

Review: Concrete syntax for Impcore

Definitions and expressions:

```
def ::= (define f (x1 ... xn) exp)
      | (val x exp)
      | exp
      | (use filename)
      | (check-expect exp1 exp2)
      | (check-error exp)
```

```
exp ::= integer-literal           ;; atomic forms
      | variable-name
      | (set x exp)                ;; compound forms
      | (if exp1 exp2 exp3)
      | (while exp1 exp2)
      | (begin exp1 ... expn)
      | (function-name exp1 ... expn)
```

How to define behaviors inductively

Expressions only

Base cases (plural): numerals, names

Inductive steps: compound forms

- **To determine behavior of a compound form, look at behaviors of its parts**

First, simplify the task of definition

What's different? What's the same?

```
x = 3;
```

```
(set x 3)
```

```
while (i * i < n)
```

```
(while (< (* i i) n)
```

```
  i = i + 1;
```

```
  (set i (+ i 1)))
```

Abstract away gratuitous differences

(See the bones beneath the flesh)

Abstract syntax

Same inductive structure as BNF

More uniform notation

Good representation in computer

Concrete syntax: sequence of symbols

Abstract syntax: ???

The abstraction is a tree

The abstract-syntax tree (AST):

```
Exp = LITERAL (Value)
     | VAR      (Name)
     | SET      (Name name, Exp exp)
     | IFX      (Exp cond, Exp true, Exp false)
     | WHILEX   (Exp cond, Exp exp)
     | BEGIN    (Explist)
     | APPLY    (Name name, Explist actuals)
```

One kind of “application” for both user-defined and primitive functions.

In C, trees are a bit fiddly

```
typedef struct Exp *Exp;
typedef enum {
    LITERAL, VAR, SET, IFX, WHILEX, BEGIN, APPLY
} Expalt;          /* which alternative is it? */

struct Exp { // only two fields: 'alt' and 'u'!
    Expalt alt;
    union {
        Value literal;
        Name var;
        struct { Name name; Exp exp; } set;
        struct { Exp cond; Exp true; Exp false; } ifx;
        struct { Exp cond; Exp exp; } whilex;
        Explist begin;
        struct { Name name; Explist actuals; } apply;
    } u;
};
```

Let's picture some trees

An expression:

```
(f x (* y 3))
```

(Representation uses `ExprList`)

A definition:

```
(define abs (n)
  (if (< n 0) (- 0 n) n))
```

Behaviors of ASTs, part I: Atomic forms

Numeral: stands for a value

Name: stands for what?

In Impcore, a name stands for a value

Environment associates each **variable** with one **value**

Written $\rho = \{x_1 \mapsto n_1, \dots, x_k \mapsto n_k\}$,
associates variable x_i with value n_i .

Environment is **finite map**, aka **partial function**

$x \in \text{dom } \rho$ x is defined in environment ρ

$\rho(x)$ the value of x in environment ρ

$\rho\{x \mapsto v\}$ extends/modifies environment ρ to map x to v

Environments in C, abstractly

An abstract type:

```
typedef struct Valenv *Valenv;  
  
Valenv mkValenv(Namelist vars, Valuelist vals);  
bool isvalbound(Name name, Valenv env);  
Value fetchval (Name name, Valenv env);  
void bindval   (Name name, Value val, Valenv env);
```

“Environment” is pointy-headed theory

You may also hear:

- Symbol table**
- Name space**

Influence of environment is “scope rules”

- In what part of code does environment govern?**

Find behavior using environment

Recall

`(* y 3) ; ;` what does it mean?

Your thoughts?

Impcore uses three environments

Global variables ξ

Functions ϕ

Formal parameters ρ

There are no local variables

- Just like `awk`; if you need temps, use extra formal parameters
- For homework, you'll add local variables

Function environment ϕ not shared with variables—just like Perl

Syntax and Environments determine behavior

Behavior is called evaluation

- **Expression is evaluated in environment to produce value**
- **“The environment” has three parts: globals, formals, functions**

Evaluation is

- **Specified using inference rules (math)**
- **Implemented using interpreter (code)**

You know code. You will learn math.

Key ideas apply to any language

Expressions

Values

Rules

Rules written using operational semantics

Evaluation on an abstract machine

- Concise, precise definition
- Guide to build interpreter
- Prove “evaluation deterministic” or “environments can be on a stack”

Idea: “mathematical interpreter”

- formal rules for interpretation

Syntax & environments determine meaning

Initial state of abstract machine:

$$\langle e, \xi, \phi, \rho \rangle$$

State $\langle e, \xi, \phi, \rho \rangle$ is

e Expression being evaluated

ξ Values of global variables

ϕ Definitions of functions

ρ Values of formal parameters

Three environments determine what is in scope.

Meaning written as “Evaluation judgment”

We say

$$\langle e, \xi, \phi, \rho \rangle \Downarrow \langle v, \xi', \phi, \rho' \rangle$$

(**Big-step** judgment form.)

Notes:

- ξ and ξ' may differ
- ρ and ρ' may differ
- ϕ must equal ϕ

Question: what do we know about globals, functions?

Impcore atomic form: Literal

“Literal” generalizes “numeral”

LITERAL

$\langle \text{LITERAL}(v), \xi, \phi, \rho \rangle \Downarrow \langle v, \xi, \phi, \rho \rangle$

Numeral converted to $\text{LITERAL}(v)$ in parser

Impcore atomic form: Variable name

FORMALVAR

$$x \in \text{dom } \rho$$

$$\langle \text{VAR}(x), \xi, \phi, \rho \rangle \Downarrow \langle \rho(x), \xi, \phi, \rho \rangle$$

GLOBALVAR

$$x \notin \text{dom } \rho \quad x \in \text{dom } \xi$$

$$\langle \text{VAR}(x), \xi, \phi, \rho \rangle \Downarrow \langle \xi(x), \xi, \phi, \rho \rangle$$

Parameters hide global variables.

Impcore compound form: Assignment

In $\text{SET}(x, e)$, e is any expression

FORMALASSIGN

$$\frac{x \in \text{dom } \rho \quad \langle e, \xi, \phi, \rho \rangle \Downarrow \langle v, \xi', \phi, \rho' \rangle}{\langle \text{SET}(x, e), \xi, \phi, \rho \rangle \Downarrow \langle v, \xi', \phi, \rho' \{x \mapsto v\} \rangle}$$

GLOBALASSIGN

$$\frac{x \notin \text{dom } \rho \quad x \in \text{dom } \xi \quad \langle e, \xi, \phi, \rho \rangle \Downarrow \langle v, \xi', \phi, \rho' \rangle}{\langle \text{SET}(x, e), \xi, \phi, \rho \rangle \Downarrow \langle v, \xi' \{x \mapsto v\}, \phi, \rho' \rangle}$$

Impcore can assign only to **existing** variables