

# Lecture 12 – Review

## Let – Implementation



**T. METIN SEZGIN**

# Lecture Notes



⇒ Evaluating a value always creates an evaluated value



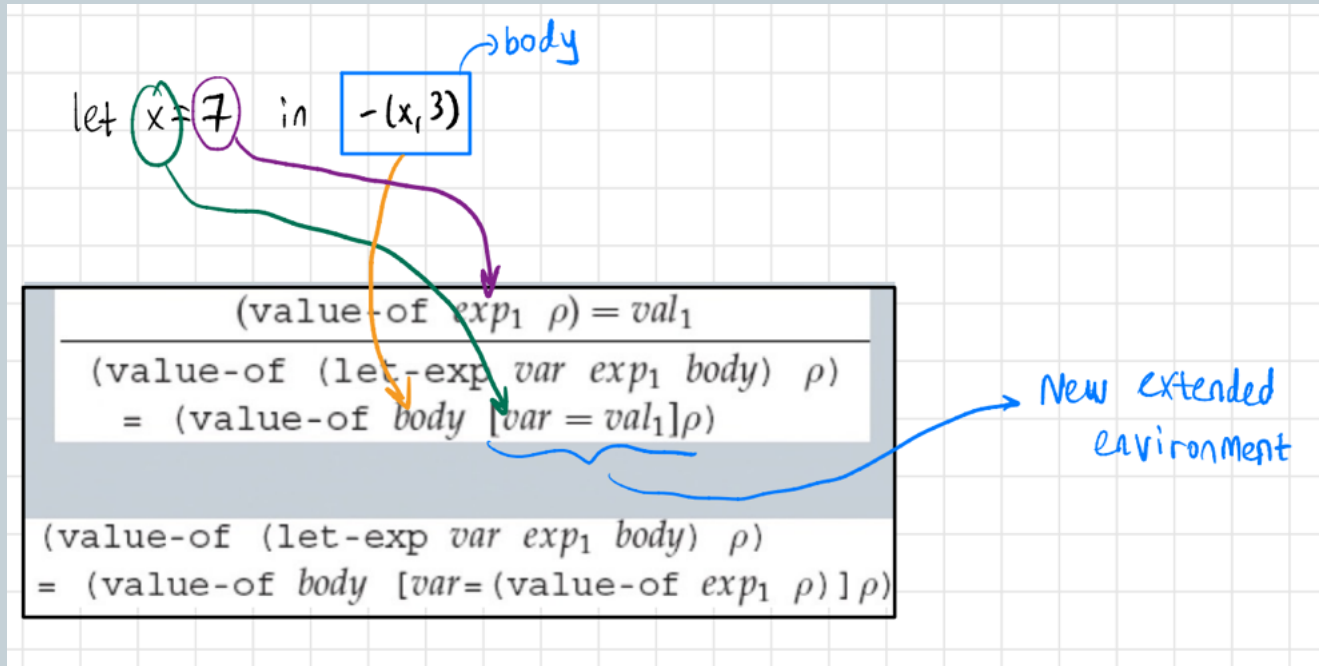
$$\frac{(\text{value-of } \text{exp}_1 \ \rho) = \text{val}_1}{\begin{aligned} &(\text{value-of } (\text{zero?-exp } \text{exp}_1) \ \rho) \\ &= \begin{cases} (\text{bool-val } \#t) & \text{if } (\text{expval} \rightarrow \text{num } \text{val}_1) = 0 \\ (\text{bool-val } \#f) & \text{if } (\text{expval} \rightarrow \text{num } \text{val}_1) \neq 0 \end{cases} \end{aligned}}$$
$$\frac{(\text{value-of } \text{exp}_1 \ \rho) = \text{val}_1}{\begin{aligned} &(\text{value-of } (\text{if-exp } \text{exp}_1 \ \text{exp}_2 \ \text{exp}_3) \ \rho) \\ &= \begin{cases} (\text{value-of } \text{exp}_2 \ \rho) & \text{if } (\text{expval} \rightarrow \text{bool } \text{val}_1) = \#t \\ (\text{value-of } \text{exp}_3 \ \rho) & \text{if } (\text{expval} \rightarrow \text{bool } \text{val}_1) = \#f \end{cases} \end{aligned}}$$

} zero?-exp  
specifying the  
behavior

} if-exp

Eren Ceylan

# Lecture Notes



Eren Ceylan

# Lecture Notes

## Behavior Implementation

Let  $\rho = [i=1, v=5, x=10]$ .  $\rightarrow$  initial environment

```
(value-of  
  <<-(- (x, 3), -(v, i))>>  
   $\rho$ )
```

```
= [(-  
  [(value-of <<- (x, 3)>>  $\rho$ )]  
  [(value-of <<- (v, i)>>  $\rho$ ))]]
```

produces  
expVal  
of  
7

```
= [(-  
  (-  
    [(value-of <<x>>  $\rho$ )]  
    [(value-of <<3>>  $\rho$ ))]  
    [(value-of <<- (v, i)>>  $\rho$ ))])]
```

according to  
behavioral  
specification  
x will be  
searched  
in the env.  
( $\rho$ )

```
= [(-  
  (-  
    10  
    [(value-of <<3>>  $\rho$ ))]  
    (value-of <<- (v, i)>>  $\rho$ ))]
```

↳ produces expVal

<< exp >>

↓  
Abstract  
Syntax  
Tree

↳ Possible Quiz Question!

# Lecture Notes



Remark 1:

Interpreters are architecture specific.

mapping an interpreter to another one is simple when we have the interfaces.

Value - of - Program

(Value - of exp

environment  
[ i = [1] , u = [5] , x = [16] ] )

↗ doesn't always have to be empty.

Farrin Sofian

# Lecture Notes



How Constructors are Used:

```
(value-of (const-exp n) ρ) = (num-val n)
(value-of (var-exp var) ρ) = (apply-env ρ var)
```

```
(value-of (diff-exp exp1 exp2) ρ)
= (num-val → Convert back to expVal.
  (-
    (expval->num (value-of exp1 ρ))
    (expval->num (value-of exp2 ρ))))
```

▷ machine representation why needed? because Value-of always returns expVal, hence we need to revert back to machine representation

badu

Farrin Sofian

Some operations need to be supported by the machine itself.

Value-af called recursively

exp types.

# The Interpreter

why cases? → we have diff exps,  
Cases checks which exp  
we have got.

value-of : Exp × Env → ExpVal

(define value-of

(lambda (exp env) <sup>type expression.</sup>

(cases expression exp

Behaviour  
Specification

(value-of (const-exp n) ρ) = n

(const-exp (num) (num-val num))

(value-of (var-exp var) ρ) = (apply-env ρ var)

(var-exp (var) (apply-env env var))

Name of the identifier

(value-of (diff-exp exp1 exp2) ρ) =  
[(- [(value-of exp1 ρ)] [(value-of exp2 ρ)])]

(diff-exp (exp1 exp2)

(let ((val1 (value-of exp1 env))

(val2 (value-of exp2 env)))

(let ((num1 (expval->num val1))

(num2 (expval->num val2)))

(num-val

(- num1 num2))))

Computer  
representation

(let [x] = (10, 7)

var in (x, 2)  
Body

(value-of exp1 ρ) = val1  
-----  
(value-of (zero?-exp exp1) ρ)  
= { (bool-val #t) if (expval->num val1) = 0  
(bool-val #f) if (expval->num val1) ≠ 0

(zero?-exp (exp1)  
(let ((<sup>expval</sup>val1 (value-of exp1 env)))  
(let ((num1 (expval->num val1)))  
(if (zero? num1)  
(bool-val #t)  
(bool-val #f))))))

(value-of exp1 ρ) = val1  
-----  
(value-of (if-exp exp1 exp2 exp3) ρ)  
= { (value-of exp2 ρ) if (expval->bool val1) = #t  
(value-of exp3 ρ) if (expval->bool val1) = #f

(if-exp (exp1 exp2 exp3)  
(let ((val1 (value-of exp1 env)))  
(if (expval->bool val1)  
(value-of exp2 env)  
(value-of exp3 env))))

(value-of exp1 ρ) = val1  
-----  
(value-of (let-exp var exp1 body) ρ)  
= (value-of body [var = val1] ρ)

(let-exp (var exp1 body) ρ  
(let ((val1 (value-of exp1 env)))  
(value-of body  
(extend-env var val1 env))))))

# Nugget



## Intro to implementation

It all revolves around **value-of**



# The Interpreter



```
run : String → ExpVal
(define run
  (lambda (string)
    (value-of-program (scan&parse string))))

value-of-program : Program → ExpVal
(define value-of-program
  (lambda (pgm)
    (cases program pgm
      (a-program (exp1)
        (value-of exp1 (init-env)))))))
```

# The Interpreter



**value-of** :  $Exp \times Env \rightarrow ExpVal$

(define value-of

(lambda (exp env)

(cases expression exp

(value-of (const-exp  $n$ )  $\rho$ ) =  $n$

(const-exp (num) (num-val num))

(value-of (var-exp  $var$ )  $\rho$ ) = (apply-env  $\rho$   $var$ )

(var-exp (var) (apply-env env var))

(value-of (diff-exp  $exp_1$   $exp_2$ )  $\rho$ ) =  
 $\left[ (- \left[ (value-of \exp_1 \rho) \right] \left[ (value-of \exp_2 \rho) \right]) \right]$

(diff-exp (exp1 exp2)

(let ((val1 (value-of exp1 env))

(val2 (value-of exp2 env)))

(let ((num1 (expval->num val1))

(num2 (expval->num val2)))

(num-val

(- num1 num2))))))

(value-of  $exp_1$   $\rho$ ) =  $val_1$

(value-of (zero?-exp  $exp_1$ )  $\rho$ )

=  $\begin{cases} (\text{bool-val } \#t) & \text{if } (\text{expval} \rightarrow \text{num } val_1) = 0 \\ (\text{bool-val } \#f) & \text{if } (\text{expval} \rightarrow \text{num } val_1) \neq 0 \end{cases}$

(zero?-exp (exp1)

(let ((val1 (value-of exp1 env)))

(let ((num1 (expval->num val1)))

(if (zero? num1)

(bool-val #t)

(bool-val #f))))))

(value-of  $exp_1$   $\rho$ ) =  $val_1$

(value-of (if-exp  $exp_1$   $exp_2$   $exp_3$ )  $\rho$ )

=  $\begin{cases} (value-of \exp_2 \rho) & \text{if } (\text{expval} \rightarrow \text{bool } val_1) = \#t \\ (value-of \exp_3 \rho) & \text{if } (\text{expval} \rightarrow \text{bool } val_1) = \#f \end{cases}$

(if-exp (exp1 exp2 exp3)

(let ((val1 (value-of exp1 env)))

(if (expval->bool val1)

(value-of exp2 env)

(value-of exp3 env))))

(value-of  $exp_1$   $\rho$ ) =  $val_1$

(value-of (let-exp  $var$   $exp_1$   $body$ )  $\rho$ )

= (value-of  $body$  [ $var = val_1$ ] $\rho$ )

(let-exp (var exp1 body)

(let ((val1 (value-of exp1 env)))

(value-of body

(extend-env var val1 env))))))

# Lecture 13

## PROC



**T. METIN SEZGIN**

# LET is ex; long live PROC



- LET had its limitations
  - No procedures
- Define a language with procedures
  - Specification
    - ✦ Syntax
    - ✦ Semantics
  - Representation
  - Implementation

# Expressed and Denoted values



- Before

*ExpVal = Int + Bool*  
*DenVal = Int + Bool*

- After

*ExpVal = Int + Bool + Proc*  
*DenVal = Int + Bool + Proc*

# Examples



*Expression* ::= `proc` (*Identifier*) *Expression*

`proc-exp (var body)`

*Expression* ::= (*Expression* *Expression*)

`call-exp (rator rand)`

- Concepts

- In definition

- ✦ `var`

- Bound variable (a.k.a. formal parameter)

- In procedure call

- ✦ `Rand`

- Actual parameter (the value → argument)

- ✦ `Rator`

- Operator

# Syntax for constructing and calling procedures



*Expression* ::= `proc (Identifier) Expression`  
`proc-exp (var body)`

*Expression* ::= `(Expression Expression)`  
`call-exp (rator rand)`

```
let f = proc (x) - (x, 11)
in (f (f 77))
```

```
(proc (f) (f (f 77))
  proc (x) - (x, 11))
```

# Syntax for constructing and calling procedures



*Expression* ::= `proc (Identifier) Expression`  
`proc-exp (var body)`

*Expression* ::= `(Expression Expression)`  
`call-exp (rator rand)`

```
let x = 200
in let f = proc (z) - (z,x)
    in let x = 100
        in let g = proc (z) - (z,x)
            in -((f 1), (g 1))
```



# The interface for PROC



- Procedures have

- Constructor  $\rightarrow$  **procedure**

```
(value-of (proc-exp var body)  $\rho$ )  
= (proc-val (procedure var body  $\rho$ ))
```

- Observer  $\rightarrow$  **apply-procedure**

```
(value-of (call-exp rator rand)  $\rho$ )  
= (let ((proc (expval->proc (value-of rator  $\rho$ )))  
      (arg (value-of rand  $\rho$ )))  
  (apply-procedure proc arg))
```

# The intuition behind application



- Extend the environment
- Evaluate the body

```
(apply-procedure (procedure var body  $\rho$ ) val)  
= (value-of body [var=val]  $\rho$ )
```

```

(value-of
  <<let x = 200
    in let f = proc (z) -(z,x)
      in let x = 100
        in let g = proc (z) -(z,x)
          in -((f 1), (g 1))>>
  ρ)

```

```

= (value-of
  <<let f = proc (z) -(z,x)
    in let x = 100
      in let g = proc (z) -(z,x)
        in -((f 1), (g 1))>>
  [x=[200]]ρ)

```

```

= (value-of
  <<let x = 100
    in let g = proc (z) -(z,x)
      in -((f 1), (g 1))>>
  [f=(proc-val (procedure z <<-(z,x)>> [x=[200]]ρ))]
  [x=[200]]ρ)

```

```

= (value-of
  <<let g = proc (z) -(z,x)
    in -((f 1), (g 1))>>
  [x=[100]]
  [f=(proc-val (procedure z <<-(z,x)>> [x=[200]]ρ))]
  [x=[200]]ρ)

```

```

= (value-of
  <<-((f 1), (g 1))>>
  [g=(proc-val (procedure z <<-(z,x)>>
    [x=[100]] [f=...] [x=[200]] ρ) )]
  [x=[100]]
  [f=(proc-val (procedure z <<-(z,x)>> [x=[200]] ρ) )]
  [x=[200]] ρ)

= [(-
  (value-of <<(f 1)>>
    [g=(proc-val (procedure z <<-(z,x)>>
      [x=[100]] [f=...] [x=[200]] ρ) )]
    [x=[100]]
    [f=(proc-val (procedure z <<-(z,x)>> [x=[200]] ρ) )]
    [x=[200]] ρ)
  (value-of <<(g 1)>>
    [g=(proc-val (procedure z <<-(z,x)>>
      [x=[100]] [f=...] [x=[200]] ρ) )]
    [x=[100]]
    [f=(proc-val (procedure z <<-(z,x)>> [x=[200]] ρ) )]
    [x=[200]] ρ) )]

= [(-
  (apply-procedure
    (procedure z <<-(z,x)>> [x=[200]] ρ)
    [1])
  (apply-procedure
    (procedure z <<-(z,x)>> [x=[100]] [f=...] [x=[200]] ρ)
    [1]))]

```

# An example



```
= [(-
  (value-of <<(f 1)>>
    (g=(proc-val (procedure z <<-(z,x)>>
      [x=[100]] [f=...] [x=[200]] ρ))
      [x=[100]]
      [f=(proc-val (procedure z <<-(z,x)>> [x=[200]] ρ))
      [x=[200]] ρ)
    (value-of <<(g 1)>>
      (g=(proc-val (procedure z <<-(z,x)>>
        [x=[100]] [f=...] [x=[200]] ρ))
        [x=[100]]
        [f=(proc-val (procedure z <<-(z,x)>> [x=[200]] ρ))
        [x=[200]] ρ))
      [x=[200]] ρ))
  )]

= [(-
  (apply-procedure
    (procedure z <<-(z,x)>> [x=[200]] ρ)
    [1])
  (apply-procedure
    (procedure z <<-(z,x)>> [x=[100]] [f=...] [x=[200]] ρ)
    [1]))]

= [(-
  (value-of <<-(z,x)>> [z=[1]] [x=[200]] ρ)
  (value-of <<-(z,x)>> [z=[1]] [x=[100]] [f=...] [x=[200]] ρ))]

= [(- -199 -99)]

= [-100]
```

# Implementation



```
proc? : SchemeVal  $\rightarrow$  Bool  
(define proc?  
  (lambda (val)  
    (procedure? val)))
```

```
procedure : Var  $\times$  Exp  $\times$  Env  $\rightarrow$  Proc  
(define procedure  
  (lambda (var body env)  
    (lambda (val)  
      (value-of body (extend-env var val env))))))
```

```
apply-procedure : Proc  $\times$  ExpVal  $\rightarrow$  ExpVal  
(define apply-procedure  
  (lambda (proc1 val)  
    (proc1 val)))
```

# Alternative implementation



```
proc? : SchemeVal → Bool
procedure : Var × Exp × Env → Proc
(define-datatype proc proc?
  (procedure
    (var identifier?)
    (body expression?)
    (saved-env environment?)))

apply-procedure : Proc × ExpVal → ExpVal
(define apply-procedure
  (lambda (proc1 val)
    (cases proc proc1
      (procedure (var body saved-env)
        (value-of body (extend-env var val saved-env)))))))
```

# Other changes to the interpreter



```
(define-datatype expval expval?
  (num-val
    (num number?))
  (bool-val
    (bool boolean?))
  (proc-val
    (proc proc?)))

(proc-exp (var body)
  (proc-val (procedure var body env)))

(call-exp (rator rand)
  (let ((proc (expval->proc (value-of rator env)))
        (arg (value-of rand env)))
    (apply-procedure proc arg)))
```