

**CS 5510**  
**Programming Language Concepts**

Fall 2007

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# Course Details

<http://www.cs.utah.edu/classes/cs5510/>

# Programming Language Concepts

This course teaches concepts in two ways:

## By implementing **interpreters**

- new concept  $\Rightarrow$  new interpreter

## By using **Scheme** and variants

- new concept  $\Rightarrow$  new variant of Scheme
- we don't assume that you already know Scheme

# Interpreters

An *interpreter* takes a program and produces a result

Examples:

- DrScheme
- 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!

So, what's a *program*? 6-8

# A Grammar for Algebra Programs

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

```
<prog> ::= <defn>* <expr>
<defn> ::= <id>(<id>) = <expr>
<expr> ::= (<expr> + <expr>)
          | (<expr> - <expr>)
          | <id>(<expr>)
          | <id>
          | <num>
<id>    ::= a variable name: f, x, y, z, ...
<num>   ::= a number: 1, 42, 17, ...
```

Each **meta-variable**, such as <prog>, defines a set

## Using a BNF Grammar

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

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

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

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

```
<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

`7 ∈ <num>`

- combine the examples with literal text

`7 ∈ <expr>`

## 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

**f** ∈ **<id>**                      **7** ∈ **<expr>**

- combine the examples with literal text

**f(7)** ∈ **<expr>**

## 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

**f** ∈ **<id>**                      **f(7)** ∈ **<expr>**

- combine the examples with literal text

**f(f(7))** ∈ **<expr>**

## Using a BNF Grammar

$\langle \text{prog} \rangle ::= \langle \text{defn} \rangle^* \langle \text{expr} \rangle$

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

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

- 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

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

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

# 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

...  $\langle id \rangle_1(\langle id \rangle_2) = \langle expr \rangle_1$  ...

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

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

- Rules 2 -  $\infty$

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

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

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

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

*etc.*

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

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

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

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

*etc.*

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