Scriptorium Interpreter Implementation Report

In this document you can find details on how **Scriptorium** interpreter was created.

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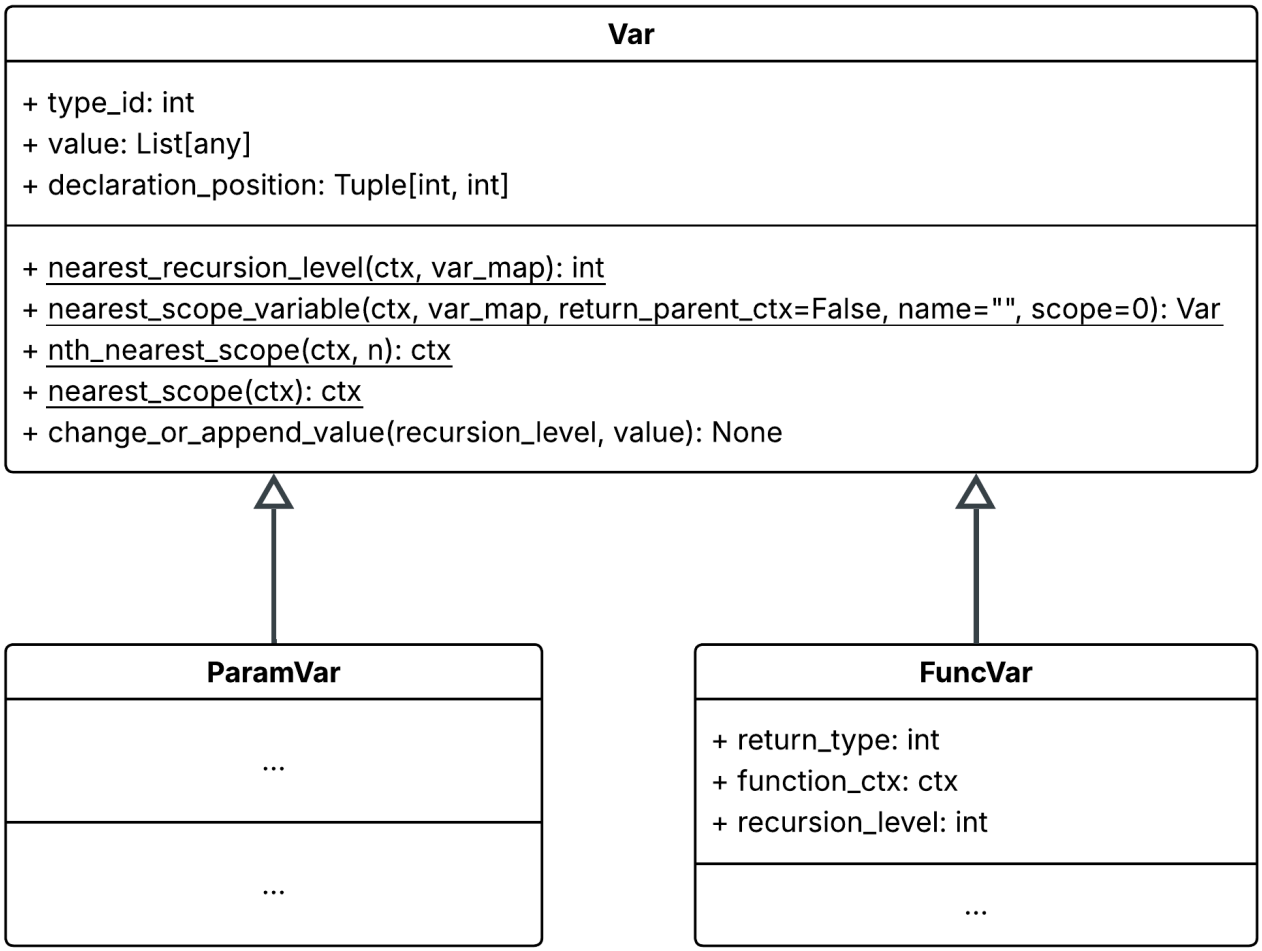
1. Variable Management (`Var` class)

1.1. Variable classes

To manage scopes, variable types and all metadata of variable system there are following classes implemented:



1.1.1. `Var` class

This is a default variable class. It's used when declaring new variable in any scope and for iterator variable in `for` loop.

1.1.2. `ParamVar` class

This is a variable class used for function parameters. It's used to distinguish variables defined inside function from function parameters.

1.1.3. `FuncVar` class

In Scriptorium function is also a variable. It has additional fields:

- `return_type` - Type of value returned from the function
- `function_ctx` - Context of function node. Used for function invocation.
- `recursion_level` - Used to determine which value to get from value stacks of other variables inside function scope (for recursion).

1.2. Use of `var_map`

To keep track of every variable in Scriptorium we use a dictionary. We have a list of tokens that we define as **"scope tokens"** (list of tokens below). Those tokens are keys in `var_map` dictionary. Then there is another dictionary where keys are variable names and values are `Var` objects.

Structure of `var_map`:

```
var_map: Dict[ctx, Dict[str, Var]]
```

** Where `ctx` is a type of node context object*

Example:

```
numerus a esto 5.
nihil munus func(numerus x):
    scribere x.
```

would result with `var_map` looking like this:

```
{
    <ctx of start node>: {
        "a": <Var>,
        "func": <FuncVar>
    }
    <ctx of function node>: {
        "x": <ParamVar>
    }
}
```

1.2.1. List of scope tokens

- `IfBlockContext` - If block scope
- `IfElseBlockContext` - If else block scope
- `ElseBlockContext` - Else block scope
- `ForLoopContext` - For loop scope

- `WhileLoopContext` - While loop scope
- `FunctionDeclarationContext` - Function scope
- `StartContext` - Global scope

1.3. Storing stack of variable values

Every variable in Scriptorium has it's own stack. We obtain a value from the stack based on recursion level:

```
current_value = some_var.value[recursion_level]
```

1.3.1. How it works

1.3.1.1. Writing

When writing new value to the stack there are only two options

1. There is a value for specified `recursion_level`:

   Value gets overwritten

   ```
   recursion_level = 2
   # var.value -> [0, 1, 2]
   var.change_or_append_value(recursion_level, 10)
   # var.value -> [0, 1, 10]
   ```

2. There is no value for specified `recursion_level`:

   Value is appended at specified `index = recursion_level`. Values at `indices < recursion_level` are set to `None`

   ```
   recursion_level = 2
   # var.value -> [15]
   var.change_or_append_value(recursion_level, 20)
   # var.value -> [15, None, 10]
   ```

1.3.1.2. Reading

If given `Var` value stack is shorter than `recursion_level` or value on given index is `None`, then there is exception raised:

`CULPA: linea xx:yy - variable named "a" is not yet defined`

1.4. Finding variables

When we need to read value of a variable we use a `Var.nearest_scope_variable()` static method. It searches through `var_map` until it finds a variable with specified name or raise an error when there is no variable with that name.

1.4.1. `Var.nearest_scope_variable()` method

This method finds nearest variable with specified name.

```
def nearest_scope_variable(ctx, var_map, return_parent_ctx=False, name="",
scope=0):
  """
  Searches for the nearest variable definition in the current or parent
scopes.

  Args:
      ctx: The current context object, typically representing a scope or
block.
      var_map (dict): A mapping of contexts to their defined variables.
                      Each key is a context, and each value is a dictionary of
variable names to their Var objects.
      return_parent_ctx (bool, optional): If True, returns a tuple containing
the variable value and its parent context.
                                          Defaults to False.
      name (str, optional): The name of the variable to search for. If empty,
the variable name is extracted from `ctx`.
                            Defaults to an empty string.
      scope (int, optional): The number of scopes to go back for the search.
Used for error reporting purposes.
                              Defaults to 0.

  Returns:
      The Var object of the nearest variable matching the name in the current
or parent scopes.
      If `return_parent_ctx` is True, returns a tuple (variable_object,
parent_context).

  Raises:
      Exception: If the variable is not found in the current or parent scopes,
an exception is raised with details
                  about the line and column of the context and the scope
depth.
  """
```

Why is parent context useful? Because when searching for function recursion level you can start searching from variable parent context to avoid getting wrong recursion level value.

1.5. Finding scopes

When searching for scopes we look for "scope tokens". There are 2 methods that help us manage scopes throughout development process.

1.5.1. `Var.nearest_scope()` method

Function that returns a context of nearest **"scope token"**.

```
def nearest_scope(ctx):
  """
  Determines the nearest enclosing scope for a given context.
  This function traverses the parent contexts of the given `ctx` object
  until it finds a context that matches one of the predefined scope types.
  If no matching scope is found, it returns the topmost parent context.
  Args:
      ctx: The current context object.
  Returns:
      The nearest enclosing scope context object that matches one of the
      predefined scope types.
  """
```

1.5.2. `Var.nth_nearest_scope()` method

Function used with `parentes` keyword. It helps wind variables above certain number of scopes.

```
def nth_nearest_scope(ctx, n):
  """
  Retrieves the nth nearest scope from the given context.

  This function navigates up the scope hierarchy starting from the provided
  context (`ctx`) to find the nth nearest scope. If the requested scope level
  exceeds the available parent scopes, an exception is raised.

  Args:
      ctx: The current context object.
      n (int): The number of scopes to move up from the current context.

  Returns:
      The context object representing the nth nearest scope.
```

```
  Raises:
      Exception: If the requested scope level exceeds the available parent
                  scopes, an exception is raised.
  """
```

1.6. Calculating current `recursion_level`

When function is invoked, then a `recursion_level` attribute on `FuncVar` object that holds function context is incremented. When function returns - attribute is decremented. While trying to access any variable we use `Var.nearest_recursion_level()` static method to search for closest function scope (or start scope for global variables) and get it's `recursion_level` value.

* `recursion_level` is calculated from node which is a context parent for specified variable inside `var_map` (or from the closest parent with a function or start context)

1.6.1. `Var.nearest_recursion_level()` method

```
def nearest_recursion_level(ctx, var_map):
  """
  Determines the recursion level of the nearest function declaration context.

  This function moves up through the parent contexts of the given `ctx` to
locate the nearest
  function declaration context. Once found, it retrieves the recursion level
of the
  corresponding function variable from the `var_map`.

  Args:
      ctx: The current context object, typically an instance of a parser
context.
      var_map: A dictionary mapping scope contexts to variable mappings. Each
variable
            mapping contains function variables with their associated
recursion levels.var_map (dict): A mapping of contexts to their defined
variables.
                Each key is a context, and each value is a dictionary of
variable names to their Var objects.

  Returns:
      int: The recursion level of the nearest function declaration context. If
no function
        declaration context is found, returns 0.
  """
```

2. ANTLR Grammar

2.1. Indents

For indentation mechanic we used a Antlr **addon**: `antlr-denter`
LINK(https://github.com/yshavit/antlr-denter).
We followed instructions and implemented it in our language. It helps us keep track of indentation level and check if it is correct. Antlr rules that use indentation looks like this:

```
block: INDENT statement+ DEDENT
```

2.2. String templating

For string templating we used Antler lexer **modes**. There are 3 modes:

1. `DEFAULT`
2. `IN_STRING` - anything between `"` characters
3. `IN_INTERP` - while in `IN_STRING` mode, anything between `${` and `}`

Modes are only used for string templating because we decided to use them at the and of the project when all the rest was done. Using modes earlier would probably be a good idea.

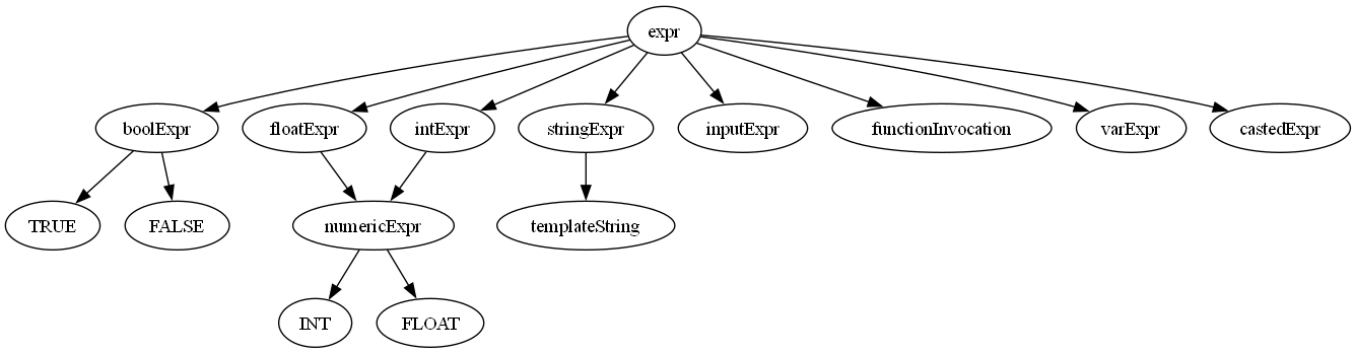
2.3. Possible value types

Every value that exists in Scriptorium is a **expr**. There are many possible operations depending on type of variables and/or constants.

Expr can be one of:

1. Standard types:
   - `veritas` - Bool
   - `fractio` - Float
   - `numerus` - Int
   - `sententia` - String
2. Value of other operations:
   - `rogare` - User input
   - `ut` - Casting result
   - Function invocation result
   - Other variable assignment

2.3.1. Diagram of `expr` possible paths



2.3.2. Type casting

2.3.2.1. Automatic type casting

There are few moments when `expr` value is automatically casted to the right type. Those scenarios are:

1. **Variable definition**

   Based on metadata stored in `Var.type_id`
2. **Function invocation**

   Based on metadata stored in `ParamVar.type_id`
3. **Returning from function**

   Based on metadata stored in `FuncVar.return_type`

** There is also a **numericExpr** - merge of floatExpr and intExpr, that allows user to make operations on both integers and float numbers without casting.*

2.3.2.2. Manual type casting

In other scenarios where there is no metadata found on what is the target type of value. For manual casting there is a `ut` keyword.

```
scribere 2 adde "2" ut numerus. // Result: "4.0"
scribere 2 adde "2". // CULPA: linea 2:19 - syntax error at "2".
```