7 languages in 30 minutes

RETHINK COMPUTATION AND LANGUAGE

contents

- 1. a linear memory based language
- 2. a pattern matching based language
- 3. a meta language
- 4. a stack based language
- 5. a (markup) language
- 6. a macro language
- 7. a modeling language

Linear memory

Memory cells

Addressing

Pointer

Increment/Decrement

Program Counter

PC-Stack

Brainfuck

MINIMAL MODEL FOR COMPUTATION

Pattern maching

```
a = a;

X = a;

a(b, c) = X;

a(b, c) = X;

A(b, c) = A(b, c)

A(c) = A(c) = A(c)

A(c) = A(c)
```

length of a list

```
len([], 0).
len([HIT], X) :- len(T, Y), X is Y+1.
```

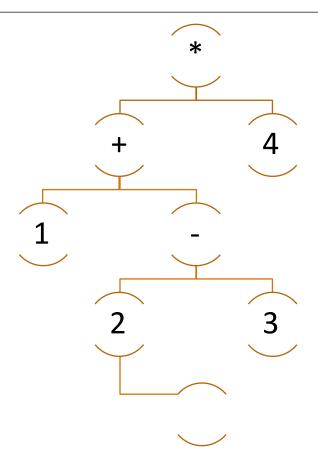
Prolog

PROGRAMMING LOGIC

program as data

$$(1 + (2 - 3)) \times 4$$

program as data



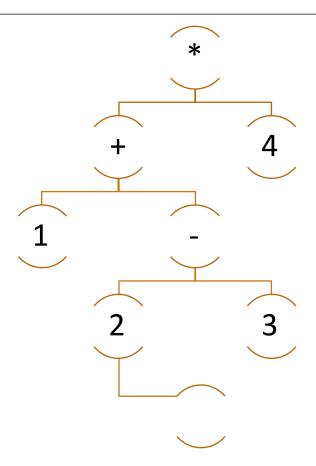
program as data

$$(* (+ 1 (- 2 3)) 4)$$

Scheme

LOST IN STUPID PARENS

stack-based operations



postfix expression

stack-based operations

see <04/fix.cpp>

JVM bytecode

```
0: iconst_2
                                                                      18: irem
1: istore 1
                                                                      19: ifne 25
2: iload_1
                                                                      22: goto 38
3: sipush 1000
                                                                      25: iinc 2, 1
6: if_icmpge
                                                                      28: goto 11
                 44
                                                                      31: getstatic #84; // Field java/lang/System.out:Ljava/io/PrintStream;
9: iconst_2
10: istore_2
                                                                      34: iload 1
11: iload 2
                                                                      35: invokevirtual #85; // Method java/io/PrintStream.println:(I)V
12: iload 1
                                                                      38: iinc 1, 1
13: if_icmpge
                  31
                                                                      41: goto 2
16: iload_1
                                                                      44: return
17: iload 2
```

PostScript/Forth

PROGRAMMING LANGUAGE FOR PUBLISHING AND PRINTING

represent a math expression

```
a \times b => a \times b?

\frac{a}{b} => a / b?

\lim_{x \to 0} \sin x => \lim_{x \to 0} x -> 0 \sin x?

\sum x^2 => SIGMA \times 2?
```

represent a math expression

```
a \times b => a \times b

\frac{a}{b} => \frac{a}{b}

\lim_{x \to 0} \sin x => \lim_{x \to 0} x -> 0 \sin x

\sum x^2 => \sum_{x \to 0} x^2
```

represent an article

\article

\section

\subsection

\paragraph

\theorem

...

XML

<article>

<section>

<subsection>

<subsection>

</section>

</article>

XSLT

LaTeX

ALL YOU NEED IS A SUITABLE DISTRIBUTION

magic of string substitution

- Define
- Quote
- Eval
- Meta-programming
- **❖**Tokens
- *Recursion

m4

LAZYMAN'S LAZY TOOL



WHAT YOU CAN MAKE

