Lecture 0 – Course Overview COSE212: Programming Languages

Jihyeok Park



2024 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
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- Discussion & Questions: https://campuswire.com/c/G2CA06AE4



Passcode:

Schedule



Weak	Contents	Weak	Contents
1	Introduction	9	Continuations
2	Syntax and Semantics	10	First-Class Continuations
3	Identifiers and First-Order Functions	11	Type Systems
4	First-Class Functions and Recursion	12	Algebraic Data Types
5	Mutable Variables	13	Parametric Polymorphism
6	Garbage Collection	14	Subtype Polymorphism
7	Lazy Evaluation	15	Type Inference
8	Midterm Exam (Oct. 23 - Wed.)	16	Final Exam (Dec. 18 - Wed.)

On the four days listed below, there will be no offline lectures. Instead, lecture videos will be uploaded to **Blackboard**.

- Sep. 16 (Mon.) / 18 (Wed.) 추석
- Oct. 9 (Wed.) 한글날
- Nov. 20 (Wed.) External Schedule

Grading



- 4 Homework Assignments: 30%
 - Programming assignments in Scala (submission in <u>Blackboard</u>)
 - 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.

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- Midterm exam: 30%
 - October 23 (Wed.) 18:00 20:30 (150 min.)
 - In classroom, closed book, closed notes
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- Attendance: 10%
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Course Materials



Self-contained lecture notes.

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

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Self-contained lecture notes.

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



https://hjaem.info/itpl





To learn essential concepts of programming languages

• Why?



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 - implement their interpreters using Scala.



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 - learn new programming languages quickly.
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- How? You will learn how to:
 - design programming languages in a mathematical way.
 - implement their interpreters using Scala.
- However, note that:
 - You will NOT learn particular programming languages.
 - You will NOT learn how to write programs in those languages.
 - This is NOT an introductory course. You should have a strong understanding of introductory computer science courses. (i.e., theory of computation, discrete mathematics, and data structures)

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.
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- 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.

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

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Part 1: Untyped Languages

- Syntax, Semantics, Identifiers
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Part 2: Typed Languages

- Type Systems Types, Typing Rules, Typed Languages
- Algebraic Data Types Variants, Pattern Matching
- Polymorphism Parametric Polymorphism, Subtype Polymorphism
- Type Inference Type Variables, Type Unification

Next Lecture



Basic Introduction of Scala

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