions to the bottom of the source code being compiled. It can appear multiple times. The main use of this option is to supply the expression that will start the execution of the program. For example:

```
$ gsc -postlude "(start-bench)" bench.scm
```

The '`-cc`' option is only meaningful when the `C` target is selected. The '`-cc`' option selects the specified C compiler for compiling the generated C code. When this option is used, the default C compiler options that were determined to be needed by the configure script are nullified because they are very likely to be invalid for the specified C compiler. Any options needed for this C compiler should be specified explicitly using the '`-cc-options`', '`-ld-options-prelude`', and '`-ld-options`' options. For example:

```
$ gsc -cc clang -cc-options "-O0 -bundle" bench.scm # clang on macOS
$ gsc -cc tcc -cc-options -shared bench.scm         # tcc on linux
```

The '`-cc-options`' option is only meaningful when the `C` target is selected and a dynamically loadable object file is being generated (neither the '`-c`' or '`-link`' options are used). It can appear multiple times. The '`-cc-options`' option adds the specified options to the command that invokes the C compiler. The main use of this option is to specify the include path, some symbols to define or undefine, the optimization level, or any C compiler option that is different from the default. For example:

```
$ gsc -cc-options "-U___SINGLE_HOST -O2 -I../include" bench.scm
```

The '`-ld-options-prelude`' and '`-ld-options`' options are only meaningful when the `C` target is selected and a dynamically loadable object file is being generated (neither the '`-c`' or '`-link`' options are used). They can appear multiple times. The '`-ld-options-prelude`' and '`-ld-options`' options add the specified options to the command that invokes the C linker (the options in *ld-options-prelude* are passed to the C linker before the input file and the options in *ld-options* are passed after). The main use of this option is to specify additional object files or libraries that need to be linked, or any

C linker option that is different from the default (such as the library search path and flags to select between static and dynamic linking). For example:

```
$ gsc -ld-options "-L/usr/X11R6/lib -lX11 -dynamic" app.scm
```

The '-pkg-config' is only meaningful when the C target is selected. The '-pkg-config' option will cause the pkg-config program to be invoked to determine the options to add to the command that invokes the C compiler and C linker. It can appear multiple times. The pkg-config program is passed the arguments in the string *pkg-config-args* in addition to either --cflags or --libs. It is typical for *pkg-config-args* to be the name of a system library, such as "sqlite3", but other pkg-config options can be specified, such as "--static sqlite3". The '-pkg-config-path' option adds a path to the PKG_CONFIG_PATH environment variable for use by the pkg-config program to find '.pc' files. For example:

```
$ gsc -pkg-config "x11" -pkg-config-path "/usr/share/pkgconfig" app.scm
```

The '-warnings' option displays on standard output all warnings that the compiler may have.

The '-verbose' option displays on standard output a trace of the compiler's activity.

The '-report' option displays on standard output a global variable usage report. Each global variable used in the program is listed with 4 flags that indicate whether the global variable is defined, referenced, mutated and called.

The '-expansion' option displays on standard output the source code after expansion and inlining by the front end.

The '-gvm' option generates a listing of the intermediate code for the "Gambit Virtual Machine" (GVM) of each Scheme file on '*file*.gvm'.

The '-cfg' option generates a visual representation of the control flow graph of the intermediate code for the "Gambit Virtual Machine" (GVM) of each Scheme file on '*file*.cfg'. The file is suitable for processing with the "dot" program. For example, to generate the PDF file '*file*.cfg.pdf' from '*file*.cfg' the following command can be used:

```
$ dot -O -Tpdf file.cfg
```

The '-dg' option generates a visual representation of the dependency graph of each Scheme file on '*file*.dg'. The file is suitable for processing with the "dot" program. For example, to generate the PDF file '*file*.dg.pdf' from '*file*.dg' the following command can be used:

```
$ dot -O -Tpdf file.dg
```

The '-debug' option causes all kinds of debugging information to be saved in the code generated. See the documentation of the 'debug' declaration for details.

The '-debug-location' option causes source code location debugging information to be saved in the code generated. See the documentation of the 'debug-location' declaration for details.

The '-debug-source' option causes source code debugging information to be saved in the code generated. See the documentation of the 'debug-source' declaration for details.

The '-debug-environments' option causes environment debugging information to be saved in the code generated. See the documentation of the 'debug-environments' declaration for details.

The '`-track-scheme`' option is only meaningful when the `C` target is selected. The '`-track-scheme`' option causes the generation of '`#line`' directives that refer back to the Scheme source code. This allows the use of a C debugger or profiler to debug Scheme code.

The '`-o`' option sets the filename of the output file, or the directory in which the output file(s) generated by the compiler are written.

If the '`-link`' or '`-exe`' options appear on the command line, the Gambit linker is invoked to generate the link file from the set of files specified on the command line or produced by the Gambit compiler. By default the link file is named after the last file on the compiler's command line. If the last file stripped of it's extension is '*last*' then the link file is '*last*`_.c`' for the `C` target and '*last*`_.js`' for the `js` target. When the '`-c`' option is specified, the Scheme source files are compiled to target files without invoking the linker, which is useful for separate compilation of modules. When the '`-exe`' option is specified, the generated target files and link file are combined to produce an executable program whose name defaults to '*last*' on Unix, and '*last*`.exe`' or '*last*`.bat`' on Windows depending on whether a machine code executable or script is produced. When the `C` target is selected and the '`-obj`' option is specified, the generated C files are compiled using the C compiler to produce object files ('`.o`' or '`.obj`' extensions). If neither the '`-link`', '`-c`', '`-exe`', or '`-obj`' options appear on the command line, the Scheme source files are compiled to dynamically loadable object files ('`.o`*n*' extension). The '`-keep-temp`' option will prevent the deletion of any intermediate files that are generated. Note that in this case the intermediate file will be generated in the same directory as the Scheme source file even if the '`-o`' option is used.

The '`-flat`' option is only meaningful when a link file is being generated (i.e. the '`-link`' or '`-exe`' options also appear on the command line). The '`-flat`' option directs the Gambit linker to generate a flat link file. By default, the linker generates an incremental link file (see the next section for a description of the two types of link files).

The '`-l`' option is only meaningful when an incremental link file is being generated (i.e. the '`-link`' or '`-exe`' options appear on the command line and the '`-flat`' option is absent). The '`-l`' option specifies the link file (without the '`.c`' or '`.js`' extension) of the base library to use for the incremental link. By default the link file of the Gambit runtime library is used (i.e. '`~~lib/_gambit`').

The '`-preload`' and '`-nopreload`' options are only meaningful when a link file is being generated. The '`-preload`' option turns on the '`preload`' linker bit for the modules that follow on the command line. The following modules will be loaded unconditionally at program startup and in command line order (this is the default for compatibility with how legacy modules have been handled in the past). The '`-nopreload`' option turns off the '`preload`' linker bit. The following modules will be loaded only to satisfy the module dependencies of the `##demand-module` form.

The '`-`' option starts a REPL interaction.

The '`-e`' option evaluates the specified expressions in the interaction environment.

The '`-nb-gvm-regs`' option specifies the number of Gambit virtual machine registers that are available for the generated code. The default number depends on configuration options and the target but it is typically 5. All modules and the runtime library must

be compiled with the same setting. This option exists mainly for experimentation by the developers. For example:

```
$ gsc -nb-gvm-regs 10 -c bench.scm
```

The '`-nb-arg-regs`' option specifies the number of procedure call parameters passed in Gambit virtual machine registers. The default number depends on configuration options and the target but it is typically 3. All modules and the runtime library must be compiled with the same setting. This option exists mainly for experimentation by the developers. For example:

```
$ gsc -nb-arg-regs 2 -c bench.scm
```

The '`-compactness`' option selects the level of compactness of the generated code. The default level depends on configuration options and the target but it is typically 5. Levels from 0 to 5 cause the generation of increasingly compact code with little or no impact on execution speed. Lower values tend to make the generated code more humanly readable. Above a level of 5 the compiler will trade execution speed for saving code space. The detailed meaning of this option depends on the target, some targets may ignore it and some targets may require all modules and the runtime library to be compiled with the same compactness level. For example:

```
$ gsc -target js -compactness 0 -c bench.scm
```

3.4 Link files

Gambit can be used to create programs and libraries of Scheme modules. This section explains the steps required to do so and the role played by the link files.

In general, a program is composed of a set of Scheme modules and modules in the target language. Some of the modules are part of the Gambit runtime library and the other modules are supplied by the user. When the program is started it must setup various global tables (including the symbol table and the global variable table) and then sequentially execute the Scheme modules (more or less as though they were being loaded one after another). The information required for this is contained in one or more *link files* generated by the Gambit linker from the target files produced by the Gambit compiler.

The order of execution of the Scheme modules corresponds to the order of the modules on the command line which produced the link file. The order is usually important because most modules define variables and procedures which are used by other modules (for this reason the program's main computation is normally started by the last module).

When a single link file is used to contain the linking information of all the Scheme modules it is called a *flat link file*. Thus a program built with a flat link file contains in its link file both information on the user modules and on the runtime library. This is fine if the program is to be statically linked but is wasteful in a shared-library context because the linking information of the runtime library can't be shared and will be duplicated in all programs (this linking information typically takes hundreds of kilobytes).

Flat link files are mainly useful to bundle multiple Scheme modules to make a runtime library (such as the Gambit runtime library) or to make a single file that can be loaded with the `load` procedure.

An *incremental link file* contains only the linking information that is not already contained in a second link file (the "base" link file). Assuming that a flat link file was produced when the runtime library was linked, a program can be built by linking the user modules

with the runtime library's link file, producing an incremental link file. This allows the creation of a shared-library which contains the modules of the runtime library and its flat link file. The program is dynamically linked with this shared-library and only contains the user modules and the incremental link file. For small programs this approach greatly reduces the size of the program because the incremental link file is small. A "hello world" program built this way can be as small as 5 Kbytes. Note that it is perfectly fine to use an incremental link file for statically linked programs (there is very little loss compared to a single flat link file).

Incremental link files may be built from other incremental link files. This allows the creation of shared-libraries which extend the functionality of the Gambit runtime library.

3.4.1 Building an executable program

The simplest way to create an executable program is to invoke `gsc` with the '`-exe`' option. The compiler will transparently perform all the steps necessary, including compiling Scheme source files to target files, generating the link file, and (when the `C` target is selected) compiling the C files generated to object files and creating the final executable file using the C linker. The following example shows how to use the `C` target to build the executable program '`hello.exe`' which contains the two Scheme modules '`h.scm`' and '`w.six`'.

```
$ cat h.scm
(display "hello") (newline)
$ cat w.six
display("world"); newline();
$ gsc -o hello.exe -exe h.scm w.six
h.scm:
/Users/feeley/gambit/doc/h.c:
w.six:
/Users/feeley/gambit/doc/w.c:
/Users/feeley/gambit/doc/w_.c:
$ ./hello.exe
hello
world
```

The detailed steps which are performed can be viewed by setting the '`GAMBUILD_VERBOSE`' environment variable to a nonnull value. Alternatively, `gsc`'s '`-verbose`' option can be used (it implicitly sets the '`GAMBUILD_VERBOSE`' environment variable). For example:

```
$ export GAMBUILD_VERBOSE=yes
$ gsc -o hello.exe -exe h.scm w.six
h.scm:
/Users/feeley/gambit/doc/h.c:
gcc  -O1    -Wno-unused -Wno-write-strings -Wdisabled-optimization
fwrapv -fno-strict-aliasing -fno-trapping-math -fno-math-errno
-fschedule-insns2 -foptimize-sibling-calls -fomit-frame-pointer -fPIC
-fno-common -mpc64   -D___SINGLE_HOST  -I"/usr/local/Gambit/include"
-c -o 'h.o'  'h.c'
w.six:
/Users/feeley/gambit/doc/w.c:
gcc  -O1    -Wno-unused -Wno-write-strings -Wdisabled-optimization
-fwrapv -fno-strict-aliasing -fno-trapping-math -fno-math-errno
-fschedule-insns2 -foptimize-sibling-calls -fomit-frame-pointer -fPIC
-fno-common -mpc64   -D___SINGLE_HOST  -I"/usr/local/Gambit/include"
-c -o 'w.o'  'w.c'
/Users/feeley/gambit/doc/w_.c:
```

```
gcc  -O1    -Wno-unused -Wno-write-strings -Wdisabled-optimization
-fwrapv -fno-strict-aliasing -fno-trapping-math -fno-math-errno
-fschedule-insns2 -foptimize-sibling-calls -fomit-frame-pointer -fPIC
-fno-common -mpc64   -D___SINGLE_HOST  -I"/usr/local/Gambit/include"
-c -o 'w_.o'  'w_.c'
gcc     -Wno-unused -Wno-write-strings -Wdisabled-optimization
-fwrapv -fno-strict-aliasing -fno-trapping-math -fno-math-errno
-fschedule-insns2 -foptimize-sibling-calls -fomit-frame-pointer -fPIC
-fno-common -mpc64    -D___SINGLE_HOST  -I"/usr/local/Gambit/include"
-o 'hello.exe'   'w_.o' 'h.o' 'w.o' "/usr/local/Gambit/lib/libgambit.a"
```

Here is the same example using the `js` target showing the creation of a shell script invoking nodejs:

```
$ export GAMBUILD_VERBOSE=yes
$ gsc -target js -o hello.exe -exe h.scm w.six
h.scm:
/Users/feeley/gambit/doc/h.js:
cat h.js > "h.o"
w.six:
/Users/feeley/gambit/doc/w.js:
cat w.js > "w.o"
/Users/feeley/gambit/doc/w_.js:
cat w_.js > "w_.o"
echo "#! /usr/bin/env node" > "hello.exe"
cat w_.o h.o w.o "/usr/local/Gambit/lib/_gambit.js" >> "hello.exe"
chmod +x "hello.exe"
```

Using a single invocation of `gsc` with the '`-exe`' option is sometimes inappropriate when the build process is more complex, for example when the program is composed of several separately compiled modules. In such a case it is useful to decompose the build process into smaller compilation steps. The '`hello.exe`' executable program could have been built with the `C` target by separating the generation of C files from the C compilation and linking:

```
$ gsc -c h.scm
$ gsc -c w.six
$ gsc -o hello.exe -exe h.c w.c
```

When even finer control is desired the `C` target's build process can be decomposed into smaller steps that invoke the C compiler and linker explicitly. This is described in the rest of this section.

The `gsc` compiler can be invoked to compile each Scheme module into a C file and to create an incremental link file. The C files and the link file must then be compiled with a C compiler and linked (at the object file level) with the Gambit runtime library and possibly other libraries (such as the math library and the dynamic loading library).

Here is for example how a program with three modules (one in C and two in Scheme) can be built. The content of the three source files ('`m1.c`', '`m2.scm`' and '`m3.scm`') is:

```
/* File: "m1.c" */
int power_of_2 (int x) { return 1<<x; }

; File: "m2.scm"
(c-declare "extern int power_of_2 ();")
(define pow2 (c-lambda (int) int "power_of_2"))
(define (twice x) (cons x x))

; File: "m3.scm"
```

```
(write (map twice (map pow2 '(1 2 3 4)))) (newline)
```

The compilation of the two Scheme source files can be done with three invocations of `gsc`:

```
$ gsc -c m2.scm          # create m2.c (note: .scm is optional)
$ gsc -c m3.scm          # create m3.c (note: .scm is optional)
$ gsc -link m2.c m3.c    # create the incremental link file m3_.c
```

Alternatively, the three invocations of `gsc` can be replaced by a single invocation:

```
$ gsc -link m2 m3
m2:
m3:
```

At this point there will be 4 C files: '`m1.c`', '`m2.c`', '`m3.c`', and '`m3_.c`'. To produce an executable program these files must be compiled with a C compiler and linked with the Gambit runtime library. The C compiler options needed will depend on the C compiler and the operating system (in particular it may be necessary to add the options '`-I/usr/local/Gambit/include -L/usr/local/Gambit/lib`' to access the '`gambit.h`' header file and the Gambit runtime library).

Here is an example under macOS:

```
$ uname -srmp
Darwin 20.6.0 x86_64 i386
$ gsc -obj m1.c m2.c m3.c m3_.c
m1.c:
m2.c:
m3.c:
m3_.c:
$ gcc m1.o m2.o m3.o m3_.o -lgambit
$ ./a.out
((2 . 2) (4 . 4) (8 . 8) (16 . 16))
```

Here is an example under Linux:

```
$ uname -srmp
Linux 5.10.0-9-amd64 x86_64 unknown
$ gsc -obj m1.c m2.c m3.c m3_.c
m1.c:
m2.c:
m3.c:
m3_.c:
$ gcc m1.o m2.o m3.o m3_.o -lgambit -lm -ldl -lutil
$ ./a.out
((2 . 2) (4 . 4) (8 . 8) (16 . 16))
```

3.4.2 Building a loadable library

To bundle multiple modules into a single object file that can be dynamically loaded with the `load` procedure, a flat link file is needed. The compiler's '`-o`' option must be used to name the C file generated as follows. If the dynamically loadable object file is to be named '*`myfile.on`*' then the '`-o`' option must set the name of the link file generated to '*`myfile.on`*`.c`' (note that the '`.c`' extension could also be '`.cc`', '`.cpp`' or whatever extension is appropriate for C/C++ source files). The three modules of the previous example can be bundled by generating a link file in this way:

```
$ gsc -link -flat -o foo.o1.c m2 m3
m2:
m3:
*** WARNING -- "cons" is not defined,
```

```
***            referenced in: ("m2.c")
*** WARNING -- "map" is not defined,
***            referenced in: ("m3.c")
*** WARNING -- "newline" is not defined,
***            referenced in: ("m3.c")
*** WARNING -- "write" is not defined,
***            referenced in: ("m3.c")
```

The warnings indicate that there are no definitions (`defines` or `set!`s) of the variables `cons`, `map`, `newline` and `write` in the set of modules being linked. Before '`foo.o1`' is loaded, these variables will have to be bound; either implicitly (by the runtime library) or explicitly.

When compiling the C files and link file generated, the flag '`-D___DYNAMIC`' must be passed to the C compiler and the C compiler and linker must be told to generate a dynamically loadable shared library.

Here is an example under macOS:

```
$ uname -srmp
Darwin 20.6.0 x86_64 i386
$ gsc -link -flat -o foo.o1.c m2 m3 > /dev/null
m2:
m3:
$ gsc -cc-options "-D___DYNAMIC" -obj m1.c m2.c m3.c foo.o1.c
m1.c:
m2.c:
m3.c:
foo.o1.c:
$ gcc -bundle m1.o m2.o m3.o foo.o1.o -o foo.o1
$ gsi foo.o1
((2 . 2) (4 . 4) (8 . 8) (16 . 16))
```

Here is an example under Linux:

```
$ uname -srmp
Linux 5.10.0-9-amd64 x86_64 unknown
$ gsc -link -flat -o foo.o1.c m2 m3 > /dev/null
m2:
m3:
$ gsc -cc-options "-D___DYNAMIC" -obj m1.c m2.c m3.c foo.o1.c
m1.c:
m2.c:
m3.c:
foo.o1.c:
$ gcc -shared m1.o m2.o m3.o foo.o1.o -o foo.o1
$ gsi foo.o1
((2 . 2) (4 . 4) (8 . 8) (16 . 16))
```

Here is a more complex example, under Solaris, which shows how to build a loadable library '`mymod.o1`' composed of the files '`m4.scm`', '`m5.scm`' and '`x.c`' that links to system shared libraries (for X-windows):

```
$ uname -srmp
SunOS ungava 5.6 Generic_105181-05 sun4m sparc SUNW,SPARCstation-20
$ gsc -link -flat -o mymod.o1.c m4 m5
m4:
m5:
*** WARNING -- "*" is not defined,
***            referenced in: ("m4.c")
*** WARNING -- "+" is not defined,
```

```
***            referenced in: ("m5.c")
*** WARNING -- "display" is not defined,
***            referenced in: ("m5.c" "m4.c")
*** WARNING -- "newline" is not defined,
***            referenced in: ("m5.c" "m4.c")
*** WARNING -- "write" is not defined,
***            referenced in: ("m5.c")
$ gsc -cc-options "-D___DYNAMIC" -obj m4.c m5.c x.c mymod.o1.c
m4.c:
m5.c:
x.c:
mymod.o1.c:
$ /usr/ccs/bin/ld -G -o mymod.o1 mymod.o1.o m4.o m5.o x.o -lX11 -lsocket
$ gsi mymod.o1
hello from m4
hello from m5
(f1 10) = 22
$ cat m4.scm
(define (f1 x) (* 2 (f2 x)))
(display "hello from m4")
(newline)

(c-declare #<<c-declare-end
#include "x.h"
c-declare-end
)
(define x-initialize (c-lambda (char-string) bool "x_initialize"))
(define x-display-name (c-lambda () char-string "x_display_name"))
(define x-bell (c-lambda (int) void "x_bell"))
$ cat m5.scm
(define (f2 x) (+ x 1))
(display "hello from m5")
(newline)

(display "(f1 10) = ")
(write (f1 10))
(newline)

(x-initialize (x-display-name))
(x-bell 50) ; sound the bell at 50%
$ cat x.c
#include <X11/Xlib.h>

static Display *display;

int x_initialize (char *display_name)
{
  display = XOpenDisplay (display_name);
  return display != NULL;
}

char *x_display_name (void)
{
  return XDisplayName (NULL);
}

void x_bell (int volume)
{
```

```
  XBell (display, volume);
  XFlush (display);
}
$ cat x.h
int x_initialize (char *display_name);
char *x_display_name (void);
void x_bell (int);
```

3.4.3 Building a shared-library

A shared-library can be built using an incremental link file or a flat link file. An incremental link file is normally used when the Gambit runtime library (or some other library) is to be extended with new procedures. A flat link file is mainly useful when building a "primal" runtime library, which is a library (such as the Gambit runtime library) that does not extend another library. When compiling the C files and link file generated, the flags '`-D___LIBRARY`' and '`-D___SHARED`' must be passed to the C compiler. The flag '`-D___PRIMAL`' must also be passed to the C compiler when a primal library is being built.

A shared-library '`mylib.so`' containing the two first modules of the previous example can be built this way:

```
$ uname -srmp
Linux 5.10.0-9-amd64 x86_64 unknown
$ gsc -link -o mylib.c m2
$ gsc -obj -cc-options "-D___SHARED" m1.c m2.c mylib.c
m1.c:
m2.c:
mylib.c:
$ gcc -shared  m1.o m2.o mylib.o -o mylib.so
```

Note that this shared-library is built using an incremental link file (it extends the Gambit runtime library with the procedures `pow2` and `twice`). This shared-library can in turn be used to build an executable program from the third module of the previous example:

```
$ gsc -link -l mylib m3
$ gsc -obj m3.c m3_.c
m3.c:
m3_.c:
$ gcc m3.o m3_.o mylib.so -lgambit
$ LD_LIBRARY_PATH=.:/usr/local/lib ./a.out
((2 . 2) (4 . 4) (8 . 8) (16 . 16))
```

3.4.4 Other compilation options

The performance of the code can be increased by passing the '`-D___SINGLE_HOST`' flag to the C compiler. This will merge all the procedures of a module into a single C procedure, which reduces the cost of intra-module procedure calls. In addition the '`-O2`' option can be passed to the C compiler. For large modules, it will not be practical to specify both '`-O2`' and '`-D___SINGLE_HOST`' for typical C compilers because the compile time will be high and the C compiler might even fail to compile the program for lack of memory. It has been observed that lower levels of optimization (e.g. '`-O1`') often give faster compilation and also generate faster code. It is a good idea to experiment.

Normally C compilers will not automatically search '`/usr/local/Gambit/include`' for header files so the flag '`-I/usr/local/Gambit/include`' should be passed to the C compiler. Similarly, C compilers/linkers will not automatically search '`/usr/local/Gambit/lib`' for libraries so the flag '`-L/usr/local/Gambit/lib`'

should be passed to the C compiler/linker. Alternatives are given in Section 1.1 [Accessing the system files], page 1.

A variety of flags are needed by some C compilers when compiling a shared-library or a dynamically loadable library. Some of these flags are: '`-shared`', '`-call_shared`', '`-rdynamic`', '`-fpic`', '`-fPIC`', '`-Kpic`', '`-KPIC`', '`-pic`', '`+z`', '`-G`'. Check your compiler's documentation to see which flag you need.

3.5 Procedures specific to compiler

The Gambit Scheme compiler features the following procedures that are not available in the Gambit Scheme interpreter.

(`compile-file-to-target` *file* [`options:` *options*] [`output:` *output*] [`expression:` *expression*]) procedure

The *file* parameter must be a string. If *expression* is not specified, *file* must name an existing file containing Scheme source code. The extension can be omitted from *file* when the Scheme file has a '`.scm`', '`.sld`' or '`.six`' extension. By default, this procedure compiles the source file into a file containing C code. A different target language can be selected in the *options*. The generated file is named after *file* with the extension replaced with '`.c`' or '`.js`', as appropriate for the target selected. The name of the generated file can also be specified directly with the *output* parameter. If *output* is a string naming a directory then the generated file is created in that directory. Otherwise the name of the generated file is *output*.

Compilation options are specified through the *options* parameter which must be an association list. Any combination of the following options can be used: '`target`', '`verbose`', '`report`', '`expansion`', '`gvm`', '`debug`', '`module-ref`', and '`linker-name`'.

When *expression* is specified, the *file* parameter is not open or read. Instead, *expression* is used as though it was the content of the file. This makes it possible to compile source code without having to create a file to contain the code. Note that *file* is used in error messages and to determine the output file name if *output* is not specified.

When the compilation is successful, `compile-file-to-target` returns the name of the file generated. When there is a compilation error, `#f` is returned.

```
$ cat h.scm
(display "hello") (newline)
$ gsc
Gambit v4.9.8

> (compile-file-to-target "h")
"/Users/feeley/gambit/doc/h.c"
```

(`compile-file` *file* [`options:` *options*] [`output:` *output*] [`base:` *base*] [`expression:` *expression*] [`cc-options:` *cc-options*] [`ld-options-prelude:` *ld-options-prelude*] [`ld-options:` *ld-options*]) procedure

The *file*, *options*, *output*, and *expression* parameters have the same meaning as for the `compile-file-to-target` procedure, except that *file* may be a Scheme source file or a file possibly generated by the Gambit Scheme compiler (for example with the `compile-file-to-target` procedure). The *cc-options* parameter is a string

containing the options to pass to the C compiler and the *ld-options-prelude* and *ld-options* parameters are strings containing the options to pass to the C linker (the options in *ld-options-prelude* are passed to the C linker before the input file and the options in *ld-options* are passed after).

The `compile-file` procedure compiles the source file *file* into an object file, which is either a file dynamically loadable using the `load` procedure, or a C linkable object file destined to be linked with the C linker (for example to create a standalone executable program). The presence of the `obj` option in *options* will cause the creation of a C linkable object file and therefore the options *ld-options-prelude* and *ld-options* are ignored, otherwise a dynamically loadable file is created. In both cases, if *file* is a Scheme source file, the compiler first compiles *file* to a C file which is created in the same directory as *file* regardless of the *output* parameter. Then the C file is compiled with the C compiler.

When the compilation is successful, `compile-file` returns the name of the object file generated. When there is a compilation error, `#f` is returned.

The name of the object file can be specified with the *output* parameter. If *output* is a string naming a directory then the object file is created in that directory. Otherwise the name of the object file is *output*.

In the case of a dynamically loadable object file, by default the object file is named after *file* with the extension replaced with '`.o`*n*', where *n* is a positive integer that acts as a version number. The next available version number is generated automatically by `compile-file`.

When dynamically loaded object files are loaded using the `load` procedure, the '`.o`*n*' extension can be specified (to select a particular version) or omitted (to load the file with a '`.o`*n*' extension with the highest *n* consecutively from 1). When the '`.o`*n*' extension is not specified and older versions are no longer needed, all versions must be deleted and the compilation must be repeated (this is necessary because the file name, including the extension, is used to name some of the exported symbols of the object file).

Note that dynamically loadable object files can only be generated on host operating systems that support dynamic loading.

```
$ cat h.scm
(display "hello") (newline)
$ gsc
Gambit v4.9.8

> (compile-file "h")
"/Users/feeley/gambit/doc/h.o1"
> (load "h")
hello
"/Users/feeley/gambit/doc/h.o1"
> (compile-file-to-target "h" output: "h.o99.c")
"/Users/feeley/gambit/doc/h.o99.c"
> (compile-file "h.o99.c")
"/Users/feeley/gambit/doc/h.o99"
> (load "h.o99")
hello
"/Users/feeley/gambit/doc/h.o99"
> (compile-file-to-target "h")
```

```
"/Users/feeley/gambit/doc/h.c"
> (compile-file "h.c" options: '(obj))
"/Users/feeley/gambit/doc/h.o"
```

(`link-incremental` *module-list* [`output:` *output*] [`linker-name:` *linker-name*] [`base:` *base*] [`warnings?:` *warnings?*]) procedure

The first parameter must be a non empty list of strings naming Scheme modules to link (the file extension may be omitted). An incremental link file is generated for the modules specified in *module-list*. By default the link file generated is named '*last*`_.`*ext*', where *last* is the name of the last module, without the file extension, and *ext* is the appropriate extension for the target. The name of the generated link file can be specified with the *output* parameter. If *output* is a string naming a directory then the link file is created in that directory. Otherwise the name of the link file is *output*.

The base link file is specified by the *base* parameter, which must be a string. By default the base link file is the Gambit runtime library link file '`~~lib/_gambit`' (with extension appropriate for the target). However, when *base* is supplied it is the name of the base link file (the file extension may be omitted).

The *warnings?* parameter controls whether warnings are generated for undefined references.

The following example shows how to build the executable program '`hello`' which contains the two Scheme modules '`h.scm`' and '`w.six`'.

```
$ uname -srmp
Darwin 8.1.0 Power Macintosh powerpc
$ cat h.scm
(display "hello") (newline)
$ cat w.six
display("world"); newline();
$ gsc
Gambit v4.9.8

> (compile-file-to-target "h")
"/Users/feeley/gambit/doc/h.c"
> (compile-file-to-target "w")
"/Users/feeley/gambit/doc/w.c"
> (link-incremental '("h" "w") output: "hello.c")
"/Users/feeley/gambit/doc/hello_.c"
> ,q
$ gsc -obj h.c w.c hello.c
h.c:
w.c:
hello.c:
$ gcc h.o w.o hello.o -lgambit -o hello
$ ./hello
hello
world
```

(`link-flat` *module-list* [`output:` *output*] [`linker-name:` *linker-name*] [`warnings?:` *warnings?*]) procedure

The first parameter must be a non empty list of strings naming Scheme modules to link (the file extension may be omitted). The first string must be the name of a Scheme module or the name of a link file and the remaining strings must name

Scheme modules. A flat link file is generated for the modules specified in *module-list*. By default the link file generated is named '*last*_.*ext*', where *last* is the name of the last module, without the file extension, and *ext* is the appropriate extension for the target. The name of the generated link file can be specified with the *output* parameter. If *output* is a string naming a directory then the link file is created in that directory. Otherwise the name of the link file is *output*. If a dynamically loadable object file is produced from the link file '*output*', then the name of the dynamically loadable object file must be '*output*' stripped of its file extension.

The *warnings?* parameter controls whether warnings are generated for undefined references.

The following example shows how to build the dynamically loadable object file 'lib.o1' which contains the two Scheme modules 'm6.scm' and 'm7.scm'.

```
$ uname -srmp
Darwin 8.1.0 Power Macintosh powerpc
$ cat m6.scm
(define (f x) (g (* x x)))
$ cat m7.scm
(define (g y) (+ n y))
$ gsc
Gambit v4.9.8

> (compile-file-to-target "m6")
"/Users/feeley/gambit/doc/m6.c"
> (compile-file-to-target "m7")
"/Users/feeley/gambit/doc/m7.c"
> (link-flat '("m6" "m7") output: "lib.o1.c")
*** WARNING -- "*" is not defined,
***            referenced in: ("m6.c")
*** WARNING -- "+" is not defined,
***            referenced in: ("m7.c")
*** WARNING -- "n" is not defined,
***            referenced in: ("m7.c")
"/Users/feeley/gambit/doc/lib.o1.c"
> ,q
$ gcc -bundle -D___DYNAMIC m6.c m7.c lib.o1.c -o lib.o1
$ gsc
Gambit v4.9.8

> (load "lib")
*** WARNING -- Variable "n" used in module "m7" is undefined
"/Users/feeley/gambit/doc/lib.o1"
> (define n 10)
> (f 5)
35
> ,q
```

The warnings indicate that there are no definitions (`define`s or `set!`s) of the variables `*`, `+` and `n` in the modules contained in the library. Before the library is used, these variables will have to be bound; either implicitly (by the runtime library) or explicitly.

4 Runtime options

Both `gsi` and `gsc` as well as executable programs compiled and linked using `gsc` take a '`-:`' option which supplies parameters to the runtime system. This option must appear first on the command line. The colon is followed by a comma separated list of options with no intervening spaces. The available options are:

min-heap=*SIZE* or the shorthand **m***SIZE*
: Set minimum heap size.

max-heap=*SIZE* or the shorthand **h***SIZE*
: Set maximum heap size.

live-ratio=*RATIO* or the shorthand **l***RATIO*
: Set the ratio of heap that is live after a garbage collection.

gambit or the (deprecated) shorthand **S**
: Select Gambit Scheme mode. This is the default mode.

r5rs or the (deprecated) shorthand **s**
: Select R5RS Scheme mode.

r7rs
: Select R7RS Scheme mode.

debug[**=**[*OPT*...]] or the shorthand **d**[*OPT*...]
: Set debugging options.

~~*NAME***=***DIRECTORY*
: Override the *NAME* installation directory.

add-arg=*ARGUMENT* or the shorthand **+***ARGUMENT*
: Add *ARGUMENT* to the command line before other arguments.

io-settings=[*IO*...] or the shorthand **i**[*IO*...]
: Set general I/O settings.

file-settings=[*IO*...] or the shorthand **f**[*IO*...]
: Set general file I/O settings.

stdio-settings=[*IO*...] or the shorthand **-**[*IO*...]
: Set general stdio settings.

0[*IO*...]
: Set stdin settings.

1[*IO*...]
: Set stdout settings.

2[*IO*...]
: Set stderr settings.

terminal-settings=[*IO*...] or the shorthand **t**[*IO*...]
: Set terminal I/O settings.

search[**=***DIR*]
: Set or reset module search order.

whitelist[**=***SOURCE*]
: Set or reset the whitelist of trusted sources for automatic installation of hosted modules.

ask-install=*WHEN*
: Set automatic installation confirmation mode.

The **min-heap=***SIZE* and **max-heap=***SIZE* options set limits on the size of the heap. The *SIZE* is an integer that may be followed by **G** (gigabytes), **M** (megabytes), or **K** or nothing (kilobytes). The heap will not shrink lower than the minimum heap size which defaults to 0. The heap will not grow larger than the maximum heap size if it is set (by default the heap may grow until the virtual memory is exhausted).

The **live-ratio=***RATIO* option sets the percentage of the heap that will be occupied with live objects after the heap is resized at the end of a garbage collection. *RATIO* is an integer between 1 and 100 inclusively indicating the desired percentage. The garbage collector resizes the heap to reach this percentage occupation (roughly), within the limits of the `min-heap` and `max-heap` options. By default, the percentage is 50.

The **gambit**, **r5rs** and **r7rs** options configure the runtime system to conform to Gambit Scheme, R5RS Scheme and R7RS Scheme respectively. The reader is case-insensitive in **r5rs** mode, and is case-sensitive in **r7rs** and **gambit** modes. The reader supports keywords only in **gambit** mode, which is the default mode.

The **debug=***OPT*,... option sets various debugging options. The equal sign is followed by a sequence of letters indicating suboptions.

p
: Uncaught exceptions will be treated as "errors" in the primordial thread only.

a
: Uncaught exceptions will be treated as "errors" in all threads.

r
: When an "error" occurs a new REPL will be started.

s
: When an "error" occurs a new REPL will be started. Moreover the program starts in single-stepping mode.

q
: When an "error" occurs the program will terminate with a nonzero exit status.

R
: When a user interrupt occurs a new REPL will be started. User interrupts are typically obtained by typing ⟨^C⟩. Note that with some system configurations ⟨^C⟩ abruptly terminates the process. For example, under Microsoft Windows, ⟨^C⟩ works fine with the standard console but with the MSYS terminal window it terminates the process.

D
: When a user interrupt occurs it will be deferred until the parameter object `current-user-interrupt-handler` is set or bound.

Q
: When a user interrupt occurs the program will terminate with a nonzero exit status.

LEVEL
: The verbosity level is set to *LEVEL*, a digit from 0 to 9. At level 0 the runtime system will not display error messages and warnings. At level 1 and above error messages and warnings are displayed. At level 2 and above a backtrace is displayed. At level 3 and above variable bindings are displayed in the backtrace. At level 5 and above garbage collection reports are displayed during program execution.

b*LEVEL* The value of the `repl-backtrace-detail-level` parameter object is set to *LEVEL*, a digit from 0 to 9. This controls the amount of backtrace detail that is displayed when an exception is caught by the REPL (see [repl-backtrace-detail-level], page 43). By default the `repl-backtrace-detail-level` parameter object has a value of 0 (no backtrace).

h*LEVEL* The value of the `repl-highlight-source-level` parameter object is set to *LEVEL*, a digit from 0 to 9. This controls when to pinpoint source code locations by displaying the relevant part of the source code with the location highlighted (see [repl-highlight-source-level], page 43). By default the `repl-highlight-source-level` parameter object has a value of 1 (only highlight source for exceptions caught by the REPL).

c The REPL interaction channel will be the console.

- The REPL interaction channel will be standard input and standard output.

+ The REPL interaction channel will be standard input and standard output and standard error.

`@`[*HOST*][`:`*PORT*]
When a REPL is started by a thread a connection will be established with the address *HOST*:*PORT* and that will be the REPL's interaction channel. The default *HOST* is 127.0.0.1 and the default *PORT* is 44556.

$[*INTF*][`:`*PORT*] The runtime system will open a socket to listen on port number *PORT* for incoming connections on the network interface with address *INTF*. The default *INTF* is 127.0.0.1 and the default *PORT* is 44555.

The default debugging options are equivalent to `debug=pqQ1-` (i.e. an uncaught exception in the primordial thread terminates the program after displaying an error message). When the option `debug` is used without suboptions it is equivalent to `debug=prR1-` (i.e. a new REPL is started only when an uncaught exception occurs in the primordial thread). When `gsi` and `gsc` are running the main REPL, the debugging options are changed to cause errors in the primordial thread and user interrupts to start a nested REPL.

The **~~***NAME***=***DIRECTORY* option overrides the setting of the *NAME* installation directory. If *NAME* is empty, it will override the central installation directory.

The **add-arg=***ARGUMENT* option adds the text that follows to the command line before other arguments.

The option **io-settings=**[*IO*...] sets the default I/O settings of all types of ports. The option **file-settings=**[*IO*...] sets the default I/O settings for ports associated to files. The option **stdio-settings=**[*IO*...] sets the default I/O settings for ports associated to stdio (but finer control is possible with **0**[*IO*...], **1**[*IO*...], and **2**[*IO*...] that set the I/O settings of stdin, stdout, and stderr respectively). The option **terminal-settings=**[*IO*...] overrides the default I/O settings for ports associated to terminals. The default character encoding, end-of-line encoding and buffering can be set. Moreover, for terminals the line-editing feature can be enabled or disabled. Each *IO* is a one or two letter code as follows:

`A`	ASCII character encoding.
`1`	ISO-8859-1 character encoding.
`2`	UCS-2 character encoding.
`4`	UCS-4 character encoding.
`6`	UTF-16 character encoding.
`8`	UTF-8 character encoding.
`U`	UTF character encoding with fallback to UTF-8 on input if no BOM is present.
`UA`	UTF character encoding with fallback to ASCII on input if no BOM is present.
`U1`	UTF character encoding with fallback to ISO-8859-1 on input if no BOM is present.
`U6`	UTF character encoding with fallback to UTF-16 on input if no BOM is present.
`U8`	UTF character encoding with fallback to UTF-8 on input if no BOM is present.
`L`	If the `LC_ALL` or `LC_CTYPE` or `LANG` environment variables end with '`.UTF-8`' or '`.ISO-8859-1`' or '`.LATIN-1`' (or a variation) set the character encoding accordingly.
`c`	End-of-line is encoded as CR (carriage-return).
`l`	End-of-line is encoded as LF (linefeed)
`cl`	End-of-line is encoded as CR-LF.
`u`	Unbuffered I/O.
`n`	Line buffered I/O ('`n`' for "at newline").
`f`	Fully buffered I/O.
`r`	Illegal character encoding is treated as an error (exception raised).
`R`	Silently replace illegal character encodings with Unicode character #xfffd (replacement character).
`e`	Enable line-editing (applies to terminals only).
`E`	Disable line-editing (applies to terminals only).

The **`search`**[**`=`***DIR*] option adds *DIR* to the tail of the list of module search order directories, unless the **`=`***DIR* part is absent, in which case it is set to the empty list. The initial setting of the list of module search order directories is `~~lib` followed by `~~userlib`.

When a hosted module can't be found in the directories on the list of module search order directories it will be automatically installed if it is from a source on the whitelist of trusted sources, which initially contains only `github.com/gambit`. The **`whitelist`**[**`=`***SOURCE*]

option adds *SOURCE* to the whitelist, unless the **=***SOURCE* part is absent in which case the whitelist will be set to the empty list (no source is trusted).

The **ask-install=***WHEN* option sets the automatic installation mode confirmation mode to *WHEN*, which is one of `always`, `repl`, and `never`. When a hosted module can't be found in the directories on the list of module search order directories and it is from a source not on the whitelist the runtime system will ask for installation confirmation when *WHEN* is `always`, or when a REPL has already been started for the current thread and *WHEN* is `repl`. In the `never` mode the runtime system will not install the module automatically. The default mode is `repl`.

When a program's execution starts, the runtime system obtains the runtime options by processing in turn various sources of runtime options: the defaults, the environment variable '`GAMBOPT`', the script line of the source code, and, unless the program is an interpreted script, the first command line argument of the program. Any runtime option can be overriden by a subsequent source of runtime options. It is sometimes useful to prevent overriding the runtime options of the script line. This can be achieved by starting the script line runtime options with '`-:,`'. In this case the environment variable '`GAMBOPT`' is ignored, and the first command line argument of the program is not used for runtime options (it is treated like a normal command line argument even if it starts with '`-:`').

For example:

```
$ export GAMBOPT=debug=0,~~=~/my-gambit2
$ gsi -e '(pretty-print (path-expand "~~")) (/ 1 0)'
"/Users/feeley/my-gambit2/"
$ echo $?
70
$ gsi -:debug=1 -e '(pretty-print (path-expand "~~")) (/ 1 0)'
"/Users/feeley/my-gambit2/"
*** ERROR IN (string)@1.35 -- Divide by zero
(/ 1 0)
```

5 Debugging

5.1 Debugging model

The evaluation of an expression may stop before it is completed for the following reasons:

a. An evaluation error has occured, such as attempting to divide by zero.
b. The user has interrupted the evaluation (usually by typing ⟨^C⟩).
c. A breakpoint has been reached or `(step)` was evaluated.
d. Single-stepping mode is enabled.

When an evaluation stops, a message is displayed indicating the reason and location where the evaluation was stopped. The location information includes, if known, the name of the procedure where the evaluation was stopped and the source code location in the format '*stream*`@`*line*`.`*column*', where *stream* is either a string naming a file or a symbol within parentheses, such as '`(console)`'.

A *nested REPL* is then initiated in the context of the point of execution where the evaluation was stopped. The nested REPL's continuation and evaluation environment are the same as the point where the evaluation was stopped. For example when evaluating the expression '`(let ((y (- 1 1))) (* (/ x y) 2))`', a "divide by zero" error is reported and the nested REPL's continuation is the one that takes the result and multiplies it by two. The REPL's lexical environment includes the lexical variable '`y`'. This allows the inspection of the evaluation context (i.e. the lexical and dynamic environments and continuation), which is particularly useful to determine the exact location and cause of an error.

The prompt of nested REPLs includes the nesting level; '`1>`' is the prompt at the first nesting level, '`2>`' at the second nesting level, and so on. An end of file (usually ⟨^D⟩) will cause the current REPL to be terminated and the enclosing REPL (one nesting level less) to be resumed.

At any time the user can examine the frames in the REPL's continuation, which is useful to determine which chain of procedure calls lead to an error. A backtrace that lists the chain of active continuation frames in the REPL's continuation can be obtained with the '`,b`' command. The frames are numbered from 0, that is frame 0 is the most recent frame of the continuation where execution stopped, frame 1 is the parent frame of frame 0, and so on. The frame number is shown in square brackets at the beginning of the line. It is also possible to move the REPL to a specific parent continuation (i.e. a specific frame of the continuation where execution stopped) with the '`,`*N*', '`,`*N*`+`', '`,`*N*`-`', '`,+`', '`,-`', '`,++`', and '`,--`' commands. When the frame number of the frame being examined is not zero, it is shown in the prompt before the nesting level, for example '`[5]1>`' is the prompt when the REPL nesting level is 1 and the frame number is 5.

Expressions entered at a nested REPL are evaluated in the environment (both lexical and dynamic) of the continuation frame currently being examined if that frame was created by interpreted Scheme code. If the frame was created by compiled Scheme code then expressions get evaluated in the global interaction environment. This feature may be used in interpreted code to fetch the value of a variable in the current frame or to change its value with `set!`. Note that some special forms (`define` in particular) can only be evaluated in the global interaction environment.

5.2 Debugging commands

In addition to expressions, the REPL accepts the following special "comma" commands:

`,?` and `,help` Give a summary of the REPL commands.

`,(h` *subject*`)` This command will show the section of the Gambit manual with the definition of the procedure or special form *subject*, which must be a symbol. For example '`,(h time)`' will show the section documenting the `time` special form. Please see the `help` procedure for additional information.

`,h` This command will show the section of the Gambit manual with the definition of the procedure which raised the exception for which this REPL was started.

`,q` Terminate the process with exit status 0. This is equivalent to calling `(exit 0)`.

`,qt` Terminate the current thread (note that terminating the primordial thread terminates the process).

`,t` Return to the outermost REPL, also known as the "top-level REPL".

`,d` Leave the current REPL and resume the enclosing REPL. This command does nothing in the top-level REPL.

`,(c` *expr*`)` Leave the current REPL and continue the computation that initiated the REPL with a specific value. This command can only be used to continue a computation that signaled an error. The expression *expr* is evaluated in the current context and the resulting value is returned as the value of the expression which signaled the error. For example, if the evaluation of the expression '`(* (/ x y) 2)`' signaled an error because '`y`' is zero, then in the nested REPL a '`,(c (+ 4 y))`' will resume the computation of '`(* (/ x y) 2)`' as though the value of '`(/ x y)`' was 4. This command must be used carefully because the context where the error occured may rely on the result being of a particular type. For instance a '`,(c #f)`' in the previous example will cause '`*`' to signal a type error (this problem is the most troublesome when debugging Scheme code that was compiled with type checking turned off so be careful).

`,c` Leave the current REPL and continue the computation that initiated the REPL. This command can only be used to continue a computation that was stopped due to a user interrupt, breakpoint or a single-step.

`,s` Leave the current REPL and continue the computation that initiated the REPL in single-stepping mode. The computation will perform an evaluation step (as defined by `step-level-set!`) and then stop, causing a nested REPL to be entered. Just before the evaluation step is performed, a line is displayed (in the same format as `trace`) which indicates the expression that is being evaluated. If the evaluation step produces a result, the result is also displayed on another line. A nested

REPL is then entered after displaying a message which describes the next step of the computation. This command can only be used to continue a computation that was stopped due to a user interrupt, breakpoint or a single-step.

`,l` This command is similar to '`,s`' except that it "leaps" over procedure calls, that is procedure calls are treated like a single step. Single-stepping mode will resume when the procedure call returns, or if and when the execution of the called procedure encounters a breakpoint.

`,`*N* Move to frame number *N* of the continuation. After changing the current frame, a one-line summary of the frame is displayed as if the '`,y`' command was entered.

`,`*N*`+` Move forward by *N* frames in the chain of continuation frames (i.e. towards older continuation frames). After changing the current frame, a one-line summary of the frame is displayed as if the '`,y`' command was entered.

`,`*N*`-` Move backward by *N* frames in the chain of continuation frames (i.e. towards more recent continuation frames). After changing the current frame, a one-line summary of the frame is displayed as if the '`,y`' command was entered.

`,+` Equivalent to '`,1+`'.

`,-` Equivalent to '`,1-`'.

`,++` Equivalent to '`,`*N*`+`' where *N* is the number of continuation frames displayed at the head of a backtrace.

`,--` Equivalent to '`,`*N*`-`' where *N* is the number of continuation frames displayed at the head of a backtrace.

`,y` Display a one-line summary of the current frame. The information is displayed in four fields. The first field is the frame number. The second field is the procedure that created the frame or '`(interaction)`' if the frame was created by an expression entered at the REPL. The remaining fields describe the subproblem associated with the frame, that is the expression whose value is being computed. The third field is the location of the subproblem's source code and the fourth field is a reproduction of the source code, possibly truncated to fit on the line. The last two fields may be missing if that information is not available. In particular, the third field is missing when the frame was created by a user call to the '`eval`' procedure or by a compiled procedure not compiled with the declaration '`debug-location`', and the last field is missing when the frame was created by a compiled procedure not compiled with the declaration '`debug-source`'.

`,b` Display a backtrace summarizing each frame in the chain of continuation frames starting with the current frame. For each frame, the same information as for the '`,y`' command is displayed (except that location information is displayed in the format '*`stream`*`@`*`line`*`:`*`column`*').

If there are more than 15 frames in the chain of continuation frames, some of the middle frames will be omitted.

`,be` Like the '`,b`' command but also display the environment.

`,bed` Like the '`,be`' command but also display the dynamic environment.

`,(b` *expr*`)` Display the backtrace of *expr*'s value, *X*, which is obtained by evaluating *expr* in the current frame. *X* must be a continuation or a thread. When *X* is a continuation, the frames in that continuation are displayed. When *X* is a thread, the backtrace of the current continuation of that thread is displayed.

`,(be` *expr*`)` Like the '`,(b` *expr*`)`' command but also display the environment.

`,(bed` *expr*`)` Like the '`,(be` *expr*`)`' command but also display the dynamic environment.

`,i` Pretty print the procedure that created the current frame or '`(interaction)`' if the frame was created by an expression entered at the REPL. Compiled procedures will only be pretty printed when they are compiled with the declaration '`debug-source`'.

`,e` Display the environment which is accessible from the current frame. The lexical environment is displayed, followed by the dynamic environment if the parameter object `repl-display-dynamic-environment?` is not false. Global lexical variables are not displayed. Moreover the frame must have been created by interpreted code or code compiled with the declaration '`debug-environments`'. Due to space safety considerations and compiler optimizations, some of the lexical variable bindings may be missing. Lexical variable bindings are displayed using the format '*variable* = *expression*' (when *variable* is mutable) or '*variable* == *expression*' (when *variable* is immutable, which may happen in compiled code due to compiler optimization) and dynamically-bound parameter bindings are displayed using the format '`(`*parameter*`) =` *expression*'. Note that *expression* can be a self-evaluating expression (number, string, boolean, character, ...), a quoted expression, a lambda expression or a global variable (the last two cases, which are only used when the value of the variable or parameter is a procedure, simplifies the debugging of higher-order procedures). A *parameter* can be a quoted expression or a global variable. Lexical bindings are displayed in inverse binding order (most deeply nested first) and shadowed variables are included in the list.

`,ed` Like the '`,e`' command but the dynamic environment is always displayed.

`,(e` *expr*`)` Display the environment of *expr*'s value, *X*, which is obtained by evaluating *expr* in the current frame. *X* must be a continuation, a thread, a procedure, or a nonnegative integer. When *X* is a continuation, the environment at that point in the code is displayed. When *X* is a thread, the environment of the current continuation of that thread is displayed.

When X is a procedure, the lexical environment where X was created is combined with the current continuation and this combined environment is displayed. When X is an integer, the environment at frame number X of the continuation is displayed.

`,(ed` *expr*`)` Like the '`,(e` *expr*`)`' command but the dynamic environment is always displayed.

`,st` Display the state of the threads in the current thread's thread group. A thread can be: uninitialized, initialized, active, and terminated (normally or abnormally). Active threads can be running, sleeping and waiting on a synchronization object (mutex, condition variable or port) possibly with a timeout.

`,(st` *expr*`)` Display the state of a specific thread or thread group. The value of *expr* must be a thread or thread group.

`,(v` *expr*`)` Start a new REPL visiting *expr*'s value, X, which is obtained by evaluating *expr* in the current frame. X must be a continuation, a thread, a procedure, or a nonnegative integer. When X is a continuation, the new REPL's continuation is X and evaluations are done in the environment at that point in the code. When X is a thread, the thread is interrupted and the new REPL's continuation is the point where the thread was interrupted. When X is a procedure, the lexical environment where X was created is combined with the current continuation and evaluations are done in this combined environment. When X is an integer, the REPL is started in frame number X of the continuation.

5.3 Debugging example

Here is a sample interaction with `gsi`:

```
$ gsi
Gambit v4.9.8

> (define (invsqr x) (/ 1 (expt x 2)))
> (define (mymap fn lst)
    (define (mm in)
      (if (null? in)
          '()
          (cons (fn (car in)) (mm (cdr in)))))
    (mm lst))
> (mymap invsqr '(5 2 hello 9 1))
*** ERROR IN invsqr, (console)@1.25 -- (Argument 1) NUMBER expected
(expt 'hello 2)
1> ,i
#<procedure #2 invsqr> =
(lambda (x) (/ 1 (expt x 2)))
1> ,e
x = 'hello
1> ,b
[0] invsqr                    (console)@1:25          (expt x 2)
[1] #<procedure #4>           (console)@6:17          (fn (car in))
[2] #<procedure #4>           (console)@6:31          (mm (cdr in))
[3] #<procedure #4>           (console)@6:31          (mm (cdr in))
```

```
[4] (interaction)              (console)@8:1           (mymap invsqr '(5 2 hel...
1> ,+
[1] #<procedure #4>            (console)@6.17          (fn (car in))
[1]1> (pp #4)
(lambda (in) (if (null? in) '() (cons (fn (car in)) (mm (cdr in)))))
[1]1> ,e
in = '(hello 9 1)
mm = (lambda (in) (if (null? in) '() (cons (fn (car in)) (mm (cdr in)))))
fn = invsqr
lst = '(5 2 hello 9 1)
[1]1> ,(e mm)
mm = (lambda (in) (if (null? in) '() (cons (fn (car in)) (mm (cdr in)))))
fn = invsqr
lst = '(5 2 hello 9 1)
[1]1> fn
#<procedure #2 invsqr>
[1]1> (pp fn)
(lambda (x) (/ 1 (expt x 2)))
[1]1> ,+
[2] #<procedure #4>            (console)@6.31          (mm (cdr in))
[2]1> ,e
in = '(2 hello 9 1)
mm = (lambda (in) (if (null? in) '() (cons (fn (car in)) (mm (cdr in)))))
fn = invsqr
lst = '(5 2 hello 9 1)
[2]1> ,(c (list 3 4 5))
(1/25 1/4 3 4 5)
> ,q
```

5.4 Procedures related to debugging

(help [*subject*]) procedure

(help-browser [*new-value*]) procedure

The help procedure displays the section of the Gambit manual with the definition of the procedure or special form *subject*, which must be a procedure or symbol. For example the call (help gensym) will show the section documenting the gensym procedure and the call (help 'time) will show the section documenting the time special form. When the *subject* is absent, the documentation of the help procedure is shown. The help procedure returns the void object.

The parameter object help-browser is bound to a string naming the external program that is used by the help procedure to view the documentation. Initially it is bound to the empty string. In normal circumstances when help-browser is bound to an empty string the help procedure runs the script ~~bin/gambdoc.bat which searches for a suitable web browser to open the documentation in HTML format. Unless the system was built with the command 'configure --enable-help-browser=...', the text-only browser 'lynx' (see http://lynx.isc.org/) will be used by default if it is available. We highly recommend that you install this browser if you are interested in viewing the documentation within the console in which the REPL is running. You can exit 'lynx' conveniently by typing an end of file (usually ⟨^D⟩).

For example:

```
> (help-browser "firefox")  ; use firefox instead of lynx
```

```
> (help 'gensym)
> (help gensym)  ; OK because gensym is a procedure
> (help 'time)
> (help time)  ; not OK because time is a special form
*** ERROR IN (console)@5.7 -- Macro name can't be used as a vari-
able: time
>
```

(apropos [*substring* [*port*]]) procedure

The apropos procedure writes to the port *port* a report of all the global variables whose name contains *substring*, a string or symbol. If *substring* is not specified the report contains all the global variables. If it is not specified, *port* defaults to the interaction channel (i.e. the output will appear at the REPL). The apropos procedure returns the void object.

The global variables are grouped into namespaces. The empty namespace, if it is relevant, is last. This reduces the likelihood it will scroll off the screen if there are several global variables in other namespaces, which are typically less interesting.

Note that with the apropos procedure it is possible to reveal the existence of procedures of the runtime system and modules that are not intended to be called by user code. These procedures often avoid type checking their arguments or must be called in a specific context, so calling them incorrectly may crash the system. On the other hand it also allows discovering the existence of certain functionalities that may have gone unnoticed.

For example:

```
> (apropos "cons")
"##" namespace:
  10^-constants, cons, cons*, cons*-aux, console-port,
  constant-expression-value, constant-expression?,
  cprc-quasi-cons, deconstruct-call,
  define-type-construct-constant, degen-quasi-cons,
  gen-quasi-cons, quasi-cons, stdio/console-repl-channel,
  void-constant?, xcons
empty namespace:
  cons, cons*, console-port, xcons
> (import (srfi 69))
> (apropos "table?")
"##" namespace:
  gc-hash-table?, mutable?, readtable?, table?
"srfi/69#" namespace:
  hash-table?
empty namespace:
  readtable?, table?
> (apropos "srfi/69#")
"srfi/69#" namespace:
  ||, alist->hash-table, hash, hash-by-identity,
  hash-table->alist, hash-table-copy, hash-table-delete!,
  hash-table-equivalence-function, hash-table-exists?,
  hash-table-fold, hash-table-hash-function,
  hash-table-keys, hash-table-merge!, hash-table-ref,
  hash-table-ref/default, hash-table-set!, hash-table-size,
  hash-table-update!, hash-table-update!/default,
  hash-table-values, hash-table-walk, hash-table?,
  make-hash-table, string-ci-hash, string-hash
```

`(repl-result-history-ref` *i*`)` procedure
`(repl-result-history-max-length-set!` *n*`)` procedure

The REPL keeps a history of the last few results printed by the REPL. The call `(repl-result-history-ref` *i*`)` returns the *i*th previous result (the last for *i*=0, the next to last for *i*=1, etc). By default the REPL result history remembers up to 3 results. The maximal length of the history can be set to *n* between 0 and 10 by a call to `(repl-result-history-max-length-set!` *n*`)`.

For convenience the reader defines an abbreviation for calling `repl-result-history-ref`. Tokens formed by a sequence of one or more hash signs, such as '`#`', '`##`', etc, are expanded by the reader into the list `(repl-result-history-ref` *i*`)`, where *i* is the number of hash signs minus 1. In other words, '`#`' will return the last result printed by the REPL, '`##`' will return the next to last, etc.

For example:

```
> (map (lambda (x) (* x x)) '(1 2 3))
(1 4 9)
> (reverse #)
(9 4 1)
> (append # ##)
(9 4 1 1 4 9)
> 1
1
> 1
1
> (+ # ##)
2
> (+ # ##)
3
> (+ # ##)
5
> ####
*** ERROR IN (console)@9.1 -- (Argument 1) Out of range
(repl-result-history-ref 3)
1>
```

`(trace` *proc...*`)` procedure
`(untrace` *proc...*`)` procedure

The `trace` procedure starts tracing calls to the specified procedures. When a traced procedure is called, a line containing the procedure and its arguments is displayed (using the procedure call expression syntax). The line is indented with a sequence of vertical bars which indicate the nesting depth of the procedure's continuation. After the vertical bars is a greater-than sign which indicates that the evaluation of the call is starting.

When a traced procedure returns a result, it is displayed with the same indentation as the call but without the greater-than sign. This makes it easy to match calls and results (the result of a given call is the value at the same indentation as the greater-than sign). If a traced procedure P1 performs a tail call to a traced procedure P2, then P2 will use the same indentation as P1. This makes it easy to spot tail calls. The special handling for tail calls is needed to preserve the space complexity of the program (i.e. tail calls are implemented as required by Scheme even when they involve traced procedures).

The `untrace` procedure stops tracing calls to the specified procedures. When no argument is passed to the `trace` procedure, the list of procedures currently being traced is returned. The void object is returned by the `trace` procedure when it is passed one or more arguments. When no argument is passed to the `untrace` procedure stops all tracing and returns the void object. A compiled procedure may be traced but only if it is bound to a global variable.

For example:

```
> (define (fact n) (if (< n 2) 1 (* n (fact (- n 1)))))
> (trace fact)
> (fact 5)
| > (fact 5)
| | > (fact 4)
| | | > (fact 3)
| | | | > (fact 2)
| | | | | > (fact 1)
| | | | | 1
| | | | 2
| | | 6
| | 24
| 120
120
> (trace -)
*** WARNING -- Rebinding global variable "-" to an interpreted procedure
> (define (fact-iter n r) (if (< n 2) r (fact-iter (- n 1) (* n r))))
> (trace fact-iter)
> (fact-iter 5 1)
| > (fact-iter 5 1)
| | > (- 5 1)
| | 4
| > (fact-iter 4 5)
| | > (- 4 1)
| | 3
| > (fact-iter 3 20)
| | > (- 3 1)
| | 2
| > (fact-iter 2 60)
| | > (- 2 1)
| | 1
| > (fact-iter 1 120)
| 120
120
> (trace)
(#<procedure #2 fact-iter> #<procedure #3 -> #<procedure #4 fact>)
> (untrace)
> (fact 5)
120
```

`(step)` procedure

`(step-level-set!` *level*`)` procedure

The `step` procedure enables single-stepping mode. After the call to `step` the computation will stop just before the interpreter executes the next evaluation step (as defined by `step-level-set!`). A nested REPL is then started. Note that because single-stepping is stopped by the REPL whenever the prompt is displayed it is pointless to enter `(step)` by itself. On the other hand entering `(begin (step)` *expr*`)` will evaluate *expr* in single-stepping mode.

The procedure `step-level-set!` sets the stepping level which determines the granularity of the evaluation steps when single-stepping is enabled. The stepping level *level* must be an exact integer in the range 0 to 7. At a level of 0, the interpreter ignores single-stepping mode. At higher levels the interpreter stops the computation just before it performs the following operations, depending on the stepping level:

1. procedure call
2. `delay` special form and operations at lower levels
3. `lambda` special form and operations at lower levels
4. `define` special form and operations at lower levels
5. `set!` special form and operations at lower levels
6. variable reference and operations at lower levels
7. constant reference and operations at lower levels

The default stepping level is 7.

For example:

```
> (define (fact n) (if (< n 2) 1 (* n (fact (- n 1)))))
> (step-level-set! 1)
> (begin (step) (fact 5))
*** STOPPED IN (console)@3.15
1> ,s
| > (fact 5)
*** STOPPED IN fact, (console)@1.22
1> ,s
| | > (< n 2)
| | #f
*** STOPPED IN fact, (console)@1.43
1> ,s
| | > (- n 1)
| | 4
*** STOPPED IN fact, (console)@1.37
1> ,s
| | > (fact (- n 1))
*** STOPPED IN fact, (console)@1.22
1> ,s
| | | > (< n 2)
| | | #f
*** STOPPED IN fact, (console)@1.43
1> ,s
| | | > (- n 1)
| | | 3
*** STOPPED IN fact, (console)@1.37
1> ,l
| | | > (fact (- n 1))
*** STOPPED IN fact, (console)@1.22
1> ,l
| | > (* n (fact (- n 1)))
| | 24
*** STOPPED IN fact, (console)@1.32
1> ,l
| > (* n (fact (- n 1)))
| 120
120
```

(break *proc...*) procedure
(unbreak *proc...*) procedure

The break procedure places a breakpoint on each of the specified procedures. When a procedure is called that has a breakpoint, the interpreter will enable single-stepping mode (as if step had been called). This typically causes the computation to stop soon inside the procedure if the stepping level is high enough.

The unbreak procedure removes the breakpoints on the specified procedures. With no argument, break returns the list of procedures currently containing breakpoints. The void object is returned by break if it is passed one or more arguments. With no argument unbreak removes all the breakpoints and returns the void object. A breakpoint can be placed on a compiled procedure but only if it is bound to a global variable.

For example:

```
> (define (double x) (+ x x))
> (define (triple y) (- (double (double y)) y))
> (define (f z) (* (triple z) 10))
> (break double)
> (break -)
*** WARNING -- Rebinding global variable "-" to an interpreted procedure
> (f 5)
*** STOPPED IN double, (console)@1.21
1> ,b
[0] double                    (console)@1:21          +
[1] triple                    (console)@2:31          (double y)
[2] f                         (console)@3:18          (triple z)
[3] (interaction)             (console)@6:1           (f 5)
1> ,e
x = 5
1> ,c
*** STOPPED IN double, (console)@1.21
1> ,c
*** STOPPED IN f, (console)@3.29
1> ,c
150
> (break)
(#<procedure #3 -> #<procedure #4 double>)
> (unbreak)
> (f 5)
150
```

(generate-proper-tail-calls [*new-value*]) procedure

[Note: this procedure is DEPRECATED and will be removed in a future version of Gambit. Use the 'proper-tail-calls' declaration instead.]

The parameter object generate-proper-tail-calls is bound to a boolean value controlling how the interpreter handles tail calls. When it is bound to #f the interpreter will treat tail calls like nontail calls, that is a new continuation will be created for the call. This setting is useful for debugging, because when a primitive signals an error the location information will point to the call site of the primitive even if this primitive was called with a tail call. The initial value of this parameter object is #t, which means that a tail call will reuse the continuation of the calling function.

This parameter object only affects code that is subsequently processed by load or eval, or entered at the REPL.

For example:

```
> (generate-proper-tail-calls)
#t
> (let loop ((i 1)) (if (< i 10) (loop (* i 2)) oops))
*** ERROR IN #<procedure #2>, (console)@2.47 -- Unbound variable: oops
1> ,b
[0] #<procedure #2>           (console)@2:47          oops
[1] (interaction)             (console)@2:1           ((letrec ((loop (lambda.
1> ,t
> (generate-proper-tail-calls #f)
> (let loop ((i 1)) (if (< i 10) (loop (* i 2)) oops))
*** ERROR IN #<procedure #3>, (console)@6.47 -- Unbound variable: oops
1> ,b
[0] #<procedure #3>           (console)@6:47          oops
[1] #<procedure #3>           (console)@6:32          (loop (* i 2))
[2] #<procedure #3>           (console)@6:32          (loop (* i 2))
[3] #<procedure #3>           (console)@6:32          (loop (* i 2))
[4] #<procedure #3>           (console)@6:32          (loop (* i 2))
[5] (interaction)             (console)@6:1           ((letrec ((loop (lambda.
```

(repl-backtrace-detail-level [*level*]) procedure

The parameter object repl-backtrace-detail-level is bound to an exact integer that controls the amount of backtrace detail that is displayed when an exception is caught by the REPL. At a *level* of 0, no backtrace is displayed. At a *level* of 1, a backtrace is displayed with no environment information. At a *level* of 2, a backtrace with the lexical environment is displayed. At a *level* of 3, a backtrace with the lexical and dynamic environments is displayed. At a *level* of 4, 5, or 6, the same format is used as a *level* of 1, 2, or 3 respectively but the backtrace includes frames that are normally hidden. The initial value of the parameter object repl-backtrace-detail-level is 0 unless overridden by the runtime options (see [-:db*LEVEL*], page 28).

(repl-highlight-source-level [*level*]) procedure

The parameter object repl-highlight-source-level is bound to an exact integer that controls when to pinpoint source code locations by displaying the relevant part of the source code with the location highlighted. At a *level* of 0, no source highlighting is used. At a *level* of 1, source highlighting is done when an exception is caught by the REPL, but it is not used in the frames of a backtrace. At a *level* of 2, source highlighting is done in all situations. The initial value of the parameter object repl-highlight-source-level is 1 unless overridden by the runtime options (see [-:dh*LEVEL*], page 29).

(pretty-print *obj* [*port*]) procedure

This procedure pretty-prints *obj* on the port *port*. If it is not specified, *port* defaults to the current output-port.

For example:

```
> (pretty-print
    (let* ((x '(1 2 3 4)) (y (list x x x))) (list y y y)))
(((1 2 3 4) (1 2 3 4) (1 2 3 4))
 ((1 2 3 4) (1 2 3 4) (1 2 3 4))
 ((1 2 3 4) (1 2 3 4) (1 2 3 4)))
```

(pp *obj* [*port*]) procedure

This procedure pretty-prints *obj* on the port *port*. When *obj* is a procedure created by the interpreter or a procedure created by code compiled with the declaration '`debug-source`', the procedure's source code is displayed. If it is not specified, *port* defaults to the interaction channel (i.e. the output will appear at the REPL).

For example:

```
> (define (f g) (+ (time (g 100)) (time (g 1000))))
> (pp f)
(lambda (g)
  (+ (##time (lambda () (g 100)) '(g 100))
     (##time (lambda () (g 1000)) '(g 1000))))
```

(gc-report-set! *report?*) procedure

This procedure controls the generation of reports during garbage collections. If the argument is true, a brief report of memory usage is generated after every garbage collection. It contains: the time taken for this garbage collection, the amount of memory allocated in megabytes since the program was started, the size of the heap in megabytes, the heap memory in megabytes occupied by live data, the proportion of the heap occupied by live data, and the number of bytes occupied by movable and nonmovable objects.

5.5 Console line-editing

The console implements a simple Scheme-friendly line-editing user-interface that is enabled by default. It offers parentheses balancing, a history of previous commands, symbol completion, and several emacs-compatible keyboard commands. The user's input is displayed in a bold font and the output produced by the system is in a plain font. The history of previous commands is saved in the file '`~/.gambit_history`'. It is restored when a REPL is started.

Symbol completion is triggered with the tab key. When the cursor is after a sequence of characters that can form a symbol, typing the tab key will search the symbol table for the first symbol (in alphabetical order) that begins with that sequence and insert that symbol. Typing the tab key in succession will cycle through all symbols with that prefix. When all possible symbols have been shown or there are no possible completions, the text reverts to the uncompleted symbol and the bell is rung.

Here are the keyboard commands available (where the '`M-`' prefix means the escape key is typed and the '`C-`' prefix means the control key is pressed):

`C-d` Generate an end-of-file when the line is empty, otherwise delete character at cursor.

`delete` or backspace
Delete character before cursor.

`M-C-d` Delete word forward and keep a copy of this text on the clipboard.

`M-delete` Delete word backward and keep a copy of this text on the clipboard.

`M-backspace` Delete S-expression backward and keep a copy of this text on the clipboard.

`C-a`	Move cursor to beginning of line.
`C-e`	Move cursor to end of line.
`C-b` or *left-arrow*	Move cursor left one character.
`M-b`	Move cursor left one word.
`M-C-b` or `M-`*left-arrow*	Move cursor left one S-expression.
`C-f` or *right-arrow*	Move cursor right one character.
`M-f`	Move cursor right one word.
`M-C-f` or `M-`*right-arrow*	Move cursor right one S-expression.
`C-p` or `M-p` or *up-arrow*	Move to previous line in history.
`C-n` or `M-n` or *down-arrow*	Move to next line in history.
`C-t`	Transpose character at cursor with previous character.
`M-t`	Transpose word after cursor with previous word.
`M-C-t`	Transpose S-expression after cursor with previous S-expression.
`C-l`	Clear console and redraw line being edited.
`C-`*nul*	Set the mark to the cursor.
`C-w`	Delete the text between the cursor and the mark and keep a copy of this text on the clipboard.
`C-k`	Delete the text from the cursor to the end of the line and keep a copy of this text on the clipboard.
`C-y`	Paste the text that is on the clipboard.
`F8`	Same as typing '`#||#,c;`' (REPL command to continue the computation).
`F9`	Same as typing '`#||#,-;`' (REPL command to move to newer frame).
`F10`	Same as typing '`#||#,+;`' (REPL command to move to older frame).
`F11`	Same as typing '`#||#,s;`' (REPL command to step the computation).
`F12`	Same as typing '`#||#,l;`' (REPL command to leap the computation).

On macOS, depending on your configuration, you may have to press the `fn` key to access the function key `F12` and the `option` key to access the other function keys.

On Microsoft Windows the clipboard is the system clipboard. This allows text to be copied and pasted between the program and other applications. On other operating systems the clipboard is internal to the program (it is not integrated with the operating system).

5.6 Emacs interface

Gambit comes with the Emacs package '`gambit.el`' which provides a nice environment for running Gambit from within the Emacs editor. This package filters the standard output of the Gambit process and when it intercepts a location information (in the format '*stream*`@`*line*`.`*column*' where *stream* is either '`(stdin)`' when the expression was obtained from standard input, '`(console)`' when the expression was obtained from the console, or a string naming a file) it opens a window to highlight the corresponding expression.

To use this package, make sure the file '`gambit.el`' is accessible from your load-path and that the following lines are in your '`.emacs`' file:

```
(autoload 'gambit-inferior-mode "gambit" "Hook Gambit mode into cmuscheme.")
(autoload 'gambit-mode "gambit" "Hook Gambit mode into scheme.")
(add-hook 'inferior-scheme-mode-hook (function gambit-inferior-mode))
(add-hook 'scheme-mode-hook (function gambit-mode))
(setq scheme-program-name "gsi -:debug=-")
```

Alternatively, if you don't mind always loading this package, you can simply add this line to your '`.emacs`' file:

```
(require 'gambit)
```

You can then start an inferior Gambit process by typing '`M-x run-scheme`'. The commands provided in '`cmuscheme`' mode will be available in the Gambit interaction buffer (i.e. '`*scheme*`') and in buffers attached to Scheme source files. Here is a list of the most useful commands (for a complete list type '`C-h m`' in the Gambit interaction buffer):

`C-x C-e` Evaluate the expression which is before the cursor (the expression will be copied to the Gambit interaction buffer).

`C-c C-z` Switch to Gambit interaction buffer.

`C-c C-l` Load a file (file attached to current buffer is default) using `(load` *file*`)`.

`C-c C-k` Compile a file (file attached to current buffer is default) using `(compile-file` *file*`)`.

The file '`gambit.el`' provides these additional commands:

`F8` *or* `C-c c` Continue the computation (same as typing '`#||#,c;`' to the REPL).

`F9` *or* `C-c ]` Move to newer frame (same as typing '`#||#,-;`' to the REPL).

`F10` *or* `C-c [` Move to older frame (same as typing '`#||#,+;`' to the REPL).

`F11` *or* `C-c s` Step the computation (same as typing '`#||#,s;`' to the REPL).

`F12` *or* `C-c l` Leap the computation (same as typing '`#||#,l;`' to the REPL).

`C-c _` Removes the last window that was opened to highlight an expression.

The two keystroke version of these commands can be shortened to '`M-c`', '`M-[`', '`M-]`', '`M-s`', '`M-l`', and '`M-_`' respectively by adding this line to your '`.emacs`' file:

```
(setq gambit-repl-command-prefix "\e")
```

This is more convenient to type than the two keystroke '`C-c`' based sequences but the purist may not like this because it does not follow normal Emacs conventions.

Here is what a typical '`.emacs`' file will look like:

```
(setq load-path ; add directory containing gambit.el
  (cons "/usr/local/Gambit/share/emacs/site-lisp"
        load-path))
(setq scheme-program-name "/tmp/gsi -:debug=-") ; if gsi not in exe-
cutable path
(setq gambit-highlight-color "gray") ; if you don't like the default
(setq gambit-repl-command-prefix "\e") ; if you want M-c, M-s, etc
(require 'gambit)
```

5.7 GUIDE

The implementation and documentation for GUIDE, the Gambit Universal IDE, are not yet complete.

6 Scheme extensions

6.1 Extensions to standard procedures

`(transcript-on` *file*`)` procedure
`(transcript-off)` procedure

These procedures do nothing.

`(call-with-current-continuation` *proc*`)` procedure
`(call/cc` *proc*`)` procedure

The procedure `call-with-current-continuation` is bound to the global variables `call-with-current-continuation` and `call/cc`.

6.2 Extensions to standard special forms

`(lambda` *lambda-formals body*`)` special form
`(define (`*variable define-formals*`)` *body*`)` special form

lambda-formals = `(` *formal-argument-list* `)` | *r4rs-lambda-formals*

define-formals = *formal-argument-list* | *r4rs-define-formals*

formal-argument-list = *dsssl-formal-argument-list* | *rest-at-end-formal-argument-list*

dsssl-formal-argument-list = *reqs opts rest keys*

rest-at-end-formal-argument-list = *reqs opts keys rest* | *reqs opts keys* `.` *rest-formal-argument*

reqs = *required-formal-argument**

required-formal-argument = *variable*

opts = `#!optional` *optional-formal-argument** | *empty*

optional-formal-argument = *variable* | `(` *variable initializer* `)`

rest = `#!rest` *rest-formal-argument* | *empty*

rest-formal-argument = *variable*

keys = `#!key` *keyword-formal-argument** | *empty*

keyword-formal-argument = *variable* | `(` *variable initializer* `)`

initializer = *expression*

r4rs-lambda-formals = `(` *variable** `)` | `(` *variable*+ `.` *variable* `)` | *variable*

r4rs-define-formals = *variable** | *variable** `.` *variable*

These forms are extended versions of the `lambda` and `define` special forms of standard Scheme. They allow the use of optional formal arguments, either positional or named, and support the syntax and semantics of the DSSSL standard.

When the procedure introduced by a `lambda` (or `define`) is applied to a list of actual arguments, the formal and actual arguments are processed as specified in the R4RS if the *lambda-formals* (or *define-formals*) is a *r4rs-lambda-formals* (or *r4rs-define-formals*).

If the *formal-argument-list* matches *dsssl-formal-argument-list* or *extended-formal-argument-list* they are processed as follows:

a. *Variable*s in *required-formal-argument*s are bound to successive actual arguments starting with the first actual argument. It shall be an error if there are fewer actual arguments than *required-formal-argument*s.

b. Next *variable*s in *optional-formal-argument*s are bound to remaining actual arguments. If there are fewer remaining actual arguments than *optional-formal-argument*s, then the variables are bound to the result of evaluating *initializer*, if one was specified, and otherwise to `#f`. The *initializer* is evaluated in an environment in which all previous formal arguments have been bound.

c. If `#!key` does not appear in the *formal-argument-list* and there is no *rest-formal-argument* then it shall be an error if there are any remaining actual arguments.

d. If `#!key` does not appear in the *formal-argument-list* and there is a *rest-formal-argument* then the *rest-formal-argument* is bound to a list of all remaining actual arguments.

e. If `#!key` appears in the *formal-argument-list* and there is no *rest-formal-argument* then there shall be an even number of remaining actual arguments. These are interpreted as a series of pairs, where the first member of each pair is a keyword specifying the argument name, and the second is the corresponding value. It shall be an error if the first member of a pair is not a keyword. It shall be an error if the argument name is not the same as a variable in a *keyword-formal-argument*. If the same argument name occurs more than once in the list of actual arguments, then the first value is used. If there is no actual argument for a particular *keyword-formal-argument*, then the variable is bound to the result of evaluating *initializer* if one was specified, and otherwise to `#f`. The *initializer* is evaluated in an environment in which all previous formal arguments have been bound.

f. If `#!key` appears in the *formal-argument-list* and there is a *rest-formal-argument* **`before`** the `#!key` then there may be an even or odd number of remaining actual arguments and the *rest-formal-argument* is bound to a list of all remaining actual arguments. Then, these remaining actual arguments are scanned from left to right in pairs, stopping at the first pair whose first element is not a keyword. Each pair whose first element is a keyword matching the name of a *keyword-formal-argument* gives the value (i.e. the second element of the pair) of the corresponding formal argument. If the same argument name occurs more than once in the list of actual arguments, then the first value is used. If there is no actual argument for a particular *keyword-formal-argument*, then the variable is bound to the result of evaluating *initializer* if one was specified, and otherwise to `#f`. The *initializer* is evaluated in an environment in which all previous formal arguments have been bound.

g. If `#!key` appears in the *formal-argument-list* and there is a *rest-formal-argument* **`after`** the `#!key` then there may be an even or odd number of remaining actual arguments. The remaining actual arguments are scanned from left to right in pairs, stopping at the first pair whose first element is not a keyword. Each pair shall have as its first element a keyword matching the name of a *keyword-formal-argument*; the second element gives the value of the corresponding formal argument. If the same argument name occurs more than once in the list of actual arguments, then the first value is used. If there is no actual argument for

a particular *keyword-formal-argument*, then the variable is bound to the result of evaluating *initializer* if one was specified, and otherwise to `#f`. The *initializer* is evaluated in an environment in which all previous formal arguments have been bound. Finally, the *rest-formal-argument* is bound to the list of the actual arguments that were not scanned (i.e. after the last keyword/value pair).

In all cases it is an error for a *variable* to appear more than once in a *formal-argument-list*.

Note that this specification is compatible with the DSSSL language standard (i.e. a correct DSSSL program will have the same semantics when run with Gambit).

It is unspecified whether variables receive their value by binding or by assignment. Currently the compiler and interpreter use different methods, which can lead to different semantics if `call-with-current-continuation` is used in an *initializer*. Note that this is irrelevant for DSSSL programs because `call-with-current-continuation` does not exist in DSSSL.

For example:

```
> ((lambda (#!rest x) x) 1 2 3)
(1 2 3)
> (define (f a #!optional b) (list a b))
> (define (g a #!optional (b a) #!key (k (* a b))) (list a b k))
> (define (h1 a #!rest r #!key k) (list a k r))
> (define (h2 a #!key k #!rest r) (list a k r))
> (f 1)
(1 #f)
> (f 1 2)
(1 2)
> (g 3)
(3 3 9)
> (g 3 4)
(3 4 12)
> (g 3 4 k: 5)
(3 4 5)
> (g 3 4 k: 5 k: 6)
(3 4 5)
> (h1 7)
(7 #f ())
> (h1 7 k: 8 9)
(7 8 (k: 8 9))
> (h1 7 k: 8 z: 9)
(7 8 (k: 8 z: 9))
> (h2 7)
(7 #f ())
> (h2 7 k: 8 9)
(7 8 (9))
> (h2 7 k: 8 z: 9)
*** ERROR IN (console)@17.1 -- Unknown keyword argument passed to procedure
(h2 7 k: 8 z: 9)
```

6.3 Miscellaneous extensions

(`subvector` *vector start end*) procedure

This procedure is the vector analog of the `substring` procedure. It returns a newly allocated vector formed from the elements of the vector *vector* beginning with index *start* (inclusive) and ending with index *end* (exclusive).

For example:

```
> (subvector '#(a b c d e f) 3 5)
#(d e)
```

(`vector-copy` *vector* [*start* [*end*]]) procedure

This procedure is like the procedure `subvector` except the parameter *start* defaults to 0 and the parameter *end* defaults to the length of the vector *vector*. Note that the elements are not recursively copied.

For example:

```
> (define v1 '#(a b c d e f))
> (define v2 (vector-copy v1))
> v2
#(a b c d e f)
> (eq? v1 v2)
#f
> (vector-copy v1 3)
#(d e f)
> (vector-copy v1 3 5)
#(d e)
```

(`vector-copy!` *dest-vector dest-start vector* [*start* [*end*]]) procedure

This procedure mutates the vector *dest-vector*. It copies the elements of the vector *vector* beginning with index *start* (inclusive) and ending with index *end* (exclusive) to the vector *dest-vector* at index *dest-start*. The parameters *start* and *end* default respectively to 0 and the length of the vector *vector*. It is an error to copy more elements than will fit in the tail of the vector *dest-vector* starting at index *dest-start*. Note that the elements are not recursively copied.

For example:

```
> (define v1 (vector 10 11 12 13 14 15))
> (define v2 (vector 20 21 22 23))
> (vector-copy! v1 1 v2)
> v1
#(10 20 21 22 23 15)
> (vector-copy! v1 1 v2 3)
> v1
#(10 23 21 22 23 15)
> (vector-copy! v1 1 v2 1 3)
> v1
#(10 21 22 22 23 15)
```

(`vector-append` *vector...*) procedure

This procedure is the vector analog of the `string-append` procedure. It returns a newly allocated vector whose elements form the concatenation of the given vectors.

For example:

```
> (define v '#(1 2 3))
> (vector-append v v v)
#(1 2 3 1 2 3 1 2 3)
```

(vector-concatenate *lst* [*separator*]) procedure

This procedure returns a newly allocated vector whose elements form the concatenation of all the vectors in the list *lst*. If the optional vector *separator* argument is specified, it will be added between all the elements of *lst*. Without the *separator* argument the result is the same as (apply vector-append *lst*).

For example:

```
> (define v '#(1 2 3))
> (vector-concatenate (list v v v))
#(1 2 3 1 2 3 1 2 3)
> (vector-concatenate (list v v v) '#(88 99))
#(1 2 3 88 99 1 2 3 88 99 1 2 3)
```

(subvector-fill! *vector start end fill*) procedure

This procedure is like vector-fill!, but fills a selected part of the given vector. It sets the elements of the vector *vector*, beginning with index *start* (inclusive) and ending with index *end* (exclusive) to *fill*. The value returned is unspecified.

For example:

```
> (define v (vector 'a 'b 'c 'd 'e 'f))
> (subvector-fill! v 3 5 'x)
> v
#(a b c x x f)
```

(subvector-move! *src-vector src-start src-end dst-vector dst-start*) procedure

This procedure replaces part of the contents of vector *dst-vector* with part of the contents of vector *src-vector*. It copies elements from *src-vector*, beginning with index *src-start* (inclusive) and ending with index *src-end* (exclusive) to *dst-vector* beginning with index *dst-start* (inclusive). The value returned is unspecified.

For example:

```
> (define v1 '#(1 2 3 4 5 6))
> (define v2 (vector 'a 'b 'c 'd 'e 'f))
> (subvector-move! v1 3 5 v2 1)
> v2
#(a 4 5 d e f)
```

(vector-shrink! *vector k*) procedure

This procedure shortens the vector *vector* so that its new size is *k*. The value returned is unspecified.

For example:

```
> (define v (vector 'a 'b 'c 'd 'e 'f))
> v
#(a b c d e f)
> (vector-shrink! v 3)
> v
#(a b c)
```

(vector-cas! *vector k new-value old-value*) procedure

The procedure vector-cas! performs an atomic compare-and-swap operation on the element of vector *vector* at index *k*. If the element's value is eq? to *old-value* then

the element is changed to *new-value*, otherwise the value does not change. Regardless what happened, the element's value prior to any change is returned. It is thus possible to detect a change by an explicit `eq?` test of the result.

For example:

```
> (define v (vector 'a))
> (eq? 'foo (vector-cas! v 0 'b 'foo))
#f
> v
#(a)
> (eq? 'a (vector-cas! v 0 'b 'a))
#t
> v
#(b)
```

(`vector-inc!` *vector k* [*step*]) procedure

The procedure `vector-inc!` performs an atomic incrementation on the element of vector *vector* at index *k*, which must be a fixnum. The parameter *step* defaults to 1 and it is the fixnum value that is added (with wraparound) to the element. The procedure returns the value of the element prior to the incrementation.

For example:

```
> (define v (vector 100))
> (vector-inc! v 0)
100
> (vector-inc! v 0)
101
> (vector-inc! v 0 5)
102
> v
#(107)
```

(`vector-set` *vector k obj*) procedure

The procedure `vector-set` returns a new copy of the vector *vector* with the element at index *k* replaced with *obj*.

For example:

```
> (define v1 (vector 10 11 12 13))
> (define v2 (vector-set v1 2 99))
> v2
#(10 11 99 13)
> (eq? v1 v2)
#f
```

(`vector-swap!` *vector i j*) procedure

The procedure `vector-swap!` swaps the elements at index *i* and index *j* of the vector *vector*.

For example:

```
> (define v1 (vector 0 1 2 3 4))
> v1
#(0 1 2 3 4)
> (vector-swap! v1 0 4)
> v1
#(4 1 2 3 0)
```

(vector-any *pred vec1 vec2 ...*) procedure

The procedure `vector-any` returns the first non-false value that the predicate *pred* returns when applied to the elements of the vectors *vec1 vec2 ...* in order, beginning with index 0 and stopping at the length of the shortest vector argument. It returns `#f` if there is no such non-false value.

For example:

```
> (vector-any = '#(1 2) '#(0 2 4))
#t
> (vector-any number? '#())
#f
> (vector-any (lambda (a b) (and a b)) '#(#f 1 #f 2) '#(1 #f 2 3 5))
3
```

(vector-every *pred vec1 vec2 ...*) procedure

The procedure `vector-every` applies the predicate *pred* to the elements of the vectors *vec1 vec2 ...* in order, beginning with index 0 and stopping at the length of the shortest vector argument. If the result of *pred* is ever `#f`, that is returned; if the smallest vector is empty, then `#t` is returned; otherwise, the last value of *pred* is returned.

For example:

```
> (vector-every = '#(1 0) '#(1. 0. 4))
#t
> (vector-every char? '#())
#t
> (vector-every (lambda (a b) (or a b)) '#(#f 1 #f 2) '#(1 #f 2 3 5))
2
> (vector-every = '#(1 2) '#(1. 0. 4))
#f
```

(vector-fold *kons knil vec1 vec2 ...*) procedure

The procedure *kons* is iterated over each value in all of the vectors, stopping at the end of the shortest; *kons* is applied as `(`*kons* `state (vector-ref` *vec1* `i) (vector-ref` *vec2* `i) ...)`, where `state` is the current state value—the current state value begins with *knil*, and becomes whatever *kons* returned on the previous iteration—and `i` is the current index. The iteration is strictly increasing in the index `i`, starting at 0.

For example:

```
> (vector-fold (lambda (len str) (max (string-length str) len)) 0 '#("a b c" "
5
> (vector-fold xcons '() '#(a b c d))
(d c b a)
> (vector-fold (lambda (counter n) (if (even? n) (+ counter 1) counter)) 0 '#(
3
```

(vector-fold-right *kons knil vec1 vec2 ...*) procedure

Similar to `vector-fold`, but strictly decreasing in the index.

For example:

```
> (vector-fold-right xcons '() '#(a b c d))
(a b c d)
```

(vector-cumulate *proc knil vec*) procedure

Returns a newly allocated vector *new* with the same length as *vec*. The *i*th element of *new* is set to the result of invoking *proc* on the *i*-1'st element of *new* and the *i*th element of *vec*, except that on the first call of *proc* the first argument is *knil*. The vector *new* is returned.

For example:

```
> (vector-cumulate + 0 '#(3 1 4 1 5 9 2 5 6))
#(3 4 8 9 14 23 25 30 36)
```

(vector-unfold *proc len initial-seed ...*) procedure

Returns a new vector of length *len*. `vector-unfold` iterates across each index *k* between `0` and *len*, applying *proc* at each iteration to the current index and current seeds, in that order, to receive *n + 1* values: first, the element to put in the *k*th slot of the new vector and *n* new seeds for the next iteration. It is an error for the number of seeds to vary between iterations.

For example:

```
> (vector-unfold values 0)
#()
> (vector-unfold (lambda (k i j) (values j j (+ i j))) 10 1 1)
#(1 2 3 5 8 13 21 34 55 89)
> (vector-unfold values 10)
#(0 1 2 3 4 5 6 7 8 9)
> (define v '#(0 2 4 6 8))
> (vector-unfold (lambda (i) (vector-ref v i)) 3)
#(0 2 4)
```

(vector-unfold-right *proc len initial-seed ...*) procedure

Like `vector-unfold`, but it uses *proc* to generate elements from right to left, rather than left to right. The first index used is *len*-1.

For example:

```
> (vector-unfold-right (lambda (i x) (values (cons i x) (+ x 1))) 5 0)
#((0 . 4) (1 . 3) (2 . 2) (3 . 1) (4 . 0))
> (define vec '#(0 1 2 3 4))
> (vector-unfold-right (lambda (i x) (values (vector-ref vec x) (+ x 1))) (vec
length vec) 0)
#(4 3 2 1 0)
```

(string-set *string k char*) procedure

The procedure `string-set` returns a new copy of the string *string* with the character at index *k* replaced with *char*.

For example:

```
> (define s1 (string #\a #\b #\c #\d))
> (define s2 (string-set s1 2 #\.))
> s2
"ab.d"
> (eq? s1 s2)
#f
```

(string-swap! *string i j*) procedure

The procedure `string-swap!` swaps the characters at index *i* and index *j* of the string *string*.

For example:

```
> (define s1 (string #\a #\b #\c #\d #\e))
> s1
"abcde"
> (string-swap! s1 0 4)
> s1
"ebcda"
```

(`string-prefix-length` *s1 s2* [*start1* [*end1* [*start2* [*end2*]]]]) procedure
(`string-prefix-length-ci` *s1 s2* [*start1* [*end1* [*start2* [*end2*]]]]) procedure

The procedures `string-prefix-length` and `string-prefix-length-ci` return an exact nonnegative integer indicating the length of the longest substring of the strings *s1* and *s2* at the start of those strings that are `string=?` (for `string-prefix-length`) or `string-ci=?` (for `string-prefix-length-ci`). The optional exact nonnegative integer parameters *start1*, *end1*, *start2*, and *end2* delimit the sections of the strings *s1* and *s2* that are considered. The parameters *start1* and *start2* default to 0, and the parameters *end1* and *end2* default to the length of the strings *s1* and *s2* respectively.

For example:

```
> (string-prefix-length "abracadabra" "abrac123")
5
> (string-prefix-length "abracadabra" "abrac123" 7)
4
> (string-prefix-length "abracadabra" "AbRaC123")
0
> (string-prefix-length-ci "abracadabra" "AbRaC123")
5
```

(`string-suffix-length` *s1 s2* [*start1* [*end1* [*start2* [*end2*]]]]) procedure
(`string-suffix-length-ci` *s1 s2* [*start1* [*end1* [*start2* [*end2*]]]]) procedure

The procedures `string-suffix-length` and `string-suffix-length-ci` return an exact nonnegative integer indicating the length of the longest substring of the strings *s1* and *s2* at the end of those strings that are `string=?` (for `string-suffix-length`) or `string-ci=?` (for `string-suffix-length-ci`). The optional exact nonnegative integer parameters *start1*, *end1*, *start2*, and *end2* delimit the sections of the strings *s1* and *s2* that are considered. The parameters *start1* and *start2* default to 0, and the parameters *end1* and *end2* default to the length of the strings *s1* and *s2* respectively.

For example:

```
> (string-suffix-length "abracadabra" "123dabra")
5
> (string-suffix-length "abracadabra" "123dAbRa" 1 4)
1
> (string-suffix-length-ci "abracadabra" "123dAbRa" 1 4)
3
```

(`string-prefix?` *s1 s2* [*start1* [*end1* [*start2* [*end2*]]]]) procedure
(`string-prefix-ci?` *s1 s2* [*start1* [*end1* [*start2* [*end2*]]]]) procedure

The procedures `string-prefix?` and `string-prefix-ci?` return a boolean indicating whether the string *s1* is a substring at the start of string *s2* when compared with `string=?` (for `string-prefix?`) or `string-ci=?` (for `string-prefix-ci?`). The optional exact nonnegative integer parameters *start1*, *end1*, *start2*, and

end2 delimit the sections of the strings *s1* and *s2* that are considered. The parameters *start1* and *start2* default to 0, and the parameters *end1* and *end2* default to the length of the strings *s1* and *s2* respectively.

For example:

```
> (string-prefix? "ab" "abracadabra")
#t
> (string-prefix? "ab" "Abracadabra")
#f
> (string-prefix? "ab" "Abracadabra" 0 2 7)
#t
> (string-prefix-ci? "ab" "ABracadabra")
#t
```

(`string-suffix?` *s1 s2* [*start1* [*end1* [*start2* [*end2*]]]]) procedure
(`string-suffix-ci?` *s1 s2* [*start1* [*end1* [*start2* [*end2*]]]]) procedure

The procedures `string-suffix?` and `string-suffix-ci?` return a boolean indicating whether the string *s1* is a substring at the end of string *s2* when compared with `string=?` (for `string-suffix?`) or `string-ci=?` (for `string-suffix-ci?`). The optional exact nonnegative integer parameters *start1*, *end1*, *start2*, and *end2* delimit the sections of the strings *s1* and *s2* that are considered. The parameters *start1* and *start2* default to 0, and the parameters *end1* and *end2* default to the length of the strings *s1* and *s2* respectively.

For example:

```
> (string-suffix? "ra" "abracadabra")
#t
> (string-suffix? "ra" "abracadabrA")
#f
> (string-suffix? "ra" "abracadabrA" 0 2 0 4)
#t
> (string-suffix-ci? "ra" "abracadabrA")
#t
```

(`string-contains` *s1 s2* [*start1* [*end1* [*start2* [*end2*]]]]) procedure
(`string-contains-ci` *s1 s2* [*start1* [*end1* [*start2* [*end2*]]]]) procedure

The procedures `string-contains` and `string-contains-ci` look for the first substring of the string *s1* (in a left to right traversal) that is equal to the string *s1* according to `string=?` (for `string-contains`) or `string-ci=?` (for `string-contains-ci`). The result is `#f` when the string *s2* is not found in *s1*, otherwise the result is an exact nonnegative integer indicating the index in *s1* where the first occurrence of *s2* is found. The optional exact nonnegative integer parameters *start1*, *end1*, *start2*, and *end2* delimit the sections of the strings *s1* and *s2* that are considered. The parameters *start1* and *start2* default to 0, and the parameters *end1* and *end2* default to the length of the strings *s1* and *s2* respectively.

For example:

```
> (string-contains "abracadabra" "ra")
2
> (string-contains "abracadabra" "ra" 3)
9
> (string-contains "abracadabra" "Ra")
#f
> (string-contains-ci "abracadabra" "Ra")
2
```

(`string-concatenate` *lst* [*separator*]) procedure

This procedure returns a newly allocated string which is the concatenation of all the strings in the list *lst*. If the optional string *separator* argument is specified, it will be added between all the elements of *lst*. Without the *separator* argument the result is the same as (`apply string-append` *lst*).

For example:

```
> (define s "abc")
> (string-concatenate (list s s s))
"abcabcabc"
> (string-concatenate (list s s s) ",")
"abc,abc,abc"
```

(`substring-fill!` *string start end fill*) procedure

This procedure is like `string-fill!`, but fills a selected part of the given string. It sets the elements of the string *string*, beginning with index *start* (inclusive) and ending with index *end* (exclusive) to *fill*. The value returned is unspecified.

For example:

```
> (define s (string #\a #\b #\c #\d #\e #\f))
> (substring-fill! s 3 5 #\x)
> s
"abcxxf"
```

(`substring-move!` *src-string src-start src-end dst-string dst-start*) procedure

This procedure replaces part of the contents of string *dst-string* with part of the contents of string *src-string*. It copies elements from *src-string*, beginning with index *src-start* (inclusive) and ending with index *src-end* (exclusive) to *dst-string* beginning with index *dst-start* (inclusive). The value returned is unspecified.

For example:

```
> (define s1 "123456")
> (define s2 (string #\a #\b #\c #\d #\e #\f))
> (substring-move! s1 3 5 s2 1)
> s2
"a45def"
```

(`string-shrink!` *string k*) procedure

This procedure shortens the string *string* so that its new size is *k*. The value returned is unspecified.

For example:

```
> (define s (string #\a #\b #\c #\d #\e #\f))
> s
"abcdef"
> (string-shrink! s 3)
> s
"abc"
```

(`box` *obj*) procedure
(`box?` *obj*) procedure
(`unbox` *box*) procedure
(`set-box!` *box obj*) procedure

These procedures implement the *box* data type. A box is a cell containing a single mutable field. The lexical syntax of a box containing the object *obj* is `#&`*obj* (see Section 15.7 [Box syntax], page 243).

The procedure `box` returns a new box object whose content is initialized to *obj*. The procedure `box?` returns `#t` if *obj* is a box, and otherwise returns `#f`. The procedure `unbox` returns the content of the box *box*. The procedure `set-box!` changes the content of the box *box* to *obj*. The procedure `set-box!` returns an unspecified value.

For example:

```
> (define b (box 0))
> b
#&0
> (define (inc!) (set-box! b (+ (unbox b) 1)))
> (inc!)
> b
#&1
> (unbox b)
1
```

(`keyword?` *obj*) procedure
(`keyword->string` *keyword*) procedure
(`string->keyword` *string*) procedure

These procedures implement the *keyword* data type. Keywords are similar to symbols but are self evaluating and distinct from the symbol data type. The lexical syntax of keywords is specified in Section 15.6 [Keyword syntax], page 242.

The procedure `keyword?` returns `#t` if *obj* is a keyword, and otherwise returns `#f`. The procedure `keyword->string` returns the name of *keyword* as a string. The procedure `string->keyword` returns the keyword whose name is *string*.

For example:

```
> (keyword? 'color)
#f
> (keyword? color:)
#t
> (keyword->string color:)
"color"
> (string->keyword "color")
color:
```

(`gensym` [*prefix*]) procedure

This procedure returns a new *uninterned symbol*. Uninterned symbols are guaranteed to be distinct from the symbols generated by the procedures `read` and `string->symbol`. The symbol *prefix* is the prefix used to generate the new symbol's name. If it is not specified, the prefix defaults to 'g'.

For example:

```
> (gensym)
#:g0
> (gensym)
#:g1
> (gensym 'star-trek-)
#:star-trek-2
```

(`string->uninterned-symbol` *name* [*hash*]) procedure

(uninterned-symbol? *obj*) procedure

The procedure string->uninterned-symbol returns a new uninterned symbol whose name is *name* and hash is *hash*. The name must be a string and the hash must be a nonnegative fixnum.

The procedure uninterned-symbol? returns #t when *obj* is a symbol that is uninterned and #f otherwise.

For example:

```
> (uninterned-symbol? (gensym))
#t
> (string->uninterned-symbol "foo")
#:foo:
> (uninterned-symbol? (string->uninterned-symbol "foo"))
#t
> (uninterned-symbol? 'hello)
#f
> (uninterned-symbol? 123)
#f
```

(string->uninterned-keyword *name* [*hash*]) procedure

(uninterned-keyword? *obj*) procedure

The procedure string->uninterned-keyword returns a new uninterned keyword whose name is *name* and hash is *hash*. The name must be a string and the hash must be a nonnegative fixnum.

The procedure uninterned-keyword? returns #t when *obj* is a keyword that is uninterned and #f otherwise.

For example:

```
> (string->uninterned-keyword "foo")
#:foo:
> (uninterned-keyword? (string->uninterned-keyword "foo"))
#t
> (uninterned-keyword? hello:)
#f
> (uninterned-keyword? 123)
#f
```

(identity *obj*) procedure

This procedure returns *obj*.

(void) procedure

This procedure returns the void object. The read-eval-print loop prints nothing when the result is the void object.

(eval *expr* [*env*]) procedure

The first parameter is a datum representing an expression. The eval procedure evaluates this expression in the global interaction environment and returns the result. If present, the second parameter is ignored (it is provided for compatibility with R5RS).

For example:

```
> (eval '(+ 1 2))
3
> ((eval 'car) '(1 2))
```

```
1
> (eval '(define x 5))
> x
5
```

(define-macro (*name define-formals*) *body*) special form

Define *name* as a macro special form which expands into *body*. This form can only appear where a define form is acceptable. Macros are lexically scoped. The scope of a local macro definition extends from the definition to the end of the body of the surrounding binding construct. Macros defined at the top level of a Scheme module are only visible in that module. To have access to the macro definitions contained in a file, that file must be included either directly using the include special form or indirectly with the import special form. Macros which are visible from the REPL are also visible during the compilation of Scheme source files.

For example:

```
(define-macro (unless test . body)
  `(if ,test #f (begin ,@body)))

(define-macro (push var #!optional val)
  `(set! ,var (cons ,val ,var)))
```

To examine the code into which a macro expands you can use the compiler's '-expansion' option or the pp procedure. For example:

```
> (define-macro (push var #!optional val)
    `(set! ,var (cons ,val ,var)))
> (pp (lambda () (push stack 1) (push stack) (push stack 3)))
(lambda ()
  (set! stack (cons 1 stack))
  (set! stack (cons #f stack))
  (set! stack (cons 3 stack)))
```

(define-syntax *name expander*) special form

Define *name* as a macro special form whose expansion is specified by *expander*. This form is available only when the runtime option '-:s' is used. This option causes the loading of the ~~lib/syntax-case support library, which is the Hieb and Dybvig portable syntax-case implementation which has been ported to the Gambit interpreter and compiler. Note that this implementation of syntax-case does not support special forms that are specific to Gambit.

For example:

```
$ gsi -:s
Gambit v4.9.8

> (define-syntax unless
    (syntax-rules ()
      ((unless test body ...)
       (if test #f (begin body ...)))))
> (let ((test 111)) (unless (= 1 2) (list test test)))
(111 111)
> (pp (lambda () (let ((test 111)) (unless (= 1 2) (list test test)))))
(lambda () ((lambda (%%test14) (if (= 1 2) #f (list %%test14 %%test14))) 111))
> (unless #f (pp xxx))
*** ERROR IN (console)@7.16 -- Unbound variable: xxx
```

`(compilation-target)` procedure

This procedure can only be executed during the phase of the Scheme code's processing (*compilation*) that corresponds to macro expansion. Calls to this procedure are typically contained in macro definitions but they can also be contained in procedures that are called from a macro definition's body directly or indirectly.

The result returned by the `compilation-target` procedure gives an indication of the target language of the *compilation*. This can be used to write macros that depend on the type of *compilation* and the target language.

When the result is the symbol *`T`* the macro expansion is in the context of compiling to the target language *`T`*, e.g. `C`, `js`, etc. When the result is a single element list `(`*`T`*`)` the macro expansion is for the interpreter which itself was compiled for the target language *`T`*, e.g. `(C)`, `(js)`, etc.

For example:

```
$ cat ct.scm
(define (level-0)
  (string-append "0: " (object->string (compilation-target))))

(define-macro (test)

  (define (level-1)
    (string-append "1: " (object->string (compilation-target))))

  (define-macro (level-2)
    (string-append "2: " (object->string (compilation-target))))

  `(list ,(level-1) ,(level-2)))

(pp (test))

(pp (level-0)) ;; run time exception
$ gsi ct.scm
("1: (C)" "2: (C)")
*** ERROR IN level-0, "ct.scm"@2.40 -- Not in compilation context
(compilation-target)
$ gsc -target js -exe ct.scm
$ ./ct
("1: js" "2: (C)")
*** ERROR IN level-0 -- Not in compilation context
(compilation-target)
```

Regardless of whether '`ct.scm`' is being processed by the interpreter or the compiler, the body of the `level-0` procedure is not in a compilation context and in the body of the `level-2` macro the compilation target is `(C)` indicating that the macro expansion is being done for interpretation.

During the execution of the `level-1` procedure, the compilation target will correspond to what is processing '`ct.scm`' (interpreter or compiler).

Note that the compilation target can also be tested by the `cond-expand` special form.

(cond-expand *ce-clause* ...) special form

The cond-expand expression type provides a way to statically expand different expressions depending on the presence or absence of a set of features. A *ce-clause* takes the following form:

(*feature-requirement expression* ...)

The last clause can be an "else clause," which has the form

(else *expression*)

A *feature-requirement* takes one of the following forms:

- *feature-identifier*
- (library *library-name*)
- (and *feature-requirement* ...)
- (or *feature-requirement* ...)
- (not *feature-requirement*)
- (compilation-target *target* ...)

The runtime system maintains a list of feature identifiers which are present, as well as a list of libraries which can be imported. The value of a *feature-requirement* is determined by replacing each *feature-identifier* and (library *library-name*) on the runtime system's lists with #t. Similarly, #t replaces each (compilation-target *target* ...) for which one of the *target* matches the expansion time value of (compilation-target), with a *target* of (_) matching any single element list (i.e. the interpreter). All other *feature-identifier*, (library *library-name*), and (compilation-target *target* ...) are replaced with #f. The resulting expression is then evaluated as a Scheme boolean expression under the normal interpretation of and, or, and not.

A cond-expand is then expanded by evaluating the *feature-requirement*s of successive *ce-clause*s in order until one of them returns #t. When a true clause is found, the corresponding *expression*s are expanded to a begin, and the remaining clauses are ignored. If none of the *feature-requirement*s evaluate to #t, then if there is an else clause, its *expression*s are included. Otherwise, an expansion time error is raised. Unlike cond, cond-expand does not depend on the value of any variables.

The feature identifier gambit is always true when the cond-expand is expanded by the Gambit interpreter or compiler.

For example:

```
> (cond-expand (foobar 111) (gambit 222) (else 333))
222
> (cond-expand ((compilation-target js) 111) (else 222))
222
> (cond-expand ((compilation-target (_)) 111) (else 222))
111
```

(define-cond-expand-feature *feature-identifier* ...) special form

The define-cond-expand-feature form can be used to add the feature identifiers *feature-identifier* ... to the list of features maintained by the runtime system. These features are usable for the expansion of following cond-expand forms in the same file of source code, and the processing of other files and REPL interactions.

For example:

```
> (cond-expand (foobar 111) (gambit 222) (else 333))
222
> (define-cond-expand-feature foobar)
> (cond-expand (foobar 111) (gambit 222) (else 333))
111
```

(declare *declaration...*) special form

This form introduces declarations to be used by the compiler (currently the interpreter ignores the declarations). This form can only appear where a `define` form is acceptable. Declarations are lexically scoped in the same way as macros. The following declarations are accepted by the compiler:

(*dialect*) Use the given dialect's semantics. *dialect* can be: 'ieee-scheme', 'r4rs-scheme', 'r5rs-scheme' or 'gambit-scheme'.

(*strategy*) Select block compilation or separate compilation. In block compilation, the compiler assumes that global variables defined in the current file that are not mutated in the file will never be mutated. *strategy* can be: 'block' or 'separate'.

([not] inline) Allow (or disallow) inlining of user procedures.

([not] inline-primitives *primitive...*)
The given primitives should (or should not) be inlined if possible (all primitives if none specified).

(inlining-limit *n*)
Select the degree to which the compiler inlines user procedures. *n* is the upper-bound, in percent, on code expansion that will result from inlining. Thus, a value of 300 indicates that the size of the program will not grow by more than 300 percent (i.e. it will be at most 4 times the size of the original). A value of 0 disables inlining. The size of a program is the total number of subexpressions it contains (i.e. the size of an expression is one plus the size of its immediate subexpressions). The following conditions must hold for a procedure to be inlined: inlining the procedure must not cause the size of the call site to grow more than specified by the inlining limit, the site of definition (the `define` or `lambda`) and the call site must be declared as `(inline)`, and the compiler must be able to find the definition of the procedure referred to at the call site (if the procedure is bound to a global variable, the definition site must have a `(block)` declaration). Note that inlining usually causes much less code expansion than specified by the inlining limit (an expansion around 10% is common for *n*=370).

(allocation-limit *n*)
Indicate the maximum size of objects allocated with `make-vector`, `make-string`, `make-u8vector`, etc. Knowing

the maximum size allows the compiler to inline calls to these allocators for small allocations. This is only supported by the C target and only up to a size that is allowed for *movable objects* (typically on the order of 1-2 KB). When *n* is an exact nonnegative integer it is the upper-bound on the number of elements of the allocated objects. When *n* is `#t` a dynamic test of the size is done. When *n* is `#f` the allocation operation is not inlined.

([not] `lambda-lift`)
Lambda-lift (or don't lambda-lift) locally defined procedures.

([not] `constant-fold`)
Allow (or disallow) constant-folding of primitive procedures.

([not] `standard-bindings` *var*`...`)
The given global variables are known (or not known) to be equal to the value defined for them in the dialect (all variables defined in the standard if none specified).

([not] `extended-bindings` *var*`...`)
The given global variables are known (or not known) to be equal to the value defined for them in the runtime system (all variables defined in the runtime if none specified).

([not] `run-time-bindings` *var*`...`)
The given global variables will be tested at run time to see if they are equal to the value defined for them in the runtime system (all variables defined in the runtime if none specified).

([not] `safe`) Generate (or don't generate) code that will prevent fatal errors at run time. Note that in '`safe`' mode certain semantic errors will not be checked as long as they can't crash the system. For example the primitive `char=?` may disregard the type of its arguments in '`safe`' as well as '`not safe`' mode.

([not] `interrupts-enabled`)
Generate (or don't generate) interrupt checks. Interrupt checks are used to detect user interrupts and also to check for stack overflows. Interrupt checking should not be turned off casually.

([not] `poll-on-return`)
Generate (or don't generate) interrupt checks on procedure returns (when interrupt checking is enabled). This declaration has no effect on the behavior of interrupt checking on procedure calls, which is needed to guarantee that stack overflows are handled properly.

([not] `debug`) Enable (or disable) the generation of debugging information. The kind of debugging information that is generated depends on the declarations '`debug-location`', '`debug-source`', and '`debug-environments`'. If any of the command line options

'-debug', '-debug-location', '-debug-source' and '-debug-environments' are present, the 'debug' declaration is initially enabled, otherwise it is initially disabled. When all kinds of debugging information are generated there is a substantial increase in the C compilation time and the size of the generated code. When compiling a 3000 line Scheme file it was observed that the total compilation time is 500% longer and the executable code is 150% bigger.

([not] debug-location)

Select (or deselect) source code location debugging information. When this declaration and the 'debug' declaration are in effect, run time error messages indicate the location of the error in the source code file. If any of the command line options '-debug-source' and '-debug-environments' are present and '-debug-location' is absent, the 'debug-location' declaration is initially disabled, otherwise it is initially enabled. When compiling a 3000 line Scheme file it was observed that the total compilation time is 200% longer and the executable code is 60% bigger.

([not] debug-source)

Select (or deselect) source code debugging information. When this declaration and the 'debug' declaration are in effect, run time error messages indicate the source code, the backtraces are more precise, and the pp procedure will display the source code of compiled procedures. If any of the command line options '-debug-location' and '-debug-environments' are present and '-debug-source' is absent, the 'debug-source' declaration is initially disabled, otherwise it is initially enabled. When compiling a 3000 line Scheme file it was observed that the total compilation time is 90% longer and the executable code is 90% bigger.

([not] debug-environments)

Select (or deselect) environment debugging information. When this declaration and the 'debug' declaration are in effect, the debugger will have access to the environments of the continuations. In other words the local variables defined in compiled procedures (and not optimized away by the compiler) will be shown by the ',e' REPL command. If any of the command line options '-debug-location' and '-debug-source' are present and '-debug-environments' is absent, the 'debug-environments' declaration is initially disabled, otherwise it is initially enabled. When compiling a 3000 line Scheme file it was observed that the total compilation time is 70% longer and the executable code is 40% bigger.

(`[not] proper-tail-calls`)
: Generate (or don't generate) proper tail calls. When proper tail calls are turned off, tail calls are handled like non-tail calls, that is a continuation frame will be created for all calls regardless of their kind. This is useful for debugging because the caller of a procedure will be visible in the backtrace produced by the REPL's '`,b`' command even when the call is a tail call. Be advised that this does cause stack space to be consumed for tail calls which may cause the stack to overflow when performing long iterations with tail calls (whether they are expressed with a `letrec`, named `let`, `do`, or other form).

(`[not] generative-lambda`)
: Force (or don't force) the creation of fresh closures when evaluating lambda-expressions. A fresh closure is always created when a lambda-expression has at least one free variable (that has not been eliminated by dead-code elimination or other compiler optimization) or when the generative-lambda declaration is turned on. When a lambda-expression has no free variables and the generative-lambda declaration is turned off, the value of the lambda-expression may be the same procedure (in the sense of `eq?`).

(`[not] optimize-dead-local-variables`)
: Remove (or preserve) the dead local variables in the environment. Preserving the dead local variables is useful for debugging because continuations will contain the dead variables. Thus, if the code is also compiled with the declaration '`debug-environments`' the '`,e`', '`,ed`', '`,be`', and '`,bed`' REPL commands will display the dead variables. On the other hand, preserving the dead local variables may change the space complexity of the program (i.e. some of the data that would normally be reclaimed by the garbage collector will not be). Note that due to other compiler optimizations some dead local variables may be removed regardless of this declaration.

(`[not] optimize-dead-definitions` *var...*)
: Remove (or preserve) the dead toplevel definitions of the given global variables (all global variables if none specified). A toplevel definition is dead if it is not referenced by toplevel expressions of the program or toplevel definitions that aren't dead (regardless of the evaluation of its expression causing a side-effect). When a module is separately compiled and some of its definitions are only used by other modules, this declaration must be used with care to keep definitions that are used by other modules, for example if `foo` is referenced in another module the following declaration should be used: '`(declare (not optimize-dead-definitions foo))`'.

(*number-type primitive...*)
: Numeric arguments and result of the specified primitives are known to be of the given type (all primitives if none specified). *number-type* can be: '`generic`', '`fixnum`', or '`flonum`'.

(*mostly-number-type primitive...*)
: Numeric arguments and result of the specified primitives are expected to be most often of the given type (all primitives if none specified). *mostly-number-type* can be: '`mostly-generic`', '`mostly-fixnum`', '`mostly-fixnum-flonum`', '`mostly-fixnum-iflonum`', '`mostly-flonum`', '`mostly-iflonum`', '`mostly-flonum-fixnum`', or '`mostly-iflonum-fixnum`'. The term '`iflonum`' (immediate flonum) means a floating point value that does not need memory allocation (typically floating point values that are close to 1.0). If the system is built to treat all floating point values the same way (for example when using NaN-boxing or heap-allocated flonums) '`iflonum`' is equivalent to '`flonum`'.

The default declarations used by the compiler are equivalent to:

```
(declare
  (gambit-scheme)
  (separate)
  (inline)
  (inline-primitives)
  (inlining-limit 370)
  (allocation-limit #t)
  (constant-fold)
  (lambda-lift)
  (not standard-bindings)
  (not extended-bindings)
  (run-time-bindings)
  (safe)
  (interrupts-enabled)
  (not poll-on-return)
  (not debug)           ;; depends on debugging command line options
  (debug-location)      ;; depends on debugging command line options
  (debug-source)        ;; depends on debugging command line options
  (debug-environments)  ;; depends on debugging command line options
  (proper-tail-calls)
  (not generative-lambda)
  (optimize-dead-local-variables)
  (not optimize-dead-definitions)
  (generic)
  (mostly-fixnum-iflonum)
)
```

These declarations are compatible with the semantics of R5RS Scheme and includes a few procedures from R6RS (mainly fixnum specific and flonum specific procedures). Typically used declarations that enhance performance, at the cost of violating the R5RS Scheme semantics, are: `(standard-bindings)`, `(block)`, `(not safe)` and `(fixnum)`.

(`continuation?` *obj*) procedure

`(continuation-capture` *proc*`)` procedure
`(continuation-graft` *cont proc obj...*`)` procedure
`(continuation-return` *cont obj...*`)` procedure

These procedures provide access to internal first-class continuations which are represented using continuation objects distinct from procedures.

The procedure `continuation?` returns `#t` when *obj* is a continuation object and `#f` otherwise.

The procedure `continuation-capture` is similar to the `call/cc` procedure but it represents the continuation with a continuation object. The *proc* parameter must be a procedure accepting a single argument. The procedure `continuation-capture` reifies its continuation and calls *proc* with the corresponding continuation object as its sole argument. Like for `call/cc`, the implicit continuation of the call to *proc* is the implicit continuation of the call to `continuation-capture`.

The procedure `continuation-graft` performs a procedure call to the procedure *proc* with arguments *obj...* and the implicit continuation corresponding to the continuation object *cont*. The current continuation of the call to procedure `continuation-graft` is ignored.

The procedure `continuation-return` invokes the implicit continuation corresponding to the continuation object *cont* with the result(s) *obj...*. This procedure can be easily defined in terms of `continuation-graft`:

```
(define (continuation-return cont . objs)
  (continuation-graft cont apply values objs))
```

For example:

```
> (define x #f)
> (define p (make-parameter 11))
> (pp (parameterize ((p 22))
        (cons 33 (continuation-capture
                   (lambda (c) (set! x c) 44)))))
(33 . 44)
> x
#<continuation #2>
> (continuation-return x 55)
(33 . 55)
> (continuation-graft x (lambda () (expt 2 10)))
(33 . 1024)
> (continuation-graft x expt 2 10)
(33 . 1024)
> (continuation-graft x (lambda () (p)))
(33 . 22)
> (define (map-sqrt1 lst)
    (call/cc
     (lambda (k)
       (map (lambda (x)
              (if (< x 0)
                  (k 'error)
                  (sqrt x)))
            lst))))
> (map-sqrt1 '(1 4 9))
(1 2 3)
> (map-sqrt1 '(1 -1 9))
error
> (define (map-sqrt2 lst)
```

```
        (continuation-capture
         (lambda (c)
           (map (lambda (x)
                  (if (< x 0)
                      (continuation-return c 'error)
                      (sqrt x)))
                lst))))
> (map-sqrt2 '(1 4 9))
(1 2 3)
> (map-sqrt2 '(1 -1 9))
error
```

(display-exception *exc* [*port*]) procedure
(display-exception-in-context *exc cont* [*port*]) procedure
(display-procedure-environment *proc* [*port*]) procedure
(display-continuation-environment *cont* [*port*]) procedure
(display-continuation-dynamic-environment *cont* [*port*]) procedure
(display-continuation-backtrace *cont* [*port* [*detail-level* [*highlight-source-level* [*depth* [*max-head* [*max-tail* [*line-numbers?* [*context-inner* [*context-outer*]]]]]]]]]) procedure

The procedure `display-continuation-backtrace` displays the frames of the continuation corresponding to the continuation object *cont* on the port *port*. If it is not specified, *port* defaults to the current output-port. The frames are displayed in the same format as the REPL's '`,b`' command.

The parameter *detail-level*, which defaults to the value of the parameter object `repl-backtrace-detail-level` or `1` whichever is larger, controls the amount of backtrace detail that is displayed (see [repl-backtrace-detail-level], page 43).

The parameter *highlight-source-level*, which defaults to the value of the parameter object `repl-highlight-source-level`, controls when to pinpoint source code locations by displaying the relevant part of the source code with the location highlighted (see [repl-highlight-source-level], page 43).

The parameter *depth*, which defaults to 0, causes the frame numbers to be offset by that value.

The parameters *max-head* and *max-tail*, which default to 10 and 4 respectively, control how many frames are displayed at the head and tail of the continuation.

The parameter *line-numbers?*, which defaults to `#t`, controls the printing of line numbers when source code highlighting.

The parameters *context-inner* and *context-outer*, which default to 2 and 2 respectively, control how many lines of source code to include inside the highlighted section and outside the highlighted section when source code highlighting.

For example:

```
> (define x #f)
> (define (fib n)
    (if (< n 2)
        (continuation-capture
         (lambda (c) (set! x c) 1))
        (+ (fib (- n 1))
           (fib (- n 2)))))
> (fib 10)
```

```
89
> (display-continuation-backtrace x)
[0] fib             (stdin)@7.12-7.25   (fib (- n 2))
[1] fib             (stdin)@7:12-7:25   (fib (- n 2))
[2] fib             (stdin)@7:12-7:25   (fib (- n 2))
[3] fib             (stdin)@7:12-7:25   (fib (- n 2))
[4] fib             (stdin)@7:12-7:25   (fib (- n 2))
[5] (interaction)   (stdin)@8:1-8:9     (fib 10)
#f
> (display-continuation-backtrace x (current-output-port) 2)
[0] fib             (stdin)@7.12-7.25   (fib (- n 2))
          n = 2
[1] fib             (stdin)@7:12-7:25   (fib (- n 2))
          n = 4
[2] fib             (stdin)@7:12-7:25   (fib (- n 2))
          n = 6
[3] fib             (stdin)@7:12-7:25   (fib (- n 2))
          n = 8
[4] fib             (stdin)@7:12-7:25   (fib (- n 2))
          n = 10
[5] (interaction)   (stdin)@8:1-8:9     (fib 10)
#f
> (display-continuation-backtrace x (current-output-port) 4)
[0] fib             (stdin)@7.12-7.25   (fib (- n 2))
[1] fib             (stdin)@6:9-7:26    (+ (fib (- n 1...
[2] fib             (stdin)@7:12-7:25   (fib (- n 2))
[3] fib             (stdin)@6:9-7:26    (+ (fib (- n 1...
[4] fib             (stdin)@7:12-7:25   (fib (- n 2))
[5] fib             (stdin)@6:9-7:26    (+ (fib (- n 1...
[6] fib             (stdin)@7:12-7:25   (fib (- n 2))
[7] fib             (stdin)@6:9-7:26    (+ (fib (- n 1...
[8] fib             (stdin)@7:12-7:25   (fib (- n 2))
[9] fib             (stdin)@6:9-7:26    (+ (fib (- n 1...
...
[12] ##dynamic-env-bind
[13] ##with-no-result-expected-toplevel
[14] ##repl-debug-main
[15] ##kernel-handlers
#f
```

6.4 Undocumented extensions

The procedures in this section are not yet documented.

(make-thread-group [*name* [*thread-group*]]) procedure
(thread-group? *obj*) procedure
(thread-group-name *thread-group*) procedure
(thread-group-parent *thread-group*) procedure
(thread-group-resume! *thread-group*) procedure
(thread-group-suspend! *thread-group*) procedure
(thread-group-terminate! *thread-group*) procedure
(thread-group->thread-group-list *thread-group*) procedure
(thread-group->thread-group-vector *thread-group*) procedure
(thread-group->thread-list *thread-group*) procedure
(thread-group->thread-vector *thread-group*) procedure

(thread-group-specific *thread-group*) procedure
(thread-group-specific-set! *thread-group obj*) procedure

(thread-state *thread*) procedure
(thread-state-uninitialized? *thread-state*) procedure
(thread-state-initialized? *thread-state*) procedure
(thread-state-running? *thread-state*) procedure
(thread-state-running-processor *thread-state*) procedure
(thread-state-waiting? *thread-state*) procedure
(thread-state-waiting-for *thread-state*) procedure
(thread-state-waiting-timeout *thread-state*) procedure
(thread-state-normally-terminated? *thread-state*) procedure
(thread-state-normally-terminated-result *thread-state*) procedure
(thread-state-abnormally-terminated? *thread-state*) procedure
(thread-state-abnormally-terminated-reason *thread-state*) procedure
(top [*timeout* [*thread-group* [*port*]]]) procedure

(thread-interrupt! *thread* [*thunk*]) procedure

(thread-suspend! *thread*) procedure
(thread-resume! *thread*) procedure

(thread-thread-group *thread*) procedure

(define-type-of-thread *name field...*) special form

(thread-init! *thread thunk* [*name* [*thread-group*]]) procedure

(initialized-thread-exception? *obj*) procedure
(initialized-thread-exception-procedure *exc*) procedure
(initialized-thread-exception-arguments *exc*) procedure

(uninitialized-thread-exception? *obj*) procedure
(uninitialized-thread-exception-procedure *exc*) procedure
(uninitialized-thread-exception-arguments *exc*) procedure

(inactive-thread-exception? *obj*) procedure
(inactive-thread-exception-procedure *exc*) procedure
(inactive-thread-exception-arguments *exc*) procedure

(rpc-remote-error-exception? *obj*) procedure
(rpc-remote-error-exception-procedure *exc*) procedure
(rpc-remote-error-exception-arguments *exc*) procedure
(rpc-remote-error-exception-message *exc*) procedure

(invalid-utf8-encoding-exception? *obj*) procedure
(invalid-utf8-encoding-exception-procedure *exc*) procedure
(invalid-utf8-encoding-exception-arguments *exc*) procedure

(module-not-found-exception? *obj*) procedure
(module-not-found-exception-procedure *exc*) procedure
(module-not-found-exception-arguments *exc*) procedure

(processor? *obj*) procedure

(current-processor) procedure
(processor-id *processor*) procedure

(timeout->time *timeout*) procedure

(current-second) procedure

(current-jiffy) procedure

(jiffies-per-second) procedure

(get-environment-variable *name*) procedure

(get-environment-variables) procedure

(command-name) procedure
(command-args) procedure

(script-file) procedure
(script-directory) procedure

(open-dummy) procedure

(port-settings-set! *port settings*) procedure

(port-io-exception-handler-set! *port handler*) procedure

(input-port-bytes-buffered *port*) procedure

(input-port-characters-buffered *port*) procedure

(nonempty-input-port-character-buffer-exception? *obj*) procedure
(nonempty-input-port-character-buffer-exception-arguments *exc*) procedure
(nonempty-input-port-character-buffer-exception-procedure *exc*) procedure

(repl-input-port) procedure
(repl-output-port) procedure
(repl-error-port) procedure
(console-port) procedure

(current-user-interrupt-handler [*handler*]) procedure
(default-user-interrupt-handler) procedure
(defer-user-interrupts) procedure

(primordial-exception-handler *exc*) procedure

(err-code->string *code*) procedure

(foreign? *obj*) procedure
(foreign-tags *foreign*) procedure
(foreign-address *foreign*) procedure
(foreign-release! *foreign*) procedure
(foreign-released? *foreign*) procedure

(invalid-hash-number-exception? *obj*) procedure

(invalid-hash-number-exception-procedure *exc*) procedure
(invalid-hash-number-exception-arguments *exc*) procedure

(tcp-client-local-socket-info *tcp-client-port*) procedure
(tcp-client-peer-socket-info *tcp-client-port*) procedure
(tcp-client-self-socket-info *tcp-client-port*) procedure

(tcp-server-socket-info *tcp-server-port*) procedure

(socket-info? *obj*) procedure
(socket-info-address *socket-info*) procedure
(socket-info-family *socket-info*) procedure
(socket-info-port-number *socket-info*) procedure

(system-version) procedure
(system-version-string) procedure

(system-type) procedure
(system-type-string) procedure
(configure-command-string) procedure

(system-stamp) procedure

(future *expr*) special form
(touch *obj*) procedure

(tty? *obj*) procedure
(tty-history *tty*) procedure
(tty-history-set! *tty history*) procedure
(tty-history-max-length-set! *tty n*) procedure
(tty-paren-balance-duration-set! *tty duration*) procedure
(tty-text-attributes-set! *tty attributes*) procedure
(tty-mode-set! *tty mode*) procedure
(tty-type-set! *tty type*) procedure

(with-input-from-port *port thunk*) procedure
(with-output-to-port *port thunk*) procedure

(input-port-char-position *port*) procedure
(output-port-char-position *port*) procedure

(open-event-queue *selector*) procedure

(main ...) procedure

(dead-end) procedure

(poll-point) procedure

(define-record-type ...) special form

(define-type ...) special form

(this-source-file) special form

(receive ...) special form

(define-values ...) special form

(define-module-alias ...) special form

(guard ...) special form
(r7rs-guard ...) special form

(r7rs-with-exception-handler *handler thunk*) procedure
(r7rs-raise *obj*) procedure
(r7rs-raise-continuable *obj*) procedure

(case-lambda ...) special form
(syntax-case ...) special form
(syntax ...) special form

(datum->syntax *obj*) procedure
(syntax->datum *stx*) procedure
(syntax->list *stx*) procedure
(syntax->vector *stx*) procedure

(length+ *clist*) procedure

(car+cdr *pair*) procedure

(first *pair*) procedure
(second *pair*) procedure
(third *pair*) procedure
(fourth *pair*) procedure
(fifth *pair*) procedure
(sixth *pair*) procedure
(seventh *pair*) procedure
(eighth *pair*) procedure
(ninth *pair*) procedure
(tenth *pair*) procedure

(not-pair? *x*) procedure

(null-list? *list*) procedure

(proper-list? *s*) procedure

(circular-list? *s*) procedure

(dotted-list? *s*) procedure

(filter *pred list*) procedure
(filter! *pred list*) procedure
(remove *pred list*) procedure
(remove! *pred list*) procedure
(partition *pred list*) procedure

(partition! *pred list*) procedure
(delete *x list* [=]) procedure
(delete! *x list* [=]) procedure
(remq *x list*) procedure

(concatenate *list-of-lists* [*separator*]) procedure
(concatenate! *list-of-lists*) procedure

(list= *elt= list ...*) procedure

(list-set *list k val*) procedure
(list-set! *list k val*) procedure

(fold *proc base list ...*) procedure
(fold-right *proc base list ...*) procedure

(iota *count* [*start* [*step*]]) procedure

(circular-list *x y...*) procedure

(cons* *x y...*) procedure

(list-copy *list*) procedure

(list-tabulate *n init-proc*) procedure

(make-list *n* [*fill*]) procedure

(reverse! *list*) procedure

(append! *list...*) procedure

(append-reverse *list tail*) procedure
(append-reverse! *list tail*) procedure

(xcons *d a*) procedure

(take *x i*) procedure
(drop *x i*) procedure
(take-right *flist i*) procedure
(drop-right *flist i*) procedure
(take! *x i*) procedure
(drop-right! *flist i*) procedure
(split-at *x i*) procedure
(split-at! *x i*) procedure

(last *pair*) procedure
(last-pair *pair*) procedure

(list-sort *proc list*) procedure
(list-sort! *proc list*) procedure

(vector-sort! *proc vect start end*) procedure
(vector-sort *proc vect start end*) procedure

(any *pred clist1 clist2 ...*) procedure

(every *pred clist1 clist2 ...*) procedure

(zip *clist1 clist2 ...*) procedure

(unzip1 *list*) procedure
(unzip2 *list*) procedure
(unzip3 *list*) procedure
(unzip4 *list*) procedure
(unzip5 *list*) procedure

(count *pred clist1 clist2 ...*) procedure

(char-set? *object*) procedure

(char-set= *char-set ...*) procedure

(char-set<= *char-set ...*) procedure

(char-set-hash *char-set* [*bound*]) procedure

(char-set-cursor *char-set*) procedure

(char-set-ref *char-set cursor*) procedure

(char-set-cursor-next *char-set cursor*) procedure

(end-of-char-set? *cursor*) procedure

(char-set-fold *kons knil char-set*) procedure

(char-set-unfold *p f g seed* [*base-cs*]) procedure

(char-set-unfold! *p f g seed base-cs*) procedure

(char-set-for-each *proc char-set*) procedure

(char-set-map *proc char-set*) procedure

(char-set-copy *char-set*) procedure

(char-set *char ...*) procedure

(list->char-set *char-list* [*base-cs*]) procedure

(list->char-set! *char-list base-cs*) procedure

(string->char-set *string* [*base-cs*]) procedure

(string->char-set! *string base-cs*) procedure

(char-set-filter *pred char-set* [*base-cs*]) procedure

(char-set-filter! *pred char-set base-cs*) procedure

(ucs-range->char-set *lower upper* [*error?* [*base-cs*]]) procedure

(ucs-range->char-set! *lower upper error? base-cs*) procedure

(->char-set *x*) procedure

(char-set-size *char-set*) procedure

(char-set-count *pred char-set*) procedure

(char-set->list *char-set*) procedure

(char-set->string *char-set*) procedure

(char-set-contains? *char-set char*) procedure

(char-set-every *pred char-set*) procedure

(char-set-any *pred char-set*) procedure

(char-set-adjoin *char-set char ...*) procedure

(char-set-delete *char-set char ...*) procedure

(char-set-adjoin! *char-set char ...*) procedure

(char-set-delete! *char-set char ...*) procedure

(char-set-complement *char-set*) procedure

(char-set-complement! *char-set*) procedure

(char-set-union *char-set ...*) procedure

(char-set-intersection *char-set ...*) procedure

(char-set-difference *char-set1 char-set2 ...*) procedure

(char-set-xor *char-set ...*) procedure

(char-set-diff+intersection *char-set1 char-set2 ...*) procedure

(char-set-union! *char-set1 char-set2 ...*) procedure

(char-set-intersection! *char-set1 char-set2 ...*) procedure

(char-set-difference! *char-set1 char-set2 ...*) procedure

(char-set-xor! *char-set1 char-set2 ...*) procedure

(char-set-diff+intersection! *char-set1 char-set2 ...*) procedure

(finite? *x*) procedure
(infinite? *x*) procedure
(nan? *x*) procedure

(acosh *x*) procedure

(asinh *x*) procedure

(atanh *x*) procedure

(cosh *x*) procedure

(sinh *x*) procedure

(tanh *x*) procedure

(conjugate *x*) procedure

(bits *bool...*) procedure
(bits->list *i* [*len*]) procedure
(list->bits *list*) procedure

(bits->vector *i* [*len*]) procedure
(vector->bits *vector*) procedure
(any-bit-set? *test-bits i*) procedure
(bit-field *i start end*) procedure
(bit-field-any? *i start end*) procedure
(bit-field-clear *i start end*) procedure
(bit-field-every? *i start end*) procedure
(bit-field-replace *dest source start end*) procedure
(bit-field-replace-same *dest source start end*) procedure
(bit-field-reverse *i start end*) procedure
(bit-field-rotate *n count start end*) procedure
(bit-field-set *i start end*) procedure
(bit-swap *ind1 ind2 i*) procedure
(bitwise-fold *proc seed i*) procedure
(bitwise-for-each *proc i*) procedure
(bitwise-if *x y z*) procedure
(bitwise-unfold *stop? mapper successor seed*) procedure
(copy-bit *ind i bool*) procedure
(every-bit-set? *test-bits i*) procedure
(make-bitwise-generator *i*) procedure

(six.infix *datum*) special form
(six.!) undefined
(six.!x *x*) special form
(six.&x *x*) special form
(six.**x *x*) special form
(six.*x *x*) special form
(six.++x *x*) special form
(six.+x *x*) special form
(six.--x *x*) special form
(six.-x *x*) special form
(six.arrow *expr ident*) special form
(six.asyncx *x*) undefined
(six.awaitx *x*) undefined
(six.break) undefined
(six.call *func arg...*) special form
(six.case) undefined
(six.clause) undefined
(six.compound *statement...*) special form
(six.cons *x y*) special form
(six.continue) undefined
(six.define-procedure *ident proc*) special form
(six.define-variable *ident type dims init*) special form
(six.do-while *stat expr*) special form
(six.dot *expr ident*) special form
(six.for *stat1 expr2 expr3 stat2*) special form
(six.goto *expr*) undefined

(six.from-import *expr1 expr2*)	undefined
(six.from-import-* *expr*)	undefined
(six.identifier *ident*)	special form
(six.if *expr stat1* [*stat2*])	special form
(six.import *expr*)	undefined
(six.index *expr1 expr2*)	special form
(six.label *ident stat*)	undefined
(six.list *x y*)	special form
(six.literal *value*)	special form
(six.make-array *init dim...*)	procedure
(six.new *ident arg...*)	special form
(six.null)	special form
(six.procedure *type params stat*)	special form
(six.procedure-body *stat...*)	special form
(six.return)	undefined
(six.switch)	undefined
(six.typeofx *x*)	undefined
(six.while *expr stat...*)	special form
(six.x!==y *x y*)	special form
(six.x!=y *x y*)	special form
(six.x%=y *x y*)	special form
(six.x%y *x y*)	special form
(six.x&&y *x y*)	special form
(six.x&=y *x y*)	special form
(six.x&y *x y*)	special form
(six.x**=y *x y*)	special form
(six.x**y *x y*)	special form
(six.x*=y *x y*)	special form
(six.x*y *x y*)	special form
(six.x@=y *x y*)	special form
(six.x@y *x y*)	special form
(six.x++ *x*)	special form
(six.x+=y *x y*)	special form
(six.x+y *x y*)	special form
(|six.x,y| *x y*)	special form
(six.x-- *x*)	special form
(six.x-=y *x y*)	special form
(six.x-y *x y*)	special form
(six.x//=y *x y*)	special form
(six.x//y *x y*)	special form
(six.x/=y *x y*)	special form
(six.x/y *x y*)	special form
(six.x:-y *x y*)	undefined
(six.x:=y *x y*)	special form
(six.x:y *x y*)	special form
(six.x<<=y *x y*)	special form
(six.x<<y *x y*)	special form

`(six.x<=y` *x y*`)` special form
`(six.x<y` *x y*`)` special form
`(six.x===y` *x y*`)` special form
`(six.x==y` *x y*`)` special form
`(six.x=y` *x y*`)` special form
`(six.x>=y` *x y*`)` special form
`(six.x>>>=y` *x y*`)` special form
`(six.x>>>y` *x y*`)` special form
`(six.x>>=y` *x y*`)` special form
`(six.x>>y` *x y*`)` special form
`(six.x>y` *x y*`)` special form
`(six.x?y:z` *x y z*`)` special form
`(six.x^=y` *x y*`)` special form
`(six.x^y` *x y*`)` special form
`(|six.x\|=y|` *x y*`)` special form
`(|six.x\|y|` *x y*`)` special form
`(|six.x\|\|y|` *x y*`)` special form
`(six.xandy` *x y*`)` special form
`(six.xinstanceofy` *x y*`)` undefined
`(six.xiny` *x y*`)` special form
`(six.xisy` *x y*`)` special form
`(six.notx` *x y*`)` special form
`(six.xory` *x y*`)` special form
`(six.~x` *x*`)` special form
`(six.yieldx` *x*`)` undefined

`(readtable-comment-handler` *readtable*`)` procedure
`(readtable-comment-handler-set` *readtable new-value*`)` procedure

`(open-output-bytevector` [*u8vector-or-settings*]`)` procedure

7 Modules

Gambit supports multiple modularization approaches and constructs: legacy modules, primitive modules and R7RS compatible modules. These are described in that order, which corresponds to increased abstraction level. Unless there is a need for detailed control over the modules, it is best to use the R7RS compatible module system for the development of new code.

7.1 Legacy Modules

The legacy way of modularizing code, which was popular up to R5RS, is still supported by Gambit. It consists of using the `load` procedure and the `include` form. We discuss it first to introduce some useful terms and explain the shortcomings of this modularization approach.

(`load` *path*) procedure

The `load` procedure's *path* argument, a string, specifies the location in the file system of a file to load. Loading a file executes the code contained in the file, which is either source code or compiled code (a dynamically loadable *object file* created by the Gambit Scheme compiler, see the procedure `compile-file`). When *path* has no extension the `load` procedure first attempts to load the file with no extension as a Scheme source file. If that file doesn't exist it will search for both a source file and an object file. The object file's path is obtained by adding to *path* a '`.on`' extension with the highest consecutive version number starting with 1. The source file's path is obtained by adding to *path* the file extensions '`.sld`', '`.scm`' and '`.six`' (the first found is the source file). If both a source file and an object file exist, then the one with the latest modification time is loaded. Otherwise the file that is found is loaded. When *path* has an extension, the `load` procedure will only attempt to load the file with that specific extension. After executing the code contained in the file, the `load` procedure returns the path of the file that was loaded.

When a source code file is loaded its extension is used to determine how it is parsed, unless the file's first line is a special script line (see Section 2.6 [Scheme scripts], page 7). When the extension is different from '`.six`' the content of the file is parsed using the normal Scheme prefix syntax. When the extension is '`.six`' the content of the file is parsed using the Scheme infix syntax extension (see Section 15.12 [Scheme infix syntax extension], page 244).

Due to operating system limitations, loading a given '`.on`' object file more than once in the same process is not supported. It is possible however to recompile the source code file to create a new '`.om`' object file with $m > n$ and load that object file.

For example:

```
$ cat my-mod.scm
(define (double x) (* x 2))
(display "my-mod has finished loading!!!\n")
$ gsi
Gambit v4.9.8

> (load "my-mod")
my-mod has finished loading!!!
```

```
"/Users/feeley/gambit/doc/my-mod.scm"
> (double 21)
42
> (load "my-mod.scm")
my-mod has finished loading!!!
"/Users/feeley/gambit/doc/my-mod.scm"
> ,q
$ gsc my-mod
$ gsi
Gambit v4.9.8

> (load "my-mod")
my-mod has finished loading!!!
"/Users/feeley/gambit/doc/my-mod.o1"
> (double 21)
42
> (load "my-mod")
*** ERROR IN (console)@3.1 -- Can't load a given object file more than once
(load "my-mod")
1>
```

Note that any macro definition in the loaded file is local to the file and is not visible from the REPL or other files that loaded this file. The `include` form can be used to access the macros defined in another file.

(`include` *path*) special form

(`##include` *path*) special form

The *path* argument must be a string specifying the location of an existing file containing Scheme source code. Relative paths are relative to the file that contains the `include` form. The `include` special form splices the content of the specified source file. This form can only appear where a `define` form is acceptable, i.e. at top level or in the body of a binding form.

For example:

```
$ cat my-defs.scm
(define-macro (double x) `(* ,x 2))
(define (quad y) (double (double y)))
(display "howdy!\n")
$ cat my-includer.scm
(define (f x)
  (include "my-defs.scm")
  (+ 1 (quad x)))
$ gsi
Gambit v4.9.8

> (load "my-includer")
"/Users/feeley/udem-dlteam/gambit/my-includer.scm"
> (f 10)
howdy!
41
> (f 20)
howdy!
81
```

With legacy modularization, the code that implements the module's functionality is put in a source code file and this module is accessed by other code by using a `load` or

`include` of that file. Here is an example of an `angle0` module that is used by an `app0` main program:

```
;;;---------------------------------------- file: angle0/angle0.scm
(define factor (/ (atan 1) 45))
(define (deg->rad x) (* x factor))
(define (rad->deg x) (/ x factor))

;;;---------------------------------------- file: app0.scm
(load "angle0/angle0.scm")   ;; or (include "angle0/angle0.scm")
(println "90 degrees is " (deg->rad 90) " radians")

;; run with:  gsi app0.scm
```

This modularization approach has a number of issues:

- It hinders code sharing among different programs and users because a shared module's location in the filesystem must be known to all modules loading or including it. In the above example the path `"angle0/angle0.scm"` is relative so the `load` procedure will resolve the path incorrectly if the program executes `(current-directory "...")` before calling `load`.
- When a module is needed by more than one other module there will be code duplication, redundant evaluation/compilation, and probably incorrect execution if the module has side effects that should only happen once (displaying a message, opening a database on the filesystem, initializing the module's state, etc). Moreover, when the module has been compiled to an object file it can't be loaded more than once.
- All the definitions of a module will be put in the global environment (including top level macro definitions when using a top level `include` but not when using `load`). This pollutes the global environment with definitions that were not intended to be exported by the module's designer, such as the variable `factor` in the above example that is only meant to be used by the `deg->rad` and `rad->deg` procedures. Other modules may also need a `factor` variable internally, for instance to convert distances from the metric to the english system. Nothing prevents such accidental clashes.

7.2 Primitive Modules

7.2.1 `##demand-module` and `##supply-module` forms

The `##demand-module` form offers a way to avoid the issues of multiple loading and filesystem localization of modules. The sole parameter of this form is an (unevaluated) symbol that identifies the module on which the module containing the `##demand-module` depends. When a module `A` contains a `(##demand-module B)`, Gambit's runtime system will ensure that module `B` is loaded before module `A` is loaded. It also registers the module in a cache when it is loaded so that it is loaded exactly once. In other words the `##demand-module` form expresses the requirement that the current module needs the functionality of another module. A module can contain multiple uses of `##demand-module` and possibly more than once for a given module. The `##demand-module` form can appear anywhere a `define` can appear. There is also a related `##supply-module` form that should appear in the module to declare the module's identity.

Gambit's runtime system searches for modules in various directories, by default in `~~lib` then in `~~userlib` (which maps to `~/.gambit_userlib` by default). These two direc-

tories are where builtin modules and user installed modules are located respectively. The source code for a module **M** is searched, in each of the *module search order* directories, first in **M/M.***ext* and then in **M.***ext*, where *.ext* is one of the acceptable Scheme source code file extensions (`.sld`, `.scm`, `.six`, etc). The list of module search order directories can be extended with the `-:search=`*DIR* runtime option or by a command line argument to `gsi` and `gsc` that ends with a path separator or a '`.`'.

With `##demand-module` and `##supply-module` the previous example can be rewritten like this:

```
;;;---------------------------------------- file: angle1/angle1.scm
(##supply-module angle1) ;; declare that this is the module angle1
(define factor (/ (atan 1) 45))
(define (deg->rad x) (* x factor))
(define (rad->deg x) (/ x factor))

;;;---------------------------------------- file: app1.scm
(##demand-module angle1) ;; declare dependency on module angle1
(println "90 degrees is " (deg->rad 90) " radians")

;; run with either:  gsi . app1.scm
;;              or:  gsi -:search=. app1.scm
;;
;; or install the angle1 module to avoid the . and -:search=.
```

7.2.2 `##namespace` and `##import` forms

`(namespace ...)` special form
`(##namespace ...)` special form
`(import` *module-ref*`)` special form
`(##import` *module-ref*`)` special form

The `##namespace` form offers a way to avoid name clashes by specifying a mapping between identifiers. The mapping it specifies has the same scope as a macro definition: it applies to the rest of a source code file if it is at top level, or applies to the rest of the body of a binding form if it is used in the body of a binding form. The call `(##namespace ("foo#" a b))` specifies that a reference to `a` becomes `foo#a` and a reference to `b` becomes `foo#b`. Here `foo#` is the namespace. Finer control over the mapping is possible by using aliases as in `(##namespace ("foo#" (a bar) b))` which maps `a` to `foo#bar` and `b` to `foo#b`. Multiple namespace specifications can appear in the body of the `##namespace` form. When no identifiers are specified, the mapping maps all identifiers not containing `#` to the namespace. For example in the scope of `(##namespace ("foo#"))` the reference `x` maps to `foo#x` and the reference `bar#x` remains unchanged.

Given that modules are identified by a unique symbol, the global names defined by a module `M` can be put in the namespace `M#` to avoid name clashes with other modules. The source code of module `M` and the modules depending on `M` can explicitly prefix the global names defined by `M` with `M#` or use a `##namespace` form to make this prefixing implicit. By convention the namespace definition for the identifiers exported by module `M` is specified in the source code file `M#.scm` in the same directory as the `M.scm` file.

Using this convention and the `include` and `##namespace` forms, the previous example can be rewritten like this:

```
;;;---------------------------------------- file: angle2/angle2#.scm
```

```
(##namespace ("angle2#" deg->rad rad->deg))

;;;---------------------------------------- file: angle2/angle2.scm
(include "angle2#.scm")
(##namespace ("angle2#" factor))
(##supply-module angle2)
(define factor (/ (atan 1) 45))
(define (deg->rad x) (* x factor))
(define (rad->deg x) (/ x factor))

;;;---------------------------------------- file: app2.scm
(include "angle2/angle2#.scm")
(##demand-module angle2)
(println "90 degrees is " (deg->rad 90) " radians")
```

Note that the parameters of the two `include` forms are different, but this is correct because the paths are relative to the file containing the `include` form. However the module localization problem has been reintroduced for the file `angle2/angle2#.scm`.

This problem can be solved using the `##import` form that combines the semantics of the `include` and `##demand-module` forms. The call `(##import M)` will use the module search order directories to locate the source code file of module `M` and will expand to an `include` of the "hash" file `M#.`*`ext`* if it exists in the same directory, and a `(##demand-module M)`.

In addition, a builtin module `gambit` exists that contains all the global names exported by the runtime library. The `gambit` module's "hash" file `gambit#.scm` contains a `##namespace` form that lists all the names exported by the runtime library in an empty namespace:

```
;;;---------------------------------------- file: ~~lib/gambit#.scm
(##namespace ("" define if quote set! cons car cdr + - * / ;; etc
```

Using the `gambit` module and the `##import` form, the previous example can be rewritten like this:

```
;;;---------------------------------------- file: angle3/angle3#.scm
(##namespace ("angle3#" deg->rad rad->deg))

;;;---------------------------------------- file: angle3/angle3.scm
(##namespace ("angle3#")) ;; map all identifiers to angle3# namespace
(##import gambit)         ;; except those defined by Gambit's RTS
(##supply-module angle3)
(define factor (/ (atan 1) 45))
(define (deg->rad x) (* x factor))
(define (rad->deg x) (/ x factor))

;;;---------------------------------------- file: app3.scm
(##import angle3)
(println "90 degrees is " (deg->rad 90) " radians")
```

In this example the `(##import angle3)` takes care of the namespace mapping and the loading of `angle3.scm` because it is equivalent to:

```
(begin
 (##include "angle3/angle3#.scm")
 (##demand-module angle3))
```

7.2.3 Macros

In addition to procedures, a module `M` may export macros. The file `M#.scm` is the designated place to put exported macro definitions. These macro definitions will essentially be copied at the point where the `##import` of the module is done. Macros that are needed strictly for the implementation of a module may be defined in the file `M.scm` and these macro definitions will not be visible elsewhere. Note that the macros defined with `define-macro` are not hygienic, so the macro definition writer should take care to explicitly indicate what identifiers resolve to using fully qualified identifiers (i.e. containing a `#` sign).

To explain these issues, lets extend our example module in the following ways. First we want the module to export the macros `sind` and `asind` that are like the `sin` and `asin` procedures but use degrees instead of radians. Note that it would be a better design for `sind` and `asind` to be procedures, but we'll implement them as macros for the sake of the example. Second we want the procedures `deg->rad` and `rad->deg` to check that their argument is a real number using a `check-real` macro.

In a setting where name clashes are not an issue these macros can be defined as follows:

```
(define-macro (sind x) `(sin (deg->rad ,x)))
(define-macro (asind x) `(rad->deg (asin ,x)))
(define-macro (check-real x y)
  `(if (real? ,x) ,y (error "not real!")))
```

Name clashes will occur when the locations where these macros are called are in the scope of new bindings for `sin`, `deg->rad`, `if`, `error`, etc which are identifiers used in the expanded code. A name clash can also happen for the name `define-macro` itself. To remove the possibility of name clashes the `##namespace` form and fully qualified identifiers can be used. All the Gambit special forms, such as `let`, `if`, and `define-macro`, have a fully qualified version (`##let`, `##if`, and `##define-macro`). Gambit predefined procedures, such as `sin`, `real?`, and `error`, don't necessarily have a fully qualified version (some do and some don't) but an empty namespace definition in a `##let` form can be used to avoid the clash, i.e. `(##let () (##namespace ("") sin))` refers to the global variable `sin` whatever scope it is in. With these forms our example can be written like this:

```
;;;---------------------------------------- file: angle4/angle4#.scm
(##namespace ("angle4#" deg->rad rad->deg))
(##define-macro (sind x) `((##let () (##namespace ("")) sin)
                           (angle4#deg->rad ,x)))
(##define-macro (asind x) `(angle4#rad->deg
                            ((##let () (##namespace ("")) asin) ,x)))

;;;---------------------------------------- file: angle4/angle4.scm
(##namespace ("angle4#")) ;; map all identifiers to angle4# namespace
(##import gambit)         ;; except those defined by Gambit's RTS
(##supply-module angle4)
(##define-macro (check-real x y)
  `(##if ((##let () (##namespace ("")) real?) ,x)
         ,y
         ((##let () (##namespace ("")) error) "not real!")))
(define factor (/ (atan 1) 45))
(define (deg->rad x) (check-real x (* x factor)))
(define (rad->deg x) (check-real x (/ x factor)))

;;;---------------------------------------- file: app4.scm
(##import angle4)
(println "90 degrees is " (deg->rad 90) " radians")
```

```
(println "sind(90) is " (sind 90))
```

7.3 Primitive Procedures

Identifiers with a ## prefix are not valid identifiers according to RnRS. This means that code containing ## prefixed identifiers cannot be processed by and shared with other Scheme implementations. They are hard to read by people that aren't used to that extension. Moreover the code lacks abstraction and safety because using `##car` rather than `car` has a specific meaning: avoiding type checks. Consequently it is hard to "turn on" safe execution of the code when it needs to be debugged. Many parts of the runtime library are expressed at a low level of abstraction (with ## prefixed identifiers) even when not required.

For those reasons ## prefixed identifiers should be used sparingly in new code, and existing code should gradually be rewritten to avoid them. The primitive operations which are used to build higher-level operations are all defined as procedures with a ## prefix.

The file `~~lib/_gambit#.scm` contains the definition of the `primitive` macro whose purpose is to abstract from the ## prefix. The call `(primitive foo)` is equivalent to `##foo` and `(primitive (foo a b))` is equivalent to `(##foo a b)`. The file `~~lib/_gambit#.scm` also contains the definition of the `standard` macro whose purpose is similar, but forces the use of the empty namespace. The call `(standard +)` is equivalent to `(##let () (##namespace ("" +)) +)` and `(standard (+ a b))` is equivalent to `((##let () (##namespace ("" +)) +) a b)`. Code that uses the `primitive` and `standard` macros can be ported to other Scheme implementations by defining implementation specific `primitive` and `standard` macros that implement the appropriate mapping for that implementation.

The file `~~lib/_gambit#.scm` also contains definitions for the `define-procedure` and `define-primitive` macros. The `primitive` and `standard` macros work in tandem with the `define-procedure` and `define-primitive` macros and the `~~lib/gambit/prim/prim#.scm` file and `(gambit prim)` library. The file `~~lib/gambit/prim/prim#.scm` contains namespace declarations that map operations exported by the runtime library without a ## prefix to their ## prefixed names if this preserves the meaning of the operation but possibly (and usually) with no type checking. The `(gambit prim)` library is similar but in the form of a R7RS library. For example the following code:

```
(include "~~lib/gambit/prim/prim#.scm")
(define (foo x) (square (car x)))
(println (foo (bar 0.5)))
(pp "hello")
```

is equivalent to this code:

```
(##define (foo x) (##square (##car x)))
(##println (foo (bar 0.5)))
(##unimplemented#pp "hello")
```

The namespace declarations in `~~lib/gambit/prim/prim#.scm` have caused a mapping of `square` to `##square`, `car` to `##car` and `println` to `##println` because those primitives perform the same operations (when the code has no errors). Note that `foo` and `bar` have remained the same, because they are not procedures exported by the runtime library, and `pp` has been mapped to `##unimplemented#pp` because `pp` is a procedure

exported by the runtime library but ##pp is not defined. Having unimplemented in the name helps catch situations where the programmer expected a primitive operation to exist but this isn't the case.

The define-procedure macro does two things. It supports type annotations in the parameter list and it inserts a (include "~~lib/gambit/prim/prim#.scm") in the body so that primitive operations can be used without the ## prefix. Type checking and automatic forcing of promise arguments are also added implicitly. The macro define-primitive is similar, but the procedure defined is implicitly prefixed with ##.

So all of these things work together to abstract away from the concept of *primitive* operations. *Primitives* are implemented using procedures with a ## prefix, but other Scheme implementations could do it differently.

Finally, there's the (declare-safe-define-procedure <bool>) macro that can be used to enable/disable the mapping of names exported by the runtime library to the corresponding primitives. This is useful to enable type checks in the code. For example the following definition:

```
(define-procedure (foo (x vector))
  (vector-ref x 5))
```

which expands to

```
(define (foo x)
  (macro-check-vector x '(1 . x) (foo x)
    (##vector-ref x 5)))
```

which expands to

```
(define (foo x)
    (if (##vector? x)
        (##vector-ref x 5)
        (##fail-check-vector '(1 . x) foo x)))
```

If the code is in the scope of a (declare-safe-define-procedure #t) then it is vector-ref that is called instead of ##vector-ref which will both check that *x* is a vector (redundantly) and that the index is in range. However, the use of ##vector-ref can be forced by writing the code with an explicit use of the primitive macro:

```
(define-procedure (foo (x vector))
  (primitive (vector-ref x 5)))
```

The expectation is that the primitive special form will be used sparingly. Searching the source code for the pattern "(primitive" is a good way to find potentially unsafe code.

7.3.1 Type specifiers

Here is a list of the available type specifiers for a define-procedure parameter *x* and the associated constraint on the value of *x*.

Note that there is no direct way for checking for a "list" or "list of elements of type T". A procedure taking a list parameter will likely iterate on the list's pairs going from cdr to cdr until a non-pair is found. Then a check for the empty list with (macro-check-proper-list-null lst <arg-id> (<procedure-name> <args>...) <body>) will check that the parameter is a proper list (i.e. that it ends with the empty list).

7.3.1.1 Basic types (other than numbers)

`boolean` *x* is a boolean

`char` *x* is a character

`pair` *x* is a pair

`procedure` *x* is a procedure

`string` *x* is a string

`symbol` *x* is a symbol

`vector` *x* is a vector

7.3.1.2 Numbers

`number` *x* is a number (possibly complex, rational, etc)

`real` *x* is a real number (any number except complex)

`fixnum` *x* is a fixnum and -2^(W-3) <= *x* <= 2^(W-3) - 1

`(fixnum-range lo hi)`
x is a fixnum and lo <= *x* < hi

`(fixnum-range-incl lo hi)`
x is a fixnum and lo <= *x* <= hi

`index` *x* is a fixnum and 0 <= *x*

`(index-range lo hi)`
x is a fixnum and 0 <= lo <= *x* < hi

`(index-range-incl lo hi)`
x is a fixnum and 0 <= lo <= *x* <= hi

`exact-signed-int8`
x is an exact integer, -128 <= *x* <= 127

`exact-signed-int16`
x is an exact integer n, -32768 <= *x* <= 32767

`exact-signed-int32`
x is an exact integer n, -2^31 <= *x* <= 2^31 - 1

`exact-signed-int64`
x is an exact integer n, -2^63 <= *x* <= 2^63 - 1

`exact-unsigned-int8`
x is an exact integer n, 0 <= *x* <= 255

`exact-unsigned-int16`
x is an exact integer n, 0 <= *x* <= 65535

`exact-unsigned-int32`
x is an exact integer n, 0 <= *x* <= 2^32 - 1

`exact-unsigned-int64`
x is an exact integer n, 0 <= *x* <= 2^64 - 1

`flonum` *x* is a flonum, exception mentions FLONUM

`inexact-real` *x* is a flonum, exception mentions Inexact REAL

`inexact-real-list`
x is a flonum, exception mentions Inexact REAL LIST

7.3.1.3 Time types

`time` *x* is a time object

`absrel-time` *x* is a real or a time object

`absrel-time-or-false`
x is `#f` or a real or a time object

7.3.1.4 Ports

`port` *x* is a port (input, output, or input-output)

`input-port` *x* is an input port

`output-port` *x* is an output port

`object-input-port`
x is an object input port

`object-output-port`
x is an object output port

`vector-input-port`
x is a vector input port

`vector-output-port`
x is a vector output port

`character-input-port`
x is a character input port

`character-output-port`
x is a character output port

`string-input-port`
x is a string input port

`string-output-port`
x is a string output port

`byte-port` *x* is a byte port (input, output, or input-output)

`byte-input-port`
x is a byte input port

`byte-output-port`
x is a byte output port

`u8vector-input-port`
x is a u8vector input port u8vector-output-port x is a u8vector output port

`device-input-port`
: *x* is a device intput port

`device-output-port`
: *x* is a device output port

`process-port`
: *x* is a process port

`tcp-client-port`
: *x* is a tcp-client port

`tcp-server-port`
: *x* is a tcp-server port

`udp-port`
: *x* is a udp port

`udp-input-port`
: *x* is a udp input port

`udp-output-port`
: *x* is a udp output port

`tty-port`
: *x* is a tty port

7.3.1.5 List and vector variants of above

`list`
: no type checking (a non-null non-pair object is in fact a degenerate dotted list), exception mentions LIST

`proper-list`
: no type checking (code traversing the list must check for a proper-list), exception mentions PROPER LIST

`proper-list-null`
: *x* is the empty list, exception mentions PROPER LIST

`proper-or-circular-list`
: no type checking (code traversing the list must check for a proper-list or circular-list), exception mentions PROPER or CIRCULAR LIST

`proper-or-circular-list-null`
: *x* is the empty list, exception mentions PROPER LIST

`char-list`
: *x* is a character, exception mentions CHARACTER LIST

`char-vector`
: *x* is a character, exception mentions CHARACTER VECTOR

`pair-list`
: *x* is a pair, exception mentions PAIR LIST

`exact-unsigned-int8-list-exact-unsigned-int8`
: *x* is an exact-unsigned-int8, exception mentions INTEGER LIST

`exact-unsigned-int16-list-exact-unsigned-int16`
: *x* is an exact-unsigned-int16, exception mentions INTEGER LIST

`exact-unsigned-int32-list-exact-unsigned-int32`
: *x* is an exact-unsigned-int32, exception mentions INTEGER LIST

`exact-unsigned-int64-list-exact-unsigned-int64`
: *x* is an exact-unsigned-int64, exception mentions INTEGER LIST

`exact-signed-int8-list-exact-signed-int8`
: *x* is an exact-signed-int8, exception mentions INTEGER LIST

`exact-signed-int16-list-exact-signed-int16`
: *x* is an exact-signed-int16, exception mentions INTEGER LIST

`exact-signed-int32-list-exact-signed-int32`
: *x* is an exact-signed-int32, exception mentions INTEGER LIST

`exact-signed-int64-list-exact-signed-int64`
: *x* is an exact-signed-int64, exception mentions INTEGER LIST

7.3.1.6 Gambit types

`error-exception`
: *x* is an error-exception object

`box` *x* is a box

`condvar` *x* is a condition variable

`f32vector` *x* is a f32vector

`f64vector` *x* is a f64vector

`foreign` *x* is a foreign object

`keyword` *x* is a keyword

`mutex` *x* is a mutex

`processor` *x* is a processor object

`s16vector` *x* is a s16vector

`s32vector` *x* is a s32vector

`s64vector` *x* is a s64vector

`s8vector` *x* is a s8vector

`table` *x* is a table

`tgroup` *x* is a thread group

`thread` *x* is a thread

`u16vector` *x* is a u16vector

`u32vector` *x* is a u32vector

`u64vector` *x* is a u64vector

`u8vector` *x* is a u8vector

`will` *x* is a will

`continuation` *x* is a continuation object

`random-source` *x* is a random-source object

`readtable` *x* is a readtable

`type` *x* is a structure type descriptor

`mutable` *x* is a mutable object

7.3.1.7 Others

```
initialized-thread
not-initialized-thread
not-started-thread
not-started-thread-given-initialized
string-or-ip-address
string-or-nonnegative-fixnum
```

7.4 R7RS Compatible Modules

The R7RS Scheme standard specifies a modularization approach based on the concept of library. A library is defined using the `define-library` form. This form is implemented as a macro that expands into the constructs used by primitive modules, in particular a `##namespace` declaration with a namespace derived from the library's name so that all variables defined by the library are in that namespace. With the `define-library` form the `angle3` module example given previously can be written like this:

```
;;;---------------------------------------- file: angle3.sld
(define-library (angle3)

  (export deg->rad rad->deg)

  (import (scheme base)
          (scheme inexact))

  (begin
    (define factor (/ (atan 1) 45))
    (define (deg->rad x) (* x factor))
    (define (rad->deg x) (/ x factor))))
```

For this library the expansion of the `define-library` form will contain a `##namespace` declaration that causes the definition of the global variables `angle3#factor`, `angle3#deg->rad`, and `angle3#rad->deg`. Meanwhile an `(import (angle3))` in another library will generate a `##namespace` declaration that maps uses of `deg->rad` and `rad->deg` to the global variables `angle3#deg->rad` and `angle3#rad->deg` respectively (note that the unexported global variable `factor` is not included in the generated `##namespace` declaration).

For more complex libraries whose code is split into multiple files it is convenient to put all the files in a dedicated subdirectory. This is the preferred filesystem structure for a library but the runtime system supports both styles. The previous module could be structured like this instead:

```
;;;---------------------------------------- file: angle3/angle3.sld
(define-library (angle3)

  (export deg->rad rad->deg)

  (import (scheme base)
          (scheme inexact))

  (include "angle3.scm")) ;; path is relative to angle3.sld file

;;;---------------------------------------- file: angle3/angle3.scm
(define factor (/ (atan 1) 45))
```

```
(define (deg->rad x) (* x factor))
(define (rad->deg x) (/ x factor))
```

7.4.1 Identifying libraries

Each library is given a name so that it can be referred to in various contexts, most notably in `import` forms and the interpreter's and compiler's command line. The R7RS defines a library name as a list whose members are identifiers and exact non-negative integers, for example `(widget)`, `(_hamt)`, `(scheme base)`, and `(srfi 64)`.

The system maps these R7RS library names to module identifiers that are symbols formed by concatenating the parts of the library name separated with `/`. The library name and module name are interchangeable. Consequently, `(import srfi/64)` and `(import _hamt)` are respectively equivalent to `(import (srfi 64))` and `(import (_hamt))`. Using the module name to identify libraries on the command line is convenient as it avoids having to escape parentheses and spaces.

7.4.2 The `define-library` form

`(define-library` *name declaration ...*`)` special form

In a library definition *name* specifies the name of the library and *declaration* is one of:

```
(export <export spec> ...)
(import <import set> ...)
(begin <command or definition> ...)
(include <filename> ...)
(include-ci <filename> ...)
(include-library-declarations <filename> ...)
(cond-expand <cond expand features> ...)
(namespace <namespace>)
(cc-options <options> ...)
(ld-options <options> ...)
(ld-options-prelude <options> ...)
(pkg-config <options> ...)
(pkg-config-path <path> ...)
```

7.4.3 `(export` *<export spec>* `...)`

An `export` declaration specifies a list of identifiers which can be made visible to other libraries or programs. An *<export spec>* takes one of the following forms:

<identifier>
`(rename` *<identifier>1 <identifier>2*`)`

In an *<export spec>*, an *<identifier>* names a single binding (variable or macro) defined within or imported into the library, where the external name for the export is the same as the name of the binding within the library. A `rename` spec exports the binding defined within or imported into the library and named by *<identifier>1* in each `(`*<identifier>1 <identifier>2*`)` pairing, using *<identifier>2* as the external name.

7.4.4 `(import` *<import set>* `...)`

A library declares a dependency to another library with the `import` declaration. The `(import` *<import set>* `...)` form identifies the imported library or libraries.

Each <*import set*> names a set of bindings from a library and possibly specifies local names for the imported bindings. An <*import set*> takes one of the following forms:

<*library name*>
`(only` <*import set*> <*identifier*> `...)`
`(except` <*import set*> <*identifier*> `...)`
`(prefix` <*import set*> <*identifier*>`)`
`(rename` <*import set*> `(`<*identifier*>*1* <*identifier*>*2*`)` `...)`

In the first form, all of the identifiers in the named library's `export` clauses are imported with the same names (or the exported names if exported with `rename`). The additional <*import set*> forms modify this set as follows:

- `only` produces a subset of the given <*import set*> including only the listed identifiers (after any renaming). It is an error if any of the listed identifiers are not found in the original set.
- `except` produces a subset of the given <*import set*>, excluding the listed identifiers (after any renaming). It is an error if any of the listed identifiers are not found in the original set.
- `rename` modifies the given <*import set*>, replacing each instance of <*identifier*>*1* with <*identifier*>*2*. It is an error if any of the listed <*identifier*>*1*s are not found in the original set.
- `prefix` automatically renames all identifiers in the given <*import set*>, prefixing each with the specified <*identifier*>.

It is an error to import the same identifier more than once with different bindings, or to redefine or mutate an imported binding with a definition or with `set!`, or to refer to an identifier before it is imported.

As an extension to the R7RS syntax it is allowed for a <*library name*> to contain a trailing `@`*version* when the library is hosted in a `git` repository. The *version* must match a tag of that repository and it indicates the specific library version required. For example, `(import (github.com/gambit hello @1.0))` or equivalently `(import github.com/gambit/hello@1.0)`. Note that the version specifier is not separated with a `/` in the module name.

Another extension to the R7RS syntax when the library is hosted in a `git` repository is the use of dots before the name of the library to indicate a relative reference within the repository. The number of dots indicates the number of parent hops. For example, in the library `(github.com/gambit hello demo)` an `(import (.. hello))` will resolve to the `(github.com/gambit hello)` library. A relative library reference should not contain an explicit `@`*version* because the *version* is implicitly the same as the referring module.

7.4.5 `(begin` <*command or definition*>` ...)`, `(include` <*filename*>` ...)`, and `(include-ci` <*filename*>` ...)`

The `begin`, `include`, and `include-ci` declarations are used to specify the body of the library. They have the same syntax and semantics as the corresponding expression types. This form of `begin` is analogous to, but not the same as, the two types of `begin` expressions.

7.4.6 `(include-library-declarations` <*filename*> `...)`

The `include-library-declarations` declaration is similar to `include` except that the contents of the file are spliced directly into the current library definition. This can be used, for example, to share the same `export` declaration among multiple libraries as a simple form of library interface.

7.4.7 `(cond-expand` <*cond expand features*> `...)`

The `cond-expand` declaration has the same syntax and semantics as the `cond-expand` expression type, except that it expands to spliced-in library declarations rather than expressions enclosed in `begin`.

7.4.8 Extensions to the R7RS library declarations

The `(namespace` <*namespace*>`)` declaration allows overriding the namespace used for the library. This is mainly useful for system libraries to prevent namespace prefixing using a `(namespace "")` declaration.

The remaining declarations are relevant to the `C` target and ignored otherwise. They provide information, in the form of strings, to be passed to the compiler options of the same name when this library is compiled:

- `(cc-options` <*options*> `...)`
- `(ld-options` <*options*> `...)`
- `(ld-options-prelude` <*options*> `...)`
- `(pkg-config` <*options*> `...)`
- `(pkg-config-path` <*path*> `...)`

For example, a library could force the C compiler to generate machine code for i386 with:

```
(define-library (foo)
  (export bar)
  (import (scheme base))
  (cc-options "-march=i386") ;; request compilation for i386
  (begin (define (bar) 42)))
```

7.5 Installing Modules

When a module is imported, the processing of the `import` form must locate and read the source code of the module at macro expansion time to determine which names are exported and to what they are mapped. The list of module search directories (`~~lib` followed by `~~userlib` by default) is searched to find the module's source code. At execution time the same search algorithm is used to locate and load the module, either in source code form or compiled form. The `~~lib` directory is where the system's builtin modules are put when Gambit is installed. The `~~userlib` directory is a convenient place where other modules can be installed by the user because locating them does not require extending the list of module search directories.

`(module-search-order-reset!)` procedure

`(module-search-order-add!` *dir*`)` procedure

The list of module search directories can be modified using the procedures `module-search-order-reset!` and `module-search-order-add!` that

respectively clear the list and extend the list with the directory *dir* which must be a string. The list can also be extended by using the `-:search=`*DIR* runtime option or by a command line argument to `gsi` and `gsc` that ends with a path separator or a '`.`' (see Section 7.2.1 [##demand-module and ##supply-module forms], page 84).

For example:

```
$ cat foobar.sld
(define-library (foobar)
  (import (scheme write))
  (begin (display "foobar library has executed\n")))
$ gsi
Gambit v4.9.8

> (import (foobar))
*** ERROR IN (stdin)@1.9 -- Cannot find library (foobar)
> (module-search-order-add! ".")
> (import (foobar))
foobar library has executed
> ,q
$ gsi -:search=. foobar
foobar library has executed
$ gsi . foobar
foobar library has executed
```

`(module-whitelist-reset!)` procedure

`(module-whitelist-add!` *source*`)` procedure

When modules are installed it is done at the granularity of a *package*, which is defined as a `git` repository possibly containing more than one module. For example, if the hosted module `github.com/gambit/hello/demo` needs to be installed it is all of the code at `github.com/gambit/hello` that is installed (this includes the three modules `github.com/gambit/hello`, `github.com/gambit/hello/demo`, and `github.com/gambit/hello/test`).

For convenience the runtime system will automatically install in the `~~userlib` directory any hosted module that is from a trusted source. The whitelist of trusted sources, which initially contains only `github.com/gambit`, can be modified using the procedures `module-whitelist-reset!` and `module-whitelist-add!` that respectively clear the list and extend the list with the source *source* which must be a string, symbol or list specifying a hosted module reference. The list can also be extended with the `-:whitelist=`*SOURCE* runtime option.

For example:

```
$ gsi github.com/gambit/hello/demo   # auto-install of github.com/gambit/hello package
People customarily greet each other when they meet.
In English you can say: hello Bob, nice to see you!
In French you can say: bonjour Bob, je suis enchanté!
Demo source code: /Users/feeley/.gambit_userlib/github.com/gambit/hello/@/demo
$ gsi github.com/feeley/roman/demo   # no auto-install because not on whitelist
*** ERROR IN ##main -- No such file or directory
(load "github.com/feeley/roman/demo")
$ gsi -:whitelist=github.com/feeley github.com/feeley/roman/demo
1 is I in roman numerals
2 is II in roman numerals
4 is IV in roman numerals
```

```
8 is VIII in roman numerals
16 is XVI in roman numerals
32 is XXXII in roman numerals
64 is LXIV in roman numerals
$ gsi github.com/feeley/roman/demo    # OK because module is now installed
1 is I in roman numerals
2 is II in roman numerals
4 is IV in roman numerals
8 is VIII in roman numerals
16 is XVI in roman numerals
32 is XXXII in roman numerals
64 is LXIV in roman numerals
$ gsi github.com/feeley/roman/test    # the test module was also installed
*** all tests passed out of a total of 19 tests
```

The use of the runtime option `-:whitelist` (with no =*SOURCE*) will disable the automatic installation of modules, even from `github.com/gambit`. For example:

```
$ gsi -:whitelist github.com/gambit/hello/demo
*** ERROR IN ##main -- No such file or directory
(load "github.com/gambit/hello/demo")
```

A manual management of packages is nevertheless possible with the `gsi` package management operations. These are invoked with the command line options '`-install`', '`-uninstall`', and '`-update`' which respectively install, uninstall and update packages. The package management operations accept a list of packages. Packages are installed in `~~userlib` which is mapped to `~/.gambit_userlib` by default. An optional '`-dir` *dir*' option can be used to install the package in some other directory.

For example:

```
$ gsi -install github.com/feeley/roman
installing github.com/feeley/roman to /Users/feeley/.gambit_userlib/
$ gsi github.com/feeley/roman/demo
1 is I in roman numerals
2 is II in roman numerals
4 is IV in roman numerals
8 is VIII in roman numerals
16 is XVI in roman numerals
32 is XXXII in roman numerals
64 is LXIV in roman numerals
$ gsi -uninstall github.com/feeley/roman
uninstalling github.com/feeley/roman from /Users/feeley/.gambit_userlib/
$ gsi -install -dir ~/mylibs github.com/feeley/roman
installing github.com/feeley/roman to /Users/feeley/mylibs
$ gsi ~/mylibs/ github.com/feeley/roman/demo
1 is I in roman numerals
2 is II in roman numerals
4 is IV in roman numerals
8 is VIII in roman numerals
16 is XVI in roman numerals
32 is XXXII in roman numerals
64 is LXIV in roman numerals
```

Local `git` repositories can also be installed manually with the package management operations using a path to the local repository. This can be useful during the development phase before a library becomes hosted.

For example:

```
$ mkdir some
```

```
$ mkdir some/dir
$ mkdir some/dir/mylib
$ cd some/dir/mylib
$ cat > mylib.sld
(define-library (mylib)
  (import (scheme write))
  (begin (display "mylib library has executed\n")))
$ git init
Initialized empty Git repository in /Users/feeley/doc/some/dir/mylib/.git/
$ git add mylib.sld
$ git commit -m "first commit"
[master (root-commit) c3f6aff] first commit
 1 file changed, 3 insertions(+)
 create mode 100644 mylib.sld
$ cd ../../..
$ gsi some/dir/ mylib    # execution of mylib without installation
mylib library has executed
$ gsi -install some/dir/mylib
installing some/dir/mylib to /Users/feeley/.gambit_userlib/
$ gsi mylib    # execution of mylib after installation
mylib library has executed
```

7.6 Compiling Modules

When `gsc` finds a command line argument that is the name of a module found on the list of module search order directories (after an automatic installation if that is appropriate) that module's main source code file will be compiled.

When a dynamic compilation is requested (which is the default compilation mode and when the command line option `-dynamic` is used) the compiler will compile for the selected target the main source code file to a target file and a dynamically loadable object file with a '`.o1`' extension. These files will be created in a directory next to the module's main source code file, with the same name stripped of it's extension and suffixed with the Gambit version and the target name. This naming strategy aims to avoid loading the compiled file in an inappropriate context. The module loading algorithm knows it should check this directory to find a compiled version of the module.

For example:

```
$ mkdir lib1 lib2
$ cat > lib1/lib1.sld
(define-library (lib1)
  (export fact)
  (import (scheme base) (scheme write))
  (begin
    (define (fact n) (if (<= n 1) 1 (* n (fact (- n 1)))))
    (display "lib1 loaded\n")))
$ cat > lib2/lib2.sld
(define-library (lib2)
  (import (lib1) (scheme base) (scheme write))
  (begin
    (display
     (cond-expand
       ((compilation-target C)   "lib2 compiled to C\n")
       ((compilation-target (_)) "lib2 interpreted\n")
       (else                     "lib2 compiled to other\n")))
    (display (fact 10))
    (newline)))
```

```
$ gsi . lib2          # loads lib1.sld and lib2.sld
lib1 loaded
lib2 interpreted
3628800
lib1
$ tree --charset=ascii --noreport lib1 lib2
`-- lib1.sld
lib2
`-- lib2.sld
$ gsc . lib1 lib2     # compile lib1.sld and lib2.sld using C target
$ gsi . lib2          # loads generated lib1.o1 and lib2.o1
lib1 loaded
lib2 compiled to C
3628800
$ gsc -target js . lib1 lib2    # also compile them for js target
$ tree --charset=ascii --noreport lib1 lib2
lib1
|-- lib1.sld
|-- lib1@gambit409003@C
|   |-- lib1.c
|   `-- lib1.o1
`-- lib1@gambit409003@js
    |-- lib1.js
    `-- lib1.o1
lib2
|-- lib2.sld
|-- lib2@gambit409003@C
|   |-- lib2.c
|   `-- lib2.o1
`-- lib2@gambit409003@js
    |-- lib2.js
    `-- lib2.o1
```

To create an executable program from a set of non-legacy modules it is important to use the `-nopreload` linking option when linking so that the modules will be initialized in an order that is consistent with the module dependencies. If the default `-preload` linking option is used some modules may be initialized out of order, leading to incorrect execution.

Here is an example that extends the previous example:

```
$ gsc -exe -nopreload . lib1/lib1.sld lib2/lib2.sld
$ lib2/lib2
lib1 loaded
lib2 compiled to C
3628800
$ gsc -target js -exe -nopreload . lib1/lib1.sld lib2/lib2.sld
$ lib2/lib2
lib1 loaded
lib2 compiled to other
3628800
```

8 Built-in data types

8.1 Numbers

8.1.1 Extensions to numeric procedures

(= *z1...*) procedure
(< *x1...*) procedure
(> *x1...*) procedure
(<= *x1...*) procedure
(>= *x1...*) procedure

These procedures take any number of arguments including no argument. This is useful to test if the elements of a list are sorted in a particular order. For example, testing that the list of numbers `lst` is sorted in nondecreasing order can be done with the call `(apply < lst)`.

8.1.2 IEEE floating point arithmetic

To better conform to IEEE floating point arithmetic the standard numeric tower is extended with these special inexact reals:

`+inf.0`	positive infinity
`-inf.0`	negative infinity
`+nan.0`	"not a number"
`-0.`	negative zero ('`0.`' is the positive zero)

The infinities and "not a number" are reals (i.e. `(real? +inf.0)` is `#t`) but are not rational (i.e. `(rational? +inf.0)` is `#f`).

Both zeros are numerically equal (i.e. `(= -0. 0.)` is `#t`) but are not equivalent (i.e. `(eqv? -0. 0.)` and `(equal? -0. 0.)` are `#f`). All numerical comparisons with "not a number", including `(= +nan.0 +nan.0)`, are `#f`.

8.1.3 Integer square root and nth root

(integer-sqrt *n*) procedure

This procedure returns the integer part of the square root of the nonnegative exact integer *n*.

For example:

```
> (integer-sqrt 123)
11
```

(integer-nth-root *n1 n2*) procedure

This procedure returns the integer part of *n1* raised to the power $1/n2$, where *n1* is a nonnegative exact integer and *n2* is a positive exact integer.

For example:

```
> (integer-nth-root 100 3)
4
```

8.1.4 Bitwise-operations on exact integers

The procedures defined in this section are compatible with the withdrawn "Integer Bitwise-operation Library SRFI" (SRFI 33). Note that some of the procedures specified in SRFI 33 are not provided.

Most procedures in this section are specified in terms of the binary representation of exact integers. The two's complement representation is assumed where an integer is composed of an infinite number of bits. The upper section of an integer (the most significant bits) are either an infinite sequence of ones when the integer is negative, or they are an infinite sequence of zeros when the integer is nonnegative.

`(arithmetic-shift` *n1 n2*`)` procedure

This procedure returns *n1* shifted to the left by *n2* bits, that is `(floor (*` *n1* `(expt 2` *n2*`)))`. Both *n1* and *n2* must be exact integers.

For example:

```
> (arithmetic-shift 1000 7)   ; n1=...0000001111101000
128000
> (arithmetic-shift 1000 -6)  ; n1=...0000001111101000
15
> (arithmetic-shift -23 -3)   ; n1=...1111111111101001
-3
```

`(bitwise-merge` *n1 n2 n3*`)` procedure

This procedure returns an exact integer whose bits combine the bits from *n2* and *n3* depending on *n1*. The bit at index *i* of the result depends only on the bits at index *i* in *n1*, *n2* and *n3*: it is equal to the bit in *n2* when the bit in *n1* is 0 and it is equal to the bit in *n3* when the bit in *n1* is 1. All arguments must be exact integers.

For example:

```
> (bitwise-merge -4 -11 10) ; ...11111100 ...11110101 ...00001010
9
> (bitwise-merge 12 -11 10) ; ...00001100 ...11110101 ...00001010
-7
```

`(bitwise-and` *n...*`)` procedure

This procedure returns the bitwise "and" of the exact integers *n*.... The value -1 is returned when there are no arguments.

For example:

```
> (bitwise-and 6 12)   ; ...00000110 ...00001100
4
> (bitwise-and 6 -4)   ; ...00000110 ...11111100
4
> (bitwise-and -6 -4)  ; ...11111010 ...11111100
-8
> (bitwise-and)
-1
```

`(bitwise-andc1` *n1 n2*`)` procedure

This procedure returns the bitwise "and" of the bitwise complement of the exact integer *n1* and the exact integer *n2*.

For example:

```
> (bitwise-andc1 11 26)   ; ...00001011 ...00011010
16
> (bitwise-andc1 -12 26)  ; ...11110100 ...00011010
10
```

(bitwise-andc2 *n1 n2*) procedure

This procedure returns the bitwise "and" of the exact integer *n1* and the bitwise complement of the exact integer *n2*.

For example:

```
> (bitwise-andc2 11 26)   ; ...00001011 ...00011010
1
> (bitwise-andc2 11 -27)  ; ...00001011 ...11100101
10
```

(bitwise-eqv *n...*) procedure

This procedure returns the bitwise complement of the bitwise "exclusive-or" of the exact integers *n*.... The value -1 is returned when there are no arguments.

For example:

```
> (bitwise-eqv 6 12)   ; ...00000110 ...00001100
-11
> (bitwise-eqv 6 -4)   ; ...00000110 ...11111100
5
> (bitwise-eqv -6 -4)  ; ...11111010 ...11111100
-7
> (bitwise-eqv)
-1
```

(bitwise-ior *n...*) procedure

This procedure returns the bitwise "inclusive-or" of the exact integers *n*.... The value 0 is returned when there are no arguments.

For example:

```
> (bitwise-ior 6 12)   ; ...00000110 ...00001100
14
> (bitwise-ior 6 -4)   ; ...00000110 ...11111100
-2
> (bitwise-ior -6 -4)  ; ...11111010 ...11111100
-2
> (bitwise-ior)
0
```

(bitwise-nand *n1 n2*) procedure

This procedure returns the bitwise complement of the bitwise "and" of the exact integer *n1* and the exact integer *n2*.

For example:

```
> (bitwise-nand 11 26)   ; ...00001011 ...00011010
-11
> (bitwise-nand 11 -27)  ; ...00001011 ...11100101
-2
```

(bitwise-nor *n1 n2*) procedure

This procedure returns the bitwise complement of the bitwise "inclusive-or" of the exact integer *n1* and the exact integer *n2*.

For example:

```
> (bitwise-nor 11 26)   ; ...00001011 ...00011010
-28
> (bitwise-nor 11 -27)  ; ...00001011 ...11100101
16
```

(bitwise-not *n*) procedure

This procedure returns the bitwise complement of the exact integer *n*.

For example:

```
> (bitwise-not 3)   ; ...00000011
-4
> (bitwise-not -1)  ; ...11111111
0
```

(bitwise-orc1 *n1 n2*) procedure

This procedure returns the bitwise "inclusive-or" of the bitwise complement of the exact integer *n1* and the exact integer *n2*.

For example:

```
> (bitwise-orc1 11 26)   ; ...00001011 ...00011010
-2
> (bitwise-orc1 -12 26)  ; ...11110100 ...00011010
27
```

(bitwise-orc2 *n1 n2*) procedure

This procedure returns the bitwise "inclusive-or" of the exact integer *n1* and the bitwise complement of the exact integer *n2*.

For example:

```
> (bitwise-orc2 11 26)   ; ...00001011 ...00011010
-17
> (bitwise-orc2 11 -27)  ; ...00001011 ...11100101
27
```

(bitwise-xor *n...*) procedure

This procedure returns the bitwise "exclusive-or" of the exact integers *n*.... The value 0 is returned when there are no arguments.

For example:

```
> (bitwise-xor 6 12)   ; ...00000110 ...00001100
10
> (bitwise-xor 6 -4)   ; ...00000110 ...11111100
-6
> (bitwise-xor -6 -4)  ; ...11111010 ...11111100
6
> (bitwise-xor)
0
```

(bit-count *n*) procedure

This procedure returns the bit count of the exact integer *n*. If *n* is nonnegative, the bit count is the number of 1 bits in the two's complement representation of *n*. If *n* is negative, the bit count is the number of 0 bits in the two's complement representation of *n*.

For example:

```
> (bit-count 0)    ; ...00000000
0
> (bit-count 1)    ; ...00000001
1
> (bit-count 2)    ; ...00000010
1
> (bit-count 3)    ; ...00000011
2
> (bit-count 4)    ; ...00000100
1
> (bit-count -23)  ; ...11101001
3
```

(integer-length *n*) procedure

This procedure returns the bit length of the exact integer *n*. If *n* is a positive integer the bit length is one more than the index of the highest 1 bit (the least significant bit is at index 0). If *n* is a negative integer the bit length is one more than the index of the highest 0 bit. If *n* is zero, the bit length is 0.

For example:

```
> (integer-length 0)    ; ...00000000
0
> (integer-length 1)    ; ...00000001
1
> (integer-length 2)    ; ...00000010
2
> (integer-length 3)    ; ...00000011
2
> (integer-length 4)    ; ...00000100
3
> (integer-length -23)  ; ...11101001
5
```

(bit-set? *n1 n2*) procedure

This procedure returns a boolean indicating if the bit at index *n1* of *n2* is set (i.e. equal to 1) or not. Both *n1* and *n2* must be exact integers, and *n1* must be nonnegative.

For example:

```
> (map (lambda (i) (bit-set? i -23))  ; ...11101001
       '(7 6 5 4 3 2 1 0))
(#t #t #t #f #t #f #f #t)
```

(any-bits-set? *n1 n2*) procedure

This procedure returns a boolean indicating if the bitwise and of *n1* and *n2* is different from zero or not. This procedure is implemented more efficiently than the naive definition:

```
(define (any-bits-set? n1 n2) (not (zero? (bitwise-and n1 n2))))
```

For example:

```
> (any-bits-set? 5 10)    ; ...00000101 ...00001010
#f
> (any-bits-set? -23 32)  ; ...11101001 ...00100000
#t
```

`(all-bits-set? n1 n2)` procedure

This procedure returns a boolean indicating if the bitwise and of *n1* and *n2* is equal to *n1* or not. This procedure is implemented more efficiently than the naive definition:

```
(define (all-bits-set? n1 n2) (= n1 (bitwise-and n1 n2)))
```

For example:

```
> (all-bits-set? 1 3) ; ...00000001 ...00000011
#t
> (all-bits-set? 7 3) ; ...00000111 ...00000011
#f
```

`(first-set-bit n)` procedure

This procedure returns the bit index of the least significant bit of *n* equal to 1 (which is also the number of 0 bits that are below the least significant 1 bit). This procedure returns `-1` when *n* is zero.

For example:

```
> (first-set-bit 24) ; ...00011000
3
> (first-set-bit 0)  ; ...00000000
-1
```

`(extract-bit-field n1 n2 n3)` procedure
`(test-bit-field? n1 n2 n3)` procedure
`(clear-bit-field n1 n2 n3)` procedure
`(replace-bit-field n1 n2 n3 n4)` procedure
`(copy-bit-field n1 n2 n3 n4)` procedure

These procedures operate on a bit-field which is *n1* bits wide starting at bit index *n2*. All arguments must be exact integers and *n1* and *n2* must be nonnegative.

The procedure `extract-bit-field` returns the bit-field of *n3* shifted to the right so that the least significant bit of the bit-field is the least significant bit of the result.

The procedure `test-bit-field?` returns `#t` if any bit in the bit-field of *n3* is equal to 1, otherwise `#f` is returned.

The procedure `clear-bit-field` returns *n3* with all bits in the bit-field replaced with 0.

The procedure `replace-bit-field` returns *n4* with the bit-field replaced with the least-significant *n1* bits of *n3*.

The procedure `copy-bit-field` returns *n4* with the bit-field replaced with the (same index and size) bit-field in *n3*.

For example:

```
> (extract-bit-field 5 2 -37)     ; ...11011011
22
> (test-bit-field? 5 2 -37)       ; ...11011011
#t
> (test-bit-field? 1 2 -37)       ; ...11011011
#f
> (clear-bit-field 5 2 -37)       ; ...11011011
-125
> (replace-bit-field 5 2 -6 -37) ; ...11111010 ...11011011
-21
> (copy-bit-field 5 2 -6 -37)     ; ...11111010 ...11011011
-5
```

8.1.5 Fixnum specific operations

(fixnum? *obj*) procedure

(fx* *n1...*) procedure

(fx+ *n1...*) procedure

(fx- *n1 n2...*) procedure

(fx< *n1...*) procedure

(fx<= *n1...*) procedure

(fx= *n1...*) procedure

(fx> *n1...*) procedure

(fx>= *n1...*) procedure

(fxabs *n*) procedure

(fxand *n1...*) procedure

(fxandc1 *n1 n2*) procedure

(fxandc2 *n1 n2*) procedure

(fxarithmetic-shift *n1 n2*) procedure

(fxarithmetic-shift-left *n1 n2*) procedure

(fxarithmetic-shift-right *n1 n2*) procedure

(fxbit-count *n*) procedure

(fxbit-set? *n1 n2*) procedure

(fxeqv *n1...*) procedure

(fxeven? *n*) procedure

(fxfirst-set-bit *n*) procedure

(fxif *n1 n2 n3*) procedure

(fxior *n1...*) procedure

(fxlength *n*) procedure

(fxmax *n1 n2...*) procedure

(fxmin *n1 n2...*) procedure

(fxmodulo *n1 n2*) procedure

(fxnegative? *n*) procedure

(fxnand *n1 n2*) procedure

(fxnor *n1 n2*) procedure

(fxnot *n*) procedure

(fxodd? *n*) procedure

(fxorc1 *n1 n2*) procedure

(fxorc2 *n1 n2*) procedure

(fxpositive? *n*) procedure

(fxquotient *n1 n2*) procedure

(fxremainder *n1 n2*) procedure

(fxwrap* *n1...*) procedure

(fxwrap+ *n1...*) procedure

(fxwrap- *n1 n2...*) procedure

(fxwrapabs *n*) procedure

(fxwraparithmetic-shift *n1 n2*) procedure

(fxwraparithmetic-shift-left *n1 n2*) procedure

(fxwraplogical-shift-right *n1 n2*) procedure

(fxwrapquotient *n1 n2*) procedure

(fxxor *n1...*) procedure

(fxzero? *n*) procedure

(fxsquare *n*) procedure

(fxwrapsquare *n*) procedure

(fixnum-overflow-exception? *obj*) procedure
(fixnum-overflow-exception-procedure *exc*) procedure
(fixnum-overflow-exception-arguments *exc*) procedure

Fixnum-overflow-exception objects are raised by some of the fixnum specific procedures when the result is larger than can fit in a fixnum. The parameter *exc* must be a fixnum-overflow-exception object.

The procedure `fixnum-overflow-exception?` returns `#t` when *obj* is a fixnum-overflow-exception object and `#f` otherwise.

The procedure `fixnum-overflow-exception-procedure` returns the procedure that raised *exc*.

The procedure `fixnum-overflow-exception-arguments` returns the list of arguments of the procedure that raised *exc*.

For example:

```
> (define (handler exc)
    (if (fixnum-overflow-exception? exc)
        (list (fixnum-overflow-exception-procedure exc)
              (fixnum-overflow-exception-arguments exc))
        'not-fixnum-overflow-exception))
> (with-exception-catcher
    handler
    (lambda () (fx* 100000 100000)))
(#<procedure #2 fx*> (100000 100000))
```

8.1.6 Flonum specific operations

(flonum? *obj*) procedure

(fixnum->flonum *n*) procedure

(fl* *x1...*) procedure

(fl+ *x1...*) procedure

(fl- *x1 x2...*) procedure

(fl/ *x1 x2*) procedure

(fl< *x1...*) procedure

(fl<= *x1...*) procedure

(fl= *x1...*) procedure

(fl> *x1...*) procedure

(fl>= *x1...*) procedure

(flabs *x*) procedure

(flacos *x*) procedure

(flasin *x*) procedure

(flatan *x*) procedure
(flatan *y x*) procedure

(flceiling *x*) procedure

(flcos *x*) procedure

(fldenominator *x*) procedure

(fleven? *x*) procedure

(flexp *x*) procedure

(flexpt *x y*) procedure

(flhypot *x y*) procedure

(flfinite? *x*) procedure

(flfloor *x*) procedure

(flinfinite? *x*) procedure

(flinteger? *x*) procedure

(fllog *x*) procedure

(flmax *x1 x2...*) procedure

(flmin *x1 x2...*) procedure

(flnan? *x*) procedure

(flnegative? *x*) procedure

`(flnumerator` *x*`)` procedure

`(flodd?` *x*`)` procedure

`(flpositive?` *x*`)` procedure

`(flround` *x*`)` procedure

`(flsin` *x*`)` procedure

`(flsqrt` *x*`)` procedure

`(fltan` *x*`)` procedure

`(fltruncate` *x*`)` procedure

`(flzero?` *x*`)` procedure

`(fl+*` *x1 x2 x3*`)` procedure

`(flacosh` *x*`)` procedure

`(flasinh` *x*`)` procedure

`(flatanh` *x*`)` procedure

`(flcosh` *x*`)` procedure

`(flexpm1` *x*`)` procedure

`(flilogb` *x*`)` procedure

`(fllog1p` *x*`)` procedure

`(flscalbn` *x*`)` procedure

`(flsinh` *x*`)` procedure

`(flsquare` *x*`)` procedure

`(fltanh` *x*`)` procedure

8.1.7 Pseudo random numbers

The procedures and variables defined in this section are compatible with the "Sources of Random Bits SRFI" (SRFI 27). The implementation is based on Pierre L'Ecuyer's MRG32k3a pseudo random number generator. At the heart of SRFI 27's interface is the random source type which encapsulates the state of a pseudo random number generator. The state of a random source object changes every time a pseudo random number is generated from this random source object.

`default-random-source` variable

The global variable `default-random-source` is bound to the random source object which is used by the `random-integer`, `random-real`, `random-u8vector` and `random-f64vector` procedures.

`(random-integer` *n*`)` procedure

This procedure returns a pseudo random exact integer in the range 0 to *n*-1. The random source object in the global variable `default-random-source` is used to generate this number. The parameter *n* must be a positive exact integer.

For example:

```
> (random-integer 100)
24
> (random-integer 100)
2
> (random-integer 100000000000000000000000000000000000000)
61433602709022844380724267484252634885 07
```

(random-real) procedure

This procedure returns a pseudo random inexact real between, but not including, 0 and 1. The random source object in the global variable default-random-source is used to generate this number.

For example:

```
> (random-real)
.24230672079133753
> (random-real)
.02317001922506932
```

(random-u8vector *n*) procedure

This procedure returns a u8vector of length *n* containing pseudo random exact integers in the range 0 to 255. The random source object in the global variable default-random-source is used to generate these numbers. The parameter *n* must be a nonnegative exact integer.

For example:

```
> (random-u8vector 10)
#u8(200 53 29 202 3 85 208 187 73 219)
```

(random-f64vector *n*) procedure

This procedure returns a f64vector of length *n* containing pseudo random inexact reals between, but not including, 0 and 1. The random source object in the global variable default-random-source is used to generate these numbers. The parameter *n* must be a nonnegative exact integer.

For example:

```
> (random-f64vector 3)
#f64(.7145854494613069 .47089632669147946 .5400124875182746)
```

(make-random-source) procedure

This procedure returns a new random source object initialized to a predetermined state (to initialize to a pseudo random state the procedure random-source-randomize! should be called).

For example:

```
> (define rs (make-random-source))
> ((random-source-make-integers rs) 10000000)
8583952
```

(random-source? *obj*) procedure

This procedure returns #t when *obj* is a random source object and #f otherwise.

For example:

```
> (random-source? default-random-source)
#t
> (random-source? 123)
#f
```

(`random-source-state-ref` *random-source*) procedure
(`random-source-state-set!` *random-source state*) procedure

The procedure `random-source-state-ref` extracts the state of the random source object *random-source* and returns a vector containing the state.

The procedure `random-source-state-set!` restores the state of the random source object *random-source* to *state* which must be a vector returned from a call to the procedure `random-source-state-ref`.

For example:

```
> (define s (random-source-state-ref default-random-source))
> (random-integer 100000000000000000000000000000000000000000)
758388018890307439626196058561527069332 1
> (random-source-state-set! default-random-source s)
> (random-integer 100000000000000000000000000000000000000000)
758388018890307439626196058561527069332 1
```

(`random-source-randomize!` *random-source*) procedure
(`random-source-pseudo-randomize!` *random-source i j*) procedure

These procedures change the state of the random source object *random-source*. The procedure `random-source-randomize!` sets the random source object to a state that depends on the current time (which for typical uses can be considered to randomly initialize the state). The procedure `random-source-pseudo-randomize!` sets the random source object to a state that is determined only by the current state and the nonnegative exact integers *i* and *j*. For both procedures the value returned is unspecified.

For example:

```
> (define s (random-source-state-ref default-random-source))
> (random-source-pseudo-randomize! default-random-source 5 99)
> (random-integer 100000000000000000000000000000000000000000)
98167551639106230416017220501126740797 67
> (random-source-state-set! default-random-source s)
> (random-source-pseudo-randomize! default-random-source 5 99)
> (random-integer 100000000000000000000000000000000000000000)
98167551639106230416017220501126740797 67
> (random-source-pseudo-randomize! default-random-source 5 99)
> (random-integer 100000000000000000000000000000000000000000)
98167551639106230416017220501126740797 67
> (random-source-state-set! default-random-source s)
> (random-source-randomize! default-random-source)
> (random-integer 100000000000000000000000000000000000000000)
22714412208519143333844931436877681106 22
> (random-source-state-set! default-random-source s)
> (random-source-randomize! default-random-source)
> (random-integer 100000000000000000000000000000000000000000)
62479661389483230290339440591780723668 95
```

(`random-source-make-integers` *random-source*) procedure

This procedure returns a procedure for generating pseudo random exact integers using the random source object *random-source*. The returned procedure accepts a single parameter *n*, a positive exact integer, and returns a pseudo random exact integer in the range 0 to *n*-1.

For example:

```
> (define rs (make-random-source))
> (define ri (random-source-make-integers rs))
> (ri 10000000)
8583952
> (ri 10000000)
2879793
```

(random-source-make-reals *random-source* [*precision*]) procedure

This procedure returns a procedure for generating pseudo random inexact reals using the random source object *random-source*. The returned procedure accepts no parameters and returns a pseudo random inexact real between, but not including, 0 and 1. The optional parameter *precision* specifies an upper bound on the minimum amount by which two generated pseudo-random numbers can be separated.

For example:

```
> (define rs (make-random-source))
> (define rr (random-source-make-reals rs))
> (rr)
.857402537562821
> (rr)
.2876463473845367
```

(random-source-make-u8vectors *random-source*) procedure

This procedure returns a procedure for generating pseudo random u8vectors using the random source object *random-source*. The returned procedure accepts a single parameter *n*, a nonnegative exact integer, and returns a u8vector of length *n* containing pseudo random exact integers in the range 0 to 255.

For example:

```
> (define rs (make-random-source))
> (define rv (random-source-make-u8vectors rs))
> (rv 10)
#u8(200 53 29 202 3 85 208 187 73 219)
> (rv 10)
#u8(113 8 182 120 138 103 53 192 40 176)
```

(random-source-make-f64vectors *random-source* [*precision*]) procedure

This procedure returns a procedure for generating pseudo random f64vectors using the random source object *random-source*. The returned procedure accepts a single parameter *n*, a nonnegative exact integer, and returns an f64vector of length *n* containing pseudo random inexact reals between, but not including, 0 and 1. The optional parameter *precision* specifies an upper bound on the minimum amount by which two generated pseudo-random numbers can be separated.

For example:

```
> (define rs (make-random-source))
> (define rv (random-source-make-f64vectors rs))
> (rv 3)
#f64(.7342236104231586 .2876463473845367 .8574025375628211)
> (rv 3)
#f64(.013863292728449427 .33449296573515447 .8162050798467028)
```

8.1.8 Division

Division procedures in SRFI 141 that are not in R7RS.

(balanced-quotient *n1 n2*) procedure

(balanced-remainder *n1 n2*) procedure

(balanced/ *n1 n2*) procedure

(ceiling-quotient *n1 n2*) procedure

(ceiling-remainder *n1 n2*) procedure

(ceiling/ *n1 n2*) procedure

(euclidean-quotient *n1 n2*) procedure

(euclidean-remainder *n1 n2*) procedure

(euclidean/ *n1 n2*) procedure

(round-quotient *n1 n2*) procedure

(round-remainder *n1 n2*) procedure

(round/ *n1 n2*) procedure

8.2 Booleans

8.3 Pairs and lists

8.4 Symbols and keywords

8.5 Characters and strings

Gambit supports the Unicode character encoding standard. Scheme characters can be any of the characters whose Unicode encoding is in the range 0 to #x10ffff (inclusive) but not in the range #xd800 to #xdfff. Source code can also contain any Unicode character, however to read such source code properly `gsi` and `gsc` must be told which character encoding to use for reading the source code (i.e. ISO-8859-1, UTF-8, UTF-16, etc). This can be done by specifying the runtime option '`-:file-settings=...`' or '`-:io-settings=...`' when `gsi` and `gsc` are started.

8.6 Extensions to character procedures

(char->integer *char*) procedure

(integer->char *n*) procedure

The procedure `char->integer` returns the Unicode encoding of the character *char*.

The procedure `integer->char` returns the character whose Unicode encoding is the exact integer *n*.

For example:

```
> (char->integer #\!)
33
> (integer->char 65)
#\A
> (integer->char (char->integer #\u1234))
```

```
#\u1234
> (integer->char #xd800)
*** ERROR IN (console)@4.1 -- (Argument 1) Out of range
(integer->char 55296)
```

(char=? *char1...*) procedure
(char<? *char1...*) procedure
(char>? *char1...*) procedure
(char<=? *char1...*) procedure
(char>=? *char1...*) procedure
(char-ci=? *char1...*) procedure
(char-ci<? *char1...*) procedure
(char-ci>? *char1...*) procedure
(char-ci<=? *char1...*) procedure
(char-ci>=? *char1...*) procedure

These procedures take any number of arguments including no argument. This is useful to test if the elements of a list are sorted in a particular order. For example, testing that the list of characters `lst` is sorted in nondecreasing order can be done with the call `(apply char<? lst)`.

8.7 Extensions to string procedures

(string=? *string1...*) procedure
(string<? *string1...*) procedure
(string>? *string1...*) procedure
(string<=? *string1...*) procedure
(string>=? *string1...*) procedure
(string-ci=? *string1...*) procedure
(string-ci<? *string1...*) procedure
(string-ci>? *string1...*) procedure
(string-ci<=? *string1...*) procedure
(string-ci>=? *string1...*) procedure

These procedures take any number of arguments including no argument. This is useful to test if the elements of a list are sorted in a particular order. For example, testing that the list of strings `lst` is sorted in nondecreasing order can be done with the call `(apply string<? lst)`.

8.8 Vectors

8.9 Homogeneous numeric vectors

Homogeneous vectors are vectors containing raw numbers of the same type (signed or unsigned exact integers or inexact reals). There are 10 types of homogeneous vectors: '`s8vector`' (vector of exact integers in the range -2^7 to 2^7-1), '`u8vector`' (vector of exact integers in the range 0 to 2^8-1), '`s16vector`' (vector of exact integers in the range -2^15 to 2^15-1), '`u16vector`' (vector of exact integers in the range 0 to 2^16-1), '`s32vector`' (vector of exact integers in the range -2^31 to 2^31-1), '`u32vector`' (vector of exact integers in the range 0 to 2^32-1), '`s64vector`' (vector of exact integers in the

range -2^63 to 2^63-1), '`u64vector`' (vector of exact integers in the range 0 to 2^64-1), '`f32vector`' (vector of 32 bit floating point numbers), and '`f64vector`' (vector of 64 bit floating point numbers).

The lexical syntax of homogeneous vectors is specified in Section 15.9 [Homogeneous vector syntax], page 243.

The procedures available for homogeneous vectors, listed below, are the analog of the normal vector/string procedures for each of the homogeneous vector types.

(`s8vector?` *obj*)	procedure
(`make-s8vector` *k* [*fill*])	procedure
(`s8vector` *exact-int8...*)	procedure
(`s8vector-length` *s8vector*)	procedure
(`s8vector-ref` *s8vector k*)	procedure
(`s8vector-set` *s8vector k exact-int8*)	procedure
(`s8vector-set!` *s8vector k exact-int8*)	procedure
(`s8vector-swap!` *s8vector i j*)	procedure
(`s8vector->list` *s8vector*)	procedure
(`list->s8vector` *list-of-exact-int8*)	procedure
(`s8vector-fill!` *s8vector fill* [*start* [*end*]])	procedure
(`subs8vector-fill!` *vector start end fill*)	procedure
(`s8vector-concatenate` *lst* [*separator*])	procedure
(`s8vector-copy` *s8vector* [*start* [*end*]])	procedure
(`s8vector-copy!` *dest-s8vector dest-start s8vector* [*start* [*end*]])	procedure
(`s8vector-append` *s8vector...*)	procedure
(`subs8vector` *s8vector start end*)	procedure
(`subs8vector-move!` *src-s8vector src-start src-end dst-s8vector dst-start*)	procedure
(`s8vector-shrink!` *s8vector k*)	procedure
(`u8vector?` *obj*)	procedure
(`make-u8vector` *k* [*fill*])	procedure
(`u8vector` *exact-int8...*)	procedure
(`u8vector-length` *u8vector*)	procedure
(`u8vector-ref` *u8vector k*)	procedure
(`u8vector-set` *u8vector k exact-int8*)	procedure
(`u8vector-set!` *u8vector k exact-int8*)	procedure
(`u8vector-swap!` *u8vector i j*)	procedure
(`u8vector->list` *u8vector*)	procedure
(`list->u8vector` *list-of-exact-int8*)	procedure
(`u8vector-fill!` *u8vector fill* [*start* [*end*]])	procedure
(`subu8vector-fill!` *vector start end fill*)	procedure
(`u8vector-concatenate` *lst* [*separator*])	procedure
(`u8vector-copy` *u8vector* [*start* [*end*]])	procedure
(`u8vector-copy!` *dest-u8vector dest-start u8vector* [*start* [*end*]])	procedure
(`u8vector-append` *u8vector...*)	procedure
(`subu8vector` *u8vector start end*)	procedure

(subu8vector-move! *src-u8vector src-start src-end dst-u8vector dst-start*) procedure
(u8vector-shrink! *u8vector k*) procedure

(s16vector? *obj*) procedure
(make-s16vector *k* [*fill*]) procedure
(s16vector *exact-int16...*) procedure
(s16vector-length *s16vector*) procedure
(s16vector-ref *s16vector k*) procedure
(s16vector-set *s16vector k exact-int16*) procedure
(s16vector-set! *s16vector k exact-int16*) procedure
(s16vector-swap! *s16vector i j*) procedure
(s16vector->list *s16vector*) procedure
(list->s16vector *list-of-exact-int16*) procedure
(s16vector-fill! *s16vector fill* [*start* [*end*]]) procedure
(subs16vector-fill! *vector start end fill*) procedure
(s16vector-concatenate *lst* [*separator*]) procedure
(s16vector-copy *s16vector* [*start* [*end*]]) procedure
(s16vector-copy! *dest-s16vector dest-start s16vector* [*start* [*end*]]) procedure
(s16vector-append *s16vector...*) procedure
(subs16vector *s16vector start end*) procedure
(subs16vector-move! *src-s16vector src-start src-end dst-s16vector dst-start*) procedure
(s16vector-shrink! *s16vector k*) procedure

(u16vector? *obj*) procedure
(make-u16vector *k* [*fill*]) procedure
(u16vector *exact-int16...*) procedure
(u16vector-length *u16vector*) procedure
(u16vector-ref *u16vector k*) procedure
(u16vector-set *u16vector k exact-int16*) procedure
(u16vector-set! *u16vector k exact-int16*) procedure
(u16vector-swap! *u16vector i j*) procedure
(u16vector->list *u16vector*) procedure
(list->u16vector *list-of-exact-int16*) procedure
(u16vector-fill! *u16vector fill* [*start* [*end*]]) procedure
(subu16vector-fill! *vector start end fill*) procedure
(u16vector-concatenate *lst* [*separator*]) procedure
(u16vector-copy *u16vector* [*start* [*end*]]) procedure
(u16vector-copy! *dest-u16vector dest-start u16vector* [*start* [*end*]]) procedure
(u16vector-append *u16vector...*) procedure
(subu16vector *u16vector start end*) procedure
(subu16vector-move! *src-u16vector src-start src-end dst-u16vector dst-start*) procedure
(u16vector-shrink! *u16vector k*) procedure

(s32vector? *obj*) procedure
(make-s32vector *k* [*fill*]) procedure
(s32vector *exact-int32...*) procedure

(s32vector-length *s32vector*) procedure
(s32vector-ref *s32vector k*) procedure
(s32vector-set *s32vector k exact-int32*) procedure
(s32vector-set! *s32vector k exact-int32*) procedure
(s32vector-swap! *s32vector i j*) procedure
(s32vector->list *s32vector*) procedure
(list->s32vector *list-of-exact-int32*) procedure
(s32vector-fill! *s32vector fill* [*start* [*end*]]) procedure
(subs32vector-fill! *vector start end fill*) procedure
(s32vector-concatenate *lst* [*separator*]) procedure
(s32vector-copy *s32vector* [*start* [*end*]]) procedure
(s32vector-copy! *dest-s32vector dest-start s32vector* [*start* [*end*]]) procedure
(s32vector-append *s32vector...*) procedure
(subs32vector *s32vector start end*) procedure
(subs32vector-move! *src-s32vector src-start src-end dst-s32vector dst-start*) procedure
(s32vector-shrink! *s32vector k*) procedure

(u32vector? *obj*) procedure
(make-u32vector *k* [*fill*]) procedure
(u32vector *exact-int32...*) procedure
(u32vector-length *u32vector*) procedure
(u32vector-ref *u32vector k*) procedure
(u32vector-set *u32vector k exact-int32*) procedure
(u32vector-set! *u32vector k exact-int32*) procedure
(u32vector-swap! *u32vector i j*) procedure
(u32vector->list *u32vector*) procedure
(list->u32vector *list-of-exact-int32*) procedure
(u32vector-fill! *u32vector fill* [*start* [*end*]]) procedure
(subu32vector-fill! *vector start end fill*) procedure
(u32vector-concatenate *lst* [*separator*]) procedure
(u32vector-copy *u32vector* [*start* [*end*]]) procedure
(u32vector-copy! *dest-u32vector dest-start u32vector* [*start* [*end*]]) procedure
(u32vector-append *u32vector...*) procedure
(subu32vector *u32vector start end*) procedure
(subu32vector-move! *src-u32vector src-start src-end dst-u32vector dst-start*) procedure
(u32vector-shrink! *u32vector k*) procedure

(s64vector? *obj*) procedure
(make-s64vector *k* [*fill*]) procedure
(s64vector *exact-int64...*) procedure
(s64vector-length *s64vector*) procedure
(s64vector-ref *s64vector k*) procedure
(s64vector-set *s64vector k exact-int64*) procedure
(s64vector-set! *s64vector k exact-int64*) procedure
(s64vector-swap! *s64vector i j*) procedure
(s64vector->list *s64vector*) procedure

(list->s64vector *list-of-exact-int64*) procedure
(s64vector-fill! *s64vector fill* [*start* [*end*]]) procedure
(subs64vector-fill! *vector start end fill*) procedure
(s64vector-concatenate *lst* [*separator*]) procedure
(s64vector-copy *s64vector* [*start* [*end*]]) procedure
(s64vector-copy! *dest-s64vector dest-start s64vector* [*start* [*end*]]) procedure
(s64vector-append *s64vector...*) procedure
(subs64vector *s64vector start end*) procedure
(subs64vector-move! *src-s64vector src-start src-end dst-s64vector dst-start*) procedure
(s64vector-shrink! *s64vector k*) procedure

(u64vector? *obj*) procedure
(make-u64vector *k* [*fill*]) procedure
(u64vector *exact-int64...*) procedure
(u64vector-length *u64vector*) procedure
(u64vector-ref *u64vector k*) procedure
(u64vector-set *u64vector k exact-int64*) procedure
(u64vector-set! *u64vector k exact-int64*) procedure
(u64vector-swap! *u64vector i j*) procedure
(u64vector->list *u64vector*) procedure
(list->u64vector *list-of-exact-int64*) procedure
(u64vector-fill! *u64vector fill* [*start* [*end*]]) procedure
(subu64vector-fill! *vector start end fill*) procedure
(u64vector-concatenate *lst* [*separator*]) procedure
(u64vector-copy *u64vector* [*start* [*end*]]) procedure
(u64vector-copy! *dest-u64vector dest-start u64vector* [*start* [*end*]]) procedure
(u64vector-append *u64vector...*) procedure
(subu64vector *u64vector start end*) procedure
(subu64vector-move! *src-u64vector src-start src-end dst-u64vector dst-start*) procedure
(u64vector-shrink! *u64vector k*) procedure

(f32vector? *obj*) procedure
(make-f32vector *k* [*fill*]) procedure
(f32vector *inexact-real...*) procedure
(f32vector-length *f32vector*) procedure
(f32vector-ref *f32vector k*) procedure
(f32vector-set *f32vector k inexact-real*) procedure
(f32vector-set! *f32vector k inexact-real*) procedure
(f32vector-swap! *f32vector i j*) procedure
(f32vector->list *f32vector*) procedure
(list->f32vector *list-of-inexact-real*) procedure
(f32vector-fill! *f32vector fill* [*start* [*end*]]) procedure
(subf32vector-fill! *vector start end fill*) procedure
(f32vector-concatenate *lst* [*separator*]) procedure
(f32vector-copy *f32vector* [*start* [*end*]]) procedure
(f32vector-copy! *dest-f32vector dest-start f32vector* [*start* [*end*]]) procedure

(f32vector-append *f32vector...*) procedure
(subf32vector *f32vector start end*) procedure
(subf32vector-move! *src-f32vector src-start src-end dst-f32vector dst-start*) procedure
(f32vector-shrink! *f32vector k*) procedure

(f64vector? *obj*) procedure
(make-f64vector *k* [*fill*]) procedure
(f64vector *inexact-real...*) procedure
(f64vector-length *f64vector*) procedure
(f64vector-ref *f64vector k*) procedure
(f64vector-set *f64vector k inexact-real*) procedure
(f64vector-set! *f64vector k inexact-real*) procedure
(f64vector-swap! *f64vector i j*) procedure
(f64vector->list *f64vector*) procedure
(list->f64vector *list-of-inexact-real*) procedure
(f64vector-fill! *f64vector fill* [*start* [*end*]]) procedure
(subf64vector-fill! *vector start end fill*) procedure
(f64vector-concatenate *lst* [*separator*]) procedure
(f64vector-copy *f64vector* [*start* [*end*]]) procedure
(f64vector-copy! *dest-f64vector dest-start f64vector* [*start* [*end*]]) procedure
(f64vector-append *f64vector...*) procedure
(subf64vector *f64vector start end*) procedure
(subf64vector-move! *src-f64vector src-start src-end dst-f64vector dst-start*) procedure
(f64vector-shrink! *f64vector k*) procedure

For example:

```
> (define v (u8vector 10 255 13))
> (u8vector-set! v 2 99)
> v
#u8(10 255 99)
> (u8vector-ref v 1)
255
> (u8vector->list v)
(10 255 99)
> (u8vector-shrink! v 2)
> (v)
#u8(10 255)
```

(object->u8vector *obj* [*encoder*]) procedure
(u8vector->object *u8vector* [*decoder*]) procedure

The procedure `object->u8vector` returns a u8vector that contains the sequence of bytes that encodes the object *obj*. The procedure `u8vector->object` decodes the sequence of bytes contained in the u8vector *u8vector*, which was produced by the procedure `object->u8vector`, and reconstructs an object structurally equal to the original object. In other words the procedures `object->u8vector` and `u8vector->object` respectively perform serialization and deserialization of Scheme objects. Note that some objects are non-serializable (e.g. threads, wills, some types of ports, and any object containing a non-serializable object).

The optional *encoder* and *decoder* parameters are single parameter procedures which default to the identity function. The *encoder* procedure is called during serialization. As the serializer walks through *obj*, it calls the *encoder* procedure on each sub-object X that is encountered. The *encoder* transforms the object X into an object Y that will be serialized instead of X. Similarly the *decoder* procedure is called during deserialization. When an object Y is encountered, the *decoder* procedure is called to transform it into the object X that is the result of deserialization.

The *encoder* and *decoder* procedures are useful to customize the serialized representation of objects. In particular, it can be used to define the semantics of serializing objects, such as threads and ports, that would otherwise not be serializable. The *decoder* procedure is typically the inverse of the *encoder* procedure, i.e. `(`*decoder* `(`*encoder* *X*`))` $= X$.

For example:

```
> (define (make-adder x) (lambda (y) (+ x y)))
> (define f (make-adder 10))
> (define a (object->u8vector f))
> (define b (u8vector->object a))
> (u8vector-length a)
1639
> (f 5)
15
> (b 5)
15
> (pp b)
(lambda (y) (+ x y))
```

8.10 Hashing and weak references

8.10.1 Hashing

`(object->serial-number` *obj*`)` procedure

`(serial-number->object` *n* [*default*]`)` procedure

All Scheme objects are uniquely identified with a serial number which is a nonnegative exact integer. The `object->serial-number` procedure returns the serial number of object *obj*. This serial number is only allocated the first time the `object->serial-number` procedure is called on that object. Objects which do not have an external textual representation that can be read by the `read` procedure, use an external textual representation that includes a serial number of the form `#`*n*. Consequently, the procedures `write`, `pretty-print`, etc will call the `object->serial-number` procedure to get the serial number, and this may cause the serial number to be allocated.

The `serial-number->object` procedure takes an exact integer parameter *n* and returns the object whose serial number is *n*. If no object currently exists with that serial number, *default* is returned if it is specified, otherwise an unbound-serial-number-exception object is raised. The reader defines the following abbreviation for calling `serial-number->object`: the syntax `#`*n*, where *n* is a sequence of decimal digits and it is not followed by '=' or '#', is equivalent to the list `(serial-number->object` *n*`)`.

For example:

```
> (define z (list (lambda (x) (* x x)) (lambda (y) (/ 1 y))))
> z
(#<procedure #2> #<procedure #3>)
> (#3 10)
1/10
> '(#3 10)
((serial-number->object 3) 10)
> car
#<procedure #4 car>
> (#4 z)
#<procedure #2>
```

(unbound-serial-number-exception? *obj*) procedure
(unbound-serial-number-exception-procedure *exc*) procedure
(unbound-serial-number-exception-arguments *exc*) procedure

Unbound-serial-number-exception objects are raised by the procedure `serial-number->object` when no object currently exists with that serial number. The parameter *exc* must be an unbound-serial-number-exception object.

The procedure `unbound-serial-number-exception?` returns `#t` when *obj* is a unbound-serial-number-exception object and `#f` otherwise.

The procedure `unbound-serial-number-exception-procedure` returns the procedure that raised *exc*.

The procedure `unbound-serial-number-exception-arguments` returns the list of arguments of the procedure that raised *exc*.

For example:

```
> (define (handler exc)
    (if (unbound-serial-number-exception? exc)
        (list (unbound-serial-number-exception-procedure exc)
              (unbound-serial-number-exception-arguments exc))
        'not-unbound-serial-number-exception))
> (with-exception-catcher
    handler
    (lambda () (serial-number->object 1000)))
(#<procedure #2 serial-number->object> (1000))
```

(symbol-hash *symbol*) procedure

The `symbol-hash` procedure returns the hash number of the symbol *symbol*. The hash number is a small exact integer (fixnum). When *symbol* is an interned symbol the value returned is the same as `(string=?-hash (symbol->string` *symbol*`))`.

For example:

```
> (symbol-hash 'car)
444471047
```

(keyword-hash *keyword*) procedure

The `keyword-hash` procedure returns the hash number of the keyword *keyword*. The hash number is a small exact integer (fixnum). When *keyword* is an interned keyword the value returned is the same as `(string=?-hash (keyword->string` *keyword*`))`.

For example:

```
> (keyword-hash car:)
444471047
```

`(string=?-hash` *string*`)` procedure

The `string=?-hash` procedure returns the hash number of the string *string*. The hash number is a small exact integer (fixnum). For any two strings *s1* and *s2*, `(string=?` *s1 s2*`)` implies `(= (string=?-hash` *s1*`) (string=?-hash` *s2*`))`.

For example:

```
> (string=?-hash "car")
444471047
```

`(string-ci=?-hash` *string*`)` procedure

The `string-ci=?-hash` procedure returns the hash number of the string *string*. The hash number is a small exact integer (fixnum). For any two strings *s1* and *s2*, `(string-ci=?` *s1 s2*`)` implies `(= (string-ci=?-hash` *s1*`) (string-ci=?-hash` *s2*`))`.

For example:

```
> (string-ci=?-hash "CaR")
444471047
```

`(eq?-hash` *obj*`)` procedure

The `eq?-hash` procedure returns the hash number of the object *obj*. The hash number is a small exact integer (fixnum). For any two objects *o1* and *o2*, `(eq?` *o1 o2*`)` implies `(= (eq?-hash` *o1*`) (eq?-hash` *o2*`))`.

For example:

```
> (eq?-hash #t)
536870910
```

`(eqv?-hash` *obj*`)` procedure

The `eqv?-hash` procedure returns the hash number of the object *obj*. The hash number is a small exact integer (fixnum). For any two objects *o1* and *o2*, `(eqv?` *o1 o2*`)` implies `(= (eqv?-hash` *o1*`) (eqv?-hash` *o2*`))`.

For example:

```
> (eqv?-hash 1.5)
496387656
```

`(equal?-hash` *obj*`)` procedure

The `equal?-hash` procedure returns the hash number of the object *obj*. The hash number is a small exact integer (fixnum). For any two objects *o1* and *o2*, `(equal?` *o1 o2*`)` implies `(= (equal?-hash` *o1*`) (equal?-hash` *o2*`))`.

For example:

```
> (equal?-hash (list 1 2 3))
442438567
```

8.10.2 Weak references

The garbage collector is responsible for reclaiming objects that are no longer needed by the program. This is done by analyzing the reachability graph of all objects from the roots (i.e. the global variables, the runnable threads, permanently allocated objects such as procedures defined in a compiled file, nonexecutable wills, etc). If a root or a reachable object X contains a reference to an object Y then Y is reachable. As a general rule, unreachable objects are reclaimed by the garbage collector.

There are two types of references: strong references and weak references. Most objects, including pairs, vectors, records and closures, contain strong references. An object X is *strongly reachable* if there is a path from the roots to X that traverses only strong references. Weak references only occur in wills and tables. There are two types of weak references: will-weak references and table-weak references. If all paths from the roots to an object Y traverse at least one table-weak reference, then Y will be reclaimed by the garbage collector. The will-weak references are used for finalization and are explained in the next section.

8.10.2.1 Wills

The following procedures implement the *will* data type. Will objects provide support for finalization. A will is an object that contains a will-weak reference to a *testator* object (the object attached to the will), and a strong reference to an *action* procedure which is a one parameter procedure which is called when the will is executed.

`(make-will` *testator action*`)` procedure
`(will?` *obj*`)` procedure
`(will-testator` *will*`)` procedure
`(will-execute!` *will*`)` procedure

The `make-will` procedure creates a will object with the given *testator* object and *action* procedure. The `will?` procedure tests if *obj* is a will object. The `will-testator` procedure gets the testator object attached to the *will*. The `will-execute!` procedure executes *will*.

A will becomes *executable* when its *testator* object is not strongly reachable (i.e. the *testator* object is either unreachable or only reachable using paths from the roots that traverse at least one weak reference). Some objects, including symbols, small exact integers (fixnums), booleans and characters, are considered to be always strongly reachable.

When the runtime system detects that a will has become executable the current computation is interrupted, the will's testator is set to `#f` and the will's action procedure is called with the will's testator as the sole argument. Currently only the garbage collector detects when wills become executable but this may change in future versions of Gambit (for example the compiler could perform an analysis to infer will executability at compile time). The garbage collector builds a list of all executable wills. Shortly after a garbage collection, the action procedures of these wills will be called. The link from the will to the action procedure is severed when the action procedure is called.

Note that the testator object will not be reclaimed during the garbage collection that determined executability of the will. It is only when an object is not reachable from the roots that it is reclaimed by the garbage collector.

A remarkable feature of wills is that an action procedure can "resurrect" an object. An action procedure could for example assign the testator object to a global variable or create a new will with the same testator object.

For example:

```
> (define a (list 123))
> (set-cdr! a a) ; create a circular list
> (define b (vector a))
> (define c #f)
> (define w
```

```
    (let ((obj a))
      (make-will obj
                 (lambda (x) ; x will be eq? to obj
                   (display "executing action procedure")
                   (newline)
                   (set! c x)))))
> (will? w)
#t
> (car (will-testator w))
123
> (##gc)
> (set! a #f)
> (##gc)
> (set! b #f)
> (##gc)
executing action procedure
> (will-testator w)
#f
> (car c)
123
```

8.10.3 Tables

The following procedures implement the *table* data type. Tables are heterogenous structures whose elements are indexed by keys which are arbitrary objects. Tables are similar to association lists but are abstract and the access time for large tables is typically smaller. Each key contained in the table is bound to a value. The length of the table is the number of key/value bindings it contains. New key/value bindings can be added to a table, the value bound to a key can be changed, and existing key/value bindings can be removed.

The references to the keys can either be all strong or all table-weak and the references to the values can either be all strong or all table-weak. The garbage collector removes key/value bindings from a table when 1) the key is a table-weak reference and the key is unreachable or only reachable using paths from the roots that traverse at least one table-weak reference, or 2) the value is a table-weak reference and the value is unreachable or only reachable using paths from the roots that traverse at least one table-weak reference. Key/value bindings that are removed by the garbage collector are reclaimed immediately.

Although there are several possible ways of implementing tables, the current implementation uses hashing with open-addressing. This is space efficient and provides constant-time access. Hash tables are automatically resized to maintain the load within specified bounds. The load is the number of active entries (the length of the table) divided by the total number of entries in the hash table.

Tables are parameterized with a key comparison procedure. By default the `equal?` procedure is used, but `eq?`, `eqv?`, `string=?`, `string-ci=?`, or a user defined procedure can also be used. To support arbitrary key comparison procedures, tables are also parameterized with a hashing procedure accepting a key as its single parameter and returning a fixnum result. The hashing procedure *hash* must be consistent with the key comparison procedure *test*, that is, for any two keys *k1* and *k2* in the table, (*test k1 k2*) implies (= (*hash k1*) (*hash k2*)). A default hashing procedure consistent with the key comparison procedure is provided by the system. The default hashing procedure generally gives good performance when the key comparison procedure is `eq?`, `eqv?`, `equal?`, `string=?`, and

`string-ci=?`. However, for user defined key comparison procedures, the default hashing procedure always returns 0. This degrades the performance of the table to a linear search.

Tables can be compared for equality using the `equal?` procedure. Two tables *X* and *Y* are considered equal by `equal?` when they have the same weakness attributes, the same key comparison procedure, the same hashing procedure, the same length, and for all the keys *k* in *X*, `(equal? (table-ref X k) (table-ref Y k))`.

`(make-table` [`size:` *size*] [`init:` *init*] [`weak-keys:` *weak-keys*] [`weak-values:` *weak-values*] [`test:` *test*] [`hash:` *hash*] [`min-load:` *min-load*] [`max-load:` *max-load*]`)` procedure

The procedure `make-table` returns a new table. The optional keyword parameters specify various parameters of the table.

The *size* parameter is a nonnegative exact integer indicating the expected length of the table. The system uses *size* to choose an appropriate initial size of the hash table so that it does not need to be resized too often.

The *init* parameter indicates a value that is associated to keys that are not in the table. When *init* is not specified, no value is associated to keys that are not in the table.

The *weak-keys* and *weak-values* parameters are extended booleans indicating respectively whether the keys and values are table-weak references (true) or strong references (false). By default the keys and values are strong references.

The *test* parameter indicates the key comparison procedure. The default key comparison procedure is `equal?`. The key comparison procedures `eq?`, `eqv?`, `equal?`, `string=?`, and `string-ci=?` are special because the system will use a reasonably good hash procedure when none is specified.

The *hash* parameter indicates the hash procedure. This procedure must accept a single key parameter, return a fixnum, and be consistent with the key comparison procedure. When *hash* is not specified, a default hash procedure is used. The default hash procedure is reasonably good when the key comparison procedure is `eq?`, `eqv?`, `equal?`, `string=?`, or `string-ci=?`.

The *min-load* and *max-load* parameters are real numbers that indicate the minimum and maximum load of the table respectively. The table is resized when adding or deleting a key/value binding would bring the table's load outside of this range. The *min-load* parameter must be no less than 0.05 and the *max-load* parameter must be no greater than 0.95. Moreover the difference between *min-load* and *max-load* must be at least 0.20. When *min-load* is not specified, the value 0.45 is used. When *max-load* is not specified, the value 0.90 is used.

For example:

```
> (define t (make-table))
> (table? t)
#t
> (table-length t)
0
> (table-set! t (list 1 2) 3)
> (table-set! t (list 4 5) 6)
> (table-ref t (list 1 2))
3
```

```
> (table-length t)
2
```

(table? *obj*) procedure

The procedure table? returns #t when *obj* is a table and #f otherwise.

For example:

```
> (table? (make-table))
#t
> (table? 123)
#f
```

(table-length *table*) procedure

The procedure table-length returns the number of key/value bindings contained in the table *table*.

For example:

```
> (define t (make-table weak-keys: #t))
> (define x (list 1 2))
> (define y (list 3 4))
> (table-set! t x 111)
> (table-set! t y 222)
> (table-length t)
2
> (table-set! t x)
> (table-length t)
1
> (##gc)
> (table-length t)
1
> (set! y #f)
> (##gc)
> (table-length t)
0
```

(table-ref *table key* [*default*]) procedure

The procedure table-ref returns the value bound to the object *key* in the table *table*. When *key* is not bound and *default* is specified, *default* is returned. When *default* is not specified but an *init* parameter was specified when *table* was created, *init* is returned. Otherwise an unbound-key-exception object is raised.

For example:

```
> (define t1 (make-table init: 999))
> (table-set! t1 (list 1 2) 3)
> (table-ref t1 (list 1 2))
3
> (table-ref t1 (list 4 5))
999
> (table-ref t1 (list 4 5) #f)
#f
> (define t2 (make-table))
> (table-ref t2 (list 4 5))
*** ERROR IN (console)@7.1 -- Unbound key
(table-ref '#<table #2> '(4 5))
```

(table-set! *table key* [*value*]) procedure

The procedure table-set! binds the object *key* to *value* in the table *table*. When *value* is not specified, if *table* contains a binding for *key* then the binding is removed from *table*. The procedure table-set! returns an unspecified value.

For example:

```
> (define t (make-table))
> (table-set! t (list 1 2) 3)
> (table-set! t (list 4 5) 6)
> (table-set! t (list 4 5))
> (table-set! t (list 7 8))
> (table-ref t (list 1 2))
3
> (table-ref t (list 4 5))
*** ERROR IN (console)@7.1 -- Unbound key
(table-ref '#<table #2> '(4 5))
```

(table-search *proc table*) procedure

The procedure table-search searches the table *table* for a key/value binding for which the two parameter procedure *proc* returns a non false result. For each key/value binding visited by table-search the procedure *proc* is called with the key as the first parameter and the value as the second parameter. The procedure table-search returns the first non false value returned by *proc*, or #f if *proc* returned #f for all key/value bindings in *table*.

The order in which the key/value bindings are visited is unspecified and may vary from one call of table-search to the next. While a call to table-search is being performed on *table*, it is an error to call any of the following procedures on *table*: table-ref, table-set!, table-search, table-for-each, table-copy, table-merge, table-merge!, and table->list. It is also an error to compare with equal? (directly or indirectly with member, assoc, table-ref, etc.) an object that contains *table*. All these procedures may cause *table* to be reordered and resized. This restriction allows a more efficient iteration over the key/value bindings.

For example:

```
> (define square (make-table))
> (table-set! square 2 4)
> (table-set! square 3 9)
> (table-search (lambda (k v) (and (odd? k) v)) square)
9
```

(table-for-each *proc table*) procedure

The procedure table-for-each calls the two parameter procedure *proc* for each key/value binding in the table *table*. The procedure *proc* is called with the key as the first parameter and the value as the second parameter. The procedure table-for-each returns an unspecified value.

The order in which the key/value bindings are visited is unspecified and may vary from one call of table-for-each to the next. While a call to table-for-each is being performed on *table*, it is an error to call any of the following procedures on *table*: table-ref, table-set!, table-search, table-for-each, and table->list. It is also an error to compare with equal? (directly or indirectly with

`member`, `assoc`, `table-ref`, etc.) an object that contains *table*. All these procedures may cause *table* to be reordered and resized. This restriction allows a more efficient iteration over the key/value bindings.

For example:

```
> (define square (make-table))
> (table-set! square 2 4)
> (table-set! square 3 9)
> (table-for-each (lambda (k v) (write (list k v)) (newline)) square)
(2 4)
(3 9)
```

`(table->list` *table*`)` procedure

The procedure `table->list` returns an association list containing the key/value bindings in the table *table*. Each key/value binding yields a pair whose car field is the key and whose cdr field is the value bound to that key. The order of the bindings in the list is unspecified.

For example:

```
> (define square (make-table))
> (table-set! square 2 4)
> (table-set! square 3 9)
> (table->list square)
((3 . 9) (2 . 4))
```

`(list->table` *list* [`size:` *size*] [`init:` *init*] [`weak-keys:` *weak-keys*] [`weak-values:` *weak-values*] [`test:` *test*] [`hash:` *hash*] [`min-load:` *min-load*] [`max-load:` *max-load*]`)` procedure

The procedure `list->table` returns a new table containing the key/value bindings in the association list *list*. The optional keyword parameters specify various parameters of the table and have the same meaning as for the `make-table` procedure.

Each element of *list* is a pair whose car field is a key and whose cdr field is the value bound to that key. If a key appears more than once in *list* (tested using the table's key comparison procedure) it is the first key/value binding in *list* that has precedence.

For example:

```
> (define t (list->table '((b . 2) (a . 1) (c . 3) (a . 4))))
> (table->list t)
((a . 1) (b . 2) (c . 3))
```

`(unbound-key-exception?` *obj*`)` procedure
`(unbound-key-exception-procedure` *exc*`)` procedure
`(unbound-key-exception-arguments` *exc*`)` procedure

Unbound-key-exception objects are raised by the procedure `table-ref` when the key does not have a binding in the table. The parameter *exc* must be an unbound-key-exception object.

The procedure `unbound-key-exception?` returns `#t` when *obj* is a unbound-key-exception object and `#f` otherwise.

The procedure `unbound-key-exception-procedure` returns the procedure that raised *exc*.

The procedure `unbound-key-exception-arguments` returns the list of arguments of the procedure that raised *exc*.

For example:

```
> (define t (make-table))
> (define (handler exc)
    (if (unbound-key-exception? exc)
        (list (unbound-key-exception-procedure exc)
              (unbound-key-exception-arguments exc))
        'not-unbound-key-exception))
> (with-exception-catcher
    handler
    (lambda () (table-ref t '(1 2))))
(#<procedure #2 table-ref> (#<table #3> (1 2)))
```

(table-copy *table*) procedure

The procedure table-copy returns a new table containing the same key/value bindings as *table* and the same table parameters (i.e. hash procedure, key comparison procedure, key and value weakness, etc).

For example:

```
> (define t (list->table '((b . 2) (a . 1) (c . 3))))
> (define x (table-copy t))
> (table-set! t 'b 99)
> (table->list t)
((a . 1) (b . 99) (c . 3))
> (table->list x)
((a . 1) (b . 2) (c . 3))
```

(table-merge! *table1 table2* [*table2-takes-precedence?*]) procedure

The procedure table-merge! returns *table1* after the key/value bindings contained in *table2* have been added to it. When a key exists both in *table1* and *table2*, then the parameter *table2-takes-precedence?* indicates which binding will be kept (the one in *table1* if *table2-takes-precedence?* is false, and the one in *table2* otherwise). If *table2-takes-precedence?* is not specified the binding in *table1* is kept.

For example:

```
> (define t1 (list->table '((a . 1) (b . 2) (c . 3))))
> (define t2 (list->table '((a . 4) (b . 5) (z . 6))))
> (table->list (table-merge! t1 t2))
((a . 1) (b . 2) (c . 3) (z . 6))
> (define t1 (list->table '((a . 1) (b . 2) (c . 3))))
> (define t2 (list->table '((a . 4) (b . 5) (z . 6))))
> (table->list (table-merge! t1 t2 #t))
((a . 4) (b . 5) (c . 3) (z . 6))
```

(table-merge *table1 table2* [*table2-takes-precedence?*]) procedure

The procedure table-merge returns a copy of *table1* (created with table-copy) to which the key/value bindings contained in *table2* have been added using table-merge!. When a key exists both in *table1* and *table2*, then the parameter *table2-takes-precedence?* indicates which binding will be kept (the one in *table1* if *table2-takes-precedence?* is false, and the one in *table2* otherwise). If *table2-takes-precedence?* is not specified the binding in *table1* is kept.

For example:

```
> (define t1 (list->table '((a . 1) (b . 2) (c . 3))))
> (define t2 (list->table '((a . 4) (b . 5) (z . 6))))
> (table->list (table-merge t1 t2))
```

```
((a . 1) (b . 2) (c . 3) (z . 6))
> (table->list (table-merge t1 t2 #t))
((a . 4) (b . 5) (c . 3) (z . 6))
```

9 Records

`(define-structure` *name field...*`)` special form

Record data types similar to Pascal records and C `struct` types can be defined using the `define-structure` special form. The identifier *name* specifies the name of the new data type. The structure name is followed by k identifiers naming each field of the record. The `define-structure` expands into a set of definitions of the following procedures:

- '`make-`*name*' – A k argument procedure which constructs a new record from the value of its k fields.
- '*name*`?`' – A procedure which tests if its single argument is of the given record type.
- '*name*`-`*field*' – For each field, a procedure taking as its single argument a value of the given record type and returning the content of the corresponding field of the record.
- '*name*`-`*field*`-set!`' – For each field, a two argument procedure taking as its first argument a value of the given record type. The second argument gets assigned to the corresponding field of the record and the void object is returned.

Record data types have a printed representation that includes the name of the type and the name and value of each field. Record data types can not be read by the `read` procedure.

For example:

```
> (define-structure point x y color)
> (define p (make-point 3 5 'red))
> p
#<point #2 x: 3 y: 5 color: red>
> (point-x p)
3
> (point-color p)
red
> (point-color-set! p 'black)
> p
#<point #2 x: 3 y: 5 color: black>
```

10 Threads

Gambit supports the execution of multiple Scheme threads. These threads are managed entirely by Gambit's runtime and are not related to the host operating system's threads. Gambit's runtime does not currently take advantage of multiprocessors (i.e. at most one thread is running).

10.1 Introduction

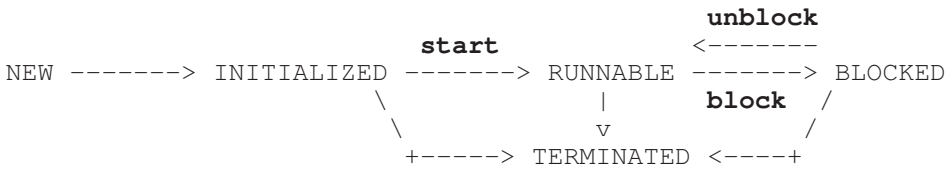
Multithreading is a paradigm that is well suited for building complex systems such as: servers, GUIs, and high-level operating systems. Gambit's thread system offers mechanisms for creating threads of execution and for synchronizing them. The thread system also supports features which are useful in a real-time context, such as priorities, priority inheritance and timeouts.

The thread system provides the following data types:

- Thread (a virtual processor which shares object space with all other threads)
- Mutex (a mutual exclusion device, also known as a lock and binary semaphore)
- Condition variable (a set of blocked threads)

10.2 Thread objects

A *running thread* is a thread that is currently executing. A *runnable thread* is a thread that is ready to execute or running. A thread is *blocked* if it is waiting for a mutex to become unlocked, an I/O operation to become possible, the end of a "sleep" period, etc. A *new thread* is a thread that has been allocated but has not yet been initialized. An *initialized thread* is a thread that can be made runnable. A new thread becomes runnable when it is started by calling `thread-start!`. A *terminated thread* is a thread that can no longer become runnable (but *deadlocked threads* are not considered terminated). The only valid transitions between the thread states are from new to initialized, from initialized to runnable, between runnable and blocked, and from any state except new to terminated as indicated in the following diagram:



Each thread has a *base priority*, which is a real number (where a higher numerical value means a higher priority), a *priority boost*, which is a nonnegative real number representing the priority increase applied to a thread when it blocks, and a *quantum*, which is a nonnegative real number representing a duration in seconds.

Each thread has a *specific field* which can be used in an application specific way to associate data with the thread (some thread systems call this "thread local storage").

Each thread has a *mailbox* which is used for inter-thread communication.

10.3 Mutex objects

A mutex can be in one of four states: *locked* (either *owned* or *not owned*) and *unlocked* (either *abandoned* or *not abandoned*).

An attempt to lock a mutex only succeeds if the mutex is in an unlocked state, otherwise the current thread will wait. A mutex in the locked/owned state has an associated *owner thread*, which by convention is the thread that is responsible for unlocking the mutex (this case is typical of critical sections implemented as "lock mutex, perform operation, unlock mutex"). A mutex in the locked/not-owned state is not linked to a particular thread.

A mutex becomes locked when a thread locks it using the '`mutex-lock!`' primitive. A mutex becomes unlocked/abandoned when the owner of a locked/owned mutex terminates. A mutex becomes unlocked/not-abandoned when a thread unlocks it using the '`mutex-unlock!`' primitive.

The mutex primitives do not implement *recursive mutex semantics*. An attempt to lock a mutex that is locked implies that the current thread waits even if the mutex is owned by the current thread (this can lead to a deadlock if no other thread unlocks the mutex).

Each mutex has a *specific field* which can be used in an application specific way to associate data with the mutex.

10.4 Condition variable objects

A condition variable represents a set of blocked threads. These blocked threads are waiting for a certain condition to become true. When a thread modifies some program state that might make the condition true, the thread unblocks some number of threads (one or all depending on the primitive used) so they can check if the condition is now true. This allows complex forms of interthread synchronization to be expressed more conveniently than with mutexes alone.

Each condition variable has a *specific field* which can be used in an application specific way to associate data with the condition variable.

10.5 Fairness

In various situations the scheduler must select one thread from a set of threads (e.g. which thread to run when a running thread blocks or expires its quantum, which thread to unblock when a mutex becomes unlocked or a condition variable is signaled). The constraints on the selection process determine the scheduler's *fairness*. The selection depends on the order in which threads become runnable or blocked and on the *priority* attached to the threads.

The definition of fairness requires the notion of time ordering, i.e. "event A occured before event B". For the purpose of establishing time ordering, the scheduler uses a clock with a discrete, usually variable, resolution (a "tick"). Events occuring in a given tick can be considered to be simultaneous (i.e. if event A occured before event B in real time, then the scheduler will claim that event A occured before event B unless both events fall within the same tick, in which case the scheduler arbitrarily chooses a time ordering).

Each thread T has three priorities which affect fairness; the *base priority*, the *boosted priority*, and the *effective priority*.

- The *base priority* is the value contained in T's *base priority* field (which is set with the '`thread-base-priority-set!`' primitive).

- T's *boosted flag* field contains a boolean that affects T's *boosted priority*. When the boosted flag field is false, the boosted priority is equal to the base priority, otherwise the boosted priority is equal to the base priority plus the value contained in T's *priority boost* field (which is set with the '`thread-priority-boost-set!`' primitive). The boosted flag field is set to false when a thread is created, when its quantum expires, and when *thread-yield!* is called. The boosted flag field is set to true when a thread blocks. By carefully choosing the base priority and priority boost, relatively to the other threads, it is possible to set up an interactive thread so that it has good I/O response time without being a CPU hog when it performs long computations.
- The *effective priority* is equal to the maximum of T's boosted priority and the effective priority of all the threads that are blocked on a mutex owned by T. This *priority inheritance* avoids priority inversion problems that would prevent a high priority thread blocked at the entry of a critical section to progress because a low priority thread inside the critical section is preempted for an arbitrary long time by a medium priority thread.

Let $P(T)$ be the effective priority of thread T and let $R(T)$ be the most recent time when one of the following events occurred for thread T, thus making it runnable: T was started by calling '`thread-start!`', T called '`thread-yield!`', T expired its quantum, or T became unblocked. Let the relation $NL(T1,T2)$, "*T1* no later than *T2*", be true if $P(T1)<P(T2)$ or $P(T1)=P(T2)$ and $R(T1)>R(T2)$, and false otherwise. The scheduler will schedule the execution of threads in such a way that whenever there is at least one runnable thread, 1) within a finite time at least one thread will be running, and 2) there is never a pair of runnable threads *T1* and *T2* for which $NL(T1,T2)$ is true and *T1* is not running and *T2* is running.

A thread T expires its quantum when an amount of time equal to T's quantum has elapsed since T entered the running state and T did not block, terminate or call '`thread-yield!`'. At that point T exits the running state to allow other threads to run. A thread's quantum is thus an indication of the rate of progress of the thread relative to the other threads of the same priority. Moreover, the resolution of the timer measuring the running time may cause a certain deviation from the quantum, so a thread's quantum should only be viewed as an approximation of the time it can run before yielding to another thread.

Threads blocked on a given mutex or condition variable will unblock in an order which is consistent with decreasing priority and increasing blocking time (i.e. the highest priority thread unblocks first, and among equal priority threads the one that blocked first unblocks first).

10.6 Memory coherency

Read and write operations on the store (such as reading and writing a variable, an element of a vector or a string) are not atomic. It is an error for a thread to write a location in the store while some other thread reads or writes that same location. It is the responsibility of the application to avoid write/read and write/write races through appropriate uses of the synchronization primitives.

Concurrent reads and writes to ports are allowed. It is the responsibility of the implementation to serialize accesses to a given port using the appropriate synchronization primitives.

10.7 Timeouts

All synchronization primitives which take a timeout parameter accept three types of values as a timeout, with the following meaning:

- a time object represents an absolute point in time
- an exact or inexact real number represents a relative time in seconds from the moment the primitive was called
- '`#f`' means that there is no timeout

When a timeout denotes the current time or a time in the past, the synchronization primitive claims that the timeout has been reached only after the other synchronization conditions have been checked. Moreover the thread remains running (it does not enter the blocked state). For example, `(mutex-lock! m 0)` will lock mutex `m` and return '`#t`' if `m` is currently unlocked, otherwise '`#f`' is returned because the timeout is reached.

10.8 Primordial thread

The execution of a program is initially under the control of a single thread known as the *primordial thread*. The primordial thread has an unspecified base priority, priority boost, boosted flag, quantum, name, specific field, dynamic environment, '`dynamic-wind`' stack, and exception-handler. All threads are terminated when the primordial thread terminates (normally or not).

10.9 Procedures

`(current-thread)` procedure

This procedure returns the current thread. For example:

```
> (current-thread)
#<thread #1 primordial>
> (eq? (current-thread) (current-thread))
#t
```

`(thread?` *obj*`)` procedure

This procedure returns `#t` when *obj* is a thread object and `#f` otherwise.

For example:

```
> (thread? (current-thread))
#t
> (thread? 'foo)
#f
```

`(make-thread` *thunk* [*name* [*thread-group*]]`)` procedure

`(make-root-thread` *thunk* [*name* [*thread-group* [*input-port* [*output-port*]]]]`)` procedure

The `make-thread` procedure creates and returns an initialized thread. This thread is not automatically made runnable (the procedure `thread-start!` must be used for this). A thread has the following fields: base priority, priority boost, boosted flag, quantum, name, specific, end-result, end-exception, and a list of locked/owned mutexes it owns. The thread's execution consists of a call to *thunk* with the *initial continuation*. This continuation causes the (then) current thread to store the

result in its end-result field, abandon all mutexes it owns, and finally terminate. The 'dynamic-wind' stack of the initial continuation is empty. The optional *name* is an arbitrary Scheme object which identifies the thread (useful for debugging); it defaults to an unspecified value. The specific field is set to an unspecified value. The optional *thread-group* indicates which thread group this thread belongs to; it defaults to the thread group of the current thread. The base priority, priority boost, and quantum of the thread are set to the same value as the current thread and the boosted flag is set to false. The thread's mailbox is initially empty. The thread inherits the dynamic environment from the current thread. Moreover, in this dynamic environment the exception-handler is bound to the *initial exception-handler* which is a unary procedure which causes the (then) current thread to store in its end-exception field an uncaught-exception object whose "reason" is the argument of the handler, abandon all mutexes it owns, and finally terminate.

The `make-root-thread` procedure behaves like the `make-thread` procedure except the created thread does not inherit the dynamic environment from the current thread and the base priority is set to 0, the priority boost is set to 1.0e-6, and the quantum is set to 0.02. The dynamic environment of the thread has the global bindings of the parameter objects, except `current-input-port` which is bound to *input-port*, `current-output-port` which is bound to *output-port*, and `current-directory` which is bound to the initial current working directory of the current process. If *input-port* is not specified it defaults to a port corresponding to the standard input ('stdin'). If *output-port* is not specified it defaults to a port corresponding to the standard output ('stdout').

For example:

```
> (make-thread (lambda () (write 'hello)))
#<thread #2>
> (make-root-thread (lambda () (write 'world)) 'a-name)
#<thread #3 a-name>
```

(`thread` *thunk*) procedure

The `thread` procedure creates, starts and returns a new thread. The call (`thread` *thunk*) is equivalent to (`thread-start!` (`make-thread` *thunk*)).

For example:

```
> (define a (thread (lambda () (expt 2 1005))))
> (define b (thread (lambda () (expt 2 1000))))
> (/ (thread-join! a) (thread-join! b))
32
```

(`thread-name` *thread*) procedure

This procedure returns the name of the *thread*. For example:

```
> (thread-name (make-thread (lambda () #f) 'foo))
foo
```

(`thread-specific` *thread*) procedure
(`thread-specific-set!` *thread obj*) procedure

The `thread-specific` procedure returns the content of the *thread*'s specific field.

The `thread-specific-set!` procedure stores *obj* into the *thread*'s specific field and returns an unspecified value.

For example:

```
> (thread-specific-set! (current-thread) "hello")
> (thread-specific (current-thread))
"hello"
```

(thread-base-priority *thread*) procedure
(thread-base-priority-set! *thread priority*) procedure

The procedure thread-base-priority returns a real number which corresponds to the base priority of the *thread*.

The procedure thread-base-priority-set! changes the base priority of the *thread* to *priority* and returns an unspecified value. The *priority* must be a real number.

For example:

```
> (thread-base-priority-set! (current-thread) 12.3)
> (thread-base-priority (current-thread))
12.3
```

(thread-priority-boost *thread*) procedure
(thread-priority-boost-set! *thread priority-boost*) procedure

The procedure thread-priority-boost returns a real number which corresponds to the priority boost of the *thread*.

The procedure thread-priority-boost-set! changes the priority boost of the *thread* to *priority-boost* and returns an unspecified value. The *priority-boost* must be a nonnegative real.

For example:

```
> (thread-priority-boost-set! (current-thread) 2.5)
> (thread-priority-boost (current-thread))
2.5
```

(thread-quantum *thread*) procedure
(thread-quantum-set! *thread quantum*) procedure

The procedure thread-quantum returns a real number which corresponds to the quantum of the *thread*.

The procedure thread-quantum-set! changes the quantum of the *thread* to *quantum* and returns an unspecified value. The *quantum* must be a nonnegative real. A value of zero selects the smallest quantum supported by the implementation.

For example:

```
> (thread-quantum-set! (current-thread) 1.5)
> (thread-quantum (current-thread))
1.5
> (thread-quantum-set! (current-thread) 0)
> (thread-quantum (current-thread))
0.
```

(thread-start! *thread*) procedure

This procedure makes *thread* runnable and returns the *thread*. The *thread* must be an initialized thread.

For example:

```
> (let ((t (thread-start! (make-thread (lambda () (write 'a))))))
    (write 'b)
    (thread-join! t))
ab> or ba>
```

NOTE: It is useful to separate thread creation and thread activation to avoid the race condition that would occur if the created thread tries to examine a table in which the current thread stores the created thread. See the last example of the `thread-terminate!` procedure which contains mutually recursive threads.

`(thread-yield!)` procedure

This procedure causes the current thread to exit the running state as if its quantum had expired and returns an unspecified value.

For example:

```
; a busy loop that avoids being too wasteful of the CPU

(let loop ()
  (if (mutex-lock! m 0) ; try to lock m but don't block
      (begin
        (display "locked mutex m")
        (mutex-unlock! m))
      (begin
        (do-something-else)
        (thread-yield!) ; relinquish rest of quantum
        (loop))))
```

`(thread-sleep!` *timeout*`)` procedure

This procedure causes the current thread to wait until the timeout is reached and returns an unspecified value. This blocks the thread only if *timeout* represents a point in the future. It is an error for *timeout* to be '`#f`'.

For example:

```
; a clock with a gradual drift:

(let loop ((x 1))
  (thread-sleep! 1)
  (write x)
  (loop (+ x 1)))

; a clock with no drift:

(let ((start (time->seconds (current-time))))
  (let loop ((x 1))
    (thread-sleep! (seconds->time (+ x start)))
    (write x)
    (loop (+ x 1))))
```

`(thread-terminate!` *thread*`)` procedure

This procedure causes an abnormal termination of the *thread*. If the *thread* is not already terminated, all mutexes owned by the *thread* become unlocked/abandoned and a terminated-thread-exception object is stored in the *thread*'s end-exception field. If *thread* is the current thread, `thread-terminate!` does not return. Otherwise `thread-terminate!` returns an unspecified value; the termination of the *thread* will occur at some point between the calling of `thread-terminate!` and a finite

time in the future (an explicit thread synchronization is needed to detect termination, see `thread-join!`).

For example:

```
(define (amb thunk1 thunk2)
  (let ((result #f)
        (result-mutex (make-mutex))
        (done-mutex (make-mutex)))
    (letrec ((child1
              (make-thread
                (lambda ()
                  (let ((x (thunk1)))
                    (mutex-lock! result-mutex #f #f)
                    (set! result x)
                    (thread-terminate! child2)
                    (mutex-unlock! done-mutex)))))
             (child2
              (make-thread
                (lambda ()
                  (let ((x (thunk2)))
                    (mutex-lock! result-mutex #f #f)
                    (set! result x)
                    (thread-terminate! child1)
                    (mutex-unlock! done-mutex))))))
      (mutex-lock! done-mutex #f #f)
      (thread-start! child1)
      (thread-start! child2)
      (mutex-lock! done-mutex #f #f)
      result)))
```

NOTE: This operation must be used carefully because it terminates a thread abruptly and it is impossible for that thread to perform any kind of cleanup. This may be a problem if the thread is in the middle of a critical section where some structure has been put in an inconsistent state. However, another thread attempting to enter this critical section will raise an abandoned-mutex-exception object because the mutex is unlocked/abandoned. This helps avoid observing an inconsistent state. Clean termination can be obtained by polling, as shown in the example below.

For example:

```
(define (spawn thunk)
  (let ((t (make-thread thunk)))
    (thread-specific-set! t #t)
    (thread-start! t)
    t))

(define (stop! thread)
  (thread-specific-set! thread #f)
  (thread-join! thread))

(define (keep-going?)
  (thread-specific (current-thread)))

(define count!
  (let ((m (make-mutex))
        (i 0))
    (lambda ()
      (mutex-lock! m)
      (let ((x (+ i 1)))
```

```
          (set! i x)
          (mutex-unlock! m)
          x))))

(define (increment-forever!)
  (let loop () (count!) (if (keep-going?) (loop))))

(let ((t1 (spawn increment-forever!))
      (t2 (spawn increment-forever!)))
  (thread-sleep! 1)
  (stop! t1)
  (stop! t2)
  (count!))  ==>  377290
```

(thread-join! *thread* [*timeout* [*timeout-val*]]) procedure

This procedure causes the current thread to wait until the *thread* terminates (normally or not) or until the timeout is reached if *timeout* is supplied. If the timeout is reached, *thread-join!* returns *timeout-val* if it is supplied, otherwise a join-timeout-exception object is raised. If the *thread* terminated normally, the content of the end-result field is returned, otherwise the content of the end-exception field is raised.

For example:

```
(let ((t (thread-start! (make-thread (lambda () (expt 2 100))))))
  (do-something-else)
  (thread-join! t))  ==>  1267650600228229401496703205376

(let ((t (thread-start! (make-thread (lambda () (raise 123))))))
  (do-something-else)
  (with-exception-handler
    (lambda (exc)
      (if (uncaught-exception? exc)
          (* 10 (uncaught-exception-reason exc))
          99999))
    (lambda ()
      (+ 1 (thread-join! t)))))  ==>  1231

(define thread-alive?
  (let ((unique (list 'unique)))
    (lambda (thread)
      ; Note: this procedure raises an exception if
      ; the thread terminated abnormally.
      (eq? (thread-join! thread 0 unique) unique))))

(define (wait-for-termination! thread)
  (let ((eh (current-exception-handler)))
    (with-exception-handler
      (lambda (exc)
        (if (not (or (terminated-thread-exception? exc)
                     (uncaught-exception? exc)))
            (eh exc))) ; unexpected exceptions are handled by eh
      (lambda ()
        ; The following call to thread-join! will wait until the
        ; thread terminates.  If the thread terminated normally
        ; thread-join! will return normally.  If the thread
        ; terminated abnormally then one of these two exception
        ; objects is raised by thread-join!:
        ;   - terminated-thread-exception object
```

```
;   - uncaught-exception object
(thread-join! thread)
#f)))) ; ignore result of thread-join!
```

(thread-send *thread msg*) procedure

Each thread has a mailbox which stores messages delivered to the thread in the order delivered.

The procedure thread-send adds the message *msg* at the end of the mailbox of thread *thread* and returns an unspecified value.

For example:

```
> (thread-send (current-thread) 111)
> (thread-send (current-thread) 222)
> (thread-receive)
111
> (thread-receive)
222
```

(thread-receive [*timeout* [*default*]]) procedure
(thread-mailbox-next [*timeout* [*default*]]) procedure
(thread-mailbox-rewind) procedure
(thread-mailbox-extract-and-rewind) procedure

To allow a thread to examine the messages in its mailbox without removing them from the mailbox, each thread has a *mailbox cursor* which normally points to the last message accessed in the mailbox. When a mailbox cursor is rewound using the procedure thread-mailbox-rewind or thread-mailbox-extract-and-rewind or thread-receive, the cursor does not point to a message, but the next call to thread-receive and thread-mailbox-next will set the cursor to the oldest message in the mailbox.

The procedure thread-receive advances the mailbox cursor of the current thread to the next message, removes that message from the mailbox, rewinds the mailbox cursor, and returns the message. When *timeout* is not specified, the current thread will wait until a message is available in the mailbox. When *timeout* is specified and *default* is not specified, a mailbox-receive-timeout-exception object is raised if the timeout is reached before a message is available. When *timeout* is specified and *default* is specified, *default* is returned if the timeout is reached before a message is available.

The procedure thread-mailbox-next behaves like thread-receive except that the message remains in the mailbox and the mailbox cursor is not rewound.

The procedures thread-mailbox-rewind or thread-mailbox-extract-and-rewind rewind the mailbox cursor of the current thread so that the next call to thread-mailbox-next and thread-receive will access the oldest message in the mailbox. Additionally the procedure thread-mailbox-extract-and-rewind will remove from the mailbox the message most recently accessed by a call to thread-mailbox-next. When thread-mailbox-next has not been called since the last call to thread-receive or thread-mailbox-rewind or thread-mailbox-extract-and-rewind, a call to thread-mailbox-extract-and-rewind only resets the mailbox cursor (no message is removed).

For example:

```
> (thread-send (current-thread) 111)
> (thread-receive 1 999)
111
> (thread-send (current-thread) 222)
> (thread-send (current-thread) 333)
> (thread-mailbox-next 1 999)
222
> (thread-mailbox-next 1 999)
333
> (thread-mailbox-next 1 999)
999
> (thread-mailbox-extract-and-rewind)
> (thread-receive 1 999)
222
> (thread-receive 1 999)
999
```

(mailbox-receive-timeout-exception? *obj*) procedure
(mailbox-receive-timeout-exception-procedure *exc*) procedure
(mailbox-receive-timeout-exception-arguments *exc*) procedure

Mailbox-receive-timeout-exception objects are raised by the procedures thread-receive and thread-mailbox-next when a timeout expires before a message is available and no default value is specified. The parameter *exc* must be a mailbox-receive-timeout-exception object.

The procedure mailbox-receive-timeout-exception? returns #t when *obj* is a mailbox-receive-timeout-exception object and #f otherwise.

The procedure mailbox-receive-timeout-exception-procedure returns the procedure that raised *exc*.

The procedure mailbox-receive-timeout-exception-arguments returns the list of arguments of the procedure that raised *exc*.

For example:

```
> (define (handler exc)
    (if (mailbox-receive-timeout-exception? exc)
        (list (mailbox-receive-timeout-exception-procedure exc)
              (mailbox-receive-timeout-exception-arguments exc))
        'not-mailbox-receive-timeout-exception))
> (with-exception-catcher
    handler
    (lambda () (thread-receive 1)))
(#<procedure #2 thread-receive> (1))
```

(mutex? *obj*) procedure

This procedure returns #t when *obj* is a mutex object and #f otherwise.

For example:

```
> (mutex? (make-mutex))
#t
> (mutex? 'foo)
#f
```

(make-mutex [*name*]) procedure

This procedure returns a new mutex in the unlocked/not-abandoned state. The optional *name* is an arbitrary Scheme object which identifies the mutex (useful for

debugging); it defaults to an unspecified value. The mutex's specific field is set to an unspecified value.

For example:

```
> (make-mutex)
#<mutex #2>
> (make-mutex 'foo)
#<mutex #3 foo>
```

(`mutex-name` *mutex*) procedure

Returns the name of the *mutex*. For example:

```
> (mutex-name (make-mutex 'foo))
foo
```

(`mutex-specific` *mutex*) procedure
(`mutex-specific-set!` *mutex obj*) procedure

The `mutex-specific` procedure returns the content of the *mutex*'s specific field.

The `mutex-specific-set!` procedure stores *obj* into the *mutex*'s specific field and returns an unspecified value.

For example:

```
> (define m (make-mutex))
> (mutex-specific-set! m "hello")
> (mutex-specific m)
"hello"
> (define (mutex-lock-recursively! mutex)
    (if (eq? (mutex-state mutex) (current-thread))
        (let ((n (mutex-specific mutex)))
          (mutex-specific-set! mutex (+ n 1)))
        (begin
          (mutex-lock! mutex)
          (mutex-specific-set! mutex 0))))
> (define (mutex-unlock-recursively! mutex)
    (let ((n (mutex-specific mutex)))
      (if (= n 0)
          (mutex-unlock! mutex)
          (mutex-specific-set! mutex (- n 1)))))
> (mutex-lock-recursively! m)
> (mutex-lock-recursively! m)
> (mutex-lock-recursively! m)
> (mutex-specific m)
2
```

(`mutex-state` *mutex*) procedure

Thos procedure returns information about the state of the *mutex*. The possible results are:

- thread *T*: the *mutex* is in the locked/owned state and thread *T* is the owner of the *mutex*
- symbol `not-owned`: the *mutex* is in the locked/not-owned state
- symbol `abandoned`: the *mutex* is in the unlocked/abandoned state
- symbol `not-abandoned`: the *mutex* is in the unlocked/not-abandoned state

For example:

```
(mutex-state (make-mutex))  ==>  not-abandoned

(define (thread-alive? thread)
  (let ((mutex (make-mutex)))
    (mutex-lock! mutex #f thread)
    (let ((state (mutex-state mutex)))
      (mutex-unlock! mutex) ; avoid space leak
      (eq? state thread))))
```

(`mutex-lock!` *mutex* [*timeout* [*thread*]]) procedure

This procedure locks *mutex*. If the *mutex* is currently locked, the current thread waits until the *mutex* is unlocked, or until the timeout is reached if *timeout* is supplied. If the timeout is reached, `mutex-lock!` returns '`#f`'. Otherwise, the state of the *mutex* is changed as follows:

- if *thread* is '`#f`' the *mutex* becomes locked/not-owned,
- otherwise, let T be *thread* (or the current thread if *thread* is not supplied),
  - if T is terminated the *mutex* becomes unlocked/abandoned,
  - otherwise *mutex* becomes locked/owned with T as the owner.

After changing the state of the *mutex*, an abandoned-mutex-exception object is raised if the *mutex* was unlocked/abandoned before the state change, otherwise `mutex-lock!` returns '`#t`'. It is not an error if the *mutex* is owned by the current thread (but the current thread will have to wait).

For example:

```
; an implementation of a mailbox object of depth one; this
; implementation does not behave well in the presence of forced
; thread terminations using thread-terminate! (deadlock can occur
; if a thread is terminated in the middle of a put! or get! operation)

(define (make-empty-mailbox)
  (let ((put-mutex (make-mutex)) ; allow put! operation
        (get-mutex (make-mutex))
        (cell #f))

    (define (put! obj)
      (mutex-lock! put-mutex #f #f) ; prevent put! operation
      (set! cell obj)
      (mutex-unlock! get-mutex)) ; allow get! operation

    (define (get!)
      (mutex-lock! get-mutex #f #f) ; wait until object in mailbox
      (let ((result cell))
        (set! cell #f) ; prevent space leaks
        (mutex-unlock! put-mutex) ; allow put! operation
        result))

    (mutex-lock! get-mutex #f #f) ; prevent get! operation

    (lambda (msg)
      (case msg
        ((put!) put!)
        ((get!) get!)
        (else (error "unknown message"))))))
```

```
(define (mailbox-put! m obj) ((m 'put!) obj))
(define (mailbox-get! m) ((m 'get!)))

; an alternate implementation of thread-sleep!

(define (sleep! timeout)
  (let ((m (make-mutex)))
    (mutex-lock! m #f #f)
    (mutex-lock! m timeout #f)))

; a procedure that waits for one of two mutexes to unlock

(define (lock-one-of! mutex1 mutex2)
  ; this procedure assumes that neither mutex1 or mutex2
  ; are owned by the current thread
  (let ((ct (current-thread))
        (done-mutex (make-mutex)))
    (mutex-lock! done-mutex #f #f)
    (let ((t1 (thread-start!
               (make-thread
                (lambda ()
                  (mutex-lock! mutex1 #f ct)
                  (mutex-unlock! done-mutex)))))
          (t2 (thread-start!
               (make-thread
                (lambda ()
                  (mutex-lock! mutex2 #f ct)
                  (mutex-unlock! done-mutex))))))
      (mutex-lock! done-mutex #f #f)
      (thread-terminate! t1)
      (thread-terminate! t2)
      (if (eq? (mutex-state mutex1) ct)
          (begin
            (if (eq? (mutex-state mutex2) ct)
                (mutex-unlock! mutex2)) ; don't lock both
            mutex1)
          mutex2))))
```

(`mutex-unlock!` *mutex* [*condition-variable* [*timeout*]]) procedure

This procedure unlocks the *mutex* by making it unlocked/not-abandoned. It is not an error to unlock an unlocked mutex and a mutex that is owned by any thread. If *condition-variable* is supplied, the current thread is blocked and added to the *condition-variable* before unlocking *mutex*; the thread can unblock at any time but no later than when an appropriate call to `condition-variable-signal!` or `condition-variable-broadcast!` is performed (see below), and no later than the timeout (if *timeout* is supplied). If there are threads waiting to lock this *mutex*, the scheduler selects a thread, the mutex becomes locked/owned or locked/not-owned, and the thread is unblocked. `mutex-unlock!` returns '`#f`' when the timeout is reached, otherwise it returns '`#t`'.

NOTE: The reason the thread can unblock at any time (when *condition-variable* is supplied) is that the scheduler, when it detects a serious problem such as a deadlock, must interrupt one of the blocked threads (such as the primordial thread) so that it can perform some appropriate action. After a thread blocked on a condition-variable has handled such an interrupt it would be wrong for the scheduler to return the thread

to the blocked state, because any calls to `condition-variable-broadcast!` during the interrupt will have gone unnoticed. It is necessary for the thread to remain runnable and return from the call to `mutex-unlock!` with a result of '`#t`'.

NOTE: `mutex-unlock!` is related to the "wait" operation on condition variables available in other thread systems. The main difference is that "wait" automatically locks *mutex* just after the thread is unblocked. This operation is not performed by `mutex-unlock!` and so must be done by an explicit call to `mutex-lock!`. This has the advantages that a different timeout and exception-handler can be specified on the `mutex-lock!` and `mutex-unlock!` and the location of all the mutex operations is clearly apparent.

For example:

```
(let loop ()
  (mutex-lock! m)
  (if (condition-is-true?)
      (begin
        (do-something-when-condition-is-true)
        (mutex-unlock! m))
      (begin
        (mutex-unlock! m cv)
        (loop))))
```

(`condition-variable?` *obj*) procedure

This procedure returns `#t` when *obj* is a condition-variable object and `#f` otherwise.

For example:

```
> (condition-variable? (make-condition-variable))
#t
> (condition-variable? 'foo)
#f
```

(`make-condition-variable` [*name*]) procedure

This procedure returns a new empty condition variable. The optional *name* is an arbitrary Scheme object which identifies the condition variable (useful for debugging); it defaults to an unspecified value. The condition variable's specific field is set to an unspecified value.

For example:

```
> (make-condition-variable)
#<condition-variable #2>
```

(`condition-variable-name` *condition-variable*) procedure

This procedure returns the name of the *condition-variable*. For example:

```
> (condition-variable-name (make-condition-variable 'foo))
foo
```

(`condition-variable-specific` *condition-variable*) procedure
(`condition-variable-specific-set!` *condition-variable obj*) procedure

The `condition-variable-specific` procedure returns the content of the *condition-variable*'s specific field.

The `condition-variable-specific-set!` procedure stores *obj* into the *condition-variable*'s specific field and returns an unspecified value.

For example:

```
> (define cv (make-condition-variable))
> (condition-variable-specific-set! cv "hello")
> (condition-variable-specific cv)
"hello"
```

(condition-variable-signal! *condition-variable*) procedure

This procedure unblocks a thread blocked on the *condition-variable* (if there is at least one) and returns an unspecified value.

For example:

```
; an implementation of a mailbox object of depth one; this
; implementation behaves gracefully when threads are forcibly
; terminated using thread-terminate! (an abandoned-mutex-exception
; object will be raised when a put! or get! operation is attempted
; after a thread is terminated in the middle of a put! or get!
; operation)

(define (make-empty-mailbox)
  (let ((mutex (make-mutex))
        (put-condvar (make-condition-variable))
        (get-condvar (make-condition-variable))
        (full? #f)
        (cell #f))

    (define (put! obj)
      (mutex-lock! mutex)
      (if full?
          (begin
            (mutex-unlock! mutex put-condvar)
            (put! obj))
          (begin
            (set! cell obj)
            (set! full? #t)
            (condition-variable-signal! get-condvar)
            (mutex-unlock! mutex))))

    (define (get!)
      (mutex-lock! mutex)
      (if (not full?)
          (begin
            (mutex-unlock! mutex get-condvar)
            (get!))
          (let ((result cell))
            (set! cell #f) ; avoid space leaks
            (set! full? #f)
            (condition-variable-signal! put-condvar)
            (mutex-unlock! mutex)
            result)))

    (lambda (msg)
      (case msg
        ((put!) put!)
        ((get!) get!)
        (else (error "unknown message"))))))

(define (mailbox-put! m obj) ((m 'put!) obj))
(define (mailbox-get! m) ((m 'get!)))
```

`(condition-variable-broadcast!` *condition-variable*`)` procedure

This procedure unblocks all the thread blocked on the *condition-variable* and returns an unspecified value.

For example:

```
(define (make-semaphore n)
  (vector n (make-mutex) (make-condition-variable)))

(define (semaphore-wait! sema)
  (mutex-lock! (vector-ref sema 1))
  (let ((n (vector-ref sema 0)))
    (if (> n 0)
        (begin
          (vector-set! sema 0 (- n 1))
          (mutex-unlock! (vector-ref sema 1)))
        (begin
          (mutex-unlock! (vector-ref sema 1) (vector-ref sema 2))
          (semaphore-wait! sema)))))

(define (semaphore-signal-by! sema increment)
  (mutex-lock! (vector-ref sema 1))
  (let ((n (+ (vector-ref sema 0) increment)))
    (vector-set! sema 0 n)
    (if (> n 0)
        (condition-variable-broadcast! (vector-ref sema 2)))
    (mutex-unlock! (vector-ref sema 1))))
```

11 Dynamic environment

The *dynamic environment* is the structure which allows the system to find the value returned by the standard procedures `current-input-port` and `current-output-port`. The standard procedures `with-input-from-file` and `with-output-to-file` extend the dynamic environment to produce a new dynamic environment which is in effect for the dynamic extent of the call to the thunk passed as their last argument. These procedures are essentially special purpose dynamic binding operations on hidden dynamic variables (one for `current-input-port` and one for `current-output-port`). Gambit generalizes this dynamic binding mechanism to allow the user to introduce new dynamic variables, called *parameter objects*, and dynamically bind them. The parameter objects implemented by Gambit are compatible with the specification of the "Parameter objects SRFI" (SRFI 39).

One important issue is the relationship between the dynamic environments of the parent and child threads when a thread is created. Each thread has its own dynamic environment that is accessed when looking up the value bound to a parameter object by that thread. When a thread's dynamic environment is extended it does not affect the dynamic environment of other threads. When a thread is created it is given a dynamic environment whose bindings are inherited from the parent thread. In this inherited dynamic environment the parameter objects are bound to the same cells as the parent's dynamic environment (in other words an assignment of a new value to a parameter object is visible in the other thread).

Another important issue is the interaction between the `dynamic-wind` procedure and dynamic environments. When a thread creates a continuation, the thread's dynamic environment and the '`dynamic-wind`' stack are saved within the continuation (an alternate but equivalent point of view is that the '`dynamic-wind`' stack is part of the dynamic environment). When this continuation is invoked the required '`dynamic-wind`' before and after thunks are called and the saved dynamic environment is reinstated as the dynamic environment of the current thread. During the call to each required '`dynamic-wind`' before and after thunk, the dynamic environment and the '`dynamic-wind`' stack in effect when the corresponding '`dynamic-wind`' was executed are reinstated. Note that this specification precisely defines the semantics of calling '`call-with-current-continuation`' or invoking a continuation within a before or after thunk. The semantics are well defined even when a continuation created by another thread is invoked. Below is an example exercising the subtleties of this semantics.

```
(with-output-to-file
 "foo"
 (lambda ()
   (let ((k (call-with-current-continuation
             (lambda (exit)
               (with-output-to-file
                "bar"
                (lambda ()
                  (dynamic-wind
                   (lambda ()
                     (write '(b1))
                     (force-output))
                   (lambda ()
                     (let ((x (call-with-current-continuation
```

```
                                (lambda (cont) (exit cont)))))
                        (write '(t1))
                        (force-output)
                        x))
                    (lambda ()
                      (write '(a1))
                      (force-output)))))))))
(if k
    (dynamic-wind
     (lambda ()
       (write '(b2))
       (force-output))
     (lambda ()
       (with-output-to-file
        "baz"
        (lambda ()
          (write '(t2))
          (force-output)
          ; go back inside (with-output-to-file "bar" ...)
          (k #f))))
     (lambda ()
       (write '(a2))
       (force-output)))))
```

The following actions will occur when this code is executed: `(b1)(a1)` is written to "bar", `(b2)` is then written to "foo", `(t2)` is then written to "baz", `(a2)` is then written to "foo", and finally `(b1)(t1)(a1)` is written to "bar".

`(make-parameter` *obj* [*set-filter* [*get-filter*]]) procedure

The dynamic environment is composed of two parts: the *local dynamic environment* and the *global dynamic environment*. There is a single global dynamic environment, and it is used to lookup parameter objects that can't be found in the local dynamic environment.

The `make-parameter` procedure returns a new *parameter object*. The *set-filter* argument is a one argument "set" conversion procedure. The *get-filter* argument is a one argument "get" conversion procedure. If they are not specified the conversion procedures default to the identity function.

The global dynamic environment is updated to associate the parameter object to a new cell. The initial content of the cell is the result of applying the "set" conversion procedure to *obj*.

A parameter object is a procedure which accepts zero or one argument. The cell bound to a particular parameter object in the dynamic environment is accessed by calling the parameter object. When no argument is passed, the value returned is the result of applying the "get" conversion procedure to the content of the cell. When one argument is passed the content of the cell is updated with the result of applying the parameter object's "set" conversion procedure to the argument. Note that the conversion procedures can be used for guaranteeing the type of the parameter object's binding and/or to perform some conversion of the value.

For example:

```
> (define radix (make-parameter 10))
> (radix)
10
```

```
> (radix 2)
> (radix)
2
> (define prompt
    (make-parameter
      123
      (lambda (x)
        (if (string? x)
            x
            (object->string x)))))
> (prompt)
"123"
> (prompt "$")
> (prompt)
"$"
> (define p
    (make-parameter
      100
      (lambda (val) ;; set filter
        (pp (list val: val))
        (list 0 val))
      (lambda (state) ;; get filter
        (pp (list state: state))
        (set-car! state (+ 1 (car state)))
        (+ (car state) (cadr state)))))
(val: 100)
> (p)
(state: (0 100))
101
> (p)
(state: (1 100))
102
> (p)
(state: (2 100))
103
> (p 555)
(val: 555)
> (p)
(state: (0 555))
556
> (p)
(state: (1 555))
557
> (define write-shared
    (make-parameter
      #f
      (lambda (x)
        (if (boolean? x)
            x
            (error "only booleans are accepted by write-shared")))))
> (write-shared 123)
*** ERROR IN ##make-parameter -- only booleans are accepted by write-
shared
```

(`parameterize` ((*procedure value*)...) *body*) special form

The `parameterize` form, evaluates all *procedure* and *value* expressions in an unspecified order. All the *procedure* expressions must evaluate to procedures, either

parameter objects or procedures accepting zero and one argument. Then, for each procedure p and in an unspecified order:

- If p is a parameter object a new cell is created, initialized, and bound to the parameter object in the local dynamic environment. The value contained in the cell is the result of applying the parameter object's "set" conversion procedure to *value*. The resulting dynamic environment is then used for processing the remaining bindings (or the evaluation of *body* if there are no other bindings).
- Otherwise p will be used according to the following protocol: we say that the call `(`p`)` "gets p's value" and that the call `(`p x`)` "sets p's value to x". First, the `parameterize` form gets p's value and saves it in a local variable. It then sets p's value to *value*. It then processes the remaining bindings (or evaluates *body* if there are no other bindings). Then it sets p's value to the saved value. These steps are performed in a `dynamic-wind` so that it is possible to use continuations to jump into and out of the body (i.e. the `dynamic-wind`'s before thunk sets p's value to *value* and the after thunk sets p's value to the saved value).

The result(s) of the `parameterize` form are the result(s) of the *body*.

Note that using procedures instead of parameter objects may lead to unexpected results in multithreaded programs because the before and after thunks of the `dynamic-wind` are not called when control switches between threads.

For example:

```
> (define radix (make-parameter 2))
> (define prompt
    (make-parameter
      123
      (lambda (x)
        (if (string? x)
            x
            (object->string x)))))
> (radix)
2
> (parameterize ((radix 16)) (radix))
16
> (radix)
2
> (define (f n) (number->string n (radix)))
> (f 10)
"1010"
> (parameterize ((radix 8)) (f 10))
"12"
> (parameterize ((radix 8) (prompt (f 10))) (prompt))
"1010"
> (define p
    (let ((x 1))
      (lambda args
        (if (null? args) x (set! x (car args))))))
> (let* ((a (p))
         (b (parameterize ((p 2)) (list (p))))
         (c (p)))
    (list a b c))
(1 (2) 1)
```

12 Exceptions

12.1 Exception-handling

Gambit's exception-handling model is inspired from the withdrawn "Exception Handling SRFI" (SRFI 12), the "Multithreading support SRFI" (SRFI 18), and the "Exception Handling for Programs SRFI" (SRFI 34). The two fundamental operations are the dynamic binding of an exception handler (i.e. the procedure `with-exception-handler`) and the invocation of the exception handler (i.e. the procedure `raise`).

All predefined procedures which check for errors (including type errors, memory allocation errors, host operating-system errors, etc) report these errors using the exception-handling system (i.e. they "raise" an exception that can be handled in a user-defined exception handler). When an exception is raised and the exception is not handled by a user-defined exception handler, the predefined exception handler will display an error message (if the primordial thread raised the exception) or the thread will silently terminate with no error message (if it is not the primordial thread that raised the exception). This default behavior can be changed through the '`-:debug=...`' runtime option (see Chapter 4 [Runtime options], page 27).

Predefined procedures normally raise exceptions by performing a tail-call to the exception handler (the exceptions are "complex" procedures such as `eval`, `compile-file`, `read`, `write`, etc). This means that the continuation of the exception handler and of the REPL that may be started due to this is normally the continuation of the predefined procedure that raised the exception. By exiting the REPL with the `,(c` *expression*`)` command it is thus possible to resume the program as though the call to the predefined procedure returned the value of *expression*. For example:

```
> (define (f x) (+ (car x) 1))
> (f 2) ; typo... we meant to say (f '(2))
*** ERROR IN f, (console)@1.18 -- (Argument 1) PAIR expected
(car 2)
1> ,(c 2)
3
```

`(current-exception-handler` [*new-exception-handler*]`)` procedure

The parameter object `current-exception-handler` is bound to the current exception-handler. Calling this procedure with no argument returns the current exception-handler and calling this procedure with one argument sets the current exception-handler to *new-exception-handler*.

For example:

```
> (current-exception-handler)
#<procedure #2 primordial-exception-handler>
> (current-exception-handler (lambda (exc) (pp exc) 999))
> (/ 1 0)
#<divide-by-zero-exception #3>
999
```

`(with-exception-handler` *handler thunk*`)` procedure

Returns the result(s) of calling *thunk* with no arguments. The *handler*, which must be a procedure, is installed as the current exception-handler in the dynamic environment

in effect during the call to *thunk*. Note that the dynamic environment in effect during the call to *handler* has *handler* as the exception-handler. Consequently, an exception raised during the call to *handler* may lead to an infinite loop.

For example:

```
> (with-exception-handler
    (lambda (e) (write e) 5)
    (lambda () (+ 1 (* 2 3) 4)))
11
> (with-exception-handler
    (lambda (e) (write e) 5)
    (lambda () (+ 1 (* 'foo 3) 4)))
#<type-exception #2>10
> (with-exception-handler
    (lambda (e) (write e 9))
    (lambda () (+ 1 (* 'foo 3) 4)))
infinite loop
```

(`with-exception-catcher` *handler thunk*) procedure

Returns the result(s) of calling *thunk* with no arguments. A new exception-handler is installed as the current exception-handler in the dynamic environment in effect during the call to *thunk*. This new exception-handler will call the *handler*, which must be a procedure, with the exception object as an argument and with the same continuation as the call to `with-exception-catcher`. This implies that the dynamic environment in effect during the call to *handler* is the same as the one in effect at the call to `with-exception-catcher`. Consequently, an exception raised during the call to *handler* will not lead to an infinite loop.

For example:

```
> (with-exception-catcher
    (lambda (e) (write e) 5)
    (lambda () (+ 1 (* 2 3) 4)))
11
> (with-exception-catcher
    (lambda (e) (write e) 5)
    (lambda () (+ 1 (* 'foo 3) 4)))
#<type-exception #2>5
> (with-exception-catcher
    (lambda (e) (write e 9))
    (lambda () (+ 1 (* 'foo 3) 4)))
*** ERROR IN (console)@7.1 -- (Argument 2) OUTPUT PORT expected
(write '#<type-exception #3> 9)
```

(`raise` *obj*) procedure

This procedure tail-calls the current exception-handler with *obj* as the sole argument. If the exception-handler returns, the continuation of the call to `raise` is invoked.

For example:

```
> (with-exception-handler
    (lambda (exc)
      (pp exc)
      100)
    (lambda ()
      (+ 1 (raise "hello"))))
"hello"
101
```

(abort *obj*) procedure
(noncontinuable-exception? *obj*) procedure
(noncontinuable-exception-reason *exc*) procedure

The procedure `abort` calls the current exception-handler with *obj* as the sole argument. If the exception-handler returns, the procedure `abort` will be tail-called with a noncontinuable-exception object, whose reason field is *obj*, as sole argument.

Noncontinuable-exception objects are raised by the `abort` procedure when the exception-handler returns. The parameter *exc* must be a noncontinuable-exception object.

The procedure `noncontinuable-exception?` returns `#t` when *obj* is a noncontinuable-exception object and `#f` otherwise.

The procedure `noncontinuable-exception-reason` returns the argument of the call to `abort` that raised *exc*.

For example:

```
> (call-with-current-continuation
    (lambda (k)
      (with-exception-handler
        (lambda (exc)
          (pp exc)
          (if (noncontinuable-exception? exc)
              (k (list (noncontinuable-exception-reason exc)))
              100))
        (lambda ()
          (+ 1 (abort "hello"))))))
"hello"
#<noncontinuable-exception #2>
("hello")
```

12.2 Exception objects related to memory management

(heap-overflow-exception? *obj*) procedure

Heap-overflow-exception objects are raised when the allocation of an object would cause the heap to use more memory space than is available.

The procedure `heap-overflow-exception?` returns `#t` when *obj* is a heap-overflow-exception object and `#f` otherwise.

For example:

```
> (define (handler exc)
    (if (heap-overflow-exception? exc)
        exc
        'not-heap-overflow-exception))
> (with-exception-catcher
    handler
    (lambda ()
      (define (f x) (f (cons 1 x)))
      (f '())))
#<heap-overflow-exception #2>
```

(stack-overflow-exception? *obj*) procedure

Stack-overflow-exception objects are raised when the allocation of a continuation frame would cause the heap to use more memory space than is available.

The procedure `stack-overflow-exception?` returns `#t` when *obj* is a stack-overflow-exception object and `#f` otherwise.

For example:

```
> (define (handler exc)
    (if (stack-overflow-exception? exc)
        exc
        'not-stack-overflow-exception))
> (with-exception-catcher
    handler
    (lambda ()
      (define (f) (+ 1 (f)))
      (f)))
#<stack-overflow-exception #2>
```

12.3 Exception objects related to the host environment

`(os-exception?` *obj*`)` procedure
`(os-exception-procedure` *exc*`)` procedure
`(os-exception-arguments` *exc*`)` procedure
`(os-exception-code` *exc*`)` procedure
`(os-exception-message` *exc*`)` procedure

Os-exception objects are raised by procedures which access the host operating-system's services when the requested operation fails. The parameter *exc* must be a os-exception object.

The procedure `os-exception?` returns `#t` when *obj* is a os-exception object and `#f` otherwise.

The procedure `os-exception-procedure` returns the procedure that raised *exc*.

The procedure `os-exception-arguments` returns the list of arguments of the procedure that raised *exc*.

The procedure `os-exception-code` returns an exact integer error code that can be converted to a string by the `err-code->string` procedure. Note that the error code is operating-system dependent.

The procedure `os-exception-message` returns `#f` or a string giving details of the exception in a human-readable form.

For example:

```
> (define (handler exc)
    (if (os-exception? exc)
        (list (os-exception-procedure exc)
              (os-exception-arguments exc)
              (err-code->string (os-exception-code exc))
              (os-exception-message exc))
        'not-os-exception))
> (with-exception-catcher
    handler
    (lambda () (host-info "x.y.z")))
(#<procedure #2 host-info> ("x.y.z") "Unknown host" #f)
```

`(no-such-file-or-directory-exception?` *obj*`)` procedure
`(no-such-file-or-directory-exception-procedure` *exc*`)` procedure

`(no-such-file-or-directory-exception-arguments` *exc*`)` procedure

No-such-file-or-directory-exception objects are raised by procedures which access the filesystem (such as `open-input-file` and `directory-files`) when the path specified can't be found on the filesystem. The parameter *exc* must be a no-such-file-or-directory-exception object.

The procedure `no-such-file-or-directory-exception?` returns `#t` when *obj* is a no-such-file-or-directory-exception object and `#f` otherwise.

The procedure `no-such-file-or-directory-exception-procedure` returns the procedure that raised *exc*.

The procedure `no-such-file-or-directory-exception-arguments` returns the list of arguments of the procedure that raised *exc*.

For example:

```
> (define (handler exc)
    (if (no-such-file-or-directory-exception? exc)
        (list (no-such-file-or-directory-exception-procedure exc)
              (no-such-file-or-directory-exception-arguments exc))
        'not-no-such-file-or-directory-exception))
> (with-exception-catcher
    handler
    (lambda () (with-input-from-file "nofile" read)))
(#<procedure #2 with-input-from-file> ("nofile" #<procedure #3 read>))
```

`(file-exists-exception?` *obj*`)` procedure

`(file-exists-exception-procedure` *exc*`)` procedure

`(file-exists-exception-arguments` *exc*`)` procedure

File-exists-exception objects are raised by procedures which access the filesystem (such as `open-output-file` and `create-directory`) when the path specified is an existing file on the filesystem. The parameter *exc* must be a file-exists-exception object.

The procedure `file-exists-exception?` returns `#t` when *obj* is a file-exists-exception object and `#f` otherwise.

The procedure `file-exists-exception-procedure` returns the procedure that raised *exc*.

The procedure `file-exists-exception-arguments` returns the list of arguments of the procedure that raised *exc*.

For example:

```
> (define (handler exc)
    (if (file-exists-exception? exc)
        (list (file-exists-exception-procedure exc)
              (file-exists-exception-arguments exc))
        'not-file-exists-exception))
> (with-exception-catcher
    handler
    (lambda () (with-output-to-file '(path: "foo" create: #t) newline)))
> (with-exception-catcher
    handler
    (lambda () (with-output-to-file '(path: "foo" create: #t) newline)))
(#<procedure #2 with-output-to-file>
 ((path: "foo" create: #t) #<procedure #3 newline>))
```

(permission-denied-exception? *obj*) procedure
(permission-denied-exception-procedure *exc*) procedure
(permission-denied-exception-arguments *exc*) procedure

Permission-denied-exception objects are raised by procedures which access the filesystem (such as `open-file` and `open-directory`) when the access to the specified path is not allowed, or search permission is denied for a directory in the path prefix, or write access to the parent directory isn't allowed for a file that doesn't exist yet on the filesystem. The parameter *exc* must be a permission-denied-exception object.

The procedure `permission-denied-exception?` returns `#t` when *obj* is a permission-denied-exception object and `#f` otherwise.

The procedure `permission-denied-exception-procedure` returns the procedure that raised *exc*.

The procedure `permission-denied-exception-arguments` returns the list of arguments of the procedure that raised *exc*.

For example:

```
> (define (handler exc)
    (if (permission-denied-exception? exc)
        (list (permission-denied-exception-procedure exc)
              (permission-denied-exception-arguments exc))
        'not-permission-denied-exception))
> (with-exception-catcher
    handler
    (lambda () (with-input-from-file "empty" read)))
#!eof
> (with-exception-catcher
    handler
    (lambda () (with-input-from-file "noperm" read)))
(#<procedure #2 with-input-from-file> ("noperm" #<procedure #3 read>))
```

(unbound-os-environment-variable-exception? *obj*) procedure
(unbound-os-environment-variable-exception-procedure *exc*) procedure
(unbound-os-environment-variable-exception-arguments *exc*) procedure

Unbound-os-environment-variable-exception objects are raised when an unbound operating-system environment variable is accessed by the procedures `getenv` and `setenv`. The parameter *exc* must be an unbound-os-environment-variable-exception object.

The procedure `unbound-os-environment-variable-exception?` returns `#t` when *obj* is an unbound-os-environment-variable-exception object and `#f` otherwise.

The procedure `unbound-os-environment-variable-exception-procedure` returns the procedure that raised *exc*.

The procedure `unbound-os-environment-variable-exception-arguments` returns the list of arguments of the procedure that raised *exc*.

For example:

```
> (define (handler exc)
    (if (unbound-os-environment-variable-exception? exc)
```

```
            (list (unbound-os-environment-variable-exception-procedure exc)
                  (unbound-os-environment-variable-exception-arguments exc))
            'not-unbound-os-environment-variable-exception))
> (with-exception-catcher
    handler
    (lambda () (getenv "DOES_NOT_EXIST")))
(#<procedure #2 getenv> ("DOES_NOT_EXIST"))
```

12.4 Exception objects related to threads

(scheduler-exception? *obj*) procedure
(scheduler-exception-reason *exc*) procedure

Scheduler-exception objects are raised by the scheduler when some operation requested from the host operating system failed (e.g. checking the status of the devices in order to wake up threads waiting to perform I/O on these devices). The parameter *exc* must be a scheduler-exception object.

The procedure scheduler-exception? returns #t when *obj* is a scheduler-exception object and #f otherwise.

The procedure scheduler-exception-reason returns the os-exception object that describes the failure detected by the scheduler.

(deadlock-exception? *obj*) procedure

Deadlock-exception objects are raised when the scheduler discovers that all threads are blocked and can make no further progress. In that case the scheduler unblocks the primordial-thread and forces it to raise a deadlock-exception object.

The procedure deadlock-exception? returns #t when *obj* is a deadlock-exception object and #f otherwise.

For example:

```
> (define (handler exc)
    (if (deadlock-exception? exc)
        exc
        'not-deadlock-exception))
> (with-exception-catcher
    handler
    (lambda () (read (open-vector))))
#<deadlock-exception #2>
```

(abandoned-mutex-exception? *obj*) procedure

Abandoned-mutex-exception objects are raised when the current thread locks a mutex that was owned by a thread which terminated (see mutex-lock!).

The procedure abandoned-mutex-exception? returns #t when *obj* is a abandoned-mutex-exception object and #f otherwise.

For example:

```
> (define (handler exc)
    (if (abandoned-mutex-exception? exc)
        exc
        'not-abandoned-mutex-exception))
> (with-exception-catcher
    handler
    (lambda ()
```

```
> (let ((m (make-mutex)))
    (thread-join!
      (thread-start!
        (make-thread
          (lambda () (mutex-lock! m)))))
    (mutex-lock! m))))
#<abandoned-mutex-exception #2>
```

(join-timeout-exception? *obj*) procedure
(join-timeout-exception-procedure *exc*) procedure
(join-timeout-exception-arguments *exc*) procedure

Join-timeout-exception objects are raised when a call to the `thread-join!` procedure reaches its timeout before the target thread terminates and a timeout-value parameter is not specified. The parameter *exc* must be a join-timeout-exception object.

The procedure `join-timeout-exception?` returns `#t` when *obj* is a join-timeout-exception object and `#f` otherwise.

The procedure `join-timeout-exception-procedure` returns the procedure that raised *exc*.

The procedure `join-timeout-exception-arguments` returns the list of arguments of the procedure that raised *exc*.

For example:

```
> (define (handler exc)
    (if (join-timeout-exception? exc)
        (list (join-timeout-exception-procedure exc)
              (join-timeout-exception-arguments exc))
        'not-join-timeout-exception))
> (with-exception-catcher
    handler
    (lambda ()
      (thread-join!
        (thread-start!
          (make-thread
            (lambda () (thread-sleep! 10))))
        5)))
(#<procedure #2 thread-join!> (#<thread #3> 5))
```

(started-thread-exception? *obj*) procedure
(started-thread-exception-procedure *exc*) procedure
(started-thread-exception-arguments *exc*) procedure

Started-thread-exception objects are raised when the target thread of a call to the procedure `thread-start!` is already started. The parameter *exc* must be a started-thread-exception object.

The procedure `started-thread-exception?` returns `#t` when *obj* is a started-thread-exception object and `#f` otherwise.

The procedure `started-thread-exception-procedure` returns the procedure that raised *exc*.

The procedure `started-thread-exception-arguments` returns the list of arguments of the procedure that raised *exc*.

For example:

```
> (define (handler exc)
    (if (started-thread-exception? exc)
        (list (started-thread-exception-procedure exc)
              (started-thread-exception-arguments exc))
        'not-started-thread-exception))
> (with-exception-catcher
    handler
    (lambda ()
      (let ((t (make-thread (lambda () (expt 2 1000)))))
        (thread-start! t)
        (thread-start! t))))
(#<procedure #2 thread-start!> (#<thread #3>))
```

(terminated-thread-exception? *obj*) procedure
(terminated-thread-exception-procedure *exc*) procedure
(terminated-thread-exception-arguments *exc*) procedure

Terminated-thread-exception objects are raised when the `thread-join!` procedure is called and the target thread has terminated as a result of a call to the `thread-terminate!` procedure. The parameter *exc* must be a terminated-thread-exception object.

The procedure `terminated-thread-exception?` returns `#t` when *obj* is a terminated-thread-exception object and `#f` otherwise.

The procedure `terminated-thread-exception-procedure` returns the procedure that raised *exc*.

The procedure `terminated-thread-exception-arguments` returns the list of arguments of the procedure that raised *exc*.

For example:

```
> (define (handler exc)
    (if (terminated-thread-exception? exc)
        (list (terminated-thread-exception-procedure exc)
              (terminated-thread-exception-arguments exc))
        'not-terminated-thread-exception))
> (with-exception-catcher
    handler
    (lambda ()
      (thread-join!
        (thread-start!
          (make-thread
            (lambda () (thread-terminate! (current-thread)))))))))
(#<procedure #2 thread-join!> (#<thread #3>))
```

(uncaught-exception? *obj*) procedure
(uncaught-exception-procedure *exc*) procedure
(uncaught-exception-arguments *exc*) procedure
(uncaught-exception-reason *exc*) procedure

Uncaught-exception objects are raised when an object is raised in a thread and that thread does not handle it (i.e. the thread terminated because it did not catch an exception it raised). The parameter *exc* must be an uncaught-exception object.

The procedure `uncaught-exception?` returns `#t` when *obj* is an uncaught-exception object and `#f` otherwise.

The procedure `uncaught-exception-procedure` returns the procedure that raised *exc*.

The procedure `uncaught-exception-arguments` returns the list of arguments of the procedure that raised *exc*.

The procedure `uncaught-exception-reason` returns the object that was raised by the thread and not handled by that thread.

For example:

```
> (define (handler exc)
    (if (uncaught-exception? exc)
        (list (uncaught-exception-procedure exc)
              (uncaught-exception-arguments exc)
              (uncaught-exception-reason exc))
        'not-uncaught-exception))
> (with-exception-catcher
    handler
    (lambda ()
      (thread-join!
        (thread-start!
          (make-thread
            (lambda () (open-input-file "data" 99)))))))
(#<procedure #2 thread-join!>
 (#<thread #3>)
 #<wrong-number-of-arguments-exception #4>)
```

12.5 Exception objects related to C-interface

`(cfun-conversion-exception? `*obj*`)` procedure
`(cfun-conversion-exception-procedure `*exc*`)` procedure
`(cfun-conversion-exception-arguments `*exc*`)` procedure
`(cfun-conversion-exception-code `*exc*`)` procedure
`(cfun-conversion-exception-message `*exc*`)` procedure

Cfun-conversion-exception objects are raised by the C-interface when converting between the Scheme representation and the C representation of a value during a call from Scheme to C. The parameter *exc* must be a cfun-conversion-exception object.

The procedure `cfun-conversion-exception?` returns `#t` when *obj* is a cfun-conversion-exception object and `#f` otherwise.

The procedure `cfun-conversion-exception-procedure` returns the procedure that raised *exc*.

The procedure `cfun-conversion-exception-arguments` returns the list of arguments of the procedure that raised *exc*.

The procedure `cfun-conversion-exception-code` returns an exact integer error code that can be converted to a string by the `err-code->string` procedure.

The procedure `cfun-conversion-exception-message` returns `#f` or a string giving details of the exception in a human-readable form.

For example:

```
$ cat test1.scm
(define weird
  (c-lambda (char-string) nonnull-char-string
```

```
    "___return(___arg1);"))
$ gsc test1.scm
$ gsi
Gambit v4.9.8

> (load "test1")
"/Users/feeley/gambit/doc/test1.o1"
> (weird "hello")
"hello"
> (define (handler exc)
    (if (cfun-conversion-exception? exc)
        (list (cfun-conversion-exception-procedure exc)
              (cfun-conversion-exception-arguments exc)
              (err-code->string (cfun-conversion-exception-code exc))
              (cfun-conversion-exception-message exc))
        'not-cfun-conversion-exception))
> (with-exception-catcher
    handler
    (lambda () (weird 'not-a-string)))
(#<procedure #2 weird>
 (not-a-string)
 "(Argument 1) Can't convert to C char-string"
 #f)
> (with-exception-catcher
    handler
    (lambda () (weird #f)))
(#<procedure #2 weird>
 (#f)
 "Can't convert result from C nonnull-char-string"
 #f)
```

(sfun-conversion-exception? *obj*) procedure
(sfun-conversion-exception-procedure *exc*) procedure
(sfun-conversion-exception-arguments *exc*) procedure
(sfun-conversion-exception-code *exc*) procedure
(sfun-conversion-exception-message *exc*) procedure

Sfun-conversion-exception objects are raised by the C-interface when converting between the Scheme representation and the C representation of a value during a call from C to Scheme. The parameter *exc* must be a sfun-conversion-exception object.

The procedure `sfun-conversion-exception?` returns `#t` when *obj* is a sfun-conversion-exception object and `#f` otherwise.

The procedure `sfun-conversion-exception-procedure` returns the procedure that raised *exc*.

The procedure `sfun-conversion-exception-arguments` returns the list of arguments of the procedure that raised *exc*.

The procedure `sfun-conversion-exception-code` returns an exact integer error code that can be converted to a string by the `err-code->string` procedure.

The procedure `sfun-conversion-exception-message` returns `#f` or a string giving details of the exception in a human-readable form.

For example:

```
$ cat test2.scm
(c-define (f str) (nonnull-char-string) int "f" ""
```

```
  (string->number str))
(define t1 (c-lambda () int "___return(f (\"123\"));"))
(define t2 (c-lambda () int "___return(f (0));"))
(define t3 (c-lambda () int "___return(f (\"1.5\"));"))
$ gsc test2.scm
$ gsi
Gambit v4.9.8

> (load "test2")
"/u/feeley/test2.o1"
> (t1)
123
> (define (handler exc)
    (if (sfun-conversion-exception? exc)
        (list (sfun-conversion-exception-procedure exc)
              (sfun-conversion-exception-arguments exc)
              (err-code->string (sfun-conversion-exception-code exc))
              (sfun-conversion-exception-message exc))
        'not-sfun-conversion-exception))
> (with-exception-catcher handler t2)
(#<procedure #2 f>
 ()
 "(Argument 1) Can't convert from C nonnull-char-string"
 #f)
> (with-exception-catcher handler t3)
(#<procedure #2 f> () "Can't convert result to C int" #f)
```

(`multiple-c-return-exception?` *obj*) procedure

Multiple-c-return-exception objects are raised by the C-interface when a C to Scheme procedure call returns and that call's stack frame is no longer on the C stack because the call has already returned, or has been removed from the C stack by a `longjump`.

The procedure `multiple-c-return-exception?` returns `#t` when *obj* is a multiple-c-return-exception object and `#f` otherwise.

For example:

```
$ cat test3.scm
(c-define (f str) (char-string) scheme-object "f" ""
  (pp (list 'entry 'str= str))
  (let ((k (call-with-current-continuation (lambda (k) k))))
    (pp (list 'exit 'k= k))
    k))
(define scheme-to-c-to-scheme-and-back
  (c-lambda (char-string) scheme-object
    "___return(f (___arg1));"))
$ gsc test3.scm
$ gsi
Gambit v4.9.8

> (load "test3")
"/Users/feeley/gambit/doc/test3.o1"
> (define (handler exc)
    (if (multiple-c-return-exception? exc)
        exc
        'not-multiple-c-return-exception))
> (with-exception-catcher
    handler
    (lambda ()
```

```
(let ((c (scheme-to-c-to-scheme-and-back "hello")))
  (pp c)
  (c 999))))
(entry str= "hello")
(exit k= #<procedure #2>)
#<procedure #2>
(exit k= 999)
#<multiple-c-return-exception #3>
```

(wrong-processor-c-return-exception? *obj*) procedure

Wrong-processor-c-return-exception objects are raised by the runtime system when a C to Scheme procedure call returns and that call's stack frame was created by another processor.

The procedure wrong-processor-c-return-exception? returns #t when *obj* is a wrong-processor-c-return-exception object and #f otherwise.

12.6 Exception objects related to the reader

(datum-parsing-exception? *obj*) procedure
(datum-parsing-exception-kind *exc*) procedure
(datum-parsing-exception-parameters *exc*) procedure
(datum-parsing-exception-readenv *exc*) procedure

Datum-parsing-exception objects are raised by the reader (i.e. the read procedure) when the input does not conform to the grammar for datum. The parameter *exc* must be a datum-parsing-exception object.

The procedure datum-parsing-exception? returns #t when *obj* is a datum-parsing-exception object and #f otherwise.

The procedure datum-parsing-exception-kind returns a symbol denoting the kind of parsing error that was encountered by the reader when it raised *exc*. Here is a table of the possible return values:

datum-or-eof-expected	Datum or EOF expected
datum-expected	Datum expected
improperly-placed-dot	Improperly placed dot
incomplete-form-eof-reached	Incomplete form, EOF reached
incomplete-form	Incomplete form
character-out-of-range	Character out of range
invalid-character-name	Invalid '#\' name
illegal-character	Illegal character
s8-expected	Signed 8 bit exact integer expected
u8-expected	Unsigned 8 bit exact integer expected
s16-expected	Signed 16 bit exact integer expected
u16-expected	Unsigned 16 bit exact integer expected
s32-expected	Signed 32 bit exact integer expected
u32-expected	Unsigned 32 bit exact integer expected
s64-expected	Signed 64 bit exact integer expected
u64-expected	Unsigned 64 bit exact integer expected
inexact-real-expected	Inexact real expected

`invalid-hex-escape`	Invalid hexadecimal escape
`invalid-escaped-character`	Invalid escaped character
`open-paren-expected`	'(' expected
`invalid-token`	Invalid token
`invalid-sharp-bang-name`	Invalid '#!' name
`duplicate-label-definition`	Duplicate definition for label
`missing-label-definition`	Missing definition for label
`illegal-label-definition`	Illegal definition of label
`invalid-infix-syntax-character`	Invalid infix syntax character
`invalid-infix-syntax-number`	Invalid infix syntax number
`invalid-infix-syntax`	Invalid infix syntax

The procedure `datum-parsing-exception-parameters` returns a list of the parameters associated with the parsing error that was encountered by the reader when it raised *exc*.

For example:

```
> (define (handler exc)
    (if (datum-parsing-exception? exc)
        (list (datum-parsing-exception-kind exc)
              (datum-parsing-exception-parameters exc))
        'not-datum-parsing-exception))
> (with-exception-catcher
    handler
    (lambda ()
      (with-input-from-string "(s #\\pace)" read)))
(invalid-character-name ("pace"))
```

12.7 Exception objects related to evaluation and compilation

`(expression-parsing-exception?` *obj*`)` procedure
`(expression-parsing-exception-kind` *exc*`)` procedure
`(expression-parsing-exception-parameters` *exc*`)` procedure
`(expression-parsing-exception-source` *exc*`)` procedure

Expression-parsing-exception objects are raised by the evaluator and compiler (i.e. the procedures `eval`, `compile-file`, etc) when the input does not conform to the grammar for expression. The parameter *exc* must be a expression-parsing-exception object.

The procedure `expression-parsing-exception?` returns `#t` when *obj* is a expression-parsing-exception object and `#f` otherwise.

The procedure `expression-parsing-exception-kind` returns a symbol denoting the kind of parsing error that was encountered by the evaluator or compiler when it raised *exc*. Here is a table of the possible return values:

`id-expected`	Identifier expected
`ill-formed-namespace`	Ill-formed namespace
`ill-formed-namespace-prefix`	Ill-formed namespace prefix
`namespace-prefix-must-be-string`	Namespace prefix must be a string

`macro-used-as-variable`	Macro name can't be used as a variable
`variable-is-immutable`	Variable is immutable
`ill-formed-macro-transformer`	Macro transformer must be a lambda expression
`reserved-used-as-variable`	Reserved identifier can't be used as a variable
`ill-formed-special-form`	Ill-formed special form
`cannot-open-file`	Can't open file
`filename-expected`	Filename expected
`ill-placed-define`	Ill-placed 'define'
`ill-placed-**include`	Ill-placed '##include'
`ill-placed-**define-macro`	Ill-placed '##define-macro'
`ill-placed-**declare`	Ill-placed '##declare'
`ill-placed-**namespace`	Ill-placed '##namespace'
`ill-formed-expression`	Ill-formed expression
`unsupported-special-form`	Interpreter does not support
`ill-placed-unquote`	Ill-placed 'unquote'
`ill-placed-unquote-splicing`	Ill-placed 'unquote-splicing'
`parameter-must-be-id`	Parameter must be an identifier
`parameter-must-be-id-or-default`	Parameter must be an identifier or default binding
`duplicate-parameter`	Duplicate parameter in parameter list
`ill-placed-dotted-rest-parameter`	Ill-placed dotted rest parameter
`parameter-expected-after-rest`	#!rest must be followed by a parameter
`ill-formed-default`	Ill-formed default binding
`ill-placed-optional`	Ill-placed #!optional
`ill-placed-rest`	Ill-placed #!rest
`ill-placed-key`	Ill-placed #!key
`key-expected-after-rest`	#!key expected after rest parameter
`ill-placed-default`	Ill-placed default binding
`duplicate-variable-definition`	Duplicate definition of a variable
`empty-body`	Body must contain at least one expression
`variable-must-be-id`	Defined variable must be an identifier
`else-clause-not-last`	Else clause must be last
`ill-formed-selector-list`	Ill-formed selector list
`duplicate-variable-binding`	Duplicate variable in bindings
`ill-formed-binding-list`	Ill-formed binding list
`ill-formed-call`	Ill-formed procedure call
`ill-formed-cond-expand`	Ill-formed 'cond-expand'
`unfulfilled-cond-expand`	Unfulfilled 'cond-expand'

The procedure `expression-parsing-exception-parameters` returns a list of the parameters associated with the parsing error that was encountered by the evaluator or compiler when it raised *exc*.

For example:

```
> (define (handler exc)
    (if (expression-parsing-exception? exc)
        (list (expression-parsing-exception-kind exc)
```

```
                (expression-parsing-exception-parameters exc))
            'not-expression-parsing-exception))
> (with-exception-catcher
    handler
    (lambda ()
      (eval '(+ do 1))))
(reserved-used-as-variable (do))
```

(unbound-global-exception? *obj*) procedure
(unbound-global-exception-variable *exc*) procedure
(unbound-global-exception-code *exc*) procedure
(unbound-global-exception-rte *exc*) procedure

Unbound-global-exception objects are raised when an unbound global variable is accessed. The parameter *exc* must be an unbound-global-exception object.

The procedure `unbound-global-exception?` returns `#t` when *obj* is an unbound-global-exception object and `#f` otherwise.

The procedure `unbound-global-exception-variable` returns a symbol identifying the unbound global variable.

For example:

```
> (define (handler exc)
    (if (unbound-global-exception? exc)
        (list 'variable= (unbound-global-exception-variable exc))
        'not-unbound-global-exception))
> (with-exception-catcher
    handler
    (lambda () foo))
(variable= foo)
```

(not-in-compilation-context-exception? *obj*) procedure
(not-in-compilation-context-exception-procedure *exc*) procedure
(not-in-compilation-context-exception-arguments *exc*) procedure

Not-in-compilation-context-exception objects are raised by the procedure `compilation-target` when it is executed outside of a compilation context. The parameter *exc* must be a not-in-compilation-context-exception object.

The procedure `not-in-compilation-context-exception?` returns `#t` when *obj* is a not-in-compilation-context-exception object and `#f` otherwise.

The procedure `not-in-compilation-context-exception-procedure` returns the procedure that raised *exc*.

The procedure `not-in-compilation-context-exception-arguments` returns the list of arguments of the procedure that raised *exc*.

For example:

```
> (define (handler exc)
    (if (not-in-compilation-context-exception? exc)
        (list (not-in-compilation-context-exception-procedure exc)
              (not-in-compilation-context-exception-arguments exc))
        'not-not-in-compilation-context-exception))
> (with-exception-catcher
    handler
    (lambda () (compilation-target)))
(#<procedure #2 compilation-target> ())
```

12.8 Exception objects related to type checking

`(type-exception? obj)` procedure
`(type-exception-procedure exc)` procedure
`(type-exception-arguments exc)` procedure
`(type-exception-arg-id exc)` procedure
`(type-exception-type-id exc)` procedure

Type-exception objects are raised when a primitive procedure is called with an argument of incorrect type (i.e. when a run time type-check fails). The parameter *exc* must be a type-exception object.

The procedure `type-exception?` returns `#t` when *obj* is a type-exception object and `#f` otherwise.

The procedure `type-exception-procedure` returns the procedure that raised *exc*.

The procedure `type-exception-arguments` returns the list of arguments of the procedure that raised *exc*.

The procedure `type-exception-arg-id` returns the identity of the argument whose type is incorrect, which can be an exact integer position (1 for the first argument) or a pair whose `car` is the position and the `cdr` is the parameter name as a symbol.

The procedure `type-exception-type-id` returns an identifier of the type expected. The type-id can be a symbol, such as `number` and `string-or-nonnegative-fixnum`, or a record type descriptor.

For example:

```
> (define (handler exc)
    (if (type-exception? exc)
        (list (type-exception-procedure exc)
              (type-exception-arguments exc)
              (type-exception-arg-id exc)
              (type-exception-type-id exc))
        'not-type-exception))
> (with-exception-catcher
    handler
    (lambda () (vector-ref '#(a b c) 'foo)))
(#<procedure #2 vector-ref> (#(a b c) foo) 2 exact-integer)
> (with-exception-catcher
    handler
    (lambda () (time->seconds 'foo)))
(#<procedure #3 time->seconds> (foo) 1 #<type #4 time>)
```

`(range-exception? obj)` procedure
`(range-exception-procedure exc)` procedure
`(range-exception-arguments exc)` procedure
`(range-exception-arg-id exc)` procedure

Range-exception objects are raised when a numeric parameter is not in the allowed range. The parameter *exc* must be a range-exception object.

The procedure `range-exception?` returns `#t` when *obj* is a range-exception object and `#f` otherwise.

The procedure `range-exception-procedure` returns the procedure that raised *exc*.

The procedure `range-exception-arguments` returns the list of arguments of the procedure that raised *exc*.

The procedure `range-exception-arg-id` returns the identity of the argument which is not in the allowed range, which can be an exact integer position (1 for the first argument) or a pair whose `car` is the position and the `cdr` is the parameter name as a symbol.

For example:

```
> (define (handler exc)
    (if (range-exception? exc)
        (list (range-exception-procedure exc)
              (range-exception-arguments exc)
              (range-exception-arg-id exc))
        'not-range-exception))
> (with-exception-catcher
    handler
    (lambda () (string-ref "abcde" 10)))
(#<procedure #2 string-ref> ("abcde" 10) 2)
```

`(divide-by-zero-exception?` *obj*`)` procedure
`(divide-by-zero-exception-procedure` *exc*`)` procedure
`(divide-by-zero-exception-arguments` *exc*`)` procedure

Divide-by-zero-exception objects are raised when a division by zero is attempted. The parameter *exc* must be a divide-by-zero-exception object.

The procedure `divide-by-zero-exception?` returns `#t` when *obj* is a divide-by-zero-exception object and `#f` otherwise.

The procedure `divide-by-zero-exception-procedure` returns the procedure that raised *exc*.

The procedure `divide-by-zero-exception-arguments` returns the list of arguments of the procedure that raised *exc*.

For example:

```
> (define (handler exc)
    (if (divide-by-zero-exception? exc)
        (list (divide-by-zero-exception-procedure exc)
              (divide-by-zero-exception-arguments exc))
        'not-divide-by-zero-exception))
> (with-exception-catcher
    handler
    (lambda () (/ 5 0 7)))
(#<procedure #2 /> (5 0 7))
```

`(length-mismatch-exception?` *obj*`)` procedure
`(length-mismatch-exception-procedure` *exc*`)` procedure
`(length-mismatch-exception-arguments` *exc*`)` procedure
`(length-mismatch-exception-arg-id` *exc*`)` procedure

Length-mismatch-exception objects are raised by some procedures when they are called with two or more list arguments and the lists are not of the same length. The parameter *exc* must be a length-mismatch-exception object.

The procedure `length-mismatch-exception?` returns `#t` when *obj* is an length-mismatch-exception object and `#f` otherwise.

The procedure `length-mismatch-exception-procedure` returns the procedure that raised *exc*.

The procedure `length-mismatch-exception-arguments` returns the list of arguments of the procedure that raised *exc*.

The procedure `length-mismatch-exception-arg-id` returns the identity of the argument whose length is the shortest, which can be an exact integer position (1 for the first argument) or a pair whose `car` is the position and the `cdr` is the parameter name as a symbol.

12.9 Exception objects related to procedure call

`(wrong-number-of-arguments-exception? `*obj*`)` procedure
`(wrong-number-of-arguments-exception-procedure `*exc*`)` procedure
`(wrong-number-of-arguments-exception-arguments `*exc*`)` procedure

Wrong-number-of-arguments-exception objects are raised when a procedure is called with the wrong number of arguments. The parameter *exc* must be a wrong-number-of-arguments-exception object.

The procedure `wrong-number-of-arguments-exception?` returns `#t` when *obj* is a wrong-number-of-arguments-exception object and `#f` otherwise.

The procedure `wrong-number-of-arguments-exception-procedure` returns the procedure that raised *exc*.

The procedure `wrong-number-of-arguments-exception-arguments` returns the list of arguments of the procedure that raised *exc*.

For example:

```
> (define (handler exc)
    (if (wrong-number-of-arguments-exception? exc)
        (list (wrong-number-of-arguments-exception-procedure exc)
              (wrong-number-of-arguments-exception-arguments exc))
        'not-wrong-number-of-arguments-exception))
> (with-exception-catcher
    handler
    (lambda () (open-input-file "data" 99)))
(#<procedure #2 open-input-file> ("data" 99))
```

`(number-of-arguments-limit-exception? `*obj*`)` procedure
`(number-of-arguments-limit-exception-procedure `*exc*`)` procedure
`(number-of-arguments-limit-exception-arguments `*exc*`)` procedure

Number-of-arguments-limit-exception objects are raised by the `apply` procedure when the procedure being called is passed more than 8192 arguments. The parameter *exc* must be a number-of-arguments-limit-exception object.

The procedure `number-of-arguments-limit-exception?` returns `#t` when *obj* is a number-of-arguments-limit-exception object and `#f` otherwise.

The procedure `number-of-arguments-limit-exception-procedure` returns the target procedure of the call to `apply` that raised *exc*.

The procedure number-of-arguments-limit-exception-arguments returns the list of arguments of the target procedure of the call to apply that raised *exc*.

For example:

```
> (define (iota n) (if (= n 0) '() (cons n (iota (- n 1)))))
> (define (handler exc)
    (if (number-of-arguments-limit-exception? exc)
        (list (number-of-arguments-limit-exception-procedure exc)
              (length (number-of-arguments-limit-exception-arguments exc)))
        'not-number-of-arguments-limit-exception))
> (with-exception-catcher
    handler
    (lambda () (apply + 1 2 3 (iota 8190))))
(#<procedure #2 +> 8193)
```

(nonprocedure-operator-exception? *obj*) procedure
(nonprocedure-operator-exception-operator *exc*) procedure
(nonprocedure-operator-exception-arguments *exc*) procedure
(nonprocedure-operator-exception-code *exc*) procedure
(nonprocedure-operator-exception-rte *exc*) procedure

Nonprocedure-operator-exception objects are raised when a procedure call is executed and the operator position is not a procedure. The parameter *exc* must be an nonprocedure-operator-exception object.

The procedure nonprocedure-operator-exception? returns #t when *obj* is an nonprocedure-operator-exception object and #f otherwise.

The procedure nonprocedure-operator-exception-operator returns the value in operator position of the procedure call that raised *exc*.

The procedure nonprocedure-operator-exception-arguments returns the list of arguments of the procedure call that raised *exc*.

For example:

```
> (define (handler exc)
    (if (nonprocedure-operator-exception? exc)
        (list (nonprocedure-operator-exception-operator exc)
              (nonprocedure-operator-exception-arguments exc))
        'not-nonprocedure-operator-exception))
> (with-exception-catcher
    handler
    (lambda () (11 22 33)))
(11 (22 33))
```

(wrong-number-of-values-exception? *obj*) procedure
(wrong-number-of-values-exception-vals *exc*) procedure
(wrong-number-of-values-exception-code *exc*) procedure
(wrong-number-of-values-exception-rte *exc*) procedure

Wrong-number-of-values-exception objects are raised by the let-values and define-values forms when the number of values does not conform to the number of variables to be bound. The parameter *exc* must be an wrong-number-of-values-exception object.

The procedure wrong-number-of-values-exception? returns #t when *obj* is an wrong-number-of-values-exception object and #f otherwise.

The procedure `wrong-number-of-values-exception-vals` returns the values that were to be bound.

For example:

```
> (define (handler exc)
    (if (wrong-number-of-values-exception? exc)
        (call-with-values
         (lambda () (wrong-number-of-values-exception-vals exc))
         list)
        'not-wrong-number-of-values-exception))
> (with-exception-catcher
    handler
    (lambda () (let-values (((a b) (values 11 22 33))) (* a b))))
(11 22 33)
```

(`unknown-keyword-argument-exception?` *obj*) procedure
(`unknown-keyword-argument-exception-procedure` *exc*) procedure
(`unknown-keyword-argument-exception-arguments` *exc*) procedure

Unknown-keyword-argument-exception objects are raised when a procedure accepting keyword arguments is called and one of the keywords supplied is not among those that are expected. The parameter *exc* must be an unknown-keyword-argument-exception object.

The procedure `unknown-keyword-argument-exception?` returns `#t` when *obj* is an unknown-keyword-argument-exception object and `#f` otherwise.

The procedure `unknown-keyword-argument-exception-procedure` returns the procedure that raised *exc*.

The procedure `unknown-keyword-argument-exception-arguments` returns the list of arguments of the procedure that raised *exc*.

For example:

```
> (define (handler exc)
    (if (unknown-keyword-argument-exception? exc)
        (list (unknown-keyword-argument-exception-procedure exc)
              (unknown-keyword-argument-exception-arguments exc))
        'not-unknown-keyword-argument-exception))
> (with-exception-catcher
    handler
    (lambda () ((lambda (#!key (foo 5)) foo) bar: 11)))
(#<procedure #2> (bar: 11))
```

(`keyword-expected-exception?` *obj*) procedure
(`keyword-expected-exception-procedure` *exc*) procedure
(`keyword-expected-exception-arguments` *exc*) procedure

Keyword-expected-exception objects are raised when a procedure accepting keyword arguments is called and a nonkeyword was supplied where a keyword was expected. The parameter *exc* must be an keyword-expected-exception object.

The procedure `keyword-expected-exception?` returns `#t` when *obj* is an keyword-expected-exception object and `#f` otherwise.

The procedure `keyword-expected-exception-procedure` returns the procedure that raised *exc*.

The procedure `keyword-expected-exception-arguments` returns the list of arguments of the procedure that raised *exc*.

For example:

```
> (define (handler exc)
    (if (keyword-expected-exception? exc)
        (list (keyword-expected-exception-procedure exc)
              (keyword-expected-exception-arguments exc))
        'not-keyword-expected-exception))
> (with-exception-catcher
    handler
    (lambda () ((lambda (#!key (foo 5)) foo) 11 22)))
(#<procedure #2> (11 22))
```

12.10 Other exception objects

(error-exception? *obj*) procedure
(error-exception-message *exc*) procedure
(error-exception-parameters *exc*) procedure
(error *message obj...*) procedure

Error-exception objects are raised when the `error` procedure is called. The parameter *exc* must be an error-exception object.

The procedure `error-exception?` returns `#t` when *obj* is an error-exception object and `#f` otherwise.

The procedure `error-exception-message` returns the first argument of the call to `error` that raised *exc*.

The procedure `error-exception-parameters` returns the list of arguments, starting with the second argument, of the call to `error` that raised *exc*.

The `error` procedure raises an error-exception object whose message field is *message* and parameters field is the list of values *obj*....

For example:

```
> (define (handler exc)
    (if (error-exception? exc)
        (list (error-exception-message exc)
              (error-exception-parameters exc))
        'not-error-exception))
> (with-exception-catcher
    handler
    (lambda () (error "unexpected object:" 123)))
("unexpected object:" (123))
```

13 Host environment

The host environment is the set of resources, such as the filesystem, network and processes, that are managed by the operating system within which the Scheme program is executing. This chapter specifies how the host environment can be accessed from within the Scheme program.

In this chapter we say that the Scheme program being executed is a process, even though the concept of process does not exist in some operating systems supported by Gambit (e.g. MSDOS).

13.1 Handling of file names

Gambit uses a naming convention for files that is compatible with the one used by the host environment but extended to allow referring to the *home directory* of the current user or some specific user and the *installation directories*.

A *path* is a string that denotes a file, for example `"src/readme.txt"`. Each component of a path is separated by a '`/`' under UNIX and macOS and by a '`/`' or '`\`' under MSDOS and Microsoft Windows. A leading separator indicates an absolute path under UNIX, macOS, MSDOS and Microsoft Windows. A path which does not contain a path separator is relative to the *current working directory* on all operating systems. A volume specifier such as '`C:`' may prefix a file name under MSDOS and Microsoft Windows.

A path which starts with the characters '`~~`' denotes a file in an installation directory. If nothing follows the '`~~`' then the directory denoted is the central installation directory. Otherwise what follows the '`~~`' is the name of the installation directory, for example '`~~lib`' denotes the '`lib`' installation directory. Note that the location of the installation directories may be overridden by using the '`-:~~`*NAME*`=`*DIRECTORY*' runtime option or by defining the '`GAMBOPT`' environment variable. Unless explicitly overridden, '`~~execdir`' denotes the directory containing the current executable program.

A path which starts with the character '`~`' not followed by '`~`' denotes a file in the user's home directory. The user's home directory is contained in the '`HOME`' environment variable under UNIX, macOS, MSDOS and Microsoft Windows. Under MSDOS and Microsoft Windows, if the '`HOME`' environment variable is not defined, the environment variables '`HOMEDRIVE`' and '`HOMEPATH`' are concatenated if they are defined. If this fails to yield a home directory, the central installation directory is used instead.

A path which starts with the characters '`~`*username*' denotes a file in the home directory of the given user. Under UNIX and macOS this is found using the password file. There is no equivalent under MSDOS and Microsoft Windows.

`(initial-current-directory)` procedure
`(current-directory` [*new-current-directory*]`)` procedure

The procedure `initial-current-directory` returns the absolute *normalized path* of the current working directory of the current process when it was started.

The parameter object `current-directory` is bound to the current working directory. Calling this procedure with no argument returns the absolute *normalized path* of the directory and calling this procedure with one argument sets the directory to *new-current-directory*. The initial binding of this parameter object is the path

returned by `initial-current-directory`. The path returned by `current-directory` always contains a trailing directory separator. Modifications of the parameter object do not change the current working directory of the current process (i.e. that is accessible with the UNIX `getcwd()` function and the Microsoft Windows `GetCurrentDirectory` function). It is an error to mutate the string returned by `current-directory`.

For example under UNIX:

```
> (current-directory)
"/Users/feeley/gambit/doc/"
> (current-directory "..")
> (current-directory)
"/Users/feeley/gambit/"
> (initial-current-directory)
"/Users/feeley/gambit/doc/"
> (path-expand "foo" "~~")
"/usr/local/Gambit/foo"
> (parameterize ((current-directory "~~")) (path-expand "foo"))
"/usr/local/Gambit/foo"
```

(`path-expand` *path* [*origin-directory*]) procedure

The procedure `path-expand` takes the path of a file or directory and returns an expanded path, which is an absolute path when *path* or *origin-directory* are absolute paths. The optional *origin-directory* parameter, which defaults to the current working directory, is the directory used to resolve relative paths. Components of the paths *path* and *origin-directory* need not exist.

For example under UNIX:

```
> (path-expand "foo")
"/Users/feeley/gambit/doc/foo"
> (path-expand "~/foo")
"/Users/feeley/foo"
> (path-expand "~~lib/foo")
"/usr/local/Gambit/lib/foo"
> (path-expand "../foo")
"/Users/feeley/gambit/doc/../foo"
> (path-expand "foo" "")
"foo"
> (path-expand "foo" "/tmp")
"/tmp/foo"
> (path-expand "this/file/does/not/exist")
"/Users/feeley/gambit/doc/this/file/does/not/exist"
> (path-expand "")
"/Users/feeley/gambit/doc/"
```

(`path-normalize` *path* [*allow-relative?* [*origin-directory*]]) procedure

The procedure `path-normalize` takes a path of a file or directory and returns its normalized path. The optional *origin-directory* parameter, which defaults to the current working directory, is the directory used to resolve relative paths. All components of the paths *path* and *origin-directory* must exist, except possibly the last component of *path*. A normalized path is a path containing no redundant parts and which is consistent with the current structure of the filesystem. A normalized path of a directory will always end with a path separator (i.e. '/', '\', or '`:`' depending on the operating system). The optional *allow-relative?* parameter, which defaults to `#f`, indicates

if the path returned can be expressed relatively to *origin-directory*: a `#f` requests an absolute path, the symbol `shortest` requests the shortest of the absolute and relative paths, and any other value requests the relative path. The shortest path is useful for interaction with the user because short relative paths are typically easier to read than long absolute paths.

For example under UNIX:

```
> (path-expand "../foo")
"/Users/feeley/gambit/doc/../foo"
> (path-normalize "../foo")
"/Users/feeley/gambit/foo"
> (path-normalize "this/file/does/not/exist")
*** ERROR IN (console)@3.1 -- No such file or directory
(path-normalize "this/file/does/not/exist")
```

(path-extension *path*) procedure
(path-strip-extension *path*) procedure
(path-directory *path*) procedure
(path-strip-directory *path*) procedure
(path-strip-trailing-directory-separator *path*) procedure
(path-volume *path*) procedure
(path-strip-volume *path*) procedure

These procedures extract various parts of a path, which need not be a normalized path. The procedure `path-extension` returns the file extension (including the period) or the empty string if there is no extension. The procedure `path-strip-extension` returns the path with the extension stripped off. The procedure `path-directory` returns the file's directory (including the last path separator) or the empty string if no directory is specified in the path. The procedure `path-strip-directory` returns the path with the directory stripped off. The procedure `path-strip-trailing-directory-separator` returns the path with the directory separator stripped off if one is at the end of the path. The procedure `path-volume` returns the file's volume (including the last path separator) or the empty string if no volume is specified in the path. The procedure `path-strip-volume` returns the path with the volume stripped off.

For example under UNIX:

```
> (path-extension "/tmp/foo")
""
> (path-extension "/tmp/foo.txt")
".txt"
> (path-strip-extension "/tmp/foo.txt")
"/tmp/foo"
> (path-directory "/tmp/foo.txt")
"/tmp/"
> (path-strip-directory "/tmp/foo.txt")
"foo.txt"
> (path-strip-trailing-directory-separator "/usr/local/bin/")
"/usr/local/bin"
> (path-strip-trailing-directory-separator "/usr/local/bin")
"/usr/local/bin"
> (path-volume "/tmp/foo.txt")
""
> (path-volume "C:/tmp/foo.txt")
```

```
"" ; result is "C:" under Microsoft Windows
> (path-strip-volume "C:/tmp/foo.txt")
"C:/tmp/foo.txt" ; result is "/tmp/foo.txt" under Microsoft Windows
```

13.2 Filesystem operations

(create-directory *path-or-settings*) procedure
(create-temporary-directory [*path-or-settings*]) procedure

These procedures create directories. The argument *path-or-settings* is either a string denoting a filesystem path or a list of port settings which must contain a `path:` setting in the case the procedure `create-directory`. The procedure `create-directory` returns an unspecified value. In the case of `create-temporary-directory` the path is used as a prefix to generate new directory paths until the path of a directory not currently existing is generated and that path is returned. When a path is not specified it defaults to a unique name in the operating system's temporary directory. Here are the settings allowed:

- `path:` *string*

  This setting indicates the location of the directory to create in the filesystem. There is no default value for this setting.

- `permissions:` *12-bit-exact-integer*

  This setting controls the UNIX permissions that will be attached to the file if it is created. The default value of this setting is `#o777`.

For example:

```
> (create-directory "newdir")
> (create-temporary-directory "~/foo")
"/Users/feeley/foo91992"
> (create-temporary-directory)
"/tmp/gsi-temp91992"
> (create-directory "newdir")
*** ERROR IN (console)@2.1 -- File exists
(create-directory "newdir")
```

(create-fifo *path-or-settings*) procedure

This procedure creates a FIFO. The argument *path-or-settings* is either a string denoting a filesystem path or a list of port settings which must contain a `path:` setting. Here are the settings allowed:

- `path:` *string*

  This setting indicates the location of the FIFO to create in the filesystem. There is no default value for this setting.

- `permissions:` *12-bit-exact-integer*

  This setting controls the UNIX permissions that will be attached to the file if it is created. The default value of this setting is `#o666`.

For example:

```
> (create-fifo "fifo")
> (define a (open-input-file "fifo"))
> (define b (open-output-file "fifo"))
> (display "1 22 333" b)
```

```
> (force-output b)
> (read a)
1
> (read a)
22
```

(`create-link` *source-path destination-path*) procedure

This procedure creates a hard link between *source-path* and *destination-path*. The argument *source-path* must be a string denoting the path of an existing file. The argument *destination-path* must be a string denoting the path of the link to create.

(`create-symbolic-link` *source-path destination-path*) procedure

This procedure creates a symbolic link between *source-path* and *destination-path*. The argument *source-path* must be a string denoting the path of an existing file. The argument *destination-path* must be a string denoting the path of the symbolic link to create.

(`rename-file` *source-path destination-path* [*replace?*]) procedure

This procedure renames the file *source-path* to *destination-path*. The argument *source-path* must be a string denoting the path of an existing file. The argument *destination-path* must be a string denoting the new path of the file. If *replace?* is absent or true, an existing *destination-path* will be replaced by *source-path*. Otherwise, the rename operation will fail if *destination-path* exists. Not all filesystems support atomic renaming and existence testing.

(`copy-file` *source-path destination-path*) procedure

This procedure copies the file *source-path* to *destination-path*. The argument *source-path* must be a string denoting the path of an existing file. The argument *destination-path* must be a string denoting the path of the file to create.

(`delete-file` *path*) procedure

This procedure deletes the file *path*. The argument *path* must be a string denoting the path of an existing file.

(`delete-directory` *path*) procedure

This procedure deletes the directory *path*. The argument *path* must be a string denoting the path of an existing empty directory.

(`delete-file-or-directory` *path* [*recursive?*]) procedure

This procedure deletes the file or directory *path*. The argument *path* must be a string denoting the path of an existing file or directory. If *recursive?* is specified and is true, directories are recursively deleted. Otherwise only empty directories can be deleted.

(`directory-files` [*path-or-settings*]) procedure

This procedure returns the list of the files in a directory. The argument *path-or-settings* is either a string denoting a filesystem path to a directory or a list of settings which must contain a `path:` setting. If it is not specified, *path-or-settings* defaults to the current directory (the value bound to the `current-directory` parameter object). Here are the settings allowed:

- `path:` *string*
  This setting indicates the location of the directory in the filesystem. There is no default value for this setting.
- `ignore-hidden:` (`#f` | `#t` | `dot-and-dot-dot`)
  This setting controls whether hidden-files will be returned. Under UNIX and macOS hidden-files are those that start with a period (such as '`.`', '`..`', and '`.profile`'). Under Microsoft Windows hidden files are the '`.`' and '`..`' entries and the files whose "hidden file" attribute is set. A setting of `#f` will enumerate all the files. A setting of `#t` will only enumerate the files that are not hidden. A setting of `dot-and-dot-dot` will enumerate all the files except for the '`.`' and '`..`' hidden files. The default value of this setting is `#t`.

For example:

```
> (directory-files)
("complex" "README" "simple")
> (directory-files "../include")
("config.h" "config.h.in" "gambit.h" "makefile" "makefile.in")
> (directory-files (list path: "../include" ignore-hidden: #f))
("." ".." "config.h" "config.h.in" "gambit.h" "makefile" "makefile.in")
```

13.3 Shell command execution

(`shell-command` *command* [*capture?*]) procedure

The procedure `shell-command` calls up the shell to execute *command* which must be a string. The argument *capture?*, which defaults to `#f`, indicates if the output of the command is captured as a string. If *capture?* is `#f`, this procedure returns the exit status of the shell in the form that the C library's `system` routine returns. If *capture?* is not `#f`, this procedure returns a pair consisting of the exit status of the shell in the `car` field, and the captured output in the `cdr` field. Be advised that the shell that is used, and consequently the syntax of *command*, depends on the operating system. On Unix, the shell `/bin/sh` is usually invoked. On Windows, the shell `cmd.exe` is usually invoked.

For example under UNIX:

```
> (shell-command "ls -sk f*.scm")
4 fact.scm   4 fib.scm
0
> (shell-command "ls -sk f*.scm" #t)
(0 . "4 fact.scm   4 fib.scm\n")
> (shell-command "echo x\\\\\\\\y $HOME" #t)
(0 . "x\\y /Users/feeley\n")
```

For example under Windows:

```
> (shell-command "echo x\\\\\\\\y %HOME%" #t)
(0 . "x\\\\\\\\y C:\\Users\\feeley\r\n")
```

13.4 Process termination

(`exit` [*status*]) procedure

The procedure `exit` causes the process to terminate with the status *status* which must be an exact integer in the range 0 to 255 or `#f`. If it is not specified, *status* defaults to 0. When *status* is `#f` the process terminates with an error status.

For example under UNIX:

```
$ gsi
Gambit v4.9.8

> (exit #f)
$ echo $?
70
```

13.5 Invocation information

(command-line) procedure

This procedure returns a list of strings corresponding to the command line arguments, including the program file name as the first element of the list. When the interpreter executes a Scheme script, the list returned by `command-line` contains the script's absolute path followed by the remaining command line arguments.

For example under UNIX:

```
$ gsi -:debug -e "(pretty-print (command-line))"
("gsi" "-e" "(pretty-print (command-line))")
$ cat foo
#!/usr/local/Gambit/bin/gsi-script
(pretty-print (command-line))
$ ./foo 1 2 "3 4"
("/u/feeley/./foo" "1" "2" "3 4")
```

(executable-path) procedure

This procedure returns a string representing a *normalized path* to the executable file from which the running process spawned. The path is determined dynamically using a mechanism specific to the host operating system.

For example under UNIX:

```
$ echo '(pp (executable-path))' > ep.scm
$ gsc -exe ep.scm
$ pwd
/gambit/example
$ ./ep
"/gambit/example/ep"
```

13.6 Environment variables

(getenv *name* [*default*]) procedure

(setenv *name* [*new-value*]) procedure

The procedure `getenv` returns the value of the environment variable *name* of the current process. Variable names are denoted with strings. A string is returned if the environment variable is bound, otherwise *default* is returned if it is specified, otherwise an exception is raised.

The procedure `setenv` changes the binding of the environment variable *name* to *new-value* which must be a string. If *new-value* is not specified the binding is removed.

For example under UNIX:

```
> (getenv "HOME")
"/Users/feeley"
> (getenv "DOES_NOT_EXIST" #f)
```

```
#f
> (setenv "DOES_NOT_EXIST" "it does now")
> (getenv "DOES_NOT_EXIST" #f)
"it does now"
> (setenv "DOES_NOT_EXIST")
> (getenv "DOES_NOT_EXIST" #f)
#f
> (getenv "DOES_NOT_EXIST")
*** ERROR IN (console)@7.1 -- Unbound OS environment variable
(getenv "DOES_NOT_EXIST")
```

13.7 Measuring time

Procedures are available for measuring real time (aka "wall" time) and cpu time (the amount of time the cpu has been executing the process). The resolution of the real time and cpu time clock is operating system dependent. Typically the resolution of the cpu time clock is rather coarse (measured in "ticks" of 1/60th or 1/100th of a second). Real time is internally computed relative to some arbitrary point in time using floating point numbers, which means that there is a gradual loss of resolution as time elapses. Moreover, some operating systems report time in number of ticks using a 32 bit integer so the value returned by the time related procedures may wraparound much before any significant loss of resolution occurs (for example 2.7 years if ticks are 1/50th of a second).

`(current-time)` procedure
`(time?` *obj*`)` procedure
`(time->seconds` *time*`)` procedure
`(seconds->time` *x*`)` procedure

The procedure `current-time` returns a *time object* representing the current point in real time.

The procedure `time?` returns `#t` when *obj* is a time object and `#f` otherwise.

The procedure `time->seconds` converts the time object *time* into an inexact real number representing the number of seconds elapsed since the "epoch" (which is 00:00:00 Coordinated Universal Time 01-01-1970).

The procedure `seconds->time` converts the real number *x* representing the number of seconds elapsed since the "epoch" into a time object.

For example:

```
> (current-time)
#<time #2>
> (time? (current-time))
#t
> (time? 123)
#f
> (time->seconds (current-time))
1083118758.63973
> (time->seconds (current-time))
1083118759.909163
> (seconds->time (+ 10 (time->seconds (current-time))))
#<time #3>   ; a time object representing 10 seconds in the future
```

`(process-times)` procedure
`(cpu-time)` procedure

(real-time) procedure

The procedure process-times returns a three element f64vector containing the cpu time that has been used by the program and the real time that has elapsed since it was started. The first element corresponds to "user" time in seconds, the second element corresponds to "system" time in seconds and the third element is the elapsed real time in seconds. On operating systems that can't differentiate user and system time, the system time is zero. On operating systems that can't measure cpu time, the user time is equal to the elapsed real time and the system time is zero.

The procedure cpu-time returns the cpu time in seconds that has been used by the program (user time plus system time).

The procedure real-time returns the real time that has elapsed since the program was started.

For example:

```
> (process-times)
#f64(.02794 .021754 .159926176071167)
> (cpu-time)
.051223
> (real-time)
.40660619735717773
```

(time *expr* [*port*]) special form

The time special form evaluates *expr* and returns the result. As a side effect it displays a message on the port *port* which indicates various statistics about the evaluation of *expr* including how long the evaluation took (in real time and cpu time), how much time was spent in the garbage collector, how much memory was allocated during the evaluation and how many minor and major page faults occured (0 is reported if not running under UNIX). If it is not specified, *port* defaults to the interaction channel (i.e. the output will appear at the REPL).

For example:

```
> (define (f x)
    (let loop ((x x) (lst '()))
      (if (= x 0)
          lst
          (loop (- x 1) (cons x lst)))))
> (length (time (f 100000)))
(time (f 100000))
    683 ms real time
    558 ms cpu time (535 user, 23 system)
    8 collections accounting for 102 ms real time (70 user, 5 system)
    6400160 bytes allocated
    no minor faults
    no major faults
100000
```

13.8 File information

(file-exists? *path* [*chase?*]) procedure

The *path* argument must be a string. This procedure returns #t when a file by that name exists, and returns #f otherwise.

When *chase?* is present and `#f`, symbolic links will not be chased, in other words if *path* refers to a symbolic link, `file-exists?` will return `#t` whether or not it points to an existing file.

For example:

```
> (file-exists? "nofile")
#f
```

(`file-info` *path* [*chase?*]) procedure

This procedure accesses the filesystem to get information about the file whose location is given by the string *path*. A file-information record is returned that contains the file's type, the device number, the inode number, the mode (permission bits), the number of links, the file's user id, the file's group id, the file's size in bytes, the times of last-access, last-modification and last-change, the attributes, and the creation time.

When *chase?* is present and `#f`, symbolic links will not be chased, in other words if *path* refers to a symbolic link the `file-info` procedure will return information about the link rather than the file it links to.

For example:

```
> (file-info "/dev/tty")
#<file-info #2
   type: character-special
   device: 19513156
   inode: 20728196
   mode: 438
   number-of-links: 1
   owner: 0
   group: 0
   size: 0
   last-access-time: #<time #3>
   last-modification-time: #<time #4>
   last-change-time: #<time #5>
   attributes: 128
   creation-time: #<time #6>>
```

(`file-info?` *obj*) procedure

This procedure returns `#t` when *obj* is a file-information record and `#f` otherwise.

For example:

```
> (file-info? (file-info "/dev/tty"))
#t
> (file-info? 123)
#f
```

(`file-info-type` *file-info*) procedure

Returns the type field of the file-information record *file-info*. The type is denoted by a symbol. The following types are possible:

`regular` Regular file

`directory` Directory

`character-special` Character special device

`block-special` Block special device

`fifo`	FIFO
`symbolic-link`	Symbolic link
`socket`	Socket
`unknown`	File is of an unknown type

For example:

```
> (file-info-type (file-info "/dev/tty"))
character-special
> (file-info-type (file-info "/dev"))
directory
```

(`file-info-device` *file-info*) procedure

Returns the device field of the file-information record *file-info*.

For example:

```
> (file-info-device (file-info "/dev/tty"))
19513156
```

(`file-info-inode` *file-info*) procedure

Returns the inode field of the file-information record *file-info*.

For example:

```
> (file-info-inode (file-info "/dev/tty"))
20728196
```

(`file-info-mode` *file-info*) procedure

Returns the mode field of the file-information record *file-info*.

For example:

```
> (file-info-mode (file-info "/dev/tty"))
438
```

(`file-info-number-of-links` *file-info*) procedure

Returns the number-of-links field of the file-information record *file-info*.

For example:

```
> (file-info-number-of-links (file-info "/dev/tty"))
1
```

(`file-info-owner` *file-info*) procedure

Returns the owner field of the file-information record *file-info*.

For example:

```
> (file-info-owner (file-info "/dev/tty"))
0
```

(`file-info-group` *file-info*) procedure

Returns the group field of the file-information record *file-info*.

For example:

```
> (file-info-group (file-info "/dev/tty"))
0
```

(file-info-size *file-info*) procedure

Returns the size field of the file-information record *file-info*.

For example:

```
> (file-info-size (file-info "/dev/tty"))
0
```

(file-info-last-access-time *file-info*) procedure

Returns the last-access-time field of the file-information record *file-info*.

For example:

```
> (file-info-last-access-time (file-info "/dev/tty"))
#<time #2>
```

(file-info-last-modification-time *file-info*) procedure

Returns the last-modification-time field of the file-information record *file-info*.

For example:

```
> (file-info-last-modification-time (file-info "/dev/tty"))
#<time #2>
```

(file-info-last-change-time *file-info*) procedure

Returns the last-change-time field of the file-information record *file-info*.

For example:

```
> (file-info-last-change-time (file-info "/dev/tty"))
#<time #2>
```

(file-info-attributes *file-info*) procedure

Returns the attributes field of the file-information record *file-info*.

For example:

```
> (file-info-attributes (file-info "/dev/tty"))
128
```

(file-info-creation-time *file-info*) procedure

Returns the creation-time field of the file-information record *file-info*.

For example:

```
> (file-info-creation-time (file-info "/dev/tty"))
#<time #2>
```

(file-type *path*) procedure
(file-device *path*) procedure
(file-inode *path*) procedure
(file-mode *path*) procedure
(file-number-of-links *path*) procedure
(file-owner *path*) procedure
(file-group *path*) procedure
(file-size *path*) procedure
(file-last-access-time *path*) procedure
(file-last-modification-time *path*) procedure
(file-last-change-time *path*) procedure
(file-attributes *path*) procedure

`(file-creation-time` *path*`)` procedure

These procedures combine a call to the `file-info` procedure and a call to a file-information record field accessor. For instance `(file-type` *path*`)` is equivalent to `(file-info-type (file-info` *path*`))`.

`(file-last-access-and-modification-times-set!` *path* [*atime* [*mtime*]]`)` procedure

This procedure changes the last-access and last-modification times of the file whose location is given by the string *path*. Time is specified either with a time object indicating an absolute point in time or a real number indicating the number of seconds relative to the moment the procedure is called. When *atime* and *mtime* are not specified, the last-access and last-modification times are set to the current time. When *mtime* is not specified, the last-access and last-modification times are set to *atime*. Otherwise the last-access time is set to *atime* and the last-modification time is set to *mtime*.

For example:

```
> (define (t path)
    (list (time->seconds (file-last-access-time path))
          (time->seconds (file-last-modification-time path))))
> (with-output-to-file "nl.txt" newline)
> (t "nl.txt")
(1429547027. 1429547027.)
> (t "nl.txt")
(1429547027. 1429547027.)
> (file-last-access-and-modification-times-set! "nl.txt")
> (t "nl.txt")
(1429547039. 1429547039.)
> (file-last-access-and-modification-times-set! "nl.txt" -60)
> (t "nl.txt")
(1429547006. 1429547006.)
> (file-last-access-and-modification-times-set! "nl.txt" -60 0)
> (t "nl.txt")
(1429547049. 1429547109.)
```

13.9 Group information

`(group-info` *group-name-or-id*`)` procedure

This procedure accesses the group database to get information about the group identified by *group-name-or-id*, which is the group's symbolic name (string) or the group's GID (exact integer). A group-information record is returned that contains the group's symbolic name, the group's id (GID), and the group's members (list of symbolic user names).

For example:

```
> (group-info "staff")
#<group-info #2 name: "staff" gid: 20 members: ("root")>
> (group-info 29)
#<group-info #3
   name: "certusers"
   gid: 29
   members: ("root" "jabber" "postfix" "cyrusimap")>
> (group-info 5000)
*** ERROR IN (console)@3.1 -- Resource temporarily unavailable
```

```
(group-info 5000)
```

(group-info? *obj*) procedure

This procedure returns `#t` when *obj* is a group-information record and `#f` otherwise.

For example:

```
> (group-info? (group-info "daemon"))
#t
> (group-info? 123)
#f
```

(group-info-name *group-info*) procedure

Returns the symbolic name field of the group-information record *group-info*.

For example:

```
> (group-info-name (group-info 29))
"certusers"
```

(group-info-gid *group-info*) procedure

Returns the group id field of the group-information record *group-info*.

For example:

```
> (group-info-gid (group-info "staff"))
20
```

(group-info-members *group-info*) procedure

Returns the members field of the group-information record *group-info*.

For example:

```
> (group-info-members (group-info "staff"))
("root")
```

13.10 User information

(user-name) procedure

This procedure returns the user's name as a string.

For example:

```
> (user-name)
"feeley"
```

(user-info *user-name-or-id*) procedure

This procedure accesses the user database to get information about the user identified by *user-name-or-id*, which is the user's symbolic name (string) or the user's UID (exact integer). A user-information record is returned that contains the user's symbolic name, the user's id (UID), the user's group id (GID), the path to the user's home directory, and the user's login shell.

For example:

```
> (user-info "feeley")
#<user-info #2
   name: "feeley"
   uid: 506
   gid: 506
   home: "/Users/feeley"
   shell: "/bin/bash">
```

```
> (user-info 0)
#<user-info #3 name: "root" uid: 0 gid: 0 home: "/var/root" shell: "/bin/sh">
> (user-info 5000)
*** ERROR IN (console)@3.1 -- Resource temporarily unavailable
(user-info 5000)
```

(user-info? *obj*) procedure

This procedure returns `#t` when *obj* is a user-information record and `#f` otherwise.

For example:

```
> (user-info? (user-info "feeley"))
#t
> (user-info? 123)
#f
```

(user-info-name *user-info*) procedure

Returns the symbolic name field of the user-information record *user-info*.

For example:

```
> (user-info-name (user-info 0))
"root"
```

(user-info-uid *user-info*) procedure

Returns the user id field of the user-information record *user-info*.

For example:

```
> (user-info-uid (user-info "feeley"))
506
```

(user-info-gid *user-info*) procedure

Returns the group id field of the user-information record *user-info*.

For example:

```
> (user-info-gid (user-info "feeley"))
506
```

(user-info-home *user-info*) procedure

Returns the home directory field of the user-information record *user-info*.

For example:

```
> (user-info-home (user-info 0))
"/var/root"
```

(user-info-shell *user-info*) procedure

Returns the shell field of the user-information record *user-info*.

For example:

```
> (user-info-shell (user-info 0))
"/bin/sh"
```

13.11 Host information

(host-name) procedure

This procedure returns the machine's host name as a string.

For example:

```
> (host-name)
"mega.iro.umontreal.ca"
```

(host-info *host-name*) procedure

This procedure accesses the internet host database to get information about the machine whose name is denoted by the string *host-name*. A host-information record is returned that contains the official name of the machine, a list of aliases (alternative names), and a non-empty list of IP addresses for this machine. An exception is raised when *host-name* does not appear in the database.

For example:

```
> (host-info "www.google.com")
#<host-info #2
   name: "www.l.google.com"
   aliases: ("www.google.com")
   addresses: (#u8(66 249 85 99) #u8(66 249 85 104))>
> (host-info "unknown.domain")
*** ERROR IN (console)@2.1 -- Unknown host
(host-info "unknown.domain")
```

(host-info? *obj*) procedure

This procedure returns `#t` when *obj* is a host-information record and `#f` otherwise.

For example:

```
> (host-info? (host-info "www.google.com"))
#t
> (host-info? 123)
#f
```

(host-info-name *host-info*) procedure

Returns the official name field of the host-information record *host-info*.

For example:

```
> (host-info-name (host-info "www.google.com"))
"www.l.google.com"
```

(host-info-aliases *host-info*) procedure

Returns the aliases field of the host-information record *host-info*. This field is a possibly empty list of strings.

For example:

```
> (host-info-aliases (host-info "www.google.com"))
("www.google.com")
```

(host-info-addresses *host-info*) procedure

Returns the addresses field of the host-information record *host-info*. This field is a non-empty list of u8vectors denoting IP addresses.

For example:

```
> (host-info-addresses (host-info "www.google.com"))
(#u8(66 249 85 99) #u8(66 249 85 104))
```

(address-infos [host: *host*] [service: *service*] [family: *family*] [socket-type: *socket-type*] [protocol: *protocol*]) procedure

This procedure is an interface to the getaddrinfo system call. It accesses the internet host database to get information about the machine whose name is denoted by the string *host* and service is denoted by the string *service* and network address family is *family* (INET or INET6) and network socket-type is *socket-type* (STREAM or DGRAM or RAW) and network protocol is *socket-type* (TCP or UDP). A list of address-information records is returned.

For example:

```
> (address-infos host: "ftp.at.debian.org")
(#<address-info #2
    family: INET6
    socket-type: DGRAM
    protocol: UDP
    socket-info:
     #<socket-info #3
        family: INET6
        port-number: 0
        address: #u16(8193 2136 2 1 0 0 0 16)>>
 #<address-info #4
    family: INET6
    socket-type: STREAM
    protocol: TCP
    socket-info:
     #<socket-info #5
        family: INET6
        port-number: 0
        address: #u16(8193 2136 2 1 0 0 0 16)>>
 #<address-info #6
    family: INET
    socket-type: DGRAM
    protocol: UDP
    socket-info:
     #<socket-info #7
        family: INET
        port-number: 0
        address: #u8(213 129 232 18)>>
 #<address-info #8
    family: INET
    socket-type: STREAM
    protocol: TCP
    socket-info:
     #<socket-info #9
        family: INET
        port-number: 0
        address: #u8(213 129 232 18)>>)
> (address-infos host: "ftp.at.debian.org"
                 family: 'INET
                 protocol: 'TCP)
(#<address-info #10
    family: INET
    socket-type: STREAM
    protocol: TCP
    socket-info:
     #<socket-info #11
        family: INET
```

```
        port-number: 0
        address: #u8(213 129 232 18)>>)
> (address-infos host: "unknown.domain")
*** ERROR IN (console)@5.1 -- nodename nor servname provided, or not known
(address-infos host: "unknown.domain")
```

(address-info? *obj*) procedure

This procedure returns `#t` when *obj* is an address-information record and `#f` otherwise.

For example:

```
> (map address-info?
       (address-infos host: "ftp.at.debian.org"))
(#t #t #t #t)
> (address-info? 123)
#f
```

(address-info-family *address-info*) procedure

Returns the family field of the address-information record *address-info*.

For example:

```
> (map address-info-family
       (address-infos host: "ftp.at.debian.org"))
(INET6 INET6 INET INET)
```

(address-info-socket-type *address-info*) procedure

Returns the socket-type field of the address-information record *address-info*.

For example:

```
> (map address-info-socket-type
       (address-infos host: "ftp.at.debian.org"))
(DGRAM STREAM DGRAM STREAM)
```

(address-info-protocol *address-info*) procedure

Returns the protocol field of the address-information record *address-info*.

For example:

```
> (map address-info-protocol
       (address-infos host: "ftp.at.debian.org"))
(UDP TCP UDP TCP)
```

(address-info-socket-info *address-info*) procedure

Returns the socket-info field of the address-information record *address-info*.

For example:

```
> (map address-info-socket-info
       (address-infos host: "ftp.at.debian.org"))
(#<socket-info #2
    family: INET6
    port-number: 0
    address: #u16(8193 2136 2 1 0 0 0 16)>
 #<socket-info #3
    family: INET6
    port-number: 0
    address: #u16(8193 2136 2 1 0 0 0 16)>
 #<socket-info #4
    family: INET
```

```
   port-number: 0
   address: #u8(213 129 232 18)>
#<socket-info #5
   family: INET
   port-number: 0
   address: #u8(213 129 232 18)>)
```

13.12 Service information

(service-info *service-name-or-id*) procedure

This procedure accesses the service database to get information about the service identified by *service-name-or-id*, which is the service's symbolic name (string) or the service's port number (exact integer). A service-information record is returned that contains the service's symbolic name, a list of aliases (alternative names), the port number (exact integer), and the protocol name (string). An exception is raised when *service-name-or-id* does not appear in the database.

For example:

```
> (service-info "http")
#<service-info #2
   name: "http"
   aliases: ("www" "www-http")
   port-number: 80
   protocol: "udp">
> (service-info 80)
#<service-info #3
   name: "http"
   aliases: ("www" "www-http")
   port-number: 80
   protocol: "udp">
```

(service-info? *obj*) procedure

This procedure returns `#t` when *obj* is a service-information record and `#f` otherwise.

For example:

```
> (service-info? (service-info "http"))
#t
> (service-info? 123)
#f
```

(service-info-name *service-info*) procedure

Returns the symbolic name field of the service-information record *service-info*.

For example:

```
> (service-info-name (service-info 80))
"http"
```

(service-info-aliases *service-info*) procedure

Returns the aliases field of the service-information record *service-info*. This field is a possibly empty list of strings.

For example:

```
> (service-info-aliases (service-info "http"))
("www" "www-http")
```

(service-info-port-number *service-info*) procedure

Returns the service port number field of the service-information record *service-info*.

For example:

```
> (service-info-port-number (service-info "http"))
80
```

(service-info-protocol *service-info*) procedure

Returns the service protocol name field of the service-information record *service-info*.

For example:

```
> (service-info-protocol (service-info "http"))
"udp"
```

13.13 Protocol information

(protocol-info *protocol-name-or-id*) procedure

This procedure accesses the protocol database to get information about the protocol identified by *protocol-name-or-id*, which is the protocol's symbolic name (string) or the protocol's number (exact integer). A protocol-information record is returned that contains the protocol's symbolic name, a list of aliases (alternative names), and the protocol number (32 bit unsigned exact integer). An exception is raised when *protocol-name-or-id* does not appear in the database.

For example:

```
> (protocol-info "tcp")
#<protocol-info #2 name: "tcp" aliases: ("TCP") number: 6>
> (protocol-info 6)
#<protocol-info #2 name: "tcp" aliases: ("TCP") number: 6>
```

(protocol-info? *obj*) procedure

This procedure returns `#t` when *obj* is a protocol-information record and `#f` otherwise.

For example:

```
> (protocol-info? (protocol-info "tcp"))
#t
> (protocol-info? 123)
#f
```

(protocol-info-name *protocol-info*) procedure

Returns the symbolic name field of the protocol-information record *protocol-info*.

For example:

```
> (protocol-info-name (protocol-info 6))
"tcp"
```

(protocol-info-aliases *protocol-info*) procedure

Returns the aliases field of the protocol-information record *protocol-info*. This field is a possibly empty list of strings.

For example:

```
> (protocol-info-aliases (protocol-info "tcp"))
("TCP")
```

(protocol-info-number *protocol-info*) procedure

Returns the protocol number field of the protocol-information record *protocol-info*.

For example:

```
> (protocol-info-number (protocol-info "tcp"))
6
```

13.14 Network information

(network-info *network-name-or-id*) procedure

This procedure accesses the network database to get information about the network identified by *network-name-or-id*, which is the network's symbolic name (string) or the network's number (exact integer). A network-information record is returned that contains the network's symbolic name, a list of aliases (alternative names), and the network number (32 bit unsigned exact integer). An exception is raised when *network-name-or-id* does not appear in the database.

For example:

```
> (network-info "loopback")
#<network-info #2
   name: "loopback"
   aliases: ("loopback-net")
   number: 127>
> (network-info 127)
#<network-info #3
   name: "loopback"
   aliases: ("loopback-net")
   number: 127>
```

(network-info? *obj*) procedure

This procedure returns `#t` when *obj* is a network-information record and `#f` otherwise.

For example:

```
> (network-info? (network-info "loopback"))
#t
> (network-info? 123)
#f
```

(network-info-name *network-info*) procedure

Returns the symbolic name field of the network-information record *network-info*.

For example:

```
> (network-info-name (network-info 127))
"loopback"
```

(network-info-aliases *network-info*) procedure

Returns the aliases field of the network-information record *network-info*. This field is a possibly empty list of strings.

For example:

```
> (network-info-aliases (network-info "loopback"))
("loopback-net")
```

(network-info-number *network-info*) procedure

Returns the network number field of the network-information record *network-info*.

For example:

```
> (network-info-number (network-info "loopback"))
127
```

14 I/O and ports

14.1 Unidirectional and bidirectional ports

Unidirectional ports allow communication between a producer of information and a consumer. An input-port's producer is typically a resource managed by the operating system (such as a file, a process or a network connection) and the consumer is the Scheme program. The roles are reversed for an output-port.

Associated with each port are settings that affect I/O operations on that port (encoding of characters to bytes, end-of-line encoding, type of buffering, etc). Port settings are specified when the port is created. Some port settings can be changed after a port is created.

Bidirectional ports, also called input-output-ports, allow communication in both directions. They are best viewed as an object that groups two separate unidirectional ports (one in each direction). Each direction has its own port settings and can be closed independently from the other direction.

14.2 Port classes

The four classes of ports listed below form an inheritance hierarchy. Operations possible for a certain class of port are also possible for the subclasses. Only device-ports are connected to a device managed by the operating system. For instance it is possible to create ports that behave as a FIFO where the Scheme program is both the producer and consumer of information (possibly one thread is the producer and another thread is the consumer).

1. An *object-port* (or simply a port) provides operations to read and write Scheme data (i.e. any Scheme object) to/from the port. It also provides operations to force output to occur, to change the way threads block on the port, and to close the port. Note that the class of objects for which write/read invariance is guaranteed depends on the particular class of port.
2. A *character-port* provides all the operations of an object-port, and also operations to read and write individual characters to/from the port. When a Scheme object is written to a character-port, it is converted into the sequence of characters that corresponds to its external-representation. When reading a Scheme object, an inverse conversion occurs. Note that some Scheme objects do not have an external textual representation that can be read back.
3. A *byte-port* provides all the operations of a character-port, and also operations to read and write individual bytes to/from the port. When a character is written to a byte-port, some encoding of that character into a sequence of bytes will occur (for example, `#\newline` will be encoded as the 2 bytes CR-LF when using ISO-8859-1 character encoding and `cr-lf` end-of-line encoding, and a non-ASCII character will generate more than 1 byte when using UTF-8 character encoding). When reading a character, a similar decoding occurs.
4. A *device-port* provides all the operations of a byte-port, and also operations to control the operating system managed device (file, network connection, terminal, etc) that is connected to the port.

14.3 Port settings

Some port settings are only valid for specific port classes whereas some others are valid for all ports. Port settings are specified when a port is created. The settings that are not specified will default to some reasonable values. Keyword objects are used to name the settings to be set. As a simple example, a device-port connected to the file `"foo"` can be created using the call

```
(open-input-file "foo")
```

This will use default settings for the character encoding, buffering, etc. When a specific character encoding is desired, such as UTF-16BE, the port can be opened using the call

```
(open-input-file (list path: "foo" char-encoding: 'UTF-16BE))
```

Here the argument of the procedure `open-input-file` has been replaced by a *port settings list* which specifies the value of each port setting that should not be set to the default value. Note that some port settings have no useful default and it is therefore required to specify a value for them, such as the `path:` in the case of the file opening procedures. All port creation procedures (i.e. named `open-...`) take a single argument that can either be a port settings list or a value of a type that depends on the kind of port being created (a path string for files, an IP port number for socket servers, etc).

14.4 Object-ports

14.4.1 Object-port settings

The following is a list of port settings that are valid for all types of ports.

- `direction:` (`input` | `output` | `input-output`)

  This setting controls the direction of the port. The symbol `input` indicates a unidirectional input-port, the symbol `output` indicates a unidirectional output-port, and the symbol `input-output` indicates a bidirectional port. The default value of this setting depends on the port creation procedure.

- `buffering:` (`#f` | `#t` | `line`)

  This setting controls the buffering of the port. To set each direction separately the keywords `input-buffering:` and `output-buffering:` must be used instead of `buffering:`. The value `#f` selects unbuffered I/O, the value `#t` selects fully buffered I/O, and the symbol `line` selects line buffered I/O (the output buffer is drained when a `#\newline` character is written). Line buffered I/O only applies to character-ports. The default value of this setting is operating system dependent except consoles which are unbuffered.

14.4.2 Object-port operations

`(input-port?` *obj*`)` procedure
`(output-port?` *obj*`)` procedure
`(port?` *obj*`)` procedure

The procedure `input-port?` returns `#t` when *obj* is a unidirectional input-port or a bidirectional port and `#f` otherwise.

The procedure `output-port?` returns `#t` when *obj* is a unidirectional output-port or a bidirectional port and `#f` otherwise.

The procedure `port?` returns `#t` when *obj* is a port (either unidirectional or bidirectional) and `#f` otherwise.

For example:

```
> (input-port? (current-input-port))
#t
> (call-with-input-string "some text" output-port?)
#f
> (port? (current-output-port))
#t
```

(`read` [*port*]) procedure

This procedure reads and returns the next Scheme datum from the input-port *port*. The end-of-file object is returned when the end of the stream is reached. If it is not specified, *port* defaults to the current input-port.

For example:

```
> (call-with-input-string "some text" read)
some
> (call-with-input-string "" read)
#!eof
```

(`read-all` [*port* [*reader*]]) procedure

This procedure repeatedly calls the procedure *reader* with *port* as the sole argument and accumulates a list of each value returned up to the end-of-file object. The procedure `read-all` returns the accumulated list without the end-of-file object. If it is not specified, *port* defaults to the current input-port. If it is not specified, *reader* defaults to the procedure `read`.

For example:

```
> (call-with-input-string "3,2,1\ngo!" read-all)
(3 ,2 ,1 go!)
> (call-with-input-string "3,2,1\ngo!"
                          (lambda (p) (read-all p read-char)))
(#\3 #\, #\2 #\, #\1 #\newline #\g #\o #\!)
> (call-with-input-string "3,2,1\ngo!"
                          (lambda (p) (read-all p read-line)))
("3,2,1" "go!")
```

(`write` *obj* [*port*]) procedure

This procedure writes the Scheme datum *obj* to the output-port *port* and the value returned is unspecified. If it is not specified, *port* defaults to the current output-port.

For example:

```
> (write (list 'compare (list 'quote '@x) 'and (list 'unquote '@x)))
(compare '@x and , @x)>
```

(`newline` [*port*]) procedure

This procedure writes an "object separator" to the output-port *port* and the value returned is unspecified. The separator ensures that the next Scheme datum written with the `write` procedure will not be confused with the latest datum that was written. On character-ports this is done by writing the character `#\newline`. On ports where successive objects are implicitly distinct (such as "vector ports") this procedure does nothing.

Regardless of the class of a port *p* and assuming that the external textual representation of the object *x* is readable, the expression `(begin (write` *x p*`) (newline` *p*`))` will write to *p* a representation of *x* that can be read back with the procedure `read`. If it is not specified, *port* defaults to the current output-port.

For example:

```
> (begin (write 123) (newline) (write 456) (newline))
123
456
```

`(force-output` [*port* [*level*]]`)` procedure

The procedure `force-output` causes the data that was written to the output-port *port* to be moved closer to its destination according to *level*, an exact integer in the range 0 to 2. If *port* is not specified, the current output-port is used. If *level* is not specified, it defaults to 0. Values of *level* above 0 are equivalent to *level* = 0 except for device ports as explained below.

When *level* is 0, the output buffers of *port* which are managed in the Scheme process are drained (i.e. the output operation that was delayed due to buffering is actually performed). In the case of a device port the data is passed to the operating system and it becomes its responsibility to transmit the data to the device. The operating system may implement its own buffering approach which delays the transmission of the data to the device.

When *level* is 1, in addition to the operations for *level* = 0 and if the operating system supports the functionality, the operating system is requested to transmit the data to the device. On UNIX this corresponds to a `fsync` system call.

When *level* is 2, in addition to the operations for *level* = 1 and if the operating system supports the functionality, the operating system is requested to wait until the device reports that the data was saved by the device (e.g. actually written to disk in the case of a file). This operation can take a long time on some operating systems. On macOS this corresponds to a `fcntl` system call with operation `F_FULLFSYNC`.

For example:

```
> (define p (open-tcp-client "www.iro.umontreal.ca:80"))
> (display "GET /\n" p)
> (force-output p)
> (read-line p)
"<!DOCTYPE HTML PUBLIC \"-//W3C//DTD HTML 4.01 Transitional//EN\""
```

`(close-input-port` *port*`)` procedure
`(close-output-port` *port*`)` procedure
`(close-port` *port*`)` procedure

The *port* argument of these procedures must be a unidirectional or a bidirectional port. For all three procedures the value returned is unspecified.

The procedure `close-input-port` closes the input-port side of *port*, which must not be a unidirectional output-port.

The procedure `close-output-port` closes the output-port side of *port*, which must not be a unidirectional input-port. The ouput buffers are drained before *port* is closed.

The procedure `close-port` closes all sides of the *port*. Unless *port* is a unidirectional input-port, the output buffers are drained before *port* is closed.

For example:

```
> (define p (open-tcp-client "www.iro.umontreal.ca:80"))
> (display "GET /\n" p)
> (close-output-port p)
> (read-line p)
"<!DOCTYPE HTML PUBLIC \"-//W3C//DTD HTML 4.01 Transitional//EN\""
```

`(input-port-timeout-set!` *port timeout* [*thunk*]`)` procedure

`(output-port-timeout-set!` *port timeout* [*thunk*]`)` procedure

When a thread tries to perform an I/O operation on a port, the requested operation may not be immediately possible and the thread must wait. For example, the thread may be trying to read a line of text from the console and the user has not typed anything yet, or the thread may be trying to write to a network connection faster than the network can handle. In such situations the thread normally blocks until the operation becomes possible.

It is sometimes necessary to guarantee that the thread will not block too long. For this purpose, to each input-port and output-port is attached a *timeout* and *timeout-thunk*. The timeout indicates the point in time beyond which the thread should stop waiting on an input and output operation respectively. When the timeout is reached, the thread calls the port's timeout-thunk. If the timeout-thunk returns `#f` the thread abandons trying to perform the operation (in the case of an input operation an end-of-file is read and in the case of an output operation an exception is raised). Otherwise, the thread will block again waiting for the operation to become possible (note that if the port's timeout has not changed the thread will immediately call the timeout-thunk again).

The procedure `input-port-timeout-set!` sets the timeout of the input-port *port* to *timeout* and the timeout-thunk to *thunk*. The procedure `output-port-timeout-set!` sets the timeout of the output-port *port* to *timeout* and the timeout-thunk to *thunk*. If it is not specified, the *thunk* defaults to a thunk that returns `#f`. The *timeout* is either a time object indicating an absolute point in time, or it is a real number which indicates the number of seconds relative to the moment the procedure is called. For both procedures the value returned is unspecified.

When a port is created the timeout is set to infinity (`+inf.0`). This causes the thread to wait as long as needed for the operation to become possible. Setting the timeout to a point in the past (`-inf.0`) will cause the thread to attempt the I/O operation and never block (i.e. the timeout-thunk is called if the operation is not immediately possible).

The following example shows how to cause the REPL to terminate when the user does not enter an expression within the next 60 seconds.

```
> (input-port-timeout-set! (repl-input-port) 60)
>
*** EOF again to exit
```

14.5 Character-ports

14.5.1 Character-port settings

The following is a list of port settings that are valid for character-ports.

- `readtable:` *readtable*

  This setting determines the readtable attached to the character-port. To set each direction separately the keywords `input-readtable:` and `output-readtable:` must be used instead of `readtable:`. Readtables control the external textual representation of Scheme objects, that is the encoding of Scheme objects using characters. The behavior of the `read` procedure depends on the port's input-readtable and the behavior of the procedures `write`, `pretty-print`, and related procedures is affected by the port's output-readtable. The default value of this setting is the value bound to the parameter object `current-readtable`.

- `output-width:` *positive-integer*

  This setting indicates the width of the character output-port in number of characters. This information is used by the pretty-printer. The default value of this setting is 80.

14.5.2 Character-port operations

`(input-port-line` *port*`)` procedure
`(input-port-column` *port*`)` procedure
`(output-port-line` *port*`)` procedure
`(output-port-column` *port*`)` procedure

The current character location of a character input-port is the location of the next character to read. The current character location of a character output-port is the location of the next character to write. Location is denoted by a line number (the first line is line 1) and a column number, that is the location on the current line (the first column is column 1). The procedures `input-port-line` and `input-port-column` return the line location and the column location respectively of the character input-port *port*. The procedures `output-port-line` and `output-port-column` return the line location and the column location respectively of the character output-port *port*.

For example:

```
> (call-with-output-string
    (lambda (p)
      (display "abc\n123def" p)
      (write (list (output-port-line p) (output-port-column p))
             p)))
"abc\n123def(2 7)"
```

`(output-port-width` *port*`)` procedure

This procedure returns the width, in characters, of the character output-port *port*. The value returned is the port's output-width setting.

For example:

```
> (output-port-width (repl-output-port))
80
```

`(read-char` [*port*]`)` procedure

This procedure reads the character input-port *port* and returns the character at the current character location and advances the current character location to the next character, unless the *port* is already at end-of-file in which case `read-char` returns the end-of-file object. If it is not specified, *port* defaults to the current input-port.

For example:

```
> (call-with-input-string
    "some text"
    (lambda (p)
      (let ((a (read-char p))) (list a (read-char p)))))
(#\s #\o)
> (call-with-input-string "" read-char)
#!eof
```

(peek-char [*port*]) procedure

This procedure returns the same result as `read-char` but it does not advance the current character location of the input-port *port*. If it is not specified, *port* defaults to the current input-port.

For example:

```
> (call-with-input-string
    "some text"
    (lambda (p)
      (let ((a (peek-char p))) (list a (read-char p)))))
(#\s #\s)
> (call-with-input-string "" peek-char)
#!eof
```

(write-char *char* [*port*]) procedure

This procedure writes the character *char* to the character output-port *port* and advances the current character location of that output-port. The value returned is unspecified. If it is not specified, *port* defaults to the current output-port.

For example:

```
> (write-char #\=)
=>
```

(read-line [*port* [*separator* [*include-separator?* [*max-length*]]]]) procedure

This procedure reads characters from the character input-port *port* until a specific *separator* or the end-of-file is encountered and returns a string containing the sequence of characters read. If it is specified, *max-length* must be a nonnegative exact integer and it places an upper limit on the number of characters that are read.

The *separator* is included at the end of the string only if it was the last character read and *include-separator?* is not `#f`. The *separator* must be a character or `#f` (in which case all the characters until the end-of-file are read). If it is not specified, *port* defaults to the current input-port. If it is not specified, *separator* defaults to `#\newline`. If it is not specified, *include-separator?* defaults to `#f`.

For example:

```
> (define (split sep)
    (lambda (str)
      (call-with-input-string
        str
        (lambda (p)
          (read-all p (lambda (p) (read-line p sep)))))))
> ((split #\,) "a,b,c")
("a" "b" "c")
> (map (split #\,)
       (call-with-input-string "1,2,3\n4,5"
```

```
                                        (lambda (p) (read-all p read-line))))
(("1" "2" "3") ("4" "5"))
> (read-line (current-input-port) #\newline #f 2)1234
"12"
> 34
```

(`read-substring` *string start end* [*port* [*need*]]) procedure
(`write-substring` *string start end* [*port*]) procedure

These procedures support bulk character I/O. The part of the string *string* starting at index *start* and ending just before index *end* is used as a character buffer that will be the target of `read-substring` or the source of the `write-substring`. The `read-substring` also accepts a *need* parameter which must be a nonnegative fixnum. Up to *end-start* characters will be transferred. The number of characters transferred, possibly zero, is returned by these procedures. Fewer characters will be read by `read-substring` if an end-of-file is read, or a timeout occurs before all the requested characters are transferred and the timeout thunk returns `#f` (see the procedure `input-port-timeout-set!`), or *need* is specified and at least that many characters have been read (in other words the procedure does not block for more characters but may transfer more characters if they are immediately available). Fewer characters will be written by `write-substring` if a timeout occurs before all the requested characters are transferred and the timeout thunk returns `#f` (see the procedure `output-port-timeout-set!`). If it is not specified, *port* defaults to the current input-port and current output-port respectively.

For example:

```
> (define s (make-string 10 #\x))
> (read-substring s 2 5)123456789
3
> 456789
> s
"xx123xxxxx"
> (read-substring s 2 10 (current-input-port) 3)abcd
5
> s
"xxabcd\nxxx"
```

(`input-port-readtable` *port*) procedure
(`output-port-readtable` *port*) procedure

These procedures return the readtable attached to the character-port *port*. The *port* parameter of `input-port-readtable` must be an input-port. The *port* parameter of `output-port-readtable` must be an output-port.

(`input-port-readtable-set!` *port readtable*) procedure
(`output-port-readtable-set!` *port readtable*) procedure

These procedures change the readtable attached to the character-port *port* to the readtable *readtable*. The *port* parameter of `input-port-readtable-set!` must be an input-port. The *port* parameter of `output-port-readtable-set!` must be an output-port. The value returned is unspecified.

14.6 Byte-ports

14.6.1 Byte-port settings

The following is a list of port settings that are valid for byte-ports.

- `char-encoding:` *encoding*

  This setting controls the character encoding of the byte-port. For bidirectional byte-ports, the character encoding for input and output is set. To set each direction separately the keywords `input-char-encoding:` and `output-char-encoding:` must be used instead of `char-encoding:`. The default value of this setting depends on how the runtime system was configured but typically UTF-8 is used. The default can be overridden through various runtime options (see Chapter 4 [Runtime options], page 27), such as '`-:file-settings=...`' and '`-:io-settings=...`'. The following encodings are supported:

  `ISO-8859-1` ISO-8859-1 character encoding. Each character is encoded by a single byte. Only Unicode characters with a code in the range 0 to 255 are allowed.

  `ASCII` ASCII character encoding. Each character is encoded by a single byte. In principle only Unicode characters with a code in the range 0 to 127 are allowed but most types of ports treat this exactly like `ISO-8859-1`.

  `UTF-8` UTF-8 character encoding. Each character is encoded by a sequence of one to four bytes. The minimum length UTF-8 encoding is used. If a BOM is needed at the beginning of the stream then it must be explicitly written.

  `UTF-16` UTF-16 character encoding. Each character is encoded by one or two 16 bit integers (2 or 4 bytes). The 16 bit integers may be encoded using little-endian encoding or big-endian encoding. If the port is an input-port and the first two bytes read are a BOM ("Byte Order Mark" character with hexadecimal code FEFF) then the BOM will be discarded and the endianness will be set accordingly, otherwise the endianness depends on the operating system and how the Gambit runtime was compiled. If the port is an output-port then a BOM will be output at the beginning of the stream and the endianness depends on the operating system and how the Gambit runtime was compiled.

  `UTF-16LE` UTF-16 character encoding with little-endian endianness. It is like `UTF-16` except the endianness is set to little-endian and there is no BOM processing. If a BOM is needed at the beginning of the stream then it must be explicitly written.

  `UTF-16BE` UTF-16 character encoding with big-endian endianness. It is like `UTF-16LE` except the endianness is set to big-endian.

  `UTF` / `UTF-fallback-ASCII` / `UTF-fallback-ISO-8859-1` / `UTF-fallback-UTF-16` / `UTF-fallback-UTF-16LE` / `UTF-fallback-UTF-16BE`

  These encodings combine the UTF-8 and UTF-16 encodings. When one of these character encodings is used for an output port, charac-

ters will be encoded using the UTF-8 encoding. The first character, if there is one, is prefixed with a UTF-8 BOM (the three byte sequence EF BB BF in hexadecimal). When one of these character encodings is used for an input port, the character encoding depends on the first few bytes. If the first bytes of the stream are a UTF-16LE BOM (FF FE in hexadecimal), or a UTF-16BE BOM (FE FF in hexadecimal), or a UTF-8 BOM (EF BB BF in hexadecimal), then the BOM is discarded and the remaining bytes of the stream are decoded using the corresponding character encoding. If a BOM is not present, then the stream is decoded using the fallback encoding specified. The encoding `UTF` is a synonym for `UTF-fallback-UTF-8`. Note that the `UTF` character encoding for input will correctly handle streams produced using the encodings `UTF`, `UTF-8`, `UTF-16`, `ASCII`, and if an explicit BOM is output, the encodings `UTF-16LE`, and `UTF-16BE`.

`UCS-2` UCS-2 character encoding. Each character is encoded by a 16 bit integer (2 bytes). The 16 bit integers may be encoded using little-endian encoding or big-endian encoding. If the port is an input-port and the first two bytes read are a BOM ("Byte Order Mark" character with hexadecimal code FEFF) then the BOM will be discarded and the endianness will be set accordingly, otherwise the endianness depends on the operating system and how the Gambit runtime was compiled. If the port is an output-port then a BOM will be output at the beginning of the stream and the endianness depends on the operating system and how the Gambit runtime was compiled.

`UCS-2LE` UCS-2 character encoding with little-endian endianness. It is like `UCS-2` except the endianness is set to little-endian and there is no BOM processing. If a BOM is needed at the beginning of the stream then it must be explicitly written.

`UCS-2BE` UCS-2 character encoding with big-endian endianness. It is like `UCS-2LE` except the endianness is set to big-endian.

`UCS-4` UCS-4 character encoding. Each character is encoded by a 32 integer (4 bytes). The 32 bit integers may be encoded using little-endian encoding or big-endian encoding. If the port is an input-port and the first four bytes read are a BOM ("Byte Order Mark" character with hexadecimal code 0000FEFF) then the BOM will be discarded and the endianness will be set accordingly, otherwise the endianness depends on the operating system and how the Gambit runtime was compiled. If the port is an output-port then a BOM will be output at the beginning of the stream and the endianness depends on the operating system and how the Gambit runtime was compiled.

`UCS-4LE` UCS-4 character encoding with little-endian endianness. It is like `UCS-4` except the endianness is set to little-endian and there is

no BOM processing. If a BOM is needed at the beginning of the stream then it must be explicitly written.

`UCS-4BE` UCS-4 character encoding with big-endian endianness. It is like `UCS-4LE` except the endianness is set to big-endian.

- `char-encoding-errors:` (`#f` | `#t`)

  This setting controls whether illegal character encodings are silently replaced with the Unicode character #xfffd (replacement character) or raise an error. To set each direction separately the keywords `input-char-encoding-errors:` and `output-char-encoding-errors:` must be used instead of `char-encoding-errors:`. The default value of this setting is `#t`.

- `eol-encoding:` *encoding*

  This setting controls the end-of-line encoding of the byte-port. To set each direction separately the keywords `input-eol-encoding:` and `output-eol-encoding:` must be used instead of `eol-encoding:`. The default value of this setting is operating system dependent, but this can be overridden through the runtime options (see Chapter 4 [Runtime options], page 27). Note that for output-ports the end-of-line encoding is applied before the character encoding, and for input-ports it is applied after. The following encodings are supported:

  `lf` For an output-port, writing a `#\newline` character outputs a `#\linefeed` character to the stream (Unicode character code 10). For an input-port, a `#\newline` character is read when a `#\linefeed` character is encountered on the stream. Note that `#\linefeed` and `#\newline` are two names for the same character, so this end-of-line encoding is actually the identity function. Text files created by UNIX applications typically use this end-of-line encoding.

  `cr` For an output-port, writing a `#\newline` character outputs a `#\return` character to the stream (Unicode character code 13). For an input-port, a `#\newline` character is read when a `#\linefeed` character or a `#\return` character is encountered on the stream. Text files created by Classic Mac OS applications typically use this end-of-line encoding.

  `cr-lf` For an output-port, writing a `#\newline` character outputs to the stream a `#\return` character followed by a `#\linefeed` character. For an input-port, a `#\newline` character is read when a `#\linefeed` character or a `#\return` character is encountered on the stream. Moreover, if this character is immediately followed by the opposite character (`#\linefeed` followed by `#\return` or `#\return` followed by `#\linefeed`) then the second character is ignored. In other words, all four possible end-of-line encodings are read as a single `#\newline` character. Text files created by DOS and Microsoft Windows applications typically use this end-of-line encoding.

14.6.2 Byte-port operations

(`read-u8` [*port*]) procedure
(`peek-u8` [*port*]) procedure

These procedures read the byte input-port *port* and return the byte at the current byte location unless the *port* is already at end-of-file in which case the end-of-file object is returned. If the end-of-file is not reached then the procedure `read-u8` advances the current byte location to the next byte. The procedure `peek-u8` does not advance the port's current byte location. If it is not specified, *port* defaults to the current input-port.

One way to ensure that the port's input character buffer is empty is to call `peek-u8` strictly before any use of the port in a character input operation (i.e. a call to the procedures `read`, `read-char`, `peek-char`, etc). Alternatively `input-port-characters-buffered` can be used to get the number of characters in the port's input character buffer, and to empty the buffer with calls to `read-char` or `read-substring`.

For example:

```
> (call-with-input-u8vector
    '#u8(11 22 33 44)
    (lambda (p)
      (let ((a (read-u8 p))) (list a (read-u8 p)))))
(11 22)
> (call-with-input-u8vector '#u8() read-u8)
#!eof
> (with-input-from-u8vector '#u8(1 5) (lambda () (+ (peek-u8) (peek-
u8))))
2
```

(`write-u8` *n* [*port*]) procedure

This procedure writes the byte *n* to the byte output-port *port* and advances the current byte location of that output-port. The value returned is unspecified. If it is not specified, *port* defaults to the current output-port.

For example:

```
> (call-with-output-u8vector (lambda (p) (write-u8 33 p)))
#u8(33)
```

(`read-subu8vector` *u8vector start end* [*port* [*need*]]) procedure
(`write-subu8vector` *u8vector start end* [*port*]) procedure

These procedures support bulk byte I/O. The part of the u8vector *u8vector* starting at index *start* and ending just before index *end* is used as a byte buffer that will be the target of `read-subu8vector` or the source of the `write-subu8vector`. The `read-subu8vector` also accepts a *need* parameter which must be a nonnegative fixnum. Up to *end-start* bytes will be transferred. The number of bytes transferred, possibly zero, is returned by these procedures. Fewer bytes will be read by `read-subu8vector` if an end-of-file is read, or a timeout occurs before all the requested bytes are transferred and the timeout thunk returns `#f` (see the procedure `input-port-timeout-set!`), or *need* is specified and at least that many bytes have been read (in other words the procedure does not block for more bytes but may transfer

more bytes if they are immediately available). Fewer bytes will be written by `write-subu8vector` if a timeout occurs before all the requested bytes are transferred and the timeout thunk returns `#f` (see the procedure `output-port-timeout-set!`). If it is not specified, *port* defaults to the current input-port and current output-port respectively.

The procedure `read-subu8vector` must be called before any use of the port in a character input operation (i.e. a call to the procedures `read`, `read-char`, `peek-char`, etc) because otherwise the character-stream and byte-stream may be out of sync due to the port buffering.

For example:

```
> (define v (make-u8vector 10))
> (read-subu8vector v 2 5)123456789
3
> 456789
> v
#u8(0 0 49 50 51 0 0 0 0 0)
> (read-subu8vector v 2 10 (current-input-port) 3)abcd
5
> v
#u8(0 0 97 98 99 100 10 0 0 0)
```

14.7 Device-ports

14.7.1 Filesystem devices

`(open-file` *path-or-settings*`)` procedure
`(open-input-file` *path-or-settings*`)` procedure
`(open-output-file` *path-or-settings*`)` procedure
`(call-with-input-file` *path-or-settings proc*`)` procedure
`(call-with-output-file` *path-or-settings proc*`)` procedure
`(with-input-from-file` *path-or-settings thunk*`)` procedure
`(with-output-to-file` *path-or-settings thunk*`)` procedure

All of these procedures create a port to interface to a byte-stream device (such as a file, console, serial port, named pipe, etc) whose name is given by a path of the filesystem. The `direction:` setting will default to the value `input` for the procedures `open-input-file`, `call-with-input-file` and `with-input-from-file`, to the value `output` for the procedures `open-output-file`, `call-with-output-file` and `with-output-to-file`, and to the value `input-output` for the procedure `open-file`.

The procedures `open-file`, `open-input-file` and `open-output-file` return the port that is created. The procedures `call-with-input-file` and `call-with-output-file` call the procedure *proc* with the port as single argument, and then return the value(s) of this call after closing the port. The procedures `with-input-from-file` and `with-output-to-file` dynamically bind the current input-port and current output-port respectively to the port created for the duration of a call to the procedure *thunk* with no argument. The value(s) of the call to *thunk* are returned after closing the port.

The first argument of these procedures is either a string denoting a filesystem path or a list of port settings which must contain a `path:` setting. Here are the settings allowed in addition to the generic settings of byte-ports:

- `path:` *string*

  This setting indicates the location of the file in the filesystem. There is no default value for this setting.

- `append:` (`#f` | `#t`)

  This setting controls whether output will be added to the end of the file. This is useful for writing to log files that might be open by more than one process. The default value of this setting is `#f`.

- `create:` (`#f` | `#t` | `maybe`)

  This setting controls whether the file will be created when it is opened. A setting of `#f` requires that the file exist (otherwise an exception is raised). A setting of `#t` requires that the file does not exist (otherwise an exception is raised). A setting of `maybe` will create the file if it does not exist. The default value of this setting is `maybe` for output-ports and `#f` for input-ports and bidirectional ports.

- `permissions:` *12-bit-exact-integer*

  This setting controls the UNIX permissions that will be attached to the file if it is created. The default value of this setting is `#o666`.

- `truncate:` (`#f` | `#t`)

  This setting controls whether the file will be truncated when it is opened. For input-ports and bidirectional ports, the default value of this setting is `#f`. For output-ports, the default value of this setting is `#t` when the `append:` setting is `#f`, and `#f` otherwise.

For example:

```
> (with-output-to-file
    (list path: "nofile"
          create: #f)
    (lambda ()
      (display "hello world!\n")))
*** ERROR IN (console)@1.1 -- No such file or directory
(with-output-to-file '(path: "nofile" create: #f) '#<procedure #2>)
```

`(input-port-byte-position` *port* [*position* [*whence*]]`)` procedure
`(output-port-byte-position` *port* [*position* [*whence*]]`)` procedure

When called with a single argument these procedures return the byte position where the next I/O operation would take place in the file attached to the given *port* (relative to the beginning of the file). When called with two or three arguments, the byte position for subsequent I/O operations on the given *port* is changed to *position*, which must be an exact integer. When *whence* is omitted or is 0, the *position* is relative to the beginning of the file. When *whence* is 1, the *position* is relative to the current byte position of the file. When *whence* is 2, the *position* is relative to the end of the file. The return value is the new byte position. On most operating systems the byte position for reading and writing of a given bidirectional port are the same.

When `input-port-byte-position` is called to change the byte position of an input-port, all input buffers will be flushed so that the next byte read will be the one at the given position.

When `output-port-byte-position` is called to change the byte position of an output-port, there is an implicit call to `force-output` before the position is changed.

For example:

```
> (define p   ; p is an input-output-port
    (open-file '(path: "test" char-encoding: ISO-8859-1 create: maybe)))
> (list (input-port-byte-position p) (output-port-byte-position p))
(0 0)
> (display "abcdefghij\n" p)
> (list (input-port-byte-position p) (output-port-byte-position p))
(0 0)
> (force-output p)
> (list (input-port-byte-position p) (output-port-byte-position p))
(11 11)
> (input-port-byte-position p 2)
2
> (list (input-port-byte-position p) (output-port-byte-position p))
(2 2)
> (peek-char p)
#\c
> (list (input-port-byte-position p) (output-port-byte-position p))
(11 11)
> (output-port-byte-position p -7 2)
4
> (list (input-port-byte-position p) (output-port-byte-position p))
(4 4)
> (write-char #\! p)
> (list (input-port-byte-position p) (output-port-byte-position p))
(4 4)
> (force-output p)
> (list (input-port-byte-position p) (output-port-byte-position p))
(5 5)
> (input-port-byte-position p 1)
1
> (read p)
bcd!fghij
```

14.7.2 Process devices

(`open-process` *path-or-settings*) procedure
(`open-input-process` *path-or-settings*) procedure
(`open-output-process` *path-or-settings*) procedure
(`call-with-input-process` *path-or-settings proc*) procedure
(`call-with-output-process` *path-or-settings proc*) procedure
(`with-input-from-process` *path-or-settings thunk*) procedure
(`with-output-to-process` *path-or-settings thunk*) procedure

All of these procedures start a new operating system process and create a bidirectional port which allows communication with that process on its standard input and standard output. The `direction:` setting will default to the value `input` for the procedures `open-input-process`, `call-with-input-process` and `with-`

`input-from-process`, to the value `output` for the procedures `open-output-process`, `call-with-output-process` and `with-output-to-process`, and to the value `input-output` for the procedure `open-process`. If the `direction:` setting is `input`, the output-port side is closed. If the `direction:` setting is `output`, the input-port side is closed.

The procedures `open-process`, `open-input-process` and `open-output-process` return the port that is created. The procedures `call-with-input-process` and `call-with-output-process` call the procedure *proc* with the port as single argument, and then return the value(s) of this call after closing the port and waiting for the process to terminate. The procedures `with-input-from-process` and `with-output-to-process` dynamically bind the current input-port and current output-port respectively to the port created for the duration of a call to the procedure *thunk* with no argument. The value(s) of the call to *thunk* are returned after closing the port and waiting for the process to terminate.

The first argument of this procedure is either a string denoting a filesystem path of an executable program or a list of port settings which must contain a `path:` setting. Here are the settings allowed in addition to the generic settings of byte-ports:

- `path:` *string*

  This setting indicates the location of the executable program in the filesystem. There is no default value for this setting.

- `arguments:` *list-of-strings*

  This setting indicates the string arguments that are passed to the program. The default value of this setting is the empty list (i.e. no arguments).

- `environment:` *list-of-strings*

  This setting indicates the set of environment variable bindings that the process receives. Each element of the list is a string of the form "*VAR*=*VALUE*", where *VAR* is the name of the variable and *VALUE* is its binding. When *list-of-strings* is `#f`, the process inherits the environment variable bindings of the Scheme program. The default value of this setting is `#f`.

- `directory:` *dir*

  This setting indicates the current working directory of the process. When *dir* is `#f`, the process uses the value of `(current-directory)`. The default value of this setting is `#f`.

- `stdin-redirection:` (`#f` | `#t`)

  This setting indicates how the standard input of the process is redirected. A setting of `#t` will redirect the standard input from the process-port (i.e. what is written to the process-port will be available on the standard input). A setting of `#f` will leave the standard input as-is, which typically results in input coming from the console. The default value of this setting is `#t`.

- `stdout-redirection:` (`#f` | `#t`)

  This setting indicates how the standard output of the process is redirected. A setting of `#t` will redirect the standard output to the process-port (i.e. all output to standard output can be read from the process-port). A setting of `#f` will leave

the standard output as-is, which typically results in the output going to the console. The default value of this setting is `#t`.

- `stderr-redirection:` (`#f` | `#t`)

  This setting indicates how the standard error of the process is redirected. A setting of `#t` will redirect the standard error to the process-port (i.e. all output to standard error can be read from the process-port). A setting of `#f` will leave the standard error as-is, which typically results in error messages being output to the console. The default value of this setting is `#f`.

- `pseudo-terminal:` (`#f` | `#t`)

  This setting applies to UNIX. It indicates what type of device will be bound to the process' standard input and standard output. A setting of `#t` will use a pseudo-terminal device (this is a device that behaves like a tty device even though there is no real terminal or user directly involved). A setting of `#f` will use a pair of pipes. The difference is important for programs which behave differently when they are used interactively, for example shells. The default value of this setting is `#f`.

- `show-console:` (`#f` | `#t`)

  This setting applies to Microsoft Windows. It controls whether the process' console window will be hidden or visible. The default value of this setting is `#t` (i.e. show the console window).

For example:

```
> (with-input-from-process "date" read-line)
"Sun Jun 14 15:06:41 EDT 2009"
> (define p (open-process (list path: "ls"
                                arguments: '("../examples"))))
> (read-line p)
"README"
> (read-line p)
"Xlib-simple"
> (close-port p)
> (define p (open-process "/usr/bin/dc"))
> (display "2 100 ^ p\n" p)
> (force-output p)
> (read-line p)
"1267650600228229401496703205376"
```

(`process-pid` *process-port*) procedure

This procedure returns the PID (Process Identifier) of the process of *process-port*. The PID is a small exact integer.

For example:

```
> (let ((p (open-process "sort")))
    (process-pid p))
318
```

(`process-status` *process-port* [*timeout* [*timeout-val*]]) procedure

This procedure causes the current thread to wait until the process of *process-port* terminates (normally or not) or until the timeout is reached if *timeout* is supplied. If the timeout is reached, *process-status* returns *timeout-val* if it is supplied, otherwise

an unterminated-process-exception object is raised. The procedure returns the process exit status as encoded by the operating system. Typically, if the process exited normally the return value is the process exit status multiplied by 256.

For example:

```
> (let ((p (open-process "sort")))
    (for-each (lambda (x) (pretty-print x p))
              '(22 11 33))
    (close-output-port p)
    (let ((r (read-all p)))
      (close-input-port p)
      (list (process-status p) r)))
(0 (11 22 33))
```

(unterminated-process-exception? *obj*) procedure
(unterminated-process-exception-procedure *exc*) procedure
(unterminated-process-exception-arguments *exc*) procedure

Unterminated-process-exception objects are raised when a call to the process-status procedure reaches its timeout before the target process terminates and a timeout-value parameter is not specified. The parameter *exc* must be an unterminated-process-exception object.

The procedure unterminated-process-exception? returns #t when *obj* is an unterminated-process-exception object and #f otherwise.

The procedure unterminated-process-exception-procedure returns the procedure that raised *exc*.

The procedure unterminated-process-exception-arguments returns the list of arguments of the procedure that raised *exc*.

For example:

```
> (define (handler exc)
    (if (unterminated-process-exception? exc)
        (list (unterminated-process-exception-procedure exc)
              (unterminated-process-exception-arguments exc))
        'not-unterminated-process-exception))
> (with-exception-catcher
    handler
    (lambda ()
      (let ((p (open-process "sort")))
        (process-status p 1))))
(#<procedure #2 process-status> (#<input-output-port #3 (process "sort")>))
```

14.7.3 Network devices

(open-tcp-client *port-number-or-address-or-settings*) procedure

This procedure opens a network connection to a socket server and returns a tcp-client-port (a subtype of device-port) that represents this connection and allows communication with that server. The default value of the direction: setting is input-output, i.e. the Scheme program can send information to the server and receive information from the server. The sending direction can be "shutdown" using the close-output-port procedure and the receiving direction can be "shutdown" using the close-input-port procedure. The close-port procedure closes both directions of the connection.

The parameter of this procedure is an IP port number (16-bit nonnegative exact integer), a string of the form "*HOST*:*PORT*" or a list of port settings. When the parameter is the number *PORT* it is handled as if it was the setting `port-number:` *PORT*. When the parameter is the string "*HOST*:*PORT*" it is handled as if it was the setting `address:` "*HOST*:*PORT*".

Here are the settings allowed in addition to the generic settings of byte-ports:

- `address:` *string-or-ip-address*

  This setting indicates the internet address of the server, and possibly the IP port number. When this parameter is not specified or is "", the connection requests are sent to the loopback interface (with IP address 127.0.0.1). The parameter can be a string denoting a host name, which will be translated to an IP address by the `host-info` procedure, or a 4 element u8vector which contains the 32-bit IPv4 address or an 8 element u16vector which contains the 128-bit IPv6 address. A string of the form "*HOST*:*PORT*" is handled as if it was the combination of settings `address:` "*HOST*" `port-number:` *PORT*.

- `port-number:` *16-bit-exact-integer*

  This setting indicates the IP port number of the server to connect to (e.g. 80 for the standard HTTP server, 23 for the standard telnet server). There is no default value for this setting.

- `local-address:` *string-or-ip-address*

  This setting indicates the internet address of the local network interface on which connections requests are initiated, and possibly the IP port number. When this parameter is not specified or is "*", the connection requests are initiated on any network interface (i.e. address INADDR_ANY). When this parameter is "", the connection requests are initiated only on the loopback interface (with IP address 127.0.0.1). The parameter can be a string denoting a host name, which will be translated to an IP address by the `host-info` procedure, or a 4 element u8vector which contains the 32-bit IPv4 address or an 8 element u16vector which contains the 128-bit IPv6 address. A string of the form "*INTF*:*PORT*" is handled as if it was the combination of settings `local-address:` "*INTF*" `local-port-number:` *PORT*.

- `local-port-number:` *16-bit-exact-integer*

  This setting indicates the IP port number assigned to the socket which initiates connection requests. The special value 0 requests that a currently unused port number be assigned to the socket. This is the default value for this setting.

- `keep-alive:` (`#f` | `#t`)

  This setting controls the use of the "keep alive" option on the connection. The "keep alive" option will periodically send control packets on otherwise idle network connections to ensure that the server host is active and reachable. The default value of this setting is `#f`.

- `coalesce:` (`#f` | `#t`)

  This setting controls the use of TCP's "Nagle algorithm" which reduces the number of small packets by delaying their transmission and coalescing them into larger packets. A setting of `#t` will coalesce small packets into larger ones. A

setting of `#f` will transmit packets as soon as possible. The default value of this setting is `#t`. Note that this setting does not affect the buffering of the port.

- `tls-context:` (`#f` | *tls-context*)

  This setting controls the use of TLS encryption. If provided, the client will use this configuration for setting up a TCP connection with TLS encryption, otherwise it will use a plain TCP connection as usual. Please note that Gambit must be compiled with TLS support for this option to be implemented. See `make-tls-context` for futher information. The default value of this setting is `#f`.

Below is an example of the client-side code that opens a connection to an HTTP server on port 8080 of the loopback interface (with IP address 127.0.0.1). For the server-side code see the example for the procedure `open-tcp-server`.

```
> (define p (open-tcp-client (list port-number: 8080
                                   eol-encoding: 'cr-lf)))
> p
#<input-output-port #2 (tcp-client #u8(127 0 0 1) 8080)>
> (display "GET /\n" p)
> (force-output p)
> (read-line p)
"<HTML>"
```

(`open-tcp-server` *port-number-or-address-or-settings*) procedure

This procedure sets up a socket to accept network connection requests from clients and returns a tcp-server-port from which network connections to clients are obtained. Tcp-server-ports are a direct subtype of object-ports (i.e. they are not character-ports) and are input-ports. Reading from a tcp-server-port with the `read` procedure will block until a network connection request is received from a client. The `read` procedure will then return a tcp-client-port (a subtype of device-port) that represents this connection and allows communication with that client. Closing a tcp-server-port with either the `close-input-port` or `close-port` procedures will cause the network subsystem to stop accepting connections on that socket.

The parameter of this procedure is an IP port number (16-bit nonnegative exact integer), a string of the form "*INTF*`:`*PORT*" or a list of port settings which must contain a `local-port-number:` setting. When the parameter is the number *PORT* it is handled as if it was the setting `local-port-number:` *PORT*. When the parameter is the string "*INTF*`:`*PORT*" it is handled as if it was the setting `local-address:` "*INTF*`:`*PORT*".

Below is a list of the settings allowed in addition to the settings `keep-alive:` and `coalesce:` allowed by the `open-tcp-client` procedure and the generic settings of byte-ports. The settings which are not listed below apply to the tcp-client-port that is returned by `read` when a connection is accepted and have the same meaning as if they were used in a call to the `open-tcp-client` procedure.

- `local-address:` *string-or-ip-address*

  This setting indicates the internet address of the local network interface on which connections requests are accepted, and possibly the IP port number. When this parameter is not specified or is `""`, the connection requests are accepted only on the loopback interface (with IP address 127.0.0.1). When this parameter is

`"*"`, the connection requests are accepted on all network interfaces (i.e. address INADDR_ANY). The parameter can be a string denoting a host name, which will be translated to an IP address by the `host-info` procedure, or a 4 element u8vector which contains the 32-bit IPv4 address or an 8 element u16vector which contains the 128-bit IPv6 address. A string of the form "*INTF*`:`*PORT*" is handled as if it was the combination of settings `local-address: "`*INTF*`" local-port-number:` *PORT*.

- `local-port-number:` *16-bit-exact-integer*

  This setting indicates the IP port number assigned to the socket which accepts connection requests from clients. So called "well-known ports", which are reserved for standard services, have a port number below 1024 and can only be assigned to a socket by a process with superuser priviledges (e.g. 80 for the HTTP service, 23 for the telnet service). No special priviledges are needed to assign higher port numbers to a socket. The special value 0 requests that a currently unused port number be assigned to the socket (the port number assigned can be retrieved using the procedure `tcp-server-socket-info`). There is no default value for this setting.

- `backlog:` *positive-exact-integer*

  This setting indicates the maximum number of connection requests that can be waiting to be accepted by a call to `read` (technically it is the value passed as the second argument of the UNIX `listen()` function). The default value of this setting is 128.

- `reuse-address:` (`#f` | `#t`)

  This setting controls whether it is possible to assign a port number that is currently active. Note that when a server process terminates, the socket it was using to accept connection requests does not become inactive immediately. Instead it remains active for a few minutes to ensure clean termination of the connections. A setting of `#f` will cause an exception to be raised in that case. A setting of `#t` will allow a port number to be used even if it is active. The default value of this setting is `#t`.

- `tls-context:` (`#f` | *tls-context*)

  This setting controls the use of TLS encryption. If provided, the server will use this configuration for accepting TCP connections with TLS encryption, otherwise it will accept plain TCP connections as usual. Please note that Gambit must be compiled with TLS support for this option to be implemented. See `make-tls-context` for futher information. The default value of this setting is `#f`.

Below is an example of the server-side code that accepts connections on port 8080 of any network interface. For the client-side code see the example for the procedure `open-tcp-client`.

```
> (define s (open-tcp-server (list local-address: "*"
                                   local-port-number: 8080
                                   eol-encoding: 'cr-lf)))
> (define p (read s))  ; blocks until client connects
> p
#<input-output-port #2 (tcp-client 8080)>
> (read-line p)
```

```
"GET /"
> (display "<HTML>\n" p)
> (force-output p)
```

(tcp-service-register! *port-number-or-address-or-settings thunk* [*thread-group*]) procedure

(tcp-service-unregister! *port-number-or-address-or-settings*) procedure

The procedure tcp-service-register! sets up a socket to accept network connection requests from clients and creates a "service" thread which processes the incoming connections and returns this thread. The parameter *port-number-or-address-or-settings* has the same meaning as for the procedure open-tcp-server.

For each connection established the service thread creates a "handler" thread which executes a call to the procedure *thunk* with no argument. The handler thread's current input-port and current output-port are both set to the tcp-client-port created for the connection. There is no need for the *thunk* to close the tcp-client-port, as this is done by the handler thread when the *thunk* returns normally.

The procedure tcp-service-unregister! terminates the service thread which was registered by tcp-service-register! with the same network interface and port number (if a service thread is still registered). The procedure tcp-service-register! implicitly calls tcp-service-unregister! before registering the new service thread.

```
> (tcp-service-register!
   8000
   (lambda () (display "hello\n")))
> (define p (open-tcp-client 8000))
> (read-line p)
"hello"
> (tcp-service-unregister! 8000)
```

(make-tls-context [*options*]) procedure

This procedure requires Gambit to be compiled with TLS support, which is currently provided by OpenSSL. The --enable-openssl flag of the configure script will activate it, provided that you have the OpenSSL library and headers installed. It is strongly recommended that versions above 1.x are used. On OSX, this means updating the OpenSSL bundled by default. This can be achieved using Homebrew, but manual installation or any other package manager will do. Some notes on Windows with MinGW are also relevant here. Once you have a sane MinGW environment, remember to decompress the OpenSSL tarball with the tar utility, otherwise links to files won't work during the compilation process. The recommended build procedure for MinGW is as follows.

Configure OpenSSL on MinGW 32 bits:

```
perl Configure mingw no-asm --prefix=/usr/local --openssldir=/usr/local/openss
```

Configure OpenSSL on MinGW 64 bits:

```
perl Configure mingw64 no-asm --prefix=/usr/local --openssldir=/usr/local/open
```

Build and install with the following commands:

```
make depend
make
make install
```

A TLS context describes the options that will be used for setting up a TLS connection. If no TLS context is provided to `open-tcp-client` or `open-tcp-server`, regular TCP connections without encryption will be used instead. The result of this procedure is a `SSL_CTX` pointer, which can be further manipulated with custom OpenSSL bindings. The configuration options are:

- `min-version:` *symbol*

  Establish a minimum TLS version for the connection. If the other peer doesn't support or agree with it, the connection will fail. Possible options (support depends on linked OpenSSL version): `ssl-v2`, `ssl-v3`, `tls-v1`, `tls-v1.1`, `tls-v1.2`.

- `options:` *list-of-symbols*

  A list of flags enabling/disabling TLS options. `server-mode` is required for using the TLS context with `open-tcp-server`. `use-diffie-hellman` enables the Diffie-Hellman key exchange. `use-elliptic-curves` enables Elliptic Curves. If no curve name is provided (with `elliptic-curve:`), `prime256v1` will be used. `request-client-authentication` is used by a server to enable request of authentication to clients. `insert-empty-fragments` enables a countermeasure against a SSL 3.0/TLS 1.0 protocol vulnerability affecting CBC ciphers. If used, the resulting connection may not be handled by some broken SSL implementations. This option has no effect for connections using other ciphers.

- `certificate:` *path*

  Path to PEM Certificate file. This is a recommended option. If not provided OpenSSL will try to use anonymous cipher suites.

- `private-key:` *path*

  Path to PEM Private Key file. If not provided, the Certificate path will be used instead.

- `client-ca:` *path*

  Path to PEM file containing Certificate Authorities allowed for client authentication. Used only if `request-client-authentication` option is enabled.

- `elliptic-curve:` *string*

  Name of the Elliptic Curve to use, according to RFC 4492. Used only if `use-elliptic-curves` option is enabled.

TCP Client example with TLS encryption.

```
(define (https-get host document)
  (let* ((ctx (make-tls-context))
         (conn (open-tcp-client (list address: host
                                      port-number: 443
                                      tls-context: ctx))))
    (print port: conn
           "GET " document " HTTP/1.1\n"
           "Host: " host "\n"
           "Connection: close\n"
           "\n")
    (force-output conn)
    (let ((string (read-line conn #f)))
```

```
        (close-port conn)
        string)))

(display (https-get "example.com" "/"))
```

TCP Server example with several options. These are not mandatory, except for `server-mode`.

```
(define ctx (make-tls-context options: '(server-mode
                                         use-diffie-hellman
                                         use-elliptic-curves)
                              certificate: "server.pem"
                              diffie-hellman-parameters: "dh_param_1024.pem"
                              elliptic-curve: "prime256v1"))

(define s (open-tcp-server (list local-address: "localhost"
                                 local-port-number: 1443
                                 tls-context: ctx)))
(define p (read s))
(display "<HTML></HTML>\n" p)
(force-output p)
```

A practical way of testing TLS options are the `s_server` and `s_client` commands of the `openssl` tool.

(`open-udp` *port-number-or-address-or-settings*) procedure

This procedure opens a socket for doing network communication with the UDP protocol. The default value of the `direction:` setting is `input-output`, i.e. the Scheme program can send information and receive information on the socket. The sending direction can be closed using the `close-output-port` procedure and the receiving direction can be closed using the `close-input-port` procedure. The `close-port` procedure closes both directions.

The resulting port designates a UDP socket. Each call to `read` and `udp-read-subu8vector` causes the reception of a single datagram on the designated UDP socket, and each call to `write` and `udp-write-subu8vector` sends a single datagram. UDP ports are a direct subtype of object-ports (i.e. they are not character-ports) and `read` and `write` transfer u8vectors. If `read` is called and a timeout occurs before a datagram is transferred and the timeout thunk returns `#f` (see the procedure `input-port-timeout-set!`) then the end-of-file object is returned.

The parameter of this procedure is an IP port number (16-bit nonnegative exact integer), a string of the form "*HOST*`:`*PORT*" or a list of port settings. When the parameter is the number *PORT* it is handled as if it was the setting `local-port-number:` *PORT*. When the parameter is the string "*HOST*`:`*PORT*" it is handled as if it was the setting `local-address:` "*HOST*`:`*PORT*".

Here are the settings allowed:

- `direction:` (`input` | `output` | `input-output`)

  This setting controls the direction of the port. The symbol `input` indicates a unidirectional input-port, the symbol `output` indicates a unidirectional output-port, and the symbol `input-output` indicates a bidirectional port. The default value of this setting is `input-output`.

- `local-address:` *string-or-ip-address*

  This setting indicates the internet address of the local network interface on which the socket is open and possibly the IP port number. When this parameter is not specified or is `""`, the socket is open on the loopback interface (with IP address 127.0.0.1). When this parameter is `"*"` the socket is open on all network interfaces (i.e. address INADDR_ANY). The parameter can be a string denoting a host name, which will be translated to an IP address by the `host-info` procedure, or a 4 element u8vector which contains the 32-bit IPv4 address or an 8 element u16vector which contains the 128-bit IPv6 address. A string of the form `"`*`INTF`*`:`*`PORT`*`"` is handled as if it was the combination of settings `local-address: "`*`INTF`*`" local-port-number:` *PORT*.

- `local-port-number:` *16-bit-exact-integer*

  This setting indicates the IP port number assigned to the socket. The special value 0 requests that a currently unused port number be assigned to the socket. This is the default value for this setting.

- `address:` *string-or-ip-address*

  This setting indicates the initial destination internet address of the datagrams, and possibly the IP port number. When this parameter is not specified the destination is set to the local address if it is not all network interfaces (i.e. `"*"` = address INADDR_ANY). When this parameter is `""` or this parameter is not specified and the local address is all network interfaces, the destination is set to the loopback interface (with IP address 127.0.0.1). The parameter can be a string denoting a host name, which will be translated to an IP address by the `host-info` procedure, or a 4 element u8vector which contains the 32-bit IPv4 address or an 8 element u16vector which contains the 128-bit IPv6 address. A string of the form `"`*`HOST`*`:`*`PORT`*`"` is handled as if it was the combination of settings `address: "`*`HOST`*`" port-number:` *PORT*.

- `port-number:` *16-bit-exact-integer*

  This setting indicates the initial destination IP port number of the datagrams. It defaults to the local port number.

`(udp-destination-set!` *address port-number* [*udp-port*]`)` procedure

This procedure sets the destination address and port-number for the next datagram sent on the UDP socket designated by *udp-port*, obtained with a call to `open-udp`. If it is not specified, *udp-port* defaults to the current output-port.

`(udp-read-u8vector` [*udp-port*]`)` procedure
`(udp-write-u8vector` *u8vector* [*udp-port*]`)` procedure
`(udp-read-subu8vector` *u8vector start end* [*udp-port*]`)` procedure
`(udp-write-subu8vector` *u8vector start end* [*udp-port*]`)` procedure

These procedures receive and send datagrams on the UDP socket designated by *udp-port*, obtained with a call to `open-udp`. If it is not specified, *udp-port* defaults to the current input-port for `udp-read-u8vector` and `udp-read-subu8vector` and to the current output-port for `udp-write-u8vector` and `udp-write-subu8vector`.

These procedures are similar in function to `read-subu8vector` and `write-subu8vector`, but because they read or write a group of bytes at a time rather than a stream of bytes, they are distinct procedures with slightly different APIs.

The procedure `udp-read-u8vector` receives the next datagram and returns it in a fresh u8vector. If a timeout occurs before a datagram is transferred and the timeout thunk returns `#f` (see the procedure `input-port-timeout-set!`) then `#f` is returned.

The procedure `udp-write-u8vector` sends as a datagram the u8vector *u8vector*.

For the procedures `udp-read-subu8vector` and `udp-write-subu8vector`, the part of the u8vector *u8vector* starting at index *start* and ending just before index *end* is used as a byte buffer that will be the target of `udp-read-subu8vector` or the source of the `udp-write-subu8vector`. Up to *end-start* bytes will be transferred. The number of bytes transferred, possibly zero, is returned by these procedures, unless a timeout occurs (see below). Fewer bytes will be read by `udp-read-subu8vector` if the received datagram's length is less than *end-start*. `udp-write-subu8vector` always transfers *end-start* bytes, but note that this must be less than 65536 bytes, and some operating systems have a lower limit (for example macOS limits the number of bytes to 9216 by default). If a timeout occurs before a datagram is transferred and the timeout thunk returns `#f` (see the procedure `input-port-timeout-set!`) then `#f` is returned by these procedures (this is different from the procedures `read-subu8vector` and `write-subu8vector` which return 0).

For `udp-write-u8vector` and `udp-write-subu8vector` the datagram's destination is the address initially supplied when `open-udp` was called, or the latest address set when `udp-destination-set!` was called.

Here is an example of sending a 3 byte datagram to port 5678 of the loopback interface (with IP address 127.0.0.1):

```
> (define p (open-udp (list address: '#u8(127 0 0 1) port-number: 5678)))
> (write '#u8(11 22 33) p)
```

An alternative approach is to use `udp-destination-set!`:

```
> (define p (open-udp))
> (udp-destination-set! '#u8(127 0 0 1) 5678 p)
> (write '#u8(11 22 33) p)
```

Another approach is to use `udp-write-subu8vector`:

```
> (define p (open-udp))
> (udp-destination-set! '#u8(127 0 0 1) 5678 p)
> (define v '#u8(11 22 33))
> (udp-write-subu8vector v 0 3 p)
3
```

Note that by default the internet address of the local network interface is the loopback interface, which is not connected to the internet. To contact an external socket the address of the local network interface must be specified, for example `"*"` will select all interfaces. The following example shows how to connect to a Time Protocol server to get the current time:

```
> (define p (open-udp (list local-address: "*" address: "time.nist.gov:37")))
> (write '#u8() p)
> (read p)
#u8(222 27 158 226)
```

Here is an example of receiving a 3 byte datagram on port 5678 of the loopback interface:

```
> (define p (open-udp 5678))
> (read p)
#u8(11 22 33)
```

An alternative approach is to use `udp-read-subu8vector`:

```
> (define p (open-udp 5678))
> (define v (make-u8vector 10000))
> (udp-read-subu8vector v 0 10000 p)
3
> (subu8vector v 0 3)
#u8(11 22 33)
```

Note that using `udp-read-subu8vector` and `udp-write-subu8vector` is typically more efficient than `read` and `write` because it avoids having to construct a new u8vector for each datagram transferred.

(`udp-local-socket-info` *udp-port*) procedure
(`udp-source-socket-info` *udp-port*) procedure

The procedure `udp-local-socket-info` returns the local socket-info of the UDP socket designated by *udp-port*.

The procedure `udp-source-socket-info` returns the socket-info of the source of the latest datagram received on the UDP socket designated by *udp-port*. When a datagram hasn't been received yet, `#f` is returned.

For example:

```
> (define p (open-udp (list local-address: "*" address: "time.nist.gov:37")))
> (udp-local-socket-info p)
#<socket-info #2 family: INET port-number: 64716 address: #f>
> (udp-source-socket-info p)
#f
> (write '#u8() p)
> (read p)
#u8(222 27 162 109)
> (udp-source-socket-info p)
#<socket-info #3 family: INET port-number: 37 address: #u8(132 163 97 4)>
```

14.8 Directory-ports

(`open-directory` *path-or-settings*) procedure

This procedure opens a directory of the filesystem for reading its entries and returns a directory-port from which the entries can be enumerated. Directory-ports are a direct subtype of object-ports (i.e. they are not character-ports) and are input-ports. Reading from a directory-port with the `read` procedure returns the next file name in the directory as a string. The end-of-file object is returned when all the file names have been enumerated. Another way to get the list of all files in a directory is the `directory-files` procedure which returns a list of the files in the directory. The advantage of using directory-ports is that it allows iterating over the files in a directory in constant space, which is interesting when the number of files in the directory is not known in advance and may be large. Note that the order in which the names are returned is operating-system dependent.

The parameter of this procedure is either a string denoting a filesystem path to a directory or a list of port settings which must contain a `path:` setting. Here are the settings allowed in addition to the generic settings of object-ports:

- `path:` *string*

  This setting indicates the location of the directory in the filesystem. There is no default value for this setting.

- `ignore-hidden:` (`#f` | `#t` | `dot-and-dot-dot`)

  This setting controls whether hidden-files will be returned. Under UNIX and macOS hidden-files are those that start with a period (such as '`.`', '`..`', and '`.profile`'). Under Microsoft Windows hidden files are the '`.`' and '`..`' entries and the files whose "hidden file" attribute is set. A setting of `#f` will enumerate all the files. A setting of `#t` will only enumerate the files that are not hidden. A setting of `dot-and-dot-dot` will enumerate all the files except for the '`.`' and '`..`' hidden files. The default value of this setting is `#t`.

For example:

```
> (let ((p (open-directory (list path: "../examples"
                                 ignore-hidden: #f))))
    (let loop ()
      (let ((fn (read p)))
        (if (string? fn)
            (begin
              (pp (path-expand fn))
              (loop)))))
    (close-input-port p))
"/u/feeley/examples/."
"/u/feeley/examples/.."
"/u/feeley/examples/complex"
"/u/feeley/examples/README"
"/u/feeley/examples/simple"
> (define x (open-directory "../examples"))
> (read-all x)
("complex" "README" "simple")
```

14.9 Vector-ports

(`open-vector` [*vector-or-settings*]) procedure
(`open-input-vector` [*vector-or-settings*]) procedure
(`open-output-vector` [*vector-or-settings*]) procedure
(`call-with-input-vector` *vector-or-settings proc*) procedure
(`call-with-output-vector` [*vector-or-settings*] *proc*) procedure
(`with-input-from-vector` *vector-or-settings thunk*) procedure
(`with-output-to-vector` [*vector-or-settings*] *thunk*) procedure

Vector-ports represent streams of Scheme objects. They are a direct subtype of object-ports (i.e. they are not character-ports). All of these procedures create vector-ports that are either unidirectional or bidirectional. The `direction:` setting will default to the value `input` for the procedures `open-input-vector`, `call-with-input-vector` and `with-input-from-vector`, to the value `output` for the procedures `open-output-vector`, `call-with-output-vector` and `with-output-to-vector`, and to the value `input-output` for the procedure `open-vector`. Bidi-

rectional vector-ports behave like FIFOs: data written to the port is added to the end of the stream that is read. It is only when a bidirectional vector-port's output-side is closed with a call to the `close-output-port` procedure that the stream's end is known (when the stream's end is reached, reading the port returns the end-of-file object).

The procedures `open-vector`, `open-input-vector` and `open-output-vector` return the port that is created. The procedures `call-with-input-vector` and `call-with-output-vector` create a vector port, call the procedure *proc* with the port as single argument and then close the port. The procedures `with-input-from-vector` and `with-output-to-vector` create a vector port, dynamically bind the current input-port and current output-port respectively to the port created for the duration of a call to the procedure *thunk* with no argument, and then close the port. The procedures `call-with-input-vector` and `with-input-from-vector` return the value returned by the procedures *proc* and *thunk* respectively. The procedures `call-with-output-vector` and `with-output-to-vector` return the vector accumulated in the port (see `get-output-vector`).

The *vector-or-settings* parameter of these procedures is either a vector of the elements used to initialize the stream or a list of port settings. If it is not specified, the parameter of the `open-vector`, `open-input-vector`, `open-output-vector`, `with-output-to-vector`, and `call-with-output-vector` procedures defaults to an empty list of port settings. Here are the settings allowed in addition to the generic settings of object-ports:

- `init:` *vector*

  This setting indicates the initial content of the stream. The default value of this setting is an empty vector.

- `permanent-close:` (`#f` | `#t`)

  This setting controls whether a call to the procedures `close-output-port` will close the output-side of a bidirectional vector-port permanently or not. A permanently closed bidirectional vector-port whose end-of-file has been reached on the input-side will return the end-of-file object for all subsequent calls to the `read` procedure. A non-permanently closed bidirectional vector-port will return to its opened state when its end-of-file is read. The default value of this setting is `#t`.

- `capacity:` (`#f` | *positive-exact-integer*)

  This setting places a limit on the number of objects stored in the port, i.e. objects written to the port but not yet read. A value of `#f` removes the limit. When the limit is reached threads are blocked from writing to the port until enough stored objects are read from the port. This is a useful feature in a producer-consumer scenario where the producer is faster than the consumer. The default value of this setting is `#f`.

For example:

```
> (define p (open-vector))
> (write 1 p)
> (write 2 p)
```

```
> (write 3 p)
> (force-output p)
> (read p)
1
> (read p)
2
> (close-output-port p)
> (read p)
3
> (read p)
#!eof
> (with-output-to-vector (lambda () (write 1) (write 2)))
#(1 2)
```

(open-vector-pipe [*vector-or-settings1* [*vector-or-settings2*]]) procedure

The procedure open-vector-pipe creates two vector-ports and returns these two ports. The two ports are interrelated as follows: the first port's output-side is connected to the second port's input-side and the first port's input-side is connected to the second port's output-side. The value *vector-or-settings1* is used to setup the first vector-port and *vector-or-settings2* is used to setup the second vector-port. The same settings as for open-vector are allowed. The default direction: setting is input-output (i.e. a bidirectional port is created). If it is not specified *vector-or-settings1* defaults to the empty list. If it is not specified *vector-or-settings2* defaults to *vector-or-settings1* but with the init: setting set to the empty vector and with the input and output settings exchanged (e.g. if the first port is an input-port then the second port is an output-port, if the first port's input-side is non-buffered then the second port's output-side is non-buffered).

For example:

```
> (define (server op)
    (receive (c s) (open-vector-pipe)  ; client-side and server-side ports
      (thread-start!
        (make-thread
          (lambda ()
            (let loop ()
              (let ((request (read s)))
                (if (not (eof-object? request))
                    (begin
                      (write (op request) s)
                      (newline s)
                      (force-output s)
                      (loop))))))))
      c))
> (define a (server (lambda (x) (expt 2 x))))
> (define b (server (lambda (x) (expt 10 x))))
> (write 100 a)
> (write 30 b)
> (read a)
1267650600228229401496703205376
> (read b)
1000000000000000000000000000000
```

(get-output-vector *vector-port*) procedure

The procedure get-output-vector takes an output vector-port or a bidirectional vector-port as parameter and removes all the objects currently on the output-side,

returning them in a vector. The port remains open and subsequent output to the port and calls to the procedure `get-output-vector` are possible.

For example:

```
> (define p (open-vector '#(1 2 3)))
> (write 4 p)
> (get-output-vector p)
#(1 2 3 4)
> (write 5 p)
> (write 6 p)
> (get-output-vector p)
#(5 6)
```

14.10 String-ports

(`open-string` [*string-or-settings*]) procedure
(`open-input-string` [*string-or-settings*]) procedure
(`open-output-string` [*string-or-settings*]) procedure
(`call-with-input-string` *string-or-settings proc*) procedure
(`call-with-output-string` [*string-or-settings*] *proc*) procedure
(`with-input-from-string` *string-or-settings thunk*) procedure
(`with-output-to-string` [*string-or-settings*] *thunk*) procedure
(`open-string-pipe` [*string-or-settings1* [*string-or-settings2*]]) procedure
(`get-output-string` *string-port*) procedure

String-ports represent streams of characters. They are a direct subtype of character-ports. These procedures are the string-port analog of the procedures specified in the vector-ports section. Note that these procedures are a superset of the procedures specified in the "Basic String Ports SRFI" (SRFI 6).

For example:

```
> (define p (open-string))
> (write 1 p)
> (write 2 p)
> (write 3 p)
> (force-output p)
> (read-char p)
#\1
> (read-char p)
#\2
> (close-output-port p)
> (read-char p)
#\3
> (read-char p)
#!eof
> (with-output-to-string (lambda () (write 1) (write 2)))
"12"
```

(`object->string` *obj* [*n*]) procedure

This procedure converts the object *obj* to its external representation and returns it in a string. The parameter *n* specifies the maximal width of the resulting string. If the external representation is wider than *n*, the resulting string will be truncated to *n* characters and the last 3 characters will be set to periods. Note that the current readtable is used.

For example:

```
> (object->string (expt 2 100))
"1267650600228229401496703205376"
> (object->string (expt 2 100) 30)
"126765060022822940149670320..."
> (object->string (cons car cdr))
"(#<procedure #2 car> . #<procedure #3 cdr>)"
```

14.11 U8vector-ports

(open-u8vector [*u8vector-or-settings*]) procedure
(open-input-u8vector [*u8vector-or-settings*]) procedure
(open-output-u8vector [*u8vector-or-settings*]) procedure
(call-with-input-u8vector *u8vector-or-settings proc*) procedure
(call-with-output-u8vector [*u8vector-or-settings*] *proc*) procedure
(with-input-from-u8vector *u8vector-or-settings thunk*) procedure
(with-output-to-u8vector [*u8vector-or-settings*] *thunk*) procedure
(open-u8vector-pipe [*u8vector-or-settings1* [*u8vector-or-settings2*]]) procedure
(get-output-u8vector *u8vector-port*) procedure

U8vector-ports represent streams of bytes. They are a direct subtype of byte-ports. These procedures are the u8vector-port analog of the procedures specified in the vector-ports section.

For example:

```
> (define p (open-u8vector))
> (write 1 p)
> (write 2 p)
> (write 3 p)
> (force-output p)
> (read-u8 p)
49
> (read-u8 p)
50
> (close-output-port p)
> (read-u8 p)
51
> (read-u8 p)
#!eof
> (with-output-to-u8vector (lambda () (write 1) (write 2)))
#u8(49 50)
```

14.12 Other procedures related to I/O

(current-input-port [*new-value*]) procedure
(current-output-port [*new-value*]) procedure
(current-error-port [*new-value*]) procedure
(current-readtable [*new-value*]) procedure

These procedures are parameter objects which represent respectively: the current input-port, the current output-port, the current error-port, and the current readtable.

(print [port: *port*] *obj...*) procedure

(println [port: *port*] *obj...*) procedure

The print procedure writes a representation of each *obj*, from left to right, to *port*. When a compound object is encountered (pair, list, vector, box) the elements of that object are recursively written without the surrounding tokens (parentheses, spaces, dots, etc). Strings, symbols, keywords and characters are written like the display procedure. If there are more than one *obj*, the first *obj* must not be a keyword object. If it is not specified, *port* defaults to the current output-port. The procedure print returns an unspecified value.

The println procedure does the same thing as the print procedure and then writes an end of line to *port*.

For example:

```
> (println "2*2 is " (* 2 2) " and 2+2 is " (+ 2 2))
2*2 is 4 and 2+2 is 4
> (define x (list "<i>" (list "<tt>" 123 "</tt>") "</i>"))
> (println x)
<i><tt>123</tt></i>
> (define p (open-output-string))
> (print port: p 1 #\2 "345")
> (get-output-string p)
"12345"
```

(read-file-string *path-or-settings*) procedure
(read-file-string-list *path-or-settings*) procedure
(read-file-u8vector *path-or-settings*) procedure

These procedures open the file designated by *path-or-settings* and read the whole content. They respectively return a string (the characters in the file), a list of strings (the lines in the file), and a u8vector (the bytes in the file).

The *path-or-settings* parameter is either a string denoting a filesystem path or a list of port settings which must contain a path: setting. The same settings as open-input-file are allowed, and the same default settings are used. The default value of the char-encoding: setting (which is relevant for read-file-string and read-file-string-list) depends on how the runtime system was configured but typically UTF-8 is used. The default can be overridden through various runtime options (see Chapter 4 [Runtime options], page 27), such as '-:file-settings=...' and '-:io-settings=...'.

For example:

```
> (with-output-to-file
    "test"
    (lambda () (for-each pretty-print (map square (iota 5)))))
> (read-file-string "test")
"0\n1\n4\n9\n16\n"
> (read-file-string-list "test")
("0" "1" "4" "9" "16")
> (read-file-u8vector "test")
#u8(48 10 49 10 52 10 57 10 49 54 10)
> (utf8->string (read-file-u8vector "test"))
"0\n1\n4\n9\n16\n"
```

(write-file-string *path-or-settings string*) procedure
(write-file-string-list *path-or-settings string-list*) procedure

`(write-file-u8vector` *path-or-settings u8vector*`)` procedure

These procedures open the file designated by *path-or-settings* and write the data specified by the second parameter. They respectively write a string (the characters to write to the file), a list of strings (the lines to write to the file), and a u8vector (the bytes to write to the file). These procedures return the void object.

The *path-or-settings* parameter is either a string denoting a filesystem path or a list of port settings which must contain a `path:` setting. The same settings as `open-output-file` are allowed, and the same default settings are used. The default value of the `char-encoding:` setting (which is relevant for `write-file-string` and `write-file-string-list`) depends on how the runtime system was configured but typically UTF-8 is used. The default can be overridden through various runtime options (see Chapter 4 [Runtime options], page 27), such as '`-:file-settings=...`' and '`-:io-settings=...`'.

For example:

```
> (write-file-string "test" "1\n2\n3\n")
> (read-file-u8vector "test")
#u8(49 10 50 10 51 10)
> (write-file-string-list "test" (list "1" "2" "3"))
> (read-file-u8vector "test")
#u8(49 10 50 10 51 10)
> (write-file-u8vector "test" (u8vector 97 98 99))
> (read-file-string "test")
"abc"
```

15 Lexical syntax and readtables

15.1 Readtables

Readtables control the external textual representation of Scheme objects, that is the encoding of Scheme objects using characters. Readtables affect the behavior of the reader (i.e. the `read` procedure and the parser used by the `load` procedure and the interpreter and compiler) and the printer (i.e. the procedures `write`, `display`, `print`, `println`, `pretty-print`, and `pp`, and the procedure used by the REPL to print results). To preserve write/read invariance the printer and reader must be using compatible readtables. For example a symbol which contains upper case letters will be printed with special escapes if the readtable indicates that the reader is case-insensitive.

Readtables are immutable records whose fields specify various textual representation aspects. There are accessor procedures to retrieve the content of specific fields. There are also functional update procedures that create a copy of a readtable, with a specific field set to a new value.

`(readtable?` *obj*`)` procedure

This procedure returns `#t` when *obj* is a readtable and `#f` otherwise.

For example:

```
> (readtable? (current-readtable))
#t
> (readtable? 123)
#f
```

`(readtable-case-conversion?` *readtable*`)` procedure
`(readtable-case-conversion?-set` *readtable new-value*`)` procedure

The procedure `readtable-case-conversion?` returns the content of the '`case-conversion?`' field of *readtable*. When the content of this field is `#f`, the reader preserves the case of symbols, keyword and named characters that are read (i.e. `Ice` and `ice` are distinct symbols). When the content of this field is the symbol `upcase`, the reader converts to uppercase (i.e. `Ice` is read as the symbol `(string->symbol "ICE")`). Otherwise the reader converts using `string-foldcase`, which for many letters converts them to lowercase (i.e. `Ice` is read as the symbol `(string->symbol "ice")`).

The procedure `readtable-case-conversion?-set` returns a copy of *readtable* where only the '`case-conversion?`' field has been changed to *new-value*.

For example:

```
> (output-port-readtable-set!
    (repl-output-port)
    (readtable-case-conversion?-set
      (output-port-readtable (repl-output-port))
      #f))
> (input-port-readtable-set!
    (repl-input-port)
    (readtable-case-conversion?-set
      (input-port-readtable (repl-input-port))
      #f))
> 'Ice
```

```
Ice
> (input-port-readtable-set!
    (repl-input-port)
    (readtable-case-conversion?-set
      (input-port-readtable (repl-input-port))
      #t))
> 'Ice
ice
> (input-port-readtable-set!
    (repl-input-port)
    (readtable-case-conversion?-set
      (input-port-readtable (repl-input-port))
      'upcase))
> 'Ice
ICE
```

(`readtable-keywords-allowed?` *readtable*) procedure
(`readtable-keywords-allowed?-set` *readtable new-value*) procedure

The procedure `readtable-keywords-allowed?` returns the content of the '`keywords-allowed?`' field of *readtable*. When the content of this field is `#f`, the reader does not recognize keyword objects (i.e. `:foo` and `foo:` are read as the symbols (`string->symbol ":foo"`) and (`string->symbol "foo:"`) respectively). When the content of this field is the symbol `prefix`, the reader recognizes keyword objects that start with a colon, as in Common Lisp (i.e. `:foo` is read as the keyword (`string->keyword "foo"`)). Otherwise the reader recognizes keyword objects that end with a colon, as in DSSSL (i.e. `foo:` is read as the symbol (`string->symbol "foo"`)).

The procedure `readtable-keywords-allowed?-set` returns a copy of *readtable* where only the '`keywords-allowed?`' field has been changed to *new-value*.

For example:

```
> (input-port-readtable-set!
    (repl-input-port)
    (readtable-keywords-allowed?-set
      (input-port-readtable (repl-input-port))
      #f))
> (map keyword? '(foo :foo foo:))
(#f #f #f)
> (input-port-readtable-set!
    (repl-input-port)
    (readtable-keywords-allowed?-set
      (input-port-readtable (repl-input-port))
      #t))
> (map keyword? '(foo :foo foo:))
(#f #f #t)
> (input-port-readtable-set!
    (repl-input-port)
    (readtable-keywords-allowed?-set
      (input-port-readtable (repl-input-port))
      'prefix))
> (map keyword? '(foo :foo foo:))
(#f #t #f)
```

(`readtable-sharing-allowed?` *readtable*) procedure

(readtable-sharing-allowed?-set *readtable new-value*) procedure

The procedure readtable-sharing-allowed? returns the content of the 'sharing-allowed?' field of *readtable*. The reader recognizes the #*n*# and #*n*=*datum* notation for shared and circular structures and the printer uses this notation depending on the content of the 'sharing-allowed?' field and the printing primitive used. When the content of the 'sharing-allowed?' field is the symbol default, the procedure write-shared will use this notation for shared and circular structures, the procedures write, display, pp, pretty-print, print, and println will use this notation for circular structures, and the procedure write-simple does not use this notation. When the content of the 'sharing-allowed?' field is #f, the printing procedures will not use this notation. When the content of the 'sharing-allowed?' field is #t, the printing procedures will use this notation for shared and circular structures. Finally, when the content of the 'sharing-allowed?' field is the symbol serialize, the printer uses a special external representation that the reader understands and that extends write/read invariance to the following types: records, procedures and continuations. Note that an object can be serialized and deserialized if and only if all of its components are serializable.

The procedure readtable-sharing-allowed?-set returns a copy of *readtable* where only the 'sharing-allowed?' field has been changed to *new-value*.

Here is a simple example:

```
> (define (wr obj allow?)
    (call-with-output-string
      (lambda (p)
        (output-port-readtable-set!
          p
          (readtable-sharing-allowed?-set
            (output-port-readtable p)
            allow?))
        (write obj p))))
> (define (rd str allow?)
    (call-with-input-string
      str
      (lambda (p)
        (input-port-readtable-set!
          p
          (readtable-sharing-allowed?-set
            (input-port-readtable p)
            allow?))
        (read p))))
> (define x (list 1 2 3))
> (set-car! (cdr x) (cddr x))
> (wr x #f)
"(1 (3) 3)"
> (wr x #t)
"(1 #0=(3) . #0#)"
> (define y (rd (wr x #t) #t))
> y
(1 (3) 3)
> (eq? (cadr y) (cddr y))
#t
> (define f #f)
> (let ((free (expt 2 10)))
```

```
  (set! f (lambda (x) (+ x free))))
> (define s (wr f 'serialize))
> (string-length s)
4196
> (define g (rd s 'serialize))
> (eq? f g)
#f
> (g 4)
1028
```

Continuations are tricky to serialize because they contain a dynamic environment and this dynamic environment may contain non-serializable objects, in particular ports attached to operating-system streams such as files, the console or standard input/output. Indeed, all dynamic environments contain a binding for the `current-input-port` and `current-output-port`. Moreover, any thread that has started a REPL has a continuation which refers to the *repl-context* object in its dynamic environment. A repl-context object contains the interaction channel, which is typically connected to a non-serializable port, such as the console. Another problem is that the `parameterize` form saves the old binding of the parameter in the continuation, so it is not possible to eliminate the references to these ports in the continuation by using the `parameterize` form alone.

Serialization of continuations can be achieved dependably by taking advantage of string-ports, which are serializable objects (unless there is a blocked thread), and the following features of threads: they inherit the dynamic environment of the parent thread and they start with an initial continuation that contains only serializable objects. So a thread created in a dynamic environment where `current-input-port` and `current-output-port` are bound to a dummy string-port has a serializable continuation.

Here is an example where continuations are serialized:

```
> (define (wr obj)
    (call-with-output-string
     (lambda (p)
       (output-port-readtable-set!
        p
        (readtable-sharing-allowed?-set
         (output-port-readtable p)
         'serialize))
       (write obj p))))
> (define (rd str)
    (call-with-input-string
     str
     (lambda (p)
       (input-port-readtable-set!
        p
        (readtable-sharing-allowed?-set
         (input-port-readtable p)
         'serialize))
       (read p))))
> (define fifo (open-vector))
> (define (suspend-and-die!)
    (call-with-current-continuation
     (lambda (k)
       (write (wr k) fifo)
       (newline fifo)
```

```
        (force-output fifo)
        (thread-terminate! (current-thread)))))
> (let ((dummy-port (open-string)))
    (parameterize ((current-input-port dummy-port)
                   (current-output-port dummy-port))
      (thread-start!
       (make-thread
        (lambda ()
          (* 100
             (suspend-and-die!)))))))
#<thread #2>
> (define s (read fifo))
> (thread-join!
    (thread-start!
      (make-thread
        (lambda ()
          ((rd s) 111)))))
11100
> (thread-join!
    (thread-start!
      (make-thread
        (lambda ()
          ((rd s) 222)))))
22200
> (string-length s)
13114
```

(`readtable-eval-allowed?` *readtable*) procedure
(`readtable-eval-allowed?-set` *readtable new-value*) procedure

The procedure `readtable-eval-allowed?` returns the content of the '`eval-allowed?`' field of *readtable*. The reader recognizes the `#.`*expression* notation for read-time evaluation if and only if the content of the '`eval-allowed?`' field is not `#f`.

The procedure `readtable-eval-allowed?-set` returns a copy of *readtable* where only the '`eval-allowed?`' field has been changed to *new-value*.

For example:

```
> (input-port-readtable-set!
    (repl-input-port)
    (readtable-eval-allowed?-set
      (input-port-readtable (repl-input-port))
      #t))
> '(5 plus 7 is #.(+ 5 7))
(5 plus 7 is 12)
> '(buf = #.(make-u8vector 25))
(buf = #u8(0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0))
```

(`readtable-write-cdr-read-macros?` *readtable*) procedure
(`readtable-write-cdr-read-macros?-set` *readtable new-value*) procedure
(`readtable-write-extended-read-macros?` *readtable*) procedure
(`readtable-write-extended-read-macros?-set` *readtable new-value*) procedure

The procedure `readtable-write-cdr-read-macros?` returns the content of the '`write-cdr-read-macros?`' field of *readtable*. The procedure

`readtable-write-extended-read-macros?` returns the content of the '`write-extended-read-macros?`' field of *readtable*.

At all times the printer uses read-macros in its output for datums of the form `(quote` *datum*`)`, `(quasiquote` *datum*`)`, `(unquote` *datum*`)`, and `(unquote-splicing` *datum*`)`. That is the following read-macro notations will be used respectively: `'`*datum*, `` `*datum* ``, `,`*datum*, and `,@`*datum*. Moreover, normally the read-macros will not be used when the form appears in the cdr of a list, for example `(foo quote bar)`, `(foo . (quote bar))` and `(foo . 'bar)` will all be printed as `(foo quote bar)`.

When the content of the '`write-cdr-read-macros?`' field is not `#f`, the printer will use read-macros when the forms appear in the cdr of a list. For example `(foo quote bar)` will be printed as `(foo . 'bar)`. When the content of the '`write-extended-read-macros?`' field is not `#f`, the printer will also use extended read-macros, for example `#'`*datum* in place of `(syntax` *datum*`)`.

The procedure `readtable-write-cdr-read-macros?-set` returns a copy of *readtable* where only the '`write-cdr-read-macros?`' field has been changed to *new-value*. The procedure `readtable-write-extended-read-macros?-set` returns a copy of *readtable* where only the '`write-extended-read-macros?`' field has been changed to *new-value*.

For example:

```
> (output-port-readtable-set!
    (repl-output-port)
    (readtable-write-extended-read-macros?-set
      (output-port-readtable (repl-output-port))
      #t))
> '(foo (syntax bar))
(foo #'bar)
> '(foo syntax bar)
(foo syntax bar)
> (output-port-readtable-set!
    (repl-output-port)
    (readtable-write-cdr-read-macros?-set
      (output-port-readtable (repl-output-port))
      #t))
> '(foo syntax bar)
(foo . #'bar)
```

`(readtable-max-write-level` *readtable*`)` procedure

`(readtable-max-write-level-set` *readtable new-value*`)` procedure

The procedure `readtable-max-write-level` returns the content of the '`max-write-level`' field of *readtable*. The printer will display an ellipsis for the elements of lists and vectors that are nested deeper than this level.

The procedure `readtable-max-write-level-set` returns a copy of *readtable* where only the '`max-write-level`' field has been changed to *new-value*, which must be an nonnegative fixnum.

For example:

```
> (define (wr obj n)
    (call-with-output-string
      (lambda (p)
```

```
          (output-port-readtable-set!
            p
            (readtable-max-write-level-set
              (output-port-readtable p)
              n))
          (write obj p))))
> (wr '(a #(b (c c) #u8(9 9 9) b) a) 3)
"(a #(b (c c) #u8(9 9 9) b) a)"
> (wr '(a #(b (c c) #u8(9 9 9) b) a) 2)
"(a #(b (...) #u8(...) b) a)"
> (wr '(a #(b (c c) #u8(9 9 9) b) a) 1)
"(a #(...) a)"
> (wr '(a #(b (c c) #u8(9 9 9) b) a) 0)
"(...)"
> (wr 'hello 0)
"hello"
```

(readtable-max-write-length *readtable*) procedure
(readtable-max-write-length-set *readtable new-value*) procedure

The procedure readtable-max-write-length returns the content of the 'max-write-length' field of *readtable*. The printer will display an ellipsis for the elements of lists and vectors that are at an index beyond that length.

The procedure readtable-max-write-length-set returns a copy of *readtable* where only the 'max-write-length' field has been changed to *new-value*, which must be an nonnegative fixnum.

For example:

```
> (define (wr obj n)
    (call-with-output-string
      (lambda (p)
        (output-port-readtable-set!
          p
          (readtable-max-write-length-set
            (output-port-readtable p)
            n))
        (write obj p))))
> (wr '(a #(b (c c) #u8(9 9 9) b) . a) 4)
"(a #(b (c c) #u8(9 9 9) b) . a)"
> (wr '(a #(b (c c) #u8(9 9 9) b) . a) 3)
"(a #(b (c c) #u8(9 9 9) ...) . a)"
> (wr '(a #(b (c c) #u8(9 9 9) b) . a) 2)
"(a #(b (c c) ...) . a)"
> (wr '(a #(b (c c) #u8(9 9 9) b) . a) 1)
"(a ...)"
> (wr '(a #(b (c c) #u8(9 9 9) b) . a) 0)
"(...)"
```

(readtable-max-unescaped-char *readtable*) procedure
(readtable-max-unescaped-char-set *readtable new-value*) procedure

The procedure readtable-max-unescaped-char returns the content of the 'max-unescaped-char' field of *readtable*. The printer will display using an escape sequence any character within symbols, strings and character objects greater than 'max-unescaped-char'. When 'max-unescaped-char' is #f, the default value, the printer will take into account the output port and use an escape sequence for any character that isn't supported by the port's character encoding.

The procedure `readtable-max-unescaped-char-set` returns a copy of *readtable* where only the '`max-unescaped-char`' field has been changed to *new-value*, which must be a character or `#f`.

For example:

```
> (define rt (output-port-readtable (repl-output-port)))
> (readtable-max-unescaped-char rt)
#\delete
> (string (integer->char 233))
"\351"
> (define (f c)
    (with-output-to-string
     (list readtable: (readtable-max-unescaped-char-set rt c))
     (lambda () (write (string (integer->char 233))))))
> (f #\delete)
"\"\\351\""
> (string-length (f #\delete))
6
> (f #\U0010ffff)
"\"\351\""
> (string-length (f #\U0010ffff))
3
> (output-port-readtable-set!
   (repl-output-port)
   (readtable-max-unescaped-char-set rt #\U0010ffff))
> (string (integer->char 233))
"é"
```

(`readtable-start-syntax` *readtable*) procedure
(`readtable-start-syntax-set` *readtable new-value*) procedure

The procedure `readtable-start-syntax` returns the content of the '`start-syntax`' field of *readtable*. The reader uses this field to determine in which syntax to start parsing the input. When the content of this field is the symbol `six`, the reader starts in the infix syntax. Otherwise the reader starts in the prefix syntax.

The procedure `readtable-start-syntax-set` returns a copy of *readtable* where only the '`start-syntax`' field has been changed to *new-value*.

For example:

```
> (+ 2 3)
5
> (input-port-readtable-set!
   (repl-input-port)
   (readtable-start-syntax-set
     (input-port-readtable (repl-input-port))
     'six))
> 2+3;
5
> exit();
```

15.2 Boolean syntax

Booleans are required to be followed by a delimiter (i.e. `#f64()` is not the boolean `#f` followed by the number `64` and the empty list).

15.3 Character syntax

Characters are required to be followed by a delimiter (i.e. `#\spaceballs` is not the character `#\space` followed by the symbol `balls`). The lexical syntax of characters is extended to allow the following:

`#\nul`	Unicode character 0
`#\alarm`	Unicode character 7
`#\backspace`	Unicode character 8
`#\tab`	Unicode character 9
`#\newline`	Unicode character 10 (newline character)
`#\linefeed`	Unicode character 10
`#\vtab`	Unicode character 11
`#\page`	Unicode character 12
`#\return`	Unicode character 13
`#\esc`	Unicode character 27
`#\space`	Unicode character 32 (space character)
`#\delete`	Unicode character 127
`#\x`*hh*	character encoded in hexadecimal (>= 1 hexadecimal digit)
`#\u`*hhhh*	character encoded in hexadecimal (exactly 4 hexadecimal digits)
`#\U`*hhhhhhhh*	character encoded in hexadecimal (exactly 8 hexadecimal digits)

15.4 String syntax

The lexical syntax of quoted strings is extended to allow the following escape codes:

`\a`	Unicode character 7
`\b`	Unicode character 8
`\t`	Unicode character 9
`\n`	Unicode character 10 (newline character)
`\v`	Unicode character 11
`\f`	Unicode character 12
`\r`	Unicode character 13
`\"`	"
`\\`	\
`|`	|
`\?`	?

\ooo	character encoded in octal (1 to 3 octal digits, first digit must be less than 4 when there are 3 octal digits)
\xhh	character encoded in hexadecimal (>= 1 hexadecimal digit)
\uhhhh	character encoded in hexadecimal (exactly 4 hexadecimal digits)
\Uhhhhhhhh	character encoded in hexadecimal (exactly 8 hexadecimal digits)
\<space>	Unicode character 32 (space character)
\<newline><whitespace-except-newline>*	This sequence expands to nothing (it is useful for splitting a long string literal on multiple lines while respecting proper indentation of the source code)

Gambit also supports a "here string" syntax that is similar to shell "here documents". For example:

```
> (pretty-print #<<THE-END
hello
world
THE-END
)
"hello\nworld"
```

The here string starts with the sequence '#<<'. The part of the line after the '#<<' up to and including the newline character is the key. The first line afterward that matches the key marks the end of the here string. The string contains all the characters between the start key and the end key, with the exception of the newline character before the end key.

15.5 Symbol syntax

The lexical syntax of symbols is extended to allow a leading and trailing vertical bar (e.g. `|a\|b"c:|`). The symbol's name corresponds verbatim to the characters between the vertical bars except for escaped characters. The same escape sequences as for strings are permitted except that '`"`' does not need to be escaped and '`|`' needs to be escaped.

For example:

```
> (symbol->string '|a\|b"c:|)
"a|b\"c:"
```

15.6 Keyword syntax

The lexical syntax of keywords is like symbols, but with a colon at the end (note that this can be changed to a leading colon by setting the '`keywords-allowed?`' field of the readtable to the symbol `prefix`). A colon by itself is not a keyword, it is a symbol. Vertical bars can be used like symbols but the colon must be outside the vertical bars. Note that the string returned by the `keyword->string` procedure does not include the colon.

For example:

```
> (keyword->string 'foo:)
"foo"
> (map keyword? '(|ab()cd:| |ab()cd|: : ||:))
(#f #t #f #t)
```

15.7 Box syntax

The lexical syntax of boxes is `#&`*obj* where *obj* is the content of the box.

For example:

```
> (list '#&"hello" '#&123)
(#&"hello" #&123)
> (box (box (+ 10 20)))
#&#&30
```

15.8 Number syntax

The lexical syntax of the special inexact real numbers is as follows:

`+inf.0`	positive infinity
`-inf.0`	negative infinity
`+nan.0`	"not a number"
`-0.`	negative zero ('`0.`' is the positive zero)

15.9 Homogeneous vector syntax

Homogeneous vectors are vectors containing raw numbers of the same type (signed or unsigned exact integers or inexact reals). There are 10 types of homogeneous vectors: '`s8vector`' (vector of 8 bit signed integers), '`u8vector`' (vector of 8 bit unsigned integers), '`s16vector`' (vector of 16 bit signed integers), '`u16vector`' (vector of 16 bit unsigned integers), '`s32vector`' (vector of 32 bit signed integers), '`u32vector`' (vector of 32 bit unsigned integers), '`s64vector`' (vector of 64 bit signed integers), '`u64vector`' (vector of 64 bit unsigned integers), '`f32vector`' (vector of 32 bit floating point numbers), and '`f64vector`' (vector of 64 bit floating point numbers).

The external representation of homogeneous vectors is similar to normal vectors but with the '`#(`' prefix replaced respectively with '`#s8(`', '`#u8(`', '`#s16(`', '`#u16(`', '`#s32(`', '`#u32(`', '`#s64(`', '`#u64(`', '`#f32(`', and '`#f64(`'.

The elements of the integer homogeneous vectors must be exact integers fitting in the given precision. The elements of the floating point homogeneous vectors must be inexact reals.

15.10 Special `#!` syntax

The lexical syntax of the special `#!` objects is as follows:

`#!eof`	end-of-file object
`#!void`	void object
`#!optional`	optional object
`#!rest`	rest object
`#!key`	key object

15.11 Multiline comment syntax

Multiline comments are delimited by the tokens '`#|`' and '`|#`'. These comments can be nested.

15.12 Scheme infix syntax extension

The reader supports an infix syntax extension which is called SIX (Scheme Infix eXtension). This extension is both supported by the `read` procedure and in program source code.

The backslash character is a delimiter that marks the beginning of a single datum expressed in the infix syntax (the details are given below). One way to think about it is that the backslash character escapes the prefix syntax temporarily to use the infix syntax. For example a three element list could be written as `(X \Y Z)`, the elements X and Z are expressed using the normal prefix syntax and Y is expressed using the infix syntax.

When the reader encounters an infix datum, it constructs a syntax tree for that particular datum. Each node of this tree is represented with a list whose first element is a symbol indicating the type of node. For example, `(six.identifier abc)` is the representation of the infix identifier `abc` and `(six.index (six.identifier abc) (six.identifier i))` is the representation of the infix datum `abc[i];`. The reader will return this representation wrapped with a `(six.infix ...)` form.

15.12.1 SIX grammar

The SIX grammar is given below. On the left hand side are the production rules. On the right hand side is the datum that is constructed by the reader. The notation *$i* denotes the datum that is constructed by the reader for the *i*th part of the production rule.

In this grammar most statements end with a semicolon. When the <infix datum> is immediately following the backslash character that indicates the start of an infix datum, the ending semicolon is optional (a semicolon is automatically inserted when the datum could be complete and a whitespace or inappropriate character is encountered such as a closing parenthesis). For example `(f \2*n (list) \5)` is equivalent to `(f \2*n; (list) \5;)`.

<infix datum> ::=
  <stat> *$1*

<stat> ::=
  <if stat> *$1*
| <for stat> *$1*
| <while stat> *$1*
| <do stat> *$1*
| <switch stat> *$1*
| <case stat> *$1*
| <break stat> *$1*
| <continue stat> *$1*
| <label stat> *$1*
| <goto stat> *$1*
| <return stat> *$1*
| <import stat> *$1*
| <from stat> *$1*
| <expression stat> *$1*
| <procedure definition> *$1*
| <variable definition> `;` *$1*

```
  | <clause stat>                                   $1
  | <compound stat>                                $1
  | ;                                              (six.compound)

<if stat> ::=
   if ( <pexpr> ) <stat>                           (six.if $3 $5)
  | if ( <pexpr> ) <stat> else <stat>              (six.if $3 $5 $7)

<for stat> ::=
   for ( <stat> <oexpr> ; <oexpr> ) <stat>         (six.for $3 $4 $6 $8)

<while stat> ::=
   while ( <pexpr> ) <stat>                        (six.while $3 $5)

<do stat> ::=
   do <stat> while ( <pexpr> ) ;                   (six.do-while $2 $5)

<switch stat> ::=
   switch ( <pexpr> ) <stat>                       (six.switch $3 $5)

<case stat> ::=
   case <expr> : <stat>                            (six.case $2 $4)

<break stat> ::=
   break ;                                         (six.break)

<continue stat> ::=
   continue ;                                      (six.continue)

<label stat> ::=
   <identifier> : <stat>                           (six.label $1 $3)

<goto stat> ::=
   goto <expr> ;                                   (six.goto $2)

<return stat> ::=
   return ;                                        (six.return)
  | return <expr> ;                                (six.return $2)

<import stat> ::=
   import <nonempty import clause list> ;          (six.import $2...)

<from stat> ::=
    from <expr> import <nonempty import clause     (six.from-import $2
list> ;                                            $4...)
   from <expr> import * ;                          (six.from-import-* $2)

<import clause> ::=
   <expr1> as <expr2>                              (six.xasy $1 $3)
  | <expr1>                                        $1

<import clause list> ::=
   <nonempty import clause list>                   ($1...)
```

```
  |                                                    ()

<nonempty import clause list> ::=
    <import clause>                                    ($1)
  | <import clause> , <nonempty import clause list>    ($1 $3...)

<expression stat> ::=
    <expr> ;                                           $1

<clause stat> ::=
    <expr> .                                           (six.clause $1)

<pexpr> ::=
    <procedure definition>                             $1
  | <variable definition>                              $1
  | <expr>                                             $1

<procedure definition> ::=
    <type> <id-or-prefix> ( <parameters> ) <body>      (six.define-procedure $2
                                                       (six.procedure $1 $4 $6))
  | function <id-or-prefix> ( <parameters> )           (six.define-procedure $2
<body>                                                 (six.procedure #f $4 $6))

<variable definition> ::=
    <type> <id-or-prefix> <dimensions> <iexpr>         (six.define-variable $2
                                                       $1 $3 $4)

<iexpr> ::=
    = <expr>                                           $2
  |                                                    #f

<dimensions> ::=
  | [ <expr> ] <dimensions>                            ($2 . $4)
  |                                                    ()

<oexpr> ::=
    <expr>                                             $1
  |                                                    #f

<expr> ::=
    <expr22>                                           $1

<expr22> ::=
    <expr21> :- <expr22>                               (six.x:-y $1 $3)
  | <expr21>                                           $1

<expr21> ::=
    <expr21> , <expr20>                                (|six.x,y| $1 $3)
  | <expr20>                                           $1

<expr20> ::=
    yield <expr20>                                     (six.yieldx $2)
```

```
  | <expr19>                                  $1

<expr19> ::=
    <expr18> := <expr19>                      (six.x:=y $1 $3)
  | <expr18>                                  $1

<expr18> ::=
    <expr17> %= <expr18>                      (six.x%=y $1 $3)
  | <expr17> &= <expr18>                      (six.x&=y $1 $3)
  | <expr17> **= <expr18>                     (six.x**=y $1 $3)
  | <expr17> *= <expr18>                      (six.x*=y $1 $3)
  | <expr17> @= <expr18>                      (six.x@=y $1 $3)
  | <expr17> += <expr18>                      (six.x+=y $1 $3)
  | <expr17> -= <expr18>                      (six.x-=y $1 $3)
  | <expr17> //= <expr18>                     (six.x//=y $1 $3)
  | <expr17> /= <expr18>                      (six.x/=y $1 $3)
  | <expr17> <<= <expr18>                     (six.x<<=y $1 $3)
  | <expr17> = <expr18>                       (six.x=y $1 $3)
  | <expr17> >>>= <expr18>                    (six.x>>>=y $1 $3)
  | <expr17> >>= <expr18>                     (six.x>>=y $1 $3)
  | <expr17> ^= <expr18>                      (six.x^=y $1 $3)
  | <expr17> |= <expr18>                      (|six.x\|=y| $1 $3)
  | <expr17>                                  $1

<expr17> ::=
    <expr16> : <expr17>                       (six.x:y $1 $3)
  | <expr16>                                  $1

<expr16> ::=
    <expr15> ? <expr> : <expr16>              (six.x?y:z $1 $3 $5)
  | <expr15>                                  $1

<expr15> ::=
    <expr15> or <expr14>                      (six.xory $1 $3)
  | <expr14>                                  $1

<expr14> ::=
    <expr14> and <expr13>                     (six.xandy $1 $3)
  | <expr13>                                  $1

<expr13> ::=
    not <expr13>                              (six.notx $1)
  | <expr12>                                  $1

<expr12> ::=
    <expr12> || <expr11>                      (|six.x\|\|y| $1 $3)
  | <expr11>                                  $1

<expr11> ::=
    <expr11> && <expr10>                      (six.x&&y $1 $3)
```

```
  | <expr10>                                  $1

<expr10> ::=
    <expr10> | <expr9>                        (|six.x\|y| $1 $3)
  | <expr9>                                   $1

<expr9> ::=
    <expr9> ^ <expr8>                         (six.x^y $1 $3)
  | <expr8>                                   $1

<expr8> ::=
    <expr8> & <expr7>                         (six.x&y $1 $3)
  | <expr7>                                   $1

<expr7> ::=
    <expr7> != <expr6>                        (six.x!=y $1 $3)
  | <expr7> == <expr6>                        (six.x==y $1 $3)
  | <expr7> !== <expr6>                       (six.x!==y $1 $3)
  | <expr7> === <expr6>                       (six.x===y $1 $3)
  | <expr6>                                   $1

<expr6> ::=
    <expr6> < <expr5>                         (six.x<y $1 $3)
  | <expr6> <= <expr5>                        (six.x<=y $1 $3)
  | <expr6> > <expr5>                         (six.x>y $1 $3)
  | <expr6> >= <expr5>                        (six.x>=y $1 $3)
  | <expr6> in <expr5>                        (six.xiny $1 $3)
  | <expr6> is <expr5>                        (six.xisy $1 $3)
  | <expr6> instanceof <expr5>                (six.xinstanceofy $1 $3)
  | <expr5>                                   $1

<expr5> ::=
    <expr5> << <expr4>                        (six.x<<y $1 $3)
  | <expr5> >> <expr4>                        (six.x>>y $1 $3)
  | <expr5> >>> <expr4>                       (six.x>>>y $1 $3)
  | <expr4>                                   $1

<expr4> ::=
    <expr4> + <expr3>                         (six.x+y $1 $3)
  | <expr4> - <expr3>                         (six.x-y $1 $3)
  | <expr3>                                   $1

<expr3> ::=
    <expr3> % <expr2>                         (six.x%y $1 $3)
  | <expr3> * <expr2>                         (six.x*y $1 $3)
  | <expr3> @ <expr2>                         (six.x@y $1 $3)
  | <expr3> / <expr2>                         (six.x/y $1 $3)
  | <expr3> // <expr2>                        (six.x//y $1 $3)
  | <expr2>                                   $1

<expr2> ::=
```

```
   & <expr2>                                  (six.&x $2)
  | + <expr2>                                 (six.+x $2)
  | - <expr2>                                 (six.-x $2)
  | * <expr2>                                 (six.*x $2)
  | ** <expr2>                                (six.**x $2)
  | ! <expr2>                                 (six.!x $2)
  | !                                         (six.!)
  | ++ <expr2>                                (six.++x $2)
  | -- <expr2>                                (six.--x $2)
  | ~ <expr2>                                 (six.~x $2)
  | <expr2> ** <expr1>                        (six.x**y $1 $3)
  | await <expr2>                             (six.awaitx $2)
  | typeof <expr2>                            (six.typeofx $2)
  | <expr1>                                   $1

<expr1> ::=
   <expr1> ++                                 (six.x++ $1)
  | <expr1> --                                (six.x-- $1)
  | <expr1> ( <arguments> )                   (six.call $1 . $3)
  | <expr1> [ <expr> ]                        (six.index $1 $3)
  | <expr1> -> <id-or-prefix>                 (six.arrow $1 $3)
  | <expr1> . <id-or-prefix>                  (six.dot $1 $3)
  | <expr0>                                   $1

<expr0> ::=
   <id-or-prefix>                             $1
  | <string>                                  (six.literal $1)
  | <char>                                    (six.literal $1)
  | <number>                                  (six.literal $1)
  | ( <expr> )                                $2
  | ( <block stat> )                          $2
  | <datum-starting-with-#-or-backquote>      $1
  | [ <elements> ]                            $2
  | <type> ( <parameters> ) <body>            (six.procedure $1 $3 $5)
  | function ( <parameters> ) <body>          (six.procedure #f $3 $5)
  | new <id-or-prefix> ( <arguments> )        (six.new $2 . $4)
  | async <expr0>                             (six.asyncx $2)

<block stat> ::=
   { <stat list> }                            (six.compound . $2)

<body> ::=
   { <stat list> }                            (six.procedure-body . $2)

<stat list> ::=
   <stat> <stat list>                         ($1 . $2)
  |                                           ()

<parameters> ::=
```

<nonempty parameters>	*$1*
|	`()`
<nonempty parameters> ::=	
<parameter> `,` <nonempty parameters>	`(`*$1 . $3*`)`
| <parameter>	`(`*$1*`)`
<parameter> ::=	
<type> <id-or-prefix>	`(`*$2 $1*`)`
<arguments> ::=	
<nonempty arguments>	*$1*
|	`()`
<nonempty arguments> ::=	
<expr> `,` <nonempty arguments>	`(`*$1 . $3*`)`
| <expr>	`(`*$1*`)`
<elements> ::=	
<nonempty elements>	*$1*
|	`(six.null)`
<nonempty elements> ::=	
<expr>	`(six.list` *$1* `(six.null))`
| <expr> `,` <nonempty elements>	`(six.list` *$1 $3*`)`
| <expr> | <expr>	`(six.cons` *$1 $3*`)`
<id-or-prefix> ::=	
<identifier>	`(six.identifier` *$1*`)`
| \ <datum>	*$2*
<type> ::=	
`scmobj`	`scmobj`

15.12.2 SIX semantics

The semantics of SIX depends on the definition of the `six.`*XXX* identifiers (as procedures and macros). Many of these identifiers are predefined macros which give SIX a semantics that is close to C's while also borrowing some semantics from JavaScript and Python (such as `===` `in`, `**`, `//`). The programmer may override these definitions to change the semantics either globally or locally. For example, `six.x^y` is a predefined macro that expands `(six.x^y x y)` into `(bitwise-xor x y)`. If the programmer prefers the `^` operator to express exponentiation in a specific procedure, then in that procedure `six.x^y` can be redefined as a macro that expands `(six.x^y x y)` into `(expt x y)`. Note that the associativity and precedence of operators cannot be changed as that is a syntactic issue, so this will give a left associative exponentiation operator with an unusual precedence.

Note that some identifiers do not have a predefined semantics and are undefined identifiers, for example: `six.label`, `six.goto`, `six.switch`, `six.case`, `six.break`, `six.continue`, `six.return`, `six.clause`, `six.x:-y`, `six.@`, `six.@=`, `six.import`, `six.from-import`, `six.from-import-*`, and `six.!`.

Here is an example showing some of the predefined syntax and semantics of SIX:

```
> (list (+ 1 2) \3+4 (+ 5 6))
(3 7 11)
> \[ 1+2, \(+ 3 4), 5+6 ]
(3 7 11)
> (map (lambda (x) \(x*x-1)/log(x+1)) '(1 2 3 4))
(0 2.730717679880512 5.7707801635558535 9.320024018394177)
> (map \function (x) { return (x*x-1)/log(x+1); } '(1 2 3 4))
(0. 2.730717679880512 5.7707801635558535 9.320024018394177)
> \map(function (x) { return (x*x-1)/log(x+1); }, [1, 2, 3, 4])
(0. 2.730717679880512 5.7707801635558535 9.320024018394177)
> \scmobj n=expt(10,5)
> n
100000
> \scmobj t[3][10]=88
> \t[0][9]=t[2][1]=11
11
> t
#(#(88 88 88 88 88 88 88 88 88 11)
  #(88 88 88 88 88 88 88 88 88 88)
  #(88 11 88 88 88 88 88 88 88 88))
> \scmobj radix=new parameter(10)
> \radix(2)
> \radix()
2
> \for (scmobj i=0; i<5; i++) pp(1<<i*8)
1
256
65536
16777216
4294967296
> \function \make-adder(x) { return function (y) { x+y; }; }
> \map(new adder(100), [1,2,3,4])
(101 102 103 104)
> (map (make-adder 100) (list 1 2 3 4))
(101 102 103 104)
```

16 C-interface

The Gambit Scheme system offers a mechanism for interfacing Scheme code and C code called the "C-interface". A Scheme program indicates which C functions it needs to have access to and which Scheme procedures can be called from C, and the C interface automatically constructs the corresponding Scheme procedures and C functions. The conversions needed to transform data from the Scheme representation to the C representation (and back), are generated automatically in accordance with the argument and result types of the C function or Scheme procedure.

The C-interface places some restrictions on the types of data that can be exchanged between C and Scheme. The mapping of data types between C and Scheme is discussed in the next section. The remaining sections of this chapter describe each special form of the C-interface.

16.1 The mapping of types between C and Scheme

Scheme and C do not provide the same set of built-in data types so it is important to understand which Scheme type is compatible with which C type and how values get mapped from one environment to the other. To improve compatibility a new type is added to Scheme, the '`foreign`' object type, and the following data types are added to C:

`scheme-object` denotes the universal type of Scheme objects (type `___SCMOBJ` defined in '`gambit.h`')

`bool` denotes the C++ '`bool`' type or the C '`int`' type (type `___BOOL` defined in '`gambit.h`')

`int8` 8 bit signed integer (type `___S8` defined in '`gambit.h`')

`unsigned-int8` 8 bit unsigned integer (type `___U8` defined in '`gambit.h`')

`int16` 16 bit signed integer (type `___S16` defined in '`gambit.h`')

`unsigned-int16` 16 bit unsigned integer (type `___U16` defined in '`gambit.h`')

`int32` 32 bit signed integer (type `___S32` defined in '`gambit.h`')

`unsigned-int32` 32 bit unsigned integer (type `___U32` defined in '`gambit.h`')

`int64` 64 bit signed integer (type `___S64` defined in '`gambit.h`')

`unsigned-int64` 64 bit unsigned integer (type `___U64` defined in '`gambit.h`')

`float32` 32 bit floating point number (type `___F32` defined in '`gambit.h`')

`float64` 64 bit floating point number (type `___F64` defined in '`gambit.h`')

`ISO-8859-1` denotes ISO-8859-1 encoded characters (8 bit unsigned integer, type `___ISO_8859_1` defined in '`gambit.h`')

`UCS-2` denotes UCS-2 encoded characters (16 bit unsigned integer, type `___UCS_2` defined in '`gambit.h`')

`UCS-4` denotes UCS-4 encoded characters (32 bit unsigned integer, type `___UCS_4` defined in '`gambit.h`')

`char-string` denotes the C '`char*`' type when used as a null terminated string

`nonnull-char-string`
denotes the nonnull C '`char*`' type when used as a null terminated string

`nonnull-char-string-list`
denotes an array of nonnull C '`char*`' terminated with a null pointer

`ISO-8859-1-string`
denotes ISO-8859-1 encoded strings (null terminated string of 8 bit unsigned integers, i.e. `___ISO_8859_1*`)

`nonnull-ISO-8859-1-string`
denotes nonnull ISO-8859-1 encoded strings (null terminated string of 8 bit unsigned integers, i.e. `___ISO_8859_1*`)

`nonnull-ISO-8859-1-stringlist`
denotes an array of nonnull ISO-8859-1 encoded strings terminated with a null pointer

`UTF-8-string` denotes UTF-8 encoded strings (null terminated string of `char`, i.e. `char*`)

`nonnull-UTF-8-string`
denotes nonnull UTF-8 encoded strings (null terminated string of `char`, i.e. `char*`)

`nonnull-UTF-8-string-list`
denotes an array of nonnull UTF-8 encoded strings terminated with a null pointer

`UTF-16-string` denotes UTF-16 encoded strings (null terminated string of `char`, i.e. `char*`)

`nonnull-UTF-16-string`
denotes nonnull UTF-16 encoded strings (null terminated string of `char`, i.e. `char*`)

`nonnull-UTF-16-string-list`
denotes an array of nonnull UTF-16 encoded strings terminated with a null pointer

`UCS-2-string` denotes UCS-2 encoded strings (null terminated string of 16 bit unsigned integers, i.e. `___UCS_2*`)

`nonnull-UCS-2-string`
denotes nonnull UCS-2 encoded strings (null terminated string of 16 bit unsigned integers, i.e. `___UCS_2*`)

`nonnull-UCS-2-string-list`
denotes an array of nonnull UCS-2 encoded strings terminated with a null pointer

`UCS-4-string` denotes UCS-4 encoded strings (null terminated string of 32 bit unsigned integers, i.e. `___UCS_4*`)

`nonnull-UCS-4-string`
denotes nonnull UCS-4 encoded strings (null terminated string of 32 bit unsigned integers, i.e. `___UCS_4*`)

`nonnull-UCS-4-string-list`
denotes an array of nonnull UCS-4 encoded strings terminated with a null pointer

`wchar_t-string`
denotes `wchar_t` encoded strings (null terminated string of `wchar_t`, i.e. `wchar_t*`)

`nonnull-wchar_t-string`
denotes nonnull `wchar_t` encoded strings (null terminated string of `wchar_t`, i.e. `wchar_t*`)

`nonnull-wchar_t-string-list`
denotes an array of nonnull `wchar_t` encoded strings terminated with a null pointer

To specify a particular C type inside the `c-lambda`, `c-define` and `c-define-type` forms, the following "Scheme notation" is used:

Scheme notation	C type
`void`	`void`
`bool`	`bool`
`char`	`char` (may be signed or unsigned depending on the C compiler)
`signed-char`	`signed char`
`unsigned-char`	`unsigned char`
`ISO-8859-1`	`ISO-8859-1`
`UCS-2`	`UCS-2`
`UCS-4`	`UCS-4`
`wchar_t`	`wchar_t`
`size_t`	`size_t` (type `___SIZE_T` defined in '`gambit.h`')
`ssize_t`	`ssize_t` (type `___SSIZE_T` defined in '`gambit.h`')
`ptrdiff_t`	`ptrdiff_t` (type `___PTRDIFF_T` defined in '`gambit.h`')
`short`	`short`
`unsigned-short`	`unsigned short`
`int`	`int`
`unsigned-int`	`unsigned int`

`long` `long`

`unsigned-long` `unsigned long`

`long-long` `long long`

`unsigned-long-long`
`unsigned long long`

`float` `float`

`double` `double`

`int8` `int8`

`unsigned-int8` `unsigned-int8`

`int16` `int16`

`unsigned-int16`
`unsigned-int16`

`int32` `int32`

`unsigned-int32`
`unsigned-int32`

`int64` `int64`

`unsigned-int64`
`unsigned-int64`

`float32` `float32`

`float64` `float64`

`(struct "`*`c-struct-id`*`" [`*`tags`*` [`*`release-function`*`]])`
`struct` *`c-struct-id`* (where *c-struct-id* is the name of a C structure; see below for the meaning of *tags* and *release-function*)

`(union "`*`c-union-id`*`" [`*`tags`*` [`*`release-function`*`]])`
`union` *`c-union-id`* (where *c-union-id* is the name of a C union; see below for the meaning of *tags* and *release-function*)

`(type "`*`c-type-id`*`" [`*`tags`*` [`*`release-function`*`]])`
`c-type-id` (where *c-type-id* is an identifier naming a C type; see below for the meaning of *tags* and *release-function*)

`(pointer` *`type`* `[`*`tags`*` [`*`release-function`*`]])`
`T``*` (where T is the C equivalent of *type* which must be the Scheme notation of a C type; see below for the meaning of *tags* and *release-function*)

`(nonnull-pointer` *`type`* `[`*`tags`*` [`*`release-function`*`]])`
same as `(pointer` *`type`* `[`*`tags`*` [`*`release-function`*`]])` except the `NULL` pointer is not allowed

`(function (`*`type1...`*`)` *`result-type`*`)`
function with the given argument types and result type

`(nonnull-function (`*type1...*`) `*result-type*`)`
: same as `(function (`*type1...*`) `*result-type*`)` except the `NULL` pointer is not allowed

`char-string` `char-string`

`nonnull-char-string`
: `nonnull-char-string`

`nonnull-char-string-list`
: `nonnull-char-string-list`

`ISO-8859-1-string`
: `ISO-8859-1-string`

`nonnull-ISO-8859-1-string`
: `nonnull-ISO-8859-1-string`

`nonnull-ISO-8859-1-string-list`
: `nonnull-ISO-8859-1-string-list`

`UTF-8-string` `UTF-8-string`

`nonnull-UTF-8-string`
: `nonnull-UTF-8-string`

`nonnull-UTF-8-string-list`
: `nonnull-UTF-8-string-list`

`UTF-16-string` `UTF-16-string`

`nonnull-UTF-16-string`
: `nonnull-UTF-16-string`

`nonnull-UTF-16-string-list`
: `nonnull-UTF-16-string-list`

`UCS-2-string` `UCS-2-string`

`nonnull-UCS-2-string`
: `nonnull-UCS-2-string`

`nonnull-UCS-2-string-list`
: `nonnull-UCS-2-string-list`

`UCS-4-string` `UCS-4-string`

`nonnull-UCS-4-string`
: `nonnull-UCS-4-string`

`nonnull-UCS-4-string-list`
: `nonnull-UCS-4-string-list`

`wchar_t-string`
: `wchar_t-string`

`nonnull-wchar_t-string`
: `nonnull-wchar_t-string`

`nonnull-wchar_t-string-list`	`nonnull-wchar_t-string-list`
`scheme-object`	`scheme-object`
name	appropriate translation of *name* (where *name* is a C type defined with `c-define-type`)
"*c-type-id*"	*c-type-id* (this form is equivalent to `(type "`*c-type-id*`")`)

The `struct`, `union`, `type`, `pointer` and `nonnull-pointer` types are "foreign types" and they are represented on the Scheme side as "foreign objects". A foreign object is internally represented as a pointer. This internal pointer is identical to the C pointer being represented in the case of the `pointer` and `nonnull-pointer` types.

In the case of the `struct`, `union` and `type` types, the internal pointer points to a copy of the C data type being represented. When an instance of one of these types is converted from C to Scheme, a block of memory is allocated from the C heap and initialized with the instance and then a foreign object is allocated from the Scheme heap and initialized with the pointer to this copy. This approach may appear overly complex, but it allows the conversion of C++ classes that do not have a zero parameter constructor or an assignment method (i.e. when compiling with a C++ compiler an instance is copied using '`new` *type* `(`*instance*`)`', which calls the copy-constructor of *type* if it is a class; *type*'s assignment operator is never used). Conversion from Scheme to C simply dereferences the internal pointer (no allocation from the C heap is performed). Deallocation of the copy on the C heap is under the control of the release function attached to the foreign object (see below).

The optional *tags* field of foreign type specifications is used for type checking on the Scheme side. The *tags* field must be `#f`, a symbol or a non-empty list of symbols. When it is not specified the *tags* field defaults to a symbol whose name, as returned by `symbol->string`, is the C type declaration for that type. For example the symbol '`char**`' is the default for the type '`(pointer (pointer char))`'. A *tags* field that is a single symbol is equivalent to a list containing only that symbol. The first symbol in the list of tags is the primary tag. For example the primary tag of the type '`(pointer char)`' is '`char*`' and the primary tag of the type '`(pointer char (foo bar))`' is '`foo`'.

Type compatibility between two foreign types depends on their tags. An instance of a foreign type T can be used where a foreign type E is expected if and only if

- T's *tags* field is `#f`, or
- E's *tags* field is `#f`, or
- T's primary tag is a member of E's tags.

For the safest code a *tags* field of `#f` should be used sparingly, as it completely bypasses type checking. The external representation of Scheme foreign objects (used by the `write` procedure) contains the primary tag (if the *tags* field is not `#f`), and the hexadecimal address denoted by the internal pointer, for example '`#<char** #2 0x2AAC535C>`'. Note that the hexadecimal address is in C notation, which can be easily transferred to a C debugger with a "cut-and-paste".

A *release-function* can also be specified within a foreign type specification. The *release-function* must be `#f` or a string naming a C function with a single parameter of type '`void*`' (in which the internal pointer is passed) and with a result of type '`___SCMOBJ`'

(for returning an error code). When the *release-function* is not specified or is `#f` a default function is constructed by the C-interface. This default function does nothing in the case of the `pointer` and `nonnull-pointer` types (deallocation is not the responsibility of the C-interface) and returns the fixnum '`___FIX(___NO_ERR)`' to indicate no error. In the case of the `struct`, `union` and `type` types, the default function reclaims the copy on the C heap referenced by the internal pointer (when using a C++ compiler this is done using '`delete (`*type*`*)`*internal-pointer*', which calls the destructor of *type* if it is a class) and returns '`___FIX(___NO_ERR)`'. In many situations the default *release-function* will perform the appropriate cleanup for the foreign type. However, in certain cases special operations (such as decrementing a reference count, removing the object from a table, etc) must be performed. For such cases a user supplied *release-function* is needed.

The *release-function* is invoked at most once for any foreign object. After the *release-function* is invoked, the foreign object is considered "released" and can no longer be used in a foreign type conversion. When the garbage collector detects that a foreign object is no longer reachable by the program, it will invoke the *release-function* if the foreign object is not yet released. When there is a need to release the foreign object promptly, the program can explicitly call `(foreign-release!` *obj*`)` which invokes the *release-function* if the foreign object is not yet released, and does nothing otherwise. The call `(foreign-released?` *obj*`)` returns a boolean indicating whether the foreign object *obj* has been released yet or not. The call `(foreign-address` *obj*`)` returns the address denoted by the internal pointer of foreign object *obj* or 0 if it has been released. The call `(foreign?` *obj*`)` tests that *obj* is a foreign object. Finally the call `(foreign-tags` *obj*`)` returns the list of tags of foreign object *obj*, or `#f`.

The following table gives the C types to which each Scheme type can be converted:

Scheme type	Allowed target C types
boolean `#f`	`scheme-object`; `bool`; `pointer`; `function`; `char-string`; `ISO-8859-1-string`; `UTF-8-string`; `UTF-16-string`; `UCS-2-string`; `UCS-4-string`; `wchar_t-string`
boolean `#t`	`scheme-object`; `bool`
character	`scheme-object`; `bool`; [[un]signed] `char`; `ISO-8859-1`; `UCS-2`; `UCS-4`; `wchar_t`
exact integer	`scheme-object`; `bool`; [unsigned-] `int8`/`int16`/`int32`/`int64`; [unsigned] `short`/`int`/`long`; `size_t`/`ssize_t`/`ptrdiff_t`
inexact real	`scheme-object`; `bool`; `float`; `double`; `float32`; `float64`
string	`scheme-object`; `bool`; `char-string`; `nonnull-char-string`; `ISO-8859-1-string`; `nonnull-ISO-8859-1-string`; `UTF-8-string`; `nonnull-UTF-8-string`; `UTF-16-string`; `nonnull-UTF-16-string`; `UCS-2-string`; `nonnull-UCS-2-string`; `UCS-4-string`; `nonnull-UCS-4-string`; `wchar_t-string`; `nonnull-wchar_t-string`
foreign object	`scheme-object`; `bool`; `struct`/`union`/`type`/`pointer`/`nonnull-pointer` with the appropriate tags
vector	`scheme-object`; `bool`

symbol	`scheme-object`; `bool`
procedure	`scheme-object`; `bool`; `function`; `nonnull-function`
other objects	`scheme-object`; `bool`

The following table gives the Scheme types to which each C type will be converted:

C type	Resulting Scheme type
scheme-object	the Scheme object encoded
bool	boolean
[[un]signed] `char`; `ISO-8859-1`; `UCS-2`; `UCS-4`; `wchar_t`	character
[unsigned-] `int8`/`int16`/`int32`/`int64`; [unsigned] `short`/`int`/`long`; `size_t`/`ssize_t`/`ptrdiff_t`	exact integer
`float`; `double`; `float32`; `float64`	inexact real
`char-string`; `ISO-8859-1-string`; `UTF-8-string`; `UTF-16-string`; `UCS-2-string`; `UCS-4-string`; `wchar_t-string`	string or `#f` if it is equal to '`NULL`'
`nonnull-char-string`; `nonnull-ISO-8859-1-string`; `nonnull-UTF-8-string`; `nonnull-UTF-16-string`; `nonnull-UCS-2-string`; `nonnull-UCS-4-string`; `nonnull-wchar_t-string`	string
`struct`/`union`/`type`/`pointer`/`nonnull-pointer`	foreign object with the appropriate tags or `#f` in the case of a `pointer` equal to '`NULL`'
`function`	procedure or `#f` if it is equal to '`NULL`'
`nonnull-function`	procedure
`void`	void object

All Scheme types are compatible with the C types `scheme-object` and `bool`. Conversion to and from the C type `scheme-object` is the identity function on the object encoding. This provides a low-level mechanism for accessing Scheme's object representation from C (with the help of the macros in the '`gambit.h`' header file). When a C `bool` type is expected, an extended Scheme boolean can be passed (`#f` is converted to 0 and all other values are converted to 1).

The Scheme boolean `#f` can be passed to the C environment where a `char-string`, `ISO-8859-1-string`, `UTF-8-string`, `UTF-16-string`, `UCS-2-string`, `UCS-4-string`, `wchar_t-string`, `pointer` or `function` type is expected. In this case, `#f` is converted to the '`NULL`' pointer. C `bool`s are extended booleans so any value different from 0 represents true. Thus, a C `bool` passed to the Scheme environment is mapped as follows: 0 to `#f` and all other values to `#t`.

A Scheme character passed to the C environment where any C character type is expected is converted to the corresponding character in the C environment. An error is signaled if the Scheme character does not fit in the C character. Any C character type passed to Scheme is converted to the corresponding Scheme character. An error is signaled if the C character does not fit in the Scheme character.

A Scheme exact integer passed to the C environment where a C integer type (other than `char`) is expected is converted to the corresponding integral value. An error is signaled if the value falls outside of the range representable by that integral type. C integer values passed to the Scheme environment are mapped to the same Scheme exact integer. If the value is outside the fixnum range, a bignum is created.

A Scheme inexact real passed to the C environment is converted to the corresponding `float`, `double`, `float32` or `float64` value. C `float`, `double`, `float32` and `float64` values passed to the Scheme environment are mapped to the closest Scheme inexact real.

Scheme's rational numbers and complex numbers are not compatible with any C numeric type.

A Scheme string passed to the C environment where any C string type is expected is converted to a null terminated string using the appropriate encoding. The C string is a fresh copy of the Scheme string. If the C string was created for an argument of a `c-lambda`, the C string will be reclaimed when the `c-lambda` returns. If the C string was created for returning the result of a `c-define` to C, the caller is responsible for reclaiming the C string with a call to the `___release_string` function (see below for an example). Any C string type passed to the Scheme environment causes the creation of a fresh Scheme string containing a copy of the C string (unless the C string is equal to `NULL`, in which case it is converted to `#f`).

A foreign type passed to the Scheme environment causes the creation and initialization of a Scheme foreign object with the appropriate tags (except for the case of a `pointer` equal to `NULL` which is converted to `#f`). A Scheme foreign object can be passed where a foreign type is expected, on the condition that the tags are compatible and the Scheme foreign object is not yet released. The value `#f` is also acceptable for a `pointer` type, and is converted to `NULL`.

Scheme procedures defined with the `c-define` special form can be passed where the `function` and `nonnull-function` types are expected. The value `#f` is also acceptable for a `function` type, and is converted to `NULL`. No other Scheme procedures are acceptable. Conversion from the `function` and `nonnull-function` types to Scheme procedures is not currently implemented.

16.2 The `c-declare` special form

`(c-declare` *c-declaration*`)` special form

Initially, the C file produced by `gsc` contains only an '`#include`' of '`gambit.h`'. This header file provides a number of macro and procedure declarations to access the Scheme object representation. The special form `c-declare` adds *c-declaration* (which must be a string containing the C declarations) to the C file. This string is copied to the C file on a new line so it can start with preprocessor directives. All types of C declarations are allowed (including type declarations, variable declarations,

function declarations, '`#include`' directives, '`#define`'s, and so on). These declarations are visible to subsequent `c-declares`, `c-initializes`, and `c-lambdas`, and `c-defines` in the same module. The most common use of this special form is to declare the external functions that are referenced in `c-lambda` special forms. Such functions must either be declared explicitly or by including a header file which contains the appropriate C declarations.

The `c-declare` special form does not return a value. This form can only appear where a `define` form is acceptable.

For example:

```
(c-declare #<<c-declare-end

#include <stdio.h>

extern char *getlogin ();

#ifdef sparc
char *host = "sparc";
#else
char *host = "unknown";
#endif

FILE *tfile;

c-declare-end
)
```

16.3 The `c-initialize` special form

`(c-initialize` *c-code*`)` special form

Just after the program is loaded and before control is passed to the Scheme code, each C file is initialized by calling its associated initialization function. The body of this function is normally empty but it can be extended by using the `c-initialize` form. Each occurrence of the `c-initialize` form adds code to the body of the initialization function in the order of appearance in the source file. *c-code* must be a string containing the C code to execute. This string is copied to the C file on a new line so it can start with preprocessor directives.

The `c-initialize` special form does not return a value. This form can only appear where a `define` form is acceptable.

For example:

```
(c-initialize "tfile = tmpfile ();")
```

16.4 The `c-lambda` special form

`(c-lambda (`*type1 ...*`)` *result-type c-name-or-code*`)` special form

The `c-lambda` special form makes it possible to create a Scheme procedure that will act as a representative of some C function or C code sequence. The first subform is a list containing the type of each argument. The type of the function's result is given next. Finally, the last subform is a string that either contains the name of the C function to call or some sequence of C code to execute. Variadic C functions

are not supported. The resulting Scheme procedure takes exactly the number of arguments specified and delivers them in the same order to the C function. When the Scheme procedure is called, the arguments will be converted to their C representation and then the C function will be called. The result returned by the C function will be converted to its Scheme representation and this value will be returned from the Scheme procedure call. An error will be signaled if some conversion is not possible. The temporary memory allocated from the C heap for the conversion of the arguments and result will be reclaimed whether there is an error or not.

When *c-name-or-code* is not a valid C identifier, it is treated as an arbitrary piece of C code. Within the C code the variables '`___arg1`', '`___arg2`', etc. can be referenced to access the converted arguments. Note that the C `return` statement can't be used to return from the procedure. Instead, the `___return` macro must be used. A procedure whose *result-type* is not `void` must pass the procedure's result as the single argument to the `___return` macro, for example '`___return(123);`' to return the value 123. When *result-type* is `void`, the `___return` macro must be called without a parameter list, for example '`___return;`'.

The C code is copied to the C file on a new line so it can start with preprocessor directives. Moreover the C code is always placed at the head of a compound statement whose lifetime encloses the C to Scheme conversion of the procedure's result. Consequently, temporary storage (strings in particular) declared at the head of the C code can be returned with the `___return` macro.

In the *c-name-or-code*, the macro '`___AT_END`' may be defined as the piece of C code to execute before control is returned to Scheme but after the procedure's result is converted to its Scheme representation. This is mainly useful to deallocate temporary storage contained in the result.

When passed to the Scheme environment, the C `void` type is converted to the void object.

For example:

```
(define fopen
  (c-lambda (nonnull-char-string nonnull-char-string)
            (pointer "FILE")
   "fopen"))

(define fgetc
  (c-lambda ((pointer "FILE"))
            int
   "fgetc"))

(let ((f (fopen "datafile" "r")))
  (if f (write (fgetc f))))

(define char-code
  (c-lambda (char) int "___return(___arg1);"))

(define host
  ((c-lambda () nonnull-char-string "___return(host);")))

(define stdin
  ((c-lambda () (pointer "FILE") "___return(stdin);")))
```

```
((c-lambda () void
#<<c-lambda-end
  printf( "hello\n" );
  printf( "world\n" );
c-lambda-end
))

(define pack-1-char
  (c-lambda (char)
            nonnull-char-string
#<<c-lambda-end
   char *s = (char *)malloc (2);
   if (s != NULL) { s[0] = ___arg1; s[1] = 0; }
   ___return(s);
   #define ___AT_END if (s != NULL) free (s);
c-lambda-end
))

(define pack-2-chars
  (c-lambda (char char)
            nonnull-char-string
#<<c-lambda-end
   char s[3];
   s[0] = ___arg1;
   s[1] = ___arg2;
   s[2] = 0;
   ___return(s);
c-lambda-end
))
```

16.5 The `c-define` special form

`(c-define (`*variable define-formals*`) (`*type1 ...*`) `*result-type c-name scope body*`)` special form

The `c-define` special form makes it possible to create a C function that will act as a representative of some Scheme procedure. A C function named *c-name* as well as a Scheme procedure bound to the variable *variable* are defined. The parameters of the Scheme procedure are *define-formals* and its body is at the end of the form. The type of each argument of the C function, its result type and *c-name* (which must be a string) are specified after the parameter specification of the Scheme procedure. When the C function *c-name* is called from C, its arguments are converted to their Scheme representation and passed to the Scheme procedure. The result of the Scheme procedure is then converted to its C representation and the C function *c-name* returns it to its caller.

The scope of the C function can be changed with the *scope* parameter, which must be a string. This string is placed immediately before the declaration of the C function. So if *scope* is the string `"static"`, the scope of *c-name* is local to the module it is in, whereas if *scope* is the empty string, *c-name* is visible from other modules.

The `c-define` special form does not return a value. It can only appear at top level.

For example:

```
(c-define (proc x #!optional (y x) #!rest z) (int int char float) int "f" ""
  (write (cons x (cons y z)))
```

```
  (newline)
  (+ x y))

(proc 1 2 #\x 1.5) => 3 and prints (1 2 #\x 1.5)
(proc 1)           => 2 and prints (1 1)

; if f is called from C with the call  f (1, 2, 'x', 1.5)
; the value 3 is returned and (1 2 #\x 1.5) is printed.
; f has to be called with 4 arguments.
```

The `c-define` special form is particularly useful when the driving part of an application is written in C and Scheme procedures are called directly from C. The Scheme part of the application is in a sense a "server" that is providing services to the C part. The Scheme procedures that are to be called from C need to be defined using the `c-define` special form. Before it can be used, the Scheme part must be initialized with a call to the function '`___setup`'. Before the program terminates, it must call the function '`___cleanup`' so that the Scheme part may do final cleanup. A sample application is given in the file '`tests/server.scm`'.

16.6 The `c-define-type` special form

`(c-define-type` *name type* [*c-to-scheme scheme-to-c* [*cleanup*]]`)` special form

This form associates the type identifier *name* to the C type *type*. The *name* must not clash with predefined types (e.g. `char-string`, `ISO-8859-1`, etc.) or with types previously defined with `c-define-type` in the same file. The `c-define-type` special form does not return a value. It can only appear at top level.

If only the two parameters *name* and *type* are supplied then after this definition, the use of *name* in a type specification is synonymous to *type*.

For example:

```
(c-define-type FILE "FILE")
(c-define-type FILE* (pointer FILE))
(c-define-type time-struct-ptr (pointer (struct "tms")))
(define fopen (c-lambda (char-string char-string) FILE* "fopen"))
(define fgetc (c-lambda (FILE*) int "fgetc"))
```

Note that identifiers are not case-sensitive in standard Scheme but it is good programming practice to use a *name* with the same case as in C.

If four or more parameters are supplied, then *type* must be a string naming the C type, *c-to-scheme* and *scheme-to-c* must be strings suffixing the C macros that convert data of that type between C and Scheme. If *cleanup* is supplied it must be a boolean indicating whether it is necessary to perform a cleanup operation (such as freeing memory) when data of that type is converted from Scheme to C (it defaults to `#t`). The cleanup information is used when the C stack is unwound due to a continuation invocation (see Section 16.7 [continuations], page 271). Although it is safe to always specify `#t`, it is more efficient in time and space to specify `#f` because the unwinding mechanism can skip C-interface frames which only contain conversions of data types requiring no cleanup. Two pairs of C macros need to be defined for conversions performed by `c-lambda` forms and two pairs for conversions performed by `c-define` forms:

`___BEGIN_CFUN_`*scheme-to-c*`(___SCMOBJ,` *type*`, int)`

```
___END_CFUN_scheme-to-c(___SCMOBJ, type, int)

___BEGIN_CFUN_c-to-scheme(type, ___SCMOBJ)
___END_CFUN_c-to-scheme(type, ___SCMOBJ)

___BEGIN_SFUN_c-to-scheme(type, ___SCMOBJ, int)
___END_SFUN_c-to-scheme(type, ___SCMOBJ, int)

___BEGIN_SFUN_scheme-to-c(___SCMOBJ, type)
___END_SFUN_scheme-to-c(___SCMOBJ, type)
```

The macros prefixed with ___BEGIN perform the conversion and those prefixed with ___END perform any cleanup necessary (such as freeing memory temporarily allocated for the conversion). The macro ___END_CFUN_*scheme-to-c* must free the result of the conversion if it is memory allocated, and ___END_SFUN_*scheme-to-c* must not (i.e. it is the responsibility of the caller to free the result).

The first parameter of these macros is the C variable that contains the value to be converted, and the second parameter is the C variable in which to store the converted value. The third parameter, when present, is the index (starting at 1) of the parameter of the `c-lambda` or `c-define` form that is being converted (this is useful for reporting precise error information when a conversion is impossible).

To allow for type checking, the first three ___BEGIN macros must expand to an unterminated compound statement prefixed by an `if`, conditional on the absence of type check error:

```
if ((___err = conversion_operation) == ___FIX(___NO_ERR)) {
```

The last ___BEGIN macro must expand to an unterminated compound statement:

```
{ ___err = conversion_operation;
```

If type check errors are impossible then a ___BEGIN macro can simply expand to an unterminated compound statement performing the conversion:

```
{ conversion_operation;
```

The ___END macros must expand to a statement, or to nothing if no cleanup is required, followed by a closing brace (to terminate the compound statement started at the corresponding ___BEGIN macro).

The *conversion_operation* is typically a function call that returns an error code value of type ___SCMOBJ (the error codes are defined in '`gambit.h`', and the error code ___FIX(___UNKNOWN_ERR) is available for generic errors). *conversion_operation* can also set the variable ___errdata of type ___SCMOBJ to a specific Scheme string error message.

Below is a simple example showing how to interface to an 'EBCDIC' character type. Memory allocation is not needed for conversion and type check errors are impossible when converting EBCDIC to Scheme characters, but they are possible when converting from Scheme characters to EBCDIC since Gambit supports Unicode characters.

```
(c-declare #<<c-declare-end

typedef char EBCDIC; /* EBCDIC encoded characters */

void put_char (EBCDIC c) { ... } /* EBCDIC I/O functions */
EBCDIC get_char (void) { ... }
```

```
char EBCDIC_to_ISO_8859_1[256] = { ... }; /* conversion tables */
char ISO_8859_1_to_EBCDIC[256] = { ... };

___SCMOBJ SCMOBJ_to_EBCDIC (___SCMOBJ src, EBCDIC *dst)
{
  int x = ___INT(src); /* convert from Scheme character to int */
  if (x > 255) return ___FIX(___UNKNOWN_ERR);
  *dst = ISO_8859_1_to_EBCDIC[x];
  return ___FIX(___NO_ERR);
}

#define ___BEGIN_CFUN_SCMOBJ_to_EBCDIC(src,dst,i) \
if ((___err = SCMOBJ_to_EBCDIC (src, &dst)) == ___FIX(___NO_ERR)) {
#define ___END_CFUN_SCMOBJ_to_EBCDIC(src,dst,i) }

#define ___BEGIN_CFUN_EBCDIC_to_SCMOBJ(src,dst) \
{ dst = ___CHR(EBCDIC_to_ISO_8859_1[src]);
#define ___END_CFUN_EBCDIC_to_SCMOBJ(src,dst) }

#define ___BEGIN_SFUN_EBCDIC_to_SCMOBJ(src,dst,i) \
{ dst = ___CHR(EBCDIC_to_ISO_8859_1[src]);
#define ___END_SFUN_EBCDIC_to_SCMOBJ(src,dst,i) }

#define ___BEGIN_SFUN_SCMOBJ_to_EBCDIC(src,dst) \
{ ___err = SCMOBJ_to_EBCDIC (src, &dst);
#define ___END_SFUN_SCMOBJ_to_EBCDIC(src,dst) }

c-declare-end
)

(c-define-type EBCDIC "EBCDIC" "EBCDIC_to_SCMOBJ" "SCMOBJ_to_EBCDIC" #f)

(define put-char (c-lambda (EBCDIC) void "put_char"))
(define get-char (c-lambda () EBCDIC "get_char"))

(c-define (write-EBCDIC c) (EBCDIC) void "write_EBCDIC" ""
  (write-char c))

(c-define (read-EBCDIC) () EBCDIC "read_EBCDIC" ""
  (read-char))
```

Below is a more complex example that requires memory allocation when converting from C to Scheme. It is an interface to a 2D '`point`' type which is represented in Scheme by a pair of integers. The conversion of the `x` and `y` components is done by calls to the conversion macros for the `int` type (defined in '`gambit.h`'). Note that no cleanup is necessary when converting from Scheme to C (i.e. the last parameter of the `c-define-type` is `#f`).

```
(c-declare #<<c-declare-end

typedef struct { int x, y; } point;

void line_to (point p) { ... }
point get_mouse (void) { ... }
point add_points (point p1, point p2) { ... }

___SCMOBJ SCMOBJ_to_POINT (___PSD ___SCMOBJ src, point *dst, int arg_num)
{
```

```
  ___SCMOBJ ___err = ___FIX(___NO_ERR);
  if (!___PAIRP(src))
    ___err = ___FIX(___UNKNOWN_ERR);
  else
    {
      ___SCMOBJ car = ___CAR(src);
      ___SCMOBJ cdr = ___CDR(src);
      ___BEGIN_CFUN_SCMOBJ_TO_INT(car,dst->x,arg_num)
      ___BEGIN_CFUN_SCMOBJ_TO_INT(cdr,dst->y,arg_num)
      ___END_CFUN_SCMOBJ_TO_INT(cdr,dst->y,arg_num)
      ___END_CFUN_SCMOBJ_TO_INT(car,dst->x,arg_num)
    }
  return ___err;
}

___SCMOBJ POINT_to_SCMOBJ (___processor_state ___ps, point src, ___SC-
MOBJ *dst, int arg_num)
{
  ___SCMOBJ ___err = ___FIX(___NO_ERR);
  ___SCMOBJ x_scmobj;
  ___SCMOBJ y_scmobj;
  ___BEGIN_SFUN_INT_TO_SCMOBJ(src.x,x_scmobj,arg_num)
  ___BEGIN_SFUN_INT_TO_SCMOBJ(src.y,y_scmobj,arg_num)
  *dst = ___EXT(___make_pair) (___ps, x_scmobj, y_scmobj);
  if (___FIXNUMP(*dst))
    ___err = *dst; /* return allocation error */
  ___END_SFUN_INT_TO_SCMOBJ(src.y,y_scmobj,arg_num)
  ___END_SFUN_INT_TO_SCMOBJ(src.x,x_scmobj,arg_num)
  return ___err;
}

#define ___BEGIN_CFUN_SCMOBJ_to_POINT(src,dst,i) \
if ((___err = SCMOBJ_to_POINT (___PSP src, &dst, i)) == ___FIX(___NO_ERR)) {
#define ___END_CFUN_SCMOBJ_to_POINT(src,dst,i) }

#define ___BEGIN_CFUN_POINT_to_SCMOBJ(src,dst) \
if ((___err = POINT_to_SCMOBJ (___ps, src, &dst, ___RETURN_POS)) == ___FIX(___
#define ___END_CFUN_POINT_to_SCMOBJ(src,dst) \
___EXT(___release_scmobj) (dst); }

#define ___BEGIN_SFUN_POINT_to_SCMOBJ(src,dst,i) \
if ((___err = POINT_to_SCMOBJ (___ps, src, &dst, i)) == ___FIX(___NO_ERR)) {
#define ___END_SFUN_POINT_to_SCMOBJ(src,dst,i) \
___EXT(___release_scmobj) (dst); }

#define ___BEGIN_SFUN_SCMOBJ_to_POINT(src,dst) \
{ ___err = SCMOBJ_to_POINT (___PSP src, &dst, ___RETURN_POS);
#define ___END_SFUN_SCMOBJ_to_POINT(src,dst) }

c-declare-end
)

(c-define-type point "point" "POINT_to_SCMOBJ" "SCMOBJ_to_POINT" #f)

(define line-to (c-lambda (point) void "line_to"))
(define get-mouse (c-lambda () point "get_mouse"))
(define add-points (c-lambda (point point) point "add_points"))
```

```
(c-define (write-point p) (point) void "write_point" ""
  (write p))

(c-define (read-point) () point "read_point" ""
  (read))
```

Note that the pair is allocated using the ___make_pair runtime library function. The prototype of this function is

```
___SCMOBJ ___make_pair(___processor_state ___ps, ___SCMOBJ car, ___SC-
MOBJ cdr);
```

The fields of the pair are initialized to the car and cdr parameters. The ___ps parameter indicates how the pair is allocated. A NULL ___ps parameter will allocate the pair permanently (i.e. the pair will only be deallocated when ___cleanup is called). Otherwise a "still" object is allocated and the ___ps parameter indicates the processor in whose heap the object is allocated (this is to support multithreaded execution). Still objects are reference counted and initially have a reference count equal to 1. The call to ___release_scmobj in the macros ___END_CFUN_POINT_to_SCMOBJ and ___END_SFUN_POINT_to_SCMOBJ decrement this reference count. A still object whose reference count is zero will be deallocated when a garbage collection is performed and there are no references to it from the Scheme world. Note that the use of the ___PSD macro in the parameter list of SCMOBJ_to_POINT and the ___PSP macro in the calls of SCMOBJ_to_POINT, are necessary to propagate the current processor state to that function.

An example that requires memory allocation when converting from C to Scheme and Scheme to C is shown below. It is an interface to a "null-terminated array of strings" type which is represented in Scheme by a list of strings. Note that some cleanup is necessary when converting from Scheme to C.

```
(c-declare #<<c-declare-end

#include <stdlib.h>
#include <unistd.h>

extern char **environ;

char **get_environ (void) { return environ; }

void free_strings (char **strings)
{
  char **ptr = strings;
  while (*ptr != NULL)
    {
      ___EXT(___release_string) (*ptr);
      ptr++;
    }
  free (strings);
}

___SCMOBJ SCMOBJ_to_STRINGS (___PSD ___SCMOBJ src, char ***dst, int arg_num)
{
  /*
   * Src is a list of Scheme strings.  Dst will be a null terminated
   * array of C strings.
   */
```

```
int i;
___SCMOBJ lst = src;
int len = 4; /* start with a small result array */
char **result = (char**) malloc (len * sizeof (char*));

if (result == NULL)
  return ___FIX(___HEAP_OVERFLOW_ERR);

i = 0;
result[i] = NULL; /* always keep array null terminated */

while (___PAIRP(lst))
  {
    ___SCMOBJ scm_str = ___CAR(lst);
    char *c_str;
    ___SCMOBJ ___err;

    if (i >= len-1) /* need to grow the result array? */
      {
        char **new_result;
        int j;

        len = len * 3 / 2;
        new_result = (char**) malloc (len * sizeof (char*));
        if (new_result == NULL)
          {
            free_strings (result);
            return ___FIX(___HEAP_OVERFLOW_ERR);
          }
        for (j=i; j>=0; j--)
          new_result[j] = result[j];
        free (result);
        result = new_result;
      }

    ___err = ___EXT(___SCMOBJ_to_CHARSTRING) (___PSP scm_str, &c_str, arg_nu

    if (___err != ___FIX(___NO_ERR))
      {
        free_strings (result);
        return ___err;
      }

    result[i++] = c_str;
    result[i] = NULL;
    lst = ___CDR(lst);
  }

if (!___NULLP(lst))
  {
    free_strings (result);
    return ___FIX(___UNKNOWN_ERR);
  }

/*
 * Note that the caller is responsible for calling free_strings
 * when it is done with the result.
```

```
   */

  *dst = result;
  return ___FIX(___NO_ERR);
}

___SCMOBJ STRINGS_to_SCMOBJ (___processor_state ___ps, char **src, ___SC-
MOBJ *dst, int arg_num)
{
  ___SCMOBJ ___err = ___FIX(___NO_ERR);
  ___SCMOBJ result = ___NUL; /* start with the empty list */
  int i = 0;

  while (src[i] != NULL)
    i++;

  /* build the list of strings starting at the tail */

  while (--i >= 0)
    {
      ___SCMOBJ scm_str;
      ___SCMOBJ new_result;

      /*
       * Invariant: result is either the empty list or a ___STILL pair
       * with reference count equal to 1.  This is important because
       * it is possible that ___CHARSTRING_to_SCMOBJ and ___make_pair
       * will invoke the garbage collector and we don't want the
       * reference in result to become invalid (which would be the
       * case if result was a ___MOVABLE pair or if it had a zero
       * reference count).
       */

      ___err = ___EXT(___CHARSTRING_to_SCMOBJ) (___ps, src[i], &scm_str, arg_n

      if (___err != ___FIX(___NO_ERR))
        {
          ___EXT(___release_scmobj) (result); /* allow GC to re-
claim result */
          return ___FIX(___UNKNOWN_ERR);
        }

      /*
       * Note that scm_str will be a ___STILL object with reference
       * count equal to 1, so there is no risk that it will be
       * reclaimed or moved if ___make_pair invokes the garbage
       * collector.
       */

      new_result = ___EXT(___make_pair) (___ps, scm_str, result);

      /*
       * We can zero the reference count of scm_str and result (if
       * not the empty list) because the pair now references these
       * objects and the pair is reachable (it can't be reclaimed
       * or moved by the garbage collector).
       */
```

```
      ___EXT(___release_scmobj) (scm_str);
      ___EXT(___release_scmobj) (result);

      result = new_result;

      if (___FIXNUMP(result))
        return result; /* allocation failed */
    }

  /*
   * Note that result is either the empty list or a ___STILL pair
   * with a reference count equal to 1.  There will be a call to
   * ___release_scmobj later on (in ___END_CFUN_STRINGS_to_SCMOBJ
   * or ___END_SFUN_STRINGS_to_SCMOBJ) that will allow the garbage
   * collector to reclaim the whole list of strings when the Scheme
   * world no longer references it.
   */

  *dst = result;
  return ___FIX(___NO_ERR);
}

#define ___BEGIN_CFUN_SCMOBJ_to_STRINGS(src,dst,i) \
if ((___err = SCMOBJ_to_STRINGS (___PSP src, &dst, i)) == ___FIX(___NO_ERR)) {
#define ___END_CFUN_SCMOBJ_to_STRINGS(src,dst,i) \
free_strings (dst); }

#define ___BEGIN_CFUN_STRINGS_to_SCMOBJ(src,dst) \
if ((___err = STRINGS_to_SCMOBJ (___ps, src, &dst, ___RETURN_POS)) == ___FIX(_
#define ___END_CFUN_STRINGS_to_SCMOBJ(src,dst) \
___EXT(___release_scmobj) (dst); }

#define ___BEGIN_SFUN_STRINGS_to_SCMOBJ(src,dst,i) \
if ((___err = STRINGS_to_SCMOBJ (___ps, src, &dst, i)) == ___FIX(___NO_ERR)) {
#define ___END_SFUN_STRINGS_to_SCMOBJ(src,dst,i) \
___EXT(___release_scmobj) (dst); }

#define ___BEGIN_SFUN_SCMOBJ_to_STRINGS(src,dst) \
{ ___err = SCMOBJ_to_STRINGS (___PSP src, &dst, ___RETURN_POS);
#define ___END_SFUN_SCMOBJ_to_STRINGS(src,dst) }

c-declare-end
)

(c-define-type char** "char**" "STRINGS_to_SCMOBJ" "SCMOBJ_to_STRINGS" #t)

(define execv (c-lambda (char-string char**) int "execv"))
(define get-environ (c-lambda () char** "get_environ"))

(c-define (write-strings x) (char**) void "write_strings" ""
  (write x))

(c-define (read-strings) () char** "read_strings" ""
  (read))
```

16.7 Continuations, the C-interface and threads

The C-interface allows C to Scheme calls to be nested. This means that during a call from C to Scheme another call from C to Scheme can be performed. This case occurs in the following program:

```
(c-declare #<<c-declare-end

int p (char *); /* forward declarations */
int q (void);

int a (char *x) { return 2 * p (x+1); }
int b (short y) { return y + q (); }

c-declare-end
)

(define a (c-lambda (char-string) int "a"))
(define b (c-lambda (short) int "b"))

(c-define (p z) (char-string) int "p" ""
  (+ (b 10) (string-length z)))

(c-define (q) () int "q" ""
  123)

(write (a "hello"))
```

In this example, the main Scheme program calls the C function ‘`a`’ which calls the Scheme procedure ‘`p`’ which in turn calls the C function ‘`b`’ which finally calls the Scheme procedure ‘`q`’.

Gambit maintains the Scheme continuation separately from the C stack, thus allowing the Scheme continuation to be unwound independently from the C stack. The C stack frame created for the C function ‘`f`’ is only removed from the C stack when control returns from ‘`f`’ or when control returns to a C function “above” ‘`f`’. Special care is required for programs which escape to Scheme (using first-class continuations) from a Scheme to C (to Scheme) call because the C stack frame will remain on the stack. The C stack may overflow if this happens in a loop with no intervening return to a C function. To avoid this problem make sure the C stack gets cleaned up by executing a normal return from a Scheme to C call.

This approach to manage Scheme to C to Scheme calls may cause problems when used with Scheme threads because context switching is implemented with continuations. If a Scheme thread T1 is in the middle of a Scheme to C to Scheme call and a second thread T2 does a Scheme to C to Scheme call and there is a Scheme thread context switch back to T1 which completes its call, the C stack frames of T2 will get removed, preventing T2 (when it gets resumed) to complete its call correctly. This situation can be avoided by having only one Scheme thread that does Scheme to C to Scheme calls. Other Scheme threads are limited to simple Scheme to C calls that don’t call back to Scheme.

17 System limitations

- On some systems floating point overflows will cause the program to terminate with a floating point exception.
- On some systems floating point operations involving '`+nan.0`' '`+inf.0`', '`-inf.0`', or '`-0.`' do not return the value required by the IEEE 754 floating point standard.
- The maximum number of arguments that can be passed to a procedure by the `apply` procedure is 8192.

18 Copyright and license

The Gambit system release v4.9.8 is Copyright © 1994-2026 by Marc Feeley, all rights reserved. The Gambit system release v4.9.8 is licensed under two licenses: the Apache License, Version 2.0, and the GNU LESSER GENERAL PUBLIC LICENSE, Version 2.1. You have the option to choose which of these two licenses to abide by. The licenses are copied below.

Apache License
Version 2.0, January 2004
http://www.apache.org/licenses/

TERMS AND CONDITIONS FOR USE, REPRODUCTION, AND DISTRIBUTION

1. Definitions.

"License" shall mean the terms and conditions for use, reproduction, and distribution as defined by Sections 1 through 9 of this document.

"Licensor" shall mean the copyright owner or entity authorized by the copyright owner that is granting the License.

"Legal Entity" shall mean the union of the acting entity and all other entities that control, are controlled by, or are under common control with that entity. For the purposes of this definition, "control" means (i) the power, direct or indirect, to cause the direction or management of such entity, whether by contract or otherwise, or (ii) ownership of fifty percent (50%) or more of the outstanding shares, or (iii) beneficial ownership of such entity.

"You" (or "Your") shall mean an individual or Legal Entity exercising permissions granted by this License.

"Source" form shall mean the preferred form for making modifications, including but not limited to software source code, documentation source, and configuration files.

"Object" form shall mean any form resulting from mechanical transformation or translation of a Source form, including but not limited to compiled object code, generated documentation, and conversions to other media types.

"Work" shall mean the work of authorship, whether in Source or Object form, made available under the License, as indicated by a copyright notice that is included in or attached to the work (an example is provided in the Appendix below).

"Derivative Works" shall mean any work, whether in Source or Object form, that is based on (or derived from) the Work and for which the editorial revisions, annotations, elaborations, or other modifications represent, as a whole, an original work of authorship. For the purposes of this License, Derivative Works shall not include works that remain separable from, or merely link (or bind by name) to the interfaces of, the Work and Derivative Works thereof.

"Contribution" shall mean any work of authorship, including the original version of the Work and any modifications or additions to that Work or Derivative Works thereof, that is intentionally submitted to Licensor for inclusion in the Work by the copyright owner or by an individual or Legal Entity authorized to submit on behalf of the copyright owner. For the purposes of this definition, "submitted" means any form of electronic, verbal, or written communication sent to the Licensor or its representatives, including but not limited to communication on electronic mailing lists, source code control systems, and issue tracking systems that are managed by, or on behalf of, the

Licensor for the purpose of discussing and improving the Work, but excluding communication that is conspicuously marked or otherwise designated in writing by the copyright owner as "Not a Contribution."

"Contributor" shall mean Licensor and any individual or Legal Entity on behalf of whom a Contribution has been received by Licensor and subsequently incorporated within the Work.

2. Grant of Copyright License. Subject to the terms and conditions of this License, each Contributor hereby grants to You a perpetual, worldwide, non-exclusive, no-charge, royalty-free, irrevocable copyright license to reproduce, prepare Derivative Works of, publicly display, publicly perform, sublicense, and distribute the Work and such Derivative Works in Source or Object form.

3. Grant of Patent License. Subject to the terms and conditions of this License, each Contributor hereby grants to You a perpetual, worldwide, non-exclusive, no-charge, royalty-free, irrevocable (except as stated in this section) patent license to make, have made, use, offer to sell, sell, import, and otherwise transfer the Work, where such license applies only to those patent claims licensable by such Contributor that are necessarily infringed by their Contribution(s) alone or by combination of their Contribution(s) with the Work to which such Contribution(s) was submitted. If You institute patent litigation against any entity (including a cross-claim or counterclaim in a lawsuit) alleging that the Work or a Contribution incorporated within the Work constitutes direct or contributory patent infringement, then any patent licenses granted to You under this License for that Work shall terminate as of the date such litigation is filed.

4. Redistribution. You may reproduce and distribute copies of the Work or Derivative Works thereof in any medium, with or without modifications, and in Source or Object form, provided that You meet the following conditions:

   (a) You must give any other recipients of the Work or Derivative Works a copy of this License; and

   (b) You must cause any modified files to carry prominent notices stating that You changed the files; and

   (c) You must retain, in the Source form of any Derivative Works that You distribute, all copyright, patent, trademark, and attribution notices from the Source form of the Work, excluding those notices that do not pertain to any part of the Derivative Works; and

   (d) If the Work includes a "NOTICE" text file as part of its distribution, then any Derivative Works that You distribute must include a readable copy of the attribution notices contained within such NOTICE file, excluding those notices that do not pertain to any part of the Derivative Works, in at least one of the following places: within a NOTICE text file distributed as part of the Derivative Works; within the Source form or documentation, if provided along with the Derivative Works; or, within a display generated by the Derivative Works, if and wherever such third-party notices normally appear. The contents

of the NOTICE file are for informational purposes only and do not modify the License. You may add Your own attribution notices within Derivative Works that You distribute, alongside or as an addendum to the NOTICE text from the Work, provided that such additional attribution notices cannot be construed as modifying the License.

You may add Your own copyright statement to Your modifications and may provide additional or different license terms and conditions for use, reproduction, or distribution of Your modifications, or for any such Derivative Works as a whole, provided Your use, reproduction, and distribution of the Work otherwise complies with the conditions stated in this License.

5. Submission of Contributions. Unless You explicitly state otherwise, any Contribution intentionally submitted for inclusion in the Work by You to the Licensor shall be under the terms and conditions of this License, without any additional terms or conditions. Notwithstanding the above, nothing herein shall supersede or modify the terms of any separate license agreement you may have executed with Licensor regarding such Contributions.

6. Trademarks. This License does not grant permission to use the trade names, trademarks, service marks, or product names of the Licensor, except as required for reasonable and customary use in describing the origin of the Work and reproducing the content of the NOTICE file.

7. Disclaimer of Warranty. Unless required by applicable law or agreed to in writing, Licensor provides the Work (and each Contributor provides its Contributions) on an "AS IS" BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied, including, without limitation, any warranties or conditions of TITLE, NON-INFRINGEMENT, MERCHANTABILITY, or FITNESS FOR A PARTICULAR PURPOSE. You are solely responsible for determining the appropriateness of using or redistributing the Work and assume any risks associated with Your exercise of permissions under this License.

8. Limitation of Liability. In no event and under no legal theory, whether in tort (including negligence), contract, or otherwise, unless required by applicable law (such as deliberate and grossly negligent acts) or agreed to in writing, shall any Contributor be liable to You for damages, including any direct, indirect, special, incidental, or consequential damages of any character arising as a result of this License or out of the use or inability to use the Work (including but not limited to damages for loss of goodwill, work stoppage, computer failure or malfunction, or any and all other commercial damages or losses), even if such Contributor has been advised of the possibility of such damages.

9. Accepting Warranty or Additional Liability. While redistributing the Work or Derivative Works thereof, You may choose to offer, and charge a fee for, acceptance of support, warranty, indemnity, or other liability obligations and/or rights consistent with this License. However, in accepting such obligations, You may act only on Your own behalf and on Your sole responsibility, not on behalf of any other Contributor, and only if You agree to indemnify, defend, and hold each Contributor harmless for any liability incurred by, or claims asserted against, such Contributor by reason

of your accepting any such warranty or additional liability.

END OF TERMS AND CONDITIONS

APPENDIX: How to apply the Apache License to your work.

To apply the Apache License to your work, attach the following boilerplate notice, with the fields enclosed by brackets "[]" replaced with your own identifying information. (Don't include the brackets!) The text should be enclosed in the appropriate comment syntax for the file format. We also recommend that a file or class name and description of purpose be included on the same "printed page" as the copyright notice for easier identification within third-party archives.

Copyright [yyyy] [name of copyright owner]

Licensed under the Apache License, Version 2.0 (the "License");
you may not use this file except in compliance with the License.
You may obtain a copy of the License at

http://www.apache.org/licenses/LICENSE-2.0

Unless required by applicable law or agreed to in writing, software
distributed under the License is distributed on an "AS IS" BASIS,
WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
See the License for the specific language governing permissions and
limitations under the License.

GNU LESSER GENERAL PUBLIC LICENSE
Version 2.1, February 1999

Copyright (C) 1991, 1999 Free Software Foundation, Inc.
51 Franklin St, Fifth Floor, Boston, MA 02110-1301 USA
Everyone is permitted to copy and distribute verbatim copies
of this license document, but changing it is not allowed.

[This is the first released version of the Lesser GPL. It also counts as the successor of the GNU Library Public License, version 2, hence the version number 2.1.]

Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public Licenses are intended to guarantee your freedom to share and change free software--to make sure the software is free for all its users.

This license, the Lesser General Public License, applies to some specially designated software packages--typically libraries--of the Free Software Foundation and other authors who decide to use it. You can use it too, but we suggest you first think carefully about whether this license or the ordinary General Public License is the better strategy to use in any particular case, based on the explanations below.

When we speak of free software, we are referring to freedom of use, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish); that you receive source code or can get it if you want it; that you can change the software and use pieces of it in new free programs; and that you are informed that you can do these things.

To protect your rights, we need to make restrictions that forbid distributors to deny you these rights or to ask you to surrender these rights. These restrictions translate to certain responsibilities for you if you distribute copies of the library or if you modify it.

For example, if you distribute copies of the library, whether gratis or for a fee, you must give the recipients all the rights that we gave you. You must make sure that they, too, receive or can get the source code. If you link other code with the library, you must provide complete object files to the recipients, so that they can relink them with the library after making changes to the library and recompiling it. And you must show them these terms so they know their rights.

We protect your rights with a two-step method: (1) we copyright the library, and (2) we offer you this license, which gives you legal permission to copy, distribute and/or modify the library.

To protect each distributor, we want to make it very clear that there is no warranty for the free library. Also, if the library is modified by someone else and passed on, the recipients should know that what they have is not the original version, so that the original author's reputation will not be affected by problems that might be introduced by others.

Finally, software patents pose a constant threat to the existence of any free program. We wish to make sure that a company cannot effectively restrict the users of a free program by obtaining a restrictive license from a patent holder. Therefore, we insist that any patent license obtained for a version of the library must be consistent with the full freedom of use specified in this license.

Most GNU software, including some libraries, is covered by the ordinary GNU General Public License. This license, the GNU Lesser General Public License, applies to certain designated libraries, and is quite different from the ordinary General Public License. We use this license for certain libraries in order to permit linking those libraries into non-free programs.

When a program is linked with a library, whether statically or using a shared library, the combination of the two is legally speaking a combined work, a derivative of the original library. The ordinary General Public License therefore permits such linking only if the entire combination fits its criteria of freedom. The Lesser General Public License permits more lax criteria for linking other code with the library.

We call this license the "Lesser" General Public License because it does Less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

Although the Lesser General Public License is Less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, whereas the latter must be combined with the library in order to run.

GNU LESSER GENERAL PUBLIC LICENSE
TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

0. This License Agreement applies to any software library or other program which contains a notice placed by the copyright holder or other authorized party saying it may be distributed under the terms of this Lesser General Public License (also called "this License"). Each licensee is addressed as "you".

A "library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term "modification".)

"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for writing it). Whether that is true depends on what the Library does and what the program that uses the Library does.

1. You may copy and distribute verbatim copies of the Library's complete source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and distribute a copy of this License along with the Library.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

a) The modified work must itself be a software library.

b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.

c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.

d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

In addition, mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may opt to apply the terms of the ordinary GNU General Public License instead of this License to a given copy of the Library. To do this, you must alter all the notices that refer to this License, so that they refer to the ordinary GNU General Public License, version 2, instead of to this License. (If a newer version than version 2 of the ordinary GNU General Public License has appeared, then you can specify that version instead if you wish.) Do not make any other change in these notices.

Once this change is made in a given copy, it is irreversible for that copy, so the ordinary GNU General Public License applies to all subsequent copies and derivative works made from that copy.

This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally

accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

7. You may place library facilities that are a work based on the Library side-by-side in a single library together with other library facilities not covered by this License, and distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise permitted, and provided that you do these two things:

a) Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities. This must be distributed under the terms of the Sections above.

b) Give prominent notice with the combined library of the fact that part of it is a work based on the Library, and explaining where to find the accompanying uncombined form of the same work.

8. You may not copy, modify, sublicense, link with, or distribute the Library except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense, link with, or distribute the Library is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

9. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Library or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Library (or any work based on the Library), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Library or works based on it.

10. Each time you redistribute the Library (or any work based on the Library), the recipient automatically receives a license from the original licensor to copy, distribute, link with or modify the Library subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties with this License.

11. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Library at all. For example, if a patent license would not permit royalty-free redistribution of the Library by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Library.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply, and the section as a whole is intended to apply in other circumstances.

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

12. If the distribution and/or use of the Library is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Library under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.

13. The Free Software Foundation may publish revised and/or new versions of the Lesser General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Library specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Library does not specify a license version number, you may choose any version ever published by the Free Software Foundation.

14. If you wish to incorporate parts of the Library into other free programs whose distribution conditions are incompatible with these, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

NO WARRANTY

15. BECAUSE THE LIBRARY IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE LIBRARY, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE LIBRARY "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE LIBRARY IS WITH YOU. SHOULD THE LIBRARY PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

16. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE LIBRARY AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE LIBRARY (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE LIBRARY TO OPERATE WITH ANY OTHER SOFTWARE), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

END OF TERMS AND CONDITIONS

How to Apply These Terms to Your New Libraries

If you develop a new library, and you want it to be of the greatest possible use to the public, we recommend making it free software that everyone can redistribute and change. You can do so by permitting redistribution under these terms (or, alternatively, under the terms of the ordinary General Public License).

To apply these terms, attach the following notices to the library. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

> <one line to give the library's name and a brief idea of what it does.>
> Copyright (C) <year> <name of author>
>
> This library is free software; you can redistribute it and/or modify it under the terms of the GNU Lesser General Public License as published by the Free Software Foundation; either version 2.1 of the License, or (at your option) any later version.
>
> This library is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU Lesser General Public License for more details.
>
> You should have received a copy of the GNU Lesser General Public License along with this library; if not, write to the Free Software Foundation, Inc., 51 Franklin St, Fifth Floor, Boston, MA 02110-1301 USA

Also add information on how to contact you by electronic and paper mail.

You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the library, if necessary. Here is a sample; alter the names:

> Yoyodyne, Inc., hereby disclaims all copyright interest in the library 'Frob' (a library for tweaking knobs) written by James Random Hacker.
>
> <signature of Ty Coon>, 1 April 1990
> Ty Coon, President of Vice

That's all there is to it!

General index

#

..... 39
..... 39
##import 85
##include 83
##namespace 85

+

+z 23

,

,(b *expr*) 35
,(be *expr*) 35
,(bed *expr*) 35
,(c *expr*) 33
,(e *expr*) 35
,(ed *expr*) 36
,(h *subject*) 33
,(st *expr*) 36
,(v *expr*) 36
,+ 34
,++ 34
,- 34
,-- 34
,? 33
,b 34
,be 35
,bed 35
,c 33
,d 33
,e 35
,ed 35
,h 33
,help 33
,i 35
,l 34
,*N* 34
,*N*+ 34
,*N*- 34
,q 33
,qt 33
,s 33
,st 36
,t 33
,y 34

-

- 3, 4, 15
-:+*ARGUMENT* 29
-:, ... 31
-:-[*IO*...] 29
-:~~*NAME=DIRECTORY* 29
-:0[*IO*...] 29
-:1[*IO*...] 29
-:2[*IO*...] 29
-:add-arg=*ARGUMENT* 29
-:ask-install=*WHEN* 31
-:d 28
-:d$[*INTF*][:*PORT*] 29
-:d+ 29
-:d- 29
-:d@[*HOST*][:*PORT*] 29
-:da 28
-:db*LEVEL* 29
-:dc 29
-:dD 28
-:debug 28
-:debug=$[*INTF*][:*PORT*] 29
-:debug=+ 29
-:debug=- 29
-:debug=@[*HOST*][:*PORT*] 29
-:debug=a 28
-:debug=b*LEVEL* 29
-:debug=c 29
-:debug=D 28
-:debug=h*LEVEL* 29
-:debug=*LEVEL* 28
-:debug=p 28
-:debug=q 28
-:debug=Q 28
-:debug=r 28
-:debug=R 28
-:debug=s 28
-:dh*LEVEL* 29
-:d*LEVEL* 28
-:dp 28
-:dq 28
-:dQ 28
-:dr 28
-:dR 28
-:ds 28
-:f[*IO*...] 29
-:file-settings=[*IO*...] 29
-:gambit 28
-:h*SIZE* 28
-:i[*IO*...] 29
-:io-settings=[*IO*...] 29
-:live-ratio=*RATIO* 28
-:l*RATIO* 28
-:max-heap=*SIZE* 28
-:min-heap=*SIZE* 28
-:m*SIZE* 28
-:r5rs 28
-:r7rs 28
-:s 28, 61
-:search[=*DIR*] 30

-:stdio-settings=[IO...] 29
-:S 28
-:t[IO...] 29
-:terminal-settings=[IO...] 29
-:whitelist[=SOURCE] 30
->char-set 77
-c 15
-call_shared 23
-cc 13
-cc-options 13
-cfg 14
-compactness level 16
-D___DYNAMIC 19
-D___LIBRARY 22
-D___PRIMAL 22
-D___SHARED 22
-D___SINGLE_HOST 22
-debug 14, 65
-debug-environments 14, 66
-debug-location 14, 66
-debug-source 14, 66
-dg 14
-dynamic 15
-e 3, 4, 15
-exe 11, 15
-expansion 14
-f 3, 10
-flat 15
-fpic 23
-fPIC 23
-gvm 14
-G 23
-h 3, 10
-help 3, 10
-i 3, 10, 13
-I/usr/local/Gambit/include 22
-install 3, 5, 99
-keep-temp 15
-Kpic 23
-KPIC 23
-l base 15
-L/usr/local/Gambit/lib 22
-ld-options 13
-ld-options-prelude 13
-link 11, 15
-nb-arg-regs n 16
-nb-gvm-regs n 15
-nopreload 15
-o output 15
-obj 15
-O 22
-pic 23
-pkg-config 14
-pkg-config-path 14
-postlude 13
-preload 15
-prelude 13
-rdynamic 23
-report 14
-shared 23
-target 13
-track-scheme 14
-uninstall 3, 5, 99
-update 3
-upgrade 5, 99
-v 3, 10
-verbose 14
-warnings 14

.

.c 10
.js 10
.scm 10
.six 10
.sld 10

<

< 102
<= 102

=

= 102

>

> 102
>= 102

^

^C 28, 32
^D 32

_

___cleanup 264
___setup 264

|

|six.x,y| 80
|six.x\|=y| 81
|six.x\|\|y| 81
|six.x\|y| 81

~

~ 177
~~ 177
~username 177

A

abandoned-mutex-exception? 161
abort 157
absolute path 177, 178
acosh 78
address-info-family 194
address-info-protocol 194
address-info-socket-info 194
address-info-socket-type 194
address-info? 194
address-infos 193
all-bits-set? 107
allocation-limit 64
any 76
any-bit-set? 79
any-bits-set? 106
append! 76
append-reverse 76
append-reverse! 76
apropos 38
arithmetic-shift 103
asinh 78
atanh 78

B

balanced-quotient 115
balanced-remainder 115
balanced/ 115
bit-count 105
bit-field 79
bit-field-any? 79
bit-field-clear 79
bit-field-every? 79
bit-field-replace 79
bit-field-replace-same 79
bit-field-reverse 79
bit-field-rotate 79
bit-field-set 79
bit-set? 106
bit-swap 79
bits 78
bits->list 78
bits->vector 78
bitwise-and 103
bitwise-andc1 103
bitwise-andc2 104
bitwise-eqv 104
bitwise-fold 79
bitwise-for-each 79
bitwise-if 79
bitwise-ior 104
bitwise-merge 103
bitwise-nand 104
bitwise-nor 104
bitwise-not 105
bitwise-orc1 105
bitwise-orc2 105
bitwise-unfold 79
bitwise-xor 105
block 64
box 58
box? 58
boxes 58
break 42

C

c-declare 260
c-define 263
c-define-type 264
c-initialize 261
c-lambda 261
call-with-current-continuation ... 48
call-with-input-file 211
call-with-input-process 213
call-with-input-string 229
call-with-input-u8vector 230
call-with-input-vector 226
call-with-output-file 211
call-with-output-process 213
call-with-output-string 229
call-with-output-u8vector 230
call-with-output-vector 226
call/cc 48
car+cdr 75
case-lambda 75
ceiling-quotient 115
ceiling-remainder 115
ceiling/ 115
central installation directory 177
cfun-conversion-exception-arguments 164
cfun-conversion-exception-code .. 164
cfun-conversion-exception-message 164
cfun-conversion-exception-procedure 164
cfun-conversion-exception? 164
char->integer 115
char-ci<=? 116
char-ci<? 116
char-ci=? 116
char-ci>=? 116
char-ci>? 116
char-set 77
char-set->list 78
char-set->string 78
char-set-adjoin 78
char-set-adjoin! 78
char-set-any 78
char-set-complement 78
char-set-complement! 78
char-set-contains? 78
char-set-copy 77
char-set-count 77

char-set-cursor ... 77
char-set-cursor-next ... 77
char-set-delete ... 78
char-set-delete! ... 78
char-set-diff+intersection ... 78
char-set-diff+intersection! ... 78
char-set-difference ... 78
char-set-difference! ... 78
char-set-every ... 78
char-set-filter ... 77
char-set-filter! ... 77
char-set-fold ... 77
char-set-for-each ... 77
char-set-hash ... 77
char-set-intersection ... 78
char-set-intersection! ... 78
char-set-map ... 77
char-set-ref ... 77
char-set-size ... 77
char-set-unfold ... 77
char-set-unfold! ... 77
char-set-union ... 78
char-set-union! ... 78
char-set-xor ... 78
char-set-xor! ... 78
char-set<= ... 77
char-set= ... 77
char-set? ... 77
char<=? ... 116
char<? ... 116
char=? ... 116
char>=? ... 116
char>? ... 116
circular-list ... 76
circular-list? ... 75
clear-bit-field ... 107
close-input-port ... 202
close-output-port ... 202
close-port ... 202
command-args ... 73
command-line ... 7, 183
command-name ... 73
compilation-target ... 62
compile-file ... 23
compile-file-to-target ... 23
compiler ... 10
compiler options ... 11
concatenate ... 76
concatenate! ... 76
cond-expand ... 63
condition-variable-broadcast! ... 150
condition-variable-name ... 148
condition-variable-signal! ... 149
condition-variable-specific ... 148
condition-variable-specific-set! ... 148
condition-variable? ... 148
configure-command-string ... 74
conjugate ... 78
cons* ... 76
console-port ... 73
constant-fold ... 65
continuation-capture ... 68
continuation-graft ... 69
continuation-return ... 69
continuation? ... 68
continuations ... 272
copy-bit ... 79
copy-bit-field ... 107
copy-file ... 181
cosh ... 78
count ... 77
cpu-time ... 184
create-directory ... 180
create-fifo ... 180
create-link ... 181
create-symbolic-link ... 181
create-temporary-directory ... 180
current exception-handler ... 155
current working directory ... 177
current-directory ... 177
current-error-port ... 230
current-exception-handler ... 155
current-input-port ... 230
current-jiffy ... 73
current-output-port ... 230
current-processor ... 72
current-readtable ... 230
current-second ... 73
current-thread ... 137
current-time ... 184
current-user-interrupt-handler ... 73

D

datum->syntax ... 75
datum-parsing-exception-kind ... 167
datum-parsing-exception-parameters ... 167
datum-parsing-exception-readenv ... 167
datum-parsing-exception? ... 167
dead-end ... 74
deadlock-exception? ... 161
debug ... 14, 65
debug-environments ... 14, 66
debug-location ... 14, 66
debug-source ... 14, 66
declare ... 64
default-random-source ... 111
default-user-interrupt-handler ... 73
defer-user-interrupts ... 73
define ... 48
define-cond-expand-feature ... 63
define-library ... 95
define-macro ... 61

define-module-alias 75
define-record-type 74
define-structure 133
define-syntax 61
define-type 74
define-type-of-thread 72
define-values 75
delete 76
delete! 76
delete-directory 181
delete-file 181
delete-file-or-directory 181
deserialization 121, 235
directory-files 181
display-continuation-backtrace ... 70
display-continuation-dynamic-environment 70
display-continuation-environment 70
display-exception 70
display-exception-in-context 70
display-procedure-environment 70
divide-by-zero-exception-arguments 172
divide-by-zero-exception-procedure 172
divide-by-zero-exception? 172
dotted-list? 75
drop 76
drop-right 76
drop-right! 76

E

eighth 75
Emacs 46
end-of-char-set? 77
eq?-hash 124
equal?-hash 124
eqv?-hash 124
err-code->string 73
error 176
error-exception-message 176
error-exception-parameters 176
error-exception? 176
euclidean-quotient 115
euclidean-remainder 115
euclidean/ 115
eval 60
every 76
every-bit-set? 79
executable-path 183
exit 182
expression-parsing-exception-kind 168
expression-parsing-exception-parameters 168
expression-parsing-exception-source 168
expression-parsing-exception? ... 168
extended-bindings 65
extract-bit-field 107

F

f32vector 120
f32vector->list 120
f32vector-append 120
f32vector-concatenate 120
f32vector-copy 120
f32vector-copy! 120
f32vector-fill! 120
f32vector-length 120
f32vector-ref 120
f32vector-set 120
f32vector-set! 120
f32vector-shrink! 121
f32vector-swap! 120
f32vector? 120
f64vector 121
f64vector->list 121
f64vector-append 121
f64vector-concatenate 121
f64vector-copy 121
f64vector-copy! 121
f64vector-fill! 121
f64vector-length 121
f64vector-ref 121
f64vector-set 121
f64vector-set! 121
f64vector-shrink! 121
f64vector-swap! 121
f64vector? 121
FFI 252
fifth 75
file names 177
file-attributes 188
file-creation-time 188
file-device 188
file-exists-exception-arguments 159
file-exists-exception-procedure 159
file-exists-exception? 159
file-exists? 185
file-group 188
file-info 186
file-info-attributes 188
file-info-creation-time 188
file-info-device 187
file-info-group 187
file-info-inode 187
file-info-last-access-time 188
file-info-last-change-time 188

file-info-last-modification-time 188
file-info-mode 187
file-info-number-of-links 187
file-info-owner 187
file-info-size 188
file-info-type 186
file-info? 186
file-inode 188
file-last-access-and-modification-times-set! 189
file-last-access-time 188
file-last-change-time 188
file-last-modification-time 188
file-mode 188
file-number-of-links 188
file-owner 188
file-size 188
file-type 188
file.c 10
file.js 10
file.scm 10
file.six 10
file.sld 10
filter 75
filter! 75
finite? 78
first 75
first-set-bit 107
fixnum 68
fixnum->flonum 110
fixnum-overflow-exception-arguments 109
fixnum-overflow-exception-procedure 109
fixnum-overflow-exception? 109
fixnum? 108
fl* 110
fl+ 110
fl+* 111
fl- 110
fl/ 110
fl< 110
fl<= 110
fl= 110
fl> 110
fl>= 110
flabs 110
flacos 110
flacosh 111
flasin 110
flasinh 111
flatan 110
flatanh 111
flceiling 110
flcos 110
flcosh 111
fldenominator 110
fleven? 110
flexp 110
flexpm1 111
flexpt 110
flfinite? 110
flfloor 110
flhypot 110
flilogb 111
flinfinite? 110
flinteger? 110
fllog 110
fllog1p 111
flmax 110
flmin 110
flnan? 110
flnegative? 110
flnumerator 111
floating point overflow 273
flodd? 111
flonum 68
flonum? 110
flpositive? 111
flround 111
flscalbn 111
flsin 111
flsinh 111
flsqrt 111
flsquare 111
fltan 111
fltanh 111
fltruncate 111
flzero? 111
fold 76
fold-right 76
force-output 202
foreign function interface 252
foreign-address 73
foreign-release! 73
foreign-released? 73
foreign-tags 73
foreign? 73
fourth 75
future 74
fx* 108
fx+ 108
fx- 108
fx< 108
fx<= 108
fx= 108
fx> 108
fx>= 108
fxabs 108
fxand 108
fxandc1 108
fxandc2 108
fxarithmetic-shift 108
fxarithmetic-shift-left 108
fxarithmetic-shift-right 108

fxbit-count 108
fxbit-set? 108
fxeqv 108
fxeven? 108
fxfirst-set-bit 108
fxif 108
fxior 108
fxlength 108
fxmax 108
fxmin 108
fxmodulo 108
fxnand 108
fxnegative? 108
fxnor 108
fxnot 108
fxodd? 109
fxorc1 109
fxorc2 109
fxpositive? 109
fxquotient 109
fxremainder 109
fxsquare 109
fxwrap* 109
fxwrap+ 109
fxwrap- 109
fxwrapabs 109
fxwraparithmetic-shift 109
fxwraparithmetic-shift-left 109
fxwraplogical-shift-right 109
fxwrapquotient 109
fxwrapsquare 109
fxxor 109
fxzero? 109

G

Gambit 1
gambit-scheme 64
gambit.el 46
GAMBOPT, environment variable 31
gc-report-set! 44
GC 44
generate-proper-tail-calls 42
generative-lambda 67
generic 68
gensym 59
get-environment-variable 73
get-environment-variables 73
get-output-string 229
get-output-u8vector 230
get-output-vector 228
getenv 183
group-info 189
group-info-gid 190
group-info-members 190
group-info-name 190
group-info? 190
gsc 1, 10, 23, 25, 27
gsc-script 7
gsi 1, 3, 27
gsi-script 7
guard 75

H

hashing 122
heap-overflow-exception? 157
help 37
help-browser 37
home directory 177
Homogeneous numeric vectors 116
homogeneous vectors 243
host-info 192
host-info-addresses 192
host-info-aliases 192
host-info-name 192
host-info? 192
host-name 192

I

identity 60
ieee-scheme 64
import 61, 85
inactive-thread-exception-arguments 72
inactive-thread-exception-procedure 72
inactive-thread-exception? 72
include 61, 83
infinite? 78
initial current working directory 177
initial-current-directory 177
initialized-thread-exception-arguments 72
initialized-thread-exception-procedure 72
initialized-thread-exception? 72
inline 64
inline-primitives 64
inlining-limit 64
input-port-byte-position 212
input-port-bytes-buffered 73
input-port-char-position 74
input-port-characters-buffered 73
input-port-column 204
input-port-line 204
input-port-readtable 206
input-port-readtable-set! 206
input-port-timeout-set! 203
input-port? 200
installation directories 177
integer->char 115
integer-length 106
integer-nth-root 102
integer-sqrt 102

interpreter 3, 10
interrupts-enabled 65
invalid-hash-number-exception-arguments 74
invalid-hash-number-exception-procedure 73
invalid-hash-number-exception? ... 73
invalid-utf8-encoding-exception-arguments 72
invalid-utf8-encoding-exception-procedure 72
invalid-utf8-encoding-exception? 72
iota 76

J

jiffies-per-second 73
join-timeout-exception-arguments 162
join-timeout-exception-procedure 162
join-timeout-exception? 162

K

keyword->string 59
keyword-expected-exception-arguments 175
keyword-expected-exception-procedure 175
keyword-expected-exception? 175
keyword-hash 123
keyword? 59
keywords 59

L

lambda 48
lambda-lift 65
last 76
last-pair 76
*last*_.c 15
*last*_.js 15
length+ 75
length-mismatch-exception-arg-id 172
length-mismatch-exception-arguments 172
length-mismatch-exception-procedure 172
length-mismatch-exception? 172
limitations 273
link-flat 25
link-incremental 25
list->bits 78
list->char-set 77
list->char-set! 77
list->f32vector 120
list->f64vector 121
list->s16vector 118
list->s32vector 119
list->s64vector 119
list->s8vector 117
list->table 130
list->u16vector 118
list->u32vector 119
list->u64vector 120
list->u8vector 117
list-copy 76
list-set 76
list-set! 76
list-sort 76
list-sort! 76
list-tabulate 76
list= 76
load 23, 82

M

mailbox-receive-timeout-exception-arguments 144
mailbox-receive-timeout-exception-procedure 144
mailbox-receive-timeout-exception? 144
main 74
make-bitwise-generator 79
make-condition-variable 148
make-f32vector 120
make-f64vector 121
make-list 76
make-mutex 144
make-parameter 152
make-random-source 112
make-root-thread 137
make-s16vector 118
make-s32vector 118
make-s64vector 119
make-s8vector 117
make-table 127
make-thread 137
make-thread-group 71
make-tls-context 220
make-u16vector 118
make-u32vector 119
make-u64vector 120
make-u8vector 117
make-will 125
module-not-found-exception-arguments 72
module-not-found-exception-procedure 72
module-not-found-exception? 72
module-search-order-add! 97
module-search-order-reset! 97

module-whitelist-add! 98
module-whitelist-reset! 98
mostly-fixnum 68
mostly-fixnum-flonum 68
mostly-fixnum-iflonum 68
mostly-flonum 68
mostly-flonum-fixnum 68
mostly-generic 68
mostly-iflonum 68
mostly-iflonum-fixnum 68
multiple-c-return-exception? 166
mutex-lock! 146
mutex-name 145
mutex-specific 145
mutex-specific-set! 145
mutex-state 145
mutex-unlock! 147
mutex? 144

N

namespace 85
nan? 78
network-info 197
network-info-aliases 197
network-info-name 197
network-info-number 198
network-info? 197
newline 201
ninth 75
no-such-file-or-directory-exception-arguments 158
no-such-file-or-directory-exception-procedure 158
no-such-file-or-directory-exception? 158
noncontinuable-exception-reason 157
noncontinuable-exception? 157
nonempty-input-port-character-buffer-exception-arguments 73
nonempty-input-port-character-buffer-exception-procedure 73
nonempty-input-port-character-buffer-exception? 73
nonprocedure-operator-exception-arguments 174
nonprocedure-operator-exception-code 174
nonprocedure-operator-exception-operator 174
nonprocedure-operator-exception-rte 174
nonprocedure-operator-exception? 174
normalized path 178
not-in-compilation-context-exception-arguments 170
not-in-compilation-context-exception-procedure 170
not-in-compilation-context-exception? 170
not-pair? 75
null-list? 75
number-of-arguments-limit-exception-arguments 173
number-of-arguments-limit-exception-procedure 173
number-of-arguments-limit-exception? 173

O

object file 23
object->serial-number 122
object->string 229
object->u8vector 121
open-directory 225
open-dummy 73
open-event-queue 74
open-file 211
open-input-file 211
open-input-process 213
open-input-string 229
open-input-u8vector 230
open-input-vector 226
open-output-bytevector 81
open-output-file 211
open-output-process 213
open-output-string 229
open-output-u8vector 230
open-output-vector 226
open-process 213
open-string 229
open-string-pipe 229
open-tcp-client 216
open-tcp-server 218
open-u8vector 230
open-u8vector-pipe 230
open-udp 222
open-vector 226
open-vector-pipe 228
optimize-dead-definitions 67
optimize-dead-local-variables 67
options, compiler 11
options, runtime 27
os-exception-arguments 158
os-exception-code 158
os-exception-message 158
os-exception-procedure 158
os-exception? 158
output-port-byte-position 212
output-port-char-position 74
output-port-column 204
output-port-line 204
output-port-readtable 206

output-port-readtable-set! 206
output-port-timeout-set! 203
output-port-width 204
output-port? 200
overflow, floating point 273

P

parameterize 153
partition 75
partition! 75
path-directory 179
path-expand 178
path-extension 179
path-normalize 178
path-strip-directory 179
path-strip-extension 179
path-strip-trailing-directory-separator 179
path-strip-volume 179
path-volume 179
peek-char 205
peek-u8 210
permission-denied-exception-arguments 160
permission-denied-exception-procedure 160
permission-denied-exception? 160
poll-on-return 65
poll-point 74
port-io-exception-handler-set! ... 73
port-settings-set! 73
port? 200
pp 44
pretty-print 43
primordial-exception-handler 73
print 230
println 230
process-pid 215
process-status 215
process-times 184
processor-id 73
processor? 72
proper tail-calls 42, 67
proper-list? 75
proper-tail-calls 67
protocol-info 196
protocol-info-aliases 196
protocol-info-name 196
protocol-info-number 197
protocol-info? 196

R

r4rs-scheme 64
r5rs-scheme 64
r7rs-guard 75
r7rs-raise 75
r7rs-raise-continuable 75
r7rs-with-exception-handler 75
raise 156
random-f64vector 112
random-integer 111
random-real 112
random-source-make-f64vectors ... 114
random-source-make-integers 113
random-source-make-reals 114
random-source-make-u8vectors 114
random-source-pseudo-randomize! 113
random-source-randomize! 113
random-source-state-ref 113
random-source-state-set! 113
random-source? 112
random-u8vector 112
range-exception-arg-id 171
range-exception-arguments 171
range-exception-procedure 171
range-exception? 171
read 201
read-all 201
read-char 204
read-file-string 231
read-file-string-list 231
read-file-u8vector 231
read-line 205
read-substring 206
read-subu8vector 210
read-u8 210
readtable-case-conversion? 233
readtable-case-conversion?-set .. 233
readtable-comment-handler 81
readtable-comment-handler-set 81
readtable-eval-allowed? 237
readtable-eval-allowed?-set 237
readtable-keywords-allowed? 234
readtable-keywords-allowed?-set 234
readtable-max-unescaped-char 239
readtable-max-unescaped-char-set 239
readtable-max-write-length 239
readtable-max-write-length-set .. 239
readtable-max-write-level 238
readtable-max-write-level-set ... 238
readtable-sharing-allowed? 234
readtable-sharing-allowed?-set .. 234
readtable-start-syntax 240
readtable-start-syntax-set 240
readtable-write-cdr-read-macros? 237
readtable-write-cdr-read-macros?-set 237
readtable-write-extended-read-macros? 237

readtable-write-extended-read-macros?-set 237
readtable? 233
real-time 184
receive 75
relative path 177, 178
remove 75
remove! 75
remq 76
rename-file 181
repl-backtrace-detail-level 43
repl-error-port 73
repl-highlight-source-level 43
repl-input-port 73
repl-output-port 73
repl-result-history-max-length-set! 39
repl-result-history-ref 39
replace-bit-field 107
reverse! 76
round-quotient 115
round-remainder 115
round/ 115
rpc-remote-error-exception-arguments 72
rpc-remote-error-exception-message 72
rpc-remote-error-exception-procedure 72
rpc-remote-error-exception? 72
run-time-bindings 65
runtime options 27

S

s16vector 118
s16vector->list 118
s16vector-append 118
s16vector-concatenate 118
s16vector-copy 118
s16vector-copy! 118
s16vector-fill! 118
s16vector-length 118
s16vector-ref 118
s16vector-set 118
s16vector-set! 118
s16vector-shrink! 118
s16vector-swap! 118
s16vector? 118
s32vector 118
s32vector->list 119
s32vector-append 119
s32vector-concatenate 119
s32vector-copy 119
s32vector-copy! 119
s32vector-fill! 119
s32vector-length 118
s32vector-ref 119
s32vector-set 119
s32vector-set! 119
s32vector-shrink! 119
s32vector-swap! 119
s32vector? 118
s64vector 119
s64vector->list 119
s64vector-append 120
s64vector-concatenate 120
s64vector-copy 120
s64vector-copy! 120
s64vector-fill! 120
s64vector-length 119
s64vector-ref 119
s64vector-set 119
s64vector-set! 119
s64vector-shrink! 120
s64vector-swap! 119
s64vector? 119
s8vector 117
s8vector->list 117
s8vector-append 117
s8vector-concatenate 117
s8vector-copy 117
s8vector-copy! 117
s8vector-fill! 117
s8vector-length 117
s8vector-ref 117
s8vector-set 117
s8vector-set! 117
s8vector-shrink! 117
s8vector-swap! 117
s8vector? 117
safe 65
scheduler-exception-reason 161
scheduler-exception? 161
Scheme 1
scheme-ieee-1178-1990 7
scheme-r4rs 7
scheme-r5rs 7
scheme-srfi-0 7
script-directory 73
script-file 73
second 75
seconds->time 184
separate 64
serial-number->object 122
serialization 121, 235
service-info 195
service-info-aliases 195
service-info-name 195
service-info-port-number 196
service-info-protocol 196
service-info? 195
set-box! 58
setenv 183
seventh 75

sfun-conversion-exception-arguments ... 165
sfun-conversion-exception-code ... 165
sfun-conversion-exception-message ... 165
sfun-conversion-exception-procedure ... 165
sfun-conversion-exception? ... 165
shell-command ... 182
sinh ... 78
six-script ... 7
six.! ... 79
six.!x ... 79
six.&x ... 79
six.**x ... 79
six.*x ... 79
six.++x ... 79
six.+x ... 79
six.--x ... 79
six.-x ... 79
six.~x ... 81
six.arrow ... 79
six.asyncx ... 79
six.awaitx ... 79
six.break ... 79
six.call ... 79
six.case ... 79
six.clause ... 79
six.compound ... 79
six.cons ... 79
six.continue ... 79
six.define-procedure ... 79
six.define-variable ... 79
six.do-while ... 79
six.dot ... 79
six.for ... 79
six.from-import ... 79
six.from-import-* ... 80
six.goto ... 79
six.identifier ... 80
six.if ... 80
six.import ... 80
six.index ... 80
six.infix ... 79
six.label ... 80
six.list ... 80
six.literal ... 80
six.make-array ... 80
six.new ... 80
six.notx ... 81
six.null ... 80
six.procedure ... 80
six.procedure-body ... 80
six.return ... 80
six.switch ... 80
six.typeofx ... 80
six.while ... 80
six.x!==y ... 80
six.x!=y ... 80
six.x%=y ... 80
six.x%y ... 80
six.x&&y ... 80
six.x&=y ... 80
six.x&y ... 80
six.x**=y ... 80
six.x**y ... 80
six.x*=y ... 80
six.x*y ... 80
six.x++ ... 80
six.x+=y ... 80
six.x+y ... 80
six.x-- ... 80
six.x-=y ... 80
six.x-y ... 80
six.x//=y ... 80
six.x//y ... 80
six.x/=y ... 80
six.x/y ... 80
six.x:-y ... 80
six.x:=y ... 80
six.x:y ... 80
six.x<<=y ... 80
six.x<<y ... 80
six.x<=y ... 80
six.x<y ... 81
six.x===y ... 81
six.x==y ... 81
six.x=y ... 81
six.x>=y ... 81
six.x>>=y ... 81
six.x>>>=y ... 81
six.x>>>y ... 81
six.x>>y ... 81
six.x>y ... 81
six.x?y:z ... 81
six.x@=y ... 80
six.x@y ... 80
six.x^=y ... 81
six.x^y ... 81
six.xandy ... 81
six.xinstanceofy ... 81
six.xiny ... 81
six.xisy ... 81
six.xory ... 81
six.yieldx ... 81
sixth ... 75
socket-info-address ... 74
socket-info-family ... 74
socket-info-port-number ... 74
socket-info? ... 74
split-at ... 76
split-at! ... 76
stack-overflow-exception? ... 157
standard-bindings ... 65
started-thread-exception-arguments ... 162

started-thread-exception-procedure 162
started-thread-exception? 162
step 40
step-level-set! 40
string->char-set 77
string->char-set! 77
string->keyword 59
string->uninterned-keyword 60
string->uninterned-symbol 59
string-ci<=? 116
string-ci<? 116
string-ci=? 116
string-ci=?-hash 124
string-ci>=? 116
string-ci>? 116
string-concatenate 58
string-contains 57
string-contains-ci 57
string-prefix-ci? 56
string-prefix-length 56
string-prefix-length-ci 56
string-prefix? 56
string-set 55
string-shrink! 58
string-suffix-ci? 57
string-suffix-length 56
string-suffix-length-ci 56
string-suffix? 57
string-swap! 55
string<=? 116
string<? 116
string=? 116
string=?-hash 124
string>=? 116
string>? 116
subf32vector 121
subf32vector-fill! 120
subf32vector-move! 121
subf64vector 121
subf64vector-fill! 121
subf64vector-move! 121
subs16vector 118
subs16vector-fill! 118
subs16vector-move! 118
subs32vector 119
subs32vector-fill! 119
subs32vector-move! 119
subs64vector 120
subs64vector-fill! 120
subs64vector-move! 120
subs8vector 117
subs8vector-fill! 117
subs8vector-move! 117
substring-fill! 58
substring-move! 58
subu16vector 118
subu16vector-fill! 118
subu16vector-move! 118
subu32vector 119
subu32vector-fill! 119
subu32vector-move! 119
subu64vector 120
subu64vector-fill! 120
subu64vector-move! 120
subu8vector 117
subu8vector-fill! 117
subu8vector-move! 117
subvector 51
subvector-fill! 52
subvector-move! 52
symbol-hash 123
syntax 75
syntax->datum 75
syntax->list 75
syntax->vector 75
syntax-case 61, 75
syntax-rules 61
system-stamp 74
system-type 74
system-type-string 74
system-version 74
system-version-string 74

T

table->list 130
table-copy 131
table-for-each 129
table-length 128
table-merge 131
table-merge! 131
table-ref 128
table-search 129
table-set! 129
table? 128
tables 122
tail-calls 42, 67
take 76
take! 76
take-right 76
tanh 78
tcp-client-local-socket-info 74
tcp-client-peer-socket-info 74
tcp-client-self-socket-info 74
tcp-server-socket-info 74
tcp-service-register! 220
tcp-service-unregister! 220
tenth 75
terminated-thread-exception-arguments 163
terminated-thread-exception-procedure 163
terminated-thread-exception? 163
test-bit-field? 107
third 75

this-source-file 75
thread 138
thread-base-priority 139
thread-base-priority-set! 139
thread-group->thread-group-list .. 71
thread-group->thread-group-vector 71
thread-group->thread-list 71
thread-group->thread-vector 71
thread-group-name 71
thread-group-parent 71
thread-group-resume! 71
thread-group-specific 71
thread-group-specific-set! 72
thread-group-suspend! 71
thread-group-terminate! 71
thread-group? 71
thread-init! 72
thread-interrupt! 72
thread-join! 142
thread-mailbox-extract-and-rewind 143
thread-mailbox-next 143
thread-mailbox-rewind 143
thread-name 138
thread-priority-boost 139
thread-priority-boost-set! 139
thread-quantum 139
thread-quantum-set! 139
thread-receive 143
thread-resume! 72
thread-send 143
thread-sleep! 140
thread-specific 138
thread-specific-set! 138
thread-start! 139
thread-state 72
thread-state-abnormally-terminated-reason 72
thread-state-abnormally-terminated? 72
thread-state-initialized? 72
thread-state-normally-terminated-result 72
thread-state-normally-terminated? 72
thread-state-running-processor ... 72
thread-state-running? 72
thread-state-uninitialized? 72
thread-state-waiting-for 72
thread-state-waiting-timeout 72
thread-state-waiting? 72
thread-suspend! 72
thread-terminate! 140
thread-thread-group 72
thread-yield! 140
thread? 137
threads 134
time 185
time->seconds 184
time? 184
timeout->time 73
top 72
touch 74
trace 39
transcript-off 48
transcript-on 48
tty-history 74
tty-history-max-length-set! 74
tty-history-set! 74
tty-mode-set! 74
tty-paren-balance-duration-set! .. 74
tty-text-attributes-set! 74
tty-type-set! 74
tty? 74
type-exception-arg-id 171
type-exception-arguments 171
type-exception-procedure 171
type-exception-type-id 171
type-exception? 171

U

u16vector 118
u16vector->list 118
u16vector-append 118
u16vector-concatenate 118
u16vector-copy 118
u16vector-copy! 118
u16vector-fill! 118
u16vector-length 118
u16vector-ref 118
u16vector-set 118
u16vector-set! 118
u16vector-shrink! 118
u16vector-swap! 118
u16vector? 118
u32vector 119
u32vector->list 119
u32vector-append 119
u32vector-concatenate 119
u32vector-copy 119
u32vector-copy! 119
u32vector-fill! 119
u32vector-length 119
u32vector-ref 119
u32vector-set 119
u32vector-set! 119
u32vector-shrink! 119
u32vector-swap! 119
u32vector? 119
u64vector 120
u64vector->list 120
u64vector-append 120
u64vector-concatenate 120
u64vector-copy 120

u64vector-copy! ... 120
u64vector-fill! ... 120
u64vector-length ... 120
u64vector-ref ... 120
u64vector-set ... 120
u64vector-set! ... 120
u64vector-shrink! ... 120
u64vector-swap! ... 120
u64vector? ... 120
u8vector ... 117
u8vector->list ... 117
u8vector->object ... 121
u8vector-append ... 117
u8vector-concatenate ... 117
u8vector-copy ... 117
u8vector-copy! ... 117
u8vector-fill! ... 117
u8vector-length ... 117
u8vector-ref ... 117
u8vector-set ... 117
u8vector-set! ... 117
u8vector-shrink! ... 118
u8vector-swap! ... 117
u8vector? ... 117
ucs-range->char-set ... 77
ucs-range->char-set! ... 77
udp-destination-set! ... 223
udp-local-socket-info ... 225
udp-read-subu8vector ... 223
udp-read-u8vector ... 223
udp-source-socket-info ... 225
udp-write-subu8vector ... 223
udp-write-u8vector ... 223
unbound-global-exception-code ... 170
unbound-global-exception-rte ... 170
unbound-global-exception-variable ... 170
unbound-global-exception? ... 170
unbound-key-exception-arguments ... 130
unbound-key-exception-procedure ... 130
unbound-key-exception? ... 130
unbound-os-environment-variable-exception-arguments ... 160
unbound-os-environment-variable-exception-procedure ... 160
unbound-os-environment-variable-exception? ... 160
unbound-serial-number-exception-arguments ... 123
unbound-serial-number-exception-procedure ... 123
unbound-serial-number-exception? ... 123
unbox ... 58
unbreak ... 42
uncaught-exception-arguments ... 163
uncaught-exception-procedure ... 163
uncaught-exception-reason ... 163
uncaught-exception? ... 163
uninitialized-thread-exception-arguments ... 72
uninitialized-thread-exception-procedure ... 72
uninitialized-thread-exception? ... 72
uninterned-keyword? ... 60
uninterned-symbol? ... 59
unknown-keyword-argument-exception-arguments ... 175
unknown-keyword-argument-exception-procedure ... 175
unknown-keyword-argument-exception? ... 175
unterminated-process-exception-arguments ... 216
unterminated-process-exception-procedure ... 216
unterminated-process-exception? ... 216
untrace ... 39
unzip1 ... 77
unzip2 ... 77
unzip3 ... 77
unzip4 ... 77
unzip5 ... 77
user-info ... 190
user-info-gid ... 191
user-info-home ... 191
user-info-name ... 191
user-info-shell ... 191
user-info-uid ... 191
user-info? ... 191
user-name ... 190

V

vector->bits ... 79
vector-any ... 54
vector-append ... 51
vector-cas! ... 52
vector-concatenate ... 52
vector-copy ... 51
vector-copy! ... 51
vector-cumulate ... 55
vector-every ... 54
vector-fold ... 54
vector-fold-right ... 54
vector-inc! ... 53
vector-set ... 53
vector-shrink! ... 52
vector-sort ... 76
vector-sort! ... 76
vector-swap! ... 53
vector-unfold ... 55
vector-unfold-right ... 55

void ... 60

W

weak references ... 122
will-execute! ... 125
will-testator ... 125
will? ... 125
with-exception-catcher ... 156
with-exception-handler ... 155
with-input-from-file ... 211
with-input-from-port ... 74
with-input-from-process ... 213
with-input-from-string ... 229
with-input-from-u8vector ... 230
with-input-from-vector ... 226
with-output-to-file ... 211
with-output-to-port ... 74
with-output-to-process ... 213
with-output-to-string ... 229
with-output-to-u8vector ... 230
with-output-to-vector ... 226
write ... 201
write-char ... 205
write-file-string ... 231
write-file-string-list ... 231
write-file-u8vector ... 231
write-substring ... 206
write-subu8vector ... 210
write-u8 ... 210
wrong-number-of-arguments-exception-arguments ... 173
wrong-number-of-arguments-exception-procedure ... 173
wrong-number-of-arguments-exception? ... 173
wrong-number-of-values-exception-code ... 174
wrong-number-of-values-exception-rte ... 174
wrong-number-of-values-exception-vals ... 174
wrong-number-of-values-exception? ... 174
wrong-processor-c-return-exception? ... 167

X

xcons ... 76

Z

zip ... 77

Table of Contents

1 The Gambit system 1

1.1 Accessing the system files 1

2 The Gambit Scheme interpreter 3

2.1 Interactive mode 3
2.2 Batch mode 4
2.3 Module management mode 5
2.4 Customization 5
2.5 Process exit status 6
2.6 Scheme scripts 7
2.6.1 Scripts under UNIX and macOS 8
2.6.2 Scripts under Microsoft Windows 8
2.6.3 Compiling scripts 9

3 The Gambit Scheme compiler 10

3.1 Interactive mode 10
3.2 Customization 10
3.3 Batch mode 10
3.4 Link files 16
3.4.1 Building an executable program 17
3.4.2 Building a loadable library 19
3.4.3 Building a shared-library 22
3.4.4 Other compilation options 22
3.5 Procedures specific to compiler 23

4 Runtime options 27

5 Debugging 32

5.1 Debugging model 32
5.2 Debugging commands 33
5.3 Debugging example 36
5.4 Procedures related to debugging 37
5.5 Console line-editing 44
5.6 Emacs interface 46
5.7 GUIDE 47

6 Scheme extensions 48

6.1 Extensions to standard procedures 48
6.2 Extensions to standard special forms 48
6.3 Miscellaneous extensions 50
6.4 Undocumented extensions 71

7 Modules 82

7.1 Legacy Modules 82
7.2 Primitive Modules 84
7.2.1 `##demand-module` and `##supply-module` forms 84
7.2.2 `##namespace` and `##import` forms 85
7.2.3 Macros 86
7.3 Primitive Procedures 88
7.3.1 Type specifiers 89
7.3.1.1 Basic types (other than numbers) 90
7.3.1.2 Numbers 90
7.3.1.3 Time types 91
7.3.1.4 Ports 91
7.3.1.5 List and vector variants of above 92
7.3.1.6 Gambit types 93
7.3.1.7 Others 94
7.4 R7RS Compatible Modules 94
7.4.1 Identifying libraries 95
7.4.2 The `define-library` form 95
7.4.3 `(export` <*export spec*> `...)` 95
7.4.4 `(import` <*import set*> `...)` 95
7.4.5 `(begin` <*command or definition*> `...)`, `(include` <*filename*> `...)`, and `(include-ci` <*filename*> `...)` 96
7.4.6 `(include-library-declarations` <*filename*> `...)` 97
7.4.7 `(cond-expand` <*cond expand features*> `...)` 97
7.4.8 Extensions to the R7RS library declarations 97
7.5 Installing Modules 97
7.6 Compiling Modules 100

8 Built-in data types 102

8.1 Numbers 102
8.1.1 Extensions to numeric procedures 102
8.1.2 IEEE floating point arithmetic 102
8.1.3 Integer square root and nth root 102
8.1.4 Bitwise-operations on exact integers 103
8.1.5 Fixnum specific operations 108
8.1.6 Flonum specific operations 110
8.1.7 Pseudo random numbers 111
8.1.8 Division 114
8.2 Booleans 115
8.3 Pairs and lists 115
8.4 Symbols and keywords 115
8.5 Characters and strings 115
8.6 Extensions to character procedures 115
8.7 Extensions to string procedures 116
8.8 Vectors 116
8.9 Homogeneous numeric vectors 116
8.10 Hashing and weak references 122

8.10.1 Hashing . . . 122
8.10.2 Weak references . . . 124
8.10.2.1 Wills . . . 125
8.10.3 Tables . . . 126

9 Records . . . 133

10 Threads . . . 134
10.1 Introduction . . . 134
10.2 Thread objects . . . 134
10.3 Mutex objects . . . 135
10.4 Condition variable objects . . . 135
10.5 Fairness . . . 135
10.6 Memory coherency . . . 136
10.7 Timeouts . . . 137
10.8 Primordial thread . . . 137
10.9 Procedures . . . 137

11 Dynamic environment . . . 151

12 Exceptions . . . 155
12.1 Exception-handling . . . 155
12.2 Exception objects related to memory management . . . 157
12.3 Exception objects related to the host environment . . . 158
12.4 Exception objects related to threads . . . 161
12.5 Exception objects related to C-interface . . . 164
12.6 Exception objects related to the reader . . . 167
12.7 Exception objects related to evaluation and compilation . . . 168
12.8 Exception objects related to type checking . . . 171
12.9 Exception objects related to procedure call . . . 173
12.10 Other exception objects . . . 176

13 Host environment . . . 177
13.1 Handling of file names . . . 177
13.2 Filesystem operations . . . 180
13.3 Shell command execution . . . 182
13.4 Process termination . . . 182
13.5 Invocation information . . . 183
13.6 Environment variables . . . 183
13.7 Measuring time . . . 184
13.8 File information . . . 185
13.9 Group information . . . 189
13.10 User information . . . 190
13.11 Host information . . . 192
13.12 Service information . . . 195
13.13 Protocol information . . . 196
13.14 Network information . . . 197

14 I/O and ports 199

14.1 Unidirectional and bidirectional ports 199
14.2 Port classes 199
14.3 Port settings 200
14.4 Object-ports 200
14.4.1 Object-port settings 200
14.4.2 Object-port operations 200
14.5 Character-ports 203
14.5.1 Character-port settings 203
14.5.2 Character-port operations 204
14.6 Byte-ports 206
14.6.1 Byte-port settings 207
14.6.2 Byte-port operations 210
14.7 Device-ports 211
14.7.1 Filesystem devices 211
14.7.2 Process devices 213
14.7.3 Network devices 216
14.8 Directory-ports 225
14.9 Vector-ports 226
14.10 String-ports 229
14.11 U8vector-ports 230
14.12 Other procedures related to I/O 230

15 Lexical syntax and readtables 233

15.1 Readtables 233
15.2 Boolean syntax 240
15.3 Character syntax 241
15.4 String syntax 241
15.5 Symbol syntax 242
15.6 Keyword syntax 242
15.7 Box syntax 243
15.8 Number syntax 243
15.9 Homogeneous vector syntax 243
15.10 Special `#!` syntax 243
15.11 Multiline comment syntax 243
15.12 Scheme infix syntax extension 244
15.12.1 SIX grammar 244
15.12.2 SIX semantics 250

16 C-interface 252

16.1 The mapping of types between C and Scheme 252
16.2 The `c-declare` special form 260
16.3 The `c-initialize` special form 261
16.4 The `c-lambda` special form 261
16.5 The `c-define` special form 263
16.6 The `c-define-type` special form 264
16.7 Continuations, the C-interface and threads 271

17 System limitations **273**

18 Copyright and license **274**

General index **289**