

Hochschule Osnabrück
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The Tiger Programming Language

(Appel, Appendix A)

Lecture “Compiler Construction”

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The Tiger Language

- The **source language Tiger** is a small—yet interesting and complete—procedural programming language.

Tiger feature	in C?
usual control constructs (<code>while</code> , <code>if</code>)	<input type="checkbox"/>
built-in types <code>int</code> , <code>string</code>	<input type="checkbox"/>
user-defined types	<input type="checkbox"/>
arrays with reference semantics	<input type="checkbox"/>
record values with reference semantics	<input type="checkbox"/>
no (explicit) pointers	<input type="checkbox"/>
nested scopes (<code>let</code>)	<input type="checkbox"/>
nested functions	<input type="checkbox"/>
small standard library of support functions	<input type="checkbox"/>

Tiger Programs

01.tig

```
1  /* sample Tiger program */
2
3  print ("Roar!\n")
4
5  /* known escape sequences:
6      \n      newline
7      \t      TAB
8      \^c     control character c (e.g., \^G = BEL)
9      \ddd    ASCII character with decimal code ddd
10     \"      double quote (")
11     \\      the backslash character
12     \...\   line continuation
13 */
```

02.tig

```
1  /* standard library:
2      * conversion int <-> string, string concatenation
3      */
4
5  for c := 0 to 2 do
6      print (concat (concat ("Roar #", chr (c + ord ("0"))), "\n"))
7
```

Tiger Programs

03.tig

```
1  /* function declaration, function call */
2
3  let function digit (c : int) : string =
4      chr (c + ord ("0"))
5  in
6      for c := 0 to 2 do
7          print (concat (concat ("Roar #", digit (c)), "\n"))
8  end
```

04.tig

```
1  /* nested scopes */
2
3  let function digit (c : int) : string =
4      let var zero := ord ("0")
5      in
6          chr (c + zero)
7      end
8  in
9      for c := zero to 2 do
10         print (concat (concat ("Roar #", digit (c)), "\n"))
11  end
```

Tiger Programs

05.tig

```
1  /* procedure declaration, procedure call, sequencing */
2
3  let function newline () =
4      print ("\n")
5  in
6      print ("foo");
7      print ("bar");
8      newline ()
9  end
```

06.tig

```
1  /* nested scopes, hiding */
2
3  let var v := "foo"
4  in
5      print (v);
6      let var v := "bar"
7      in print (v)
8      end;
9      print (v);
10     print ("\n")
11 end
```

Tiger Programs

```
                                07.tig
1  /* sequenced expressions (...;...) */
2
3  let var x := "foo"
4      var y := "bar"
5      var z := ""
6  in
7      print ((z := concat (x, y); z := concat (z, "\n"); z))
8  end
```

- Similarly, the value of `let...in e_1 ; ... ; e_n end` is the value of e_n (if e_n has a value).

Tiger Programs


```
                                08.tig
1  /* arrays,
2   * array access,
3   * arrays have reference semantics
4   */
5
6
7  let type strings = array of string
8
9      var a := strings [10] of "foo"
10     var b := a
11 in
12     print (a[0]);
13     print (a[9]);
14     b[5] := "bar";
15     print (a[5]);
16     print ("\n")
17 end
```

- Compare this to the C semantics of the type $t[10]$ for some C type t .

Tiger Programs

09.tig

```
1  /* ‘matrices’,
2   * separate type and function/variable name spaces
3   */
4
5  let type vec = array of string
6      type mat = array of vec
7
8      var row := vec [10] of "foo"
9      var mat := mat [10] of row
10 in
11     let var r1 := mat[2]
12         var r2 := mat[3]
13     in
14         r1[5] := "bar";
15         print (r2[5])
16     end
17 end
```

-  Which string value will the above Tiger program print?

Tiger Programs

10.tig

```
1  /* records,  
2   * record constants,  
3   * record access,  
4   * nil,  
5   * records (like arrays) have reference semantics  
6   */  
7  
8  let  
9      type strings = { hd: string, tl: strings }  
10  
11     var xs := strings { hd = "foo", tl = nil }  
12     var ys := xs  
13 in  
14     print (ys.hd);  
15     xs.hd := "bar";  
16     print (ys.hd);  
17     print ("\n")  
18 end
```

Tiger Programs

```
11.tig
1  /* build a string from a linked list of digits,
2   * nested functions
3   */
4
5  let type ints = { hd: int, tl: ints }
6
7      function digits (ds : ints) : string =
8          let
9              function digit (d : int) : string =
10                  chr (d + ord ("0"))
11          in
12              if ds = nil then ""
13                  else concat (digit (ds.hd), digits (ds.tl))
14          end
15
16      var i := ints { hd = 4, tl = ints { hd = 2, tl = nil } }
17  in
18      print (digits (i));
19      print ("\n")
20  end
```

Tiger Programs

```
12.tig
1  /* read a string from the terminal, print its reverse image,
2   * standard library: getchar (), substring (s,fst,len), size (s)
3   */
4
5  let
6      function reverse (s : string) : string =
7          if size (s) <= 1 then s
8          else
9              concat (reverse (substring (s, 1, size (s) - 1)),
10                     substring (s, 0, 1))
11
12      /* read string from terminal until newline seen */
13      function getstring () : string =
14          let var c := getchar()          /* c is string of length 1 */
15          in
16              if c = "\n" then ""
17              else concat (c, getstring ())
18          end
19  in
20      print (reverse (getstring ()));
21      print ("\n")
22  end
```

Additional Remarks

- Tiger supports `while e1 do e2` as well as `break` with the “obvious” semantics.



Obvious?

```
break.tig
1  /* semantics of nested break */
2
3  let function f () =
4      let function g (i : int) : int =
5          if i = 3 then break
6      in
7          for i := 0 to 9 do
8              (g (i); print (chr (i + ord ("0"))))
9          end
10 in
11     f ()
12 end
13
```

Additional Remarks

- Functions may be (mutually) recursive.
- Type declarations may be (mutually) recursive *as long as any cycle in a group of recursive type declarations passes through an array or record type.*



Why that?

Example:

```
forest.tig
1
2 let type forest = { hd: tree, tl: forest }
3   type tree    = { node: int, children: forest }
4 in
5   tree { node = 1,
6         children = forest { hd = tree { node = 2,
7                                   children = nil },
8                               tl = forest { hd = tree { node = 3,
9                                               children = nil },
10                                          tl = nil }
11       }
12   }
13 end
```