EECS 321 Programming Languages

Winter 2012

Instructor: Robby Findler

Course Details

```
http://www.eecs.northwestern.edu/~robby/courses/321-2012-winter/

(or google "findler" and follow the links)
```

Programming Language Concepts

This course teaches concepts in two ways:

By implementing interpreters

 \circ new concept \Rightarrow new interpreter

By using **Racket** and variants

• we don't assume that you already know Racket

An interpreter takes a program and produces a result

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

An interpreter takes a program and produces a result

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

A compiler takes a program and produces a program

- DrRacket
- x86 processor
- o gcc
- o javac

An interpreter takes a program and produces a result

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

Good for understanding program behavior, easy to implement

A compiler takes a program and produces a program

- DrRacket
- x86 processor
- o gcc
- javac

Good for speed, more complex (come back next quarter)

An interpreter takes a program and produces a result

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

Good for understanding program behavior, easy to implement

A compiler takes a program and produces a program

- DrRacket
- x86 processor
- o gcc
- javac

Good for speed, more complex (come back next quarter)

So, what's a **program**?

A Grammar for Algebra Programs

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

A Grammar for Algebra Programs

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

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

```
\langle id \rangle ::= a variable name: f, x, y, z, ... \langle num \rangle ::= a number: I, 42, I7, ...
```

The set (id) is the set of all variable names

The set (num) is the set of all numbers

```
\langle id \rangle ::= a variable name: f, x, y, z, ... \langle num \rangle ::= a number: I, 42, I7, ...
```

The set (id) is the set of all variable names

The set (num) is the set of all numbers

To make an example member of (num), simply pick an element from the set

```
\langle id \rangle ::= a variable name: f, x, y, z, ... \langle num \rangle ::= a number: I, 42, I7, ...
```

The set (id) is the set of all variable names

The set (num) is the set of all numbers

To make an example member of (num), simply pick an element from the set

$$2 \in \langle num \rangle$$

```
⟨expr⟩ ::= (⟨expr⟩ + ⟨expr⟩)

| (⟨expr⟩ - ⟨expr⟩)

| ⟨id⟩(⟨expr⟩)

| ⟨id⟩

| ⟨num⟩
```

The set (expr) is defined in terms of other sets

```
⟨expr⟩ ::= (⟨expr⟩ + ⟨expr⟩)

| (⟨expr⟩ - ⟨expr⟩)

| ⟨id⟩(⟨expr⟩)

| ⟨id⟩

| ⟨num⟩
```

To make an example (expr):

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

```
⟨expr⟩ ::= (⟨expr⟩ + ⟨expr⟩)

| (⟨expr⟩ - ⟨expr⟩)

| ⟨id⟩(⟨expr⟩)

| ⟨id⟩

| ⟨num⟩
```

To make an example (expr):

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

```
⟨expr⟩ ::= (⟨expr⟩ + ⟨expr⟩)

| (⟨expr⟩ - ⟨expr⟩)

| ⟨id⟩(⟨expr⟩)

| ⟨id⟩

| ⟨num⟩

←
```

To make an example (expr):

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

$$7 \in \langle num \rangle$$

```
⟨expr⟩ ::= (⟨expr⟩ + ⟨expr⟩)

| (⟨expr⟩ - ⟨expr⟩)

| ⟨id⟩(⟨expr⟩)

| ⟨id⟩

| ⟨num⟩
```

To make an example (expr):

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

$$7 \in \langle num \rangle$$

$$7 \in \langle expr \rangle$$

```
⟨expr⟩ ::= (⟨expr⟩ + ⟨expr⟩)

| (⟨expr⟩ - ⟨expr⟩)

| ⟨id⟩(⟨expr⟩)

| ⟨id⟩

| ⟨num⟩
```

To make an example (expr):

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

```
⟨expr⟩ ::= (⟨expr⟩ + ⟨expr⟩)

| (⟨expr⟩ - ⟨expr⟩)

| ⟨id⟩(⟨expr⟩)

| ⟨id⟩

| ⟨num⟩
```

To make an example (expr):

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

$$f \in \langle id \rangle$$

```
⟨expr⟩ ::= (⟨expr⟩ + ⟨expr⟩)

| (⟨expr⟩ - ⟨expr⟩)

| ⟨id⟩(⟨expr⟩)

| ⟨id⟩

| ⟨num⟩
```

To make an example (expr):

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

$$f \in \langle id \rangle$$
 $7 \in \langle expr \rangle$

```
⟨expr⟩ ::= (⟨expr⟩ + ⟨expr⟩)

| (⟨expr⟩ - ⟨expr⟩)

| ⟨id⟩(⟨expr⟩)

| ⟨id⟩

| ⟨num⟩
```

To make an example (expr):

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

$$f \in \langle id \rangle$$
 $7 \in \langle expr \rangle$

$$f(7) \in \langle expr \rangle$$

```
⟨expr⟩ ::= (⟨expr⟩ + ⟨expr⟩)

| (⟨expr⟩ - ⟨expr⟩)

| ⟨id⟩(⟨expr⟩)

| ⟨id⟩

| ⟨num⟩
```

To make an example (expr):

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

$$f \in \langle id \rangle$$
 $f(7) \in \langle expr \rangle$

```
⟨expr⟩ ::= (⟨expr⟩ + ⟨expr⟩)

| (⟨expr⟩ - ⟨expr⟩)

| ⟨id⟩(⟨expr⟩)

| ⟨id⟩

| ⟨num⟩
```

To make an example (expr):

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

$$f \in \langle id \rangle$$
 $f(7) \in \langle expr \rangle$

$$f(f(7)) \in \langle expr \rangle$$

```
\langle prog \rangle ::= \langle defn \rangle^* \langle expr \rangle

\langle defn \rangle ::= \langle id \rangle (\langle id \rangle) = \langle expr \rangle

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

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

To make a \(\rangle \text{prog} \rangle \text{ pick some number of \(\lambda \text{defn} \rangle \text{s}}\)

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

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

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

$$g(7)$$

Programming Language

A **programming language** is defined by

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

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:

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

$$\mathbf{f}(10) \qquad \rightarrow \qquad (10 + 1) \qquad \rightarrow \qquad 11$$

Evaluation

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

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

due to the pattern rule

Evaluation

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

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

$$\mathbf{f}(10) \longrightarrow (10 + 1)$$

due to the pattern rule

...
$$\langle id \rangle_{1} (\langle id \rangle_{2}) = \langle expr \rangle_{1}$$
 ... $\langle id \rangle_{1} (\langle expr \rangle_{2})$... $\langle expr \rangle_{3}$...

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

Rules for Evaluation

• Rule I - one pattern

Rules for Evaluation

• Rule I - one pattern

...
$$\langle id \rangle_{I} (\langle id \rangle_{2}) = \langle expr \rangle_{I}$$
 ... $\langle id \rangle_{I} (\langle expr \rangle_{2})$... $\langle expr \rangle_{3}$...

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

• Rules 2 - ∞ special cases

...
$$(0 + 0)$$
 ... \rightarrow ... 0 ... $(0 - 0)$... \rightarrow ... 0 ... $(1 + 0)$... \rightarrow ... 1 ... $(1 - 0)$... \rightarrow ... 1 ... $(2 + 0)$... \rightarrow ... 2 ... $etc.$

Rules for Evaluation

• Rule I - one pattern

...
$$\langle id \rangle_{I} (\langle id \rangle_{2}) = \langle expr \rangle_{I}$$
 ... $\langle id \rangle_{I} (\langle expr \rangle_{2})$... $\langle expr \rangle_{3}$...

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

• Rules 2 - ∞ special cases

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

On the course web page:

Finger exercises in Racket

Assignment is due **Friday**