# Lecture 3 – Syntax and Semantics (2)

COSE212: Programming Languages

Jihyeok Park



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We learn how to define **syntax** and **semantics** of a programming language with (AE) as an example.

## Syntax

- Backus-Naur Form (BNF)
- Concrete Syntax
- Abstract Syntax
- Concrete vs. Abstract Syntax

#### Semantics

- Inference Rules
- Big-Step Operational (Natural) Semantics
- Small-Step Operational (Reduction) Semantics

In this lecture, we learn how to implement the interpreter for AE.

- Parser: from strings to abstract syntax trees (ASTs)
- Interpreter: from ASTs to values

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# ADTs for Abstract Syntax



Let's define Scala **ADTs** to represent the **abstract syntax** of AE.

```
// expressions
enum Expr:
   // numbers
   case Num(number: BigInt) // `BigInt` rather than `Int` for integers
   // additions
   case Add(left: Expr, right: Expr)
   // multiplications
   case Mul(left: Expr, right: Expr)
```

For example, the AE expressions  $1 + 2 \times 3$  is represented as follows:

```
Add(Num(1), Mul(Num(2), Num(3)))
```

# Parsers for Concrete Syntax



We learned the **concrete syntax** of AE in the last lecture.

Then, how can we implement a **parser** for AE?

## Let's use **parser combinators** in Scala!

I will explain basic ideas of parser combinators in this lecture. If you are interested in details, please refer to here<sup>1</sup>, and **parsing expression** grammars (PEGs).<sup>2</sup>

<sup>1</sup>https://github.com/scala/scala-parser-combinators

<sup>2</sup>https://en.wikipedia.org/wiki/Parsing\_expression\_grammar



What can we do with **parser combinators** in Scala?

• regular expressions ("...".r) as parsers.

```
lazy val parser: Parser[String] = "-?[0-9]+".r // parsing integers
```

• **combine** them using sequence (~, <~, ~>) and alternative (|).

• transform the result of a parser using the operator (^^).

```
lazy val parser1: Parser[X] = ...
val f: X => Y = ...
parser1 ^^ f // Parser[Y] (apply `f` to the result of `parser1`)
```



```
"[]" "[7]" "[-042, 4, 20]"
```

```
type P[+T] = PackratParser[T]
lazy val num : P[BigInt] = "-?[0-9]+".r ^^ { BigInt(_) }
```



```
"[]" "[7]" "[-042, 4, 20]"
```



```
"[]" "[7]" "[-042, 4, 20]"
```



```
"[]" "[7]" "[-042, 4, 20]"
```



For example, let's implement a parser for **list of integers**:

```
"[]" "[7]" "[-042, 4, 20]"
```

We can simplify it using rep1sep (repeat one or more times separated by ","). There are other helper functions that help us write parsers.





Let's implement a parser for AE using Scala parser combinators.

# Parsers using Parser Combinators



You don't need to know the details of parser combinators.

We provide all parsers of programming languages in this course.

If you want to use the parser, please just call Expr as follows:

If you want to get the **string form** of the expression, please use stringForm method as follows:

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## Interpreters



We will implement the **interpreter** for AE according to the following big-step operational (natural) semantics:

$$\vdash e \Rightarrow n$$

$$\overline{\vdash n \Rightarrow n}$$

$$\text{NUM} \; \frac{}{\vdash n \Rightarrow n} \qquad \text{ADD} \; \frac{\vdash e_1 \Rightarrow n_1 \quad \vdash e_2 \Rightarrow n_2}{\vdash e_1 + e_2 \Rightarrow n_1 + n_2} \qquad \text{MUL} \; \frac{\vdash e_1 \Rightarrow n_1 \quad \vdash e_2 \Rightarrow n_2}{\vdash e_1 \times e_2 \Rightarrow n_1 \times n_2}$$

$$\texttt{MUL} \; \frac{\vdash e_1 \Rightarrow n_1 \qquad \vdash e_2 \Rightarrow n_2}{\vdash e_1 \times e_2 \Rightarrow n_1 \times n_2}$$

```
type Value = BigInt
def interp(expr: Expr): Value = expr match
 case Num(n) => n
 case Add(1, r) => interp(1) + interp(r)
 case Mul(1, r) => interp(1) * interp(r)
interp(Expr("1 + 2 * 3")) // 7 : Value (= BigInt)
```

## Exercise #1



- Please see this document<sup>3</sup> on GitHub.
- It is just an exercise, and you don't need to submit anything.
- However, some exam questions might be related to this exercise.

<sup>3</sup>https://github.com/ku-plrg-classroom/docs/tree/main/cose212/ae.

# Summary



#### 1. Parsers

ADTs for Abstract Syntax Parsers for Concrete Syntax

#### Next Lecture



• Identifiers (1)

Jihyeok Park
jihyeok\_park@korea.ac.kr
https://plrg.korea.ac.kr