Lecture 0 – Course Overview COSE212: Programming Languages

Jihyeok Park



2023 Fall



- Instructor: Jihyeok Park (박지혁)
 - Position: Assistant Professor in CS, Korea University
 - Expertise: Programming Languages, Software Analysis
 - Office hours: 14:00–16:00, Tuesdays (appointment by e-mail)
 - Office: 609A, Science Library Bldg
 - Email: jihyeok_park@korea.ac.kr



- Instructor: Jihyeok Park (박지혁)
 - Position: Assistant Professor in CS, Korea University
 - Expertise: Programming Languages, Software Analysis
 - Office hours: 14:00–16:00, Tuesdays (appointment by e-mail)
 - Office: 609A, Science Library Bldg
 - Email: jihyeok_park@korea.ac.kr
- Class: COSE212 02 (English) Only for CS students



- Instructor: Jihyeok Park (박지혁)
 - Position: Assistant Professor in CS, Korea University
 - Expertise: Programming Languages, Software Analysis
 - Office hours: 14:00–16:00, Tuesdays (appointment by e-mail)
 - Office: 609A, Science Library Bldg
 - Email: jihyeok_park@korea.ac.kr
- Class: COSE212 02 (English) Only for CS students
- Lectures 13:30-14:45, Mon. & Wed. @ 604 우정정보관



- Instructor: Jihyeok Park (박지혁)
 - Position: Assistant Professor in CS, Korea University
 - Expertise: Programming Languages, Software Analysis
 - Office hours: 14:00–16:00, Tuesdays (appointment by e-mail)
 - Office: 609A, Science Library Bldg
 - Email: jihyeok park@korea.ac.kr
- Class: COSE212 02 (English) Only for CS students
- Lectures 13:30-14:45, Mon. & Wed. @ 604 우정정보관
- Homepage: https://plrg.korea.ac.kr/courses/cose212/



- Instructor: Jihyeok Park (박지혁)
 - Position: Assistant Professor in CS, Korea University
 - Expertise: Programming Languages, Software Analysis
 - Office hours: 14:00–16:00, Tuesdays (appointment by e-mail)
 - Office: 609A, Science Library Bldg
 - Email: jihyeok park@korea.ac.kr
- Class: COSE212 02 (English) Only for CS students
- Lectures 13:30-14:45, Mon. & Wed. @ 604 우정정보관
- Homepage: https://plrg.korea.ac.kr/courses/cose212/
- This is NOT an introductory course. You should have a strong understanding of introductory computer science courses. (i.e., OOP, theory of computation, discrete mathematics, and data structures)

Schedule



| Weak | Contents |
|------|---|
| 1 | Introduction |
| 2 | Syntax and Semantics |
| 3 | Identifiers and First-Order Functions |
| 4 | First-Class Functions and Recursion |
| 5 | Mutable Variables |
| 6 | Garbage Collection |
| 7 | Lazy Evaluation |
| 8 | Midterm Exam (Oct. 25 - Wed.) |
| 9 | Continuations |
| 10 | First-Order Representation of Continuations |
| 11 | Type Systems |
| 12 | Type Inference |
| 13 | Algebraic Data Types |
| 14 | Parametric Polymorphism |
| 15 | Subtype Polymorphism |
| 16 | Final Exam (Dec. 20 - Wed.) |



- 2–4 Homework Assignments: 20%
 - Programming assignments (submission in Blackboard)
 - You can utilize or refer to any other materials (e.g., ChatGPT), but you MUST write your OWN solution.
 - Cheating is strictly prohibited. Cheating will get you an F.



- 2–4 Homework Assignments: 20%
 - Programming assignments (submission in Blackboard)
 - You can utilize or refer to any other materials (e.g., ChatGPT), but you MUST write your OWN solution.
 - Cheating is strictly prohibited. Cheating will get you an F.
- Midterm exam: 30%
 - October 25 (Wed.) 13:30 14:45 (in class, 75 min.)



- 2–4 Homework Assignments: 20%
 - Programming assignments (submission in Blackboard)
 - You can utilize or refer to any other materials (e.g., ChatGPT), but you MUST write your OWN solution.
 - Cheating is strictly prohibited. Cheating will get you an F.
- Midterm exam: 30%
 - October 25 (Wed.) 13:30 14:45 (in class, 75 min.)
- Final exam: 40%
 - December 20 (Wed.) 13:30 14:45 (in class, 75 min.)



- 2–4 Homework Assignments: 20%
 - Programming assignments (submission in Blackboard)
 - You can utilize or refer to any other materials (e.g., ChatGPT), but you MUST write your OWN solution.
 - Cheating is strictly prohibited. Cheating will get you an F.
- Midterm exam: 30%
 - October 25 (Wed.) 13:30 14:45 (in class, 75 min.)
- Final exam: 40%
 - December 20 (Wed.) 13:30 14:45 (in class, 75 min.)
- Attendance: 10%
 - Please use Blackboard to attend the class by yourself.

Course Materials



Self-contained lecture notes.

https://plrg.korea.ac.kr/courses/cose212/

(Special thanks to Prof. Sukyoung Ryu @ KAIST)

Course Materials



Self-contained lecture notes.

https://plrg.korea.ac.kr/courses/cose212/

(Special thanks to Prof. Sukyoung Ryu @ KAIST)

• Reference: "Introduction to Programming Languages" written by Jaemin Hong and Sukyoung Ryu



https://hjaem.info/itpl







Learn Essential Concepts of Programming Languages

• Why?



- Why?
 - To learn new programming languages quickly.



- Why?
 - To learn new programming languages quickly.
 - To **evaluate** and pick the best language for a given task.



- Why?
 - To learn new programming languages quickly.
 - To **evaluate** and pick the best language for a given task.
 - To design a **specialized language** for a specific task.



- Why?
 - To learn new programming languages quickly.
 - To **evaluate** and pick the best language for a given task.
 - To design a **specialized language** for a specific task.
- How?



Learn Essential Concepts of Programming Languages

- Why?
 - To **learn new programming languages** quickly.
 - To **evaluate** and pick the best language for a given task.
 - To design a **specialized language** for a specific task.
- How?

By Implementing Interpreters using Scala

- You will learn how to define **syntax** and **semantics** of target languages.
- You will implement **interpreters** of the target languages.
- You will use Scala as an implementation language.

Interpreters vs Compilers



• An interpreter takes and executes a program to produce the result.



- Good for understanding program behavior, easy to implement.
- For example, scala, python, bash, desktop calculator, etc.
- You will implement interpreters of various languages in this course.

Interpreters vs Compilers

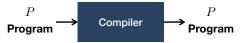


An interpreter takes and executes a program to produce the result.



- Good for understanding program behavior, easy to implement.
- For example, scala, python, bash, desktop calculator, etc.
- You will implement interpreters of various languages in this course.

• A **compiler** takes a program and produces another program.



- Good for **speed**, but more **complex**.
- For example, scalac, gcc, javac, etc.
- If you're interested in compilers, take COSE312: Compilers.

Roadmap: Growing a Language



We will grow a language step by step from a simple arithmetic language to a complex language with various features.

Roadmap: Growing a Language



We will grow a language step by step from a simple arithmetic language to a complex language with various features.

- Part 1: Untyped Languages
 - Syntax, Semantics, Identifiers
 - Functional Functions, Closures, Recursion
 - Imperative Mutation, Sequences, Garbage Collection
 - Advanced Lazy Evaluation, Continuations

Roadmap: Growing a Language



We will grow a language step by step from a simple arithmetic language to a complex language with various features.

- Part 1: Untyped Languages
 - Syntax, Semantics, Identifiers
 - Functional Functions, Closures, Recursion
 - Imperative Mutation, Sequences, Garbage Collection
 - Advanced Lazy Evaluation, Continuations
- Part 2: Typed Languages
 - Type Systems Types, Typing Rules, Typed Languages
 - **Type Inference** Type Variables, Type Unification
 - Algebraic Data Types Variants, Pattern Matching
 - Polymorphism Parametric Polymorphism, Subtype Polymorphism

Next Lecture



Basic Introduction of Scala

Jihyeok Park
jihyeok_park@korea.ac.kr
https://plrg.korea.ac.kr