

COSE212: Programming Languages

Lecture 5 — Design and Implementation of PLs (1) Expressions

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Plan

- **Part 1 (Preliminaries):** inductive definition, basics of functional programming, recursive and higher-order programming
- **Part 2 (Basic concepts):** syntax, semantics, naming, binding, scoping, environment, interpreters, states, side-effects, store, reference, mutable variables, parameter passing
- **Part 3 (Advanced concepts):** type system, typing rules, type checking, soundness/completeness, automatic type inference, polymorphic type system, lambda calculus, program synthesis

Goal

- We will learn essential concepts of programming languages by designing and implementing a programming language, called ML--:
 - ▶ Expressions
 - ▶ Procedures
 - ▶ States
 - ▶ Types
- Design decisions of programming languages
 - ▶ Expression/statement-oriented
 - ▶ Static/dynamic scoping
 - ▶ Eager/lazy evaluation
 - ▶ Explicit/implicit reference
 - ▶ Static/dynamic type system
 - ▶ Sound/unsound type system
 - ▶ Manual/automatic type inference
 - ▶ ...

Designing a Programming Language

We need to specify syntax and semantics of the language:

- Syntax: how to write programs
- Semantics: the meaning of the programs

Both are formally specified by inductive definitions.

Let: Our First Language

Syntax

$P \rightarrow E$

$E \rightarrow n$

| x

| $E + E$

| $E - E$

| iszero E

| if E then E else E

| let $x = E$ in E

| read

Examples

```
let x = 1 in x + 2
```

```
let x = 1  
in let y = 2  
   in x + y
```

```
let x = let y = 2  
        in y + 1  
in x + 3
```

```
let x = 1  
in let y = 2  
   in let x = 3  
      in x + y
```

Examples

```
let x = 1
in let y = let x = 2
           in x + x
   in x + y
```

```
let x = 1
in let y = 2
   in if iszero (x - 1) then y - 1 else y + 1
```

```
let x = 1
in let y = iszero x
   in x + y
```

Values and Environments

To define the semantics, we need to define **values** and **environments**.

- The set of values that the language manipulates:
 - ▶ `1+(2+3)`
 - ▶ `iszero 1, iszero (2-2)`
 - ▶ `if iszero 1 then 2 else 3`
- An environment is a variable-value mapping, which is needed to evaluate expressions with variables:
 - ▶ `x, y`
 - ▶ `x+1, x+(y-2)`
 - ▶ `let x = read`
 `in let y = 2`
 `in if zero x then y else x`

Values and Environments

In Let, the set of values includes integers and booleans:

$$v \in \mathit{Val} = \mathbb{Z} + \mathit{Bool}$$

and an environment is a function from variables to values:

$$\rho \in \mathit{Env} = \mathit{Var} \rightarrow \mathit{Val}$$

Notations:

- $[]$: the empty environment.
- $[x \mapsto v]\rho$ (or $\rho[x \mapsto v]$): the extension of ρ where x is bound to v :

$$([x \mapsto v]\rho)(y) = \begin{cases} v & \text{if } x = y \\ \rho(y) & \text{otherwise} \end{cases}$$

For simplicity, we write $[x_1 \mapsto v_1, x_2 \mapsto v_2]\rho$ for the extension of ρ where x_1 is bound to v_1 , x_2 to v_2 :

$$[x_1 \mapsto v_1, x_2 \mapsto v_2]\rho = [x_1 \mapsto v_1]([x_2 \mapsto v_2]\rho)$$

Evaluation of Expressions

Given an environment ρ , an expression e evaluates to a value v :

$$\rho \vdash e \Rightarrow v$$

or does not evaluate to any value (i.e. e does not have semantics w.r.t ρ).

- $[] \vdash 1 \Rightarrow 1$
- $[x \mapsto 1] \vdash x+1 \Rightarrow 2$
- $[] \vdash \text{read} \Rightarrow 3$, $[x \mapsto 1] \vdash \text{read} \Rightarrow 5$
- $[x \mapsto 0] \vdash \text{let } y = 2 \text{ in if iszero } x \text{ then } y \text{ else } x \Rightarrow 2$
- $\text{iszero } (\text{iszero } 3)$
- $\text{if } 1 \text{ then } 2 \text{ else } 3$

Evaluation Rules

$$\boxed{\rho \vdash e \Rightarrow v}$$

$$\overline{\rho \vdash n \Rightarrow n} \quad \overline{\rho \vdash x \Rightarrow \rho(x)}$$

$$\frac{\rho \vdash E_1 \Rightarrow n_1 \quad \rho \vdash E_2 \Rightarrow n_2}{\rho \vdash E_1 + E_2 \Rightarrow n_1 + n_2} \quad \frac{\rho \vdash E_1 \Rightarrow n_1 \quad \rho \vdash E_2 \Rightarrow n_2}{\rho \vdash E_1 - E_2 \Rightarrow n_1 - n_2}$$

$$\overline{\rho \vdash \text{read} \Rightarrow n} \quad \frac{\rho \vdash E \Rightarrow 0}{\rho \vdash \text{iszero } E \Rightarrow \text{true}} \quad \frac{\rho \vdash E \Rightarrow n}{\rho \vdash \text{iszero } E \Rightarrow \text{false}} \quad n \neq 0$$

$$\frac{\rho \vdash E_1 \Rightarrow \text{true} \quad \rho \vdash E_2 \Rightarrow v}{\rho \vdash \text{if } E_1 \text{ then } E_2 \text{ else } E_3 \Rightarrow v} \quad \frac{\rho \vdash E_1 \Rightarrow \text{false} \quad \rho \vdash E_3 \Rightarrow v}{\rho \vdash \text{if } E_1 \text{ then } E_2 \text{ else } E_3 \Rightarrow v}$$

$$\frac{\rho \vdash E_1 \Rightarrow v_1 \quad [x \mapsto v_1]\rho \vdash E_2 \Rightarrow v}{\rho \vdash \text{let } x = E_1 \text{ in } E_2 \Rightarrow v}$$

Evaluation Rules

More precise interpretation of the evaluation rules:

- The inference rules define a set \mathcal{S} of triples (ρ, e, v) . For readability, the triple was written by $\rho \vdash e \Rightarrow v$ in the rules.
- We say an expression e has semantics w.r.t. ρ iff there is a triple $(\rho, e, v) \in \mathcal{S}$ for some value v .
- That is, we say an expression e has semantics w.r.t. ρ iff we can derive $\rho \vdash e \Rightarrow v$ for some value v by applying the inference rules.
- We say an initial program e has semantics if $[] \vdash e \Rightarrow v$ for some v .

Examples

$$\frac{\frac{}{\boxed{} \vdash 1 \Rightarrow 1} \quad \frac{\frac{\boxed{x \mapsto 1} \vdash x \Rightarrow 1 \quad \boxed{x \mapsto 1} \vdash 2 \Rightarrow 2}{\boxed{x \mapsto 1} \vdash x + 2 \Rightarrow 3}}{\boxed{} \vdash \text{let } x = 1 \text{ in } x + 2 \Rightarrow 3}}{}{}$$

Examples

$$\frac{\frac{\frac{[y \mapsto 2, x \mapsto 1] \vdash x \Rightarrow 1}{[y \mapsto 2, x \mapsto 1] \vdash y \Rightarrow 2}}{[x \mapsto 1] \vdash 2 \Rightarrow 2} \quad [y \mapsto 2, x \mapsto 1] \vdash x + y \Rightarrow 3}{[x \mapsto 1] \vdash \text{let } y = 2 \text{ in } x + y \Rightarrow 3}}{[] \vdash 1 \Rightarrow 1} \quad [x \mapsto 1] \vdash \text{let } y = 2 \text{ in } x + y \Rightarrow 3}{[] \vdash \text{let } x = 1 \text{ in let } y = 2 \text{ in } x + y \Rightarrow 3}$$

Examples

$$\frac{\frac{[] \vdash 2 \Rightarrow 2 \quad [y \mapsto 2] \vdash y + 1 \Rightarrow 3}{[] \vdash \text{let } y = 2 \text{ in } y + 1 \Rightarrow 3} \quad \frac{[x \mapsto 3] \vdash x \Rightarrow 3 \quad [x \mapsto 3] \vdash 3 \Rightarrow 3}{[x \mapsto 3] \vdash x + 3 \Rightarrow 6}}{[] \vdash \text{let } x = (\text{let } y = 2 \text{ in } y + 1) \text{ in } x + 3 \Rightarrow 6}$$

Examples

$$\frac{\frac{\frac{[] \vdash 1 \Rightarrow 1}{[x \mapsto 1] \vdash 2 \Rightarrow 2} \quad \frac{[y \mapsto 2, x \mapsto 1] \vdash 3 \Rightarrow 3 \quad \frac{[y \mapsto 2, x \mapsto 3] \vdash \dots}{[y \mapsto 2, x \mapsto 3] \vdash \dots}}{[y \mapsto 2, x \mapsto 1] \vdash \text{let } x = 3 \text{ in } x + y \Rightarrow \dots}}{[x \mapsto 1] \vdash \text{let } y = 2 \text{ in let } x = 3 \text{ in } x + y \Rightarrow 5}}{[] \vdash \text{let } x = 1 \text{ in let } y = 2 \text{ in let } x = 3 \text{ in } x + y \Rightarrow 5}$$

Examples

$$\frac{\frac{[x \mapsto 2] \vdash x \Rightarrow 2 \quad [x \mapsto 2] \vdash x \Rightarrow 2}{[x \mapsto 2] \vdash x + x \Rightarrow 4}}{[x \mapsto 1] \vdash \text{let } x = 2 \text{ in } x + x \Rightarrow 4} \quad \frac{[y \mapsto 4, x \mapsto 1] \vdash x \Rightarrow 1 \quad [y \mapsto 4, x \mapsto 1] \vdash y \Rightarrow 4}{[y \mapsto 4, x \mapsto 1] \vdash x + y \Rightarrow 5}}{[x \mapsto 1] \vdash \text{let } y = (\text{let } x = 2 \text{ in } x + x) \text{ in } x + y \Rightarrow 5}}{[] \vdash \text{let } x = 1 \text{ in let } y = (\text{let } x = 2 \text{ in } x + x) \text{ in } x + y \Rightarrow 5}$$

Examples

When ρ is $[x \mapsto 1, y \mapsto 2]$:

$$\frac{\frac{\rho \vdash x \Rightarrow 1 \quad \rho \vdash 1 \Rightarrow 1}{\rho \vdash x - 1 \Rightarrow 0}}{\rho \vdash \text{iszero } (x - 1) \Rightarrow \text{true}} \quad \frac{\rho \vdash y \Rightarrow 2 \quad \rho \vdash 1 \Rightarrow 1}{\rho \vdash y - 1 \Rightarrow 1}}{\rho \vdash \text{if iszero } (x - 1) \text{ then } y - 1 \text{ else } y + 1 \Rightarrow 1}$$

Implementation of the Language

Syntax definition in OCaml:

```
type program = exp
and exp =
  | CONST of int
  | VAR of var
  | ADD of exp * exp
  | SUB of exp * exp
  | READ
  | ISZERO of exp
  | IF of exp * exp * exp
  | LET of var * exp * exp
and var = string
```

Example

```
let x = 7
in let y = 2
    in let y = let x = x - 1
              in x - y
    in (x-8)-y
```

```
LET ("x", CONST 7,
    LET ("y", CONST 2,
        LET ("y", LET ("x", SUB(VAR "x", CONST 1),
                        SUB (VAR "x", VAR "y")),
            SUB (SUB (VAR "x", CONST 8), VAR "y"))))
```

Values and Environments

Values:

```
type value = Int of int | Bool of bool
```

Environments:

```
type env = (var * value) list
let empty_env = []
let extend_env (x,v) e = (x,v)::e
let rec apply_env x e =
  match e with
  | [] -> raise (Failure ("variable " ^ x ^ " not found"))
  | (y,v)::tl -> if x = y then v else apply_env x tl
```

Evaluation Rules

```
let rec eval : exp -> env -> value
=fun exp env ->
  match exp with
  | CONST n -> Int n
  | VAR x -> apply_env env x
  | ADD (e1,e2) ->
    let v1 = eval e1 env in
    let v2 = eval e2 env in
    (match v1,v2 with
     | Int n1, Int n2 -> Int (n1 + n2)
     | _ -> raise (Failure "Type Error: non-numeric values"))
  | SUB (e1,e2) ->
    let v1 = eval e1 env in
    let v2 = eval e2 env in
    (match v1,v2 with
     | Int n1, Int n2 -> Int (n1 - n2)
     | _ -> raise (Failure "Type Error: non-numeric values"))
  ...
```

Implementation: Semantics

```
let rec eval : exp -> env -> value
=fun exp env ->
  ...
  | READ -> Int (read_int())
  | ISZERO e ->
    (match eval e env with
     | Int n when n = 0 -> Bool true
     | _ -> Bool false)
  | IF (e1,e2,e3) ->
    (match eval e1 env with
     | Bool true -> eval e2 env
     | Bool false -> eval e3 env
     | _ -> raise (Failure "Type Error: condition must be Bool type"))
  | LET (x,e1,e2) ->
    let v1 = eval e1 env in
      eval e2 (extend_env (x,v1) env)
```

Interpreter

```
let run : program -> value
=fun pgm -> eval pgm empty_env
```

Examples:

```
# let e1 = LET ("x", CONST 1, ADD (VAR "x", CONST 2));;
val e1 : exp = LET ("x", CONST 1, ADD (VAR "x", CONST 2))
# run e1;;
- : value = Int 3
```


Summary

We have designed and implemented our first programming language:

$$\begin{array}{l} P \rightarrow E \\ E \rightarrow n \\ \quad | x \\ \quad | E + E \\ \quad | E - E \\ \quad | \text{iszero } E \\ \quad | \text{if } E \text{ then } E \text{ else } E \\ \quad | \text{let } x = E \text{ in } E \end{array}$$

- key concepts: syntax, semantics, interpreter