

The Book of Magne

INF222 Crashcourse - v2022

Sander Wiig

Institute for Informatics
University of Bergen

19 Mai 2022



UNIVERSITY OF BERGEN
Faculty of Mathematics and Natural Sciences

Agenda

Introduction

The Basics

What is a programming language?

Types of language

The Interpreter Process

Meta Programming

AST & Static Analysis

Abstract Syntax Trees

Static Analysis

State & Scope

State

Scoping

Procedures

Procedure Declarations

Argument passing

Generics

Language Standards

Software Engineering Implications of Language

Reading Specifications

Misc

Download the PDF

Script and Presentation



Figure: <https://tinyurl.com/book-of-magne>

What is a programming language?

What is a programming language?

A programming language

- is an artificial language(i.e made by us humans on purpose)

What is a programming language?

What is a programming language?

A programming language

- is an artificial language(i.e made by us humans on purpose)
- is used to tell machines what to do

What is a programming language?

Grouping Languages

- Many different ways of grouping

What is a programming language?

Grouping Languages

- Many different ways of grouping
- Ex. purpose, typing, paradigm, generality vs. specificity

What is a programming language?

Grouping Languages

- Many different ways of grouping
- Ex. purpose, typing, paradigm, generality vs. specificity
- Look at; generality vs. specificity, and paradigm

What is a programming language?

Generality vs. Specificity

Languages are usually grouped into two categories when based on their specificity

- DSLs, small, targeted at specific problems. Internal/embedded vs external

What is a programming language?

Generality vs. Specificity

Languages are usually grouped into two categories when based on their specificity

- DSLs, small, targeted at specific problems. Internal/embedded vs external
- GPLs, large, many uses.

What is a programming language?

Generality vs. Specificity

Characteristic	DSL	GPL
Domain	Small, Well-defined	Large, Not specialized
Size	Small	Large
Lifespan	Weeks, Months	Years, Decades

What is a programming language?

Paradigms

- Imperative Languages

What is a programming language?

Paradigms

- Imperative Languages
- Functional Languages

What is a programming language?

Paradigms

- Imperative Languages
- Functional Languages
- OOP languages

What is a programming language?

Paradigms

- Imperative Languages
- Functional Languages
- OOP languages
- Logic languages

Syntax and Semantics

All languages consist of two parts

- Syntax

Syntax and Semantics

All languages consist of two parts

- Syntax
- Semantics

The Interpreter Process

Interpreters differ from Compilers since they execute code instead of translating it.

- Lexical Analyzer

The Interpreter Process

Interpreters differ from Compilers since they execute code instead of translating it.

- Lexical Analyzer
- Syntax Analyzer

The Interpreter Process

Interpreters differ from Compilers since they execute code instead of translating it.

- Lexical Analyzer
- Syntax Analyzer
- Semantic Analyzer

The Interpreter Process

Interpreters differ from Compilers since they execute code instead of translating it.

- Lexical Analyzer
- Syntax Analyzer
- Semantic Analyzer
- Evaluator

Meta Programming

A metaprogram is a program that works on *other* programs.

When you see a data structure like BSL or BIPL in Haskell it represents those programs.

Questions?



Abstract Syntax Trees

ASTs represent the abstract syntax of a program. Abstract means that unnecessary tokens are removed, ex. parenthesis, curly braces.

It's produced by the Syntax Analyzer.

Often used as an intermediary representation by the interpreter.

Sum of Products

Sum of Products

```
1  data SomeType = A Bool Bool Bool
2          | B Bool
3          | C
```

Sum of Products

Sum of Products

$$\underbrace{(\text{Bool} \times \text{Bool} \times \text{Bool})}_{A} + \underbrace{\text{Bool}}_{B} + \underbrace{1}_{C}$$

The Bool type can take on 2 different values (True or False), so the A constructor can construct $2 * 2 * 2 = 8$ different values.

the total numbers of values of type SomeType is $8 + 2 + 1 = 11$, as the data type is the sum of the three products we've just described.

Type Checking

Typing falls into two categories

- Static

Type Checking

Typing falls into two categories

- Static
- Dynamic

Type Checking

Example!

Wellformedness

For a program to be Wellformed it needs to satisfy all the constraints (kinda like rules) on it. This means that the program follows all the rules for it like;

- The program conforms to the AST
- Typed correctly
- all procs/declarations are wellformed
- other things

Type Inference

Some languages don't specify the type of expressions and therefore need to be inferred.
Example!

Questions?



Store

A store lets us "store"¹ things.

Usually array of bytes or values(depends on abstraction level)

Items are stored at specific index.

Usually grows upwards.

¹duh
21 of 37

Variables and Environment

Variables associate names with storage locations.
Environments are the map of variables.
Kinda like a phonebook.

Scoping

A scope is an overview of what exists when

Usually talk about the scope of something like a var.

Describes when it exists.

Two types

- Static/Lexical - Determined at compiletime

Scoping

A scope is an overview of what exists when

Usually talk about the scope of something like a var.

Describes when it exists.

Two types

- Static/Lexical - Determined at compiletime
- Dynamic - Determined at runtime

Questions?



Procedures

Procedures, Subroutines, Functions, Methods, etc. let us abstract away the algo implementation.

Only need to implement code once.

Procedure Declarations

Procedure Declarations

Our procedures have been inspired by PASCAL.

Our procedure declarations have;

- List of params

Procedure Declarations

Our procedures have been inspired by PASCAL.

Our procedure declarations have;

- List of params
- local vars

Procedure Declarations

Our procedures have been inspired by PASCAL.

Our procedure declarations have;

- List of params
- local vars
- code

Procedure Declarations

Procedure Declarations

See script 5.1

Parameters & Local Variables

- Local variables are vars that are declared and used only within the procedure.
- Parameters are local vars that are instantiated with the value/reference of arg.

Parameters also specify *how* the procedure communicates with the outside world.

Performing a Procedure

Performing a procedure is done in the following steps

1. The first is that we need to somehow remember the current environment or delete all the local variables when we're done. The best way is to get the current stack frame.

Performing a Procedure

Performing a procedure is done in the following steps

1. The first is that we need to somehow remember the current environment or delete all the local variables when we're done. The best way is to get the current stack frame.
2. We then add all the local variables.

Performing a Procedure

Performing a procedure is done in the following steps

1. The first is that we need to somehow remember the current environment or delete all the local variables when we're done. The best way is to get the current stack frame.
2. We then add all the local variables.
3. We then execute the procedure statements.

Performing a Procedure

Performing a procedure is done in the following steps

1. The first is that we need to somehow remember the current environment or delete all the local variables when we're done. The best way is to get the current stack frame.
2. We then add all the local variables.
3. We then execute the procedure statements.
4. We then reset the environment back to how it looked before using the saved stack frame from (1). This ensures that all local variables that shouldn't exist outside the procedure are removed.

Executing a Procedure Call

We have now established how to perform a procedure.
We need to set up the environment for it first.

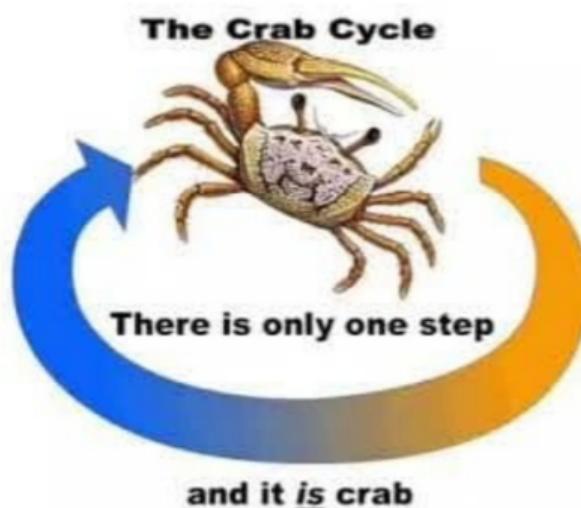
Argument Passing

- Copy Semantics

Argument Passing

- Copy Semantics
- Reference Semantics

Questions?



Generics

Generics lets us create "universal" algos.

Example!

Questions?



Implications of Language

Backus-Naur Form

- BNF describes context-free grammars.
- Used to describe concrete syntax of a language.
- Most commonly we use E(xtended)-BNF

<Example from script>

Introduction
oo

The Basics
oooooooooooo

AST & Static Analysis
oooooooooooo

State & Scope
oooo

Procedures
oooooooooooo

Generics
oo

Language Standards
oo

Misc
•

Lykke til på eksamen!

Takk for oss :)