

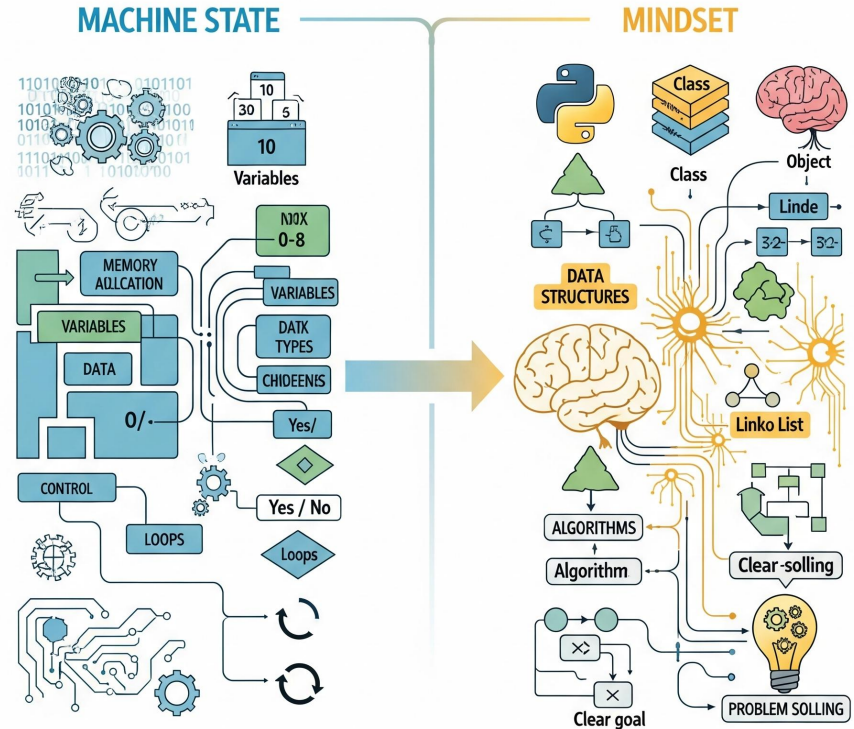
Lecture - 2

The Building Blocks - Syntax, Semantics, and Control Flow

"How a Programming Language is Formally Defined ? "

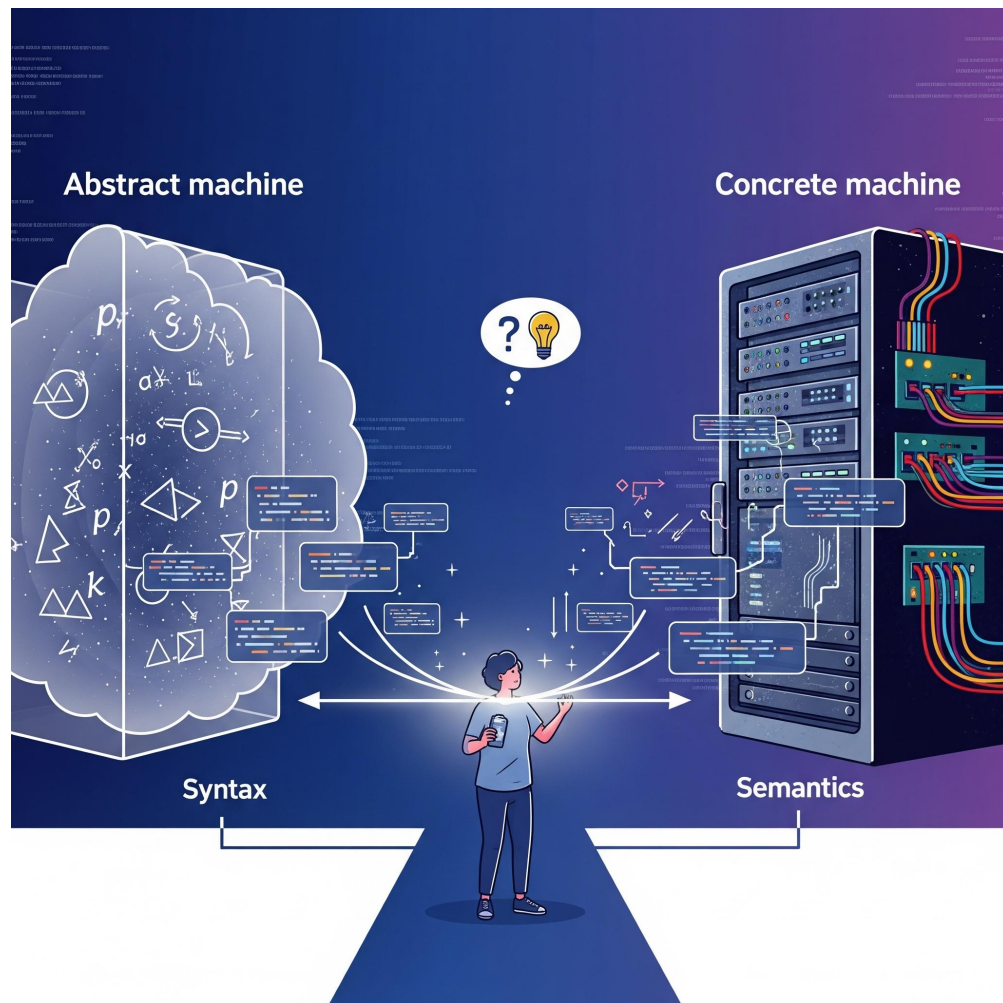
Introduction to Python

FROM MACHINE STATE TO MINDSET



Lecture Recap

- Differentiate between **syntax** and **semantics**
- Understand **concrete** versus **abstract** machines
- Explore roles of code **creator** and **validator**



Defining Python Programming Language



01 **Syntax** defines valid Python program structure

03 **Python Language Reference** is the *definitive source*

<https://docs.python.org/3/reference/index.html>

02 **Core semantics** describes program execution effects

04 **CPython** is the original and most maintained implementation

Python Language Reference

01 — Python Language Reference defines syntax and core semantics

02 — **Ambiguities** may exist due to informal descriptions



03 — Written in English for better understanding by readers

04 — **Formal specifications** are primarily for syntax

Python Language Reference

(Definitive Source for Syntax and Semantics)

“While I am trying to be as precise as possible, I chose to use **English rather than formal specifications** for everything except syntax and lexical analysis. This should make the document more understandable to the average reader, but will **leave room for ambiguities**.”

“On the other hand, if you are using Python and wonder what the precise rules about a particular area of the language are, you should definitely be able to find them here.” — COMPLETENESS Assurance.

“If you would like to see a more formal definition of the language, maybe you could volunteer your time — or invent a cloning machine :-).” — Trend in PL Research (Use of Theorem Provers)

Python Language Reference

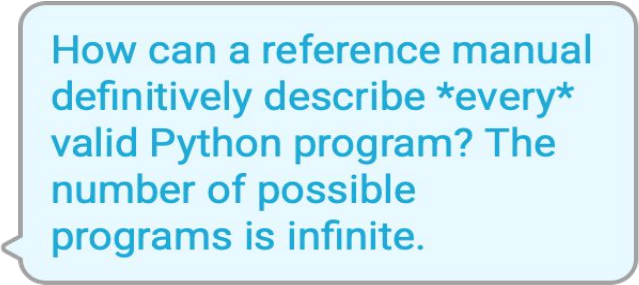
Describing Infinite Programs with Finite Rules

How can a reference manual definitively describe *every* valid Python program? The number of possible programs is infinite.

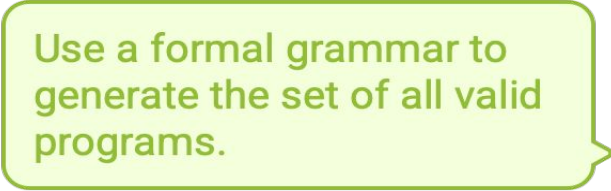


Python Language Reference

Describing Infinite Programs with Finite Rules



How can a reference manual definitively describe *every* valid Python program? The number of possible programs is infinite.



Use a formal grammar to generate the set of all valid programs.



Formal Syntax - Backus-Naur Form (BNF)

Characters → Tokens → Expressions → Statements → Programs

BNF Components

Symbol	Meaning	Example
<code>::=</code>	"is defined as"	<code><digit> ::= 0 1 2</code>
<code><non-terminal></code>	Abstract concept	<code><expression></code> , <code><statement></code>
<code>terminal</code>	Concrete token	<code>if</code> , <code>,</code> , <code>+</code> , <code>x</code>
<code> </code>	"or" alternative	<code><sign> ::= + -</code>

• Basic Components:

- **Non-terminals (Abstract concepts):** `<statement>`, `<expression>`.

These are defined by rules.

- **Terminals (Concrete tokens):** `if`, `,`, `=`, `+`, `x`, `5`. These are the actual characters in the code.

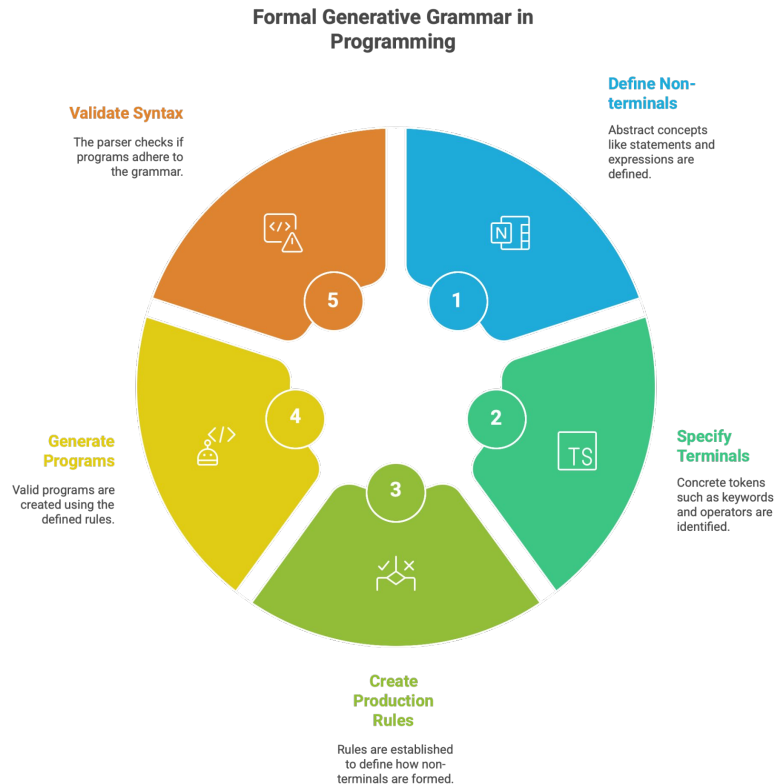
- **Production Rules:** `::=` means "is defined as".

- **Alternatives:** `|` means "or".

• Simple Python Examples:

- `<digit> ::= 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9`
- `<integer> ::= <digit> | <integer> <digit>`
- `<variable_name> ::= <letter> | <variable_name> <letter> | <variable_name> <digit>`
- `<assignment_statement> ::= <variable_name> "=" <expression>`

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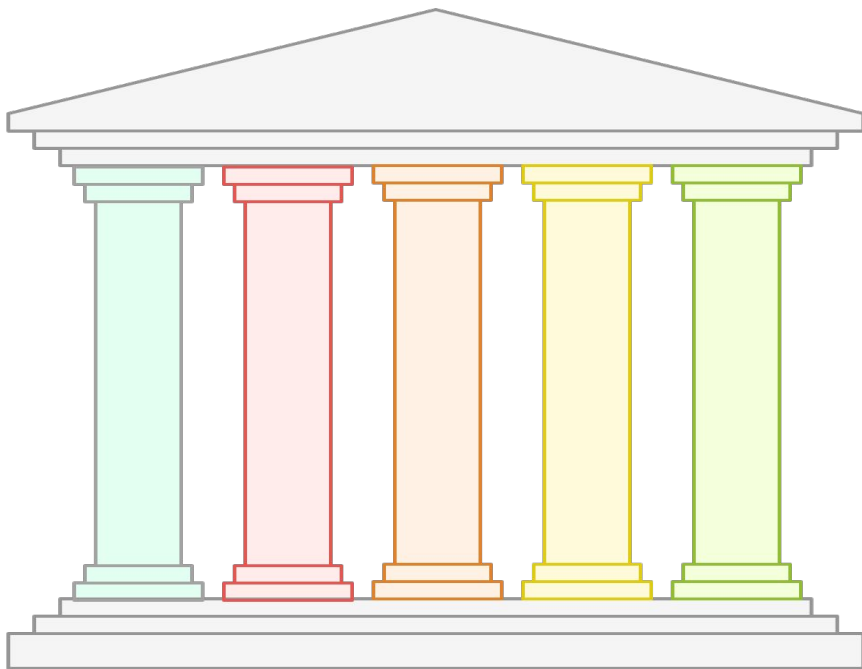
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Variables, Keywords, and Types



01

Variables and Identifiers

Rules and conventions for naming variables and constants in Python.



Keywords

Reserved words with special meanings that cannot be used as variable names.



Dynamic Typing

Variables can be assigned to any type of object at runtime.



Strong Typing

Strict type-checking ensures operations are valid for the object's type.



Optional Static Typing

Type hints for clarity and tooling, ignored by the interpreter at runtime.

Python Expression Hierarchy

Lambda Expressions

Anonymous functions as expressions

Assignment Expressions

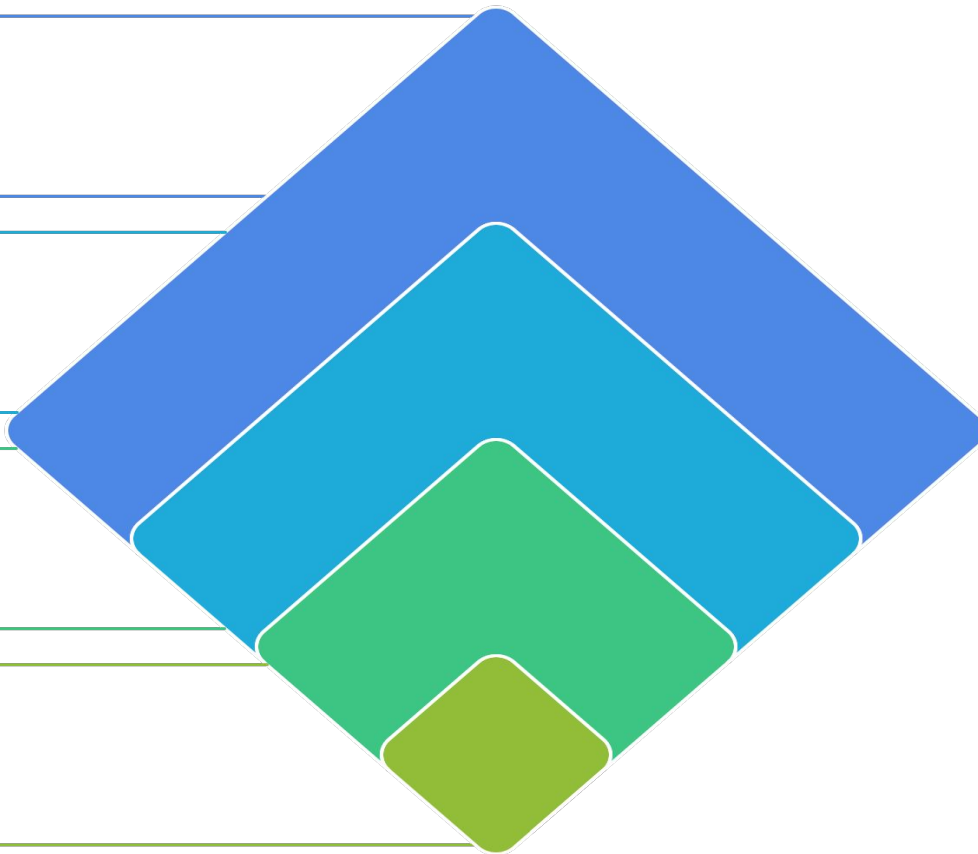
Assign and evaluate in place

Operators

Tools for building complex expressions

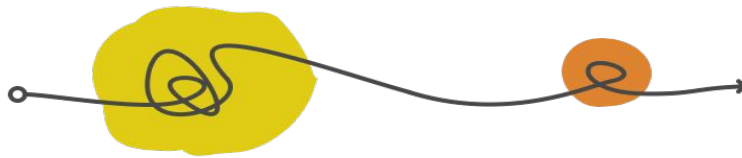
Expression

Core code unit evaluating to a value



Statements and Control Flow

**Understanding program flow from
simple to conditional execution**



Executes statements
in written order

Executes code block
based on condition



**Which code block
should be
executed based
on the
temperature?**



Hot

Execute the block that prints "It's hot" and assigns "swim" to activity.



Pleasant

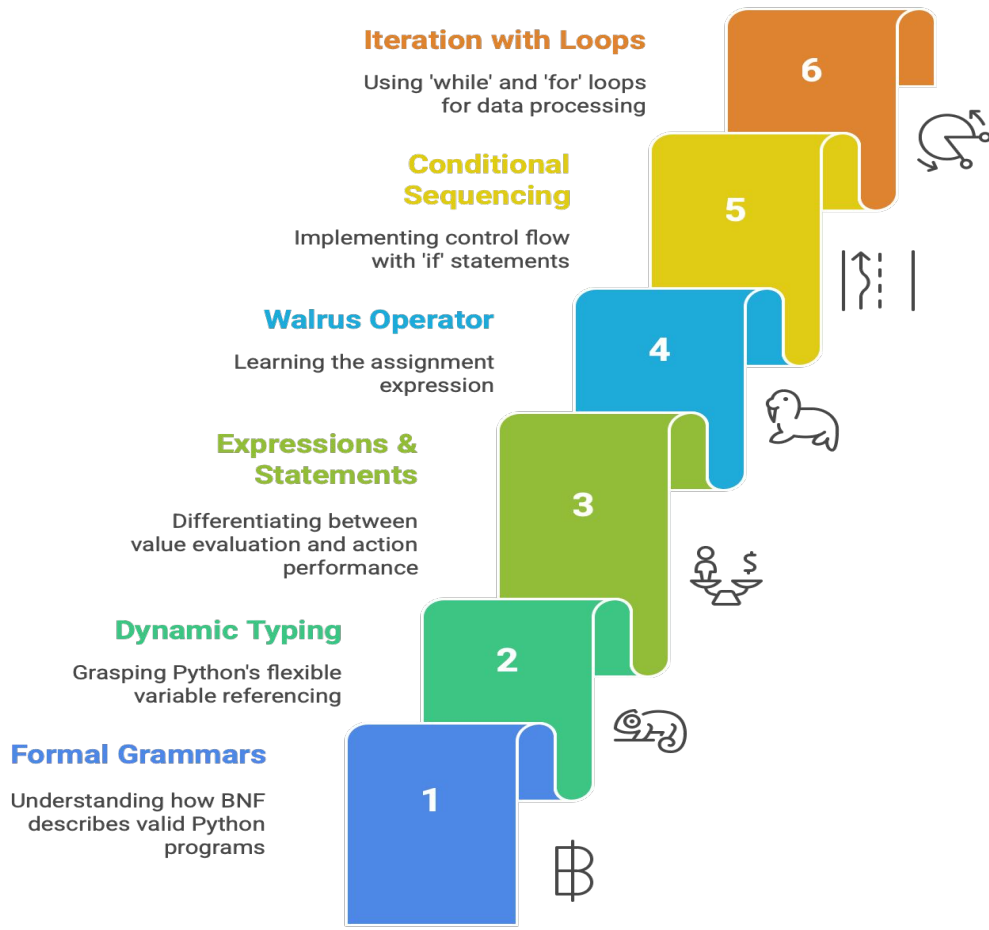
Execute the block that prints "It's pleasant" and assigns "walk" to activity.



Cold

Execute the block that prints "It's cold" and assigns "read" to activity.

Summary & Look Ahead



Thank You!