

CS 5510
Programming Language Concepts

Fall 2009

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Course Details

<http://www.eng.utah.edu/~cs5510/>

Programming Language Concepts

This course teaches concepts in two ways:

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By implementing **interpreters**

- new concept \Rightarrow new interpreter

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By implementing **interpreters**

- new concept \Rightarrow new interpreter

By using **Scheme** and variants

- we don't assume that you already know Scheme

Interpreters

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

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

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In the terminology of programming languages, someone who translates Chinese to English is a compiler!

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In the terminology of programming languages, someone who translates Chinese to English is a compiler!

So, what's a *program*?

A Grammar for Algebra Programs

A grammar of Algebra in **BNF** (Backus-Naur Form):

$\langle \text{prog} \rangle ::= \langle \text{defn} \rangle^* \langle \text{expr} \rangle$
 $\langle \text{defn} \rangle ::= \langle \text{id} \rangle (\langle \text{id} \rangle) = \langle \text{expr} \rangle$
 $\langle \text{expr} \rangle ::= (\langle \text{expr} \rangle + \langle \text{expr} \rangle)$
 | $(\langle \text{expr} \rangle - \langle \text{expr} \rangle)$
 | $\langle \text{id} \rangle (\langle \text{expr} \rangle)$
 | $\langle \text{id} \rangle$
 | $\langle \text{num} \rangle$
 $\langle \text{id} \rangle ::=$ a variable name: **f, x, y, z, ...**
 $\langle \text{num} \rangle ::=$ a number: 1, 42, 17, ...

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 $\quad \quad \quad | \langle \text{id} \rangle (\langle \text{expr} \rangle)$
 $\quad \quad \quad | \langle \text{id} \rangle$
 $\quad \quad \quad | \langle \text{num} \rangle$
 $\langle \text{id} \rangle ::= \text{a variable name: } \mathbf{f, x, y, z, \dots}$
 $\langle \text{num} \rangle ::= \text{a number: } 1, 42, 17, \dots$

Each **meta-variable**, such as $\langle \text{prog} \rangle$, defines a set

Using a BNF Grammar

$\langle \text{id} \rangle ::= \text{a variable name: } \mathbf{f}, \mathbf{x}, \mathbf{y}, \mathbf{z}, \dots$

$\langle \text{num} \rangle ::= \text{a number: } 1, 42, 17, \dots$

The set $\langle \text{id} \rangle$ is the set of all variable names

The set $\langle \text{num} \rangle$ is the set of all numbers

Using a BNF Grammar

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To make an example member of $\langle \text{num} \rangle$, simply pick an element from the set

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To make an example member of $\langle \text{num} \rangle$, simply pick an element from the set

$1 \in \langle \text{num} \rangle$

$198 \in \langle \text{num} \rangle$

Using a BNF Grammar

```
<expr> ::= (<expr> + <expr>)  
         | (<expr> - <expr>)  
         | <id>(<expr>)  
         | <id>  
         | <num>
```

The set `<expr>` is defined in terms of other sets

Using a BNF Grammar

```
<expr> ::= (<expr> + <expr>)  
         | (<expr> - <expr>)  
         | <id>(<expr>)  
         | <id>  
         | <num>
```

To make an example **<expr>**:

- choose one case in the grammar
- pick an example for each meta-variable
- combine the examples with literal text

Using a BNF Grammar

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<expr> ::= (<expr> + <expr>)  
         | (<expr> - <expr>)  
         | <id>(<expr>)  
         | <id>  
         | <num> ←
```

To make an example `<expr>`:

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Using a BNF Grammar

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 $\langle \text{expr} \rangle ::= (\langle \text{expr} \rangle + \langle \text{expr} \rangle)$   
|  $(\langle \text{expr} \rangle - \langle \text{expr} \rangle)$   
|  $\langle \text{id} \rangle (\langle \text{expr} \rangle)$   
|  $\langle \text{id} \rangle$   
|  $\langle \text{num} \rangle$  ←
```


To make an example $\langle \text{expr} \rangle$:

- choose one case in the grammar
- pick an example for each meta-variable

$7 \in \langle \text{num} \rangle$

- combine the examples with literal text

Using a BNF Grammar

$\langle \text{expr} \rangle ::= (\langle \text{expr} \rangle + \langle \text{expr} \rangle)$
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- combine the examples with literal text

$7 \in \langle \text{expr} \rangle$

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<expr> ::= (<expr> + <expr>)  
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To make an example **<expr>**:

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f ∈ **<id>**

- combine the examples with literal text

Using a BNF Grammar

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 $\langle \text{expr} \rangle ::= (\langle \text{expr} \rangle + \langle \text{expr} \rangle)$   
|  $(\langle \text{expr} \rangle - \langle \text{expr} \rangle)$   
|  $\langle \text{id} \rangle (\langle \text{expr} \rangle)$  ←  
|  $\langle \text{id} \rangle$   
|  $\langle \text{num} \rangle$ 
```

To make an example $\langle \text{expr} \rangle$:

- choose one case in the grammar
- pick an example for each meta-variable

$\mathbf{f} \in \langle \text{id} \rangle$ $7 \in \langle \text{expr} \rangle$

- combine the examples with literal text

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$\mathbf{f} \in \langle \text{id} \rangle$ $7 \in \langle \text{expr} \rangle$

- combine the examples with literal text

$\mathbf{f(7)} \in \langle \text{expr} \rangle$

Using a BNF Grammar

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<expr> ::= (<expr> + <expr>)  
         | (<expr> - <expr>)  
         | <id>(<expr>) ←  
         | <id>  
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To make an example **<expr>**:

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f ∈ **<id>** **f(7)** ∈ **<expr>**

- combine the examples with literal text

Using a BNF Grammar

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 $\langle \text{expr} \rangle ::= (\langle \text{expr} \rangle + \langle \text{expr} \rangle)$   
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|  $\langle \text{id} \rangle (\langle \text{expr} \rangle)$  ←  
|  $\langle \text{id} \rangle$   
|  $\langle \text{num} \rangle$ 
```

To make an example $\langle \text{expr} \rangle$:

- choose one case in the grammar
- pick an example for each meta-variable

$f \in \langle \text{id} \rangle$ $f(7) \in \langle \text{expr} \rangle$

- combine the examples with literal text

$f(f(7)) \in \langle \text{expr} \rangle$

Using a BNF Grammar

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$\langle \text{defn} \rangle ::= \langle \text{id} \rangle (\langle \text{id} \rangle) = \langle \text{expr} \rangle$

$\mathbf{f(x) = (x + 1)} \in \langle \text{defn} \rangle$

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$\langle \text{prog} \rangle ::= \langle \text{defn} \rangle^* \langle \text{expr} \rangle$
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$f(x) = (x + 1) \in \langle \text{defn} \rangle$

To make a $\langle \text{prog} \rangle$ pick some number of $\langle \text{defn} \rangle$ s

$(x + y) \in \langle \text{prog} \rangle$

$f(x) = (x + 1)$

$g(y) = f((y - 2)) \in \langle \text{prog} \rangle$

$g(7)$

Programming Language

A ***programming language*** is defined by

- a grammar for programs
- rules for evaluating any program to produce a result

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For example, Algebra evaluation is defined in terms of evaluation steps:

$$(2 + (7 - 4)) \quad \rightarrow \quad (2 + 3) \quad \rightarrow \quad 5$$

Programming Language

A ***programming language*** is defined by

- a grammar for programs
- rules for evaluating any program to produce a result

For example, Algebra evaluation is defined in terms of evaluation steps:

$$f(x) = (x + 1)$$

$$f(10) \quad \rightarrow \quad (10 + 1) \quad \rightarrow \quad 11$$

Evaluation

- Evaluation \rightarrow is defined by a set of pattern-matching rules:

$$(2 + (7 - 4)) \quad \rightarrow \quad (2 + 3)$$

due to the pattern rule

$$\dots (7 - 4) \dots \quad \rightarrow \quad \dots 3 \dots$$

Evaluation

- Evaluation \rightarrow is defined by a set of pattern-matching rules:

$$f(\mathbf{x}) = (\mathbf{x} + 1)$$

$$f(10) \quad \rightarrow \quad (10 + 1)$$

due to the pattern rule

$$\dots \langle \text{id} \rangle_1 (\langle \text{id} \rangle_2) = \langle \text{expr} \rangle_1 \dots$$

$$\dots \langle \text{id} \rangle_1 (\langle \text{expr} \rangle_2) \dots \quad \rightarrow \quad \dots \langle \text{expr} \rangle_3 \dots$$

where $\langle \text{expr} \rangle_3$ is $\langle \text{expr} \rangle_1$ with $\langle \text{id} \rangle_2$ replaced by $\langle \text{expr} \rangle_2$

Pattern-Matching Rules for Evaluation

- **Rule 1**

... $\langle \text{id} \rangle_1(\langle \text{id} \rangle_2) = \langle \text{expr} \rangle_1$...

... $\langle \text{id} \rangle_1(\langle \text{expr} \rangle_2)$... \rightarrow ... $\langle \text{expr} \rangle_3$...

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- **Rules 2 - ∞**

... $(0 + 0)$... \rightarrow ... 0 ...

... $(1 + 0)$... \rightarrow ... 1 ...

... $(0 + 1)$... \rightarrow ... 1 ...

... $(2 + 0)$... \rightarrow ... 2 ...

etc.

... $(0 - 0)$... \rightarrow ... 0 ...

... $(1 - 0)$... \rightarrow ... 1 ...

... $(0 - 1)$... \rightarrow ... -1 ...

... $(2 - 0)$... \rightarrow ... 2 ...

etc.

Pattern-Matching Rules for Evaluation

- **Rule 1**

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- **Rules 2 - ∞**

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etc.

... $(0 - 0)$... \rightarrow ... 0 ...

... $(1 - 0)$... \rightarrow ... 1 ...

... $(0 - 1)$... \rightarrow ... -1 ...

... $(2 - 0)$... \rightarrow ... 2 ...

etc.

When the interpreter is a program instead of an Algebra student, the rules look a little different

HW 1

On the course web page:

Write an interpreter for a small language of string manipulations

Assignment is due **Monday**

Your code may be featured in class on Monday