Compiler Final Project

In this final project, your goal is to craft a Mini-LISP interpreter. All resources you need are on the new-eeclass, including the language specifications, a standard interpreter (called *smli*) and some Mini-LISP program examples for testing. Since you have learnt lex and yacc, it’s good to use these tools to build your project, but you are allowed to use other languages and tools for this project.

Your tasks are to

1. Read the language specifications of Mini-LISP.
2. Read and run Mini-LISP program examples to understand the language behavior.
3. Write an interpreter for Mini-LISP, implement features of the language.

* How to run the standard interpreter?

$ ./smli example.lsp

Project Grade

For each features, there are 2 public test cases and 2 hidden test cases. You can get 80% of the score by passing public test cases, and 20% for hidden test cases.

|  |  |  |
| --- | --- | --- |
| Basic Features | | |
| Feature | Description | Points |
| 1. Syntax Validation | Print “syntax error” when parsing invalid syntax | 10 |
| 2. Print | Implement print-num statement | 10 |
| 3. Numerical Operations | Implement all numerical operations | 25 |
| 4. Logical Operations | Implement all logical operations | 25 |
| 5. if Expression | Implement if expression | 8 |
| 6. Variable Definition | Able to define a variable | 8 |
| 7. Function | Able to declare and call an anonymous function | 8 |
| 8. Named Function | Able to declare and call a named function | 6 |

**Note:** You have to finish feature 1~4 before other features.

|  |  |  |
| --- | --- | --- |
| Bonus Features | | |
| Feature | Description | Points |
| 1. Recursion | Support recursive function call | 5 |
| 2. Type Checking | Print error messages for type errors | 5 |
| 3. Nested Function | Nested function ([static scope](https://en.wikipedia.org/wiki/Scope_%28computer_science%29#Lexical_scope_vs._dynamic_scope)) | 5 |
| 4. First-class Function | Able to pass functions, support closure | 5 |

Feature Definitions

**Basic Features**

You should read the language specifications to understand basic features. After that, try to pass public test cases. Hidden test cases are used to avoid cheating, they are not harder than public test cases. In normal situation, once you passed the public one, you should be able to pass the hidden one, too.

**Bonus Features**

To implement these features, you are supposed to do some additional research. Actually, it is not very hard. Have fun!

1. **Recursion:** Make your interpreter be able to handle recursive function call. For example:

(define f

(fun (x) (if (= x 1)

1

(\* x (f (- x 1))))))

(f 4) → 24

1. **Type Checking:** For type specifications of operations, please check out the table below:

|  |  |  |
| --- | --- | --- |
| **Op** | **Parameter Type** | **Output Type** |
| +, -, \*, /, mod | **Number**(s) | **Number** |
| **>, <, =** | **Number**(s) | **Boolean** |
| and, or, not | **Boolean**(s) | **Boolean** |
| If | **Boolean**(s) for test-exp | Depend onthen-exp and else-exp |
| Fun | Any | **Function** |
| Function call | Any | Depend onfun-body and parameters |

Please print a message when detecting a type error. For example:

(> 1 #t)

→ Type Error: Ex pect ‘number’ but got ‘boolean’.

1. **Nested Function:** There could be a function inside another function. The inner one is able to access the local variables of the outer function. The syntax rule of fun-body should be redefined to:

fun-body ::= def-stmt\* exp

For example:

(define dist-square

(fun (x y)

(define square

(fun (x) (\* x x)))

(+ (square x) (square y))))

1. **First-class Function:** Functions can be passed like other variables. Furthermore, it can keep its environment. For more details, you can search for “[First-class Functions](https://en.wikipedia.org/wiki/First-class_function)” and “[Closure](https://en.wikipedia.org/wiki/Closure_%28computer_programming%29)”. For example:

(define chose

(fun (chose-fun x y)

(if (chose-fun x y) x y)))

(chose (fun (x y) (> x y)) 2 1) → 2

(define add-x

(fun (x)

(fun (y) (+ x y))))

(define f (add-x 5))

(f 3) → 8