Instructor

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Office Hours: 1–2 PM Tuesday, 2–3 PM Thursday
Schedule

Tuesdays and Thursdays, 11:00 AM to 12:15 PM
Room 702, Hamilton Hall
Lectures: September 6 to December 6
Midterm: November 10
Final: December 8 (in-class)
Final project report: December 20
Holidays: November 8 (Election day), November 24 (Thanksgiving)
Objectives

Theory of language design
- Finer points of languages
- Different languages and paradigms

Practice of Compiler Construction
- Overall structure of a compiler
- Automated tools and their use
- Lexical analysis to assembly generation
Required Text

Assignments and Grading

40% Programming Project
20% Midterm (near middle of term)
30% Final (at end of term)
10% Individual homework

Project is most important, but most students do well on it. Grades for tests often vary more.
Prerequisite: Java Fluency

You and your group will write perhaps 5000 lines of Java; you will not have time to learn it.

We will be using a tool that generates fairly complicated Java and it will be necessary to understand the output.
Prerequisite: COMS W3157 Advanced Programming

Teams will build a large software system
Makefiles, version control, test suites
Testing will be as important as development
Prerequisite: COMS W3261 Computability and Models of Computation

You need to understand grammars

We will be working with regular and context-free languages
Class Website

Off my home page,
http://www1.cs.columbia.edu/~sedwards/

Contains syllabus, lecture notes, and assignments.

Schedule will be continually updated during the semester.
Collaboration

Collaborate with your team on the project.

Exception: CVN students do the project by themselves.

Do your homework by yourself.


Don’t cheat on assignments: If you’re dumb enough to cheat, I’m smart enough to catch you.
The Project
The Project

Design and implement your own little language.

Five deliverables:

1. A proposal describing and motivating your language
2. A language reference manual defining it formally
3. A compiler or interpreter for your language running on some sample programs
4. A final project report
5. A final project presentation
Teams

Immediately start forming four-person teams to work on this project.

Each team will develop its own language.

Suggested division of labor: Front-end, back-end, testing, documentation.

All members of the team should be familiar with the whole project.

Exception: CVN students do the project by themselves.
First Three Tasks

1. Decide who you will work with
   *You’ll be stuck with them for the term; choose wisely.*

2. Elect a team leader
   *Languages come out better from dictatorships, not democracies. Besides, you’ll have someone to blame.*

3. Select a weekly meeting time
   *Harder than you might think. Might want to discuss with a TA you’d like to have so it is convenient for him/her as well.*
Project Proposal

Describe the language that you plan to implement.

Explain what problem your language can solve and how it should be used. Describe an interesting, representative program in your language.

Give some examples of its syntax and an explanation of what it does.

2–4 pages
Language Reference Manual

A careful definition of the syntax and semantics of your language.

Follow the style of the C language reference manual (Appendix A of Kernighan and Ritchie, *The C Programming Language*; see the class website).
Final Report Sections

1. Introduction: the proposal
2. Language Tutorial
4. Project Plan
5. Architectural Design
6. Test Plan
7. Lessons Learned
8. Complete listing
# Due Dates

<table>
<thead>
<tr>
<th>Task</th>
<th>Due Date</th>
</tr>
</thead>
<tbody>
<tr>
<td>Proposal</td>
<td>September 27 <em>soon</em></td>
</tr>
<tr>
<td>Reference Manual</td>
<td>October 20</td>
</tr>
<tr>
<td>Final Report</td>
<td>December 20</td>
</tr>
</tbody>
</table>
Design a language?

A small, domain-specific language.
Think of awk or php, not Java or C++.

Examples from earlier terms:
Quantum computing language
Geometric figure drawing language
Projectile motion simulation language
Matlab-like array manipulation language
Screenplay animation language
Other language ideas

Simple animation language
Model train simulation language
Escher-like pattern generator
Music manipulation language (harmony)
Web surfing language
Mathematical function manipulator
Simple scripting language (à l’a Tcl)
Petri net simulation language
What’s in a Language?
Components of a language: Syntax

How characters combine to form words, sentences, paragraphs.

The quick brown fox jumps over the lazy dog.

is syntactically correct English, but isn’t a Java program.

class Foo {
    public int j;
    public int foo(int k) { return j + k; }
}

Is syntactically correct Java, but isn’t C.
Specifying Syntax

Usually done with a context-free grammar.

Typical syntax for algebraic expressions:

\[
\text{expr} \quad \rightarrow \quad \text{expr} + \text{expr} \\
\quad \mid \quad \text{expr} - \text{expr} \\
\quad \mid \quad \text{expr} \times \text{expr} \\
\quad \mid \quad \text{expr} / \text{expr} \\
\quad \mid \quad \text{digit} \\
\quad \mid \quad (\text{expr})
\]
Components of a language: Semantics

What a well-formed program “means.”

The semantics of C says this computes the $n$th Fibonacci number.

```c
int fib(int n)
{
    int a = 0, b = 1;
    int i;
    for (i = 1 ; i < n ; i++)
        int c = a + b;
    a = b;
    b = c;
}
    return b;
```

When I use a word, it means just what I choose it to mean - neither more nor less.
Semantics

Something may be syntactically correct but semantically nonsensical.

The rock jumped through the hairy planet.

Or ambiguous

The chickens are ready for eating.
Semantics

Nonsensical in Java:

class Foo {
    int bar(int x) { return Foo; }
}

Ambiguous in Java:

class Bar {
    public float foo() { return 0; }
    public int foo() { return 0; }
}
Specifying Semantics

Doing it formally beyond the scope of this class, but basically two ways:

- **Operational semantics**
  Define a virtual machine and how executing the program evolves the state of the virtual machine

- **Denotational semantics**
  Shows how to build the function representing the behavior of the program (i.e., a transformation of inputs to outputs) from statements in the language.

Most language definitions use an informal operational semantics written in English.
Great Moments in Programming Language Evolution
Assembly

Before: numbers

55  89E5  8B4508  8B550C  39D0  740D  39D0  7E08  29D0  39D0  75F6  C9  C3  29C2  EBF6

After: Symbols

gcd:  pushl  %ebp
       movl  %esp,  %ebp
       movl  8(%ebp),  %eax
       movl  12(%ebp),  %edx
       cmpl  %edx,  %eax
          je    .L9
.L7:  cmpl  %edx,  %eax
       jle   .L5
       subl  %edx,  %eax
.L2:  cmpl  %edx,  %eax
       jne  .L7
.L9:  leave
       ret
.L5:  subl  %eax,  %edx
       jmp  .L2
Before

```
gcd:    pushl %ebp
    movl %esp, %ebp
    movl 8(%ebp), %eax
    movl 12(%ebp), %edx
    cmpl %edx, %eax
    je .L9
    .L7:   cmpl %edx, %eax
            jle .L5
            subl %edx, %eax
    .L2:   cmpl %edx, %eax
            jne .L7
    .L9:   leave
            ret
    .L5:   subl %eax, %edx
            jmp .L2
```

After: Expressions, control-flow

```
10    if (a .EQ. b) goto 20
    if (a .LT. b) then
        a = a - b
    else
        b = b - a
    endif
    goto 10
20    end
```
Added type declarations, record types, file manipulation

data division.
file section.
* describe the input file
fd employee-file-in
  label records standard
  block contains 5 records
  record contains 31 characters
  data record is employee-record-in.

01 employee-record-in.
  02 employee-name-in pic x(20).
  02 employee-rate-in pic 9(3)v99.
  02 employee-hours-in pic 9(3)v99.
  02 line-feed-in pic x(1).
LISP, Scheme, Common LISP

Functional, high-level languages

(defun gnome-doc-insert ()
  "Add a documentation header to the current function. Only C/C++ function types are properly supported currently."
  (interactive)
  (let ((c-insert-here (point)))
    (save-excursion
      (beginning-of-defun)
      (let ((c-arglist
              c-funcname
              (c-point (point))
              c-comment-point
              c-isvoid
              c-doinsert)
        (search-backward "(")
        (forward-line -2)
        (while (or (looking-at "\$")
                    (looking-at "\*")
                    (looking-at "\\*")
                    (looking-at "\#"))
          (forward-line 1))
      (c-doinsert))))
APL

Powerful operators, interactive language

[0] Z←GAUSSRAND N;B;F;M;P;Q;R
[1] ↕Returns 3 random numbers having a Gaussian normal distribution
[2] ↕ (with mean 0 and variance 1) Uses the Box–Muller method.
[4] ↕
[5] Z←0
[7] L1:Q←N−PZ ↕ how many more we need
[8] ↕(Q≤0)/L2 ↕ quit if none
[9] Q←(1.3×Q÷2) ↕ approx num points needed
[10] P←−1+(2÷M−1)×−1+(Q,2)P→M ↕ random points in −1 to 1 square
[12] B←(R≠0)∧R<1
[13] R←B/R ◊ P←B≠P ↕ points within unit circle
[14] F←(−2×(ΦR)÷R)×.5
[16] L1
[17] L2:Z←N+Z
[18] ↕ ArchDate: 12/16/1997 16:20:23.170

**Algol, Pascal, Clu, Modula, Ada**

*Imperative, block-structured language, formal syntax definition, structured programming*

PROC insert = (INT e, REF TREE t)VOID:
  # NB inserts in t as a side effect #
  IF TREE(t) IS NIL THEN t := HEAP NODE := (e, TREE(NIL), TREE(NIL))
  ELIF e < e OF t THEN insert(e, l OF t)
  ELIF e > e OF t THEN insert(e, r OF t)
  FI;

PROC trav = (INT switch, TREE t, SCANNER continue, alternative)VOID:
  # traverse the root node and right sub-tree of t only. #
  IF t IS NIL THEN continue(switch, alternative)
  ELIF e OF t <= switch THEN
    print(e OF t);
    traverse(switch, r OF t, continue, alternative)
  ELSE # e OF t > switch #
    PROC defer = (INT sw, SCANNER alt)VOID:
      trav(sw, t, continue, alt);
      alternative(e OF t, defer)
  FI;

Algol-68, source http://www.csse.monash.edu.au/~lloyd/tildeProgLang/Algol68/treemerge.a68
SNOBOL, Icon

String-processing languages

LETTER = 'ABCDEFGHIJKLMNOPQRSTUVWXYZ$#@'
SP.CH = "+-,=.*()'/& "
SCOTA = SP.CH
SCOTA '&' =
Q = ""'
QLIT = Q FENCE BREAK(Q) Q
ELEM = QLIT | 'L' Q | ANY(SCOTA) | BREAK(SCOTA) | REM
F3 = ARBNO(ELEM FENCE)
B = (SPAN(' ') | RPOS(0)) FENCE
F1 = BREAK(' ') | REM
F2 = F1
CAOP = ('LCL' | 'SET') ANY('ABC') |
+ 'AIF' | 'AGO' | 'ACTR' | 'ANOP'
ATTR = ANY('TLSIKN')
ELEMC = ('FENCE *F3C ') | ATTR Q | ELEM
F3C = ARBNO(ELEM FENCE)
ASM360 = F1 . NAME B
+ ( CAOP . OPERATION B F3C . OPERAND |
+ F2 . OPERATION B F3 . OPERAND)
+ B REM . COMMENT

BASIC

Programming for the masses

10 PRINT "GUESS A NUMBER BETWEEN ONE AND TEN"
20 INPUT A$
30 IF A$ = "5" THEN PRINT "GOOD JOB, YOU GUESSED IT"
40 IF A$ = "5" GOTO 100
50 PRINT "YOU ARE WRONG. TRY AGAIN"
60 GOTO 10
100 END
Simula, Smalltalk, C++, Java, C#

The object-oriented philosophy

class Shape(x, y); integer x; integer y;
virtual: procedure draw;
begin
  comment -- get the x & y coordinates --;
  integer procedure getX;
  getX := x;
  integer procedure getY;
  getY := y;

  comment -- set the x & y coordinates --;
  integer procedure setX(newx); integer newx;
  x := newx;
  integer procedure setY(newy); integer newy;
  y := newy;
end Shape;
C

Efficiency for systems programming

int gcd(int a, int b)
{
    while (a != b) {
        if (a > b) a -= b;
        else b -= a;
    }
    return a;
}
Purer functional language

```ml
structure RevStack = struct
type 'a stack = 'a list
exception Empty
val empty = []
fun isEmpty (s:'a stack):bool = 
  (case s
    of [] => true
    | _ => false)
fun top (s:'a stack): = 
  (case s
    of [] => raise Empty
    | x::xs => x)
fun pop (s:'a stack):'a stack = 
  (case s
    of [] => raise Empty
    | x::xs => xs)
fun push (s:'a stack,x: 'a):'a stack = x::s
fun rev (s:'a stack):'a stack = rev (s)
end
```
sh, awk, perl, tcl, python

Scripting languages: glue for binding the universe together

class() {
    classname=`echo "$1" | sed -n '1 s/ *:.*$//p'`
    parent=`echo "$1" | sed -n '1 s/ˆ.*: */p'`
    hppbody=`echo "$1" | sed -n '2,$p'`
    forwarddefs="$forwarddefs
    class $classname;"

    if (echo $hppbody | grep -q "$classname()" ); then
        defaultconstructor="$classname() {}"
    else
        defaultconstructor="$classname() {}"
    fi
}
VisiCalc, Lotus 1-2-3, Excel

The spreadsheet style of programming

<table>
<thead>
<tr>
<th>A</th>
<th>B</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Hours</td>
<td>23</td>
</tr>
<tr>
<td>2 Wage per hour</td>
<td>$ 5.36</td>
</tr>
<tr>
<td>3</td>
<td></td>
</tr>
<tr>
<td>4 Total Pay</td>
<td>= B1 * B2</td>
</tr>
</tbody>
</table>
CREATE TABLE shirt (  
id SMALLINT UNSIGNED NOT NULL AUTO_INCREMENT,  
style ENUM('t-shirt', 'polo', 'dress') NOT NULL,  
color ENUM('red', 'blue', 'white', 'black') NOT NULL  
owner SMALLINT UNSIGNED NOT NULL  
REFERENCES person(id),  
PRIMARY KEY (id)  
);  

INSERT INTO shirt VALUES  
(NULL, 'polo', 'blue', LAST_INSERT_ID()),  
(NULL, 'dress', 'white', LAST_INSERT_ID()),  
(NULL, 't-shirt', 'blue', LAST_INSERT_ID());
Prolog

Logic Language

```prolog
edge(a, b). edge(b, c).
edge(c, d). edge(d, e).
edge(b, e). edge(d, f).
path(X, X).
path(X, Y) :-
    edge(X, Z), path(Z, Y).
```