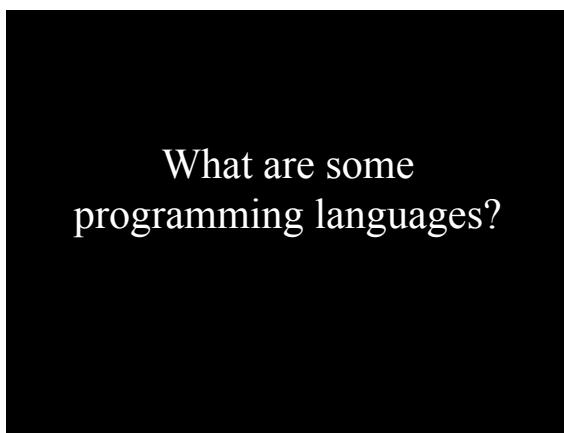
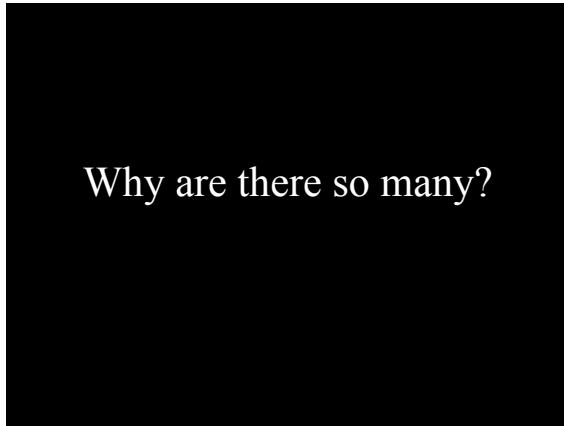
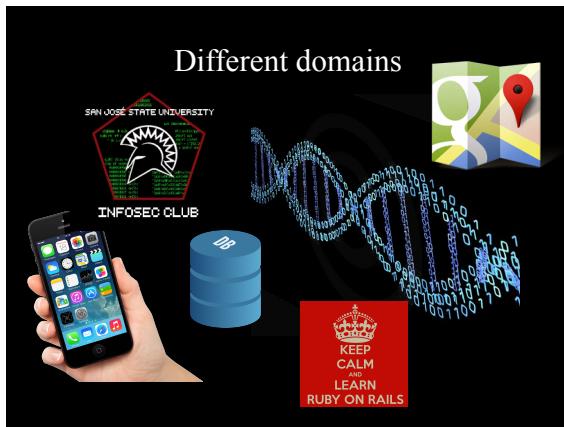
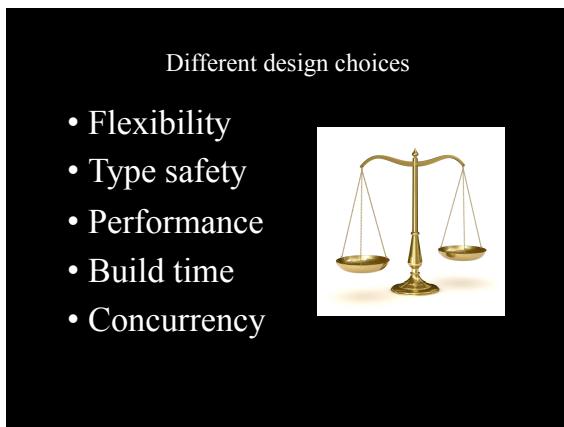


Prof. Tom Austin
San José State University







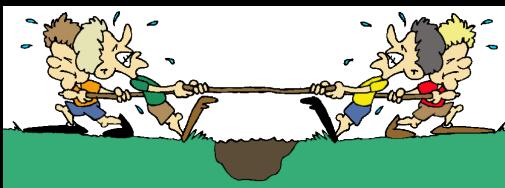


Which language is better?

Good language features

- Simplicity
- Readability
- Learn-ability
- Safety
- Machine independence
- Efficiency

These goals almost always conflict



Conflict: Type Systems

Stop "bad" programs

... but ...

restrict the programmer

Why do we study
programming languages?

For undergrads:
to warp their minds



Objectives for grad students:



- Understand advanced language features
- Evaluate different features
- Choose the right language
- Understand formalisms

The "Blub" paradox



"As long as our hypothetical Blub programmer is looking down the power continuum, he knows he's looking down... [Blub programmers are] satisfied with whatever language they happen to use, because it dictates the way they think about programs."

--Paul Graham
<http://www.paulgraham.com/avg.html>

Languages we will cover
(subject to change)



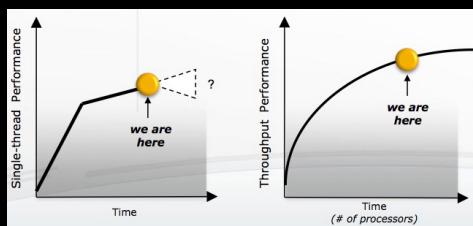
Theoretical foundations topics

- Formal semantics
- Type systems
- Concurrency approaches
- Metaprogramming
- Security features

In this course, you will learn the practical *and* the theoretical

What are the PL issues of
interest to industry?

Multi-core explosion



Big Data









What are the PL academics interested in?

- Types
- Types
- More types!

(OK, maybe a *little* more than that...)

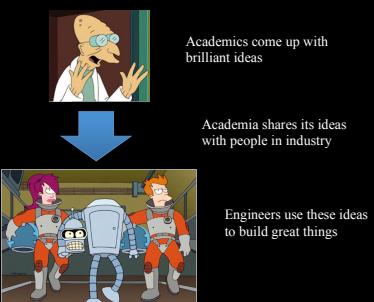
Why are they different?

Major PL research contributions

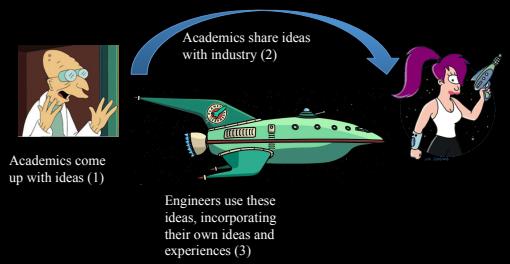
- Garbage collection
- *Sound* type systems
- Concurrency tools
- Closures

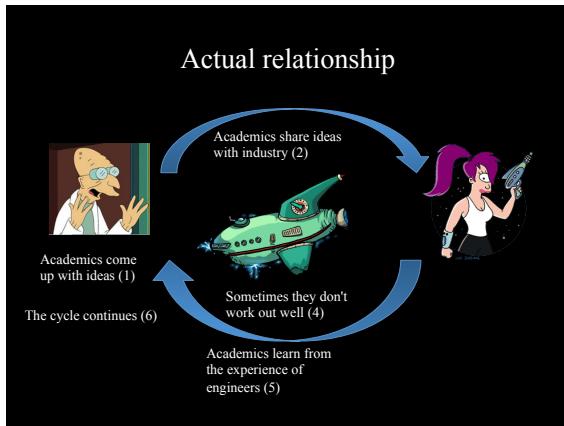
But PL researchers have missed some areas of interest

Academia and industry: Idealized relationship



Actual relationship





To participate in this discussion,
you must understand
formal semantics.

- Programs that manipulate other programs
- compilers & interpreters
 - JavaScript rewriting
 - instrumentation
 - program analyzers
 - IDEs

Sharing ideas *unambiguously*

- ECMAScript committee
- Highlight issues early in the design
- Prove that a language supports a given property

Three approaches to semantics

- Operational
 - big-step
 - small-step
- Axiomatic
- Denotational

$$\frac{\Gamma \vdash e \Downarrow \text{true} \quad \Gamma \vdash e_1 \Downarrow v}{\Gamma \vdash \text{if } e \text{ then } e_1 \text{ else } e_2 \Downarrow v}$$

$$\frac{\Gamma \vdash e \Downarrow \text{false} \quad \Gamma \vdash e_2 \Downarrow v}{\Gamma \vdash \text{if } e \text{ then } e_1 \text{ else } e_2 \Downarrow v}$$

Now we can determine in some *objective* sense whether a language feature is "good".

Administrative Details

- Green sheet available at
[http://cs.sjsu.edu/~austin/cs252-spring16/
Greensheet.html](http://cs.sjsu.edu/~austin/cs252-spring16/Greensheet.html).
- Assignments will be submitted through Canvas
(<https://sjsu.instructure.com/>)
- Academic integrity policy:
<http://info.sjsu.edu/static/catalog/integrity.html>

Schedule

- Greensheet: *tentative* schedule
- Official schedule on Canvas
- Late homeworks will not be accepted
- Check the schedule before every class
- Check the schedule before every class
- And finally, CHECK THE SCHEDULE BEFORE EVERY CLASS.

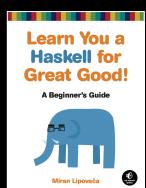
Prerequisites

You should be comfortable with:

- Functional programming
- Mathematical notation

If you are not sure, please see me

Resources



<http://eloquentjavascript.net>



<http://learnyouahaskell.com/>

All available
online!!!

Grading

- 30% -- Homework
 - 20% -- Midterm
 - 20% -- Final
 - 20% -- Project
 - 10% -- Labs

Labs

- Graded complete/incomplete
 - I will look at them
 - I *might* give feedback
 - May show up on exams

Office hours

- MacQuarrie Hall room 216.
- Mondays/Thursdays noon-1pm.
- **No office hours February 4.**
- Also available by appointment



Haskell

Haskell is *purely functional*

- We define "what stuff is"
- No side effects
- *Referential transparency*

You can replace an expression
with its value and you won't
change anything.

Wait, no side effects?!
How is that possible?

Haskell & side effects

- Haskell functions *can* have side effects
 - e.g. file I/O
- BUT, *pure* functions can't call functions with side effects

Haskell supports *type inference*

Some languages have *explicit* types

```
// Java code
String foo(int i) {
    String s = "hello " + i;
    return s;
}
```

"Scripting languages" use dynamic typing

```
// Ruby code
def foo(i)
    s = "hello #{i}"
    return s;
end
```



Duck typing

"Duck typing" is flexible but not safe



In Haskell, you do not need
to declare types;
the compiler deduces them

Haskell supports *lazy evaluation*

- Results are not calculated until they are needed.
- Can represent infinite data structures.



Lazy Example

Haskell interactive mode:

```
*Main> let oddNumbers = [1,3..]  
*Main> take 5 oddNumbers  
[1,3,5,7,9]
```

Before next class

- Install Haskell from
<http://www.haskell.org/platform/contents.html>
- Read chapters 1-3 of "Learn You a Haskell".

First homework due February 15th

- Available in Canvas.
 - Alternately, see
<http://cs.sjsu.edu/~austin/cs252-spring16/hw/hw1/>
- Get started now!

HW1 Overview

```
public class Test {  
    public void main(String[] args) {  
        System.out.println(  
            9999999999999999 * 2);  
    } }
```

Won't
compile!

With Haskell, there is no issue:

```
$ ghci  
...  
Prelude> 9999999999999999999999999999*2  
19999999999999999999998
```

In this assignment, you will build your own BigNum module.