CIS 624 Programming Languages

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Parser

Sly parser generator to parse the input code

Returns an abstract syntax tree (AST)

EBNF

- EBNF describes construction of the parser
- Initial EBNF had conflicts that were not translatable to our implementation

```
program ::= { statements }
statements ::= statement { stmtsep statements }
statement ::= expression | assignment | if_stmt | for_stmt | zerosfunc
if_stmt ::= if conditional stmtsep statements
                { stmtsep elseif conditional stmtsep statements }
                [ stmtsep else statements ]
                stmtsep end
for stmt
          ::= for assignment stmtsep statements stmtsep end
          ::= zeros | zeros() | zeros(digits) | zeros(matrixidx)
zerosfunc
assignment ::= variable = expression
expression ::= number | string | operation | conditional | range |
                vector [ ( vectorindex ) ] | matrix [ ( matrixindex ) ]
           ::= word | vector [ ( vectorindex ) ] | matrix [ ( matrixindex ) ]
variable
```

Operational Semantics

- Modeled semantics scope with "stack of heaps (frames)"
- Heaps are implemented as Python dictionaries
- Stacks are Python lists

```
Search Stack 1
name \in frames
Stack : name \rightarrow Stack : value
```

Search Stack 2

name ∉ frames

Stack: name → Stack: skip

Update Stack

```
push_frame
```

Stack, frame $\Rightarrow Stack + frame$; skip

```
pop_frame
Statck → head, tail
Stack → head; skip
```

 $Stack: name, value \rightarrow Stack; name \Rightarrow value; skip$

Interpreter

- Evaluate left and right expression for side effects
- Compute the value of the binary expression using the cached values from the left and right expressions
- Store that result and return the stack with the side effects from the left and right trees applied

Binary Expression Evaluation

```
def init (self, left: Expr, op, right: Expr):
     self.left = left\ self.right = right\ self.op = op
def eval(self, ctx):
     ctx2 = self.left.eval(ctx)
     ctx3 = self.right.eval(ctx2)
     self.result = ops[self.op] (self.left.get value(),
     self.right.get value())
     return ctx3
def get value(self):
     return self.result
```