

CS320 Identifiers

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Identifiers



Don'ts

- Don't import any other libraries.
- Don't use the break statement.
- Don't use the while and for loops.
- Don't use mutation.

If your homework does any of the above, it will get 0 point.





The "Are the following two programs equivalent?" game



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```
def f(x:Int):Int = x + 1 	 def f(y:Int):Int = y + 1
f(10) 	 f(10)
```



"Are the following two programs equivalent?"

```
def f(x:Int):Int = x + 1 	 def f(y:Int):Int = y + 1
f(10) 	 f(10)
```

YES

parameter is consistently renamed



```
def f(x:Int):Int = x + 1 def f(x:Int):Int = y + 1 f(10)
```



"Are the following two programs equivalent?"

```
def f(x:Int):Int = x + 1 def f(x:Int):Int = y + 1
 f(10)
```

NO

not a use of the parameter anymore



```
def f(x:Int):Int = x + 1 def f(y:Int):Int = x + 1 f(10)
```



"Are the following two programs equivalent?"

```
def f(x:Int):Int = x + 1 def f(y:Int):Int = x + 1
 f(10)
```

NO

not a use of the parameter anymore





"Are the following two programs equivalent?"

```
def f(x:Int):Int = y + 1 def f(z:Int):Int = y + 1 f(10)
```

YES

parameter never used, so almost any name is ok





"Are the following two programs equivalent?"

```
def f(x:Int):Int = y + 1 def f(y:Int):Int = y + 1 f(10)
```

NO

now a use of the parameter



```
def f(x:Int):Int = y + 1 def f(x:Int):Int = z + 1
f(10)
```



"Are the following two programs equivalent?"

```
def f(x:Int):Int = y + 1 	 def f(x:Int):Int = z + 1
f(10) 	 f(10)
```

NO

still an undefined identifier, but a different one



```
def f(x:Int):Int = {
  val y = 10
    x + y
}
f(0)
def f(z:Int):Int = {
  val y = 10
    z + y
}
f(0)
```



"Are the following two programs equivalent?"

```
def f(x:Int):Int = {
  val y = 10
    x + y
}
f(0)
def f(z:Int):Int = {
  val y = 10
    z + y
}
f(0)
```

YES

parameter is consistently renamed



```
def f(x:Int):Int = {
  val y = 10
    x + y
}
f(0)
def f(x:Int):Int = {
  val z = 10
    x + z
}
f(0)
```



"Are the following two programs equivalent?"

```
def f(x:Int):Int = {
  val y = 10
    x + y
  }
f(0)
def f(x:Int):Int = {
  val z = 10
    x + z
}
f(0)
```

YES

local identifier is consistently renamed



```
def f(x:Int):Int = {
  val y = 10
    x + y
}
f(0)
def f(x:Int):Int = {
  val x = 10
    x + x
}
f(0)
```



"Are the following two programs equivalent?"

```
def f(x:Int):Int = {
  val y = 10
    x + y
}
f(0)
def f(x:Int):Int = {
  val x = 10
    x + x
}
f(0)
```

NO

local identifier now hides the parameter



```
def f(x:Int):Int = {
  val y = 10
    x + y
}
f(0)
def f(y:Int):Int = {
  val y = 10
    y + y
}
f(0)
```



"Are the following two programs equivalent?"

```
def f(x:Int):Int = {
  val y = 10
    x + y
}
f(0)
def f(y:Int):Int = {
  val y = 10
    y + y
}
f(0)
```

NO

local identifier now hides the parameter



Free and Bound Identifiers

An identifier for the parameter of a function or the name of a local identifier is a *binding occurrence*

```
def f(x, y) = x + y + z

def g() = {
  val a = 3
  val c = 4
  a + b + c
}
```



Free and Bound Identifiers

A use of a function parameter or a local identifier is a *bound* occurrence

```
def f(x, y) = x + y + z

def g() = {
  val a = 3
  val c = 4
  a + b + c
}
```



Free and Bound Identifiers

A use of an identifier that is not a function parameter or a local identifier is a *free identifier*

```
def f(x, y) = x + y + z

def g() = {
  val a = 3
  val c = 4
  a + b + c
}
```



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Identifiers









X



 $\mathbf{x} \Rightarrow \text{error: free identifier}$

Identifiers



```
\langle WAE \rangle ::= \langle n_{11}m \rangle
             | {+ <WAE> <WAE>}
             | \{ - \langle WAE \rangle \langle WAE \rangle \}
             | {with {<id> <WAE>} <WAE>}
             | < id >
    \{+ \{ with \{ x \} \} \} \}
           \{+ x x\}
        \{with \{x \{-4 3\}\}\}
           \{+ x x\}\}
```



```
\langle WAE \rangle ::= \langle n_{11}m \rangle
             | {+ <WAE> <WAE>}
             | \{ - \langle WAE \rangle \langle WAE \rangle \}
             | {with {<id> <WAE>} <WAE>}
             | < id >
   \{+ \{ with \{ x \} \} \} \}
           \{+ x x\}
        {with \{x \{-4 3\}\}}
           \{+ x x\}\}
```



```
\langle WAE \rangle ::= \langle n_{11}m \rangle
             | {+ <WAE> <WAE>}
             | \{ - \langle WAE \rangle \langle WAE \rangle \}
             | {with {<id> <WAE>} <WAE>}
             | < id >
    \{+ \{ with \{ x \} \} \} \}
           \{+ x x\}
        {with {y {- 4 3}}}
           \{+ \ v \ v\}\}
```



```
\langle WAE \rangle ::= \langle n_{11}m \rangle
             | {+ <WAE> <WAE>}
             | \{ - \langle WAE \rangle \langle WAE \rangle \}
             | {with {<id> <WAE>} <WAE>}
             | < id >
    \{+ \{ with \{ x \} \} \} \}
            \{+ x x\}
        {with {y {- 4 3}}}
            \{+ \vee \vee \}\}
```

Identifiers



```
\langle WAE \rangle ::= \langle n_{11}m \rangle
             | {+ <WAE> <WAE>}
             | \{ - \langle WAE \rangle \langle WAE \rangle \}
              | {with {<id> <WAE>} <WAE>}
             | < id >
    \{with \{x \{+ 1 2\}\}\}
         \{with \{x \{-4 3\}\}\}
            \{+ x x\}\}
```



```
\langle WAE \rangle ::= \langle n_{11}m \rangle
             | {+ <WAE> <WAE>}
             | \{ - \langle WAE \rangle \langle WAE \rangle \}
             | {with {<id> <WAE>} <WAE>}
             | < id >
    \{with \{x \{+ 1 2\}\}\}
        {with \{x \{-4 3\}\}}
            \{+ x x\}\}
```



```
\langle WAE \rangle ::= \langle n_{11}m \rangle
             | {+ <WAE> <WAE>}
             | \{ - \langle WAE \rangle \langle WAE \rangle \}
             | {with {<id> <WAE>} <WAE>}
             | < id >
    \{with \{x \{+ 1 2\}\}\}
        {with {y {- 4 3}}}
            \{+ x x\}\}
```



```
\langle WAE \rangle ::= \langle n_{11}m \rangle
             | {+ <WAE> <WAE>}
             | \{ - \langle WAE \rangle \langle WAE \rangle \}
             | {with {<id> <WAE>} <WAE>}
             | < id >
    \{with \{x \{+ 1 2\}\}\}
        {with {y {- 4 3}}}
            \{+ x x\}\}
```



```
\langle WAE \rangle : := \langle n_{11}m \rangle
            | {+ <WAE> <WAE>}
            | \{ - \langle WAE \rangle \langle WAE \rangle \}
            | {with {<id> <WAE>} <WAE>}
            | \langle id \rangle
trait WAE
case class Num(n: Int) extends WAE
case class Add(1: WAE, r: WAE) extends WAE
case class Sub(1: WAE, r: WAE) extends WAE
case class With(x: String, i: WAE, b: WAE) extends WAE
case class Id(x: String) extends WAE
```

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Parser for AE with Identifiers

```
// parser for WAE
object WAE extends ExprParsers {
 lazy val wae: Parser[WAE] =
                          ^^ { case n => Num(n) } |
   int
   wrap("+" \sim wae \sim wae) \sim { case 1 \sim r = Add(1, r) } |
   wrap("-" ~> wae ~ wae) ^^ { case l ~ r => Sub(l, r) } |
   wrap("with" ~> wrap(str ~ wae) ~ wae) ^^ {
                       case x \sim i \sim b \Rightarrow With(x, i, b) \}
                          str
 def apply(str: String): WAE =
   parse(wae, str).getOrElse(error(s"bad syntax: $str"))
Add(Sub(Num(3), Num(4)), Num(7))
Sub(Num(5), Num(1), Num(2))
With("x", Num(3), Add(Id("x"), Num(3)))
```



Exercise #1

■ Available from the course webpage

http://plrg.kaist.ac.kr/doku.php?id=home:lectures:cs320_2019_1



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