# **Desugaring: Our First Elaborator**

CS 350

Dr. Joseph Eremondi

Last updated: July 9, 2024

# Syntactic Sugar

• Some language features strictly increase the power of a language

- Some language features strictly increase the power of a language
  - $\circ\;$  Let you do things that can't be done any other way

- Some language features strictly increase the power of a language
  - Let you do things that can't be done any other way
- Some language features aren't strictly necessary, but are nice to have

- Some language features strictly increase the power of a language
  - Let you do things that can't be done any other way
- Some language features aren't strictly necessary, but are nice to have
  - Otherwise we'd just code in machine code/assembly all the time

- Some language features strictly increase the power of a language
  - o Let you do things that can't be done any other way
- Some language features aren't strictly necessary, but are nice to have
  - Otherwise we'd just code in machine code/assembly all the time
- These "nice to haves" are called syntactic sugar

- Some language features strictly increase the power of a language
  - Let you do things that can't be done any other way
- Some language features aren't strictly necessary, but are nice to have
  - Otherwise we'd just code in machine code/assembly all the time
- These "nice to haves" are called syntactic sugar
  - They "sweeten" the experience of programming

• When one feature can be expressed in terms of another, sometimes we implement it by *desugaring* 

- When one feature can be expressed in terms of another, sometimes we implement it by desugaring
  - Translating the AST for a feature into other language features

- When one feature can be expressed in terms of another, sometimes we implement it by desugaring
  - Translating the AST for a feature into other language features
- Desugared features: no case in the interpreter

- When one feature can be expressed in terms of another, sometimes we implement it by *desugaring* 
  - Translating the AST for a feature into other language features
- Desugared features: no case in the interpreter
  - o Instead, translate to a smaller "core" AST type

- When one feature can be expressed in terms of another, sometimes we implement it by desugaring
  - Translating the AST for a feature into other language features
- Desugared features: no case in the interpreter
  - o Instead, translate to a smaller "core" AST type
  - Keeps the interpreter small, easier to maintain

- When one feature can be expressed in terms of another, sometimes we implement it by desugaring
  - Translating the AST for a feature into other language features
- Desugared features: no case in the interpreter
  - Instead, translate to a smaller "core" AST type
  - Keeps the interpreter small, easier to maintain
- Have two types for AST

- When one feature can be expressed in terms of another, sometimes we implement it by desugaring
  - Translating the AST for a feature into other language features
- Desugared features: no case in the interpreter
  - Instead, translate to a smaller "core" AST type
  - Keeps the interpreter small, easier to maintain
- Have two types for AST
  - Surface AST

- When one feature can be expressed in terms of another, sometimes we implement it by desugaring
  - Translating the AST for a feature into other language features
- Desugared features: no case in the interpreter
  - Instead, translate to a smaller "core" AST type
  - Keeps the interpreter small, easier to maintain
- Have two types for AST
  - Surface AST
  - Core AST

• We'll add subtraction to our language

- We'll add subtraction to our language
  - $\circ \ \ \textit{without changing the interpreter at all}$

- We'll add subtraction to our language
  without changing the interpreter at all
- Separate AST into surface and core AST

- We'll add subtraction to our language
  without changing the interpreter at all
- Separate AST into surface and core AST
- Add translation from surface to core AST

## **Subtraction: Datatype**

First need the surface AST

## **Subtraction: Datatype**

First need the surface AST

#### **Subtraction: Datatype**

First need the surface AST

#### **Subtraction: Parser Case**

#### **Subtraction: Parser Case**

#### **Subtraction: Elaborator**

Define function that translates from SurfaceExpr to Expr

#### **Subtraction: Elaborator**

Define function that translates from SurfaceExpr to Expr

#### **Subtraction: Elaborator**

 Define function that translates from SurfaceExpr to Expr

• Technically we just wrote our first compiler

- Technically we just wrote our first compiler
  - o Translated a small language into an even smaller one

- Technically we just wrote our first compiler
  - o Translated a small language into an even smaller one
- Compilation is just a bunch of desugaring passes

- Technically we just wrote our first compiler
  - o Translated a small language into an even smaller one
- Compilation is just a bunch of desugaring passes
  - Simpler and simpler languages until we have something simple enough for assembly code