



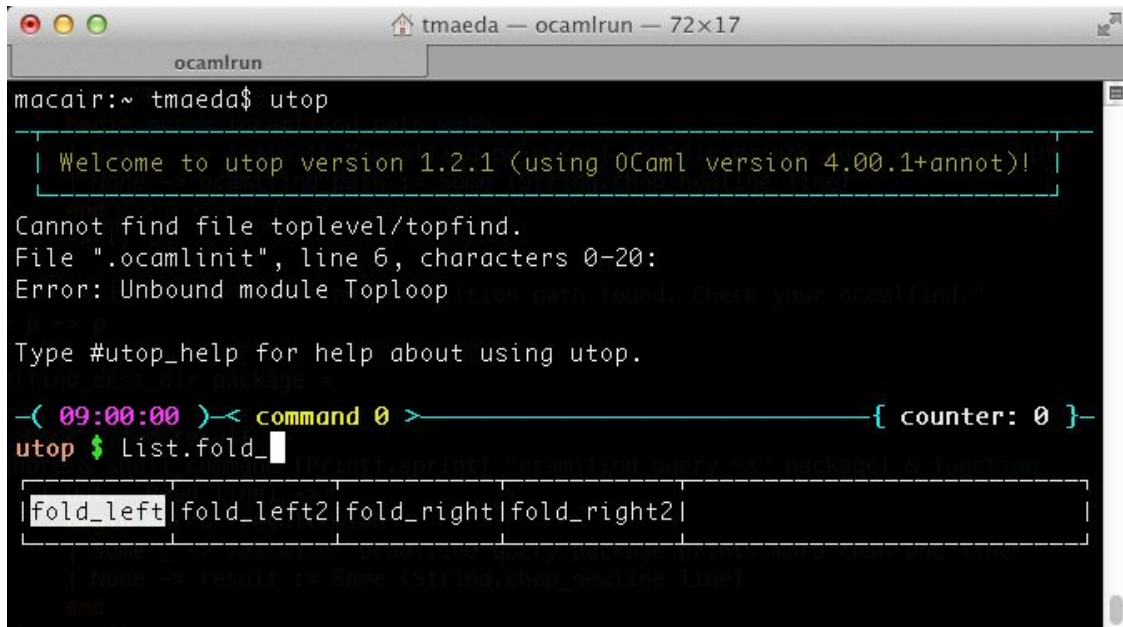
# OCaml Standard Tools

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# Interactive Toplevel



```
macair:~ tmaeda$ utop

Welcome to utop version 1.2.1 (using OCaml version 4.00.1+annot)!

Cannot find file toplevel/topfind.
File ".ocamlinit", line 6, characters 0-20:
Error: Unbound module Toploop

Type #utop_help for help about using utop.

-( 09:00:00 )-< command 0 >----- [ counter: 0 ]-
utop $ List.fold_
|fold_left|fold_left2|fold_right|fold_right2|
```

## Advantages

- Immediate feedbacks
- Rapid prototyping
- Interactive programming

## Disadvantages

- No standalone applications
- No optimized native code

**Today's lecture: others OCaml tools**

# List of presented tools

- `ocamlc`
- `ocamlopt`
- `ocamlrun`
- `ocamlmktop`
- `ocamlbuild`
- `ocamlcp/ocamloptp`
- `ocamlprof`
- `ocamldoc`

## References

- [OCaml Manual](#)
- [OCaml Standard Tools Cheat Sheets](#)

# Compilers

## Bytecode

```
ocamlc [.opt]
```

- \*.cmo bytecode object
- \*.cmi interface object
- \*.cma bytecode library

## Native-code

```
ocamlopt [.opt]
```

- \*.cmx & \*.o asm object
- \*.cmi interface object
- \*.cmxa & \*.a native library

# Demo: bytecode compiler

- `ocamlc -c ex1.ml`
  - compile a source file
  - generate `ex1.cmo` & `ex1.cmi`
  - the option `-c` means “only compilation”
- `ocamlc ex1.ml -o ex1`
  - build a bytecode executable
  - generate `ex1.cmo` & `ex1.cmi` & `ex1`
  - the option `-o` specifies the executable name
- `./ex1` & `ocamlrun ex1` to run the executable

# Demo: native-code compiler

- `ocamlopt -c ex1.ml`
  - compile a source file
  - generate `ex1.cmx & ex1.cmi & ex1.o`
  - the option `-c` means “compile only”
- `ocamlopt ex1.ml -o ex1`
  - build a native executable
  - generate `ex1.cmx & ex1.cmi & ex1.o & ex1`
  - the option `-o` specifies the executable name
- `./ex1` runs the program

# Demo: use a library

- `ocamlc graphics.cma -o sierpinski sierpinski.ml`
  - **build the bytecode executable** `sierpinski`
  - `graphics.cma` **bytecode library**
  - `ocamlc` **links together** `graphics.cma` **and** `sierpinski.cmo`
- `ocamlopt graphics.cmxa -o sierpinski sierpinski.ml`
  - **build a native executable**
  - `graphics.cmxa` **native-code library**
  - `ocamlopt` **links together** our application and the library
- `#load "graphics.cma";;` **in the OCaml interactive toplevel**
- `ocamlmktop graphics.cma -o graphicstop`
  - **a toplevel with code of a library preloaded at startup**

# Demo: create a library

- **Generate a library (\* .cma)**
  - `ocamlc -c util.ml`
  - `ocamlc -a -o libutil.cma util.cmo`
- **Compile your application**
  - `ocamlc libutil.cma -o main main.ml`
- **Native-code**
  - `ocamlopt -c util.ml`
  - `ocamlopt -a -o libutil.cmxa util.cmx`
  - `ocamlopt libutil.cmxa main.ml -o main`



## `ocamlbuild`: a generic build system

- Simplify the compilation of ocaml projects
  - determine the sequence of calls to the compiler
- in many cases automatically discover the various source files and dependencies of a project

# Demo: simple use of `ocamlbuild`

- **bytecode application**

- `ocamlbuild ex1.byte`      **bytecode application**
- `ocamlbuild -libs graphics sierpinsky.byte`
- `ocamlbuild util.cma`      **bytecode library**

- **native-code application**

- `ocamlbuild ex1.native`      **native-code application**
- `ocamlbuild -libs graphics sierpinsky.native`
- `ocamlbuild util.native`      **native-code library**

# Other tools

- Profiling (`ocamlprof`)

- `ocamlcp/ocamloptp ex1.ml -o ex1`      compile the program
- `./ex1`      run
- `ocamlprof ex1.ml`      call `ocamlprof`

- Documentation (`ocamldoc`)

- special comments in the code
- `mkdir doc && ocamldoc -html -d doc ex1.ml`
- other output format
  - `-latex`
  - `-texi`
  - `-man`