
Major Assignment 2

Date of Submission - 18th Oct 2013

Weightage - 20%

This is the second of the three parts of a major assignment on the implementation of a Haskell-like language, called μ -Haskell. The three parts are:

1. Writing a parser to convert programs in μ -Haskell to an internal representation in Haskell.
2. Translating the internal representation to G-code.
3. Interpreting G-code.

We shall provide you a model parser for the language that will convert a μ -Haskell program into this internal representation. Here are the datatypes for the internal representation:

```
type Fname = String
type Var = String
data Program = Prog [Fundef] Exp deriving Show
data Fundef = Fun String [String] Exp deriving Show
data Exp = I Int | V Var | B Bool | Nil |
          Fname String |    -- both user defined and builtin
          App Exp Exp deriving Show
```

Here are some example programs converted into μ -Haskell.

```
program1 = (2 + 3)
program1 = Prog [] (App (App (Fname "+") (I 2)) (I 3))

program2 = f x y = x + y
          f 2 3
program2 = Prog
  [Fun "f" ["x", "y"] (App (App (Fname "+") (V "x")) (V "y"))]
  (App (App (Fname "f") (I 2)) (I 3))

program3 = fact n = if n == 0 then 1 else n * fact (n - 1)
program3 = Prog
  [Fun "fact" ["n"]
    (App (App (App (Fname "if")
      (App (App (Fname "==") (V "n")) (I 0)))
      (I 1))
    (App (App (App (Fname "*") (V "n")) (App (App (Fname "fact") (V "n-1")) (I 1)) (I 1)) (I 1)))]
```

```

(App (App (Fname "*") (V "n"))
      (App (Fname "fact")
            (App (App (Fname "-") (V "n")) (I 1))))))
(App (Fname "fact") (I 5))

```

What you have to do is to write a function called `gencpgm` which will take a program in this representation and convert it into a list of instructions.

```

type Code = [Instn]
gencpgm :: Program -> Code

```

Here is the datatype representing instructions and a show function for it.

```

data Instn = PUSH Int | PUSHINT Int | PUSHGLOBAL String |
            PUSHBOOL Bool | PUSHNIL | POP Int |
            EVAL | UNWIND | MKAP | UPDATE Int | RETURN |
            LABEL String | JUMP String | JFALSE String |
            ADD | SUB | MUL | CONS | HEAD | TAIL | IF | EQU |
            GLOBSTART String Int | PRINT | STOP

instance Show Instn where
  show (PUSH i) = "  PUSH " ++ show i ++ "\n"
  show (PUSHINT i) = "  PUSHINT " ++ show i ++ "\n"
  show (PUSHGLOBAL str) = "  PUSHGLOBAL " ++ show str ++ "\n"
  show (PUSHBOOL b) = "  PUSHBOOL " ++ show b ++ "\n"
  show PUSHNIL = "  PUSHNIL " ++ "\n"
  show (POP i) = "  POP " ++ show i ++ "\n"
  show EVAL = "  EVAL" ++ "\n"
  show UNWIND = "  UNWIND" ++ "\n"
  show MKAP = "  MKAP" ++ "\n"
  show RETURN = "  RETURN" ++ "\n"
  show (UPDATE i) = "  UPDATE " ++ show i ++ "\n"
  show (LABEL str) = "LABEL " ++ show str ++ "\n"
  show (JUMP str) = "  JUMP " ++ show str ++ "\n"
  show (JFALSE str) = "  JFALSE " ++ show str ++ "\n"
  show ADD = "  ADD" ++ "\n"
  show SUB = "  SUB" ++ "\n"
  show MUL = "  MUL" ++ "\n"
  show CONS = "  CONS" ++ "\n"
  show HEAD = "  HEAD" ++ "\n"
  show TAIL = "  TAIL" ++ "\n"
  show IF = "  IF" ++ "\n"
  show EQU = "  EQU" ++ "\n"
  show (GLOBSTART str i) = "\n GLOBSTART " ++ show str ++ " " ++
                           show i ++ "\n"

```

```
show PRINT = "    PRINT" ++ "\n"  
show STOP = "    STOP" ++ "\n"
```