Implmenting a interpreter for a scripting lanaguge using Haskell

Final Year Project Report

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Abstract

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Declaration

I **Zhen Lao** hereby declare that the work described in this dissertation is, except where otherwise stated, entirely my own work and has not been submitted as an exercise for a degree at this or any other university.

Signed ______________________
Zhen Lao

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Chapter 1

Introduction

1.1 Objective and Motivation

The objective of this project is to develop a weak-type interpreted language using Haskell.This language is able to support the following feature,

- basic for loop and while loop
- basic if-else statement
- functional invocation
- arbitrary dimension array
- polymorphic array

Furthermore, in project,the monadic design approach is applied as Haskell is different from other object oriented language.

1.2 Benefits of using Haskell

Haskell is an advanced purely-functional programming language.By applying the used of Haskell to this project ,I have significantly reduce the coding time and spent most of my time to the design phrase.

1.3 Development Methodology

Agile development methodology is used in the entire development process.This project has been initially identified multiple iteration and each iteration contains three major stages research ,development and testing.

Chapter 2

Compiler and Interpreter Technologies

2.1 Parsing technologies

2.1.1 Formal Grammar

Mathematically, formal grammar consists of:

- a finite set of terminal symbols.
- a finite set of non-terminal symbols.
- a finite set of project rules.
- a start symbol.

[?] [Three Models for the Description of Language] From the formal grammar definition, legitimate production rules can be written as

$$S \mapsto aS \, and \, S \mapsto ab$$

In this example,we can assume that the grammar consists of two projection rules and the starting symbol is S.The terminal symbols are lower letters $\{a, b\}$. From this example, If we start from the either rule 1 or rule 2 ,we could derive a grammar of $\{a^n b | n > 1\}$,which can be enumerate like $\{aab, aaab, aaaab, \cdots\}$.

In addition,we are able to write all the production rule from the given abstract language, the language like

2.1.2 The Hierarchy of Grammars

Noam Chomsky has describe three model of grammar ["Three models for the description of language"] and this grammar model has significantly effect the design of computer programming language.

Chomsky define a set of rule upon the formal grammar and categorize them into different levels.

The Chomsky hierarchy consists of the 4 levels:

- Type-0 grammars (unrestricted grammar). It is a unrestricted grammars that include all possible grammar that are possible to recognize by Turning machine.
- Type-1 grammars (context-sensitive grammar).if all rules are of the form $\alpha A\beta \rightarrow \alpha\gamma\beta$ where $\alpha\,\beta\,\gamma$ are terminal symbols and A is non-terminal symbol.
- Type-2 grammars (context-free grammar).
- Type-3 grammars (regular grammar).

2.1.3 Backus–Naur Form and Extended Backus–Naur Form

The Backus-Naur Form(BNF) is a metalanguage to write the production rule that expressing the type-2 grammar (context-free grammar).It restricts the appearance of terminal and non-terminal in each side of the production equation.A canonical BNF production rule may like follow,

$$< symbol >::= \_\_expression\_\_$$

The left side of the equation can only be non-terminal thus enclosed with <> .The right hand side can be terminals and non-terminals,a vertical bar '—' is used to represent choice between terminal and non-terminals.

The Extended Backus–Naur Form (EBNF) and extension upon the BNF.Three regular expression qualifier is added to simplified some expression,they are,

- ? : which means that the symbol (or group of symbols in parenthesis) to the left of the operator is optional (it can appear zero or one times)
- * : which means that something can be repeated any number of times (and possibly be skipped altogether)

- + : which means that something can appear one or more times

[?]

Recrusive rules of BNF like

$$1. < exp >:=< exp > |sub$$

$$2. < exp >:= sub$$

that expressing a sequence of a particular syntactic element can be simplified using quantifier in EBNF as $< exp >:= sub+$

2.2 Parser Generator Haskell Happy

Happy is a parser generator system for Haskell, similar to the tool 'yacc' for C. Like 'yacc', it takes a file containing an annotated BNF specification of a grammar and produces a Haskell module containing a parser for the grammar. [The Parser Generator for Haskell]

By using its own EBNF like syntax,used could write an parser description.The happy parser generator are able to recognize and compile it into Haskell source code.

2.3 Monadic Parsing using Parsec

In the early,stage of this project,parse is build using parse C, Parsec is an industrial strength, monadic parser combinator library for Haskell. It can parse context-sensitive, infinite look-ahead grammars but it performs best on predictive (LL[Compilers: principles, techniques and tools.]) grammars. Combinator parsing is well known in the literature and offers several advantages to YACC or event-based parsing. [Parsec, a fast combinator parser]

Compared toe parser generator , monadic parsing has two major benifits 1. No need to learn additional parser generator grammar since parser combinator is written in the same language. 2.parser can be adjust easily .

2.4 Lexical analysis

Before parsing,the lexical analsier will scan the source code and generate a sequence of token.

2.4.1 Regular Expression and token

Tokens are defined by using regular expression,

2.4.2 The Lexer Generator Alex

In this project, the Alex Haskell Lexer generator is apply in generating token streams.

each token can be defined using regular expression.

Chapter 3

Monad in Haskell

3.1 Haskell and Category Theory

Category theory is a general theory that examine and organize mathematical object like set ,function,function domains Cartesian-set.

A Category C in category theory is defined below :

1. a collection of objects
2. a collection of arrows (often call morphism)
3. operations assigning to each arrow f an object $dom\ f$,its domain ,and an object $cod\ f$,its co domain.
4. a composition operator assigning to each pair of arrows $fandg$,with $cod\ f = dom\ g$,a composite arrow $g \circ f : dom\ f \to cod\ g$, satisfying the following associative law:
   For any arrow $f : A \to B, g : B \to C, and\ h : C \to D$(with A,B,C and D not necessarily distinct),

   $$h \circ (g \circ f) = (h \circ g) \circ f$$

5. for each object A, an identify arrow $id_a : A \to A$ satisfying the following identity law:
   For any arrow $f : A \to B$,

   $$id_a \circ f = f\ and\ f \circ id_a = f.$$

[?]

Functions are the first member of the program in functional programming,since no size affect is not allow ,there should be a way to combine the all kinds of functions to from a new function instead of just simply chain the input output of each function as the former will generate intermediate output.

For instance ,counting the file of java source code in current directory can be written as follow:

$$ls - al.|grep * .txt|wc - l$$

To substantiate the this concept , let's use the map/fold fusion technique of Haskell as an example.

If we want to calculate the sum of the square of each element of a list eg. [1,3,4,6,7,9],the result of it is $1^2 + 3^2 + 4^2 + 6^2 + 7^2 + 9^2 = 192$.In Haskell ,we could use map and fold to address problem.

To avoid generating intermediate output from the first function to second function, the could rewite the hold function using a single fold

The all map/fusion is is equivalent to $foldrfe.mapg = foldr($
$xy- > f(gx)y)e$

therefore, the

$sum_of_square = foldr($
$xy- > x^2 + y)0$

3.2 Monadic Function

3.3 Using Monad Operator to Combine Monadic Function

3.4 Type system in Haskell

3.5 Do Notation - Reinventing a imperatilanguageve language

Chapter 4

Monad Transformer

Chapter 5

Language Interpreter Design

5.1 Type System

5.1.1 Dynamic Typing and Static Typing

A programming language is said to use static typing when type checking is performed during compile-time as opposed to run-time. For example , you have to specify the type explicitly and the compile will the the type correctness of a variable.A variable of a specified type can not assign to another value of other type.

Static Typing	Dynamic Typing
int a =1; **/*a is of type int */** int a="a string"; **/* its not valid to assign a string to a variable that has type int */**	a=1; **/* does not need to specified a type for this variable */** a ="a string"; **/* it valid to change the type of the variable */**

In my project, I used the dynamic typing scheme,which is ,does not need to specify any type of variable and able to assign any type of primitives to a variable.

5.1.2 Strong Typing and Weak Typing

5.2 Problem and resolution in writing BNF/EBNF rules

Shift//Reduce Problem

Reduce//Reduce Problem

Chapter 6

Language Implementation

Bibliography