How to write a programming language

Andy Balaam, OpenMarket

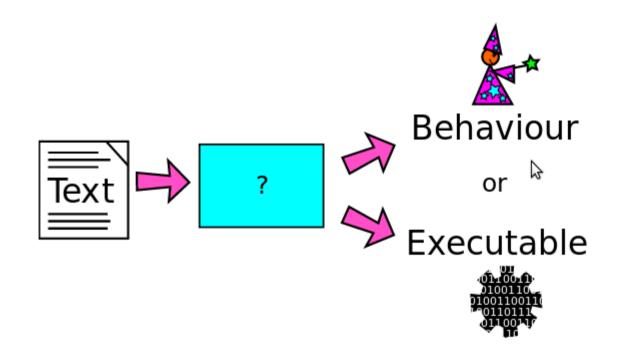
artificialworlds.net/blog

Contents

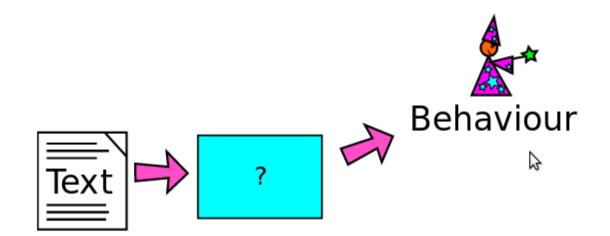
- What is a programming language?
- Introducing Cell
- Lexing
- Parsing
- Evaluation
- Discussion

4

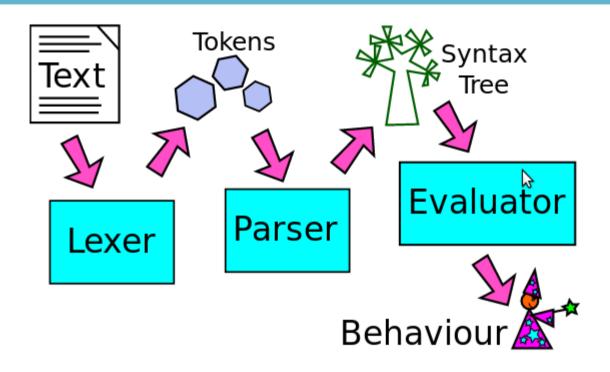
What is a programming language?



What is a programming language?



What is a programming language?



Introducing Cell

Cell is a programming language with:

- Short implementation
- (Hopefully) understandable implementation

There is nothing else good about it.

4

github.com/andybalaam/cell

Introducing Cell

```
num1 = 3;
square = {:(x) x * x;};
num2 = square( num1 );
```

Z

Cell has four expression types:

- Assignment x = 3
- Operations 4 + y
- Function calls sqrt(-1)
- Function definitions {:(x, y) x*x + y*y;}

The coolest thing about Cell is:

• if is a function, not a keyword

S

More at: github.com/andybalaam/cell

Introducing Cell

• if is a function, not a keyword

```
if(
   is_even( 2 ),
   { print "Even!"; },
   { print "Odd."; }
);
```

More at: github.com/andybalaam/cell

```
x = "World!";
myfn = {
    x = "Hello, ";
    print( x );
};
myfn();
print( x );
```

```
x = "World!";
myfn = {
    x = "Hello, ";
    print( x );
};
myfn();
print( x );
```

```
Hello,
World!
```

v

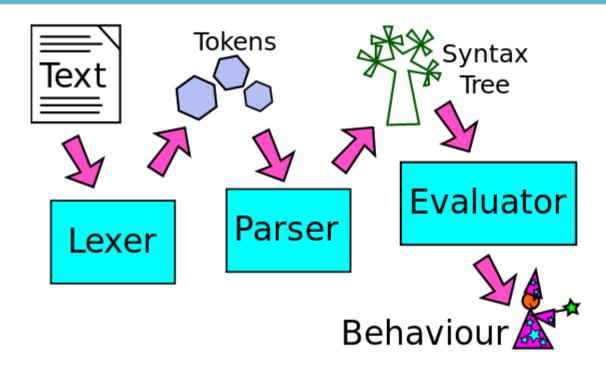
```
outerfn = {
    x = 12;
    innerfn = {
        print(x);
    };
    innerfn;
};
thing = outerfn();
thing();
```

```
outerfn = {
    x = 12;
    innerfn = {
        print(x);
    };
    innerfn;
};
thing = outerfn();
thing();
```

12

.

A programming language



v

Lexing



Lexers emit tokens

```
foo = "bar";
```

becomes:

```
("symbol", "foo")
("=" , "" )
("string", "bar")
(";" , "" )
```

Ξ

 $\overline{}$

Lexers emit tokens

```
200 - 158
```

```
("number", "200")
("operator", "-" )
("number", "158")
```

Lexing in Cell consists of identifying:

- Numbers: 12, 4.2
- Strings: "foo", 'bar'
- Symbols: baz, qux_Quux
- Operators: +, -
- Other punctuation: (, }

Cell's lexer (40 lines)

```
from pycell.peekablestream import PeekableStream
   while p is not None and re.match(allowed, p):
       ret += chars.move next()
           raise Exception("A string ran off the end of the program.")
    while chars.next is not None:
       if c in " \n":
elif c in "(){},;=:":
elif c in "+-*/":
elif c in ("'", '"'):
                                 yield (c, "") # Special characters
      raise Exception("Tab characters are not allowed in Cell.")
           raise Exception("Unrecognised character: '" + c + "'.")
```

```
def lex(chars):
    while chars.next is not None:
        c = chars.move_next()
        if c in " \n": ...
        elif c in "+-*/": ...
        elif c in "(){},;=:": ...
        elif c in ("'", '"'): ...
        elif re.match("[.0-9]", c): ...
        elif re.match("[_a-zA-Z]", c): ...
        else: ...
```

```
def lex(chars):
    while chars.next is not None:
        c = chars.move_next()
        if c in " \n": pass
        elif c in "+-*/": ...
        elif c in "(){},;=:": ...
        elif c in ("'", '"'): ...
        elif re.match("[.0-9]", c): ...
        elif re.match("[_a-zA-Z]", c): ...
        else: ...
```

J

```
def lex(chars):
    while chars.next is not None:
        c = chars.move_next()
        if c in " \n": pass
        elif c in "+-*/": yield ("operation", c)
        elif c in "(){},;=:": ...
        elif c in ("'", '"'): ...
        elif re.match("[.0-9]", c): ...
        elif re.match("[_a-zA-Z]", c): ...
        else: ...
```

-

```
def lex(chars):
    while chars.next is not None:
        c = chars.move_next()
        if c in " \n": pass
        elif c in "+-*/": yield ("operation", c)
        elif c in "(){},;=:": yield (c, "")
        elif c in ("'", '"'): ...
        elif re.match("[.0-9]", c): ...
        elif re.match("[_a-zA-Z]", c): ...
        else: ...
```

^

```
def lex(chars):
    while chars.next is not None:
        c = chars.move_next()
        if c in " \n": pass
        elif c in "+-*/": yield ("operation", c)
        elif c in "(){},;=:": yield (c, "")
        elif c in ("'", '"'):
            yield ("string", _scan_string(c, chars))
        ...
```

```
def _scan_string(delim, chars):
    ret = ""
    while chars.next != delim:
        c = chars.move_next()
        if c is None:
            raise Exception(...)
        ret += c
    chars.move_next()
    return ret
```

Ξ

```
def lex(chars):
    while chars.next is not None:
        c = chars.move_next()
        if c in " \n": pass
        elif c in "+-*/": yield ("operation", c)
        elif c in "(){},;=:": yield (c, "")
        elif c in ("'", '"'): yield ("string...
        elif re.match("[.0-9]", c):
            yield ("number", _scan(c, chars, "[.0-9]"))
        ...
```

Ξ

```
def _scan(first_char, chars, allowed):
    ret = first_char
    p = chars.next
    while p is not None and re.match(allowed, p):
        ret += chars.move_next()
        p = chars.next
    return ret
```

```
def lex(chars):
    while chars.next is not None:
        c = chars.move_next()
        if c in " \n": ...
        elif c in "+-*/": ...
        elif c in "(){},;=:": ...
        elif c in ("'", '"'): ...
        elif re.match("[.0-9]", c): ...
        elif re.match("[_a-zA-Z]", c): ...
        else: raise Exception(...)
```

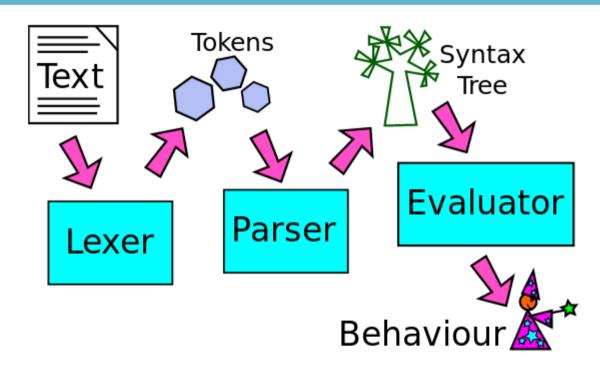
. .

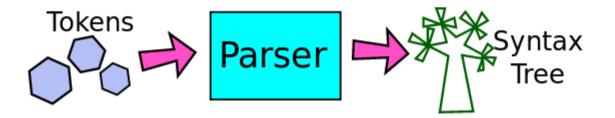


```
assert (
    list(lex('print("Hello, world!");'))
    ==
    [ ("symbol", "print")
    , ("(", "")
    , ("string", "Hello, world!")
    , (")", "")
    , (";", "")
    ]
)
```

.

A programming language





```
x = 3 + 4;
```

```
Assignment:
    Symbol: x
    Value:
        Operation:
        Type: +
        Arguments:
        3
        4
```

```
print( x + 2 );
```

```
FunctionCall:
    Function: print
    Arguments:
        Operation:
        Type: +
        Arguments:
        X
        2
```

```
print( x + 2 );
```

Cell's parser (81 lines)

```
def parse(tokens):
    parser = Parser(tokens, ";")
    while parser.tokens.next is not None:
        p = parser.next_expr(None)
        if p is not None:
            yield p
        parser.tokens.move_next()
```

-

_

```
class Parser:
   def __init__(self, tokens, stop_at):
      self.tokens = tokens
      self.stop_at = stop_at
```

```
def next_expr(self, prev):
    self.fail_if_at_end(";")
    typ, value = self.tokens.next
    if typ in self.stop_at:
        return prev
    self.tokens.move_next()
    # ...
```

```
def next_expr(self, prev):
    # ...
    if prev is None and typ in (# ...
    elif typ == "operation": # ...
    elif typ == "(": # ...
    elif typ == "{": # ...
    elif typ == "=": # ...
    else: # ...
```

.

```
def next_expr(self, prev):
    # ...
    if prev is None and typ in (
        "number", "string", "symbol"):
        return self.next_expr((typ, value))
    elif typ == "operation": # ...
    elif typ == "(": # ...
    elif typ == "{": # ...
    elif typ == "=": # ...
    else: # ...
```

```
def next_expr(self, prev):
    # ...
    if prev is None and typ in (...
    elif typ == "operation": # ...
    elif typ == "(":
        args = self.multi_exprs(",", ")")
        return self.next_expr(("call", prev, args))
    elif typ == "{": # ...
    elif typ == "=": # ...
    else: # ...
```

-

```
def multi_exprs(self, sep, end):
    ret = []
    self.fail_if_at_end(end)
    typ = self.tokens.next[0]
    if typ == end:
        self.tokens.move_next()
    else:
        # ...
    return ret
```

^

```
def multi_exprs(self, sep, end):
    # ...
    else:
        arg_parser = Parser(self.tokens, (sep, end))
        while typ != end:
            p = arg_parser.next_expr(None)
            if p is not None:
                ret.append(p)
            typ = self.tokens.next[0]
            self.tokens.move_next()
            self.fail_if_at_end(end)
    return ret
```

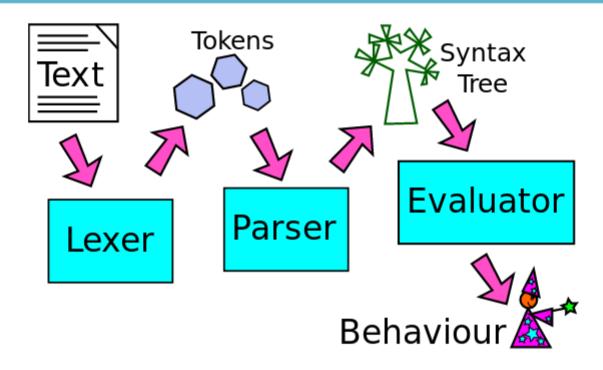
```
def next_expr(self, prev):
    # ...
    elif typ == "(": # ...
    elif typ == "{":
        params = self.parameters_list()
        body = self.multi_exprs(";", "}")
        return self.next_expr(("function", params, body))
    elif typ == "=": # ...
    else: # ...
```

```
def next_expr(self, prev):
    # ...
    elif typ == "(": # ...
    elif typ == "{": # ...
    elif typ == "=":
        if prev[0] != "symbol":
            raise Exception(...)
        nxt = self.next_expr(None)
        return self.next_expr(("assignment", prev, nxt))
    else: # ...
```

v

```
def next_expr(self, prev):
    # ...
    elif typ == "(": # ...
    elif typ == "{": # ...
    elif typ == "=": # ...
    else:
        raise Exception("Unexpected token: " ...
```

A programming language



Recap - Lexing

```
foo = "bar";
```

becomes:

```
("symbol", "foo")
("=" , "" )
("string", "bar")
(";" , "" )
```

v

Recap - Parsing

```
print( x + 2 );
```

becomes:

Ξ

v

Recap - Cell

```
num1 = 3;
square = {:(x) x * x;};
num2 = square( num1 );
```

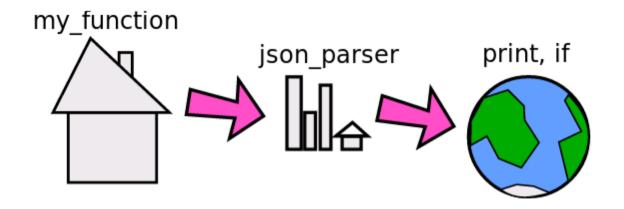
Recap - Cell, scope

```
outerfn = {
    x = 12;
    innerfn = {
        print(x);
    };
    innerfn;
};
thing = outerfn();
thing();
```

П

 $\overline{}$

Environments



Environments

```
class Env:
    # ...
    def get(self, name):
        if name in self.items:
            return self.items[name]
        elif self.parent is not None:
            return self.parent.get(name)
        else:
            return None
```

Environments

```
class Env:
    # ...
    def set(self, name, value):
        self.items[name] = value
```

V

Cell's evaluator (94 lines)

```
Section of the content of the conten
```

```
def eval_expr(expr, env):
    typ = expr[0]
    if typ == "number": ...
    elif typ == "string": ...
    elif typ == "none": ...
    elif typ == "operation": ...
    elif typ == "symbol": ...
    elif typ == "assignment": ...
    elif typ == "call": ...
    elif typ == "function": ...
    else: ...
```

^

Ξ

v

```
def eval_expr(expr, env):
    ...
if typ == "number":
    return ("number", float(expr[1]))
```

```
def eval_expr(expr, env):
...
elif typ == "string":
   return ("string", expr[1])
```

^

Ξ

v

```
def eval_expr(expr, env):
...
elif typ == "none":
    return ("none",)
```

^

Ξ

v

```
def eval_expr(expr, env):
...
elif typ == "operation":
   return _operation(expr, env)
```

```
def _operation(expr, env):
    arg1 = eval_expr(expr[2], env)
    arg2 = eval_expr(expr[3], env)
    if expr[1] == "+":
        return ("number", arg1[1] + arg2[1])
    elif expr[1] == "-":
        return ("number", arg1[1] - arg2[1])
    # ...
    else:
        raise Exception("Unknown operation: " + expr[1])
```

```
def eval_expr(expr, env):
...
elif typ == "symbol":
   name = expr[1]
   ret = env.get(name)
   if ret is None:
      raise Exception("Unknown symbol '%s'." % name)
   else:
      return ret
```

```
def eval_expr(expr, env):
...
elif typ == "assignment":
    var_name = expr[1][1]
    if var_name in env.items:
        raise Exception("Overwriting '%s'." % var_name)
    val = eval_expr(expr[2], env)
    env.set(var_name, val)
    return val
```

```
def eval_expr(expr, env):
    ...
elif typ == "call":
    return _function_call(expr, env)
```

Ε

```
def _function_call(expr, env):
    fn = eval_expr(expr[1], env)
    args = list((eval_expr(a, env) for a in expr[2]))
    if fn[0] == "function": ...
    elif fn[0] == "native": ...
    else: ...
```

```
args = list((eval_expr(a, env) for a in expr[2]))
...
if fn[0] == "function":
    params = fn[1]
    fail_if_wrong_number_of_args(expr[1], params, args)
    body = fn[2]
    fn_env = fn[3]
    new_env = Env(fn_env)
    for p, a in zip(params, args):
        new_env.set(p[1], a)
    return eval_list(body, new_env)
```

```
args = list((eval_expr(a, env) for a in expr[2]))
...
if fn[0] == "function": ...
elif fn[0] == "native":
    py_fn = fn[1]
    params = inspect.getargspec(py_fn).args
    fail_if_wrong_number_of_args(expr[1], params[1:], args)
    return fn[1](env, *args)
```

```
args = list((eval_expr(a, env) for a in expr[2]))
...
if fn[0] == "function": ...
elif fn[0] == "native":
  else:
    raise Exception( "Not a function: %s" % str(fn))
```

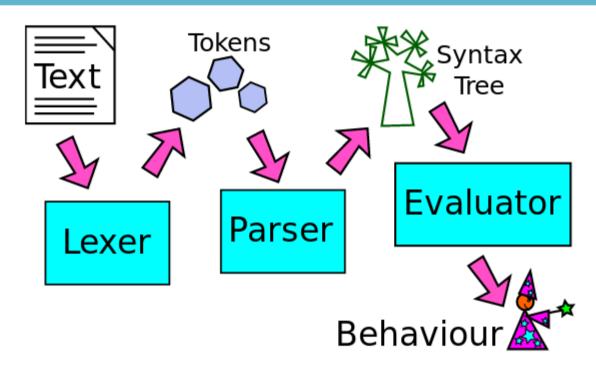
```
def eval_expr(expr, env):
...
elif typ == "function":
   return ("function", expr[1], expr[2], Env(env))
```

```
def eval_expr(expr, env):
    ...
else:
    raise Exception("Unknown expression type: " + str(expr))
```

End result: value + side effects

print()

A programming language



Discussion

github.com/andybalaam/cell

This work is licensed under a Creative Commons
Attribution-ShareAlike 4.0 International License

