About compilation

type definition Compilation Language int main Analyzer built-in function Scanning (lexical scanning) printf("hello," world"); o Generates - Identifying different things (colored differently) return 0; Lexemes Lexical items keyword means something Tokens Parsing - structure occording to language's syntax rules. Generates Plumming: That's something · AST - Abstract Syntax Tree has to be done but Syntactic structure I do not wonnow do it. Grammatical structure o Translator obsmoct → machine code • All this work simplified - several not spesific - toxes grammar Lexical analyzers (lex) Parser generators (yacc) con analyze and translate depending on that yet another Use scheme ©

given language

Detning Interpreter

· Define formally semantic for each expression (behavior

? . Implementation

An example program

Input

```
"- (55, -(x,11))" text file
    I send to porser get abstract syntax tree
```

Scanning & parsing

(scan&parse "-(55, -(x,11))")

• The AST - Abstract Syntax Tree

```
#(struct:a-program > This is a program
      (#(struct:diff-exp)
          #(struct:const-exp 55) - constant
consists
          # (struct: diff-exp - difference expression
  of
              #(struct:var-exp x) - vanoble expession
```

```
Program ::= Expression
            a-program (exp1)
```

Expression ::= Numberconst-exp (num)

Expression := -(Expression, Expression)diff-exp (exp1 exp2)

Expression := zero? (Expression)zero?-exp (exp1)

Expression ::= if Expression then Expression else Expression if-exp (exp1 exp2 exp3)

```
Expression ::= Identifier
             var-exp (var)
```

Expression ::= let Identifier = Expression in Expression #(struct:const-exp 11)))) - constat

let-exp (var expl body)

Lecture 12 Let – Implementation

T. METIN SEZGIN

Specifying the behavior

Programs

```
(value-of-program exp)
= (value-of exp [i=[1], v=[5], x=[10]])
```

Expressions

Constructors

```
const-exp : Int \rightarrow Exp

zero?-exp : Exp \rightarrow Exp

if-exp : Exp \times Exp \times Exp \rightarrow Exp

diff-exp : Exp \times Exp \rightarrow Exp

var-exp : Var \rightarrow Exp
```

let-exp : $Var \times Exp \times Exp \rightarrow Exp$

Observer

```
value-of : Exp \times Env \rightarrow ExpVal
```

Specifying the behavior

Programs

```
(value-of-program exp)
= (value-of exp [i=[1], v=[5], x=[10]])
```

Expressions

Constructors

```
const-exp: Int \rightarrow Expzero?-exp: Exp \rightarrow Expif-exp: Exp \times Exp \times Exp \rightarrow Expdiff-exp: Exp \times Exp \rightarrow Expvar-exp: Var \rightarrow Explet-exp: Var \times Exp \times Exp \rightarrow Exp
```

Observer

```
value-of : Exp \times Env \rightarrow ExpVal
```

Specifying the behavior

Programs

```
(value-of-program exp)
= (value-of exp [i=[1], v=[5], x=[10]])
```

Expressions

Constructors

```
const-exp : Int \rightarrow Exp
zero?-exp : Exp \rightarrow Exp
```

if-exp : $Exp \times Exp \times Exp \rightarrow Exp$

diff-exp : $Exp \times Exp \rightarrow Exp$

var-exp : $Var \rightarrow Exp$

let-exp : $Var \times Exp \times Exp \rightarrow Exp$

```
(value-of (let-exp var\ exp_1\ body) \rho) = (value-of body\ [var=(value-of\ exp_1\ \rho)]\ \rho)
```

Observer

```
value-of : Exp \times Env \rightarrow ExpVal
```

Behavior implementation

what we envision

```
Let \rho = [i=1, v=5, x=10].
(value-of
  <<-(-(x,3), -(v,i))>>
     [(value-of <<-(x,3)>> \rho)]
     (value-of <<-(v,i)>> \rho))
       |(value-of << x>> \rho)|
       (value-of \langle \langle 3 \rangle \rangle \rho)
     |(value-of <<-(v,i)>> \rho)|)|
       |(value-of <<3>> \rho)|)
     (value-of <<-(v,i)>> \rho)
```

```
= [(-
       10
       3)
    |(value-of <<-(v,i)>> \rho)|)|
= [(-
     |(value-of <<-(v,i)>> \rho)|)|
        |(value-of << v>> \rho)|
        |(value-of <<i>> \rho)|))|
        |(value-of <<i>> \rho)|))|
```

Behavior implementation

what we envision

```
Let \rho = [x=[33], y=[22]].
(value-of
  <<if zero?(-(x,11)) then -(y,2) else -(y,4)>>
  \rho)
= (if (expval->bool (value-of <<zero?(-(x,11))>> \rho))
    (value-of <<-(y,2)>> \rho)
    (value-of <<-(y,4)>> \rho))
= (if (expval->bool (bool-val #f))
    (value-of <<-(y,2)>> \rho)
    (value-of <<-(y,4)>> \rho))
= (if #f
    (value-of <<-(y,2)>> \rho)
    (value-of <<-(y,4)>> \rho))
= (value-of << -(y, 4)>> \rho)
= [18]
```

Nugget

Intro to implementation It all revolves around value-of

The Interpreter

The Interpreter

```
value-of : Exp \times Env \rightarrow ExpVal
(define value-of
  (lambda (exp env)
     (cases expression exp
         (value-of (const-exp n) \rho) = n
       (const-exp (num) (num-val num))
         (value-of (var-exp var) \rho) = (apply-env \rho var)
       (var-exp (var) (apply-env env var))
         (value-of (diff-exp exp_1 \ exp_2) \rho) =
          [(- | (value-of exp_1 \rho) | | (value-of exp_2 \rho) |)]
       (diff-exp (exp1 exp2)
         (let ((val1 (value-of exp1 env))
                (val2 (value-of exp2 env)))
           (let ((num1 (expval->num val1))
                  (num2 (expval->num val2)))
              (num-val
                (- num1 num2)))))
```

```
(value-of exp_1 \rho) = val_1
   (value-of (zero?-exp exp_1) \rho)
        (bool-val #t) if (expval->num val_1) = 0
        (bool-val #f) if (expval->num val_1) \neq 0
(zero?-exp (exp1)
  (let ((val1 (value-of exp1 env)))
    (let ((num1 (expval->num val1)))
      (if (zero? num1)
         (bool-val #t)
         (bool-val #f)))))
                  (value-of exp_1 \rho) = val_1
  (value-of (if-exp exp_1 exp_2 exp_3) \rho)
       (value-of ex p_2 \rho) if (expval->bool val_1) = #t
       (value-of exp_3 \rho) if (expval->bool val_1) = #f
(if-exp (exp1 exp2 exp3)
  (let ((val1 (value-of exp1 env)))
    (if (expval->bool val1)
      (value-of exp2 env)
      (value-of exp3 env))))
         (value-of exp_1 \rho) = val_1
  (value-of (let-exp var exp_1 body) \rho)
    = (value-of body [var = val_1]\rho)
(let-exp (var exp1 body)
  (let ((val1 (value-of exp1 env)))
    (value-of body
       (extend-env var val1 env))))))
```