Guile Library

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1 (apicheck)

1.1 Overview

(apicheck) exports two routines. apicheck-generate produces a description of the Scheme API exported by a set of modules as an S-expression. apicheck-validate verifies that the API exported by a set of modules is compatible with an API description generated by apicheck-generate.

It would be nice to have Makefile.am fragments here, but for now, see the Guile-Library source distribution for information on how to integrate apicheck with your module’s unit test suite.

1.2 Usage

apicheck-generate module-names [Function]
Generate a description of the API exported by the set of modules module-names.

apicheck-validate api module-names [Function]
Validate that the API exported by the set of modules module-names is compatible with the recorded API description api. Raises an exception if the interface is incompatible.
2 (config load)

2.1 Overview

This module needs to be documented.

2.2 Usage

<configuration> [Class]
load-config! [Generic]
load-config! [Method]
&config-error [Variable]
config-error-arguments obj [Function]
3 (container async-queue)

3.1 Overview
A asynchronous queue can be used to safely send messages from one thread to another.

3.2 Usage

**make-async-queue**
[Function]
Create a new asynchronous queue.

**async-enqueue! q elt**
[Function]
Enqueue elt into q.

**async-dequeue! q**
[Function]
Dequeue a single element from q. If the queue is empty, the calling thread is blocked until an element is enqueued by another thread.
4 (container nodal-tree)

4.1 Overview
A nodal tree is a tree composed of nodes, each of which may have children. Nodes are represented as alists. The only alist entry that is specified is children, which must hold a list of child nodes. Other entries are intentionally left unspecified, so as to allow for extensibility.

4.2 Usage

nodal-tree? x
[Function]
Predicate to determine if x is a nodal tree. Not particularly efficient: intended for debugging purposes.

make-node . attributes
[Function]
node-ref node name
[Function]
node-set! node name val
[Function]
node-children node
[Function]
5 (container delay-tree)

5.1 Overview
A delay tree is a superset of a nodal tree (see (container nodal-tree)). It extends nodal trees to allow any entry of the node to be a promise created with the delay operator.

5.2 Usage

force-ref node field [Function]
Access a field in a node of a delay tree. If the value of the field is a promise, the promise will be forced, and the value will be replaced with the forced value.
6 (debugging assert)

6.1 Overview
Defines an assert macro, and the cout and cerr utility functions.

6.2 Usage

assert doit (expr ...) (r-exp ...)
assert collect (expr ...)
assert collect (expr ...) report: r-exp ...
assert collect (expr ...) expr1 stuff ...
assert stuff ...

Assert the truth of an expression (or of a sequence of expressions).
If (and ?expr ?expr ...) evaluates to anything but #f, the result is the value of that expression. Otherwise, an error is reported.
The error message will show the failed expressions, as well as the values of selected variables (or expressions, in general). The user may explicitly specify the expressions whose values are to be printed upon assertion failure – as ?r-exp that follow the identifier report:.
Typically, ?r-exp is either a variable or a string constant. If the user specified no ?r-exp, the values of variables that are referenced in ?expr will be printed upon the assertion failure.

cout . args

Similar to cout << arguments << args, where argument can be any Scheme object.
If it’s a procedure (e.g. newline), it’s called without args rather than printed.

cerr . args

Similar to cerr << arguments << args, where argument can be any Scheme object.
If it’s a procedure (e.g. newline), it’s called without args rather than printed.
7 (debugging time)

7.1 Overview
Defines a macro to time execution of a body of expressions. Each element is timed individually.

7.2 Usage

\texttt{time} \texttt{args} \hspace{1cm} \texttt{[Special Form]}

\texttt{syntax: (time expr1 expr2...)}

Times the execution of a list of expressions, in milliseconds. The resolution is limited to guile’s \texttt{internal-time-units-per-second}. Disregards the expressions’ return value(s) (FIXME).
8 (graph topological-sort)

8.1 Overview
The algorithm is inspired by Cormen, Leiserson and Rivest (1990)
‘‘Introduction to Algorithms’,’ chapter 23.

8.2 Usage

topological-sort \texttt{dag} \ [Function]  
Returns a list of the objects in the directed acyclic graph, \texttt{dag}, topologically sorted.  
Objects are compared using \texttt{equal?}. The graph has the form:

\[
\begin{align*}
\text{(list (obj1 . (dependents-of-obj1))} \\
\text{(obj2 . (dependents-of-obj2)) ...)}
\end{align*}
\]

...specifying, for example, that \texttt{obj1} must come before all the objects in \texttt{(dependents-of-obj1)} in the sort.

topological-sortq \texttt{dag} \ [Function]  
Returns a list of the objects in the directed acyclic graph, \texttt{dag}, topologically sorted.  
Objects are compared using \texttt{eq?}. The graph has the form:

\[
\begin{align*}
\text{(list (obj1 . (dependents-of-obj1))} \\
\text{(obj2 . (dependents-of-obj2)) ...)}
\end{align*}
\]

...specifying, for example, that \texttt{obj1} must come before all the objects in \texttt{(dependents-of-obj1)} in the sort.

topological-sortv \texttt{dag} \ [Function]  
Returns a list of the objects in the directed acyclic graph, \texttt{dag}, topologically sorted.  
Objects are compared using \texttt{eqv?}. The graph has the form:

\[
\begin{align*}
\text{(list (obj1 . (dependents-of-obj1))} \\
\text{(obj2 . (dependents-of-obj2)) ...)}
\end{align*}
\]

...specifying, for example, that \texttt{obj1} must come before all the objects in \texttt{(dependents-of-obj1)} in the sort.
9 (htmlprag)

9.1 Overview

HtmlPrag provides permissive HTML parsing capability to Scheme programs, which is useful for software agent extraction of information from Web pages, for programatically transforming HTML files, and for implementing interactive Web browsers. HtmlPrag emits “SHTML,” which is an encoding of HTML in [SXML], so that conventional HTML may be processed with XML tools such as [SXPath] and [SXML-Tools]. Like [SSAX-HTML], HtmlPrag provides a permissive tokenizer, but also attempts to recover structure. HtmlPrag also includes procedures for encoding SHTML in HTML syntax.

The HtmlPrag parsing behavior is permissive in that it accepts erroneous HTML, handling several classes of HTML syntax errors gracefully, without yielding a parse error. This is crucial for parsing arbitrary real-world Web pages, since many pages actually contain syntax errors that would defeat a strict or validating parser. HtmlPrag’s handling of errors is intended to generally emulate popular Web browsers’ interpretation of the structure of erroneous HTML. We euphemistically term this kind of parse “pragmatic.” To disable the pragmatic behavior and parse HTML more rigidly, the %strict-tokenizer? parameter can be set to #true. In this mode of operation, one ended HTML tags will not be treated specially, for example, and their content will be coalesced. On the other side, valid HTML will parse more accurately. When working with HTML known to be valid, it makes sense to use this mode of operation.

HtmlPrag also has some support for [XHTML], although XML namespace qualifiers [XML-Names] are currently accepted but stripped from the resulting SHTML. Note that valid XHTML input is of course better handled by a validating XML parser like [SSAX].

To receive notification of new versions of HtmlPrag, and to be polled for input on changes to HtmlPrag being considered, ask the author to add you to the moderated, announce-only email list, htmlprag-announce.

Thanks to Oleg Kiselyov and Kirill Lisovsky for their help with SXML.

9.2 Usage

%default-parent-constraints [Variable]
%parent-constraints [Variable]
%strict-tokenizer? [Variable]
shtml-comment-symbol [Variable]
shtml-decl-symbol [Variable]
shtml-empty-symbol [Variable]
shtml-end-symbol [Variable]
shtml-entity-symbol [Variable]
shtml-named-char-id [Variable]
shtml-numeric-char-id [Variable]
shtml-pi-symbol [Variable]
shtml-start-symbol [Variable]
shtml-text-symbol [Variable]
shtml-top-symbol [Variable]
html->shtml input [#:strict?] [Function]
html->sxml input [#:strict?] [Function]
html->sxml-0nf input [#:strict?] [Function]
html->sxml-1nf input [#:strict?] [Function]
html->sxml-2nf input [#:strict?] [Function]
make-html-tokenizer in normalized? [Function]
parse-html/tokenizer tokenizer normalized? [#:strict?] [Function]
shtml->html shtml [Function]
shtml-entity-value entity [Function]
shtml-token-kind token [Function]
sxml->html shtml [Function]
test-htmlprag [Function]
tokenize-html in normalized? [Function]
write-shtml-as-html shtml out [Function]
write-sxml-html shtml out [Function]
10 (io string)

10.1 Overview
Procedures that do io with strings.

10.2 Usage

\texttt{find-string-from-port? str <input-port> . max-no-char} \quad \text{[Function]}

Looks for \textit{str} in \textit{<input-port>}, optionally within the first \textit{max-no-char} characters.
11 (logging logger)

11.1 Overview
This is a logging subsystem similar to the one in the python standard library. There are two main concepts to understand when working with the logging modules. These are loggers and log handlers.

Loggers
Loggers are the front end interfaces for program logging. They can be registered by name so that no part of a program needs to be concerned with passing around loggers. In addition, a default logger can be designated so that, for most applications, the program does not need to be concerned with logger instances at all beyond the initial setup.

Log messages all flow through a logger. Messages carry with them a level (for example: 'WARNING, 'ERROR, 'CRITICAL), and loggers can filter out messages on a level basis at runtime. This way, the amount of logging can be turned up during development and bug investigation, but turned back down on stable releases.

Loggers depend on Log Handlers to actually get text to the log’s destination (for example, a disk file). A single Logger can send messages through multiple Log Handlers, effectively multicasting logs to multiple destinations.

Log Handlers
Log Handlers actually route text to a destination. One or more handlers must be attached to a logger for any text to actually appear in a log.

Handlers apply a configurable transformation to the text so that it is formatted properly for the destination (for instance: syslogs, or a text file). Like the loggers, they can filter out messages based on log levels. By using filters on both the Logger and the Handlers, precise controls can be put on which log messages go where, even within a single logger.

11.2 Example use of logger
Here is an example program that sets up a logger with two handlers. One handler sends the log messages to a text log that rotates its logs. The other handler sends logs to standard error, and has its levels set so that INFO and WARN-level logs don’t get through.

```
(use-modules (logging logger)
             (logging rotating-log)
             (logging port-log)

             (scheme documentation)
             (oop goops))
```

Support functions
```
(define (setup-logging)
```
(let ((lgr (make <logger>))
  (rotating (make <rotating-log>
           #:num-files 3
           #:size-limit 1024
           #:file-name "test-log-file"))
  (err (make <port-log> #:port (current-error-port))))

;;; don’t want to see warnings or info on the screen!!
(disable-log-level! err 'WARN)
(disable-log-level! err 'INFO)

;;; add the handlers to our logger
(add-handler! lgr rotating)
(add-handler! lgr err)

;;; make this the application’s default logger
(set-default-logger! lgr)
(open-log! lgr))

(define (shutdown-logging)
  (flush-log) ;; since no args, it uses the default
  (close-log!) ;; since no args, it uses the default
  (set-default-logger! #f))

------------------------------
Main code
------------------------------
(setup-logging)

Due to log levels, this will get to file, but not to stderr
(log-msg 'WARN "This is a warning.")

This will get to file AND stderr
(log-msg 'CRITICAL "ERROR message!!!")

(shutdown-logging)

11.3 Usage

<log-handler> [Class]
This is the base class for all of the log handlers, and encompasses the basic functionality that all handlers are expected to have. Keyword arguments recognized by the <log-handler> at creation time are:
Chapter 11: (logging logger)

#:formatter
This optional parameter must be a function that takes three arguments: the log level, the time (as from current-time), and the log string itself. The function must return a string representing the formatted log.

Here is an example invocation of the default formatter, and what its output looks like:

```
(default-log-formatter 'CRITICAL
 (current-time)
 "The servers are melting!"
)==> "2003/12/29 14:53:02 (CRITICAL): The servers are melting!"
```

#:flush-on-emit?
This optional parameter defaults to #t, to ensure users can tail the logs output in real time. In some cases, such as when logging very large output to a file, it may be preferable to set this to #f, to let the default block buffering mode of the associated file port reduce write pressure on the file system.

emit-log
emit-log handler str. This method should be implemented for all the handlers. This sends a string to their output media. All level checking and formatting has already been done by accept-log.

accept-log
accept-log handler lvl time str. If lvl is enabled for handler, then str will be formatted and sent to the log via the emit-log method. flush-log is called after emitting a log to ensure users tailing the source file can see new messages in real time. source-properties is optional; it can be either #f or an association list containing the file name, line, and column source information provided to the log-msg call. Formatting is done via the formatting function given at handler’s creation time, or by the default if none was given.

This method should not normally need to be overridden by subclasses. This method should not normally be called by users of the logging system. It is only exported so that writers of log handlers can override this behavior.

accept-log
accept-log

<logger>
This is the class that aggregates and manages log handlers. It also maintains the global information about which levels of log messages are enabled, and which have been suppressed. Keyword arguments accepted on creation are:

#:handlers
This optional parameter must be a list of objects derived from <log-handler>. Handlers can always be added later via add-handler! calls.
add-handler!  

add-handler! lgr handler. Adds handler to lgr’s list of handlers. All subsequent logs will be sent through the new handler, as well as any previously registered handlers.

log-msg  

log-msg lgr [source-properties] lvl arg1 arg2 .... Send a log message made up of the displayed representation of the given arguments. The log is generated at level lvl, which should be a symbol. If the lvl is disabled, the log message is not generated. Generated log messages are sent through each of lgr’s handlers.

If the lgr parameter is omitted, then the default logger is used, if one is set. If the source-properties argument is provided, it should be a source property alist containing the filename, line and column keys.

As the args are displayed, a large string is built up. Then, the string is split at newlines and sent through the log handlers as independent log messages. The reason for this behavior is to make output nicer for log handlers that prepend information like pid and timestamps to log statements.

;; logging to default logger, level of WARN  
(log-msg "WARN " Warning! " x " is bigger than " y "!!!")

;; looking up a logger and logging to it  
(let ((l (lookup-logger "main")))  
  (log-msg l 'CRITICAL "FAILURE TO COMMUNICATE!")  
  (log-msg l 'CRITICAL "ABORTING NOW"))

set-default-logger! lgr  

Sets the given logger, lgr, as the default for logging methods where a logger is not given. lgr can be an instance of <logger>, a string that has been registered via register-logger!, or #f to remove the default logger.

With this mechanism, most applications will never need to worry about logger registration or lookup.

;; example 1  
(set-default-logger! "main") ;; look up "main" logger and make it the default

;; example 2  
(define lgr (make <logger>))  
(add-handler! lgr  
  (make <port-handler>  
    #:port (current-error-port)))  
(set-default-logger! lgr)
(log-msg 'CRITICAL "This is a message to the default logger!!!")
(log-msg lgr 'CRITICAL "This is a message to a specific logger!!!")

register-logger! str lgr

Makes lgr accessible from other parts of the program by a name given in str. str should be a string, and lgr should be an instance of class <logger>.

(define main-log (make <logger>))
(define corba-log (make <logger>))
(register-logger! "main" main-log)
(register-logger! "corba" corba-log)

;; in a completely different part of the program....
(log-msg (lookup-logger "corba") 'WARNING "This is a corba warning.")

lookup-logger str

Looks up an instance of class <logger> by the name given in str. The string should have already been registered via a call to register-logger!.

enable-log-level! lgr lvl

Enables a specific logging level given by the symbol lvl, such that messages at that level will be sent to the log handlers. lgr can be of type <logger> or <log-handler>.

Note that any levels that are neither enabled or disabled are treated as enabled by the logging system. This is so that misspelt level names do not cause a logging blackout.

disable-log-level! lgr lvl

Disables a specific logging level, such that messages at that level will not be sent to the log handlers. lgr can be of type <logger> or <log-handler>.

Note that any levels that are neither enabled or disabled are treated as enabled by the logging system. This is so that misspelt level names do not cause a logging blackout.

flush-log

flush-log handler. Tells the handler to output any log statements it may have buffered up. Handlers for which a flush operation doesn’t make sense can choose not to implement this method. The default implementation just returns #t.

flush-log

flush-log

flush-log

open-log!

open-log! handler. Tells the handler to open its log. Handlers for which an open operation doesn’t make sense can choose not to implement this method. The default implementation just returns #t.

open-log!

open-log!

open-log!
close-log!  [Generic]
open-log! handler. Tells the handler to close its log. Handlers for which a close operation doesn’t make sense can choose not to implement this method. The default implementation just returns #t.

close-log!  [Method]
close-log!  [Method]
close-log!  [Method]
12 (logging port-log)

12.1 Overview
This module defines a log handler that writes to an arbitrary port of the user’s choice. Uses of this handler could include:
- Sending logs across a socket to a network log collector.
- Sending logs to the screen
- Sending logs to a file
- Collecting logs in memory in a string port for later use

12.2 Usage

<port-log>  
This is a log handler which writes logs to a user-provided port.

Keywords recognized by <port-log> on creation are:

#:port  
This is the port to which the log handler will write.

#:formatter  
Allows the user to provide a function to use as the log formatter for this handler. See [logging logger <log-handler>], page 13, for details.

Example of creating a <port-log>:

(make <port-log> #:port (current-error-port))
13 (logging rotating-log)

13.1 Overview

This module defines a log handler for text logs that rotate when they get to be a user-defined size. This is similar to the behavior of many UNIX standard log files. See Chapter 11 [logging logger], page 12, for more information in general on log handlers.

13.2 Usage

<rotating-log> [Class]

This is a log handler which writes text logs that rotate when they reach a configurable size limit.

Keywords recognized by <rotating-log> on creation are:

#:num-files
This is the number of log files you want the logger to use. Default is 4.

#:size-limit
This is the size, in bytes, a log file must get before the logs get rotated. Default is 1MB (104876 bytes).

#:file-name
This is the base of the log file name. Default is “logfile”. Numbers will be appended to the file name representing the log number. The newest log file is always “NAME.1”.

#:formatter
Allows the user to provide a function to use as the log formatter for this handler. See [logging logger <log-handler>], page 13, for details.

Example of creating a <rotating-log>:

(make <rotating-log>
  #:num-files 3
  #:size-limit 1024
  #:file-name "test-log-file")
14 (match-bind)

14.1 Overview
Utility functions and syntax constructs for dealing with regular expressions in a concise manner. Will be submitted to Guile for inclusion.

14.2 Usage

match-bind

Match a string against a regular expression, binding lexical variables to the various parts of the match. 

vars is a list of names to which to bind the parts of the match. The first variable of the list will be bound to the entire match, so the number of variables needed will be equal to the number of open parentheses ('(') in the pattern, plus one for the whole match.

consequent is executed if the given expression str matches regex. If the string does not match, alternate will be executed if present. If alternate is not present, the result of match-bind is unspecified.

Here is a short example:

(define (star-indent line)
  "Returns the number of spaces until the first star ('*') in the input, or #f if the first non-space character is not a star."
  (match-bind "^( *)\*.*$" line (_ spaces)
    (string-length spaces)
    #f))

match-bind compiles the regular expression regex at macro expansion time. For this reason, regex must be a string literal, not an arbitrary expression.

s/// pat subst

Make a procedure that performs perl-like regular expression search-and-replace on an input string.

The regular expression pattern pat is in the standard regular expression syntax accepted by make-regexp. The substitution string is very similar to perl’s s/// operator. Backreferences are indicated with a dollar sign ('$'), and characters can be escaped with the backslash.

s/// returns a procedure of one argument, the input string to be matched. If the string matches the pattern, it will be returned with the first matching segment replaced as per the substitution string. Otherwise the string will be returned unmodified.

Here are some examples:

((s/// "foo" "bar") "foo bar baz qux foo")
⇒ "bar bar baz qux foo"
((s/// "zag" "bar") "foo bar baz qux foo")
⇒ "foo bar baz qux foo"

((s/// "(f(o+) ) (zag)?" "$1 $2 $3")
 "foo bar baz qux foo")
⇒ "foo oo bar baz qux foo"

s///g pat subst
[Function]
Make a procedure that performs perl-like global search-and-replace on an input string.
The pat and subst arguments are as in the non-global s///. See [s///], page 20, for more information.
s///g differs from s/// in that it does a global search and replace, not stopping at the first match.
15 (math minima)

15.1 Overview
This module contains functions for computing the minimum values of mathematical expressions on an interval.

15.2 Usage

golden-section-search \(f\ x0\ x1\ prec\) [Function]
The Golden Section Search algorithm finds minima of functions which are expensive to compute or for which derivatives are not available. Although optimum for the general case, convergence is slow, requiring nearly 100 iterations for the example \((x^3-2x-5)\).

If the derivative is available, Newton-Raphson is probably a better choice. If the function is inexpensive to compute, consider approximating the derivative.

\(x0\) and \(x1\) are real numbers. The (single argument) procedure \(func\) is unimodal over the open interval \((x0, x1)\). That is, there is exactly one point in the interval for which the derivative of \(func\) is zero.

It returns a pair \((x, func(x))\) where \(func(x)\) is the minimum. The \(prec\) parameter is the stop criterion. If \(prec\) is a positive number, then the iteration continues until \(x\) is within \(prec\) from the true value. If \(prec\) is a negative integer, then the procedure will iterate \(-prec\) times or until convergence. If \(prec\) is a procedure of seven arguments, \(x0, x1, a, b, fa, fb, \) and \(count\), then the iterations will stop when the procedure returns \(#t\).

Analytically, the minimum of \(x^3-2x-5\) is 0.816497.

\[(\text{define}\ func\ (\lambda\ (x)\ (+\ (*\ x\ (+\ (*\ x\ x)\ -2))\ -5)))\]
\[(\text{golden-section-search}\ func\ 0\ 1\ (/\ 10000))\]
\[
===>\ (816.4883855245578e-3\ .\ -6.0886621077391165)
\]
\[(\text{golden-section-search}\ func\ 0\ 1\ -5)\]
\[
===>\ (819.6601125010515e-3\ .\ -6.088637561916407)
\]
\[(\text{golden-section-search}\ func\ 0\ 1\ (\lambda\ (a\ b\ c\ d\ e\ f\ g)\ (=\ g\ 500)))\]
\[
===>\ (816.4965933140557e-3\ .\ -6.088662107903635)\]
16 (math primes)

16.1 Overview
This module defines functions related to prime numbers, and prime factorization.

16.2 Usage

prime:trials [Variable]
This is the maximum number of iterations of Solovay-Strassen that will be done to test a number for primality. The chance of error (a composite being labelled prime) is (expt 2 (- prime:trials)).

prime? n [Function]
Returns #f if n is composite, and t if it is prime. There is a slight chance, (expt 2 (- prime:trials)), that a composite will return #t.

prime> start [Function]
Return the first prime number greater than start. It doesn’t matter if start is prime or composite.

primes> start count [Function]
Returns a list of the first count prime numbers greater than start.

prime< start [Function]
Return the first prime number less than start. It doesn’t matter if start is prime or composite. If no primes are less than start, #f will be returned.

primes< start count [Function]
Returns a list of the first count prime numbers less than start. If there are fewer than count prime numbers less than start, then the returned list will have fewer than start elements.

factor k [Function]
Returns a list of the prime factors of k. The order of the factors is unspecified. In order to obtain a sorted list do (sort! (factor k) <).
17 (os process)

17.1 Overview

This is a library for execution of other programs from Guile. It also allows communication using pipes (or a pseudo terminal device, but that's not currently implemented). This code originates in the (goosh) modules, which itself was part of goonix in one of Guile's past lives.

The following will hold when starting programs:

1. If the name of the program does not contain a / then the directories listed in the current PATH environment variable are searched to locate the program.
2. Unlike for the corresponding primitive exec procedures, e.g., execlp, the name of the program cannot be set independently of the path to execute: the zeroth and first members of the argument vector are combined into one.

All symbols exported with the prefix os:process: are there in support of macros that use them. They should be ignored by users of this module.

17.2 Usage

os:process:pipe-fork-child

run+ args

Evaluate an expression in a new foreground process and wait for its completion. If no connection terms are specified, then all ports except current-input-port, current-output-port and current-error-port will be closed in the new process. The file descriptors underlying these ports will not be changed.

The value returned is the exit status from the new process as returned by the waitpid procedure.

The keywords and connections arguments are optional: see run-concurrently+, which is documented below. The #:foreground keyword is implied.

(run+ (begin (write (+ 2 2)) (newline) (quit 0)))
(run+ (tail-call-program "cat" "/etc/passwd")

run-concurrently+ args

Evaluate an expression in a new background process. If no connection terms are specified, then all ports except current-input-port, current-output-port and current-error-port will be closed in the new process. The file descriptors underlying these ports will not be changed.

The value returned in the parent is the pid of the new process.

When the process terminates its exit status can be collected using the waitpid procedure.

Keywords can be specified before the connection list:

#:slave causes the new process to be put into a new session. If current-input-port (after redirections) is a tty it will be assigned as the controlling terminal. This option is used when controlling a process via a pty.
#:no-auto-close prevents the usual closing of ports which occurs by default.
#:foreground makes the new process the foreground job of the controlling terminal, if the current process is using job control. (not currently implemented). The default is to place it into the background.

The optional connection list can take several forms:

(port) usually specifies that a given port not be closed. However if #:no-auto-close is present it specifies instead a port which should be closed.

(port 0) specifies that a port be moved to a given file descriptor (e.g., 0) in the new process. The order of the two components is not significant, but one must be a number and the other must evaluate to a port. If the file descriptor is one of the standard set (0, 1, 2) then the corresponding standard port (e.g., current-input-port) will be set to the specified port.

Example:

(let ((p (open-input-file "/etc/passwd")))
  (run-concurrently+ (tail-call-program "cat") (p 0)))

**tail-call-pipeline** args

[Special Form]

Replace the current process image with a pipeline of connected processes.
The expressions in the pipeline are run in new background processes. The foreground process waits for them all to terminate. The exit status is derived from the status of the process at the tail of the pipeline: its exit status if it terminates normally, otherwise 128 plus the number of the signal that caused it to terminate.
The signal handlers will be reset and file descriptors set up as for tail-call-program. Like tail-call-program it does not close open ports or flush buffers.

Example:

(tail-call-pipeline ("ls" "/etc") ("grep" "/etc/passwd")

**tail-call-pipeline+** args

[Special Form]

Replace the current process image with a pipeline of connected processes.
Each process is specified by an expression and each pair of processes has a connection list with pairs of file descriptors. E.g., ((1 0) (2 0)) specifies that file descriptors 1 and 2 are to be connected to file descriptor 0. This may also be written as ((1 2 0)). The expressions in the pipeline are run in new background processes. The foreground process waits for them all to terminate. The exit status is derived from the status of the process at the tail of the pipeline: its exit status if it terminates normally, otherwise 128 plus the number of the signal that caused it to terminate.
The signal handlers will be reset and file descriptors set up as for tail-call-program. Like tail-call-program it does not close open ports or flush buffers.

Example:

(tail-call-pipeline+ (tail-call-program "ls" "/etc") (1 0))

(tail-call-program "grep" "/etc/passwd")

**os:process:new-comm-pipes** old-pipes out-conns

[Function]

**os:process:pipe-make-commands** fdes port portvar

[Function]

**os:process:pipe-make-redir-commands** connections portvar

[Function]
Chapter 17: (os process)

*os:process:setup-redirected-port* port files

**Function**

*run prog . args*

Execute prog in a new foreground process and wait for its completion. The value returned is the exit status of the new process as returned by the `waitpid` procedure.

Example:

```
(run "cat" "/etc/passwd")
```

*run-concurrently . args*

Start a program running in a new background process. The value returned is the pid of the new process.

When the process terminates its exit status can be collected using the `waitpid` procedure.

Example:

```
(run-concurrently "cat" "/etc/passwd")
```

*run-with-pipe mode prog . args*

Start prog running in a new background process. The value returned is a pair: the CAR is the pid of the new process and the CDR is either a port or a pair of ports (with the CAR containing the input port and the CDR the output port). The port(s) can be used to read from the standard output of the process and/or write to its standard input, depending on the `mode` setting. The value of `mode` should be one of "r", "w" or "r+".

When the process terminates its exit status can be collected using the `waitpid` procedure.

Example:

```
(use-modules (ice-9 rdelim)) ; needed by read-line
(define catport (cdr (run-with-pipe "r" "cat" "/etc/passwd")))
(read-line catport)
```

*tail-call-program prog . args*

**Function**

Replace the current process image by executing prog with the supplied list of arguments, args.

This procedure will reset the signal handlers and attempt to set up file descriptors as follows:

1. File descriptor 0 is set from (current-input-port).
2. File descriptor 1 is set from (current-output-port).
3. File descriptor 2 is set from (current-error-port).

If a port can not be used (e.g., because it’s closed or it’s a string port) then the file descriptor is opened on the file specified by *null-device* instead.

Note that this procedure does not close any ports or flush output buffers. Successfully executing prog will prevent the normal flushing of buffers that occurs when Guile terminates. Doing otherwise would be incorrect after forking a child process, since the buffers would be flushed in both parent and child.
Examples:

(tail-call-program "cat" "/etc/passwd")
(with-input-from-file "/etc/passwd"
  (lambda ()
    (tail-call-program "cat")))
18 (scheme documentation)

18.1 Overview
Defines some macros to help in documenting macros, variables, generic functions, and classes.

18.2 Usage

\textbf{define-macro-with-docs \textit{args}} \hfill [Special Form]
Define a macro with documentation.

\textbf{define-with-docs \textit{args}} \hfill [Special Form]
Define a variable with documentation.

\textbf{define-generic-with-docs \textit{args}} \hfill [Special Form]
Define a generic function with documentation.

\textbf{define-class-with-docs \textit{args}} \hfill [Special Form]
Define a class with documentation.
19 (scheme kwargs)

19.1 Overview

Support for defining functions that take python-like keyword arguments. In one of his early talks, Paul Graham wrote about a large system called "Rtml":

Most of the operators in Rtml were designed to take keyword parameters, and what a help that turned out to be. If I wanted to add another dimension to the behavior of one of the operators, I could just add a new keyword parameter, and everyone's existing templates would continue to work. A few of the Rtml operators didn’t take keyword parameters, because I didn’t think I’d ever need to change them, and almost every one I ended up kicking myself about later. If I could go back and start over from scratch, one of the things I’d change would be that I’d make every Rtml operator take keyword parameters.

See [lambda/kwargs], page 29, for documentation and examples.


19.2 Usage

**define/kwargs** *args*  
[Special Form]  
Defines a function that takes kwargs. See [scheme kwargs lambda/kwargs], page 29, for more information.

**lambda/kwargs** *args*  
[Special Form]  
Defines a function that takes keyword arguments.

*bindings* is a list of bindings, each of which may either be a symbol or a two-element symbol-and-default-value list. Symbols without specified default values will default to #f.

For example:

```
(define frobulate (lambda/kwargs (foo (bar 13) (baz 42))
  (list foo bar baz)))
```

```
(frobulate) ⇒ (#f 13 42)
(frobulate #:baz 3) ⇒ (#f 13 3)
(frobulate #:foo 3) ⇒ (3 13 42)
(frobulate 3 4) ⇒ (3 4 42)
(frobulate 1 2 3) ⇒ (1 2 3)
(frobulate #:baz 2 #:bar 1) ⇒ (#f 1 2)
(frobulate 10 20 #:foo 3) ⇒ (3 20 42)
```

This function differs from the standard *lambda* provided by Guile in that invoking the function will accept positional arguments. As an example, the *lambda/kwargs* behaves more intuitively in the following case:

```
(((lambda* (#:optional (bar 42) #:key (baz 73)))
  (list bar baz)))
```
1 2) ⇒ (1 73)
((lambda/kwargs ((bar 42) (baz 73))
 (list bar baz))
1 2) ⇒ (1 2)

The fact that `lambda*` accepts the extra ‘2’ argument is probably just a bug. In any case, `lambda/kwargs` does the right thing.
20 (search basic)

20.1 Overview

This module has the classic search functions in it.

20.2 Usage

**depth-first-search** `init done? expander` [Function]
Performs a depth-first search from initial state `init`. It will return the first state it sees for which predicate `done?` returns `#t`. It will use function `expander` to get a list of all states reachable from a given state.

`init` can take any form the user wishes. This function treats it as opaque data to pass to `done?` and `expander`.

`done?` takes one argument, of the same type as `init`, and returns either `#t` or `#f`.

`expander` takes one argument, of the same type as `init`, and returns a list of states that can be reached from there.

**breadth-first-search** `init done? expander` [Function]
Performs a breadth-first search from initial state `init`. It will return the first state it sees for which predicate `done?` returns `#t`. It will use function `expander` to get a list of all states reachable from a given state.

`init` can take any form the user wishes. This function treats it as opaque data to pass to `done?` and `expander`.

`done?` takes one argument, of the same type as `init`, and returns either `#t` or `#f`.

`expander` takes one argument, of the same type as `init`, and returns a list of states that can be reached from there.

**binary-search-sorted-vector** `vec target [cmp] [default]` [Function]
Searches a sorted vector `vec` for item `target`. A binary search is employed which should find an item in O(log n) time if it is present. If `target` is found, the index into `vec` is returned.

As part of the search, the function `cmp` is applied to determine whether a vector item is less than, greater than, or equal to the `target`. If `target` cannot be found in the vector, then `default` is returned.

`cmp` defaults to `-`, which gives a correct comparison for vectors of numbers. `default` will be `#f` if another value is not given.

```
(binary-search-sorted-vector #(10 20 30) 20) ⇒ 1
```
21 (string completion)

21.1 Overview
This module provides a facility that can be used to implement features such as TAB-completion in programs. A class <string-completer> tracks all the potential complete strings. Here is an example usage.

```scheme
(use-modules (string completion)
    (oop goops)
    (srfi srfi-11)) ;; for the (let-values)

(define c (make <string-completer>))
(add-strings! c "you your yourself yourselves")

(let-values (((completions expansion exact? unique?) (complete c "yours")))
  (display completions)(newline)
  (display expansion) (newline)
  (display exact?)(newline)
  (display unique?)(newline))

==> ("yourself" "yourselves")
  "yoursel"
  #f
  #f
```

There are several more options for usage, which are detailed in the class and method documentation.

21.2 Usage

<string-completer> [Class]
This is the class that knows what the possible expansions are, and can determine the completions of given partial strings. The following are the recognized keywords on the call to make:

#:strings
This gives the completer an initial set of strings. It is optional, and the add-strings! method can add strings to the completer later, whether these initial strings were given or not. The strings that follow this keyword can take any form that the add-strings! method can take (see below).

#:case-sensitive?
This is a boolean that directs the completer to do its comparisons in a case sensitive way or not. The default value is #t, for case-sensitive behavior.

case-sensitive-completion? [Generic]
case-sensitive-completion? completer. Returns #t if the completer is case-sensitive, and #f otherwise.
case-sensitive-completion?

add-strings!

add-strings! completer strings. Adds the given strings to the set of possible completions known to completer. strings can either be a list of strings, or a single string of words separated by spaces. The order of the words given is not important.

add-strings!

all-completions completer str

Returns a list of all possible completions for the given string str. The returned list will be in alphabetical order.

Note that users wanting to customize the completion algorithm can subclass <string-completer> and override this method.

complete complete completer str. Accepts a string, str, and returns four values via a values call. These are:

completions This is the same list that would be returned from a call to all-completions.

expansion This is the longest string that would have returned identical results. In other words, this is what most programs replace your string with when you press TAB once. This value will be equal to str if there were no known completions.

"wonders" "wonderment" "wondering"

completed against "won" yields an expansion of "wonder"

exact? This will be #t if the returned expansion is an exact match of one of the possible completions.

unique? This will be #t if there is only one possible completion. Note that when unique? is #t, then exact? will also be #t.

complete
22 (string soundex)

22.1 Overview
Soundex algorithm, taken from Knuth, Vol. 3 “Sorting and searching”, pp 391–2

22.2 Usage

\texttt{soundex name} [Function]

Performs the original soundex algorithm on the input \texttt{name}. Returns the encoded string. The idea is for similar sounding names to end up with the same encoding.

\begin{verbatim}
(soundex "Aiza")
=> "A200"
(soundex "Aisa")
=> "A200"
(soundex "Aesha")
=> "A200"
\end{verbatim}
23 (string transform)

23.1 Overview

Module `(string transform)` provides functions for modifying strings beyond that which is provided in the guile core and `(srfi srfi-13)`.

23.2 Usage

`escape-special-chars str special-chars escape-char`  
Returns a copy of `str` with all given special characters preceded by the given `escape-char`.

`special-chars` can either be a single character, or a string consisting of all the special characters.

```scheme
;; make a string regexp-safe...
(escape-special-chars "***Example String***" 
 "[\[]\()\/*."
 #\\) => "\*\*\*\(Example String\)\*\*\*

;; also can escape a singe char...
(escape-special-chars "richardt@vzavenue.net" 
 #\@
 #\@) => "richardt@vzavenue.net"
```

`transform-string str match? replace [start] [end]`  
Uses `match?` against each character in `str`, and performs a replacement on each character for which matches are found.

`match?` may either be a function, a character, a string, or `#t`. If `match?` is a function, then it takes a single character as input, and should return `#t` for matches. `match?` is a character, it is compared to each string character using `char=?`. If `match?` is a string, then any character in that string will be considered a match. `#t` will cause every character to be a match.

If `replace` is a function, it is called with the matched character as an argument, and the returned value is sent to the output string via `display`. If `replace` is anything else, it is sent through the output string via `display`.

Note that te replacement for the matched characters does not need to be a single character. That is what differentiates this function from `string-map`, and what makes it useful for applications such as converting `"\&"` to `"&"` in web page text. Some other functions in this module are just wrappers around common uses of `transform-string`. Transformations not possible with this function should probably be done with regular expressions.

If `start` and `end` are given, they control which portion of the string undergoes transformation. The entire input string is still output, though. So, if `start` is `5`, then the first five characters of `str` will still appear in the returned string.
Chapter 23: (string transform) 36

; these two are equivalent...
(transform-string str #\space #\-); change all spaces to 's
(transform-string str (lambda (c) (char=? #\space c)) #\-)

expand-tabs str [tab-size] [Function]
Returns a copy of str with all tabs expanded to spaces. tab-size defaults to 8.
Assuming tab size of 8, this is equivalent to:
(transform-string str #\tab " ")

center-string str [width] [chr] [rchr] [Function]
Returns a copy of str centered in a field of width characters. Any needed padding
is done by character chr, which defaults to '#\space'. If rchr is provided, then the
padding to the right will use it instead. See the examples below. left and rchr on the
right. The default width is 80. The default lchr and rchr is '#\space'. The string is
never truncated.

(center-string "Richard Todd" 24)
=> " Richard Todd "

(center-string " Richard Todd " 24 #\=)
=> "===== Richard Todd ====="

(center-string " Richard Todd " 24 #\< #\>)
=> "<<<<<< Richard Todd >>>>>"

left-justify-string str [width] [chr] [Function]
left-justify-string str [width chr]. Returns a copy of str padded with chr such
that it is left justified in a field of width characters. The default width is 80. Unlike
'string-pad' from srfi-13, the string is never truncated.

collapse-repeated-chars str [chr] [num] [Function]
Returns a copy of str with all repeated instances of chr collapsed down to at most
num instances. The default value for chr is '#\space', and the default value for num
is 1.

(collapse-repeated-chars "H e l l o")
=> "H e l l o"
(collapse-repeated-chars "H--e--l--l--o" #\-)
=> "H-e-l-l-o"
24 (string wrap)

24.1 Overview
Module `(string wrap)` provides functions for formatting text strings such that they fill a given width field. A class, `<text-wrapper>`, does the work, but two convenience methods create instances of it for one-shot use, and in the process make for a more “schemey” interface. If many strings will be formatted with the same parameters, it might be better performance-wise to create and use a single `<text-wrapper>`.

24.2 Usage

`<text-wrapper>`

This class encapsulates the parameters needing to be fed to the text wrapping algorithm. The following are the recognized keywords on the call to `make`:

`:line-width`  
This is the target length used when deciding where to wrap lines. Default is 80.

`:expand-tabs?`  
Boolean describing whether tabs in the input should be expanded. Default is #t.

`:tab-width`  
If tabs are expanded, this will be the number of spaces to which they expand. Default is 8.

`:collapse-whitespace?`  
Boolean describing whether the whitespace inside the existing text should be removed or not. Default is #t.

If text is already well-formatted, and is just being wrapped to fit in a different width, then setting this to '#f'. This way, many common text conventions (such as two spaces between sentences) can be preserved if in the original text. If the input text spacing cannot be trusted, then leave this setting at the default, and all repeated whitespace will be collapsed down to a single space.

`:initial-indent`  
Defines a string that will be put in front of the first line of wrapped text. Default is the empty string, "".

`:subsequent-indent`  
Defines a string that will be put in front of all lines of wrapped text, except the first one. Default is the empty string, "".

`:break-long-words?`  
If a single word is too big to fit on a line, this setting tells the wrapper what to do. Defaults to #t, which will break up long words. When set to #f, the line will be allowed, even though it is longer than the defined `:line-width`.  

Here's an example of creating a `<text-wrapper>`:

```scheme
(make <text-wrapper> #:line-width 48 #:break-long-words? #f)
```

**fill-string**  
`fill-string str keywds ...`. Wraps the text given in string `str` according to the parameters provided in `keywds`, or the default setting if they are not given. Returns a single string with the wrapped text. Valid keyword arguments are discussed with the `<text-wrapper>` class.

```scheme
fill-string tw str. fills str using the instance of `<text-wrapper>` given as `tw`.
```

**string->wrapped-lines**  
`string->wrapped-lines str keywds ...`. Wraps the text given in string `str` according to the parameters provided in `keywds`, or the default setting if they are not given. Returns a list of strings representing the formatted lines. Valid keyword arguments are discussed with the `<text-wrapper>` class.

```scheme
string->wrapped-lines tw str. Wraps the text given in string `str` according to the given `<text-wrapper> `tw`. Returns a list of strings representing the formatted lines. Valid keyword arguments are discussed with the `<text-wrapper>` class.
```
25 (term ansi-color)

25.1 Overview
The `(term ansi-color)` module generates ANSI escape sequences for colors. Here is an example of the module’s use:

```lisp
method one: safer, since you know the colors
will get reset
display (colorize-string "Hello!\n" 'RED 'BOLD 'ON-BLUE))

method two: insert the colors by hand
(for-each display
 (list (color 'RED 'BOLD 'ON-BLUE)
 "Hello!"
 (color 'RESET)))
```

25.2 Usage
color . lst [Function]
Returns a string containing the ANSI escape sequence for producing the requested set of attributes.

The allowed values for the attributes are listed below. Unknown attributes are ignored.

Reset Attributes
"CLEAR" and "RESET" are allowed and equivalent.

Non-Color Attributes
"BOLD" makes text bold, and "DARK" reverses this. "UNDERLINE" and "UNDERSCORE" are equivalent. "BLINK" makes the text blink. "REVERSE" invokes reverse video. "CONCEALED" hides output (as for getting passwords, etc.).

Foreground Color Attributes
"BLACK", "RED", "GREEN", "YELLOW", "BLUE", "MAGENTA", "CYAN", "WHITE"

Background Color Attributes
"ON-BLACK", "ON-RED", "ON-GREEN", "ON-YELLOW", "ON-BLUE", "ON-MAGENTA", "ON-CYAN", "ON-WHITE"

colorize-string str . color-list [Function]
Returns a copy of `str` colorized using ANSI escape sequences according to the attributes specified in `color-list`. At the end of the returned string, the color attributes will be reset such that subsequent output will not have any colors in effect.

The allowed values for the attributes are listed in the documentation for the color function.
26 (unit-test)

26.1 Overview

26.2 Usage

assert-equal  \textit{expected} \textit{got} \quad \text{[Function]}

assert-true \textit{got} \quad \text{[Function]}

assert-false \textit{got} \quad \text{[Function]}

assert-numeric= \textit{expected} \textit{got} \textit{precision} \quad \text{[Function]}

<test-result> \quad \text{[Class]}

tests-run \quad \text{[Generic]}

tests-run \quad \text{[Method]}

tests-failed \quad \text{[Generic]}

tests-failed \quad \text{[Method]}

tests-log \quad \text{[Generic]}

tests-log \quad \text{[Method]}

failure-messages \quad \text{[Generic]}

failure-messages \quad \text{[Method]}

test-started \quad \text{[Generic]}

test-started \quad \text{[Method]}

test-failed \quad \text{[Generic]}

test-failed \quad \text{[Method]}

summary \quad \text{[Generic]}

summary \quad \text{[Method]}

<test-case> \quad \text{[Class]}

name \quad \text{[Generic]}

name \quad \text{[Method]}

name \quad \text{[Method]}

set-up-test \quad \text{[Generic]}

set-up-test \quad \text{[Method]}

tear-down-test \quad \text{[Generic]}

tear-down-test \quad \text{[Method]}

run \quad \text{[Generic]}

run \quad \text{[Method]}
run
<test-suite>
tests
tests
add
add
run-all-defined-test-cases
exit-with-summary result
assert
assert-exception
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