Basic Elements of Programming Languages

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* Course website: https://verigu.github.io/4115Spring2024/

What is a Programming Language?

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- It allows you to express what is the task to compute
- It allows a computer to execute the computation task

Language Specifications

How to Define a Language

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Examples

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Examples

```
a int vg(int a,
{
  return (a; + b)
{ {
```

Non-Examples

How to Define a Language

- An official documents, with informal descriptions.
- An official documents, with formal descriptions.
- A reference implementation, e.g., a compiler.

Some language definitions are sanctioned by an official standards organization, e.g., C11 (ISO/IEC 9899:2011).

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implementation-defined behavior, e.g., identifier characters
unspecified behavior, e.g., evaluation order of subexp

Aspects of Language Specifications

Syntax

Semantics

Pragmatics

Aspects of Language Specifications

Syntax | Semantics | Pragmatics

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Syntax | Semantics | Pragmatics

- Syntax: the form of programming languages.
- Semantics: the meaning of programming languages.
- Pragmatics: the implementation of programming languages.

Syntax

Syntax is divided into:

- Microsyntax
- Abstract syntax

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- Microsyntax: specifies how the characters in the source code stream are grouped into tokens.
- Abstract syntax: specifies how the tokens are grouped into phrases, e.g., expressions, statements, etc.

Microsytax

Source program is just a sequence of characters.

```
int avg(int a, int b)
{
  return (a + b) / 2;
}
```

i n t SP a v g (i n t SP a , SP i n t SP b) NL
{ NL
SP SP r e t u r n SP (a SP + SP b) SP / SP 2 ; NL
} NL

Microsytax

```
int avg(int a, int b)
{
  return (a + b) / 2;
}
```

Token	Lexemes	Pattern (as **regular expressions**)
ID	avg, a, b	letter followed by letters or digits
KEYWORD	int, return	letters
NUMBER	2	digits
OPERATOR	+, /	+, /
PUNCTUATION	;,(,),{,},	;,(,),{,},

[int] [avg] [(] [int] [a] [,] [int] [b] [)] [{] [return] [(] [a] [+] [b] [)] [/] [2] [;] [}]

Lexical Analysis Gives Tokens

```
int avg(int a, int b)
{
  return (a + b) / 2;
}
```

int | avg | (| int | a | , | int | b |) | { | return | (| a | + | b |) | / | 2 | ; | }

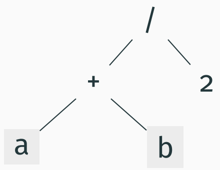
- Throw errors when failing to create tokens: malformed numbers (e.g., 23fg) or invalid characters (such as non-ASCII characters in C).

Abstract Syntax

Abstract Syntax can be defined using Context Free Grammar. Nonterminals can always be replaced using the rules, regardless of their contexts.

```
expr :
    expr OPERATOR expr
  | ( expr )
  | NUMBER
  | ID
```

Expression $(a + b)/2$ can be parsed into an AST:



Abstract Syntax

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Nonterminals can always be replaced using the rules, regardless of their contexts.

```
expr :
    expr OPERATOR expr
  | ( expr )
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```
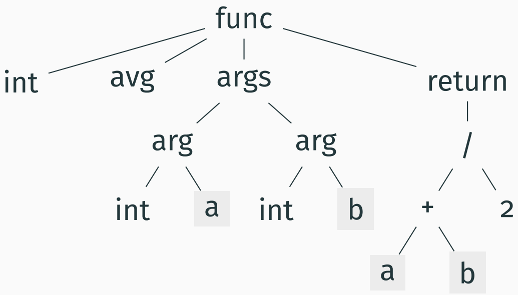

Ambiguous! What about $a + b/2$?

Syntax Analysis Gives an Abstract Syntax Tree




```
int avg(int a, int b)
{
  return (a + b) / 2;
}
```

- Syntax analysis will throw errors if "}" is missing. Lexical analysis will not.

Semantics

- **Static Semantics**
- **Dynamic Semantics**

Semantics

- **Static Semantics**: deals with legality rules—things you can check before running the code (compile time), e.g., type, scope, for some languages.
- **Dynamic Semantics**

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- **Static Semantics**: deals with legality rules—things you can check before running the code (compile time), e.g., type, scope, for some languages.
- **Dynamic Semantics**: deals with the execution behavior; things that can only be known at runtime, e.g., value.

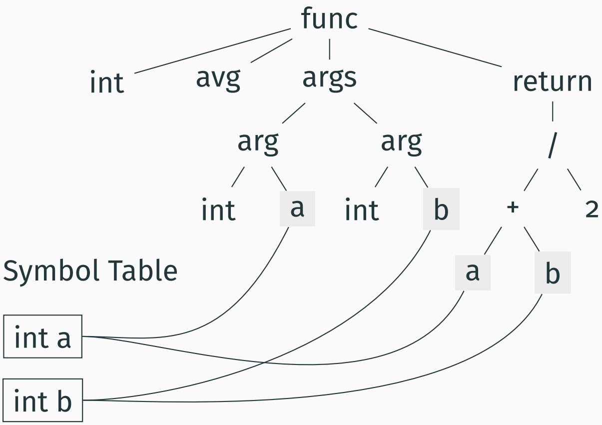
Static Semantics

We can use inference rules to define semantics, e.g., type:

$$\frac{}{\text{NUMBER} \;:\; \textbf{int}} \qquad\qquad \frac{\text{expr} \;:\; \textbf{int}}{(\text{expr}) \;:\; \textbf{int}}$$

$$\frac{\text{expr}_1 \;:\; \textbf{int} \qquad \text{expr}_2 \;:\; \textbf{int}}{\text{expr}_1 \text{ OPERATOR } \text{expr}_2 \;:\; \textbf{int}}$$

Semantic Analysis: Resolve Symbols; Verify Types



Dynamic Semantics

We can use inference rules to define semantics, e.g., value:

$$\frac{}{\textbf{eval}(\text{NUMBER}) = \text{NUMBER}} \qquad \frac{\textbf{eval}(\text{expr}) = n}{\textbf{eval}((\text{expr})) = n}$$

$$\frac{\textbf{eval}(\text{expr}_1) = n_1 \quad \textbf{eval}(\text{expr}_2) = n_2}{\textbf{eval}(\text{expr}_1 \ + \ \text{expr}_2) = n_1 + n_2}$$

Dynamic Semantics

Consider the integer range?

$$\frac{}{\textbf{eval}(\text{NUMBER}) = \text{NUMBER}} \qquad \frac{\textbf{eval}(\text{expr}) = n}{\textbf{eval}((\text{expr})) = n}$$

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Dynamic Semantics

Consider the integer range:

$$\frac{\text{wrap}(\text{NUMBER}) = n}{\textbf{eval}(\text{NUMBER}) = n} \qquad \frac{\textbf{eval}(\text{expr}) = n}{\textbf{eval}((\text{expr})) = n}$$

$$\frac{\textbf{eval}(\text{expr}_1) = n_1 \quad \textbf{eval}(\text{expr}_2) = n_2 \quad \text{wrap}(n_1 + n_2) = n}{\textbf{eval}(\text{expr}_1 \ + \ \text{expr}_2) = n}$$

Programming Paradigms

Programming Paradigms

A programming paradigm is a style, or “way,” of programming. Some languages make it easy to write in some paradigms but not others.

Imperative Programming

An imperative program specifies how a computation is to be done: a sequence of statements that update state.

```
    result = []
    i = 0
    numStu = len(students)
start:
    if i >= numStu goto finished
    name = students[i]
    nameLength = len(name)
    if nameLength <= 5 goto nextOne
    addToList(result, name)
nextOne:
    i = i + 1
    goto start
finished:
    return result
```

Structured Programming

A kind of imperative programming with clean, goto-free, nested control structures. Go To Statement Considered Harmful by Dijkstra.

```
result = []
for i in range(len(students)):
    name = students[i]
    if len(name) > 5:
        addToList(result, name)
print(result)
```

Structured Programming

cppreference.com:

> *[Goto statement is] used when it is otherwise impossible to transfer control to the desired location using other statements.*

C tutorials:

> *Use of goto statement is highly discouraged in any programming language because it makes difficult to trace the control flow of a program, making the program hard to understand and hard to modify. Any program that uses a goto can be rewritten to avoid them.*

Procedural Programming

Imperative programming with procedure calls.

```
def filterList (students):
    result = []
    for name in students:
        if len(name) > 5:
            addToList(result, name)
    return result

print(filterList(students))
```

Object-Oriented Programming

An object-oriented program does its computation with interacting objects.

```
class Student:
  def __init__(self, name):
    self.name = name
    self.department = "CS"

def filterList (students):
    result = []
    for student in students:
        if student.name.__len__() > 5:
            result.append(student.name)
    return result

print(filterList(students))
```

Declarative Programming

A declarative program specifies what computation is to be done. It expresses the logic of a computation without describing its control flow.

```
select name
from students
where length(name) > 5
```

Functional Programming

A functional program treats computation as the evaluation of mathematical functions and avoids side effects.

```
def isNameLong (name):
    return len(name) > 5

print(
  list(
    filter(isNameLong, students)))
```

Functional Programming

Using lambda calculus:

```
print(
 list(
  filter(lambda name: len(name)>5 ,  students)))
```

Functional Programming

Using function composition:

```
compose(print, list, filter*(lambda name: len(name) > 5))
       (students)
```

*A variant of the built-in filter.