61A Lecture 26

Monday, October 31

Programming Languages

Computers have software written in many different languages

Machine languages: statements can be interpreted by hardware

- All data are represented as sequences of bits
- All statements are primitive instructions

High-level languages: hide concerns about those details

- Primitive data types beyond just bits
- Statements/expressions can be non-primitive (e.g., calls)
- Evaluation process is defined in software, not hardware

High-level languages are built on top of low-level languages

Machine language	C	Python

Metalinguistic Abstraction

Metalinguistic abstraction: Establishing new technical languages (such as programming languages)

$$f(x) = x^2 - 2x + 1$$

$$\lambda f.(\lambda x.f(x\ x))(\lambda x.f(x\ x))$$

In computer science, languages can be *implemented*:

- An *interpreter* for a programming language is a function that, when applied to an expression of the language, performs the actions required to evaluate that expression
- The *semantics* and *syntax* of a language must be specified precisely in order to allow for an interpreter

The Calculator Language

Prefix notation expression language for basic arithmetic

Python-like syntax, with more flexible built-in functions

```
calc> add(1, 2, 3, 4)
10
calc> mul()
1

calc> sub(100, mul(7, add(8, div(-12, -3))))
16.0
calc> -(100, *(7, +(8, /(-12, -3))))
16.0
```

Demo

Syntax and Semantics of Calculator

Expression types:

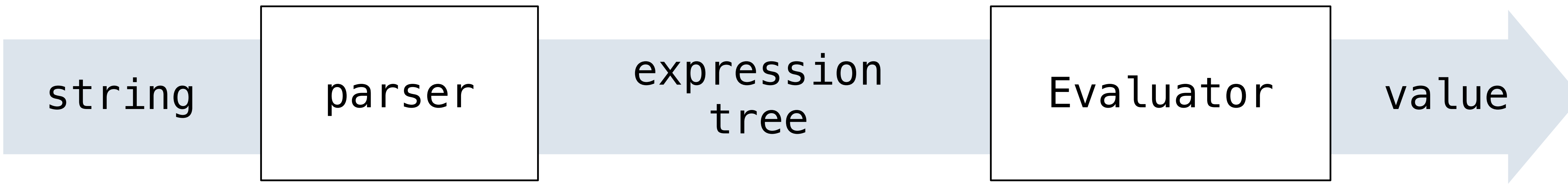
- A **call expression** is an operator name followed by a comma-separated list of operand expressions, in parentheses
- A **primitive expression** is a number

Operators:

- The {add,+} operator returns the sum of its arguments
- The {sub,–} operator returns either
  - the additive inverse of a single argument, or
  - the sum of subsequent arguments subtracted from the first
- The {mul,*} operator returns the product of its arguments
- The {div,/} operator returns the real-valued quotient of a dividend and divisor (i.e., a numerator and denominator)

Expression Trees

A basic interpreter has two parts: a *parser* and an *evaluator*



`'add(2, 2)'` `Exp('add', [2, 2])` `4`

An *expression tree* is a (hierarchical) data structure that represents a (nested) expression

```
class Exp(object):
    """A call expression in Calculator."""
    def __init__(self, operator, operands):
        self.operator = operator
        self.operands = operands
```

Creating Expression Trees Directly

We can construct expression trees in Python directly

The __str__ method of Exp returns a Calculator call expression

```
>>> Exp('add', [1, 2])
Exp('add', [1, 2])

>>> str(Exp('add', [1, 2]))
'add(1, 2)'

>>> Exp('add', [1, Exp('mul', [2, 3, 4])])
Exp('add', [1, Exp('mul', [2, 3, 4])])

>>> str(Exp('add', [1, Exp('mul', [2, 3, 4])]))
'add(1, mul(2, 3, 4))'
```

Evaluation

Evaluation discovers the form of an expression and then executes a corresponding evaluation rule.

- Primitive expressions (literals) are evaluated directly
- Call expressions are evaluated recursively
  - Evaluate each operand expression
  - Collect their values as a list of arguments
  - *Apply* the named operator to the argument list

```
def calc_eval(exp):
    """Evaluate a Calculator expression."""
    if type(exp) in (int, float):
        return exp
    elif type(exp) == Exp:
        arguments = list(map(calc_eval, exp.operands))
        return calc_apply(exp.operator, arguments)
```

Numbers are self-evaluating

Applying Operators

Calculator has a fixed set of operators that we can enumerate

```
def calc_apply(operator, args):
    """Apply the named operator to a list of args."""
    if operator in ('add', '+'):
        return sum(args)
    if operator in ('sub', '-'):
        if len(args) == 1:
            return -args[0]
        return sum(args[:1] + [-arg for arg in args[1:]])
    ...
```

Dispatch on operator name

Implement operator logic in Python

Demo

Read-Eval-Print Loop

The user interface to many programming languages is an interactive loop, which

- Reads an expression from the user
- Parses the input to build an expression tree
- Evaluates the expression tree
- Prints the resulting value of the expression

```
def read_eval_print_loop():
    """Run a read-eval-print loop for calculator."""
    while True:
        expression_tree = calc_parse(input('calc> '))
        print(calc_eval(expression_tree))
```

Language-specific input prompt

Raising Application Errors

The sub and div operators have restrictions on argument number

Raising exceptions in *apply* can identify such issues

```
def calc_apply(operator, args):
    """Apply the named operator to a list of args."""
    ...
    if operator in ('sub', '-'):
        if len(args) == 0:
            raise TypeError(operator + ' requires at least 1 argument')
        ...
    ...
    if operator in ('div', '/'):
        if len(args) != 2:
            raise TypeError(operator + ' requires exactly 2 arguments')
        ...
```

Handling Errors

The REPL handles errors by printing informative messages for the user, rather than crashing.

```
def read_eval_print_loop():
    """Run a read-eval-print loop for calculator."""
    while True:
        try:
            expression_tree = calc_parse(input('calc> '))
            print(calc_eval(expression_tree))
        except (SyntaxError, TypeError, ZeroDivisionError) as err:
            print(type(err).__name__ + ':', err)
        except (KeyboardInterrupt, EOFError):  # <Control>-D, etc.
            print('Calculation completed.')
            return
```

A well-designed REPL should not crash on any input!

Demo