

CS 3520/6520
Programming Languages

Fall 2019

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CS 3520/6520 Programming Languages

This course is about programming language **concepts**

It's *not* a survey course

CS 3520/6520 Programming Languages

This course is about programming language **concepts**

lexical scope	closures	recursion
λ -calculus	objects	classes
continuations	eager and lazy evaluation	
state	type checking	polymorphism
soundness	type inference	subtyping
compilation	garbage collection	

... especially **functional programming** concepts

CS 3520/6520 Programming Languages

This course is about programming language **concepts**

- To help you understand new programming languages
- To make you a better programmer in any language

Course Details

`http://www.eng.utah.edu/~cs3520/`

Formal prerequisite: CS 3500

Informal prerequisite: more programming experience than that

Lectures are Online

After today, all slide presentations are online

- Watch the videos before class
- Class is for more examples and homework solutions
 - a.k.a. “recitation”
 - guideline: no new material introduced in class

Programming Language Concepts

This course teaches concepts in two ways:

By implementing **interpreters**

- new concept \Rightarrow new interpreter

By using **Plait**, a variant of **Racket**

- we don't assume that you already know Plait or Racket

Interpreters

An **interpreter** takes a program and produces a result

- DrRacket
- x86 processor
- desktop calculator
- **bash**
- Algebra student

A **compiler** takes a program and produces another program

In the terminology of programming languages, someone who translates Chinese to English is a *compiler*, not an *interpreter*.

Racket and Plait

Lisp ➔ **Scheme** ➔ **Racket**

Racket is

- a programming language
- a family of programming languages
- a language for creating programming languages

... including **Plait**

Racket ➔ **Plait** ← **ML**

PLAI = *Programming Languages: Application and Interpretation*, a textbook

DrRacket

The screenshot shows the DrRacket IDE window titled "add1.rkt - DrRacket". The window has a menu bar with "add1.rkt" and "(define ...)" and a toolbar with icons for "Debug", "Macro Stepper", "Run", and "Stop".

```
1 #lang plait
2 (define (f x)
3   (+ x 1))
4
```

Below the code editor, the output area displays the following text:

```
Welcome to DrRacket, version 7.0 [3m].
Language: Determine language from source; memory limit: 256 MB.
> (f 2)
- Number
3
>
```

At the bottom of the window, the status bar shows "Determine language from source", the time "6:2", and the memory usage "1275.37 MB".

Plait Tutorial

`http://docs.racket-lang.org/plait/index.html`

v.7.0



Plait Language

```
#lang plait
```

```
package: plait
```

The Plait language syntactically resembles the `plai` language, which is based on `racket`, but the type system is close to that of `ML`.

1 Tutorial

Plait's Parenthesized Prefix Notation

<code>f(x)</code>	<code>(f x)</code>
<code>1+2</code>	<code>(+ 1 2)</code>
<code>1+2*3</code>	<code>(+ 1 (* 2 3))</code>
<code>s=6</code>	<code>(define s 6)</code>
<code>f(x)=x+1</code>	<code>(define (f x) (+ x 1))</code>
$\left\{ \begin{array}{ll} x < 0 & -1 \\ x = 0 & 0 \\ x > 0 & 1 \end{array} \right.$	<code>(cond [(< x 0) -1] [(= x 0) 0] [(> x 0) 1])</code>

Plait Data

- Numbers and strings

obvious

```
1 3.4 "Hello, World!"
```

- Booleans

straightforward

```
#t #f
```

- Symbols and quoted lists

unusual

```
'apple 'define '+
```

```
'(1 2 3) '(f x)
```

Plait S-Expressions

- Backquote ` instead of regular quote '

convenient

```
`x
```

```
`{+ x 1}
```

```
`{define {f x}  
  {+ x 1}}
```

Plait Datatypes

```
(define-type Shape
  (circle [radius : Number])
  (rectangle [width : Number]
             [height : Number]))

(define (area s)
  (type-case Shape s
    [(circle r) (* 3.14 (* r r))]
    [(rectangle w h) (* w h)]))

(test (area (circle 2))
      12.56)

(test (area (rectangle 3 4))
      12)
```

Interpreters

See `lambda.rkt`

Example Plait program:

```
(define-type Value
  (numV [n : Number])
  (closV [arg : Symbol]
         [body : Exp]
         [env : Env]))
```

Example **Curly** program:

```
{+ {* 3 4} 8}
```

Example Curly program as a Plait value:

```
`{+ {* 3 4} 8}
```


Datatype and Function Shapes Match

```
(define-type Shape
  (circle [radius : Number])
  (rectangle [width : Number]
             [height : Number])
  (adjacent [left : Shape]
            [right : Shape]))

(define (area s)
  (type-case Shape s
    [(circle r) (* 3.14 (* r r))]
    [(rectangle w h) (* w h)]
    [(adjacent l r) (+ (area l)
                       (area r))]))

(test (area (circle 2))
      12.56)
(test (area (rectangle 3 4))
      12)
(test (area (adjacent (circle 2) (rectangle 3 4)))
      24.56)
```

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```
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(test (area (circle 2))
      12.56)
(test (area (rectangle 3 4))
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      24.56)
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                       (area r))]))

(test (area (circle 2))
      12.56)
(test (area (rectangle 3 4))
      12)
(test (area (adjacent (circle 2) (rectangle 3 4)))
      24.56)
```

The diagram consists of two orange curved arrows. The first arrow starts at the `(circle 2)` argument of the `(area (circle 2))` test and points to the `[(circle r)` type case in the `(define (area s))` function. The second arrow starts at the `(rectangle 3 4)` argument of the `(area (rectangle 3 4))` test and points to the `[(rectangle w h)` type case in the same function. These arrows illustrate how the concrete arguments in the tests match the abstract shapes defined in the function's type cases.

Homework 0

- Create handin account
- Plait warm-up exercises

Due Friday, August 23