

# *7051 Programmiersprachen*

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# Table of Contents

Table of Contents	ii	Character and font operators	32	<b>4. Type Systems</b>	<b>66</b>
<b>1. Programming Languages</b>	<b>1</b>	Procedures and Variables	33	What is a Type?	67
Schedule	2	A Box procedure	34	Static and Dynamic Typing	68
Themes Addressed in this Course	3	Graphics state and coordinate operators	35	Kinds of Types	69
What is a Programming Language?	4	A Fibonacci Graph	36	Function Types	70
How do Programming Languages Differ?	5	Factorial	37	List and Tuple Types	71
Programming Paradigms	6	Boolean, control and string operators	39	Polymorphism	72
Compilers and Interpreters	7	A simple formatter	40	Composing polymorphic types	73
A Brief Chronology	8	Array and dictionary operators	41	Polymorphic Type Inference	74
Fortran	9	Arrowheads	42	Type Specialization	75
ALGOL 60	10	Instantiating Arrows	44	Kinds of Polymorphism	76
COBOL	11	Encapsulated PostScript	45	Overloading	77
4GLs	12	Summary	46	User Data Types	78
PL/I	13	<b>3. Functional Programming</b>	<b>47</b>	Examples of User Data Types	79
Interactive Languages	14	A Bit of History	48	Recursive Data Types	80
Special-Purpose Languages	15	Programming without State	49	Equality for Data Types and Functions	81
Functional Languages	16	Pure Functional Programming Languages	50	Summary	82
Prolog	17	Haskell	51	<b>5. An application of Functional Programming</b>	<b>83</b>
Object-Oriented Languages	18	Referential Transparency	52	Encoding ASCII	84
Scripting Languages	19	Evaluation of Expressions	53	Huffmann encoding	85
Summary	20	Tail Recursion	54	Huffmann decoding	86
<b>2. Stack-based Programming</b>	<b>21</b>	Equational Reasoning	55	Generating optimal trees	87
PostScript	22	Pattern Matching	56	Architecture	88
Syntax	23	Lists	57	Frequency Counting	89
Semantics	24	Higher Order Functions	58	How to use recursion correctly!	90
Object types	25	Curried functions	59	Trees	91
The operand stack	26	Currying	60	Merging trees	92
Stack and arithmetic operators	27	Multiple Recursion	61	Tree merging ...	93
Drawing a Box	28	Lazy Evaluation	62	Extracting the Huffmann tree	94
Path construction operators	29	Lazy Lists	63	Extracting the encoding map	95
Coordinates	30	Functional Programming Style	64	Applying the encoding map	96
Hello World	31	Summary	65	Decoding by walking the tree	97
				Representing trees as text	98

Using a stack to parse stored trees	99	The Polymorphic Lambda Calculus	134	Recursion	169
Parsing stored trees	100	Hindley-Milner Polymorphism	135	Evaluation Order	170
Reading and Writing Files	101	Polymorphism and self application	136	Negation as Failure	171
Testing the program	102	Process Calculi	137	Changing the Database	172
Tracing our program	103	Summary	138	Functions and Arithmetic	173
Frequency Counting Revisited	104	<b>8. Introduction to Denotational Semantics</b>	<b>139</b>	Lists	174
Summary	105	Defining Programming Languages	140	Pattern Matching with Lists	175
<b>6. Introduction to the Lambda Calculus</b>	<b>106</b>	Uses of Semantic Specifications	141	Exhaustive Searching	176
What is Computable?	107	Methods for Specifying Semantics	142	Summary	177
Church's Thesis	108	Concrete and Abstract Syntax	143	<b>10. Applications of Logic Programming</b>	<b>178</b>
Uncomputability	109	Semantic Domains	144	I. Solving a puzzle	179
What is a Function?	110	A Calculator Language	145	A non-solution:	180
The (Untyped) Lambda Calculus	111	Data Structures for Syntax Tree	146	A first solution	181
Beta Reduction	112	Representing Syntax	147	A second (non-)solution	182
Free and Bound Variables	113	Calculator Semantics	148	A third solution	183
Substitution	114	Implementing the Calculator	149	A fourth solution	184
Alpha Conversion	115	A Language with Assignment	150	II. Reasoning about functional dependencies	185
Eta Reduction	116	Abstract Syntax Trees	151	Computing closures	186
Normal Forms	117	Modelling Environments	152	A closure predicate	187
Evaluation Order	118	Semantics of Assignments	153	Manipulating sets	188
The Church-Rosser Property	119	Practical Issues	154	Evaluating closures	189
Currying	120	Theoretical Issues	155	Finding keys	190
Representing Booleans	121	Summary	156	Evaluating candidate keys	191
Representing Tuples	122	<b>9. Logic Programming</b>	<b>157</b>	Testing for BCNF	192
Representing Numbers	123	Logic Programming Languages	158	Evaluating the BCNF test	193
Summary	124	Prolog	159	BCNF decomposition	194
<b>7. Fixed Points</b>	<b>125</b>	Horn Clauses	160	BCNF decomposition predicate	195
Recursion	126	Resolution and Unification	161	Finding "bad" FDs	196
Recursive functions as fixed points	127	Prolog Databases	162	Evaluating BCNF decomposition	197
Fixed Points	128	Unification	163	A final example	198
Fixed Point Theorem	129	Evaluation Order	164	Summary	199
Using the Y Combinator	130	Backtracking	165	<b>11. Symbolic Interpretation</b>	<b>200</b>
Recursive Functions are Fixed Points	131	Comparison	166	Interpretation as Proof	201
Unfolding Recursive Lambda Expressions	132	Sharing Subgoals	167	Representing Programs as Trees	202
The Typed Lambda Calculus	133	Disjunctions	168	Prefix and Infix Operators	203

Operator precedence	204	<b>13. Summary, Trends, Research ...</b>	<b>240</b>
Standard Operators	205	Functional Languages	241
Building a Simple Interpreter	206	Lambda Calculus	242
Running the Interpreter	207	Type Systems	243
Lambda Calculus Interpreter	208	Polymorphism	244
Semantics	209	Denotational Semantics	245
Free Variables	210	Logic Programming	246
Substitution	211	Object-Oriented Languages	247
Renaming	212	Scripting Languages	248
Normal Form Reduction	213	Open Systems are Families of Applications	249
Viewing Intermediate States	214	Component-Oriented Development	250
Lazy Evaluation	215	Research Issues	251
Booleans	216		
Tuples	217		
Natural Numbers	218		
Fixed Points	219		
Recursive Functions as Fixed Points ...	220		
Summary	221		
<b>12. Scripting</b>	<b>222</b>		
Scripting vs. Programming	223		
Python	224		
A taste of Python	225		
The Uni Berne on-line Phone Book	227		
Gluings Web Objects	228		
The ubtb script interface	229		
Talking to an HTTP server	230		
The HTML results	231		
A page parsing function object	232		
Parsing the HTML	233		
Formatting	234		
Vanilla formatting	235		
Converting dictionaries to lists	236		
Generating delimited text	237		
Delimited Text	238		
Summary	239		

# 1. Programming Languages

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## **Text:**

- ❑ Kenneth C. Loudon, *Programming Languages: Principles and Practice*, PWS Publishing (Boston), 1993.

## **Other Sources:**

- ❑ *PostScript<sup>®</sup> Language Tutorial and Cookbook*, Adobe Systems Incorporated, Addison-Wesley, 1985
- ❑ Paul Hudak, “Conception, Evolution, and Application of Functional Programming Languages,” *ACM Computing Surveys* 21/3, pp 359-411.
- ❑ Clocksin and Mellish, *Programming in Prolog*, Springer Verlag, 1981.
- ❑ Guido van Rossum, *Python Reference Manual*, Stichting Mathematisch Centrum, Amsterdam, 1996.

# Schedule

- ❑ 03.25 1. Introduction
- ❑ 04.01 2. Stack-based Programming — *Postscript*
- ❑ 04.08 3. Functional Programming — *Haskell*
- ❑ 04.15 4. Type systems
- ❑ 5. An application of Functional Programming (*example, no lecture*)
- ❑ 04.22 6. Lambda Calculus
- ❑ 04.29 7. Fixed Points; Other Calculi
- ❑ 05.06 8. Programming language semantics
- ❑ 05.13 *Ascension*
- ❑ 05.20 9. Logic Programming — *Prolog*
- ❑ 05.27 10. Applications of Logic Programming
- ❑ 06.03 11. Symbolic Interpretation
- ❑ 06.10 12. Scripting Languages — *Python ...*
- ❑ 06.17 13. Summary, Trends, Research ...
- ❑ 06.24 *Final exam*

# *Themes Addressed in this Course*

## **Paradigms:**

- ☐ What computational paradigms are supported by modern, high-level programming languages?
- ☐ How well do these paradigms match classes of programming problems?

## **Abstraction**

- ☐ How do different languages abstract away from the low-level details of the underlying hardware implementation?
- ☐ How do different languages support the specification of software abstractions needed for a specific task?

## **Types**

- ☐ How do type systems help in the construction of flexible, reliable software?

## **Semantics**

- ☐ How can one formalize the meaning of a programming language?
- ☐ How can semantics aid in the implementation of a programming language?

# *What is a Programming Language?*

- ➡ A formal language for describing *computation*
- ➡ A “user interface” to a computer
- ➡ “Turing tar pit” — equivalent computational power
- ➡ Programming paradigms — different expressive power
- ➡ Syntax + semantics
- ➡ Compiler, or interpreter, or translator



# *How do Programming Languages Differ?*

## **Generations (increasing abstraction; imperative → declarative):**

- ❑ 1GL: machine codes
- ❑ 2GL: symbolic assemblers
- ❑ 3GL: (machine independent) imperative languages (FORTRAN, Pascal ...)
- ❑ 4GL: domain specific application generators

## **Common Constructs:**

- ☞ basic data types (numbers, etc.); variables; expressions; statements; keywords; control constructs; procedures; comments; errors ...

## **Uncommon Constructs:**

- ☞ type declarations; special types (strings, arrays, matrices, ...); sequential execution; concurrency constructs; packages/modules; objects; general functions; generics; modifiable state; ...

# Programming Paradigms

**A programming language is a *problem-solving tool*.**

Imperative style:

☞ program = algorithms + data

Functional style:

☞ program = functions  $\circ$  functions

Logic programming style:

☞ program = facts + rules

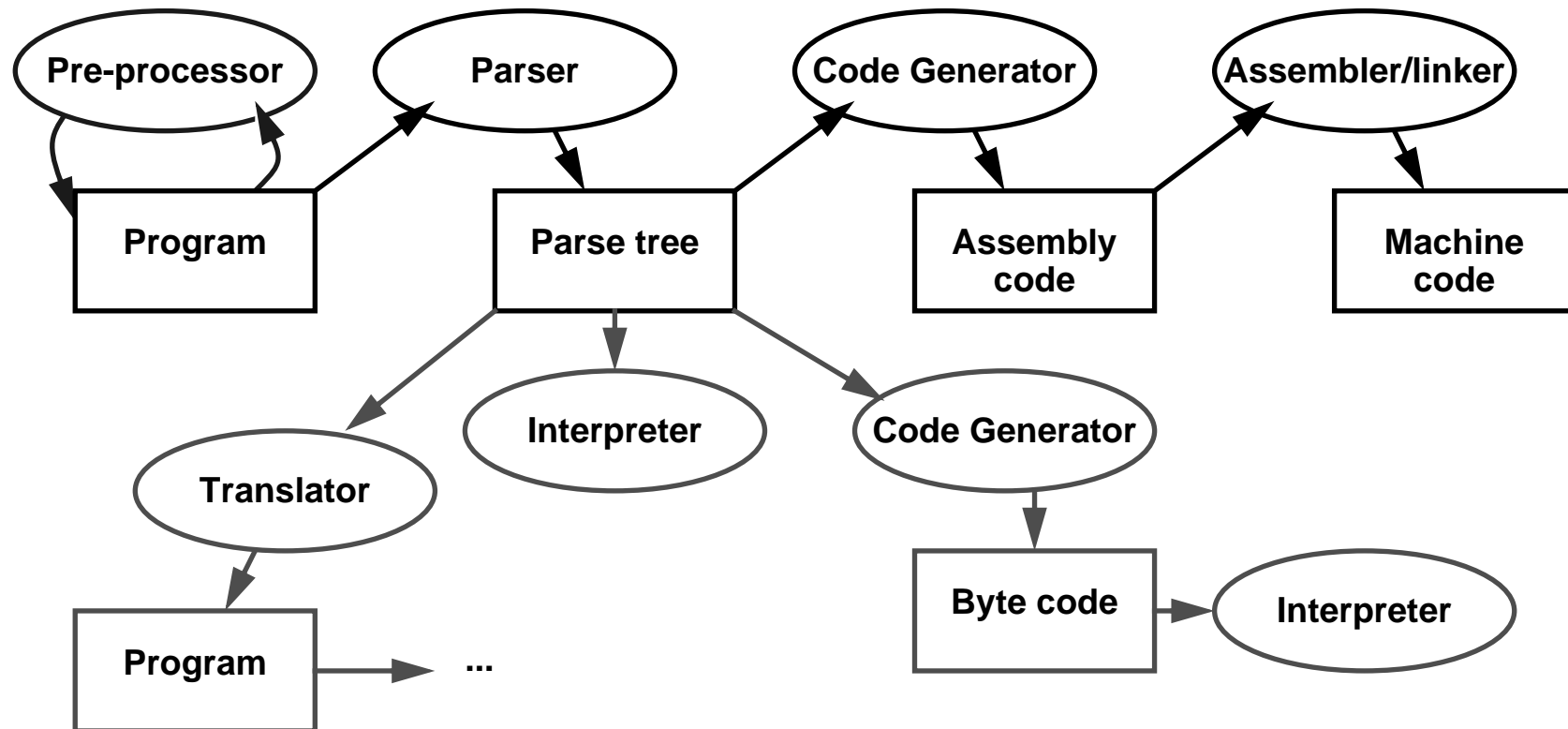
Object-oriented style:

☞ program = objects + messages

*Other styles and paradigms:* blackboard, pipes and filters, constraints, lists, ...

# Compilers and Interpreters

Compilers and interpreters have similar front-ends, but have different back-ends:



Details will differ, but the general scheme remains the same ...

## *A Brief Chronology*

**Early 1950s** “order codes” (primitive assemblers)

<b>1957</b>	FORTTRAN	<i>the first high-level programming language</i>
<b>1958</b>	ALGOL	<i>the first modern, imperative language</i>
<b>1960</b>	LISP, COBOL	
<b>1962</b>	APL, SIMULA	<i>the birth of OOP (SIMULA)</i>
<b>1964</b>	BASIC, PL/I	
<b>1966</b>	ISWIM	<i>first modern functional language (proposal)</i>
<b>1970</b>	Prolog	<i>logic programming is born</i>
<b>1972</b>	C	<i><u>the</u> systems programming language</i>
<b>1975</b>	Pascal, Scheme	
<b>1978</b>	CSP	
<b>1978</b>	FP	
<b>1980</b>	dBASE II	
<b>1983</b>	Smalltalk-80, Ada	<i>OOP is reinvented</i>
<b>1984</b>	Standard ML	<i>FP becomes mainstream (?)</i>
<b>1986</b>	C++, Eiffel	<i>OOP is reinvented (again)</i>
<b>1988</b>	CLOS, Mathematica, Oberon	
<b>1990</b>	Haskell	<i>FP is reinvented</i>
<b>1995</b>	Java	<i>OOP is reinvented for the internet</i>

# Fortran

## History:

- ❑ John Backus (1953) sought to write programs in conventional mathematical notation, and generate code comparable to good assembly programs
  - ☞ No language design effort (made it up as they went along)
  - ☞ Most effort spent on code generation and optimization
  - ☞ FORTRAN I released April 1957; working by April 1958
  - ☞ Current standards are FORTRAN 77 and FORTRAN 90

## Innovations:

- ❑ comments
- ❑ assignments to variables of complex expressions
- ❑ **DO** loops
- ❑ Symbolic notation for subroutines and functions
- ❑ Input/output formats
- ❑ machine-independence

## Successes:

- ❑ Easy to learn; high level
- ❑ Promoted by IBM; addressed large user base (scientific computing)

# ALGOL 60

## History:

- ❑ Committee of PL experts formed in 1955 to design universal, machine-independent, algorithmic language
- ❑ First version (ALGOL 58) never implemented; criticisms led to ALGOL 60

## Innovations:

- ❑ BNF (Backus-Naur Form) introduced to define syntax (led to syntax-directed compilers)
- ❑ First block-structured language; variables with local scope
- ❑ Variable size arrays
- ❑ Structured control statements
- ❑ Recursive procedures

## Successes:

- ❑ Never displaced FORTRAN, but highly influenced design of other PLs

# COBOL

## History:

- ☐ designed by committee of US computer manufacturers
- ☐ targeted business applications
- ☐ intended to be readable by managers

## Innovations:

- ☐ separate descriptions of environment, data, and processes

## Successes:

- ☐ Adopted as *de facto* standard by US DOD
- ☐ Stable standard for 25 years
- ☐ Still the most widely used PL for business applications

# 4GLs

## “Problem-oriented” languages

- ❑ PLs for “non-programmers”
- ❑ Very High Level (VHL) languages for specific problem domains

## Classes of 4GLs (no clear boundaries):

- ❑ Report Program Generator (RPG)
- ❑ Application generators
- ❑ Query languages
- ❑ Decision-support languages

## Successes:

- ❑ highly popular, but generally *ad hoc*



# PL/I

## History:

- ❑ designed by committee of IBM and users (early 1960s)
- ❑ intended as (large) general-purpose language for broad classes of applications

## Innovations:

- ❑ Support for concurrency (but not synchronization)
- ❑ exception-handling by **on** conditions

## Successes:

- ❑ achieved both run-time efficiency and flexibility (at expense of complexity)
- ❑ first “complete” general purpose language

# *Interactive Languages*

Made possible by advent of time-sharing systems (early 1960s through mid 1970s).

## **BASIC:**

- ☐ developed at Dartmouth College in mid 1960s
- ☐ minimal; easy to learn
- ☐ incorporated basic O/S commands (NEW, LIST, DELETE, RUN, SAVE)

## **APL:**

- ☐ developed by Ken Iverson for *concise* description of numerical algorithms
- ☐ large, non-standard alphabet (52 characters in addition to alphanumerics)
- ☐ primitive objects are *arrays* (lists, tables or matrices)
- ☐ operator-driven (power comes from composing array operators)
- ☐ no operator precedence (statements parsed right to left)

# *Special-Purpose Languages*

## **SNOBOL:**

- ☐ first successful string manipulation language
- ☐ influenced design of text editors more than other PLs
- ☐ string operations: pattern-matching and substitution
- ☐ arrays and associative arrays (tables)
- ☐ variable-length strings

## **Lisp:**

- ☐ performs computations on symbolic expressions
- ☐ symbolic expressions are represented as lists
- ☐ small set of constructor/selector operations to create and manipulate lists
- ☐ recursive rather than iterative control
- ☐ no distinction between data and programs
- ☐ first PL to implement storage management by garbage collection
- ☐ affinity with lambda calculus

# Functional Languages

## **ISWIM (If you See What I Mean):**

- ❑ Peter Landin (1966) — paper proposal

## **FP:**

- ❑ John Backus (1978) — Turing award lecture

## **ML:**

- ❑ Edinburgh
- ❑ initially designed as meta-language for theorem proving
- ❑ Hindley-Milner type inference
- ❑ “non-pure” functional language (with assignments/side effects)

## **Miranda, Haskell:**

- ❑ “pure” functional languages with “lazy evaluation”

# Prolog

## History:

- ❑ originated at U. Marseilles (early 1970s), and compilers developed at Marseilles and Edinburgh (mid to late 1970s)

## Innovations:

- ❑ theorem proving paradigm
- ❑ programs as sets of clauses: facts, rules and questions
- ❑ computation by “unification”

## Successes:

- ❑ prototypical logic programming language
- ❑ used in Japanese Fifth Generation Initiative

# Object-Oriented Languages

## History:

- ❑ Simula was developed by Nygaard and Dahl (early 1960s) in Oslo as a language for simulation programming, by adding *classes* and *inheritance* to ALGOL 60
- ❑ Smalltalk was developed by Xerox PARC (early 1970s) to drive graphic workstations

## Innovations:

- ❑ encapsulation of data and operations (contrast ADTs)
- ❑ inheritance to share behaviour and interfaces

## Successes:

- ❑ Smalltalk project pioneered OO user interfaces ...
- ❑ Large commercial impact since mid 1980s
- ❑ Countless new languages: C++, Objective C, Eiffel, Beta, Oberon, Self, Perl 5, Python, Java, Ada 95 ...

# *Scripting Languages*

## History:

- ❑ Countless “shell languages” and “command languages” for operating systems and configurable applications
- ❑ Unix shell (ca. 1971) developed as user shell and scripting tool
- ❑ HyperTalk (1987) was developed at Apples to script HyperCard stacks
- ❑ TCL (1990) developed as embedding language and scripting language for X windows applications (via Tk)

## Innovations:

- ❑ Pipes and filters (Unix shell)
- ❑ Generalized embedding/command languages (TCL)

## Successes:

- ❑ Unix Shell, awk, emacs, HyperTalk, AppleTalk, TCL, Python, Perl, ...

# Summary

## **You should know the answers to these questions:**

- ☐ What, exactly, is a programming language?
- ☐ How do compilers and interpreters differ?
- ☐ Why was FORTRAN developed?
- ☐ What were the main achievements of ALGOL 60?
- ☐ Why do we call Pascal a “Third Generation Language”?
- ☐ What is a “Fourth Generation Language”?

## **Can you answer the following questions?**

- ✎ *Why are there so many programming languages?*
- ✎ *Why are FORTRAN and COBOL still important programming languages?*
- ✎ *What language would you use to implement a spelling checker? A filter to translate upper-to-lower case? A theorem prover? An address database? An expert system? A game server for initiating chess games on the internet? A user interface for a network chess client?*



## 2. Stack-based Programming

### Overview

- ☐ PostScript objects, types and stacks
- ☐ Arithmetic operators
- ☐ Graphics operators
- ☐ Procedures and variables
- ☐ Arrays and dictionaries

### References:

- ☐ *PostScript<sup>®</sup> Language Tutorial and Cookbook*, Adobe Systems Incorporated, Addison-Wesley, 1985
- ☐ *PostScript<sup>®</sup> Language Reference Manual*, Adobe Systems Incorporated, second edition, Addison-Wesley, 1990

# PostScript

PostScript “is a simple interpretive programming language ... to describe the appearance of text, graphical shapes, and sampled images on printed or displayed pages.”

- ❑ introduced in 1985 by Adobe
- ❑ display standard now supported by all major printer vendors
- ❑ simple, stack-based programming language
- ❑ minimal syntax
- ❑ large set of built-in operators
- ❑ PostScript programs are usually generated from applications, rather than hand-coded
- ❑ three language variants:
  - *Level 1*: the original 1985 PostScript
  - *Level 2*: additional support for dictionaries, memory management ...
  - *Display PostScript*: special support for screen display

# Syntax

- ❑ Comments: from “%” to next newline or formfeed

```
% This is a comment
```

- ❑ Numbers: signed integers, reals and radix numbers

```
123 -98 0 +17 -.002 34.5 123.6e10 1E-5 8#1777 16#FFE 2#1000
```

- ❑ Strings: text in parentheses or hexadecimal in angle brackets

```
(Special characters are escaped: \n \t \( \) \\ ...)
```

- ❑ Names: tokens that consist of “regular characters” but aren’t numbers

```
abc Offset $$ 23A 13-456 a.b $MyDict @pattern
```

- ❑ Literal names: start with slash

```
/buffer /proc
```

- ❑ Arrays: enclosed in square brackets

```
[ 123 /abc (hello) ]
```

- ❑ Procedures: enclosed in curly brackets

```
{ add 2 div } % add top two stack elements and divide by 2
```

# Semantics

The PostScript interpreter manages four stacks representing the execution state of a PostScript program:

- ❑ *Operand* stack:  
 ➞ holds (arbitrary) operands and results of PostScript operators
- ❑ *Dictionary* stack:  
 ➞ holds only dictionaries where keys and values may be stored
- ❑ *Execution* stack:  
 ➞ holds executable objects (e.g. procedures) in stages of execution
- ❑ *Graphics* state stack:  
 ➞ keeps track of current coordinates etc.

A PostScript program is a sequence of tokens, representing typed objects, that is interpreted to manipulate the four stacks and the display.

# Object types

Every object is either *literal* or *executable*:

- ❑ *Literal objects* are pushed on the operand stack:
  - ☞ integers, reals, string constants, literal names, arrays, procedures
- ❑ *Executable objects* are interpreted:
  - ☞ built-in operators
  - ☞ names bound to procedures (in the current dictionary context)

*Simple Object Types*: are copied by *value*

- ❑ boolean, fontID, integer, name, null, operator, real ...

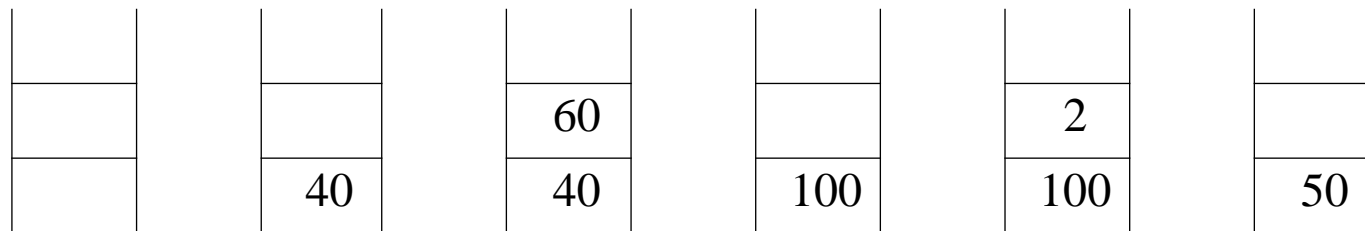
*Composite Object Types*: are copied by *reference*

- ❑ array, dictionary, string ...

## *The operand stack*

Compute the average of 40 and 60:

40 60 **add** 2 **div**



At the end, the result is left on the top of the operand stack.

## Stack and arithmetic operators

$num_1 \ num_2$	<b>add</b>	sum	$num_1 + num_2$
$num_1 \ num_2$	<b>sub</b>	difference	$num_1 - num_2$
$num_1 \ num_2$	<b>mul</b>	product	$num_1 * num_2$
$num_1 \ num_2$	<b>div</b>	quotient	$num_1 / num_2$
$int_1 \ int_2$	<b>idiv</b>	quotient	integer divide
$int_1 \ int_2$	<b>mod</b>	remainder	$int_1 \bmod int_2$
$num \ den$	<b>atan</b>	angle	arctangent of $num/den$
any	<b>pop</b>	-	discard top element
$any_1 \ any_2$	<b>exch</b>	$any_2 \ any_1$	exchange top two elements
any	<b>dup</b>	any any	duplicate top element
$any_1 \ \dots \ any_n \ n$	<b>copy</b>	$any_1 \ \dots \ any_n \ any_1 \ \dots \ any_n$	duplicate top $n$ elements
$any_n \ \dots \ any_0 \ n$	<b>index</b>	$any_n \ \dots \ any_0 \ any_n$	duplicate $n+1$ th element

Other arithmetic operators: abs, neg, ceiling, floor, round, truncate, sqrt, cos, sin, exp, ln, log, rand, srand, rand

## Drawing a Box

“A *path* is a set of straight lines and curves that define a region to be filled or a trajectory that is to be drawn on the *current page*.”

```

newpath           % clear the current drawing path
100 100 moveto      % move to (x,y) coordinate (100,100)
100 200 lineto      % draw a line to coordinate (100,200)
200 200 lineto
200 100 lineto
100 100 lineto
10 setlinewidth    % set the width for drawing lines
stroke             % draw along the current path
showpage          % and display the current page
    
```





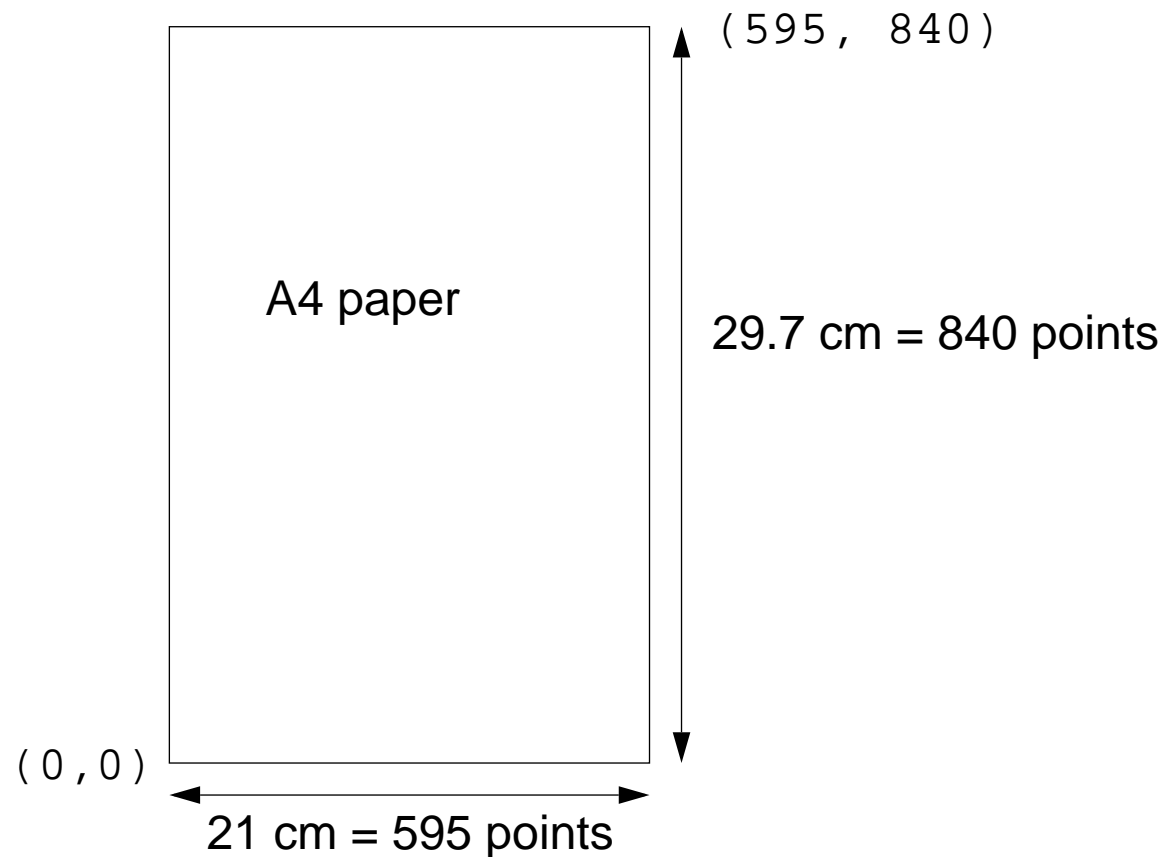
## *Path construction operators*

-	<b>newpath</b>	-	initialize current path to be empty
-	<b>currentpoint</b>	x y	return current coordinates
x y	<b>moveto</b>	-	set current point to (x, y)
dx dy	<b>rmoveto</b>	-	relative moveto
x y	<b>lineto</b>	-	append straight line to (x, y)
dx dy	<b>rlineto</b>	-	relative lineto
x y r ang <sub>1</sub> ang <sub>2</sub>	<b>arc</b>	-	append counterclockwise arc
-	<b>closepath</b>	-	connect subpath back to start
-	<b>fill</b>	-	fill current path with current colour
-	<b>stroke</b>	-	draw line along current path
-	<b>showpage</b>	-	output and reset current page

# Coordinates

Coordinates are measured in *points*:

☞ 72 points = 1 inch = 2.54 cm.



# Hello World

Before you can print text, you must (1) look up the desired font, (2) scale it to the required size, and (3) set it to be the *current font*.

```
/Times-Roman findfont
  18 scalefont
  setfont
100 500 moveto
(Hello world) show
showpage
```

```
% look up the Times Roman font
% scale it to 18 points
% set this to be the current font
% go to coordinate (100, 500)
% draw the string "Hello world"
% render the current page
```

Hello world

## Character and font operators

key	<b>findfont</b>	font	return font dict identified by <i>key</i>
font scale	<b>scalefont</b>	font'	scale <i>font</i> by <i>scale</i> to produce <i>font'</i>
font	<b>setfont</b>	-	set font dictionary
-	<b>currentfont</b>	font	return current font
string	<b>show</b>	-	print <i>string</i>
string	<b>stringwidth</b>	$w_x w_y$	width of <i>string</i> in current font

# Procedures and Variables

Variables and procedures are defined by binding names to literal or executable objects.

key value	<b>def</b>	-	associate <i>key</i> and <i>value</i> in current dictionary
-----------	------------	---	---

Define a general procedure to compute averages:

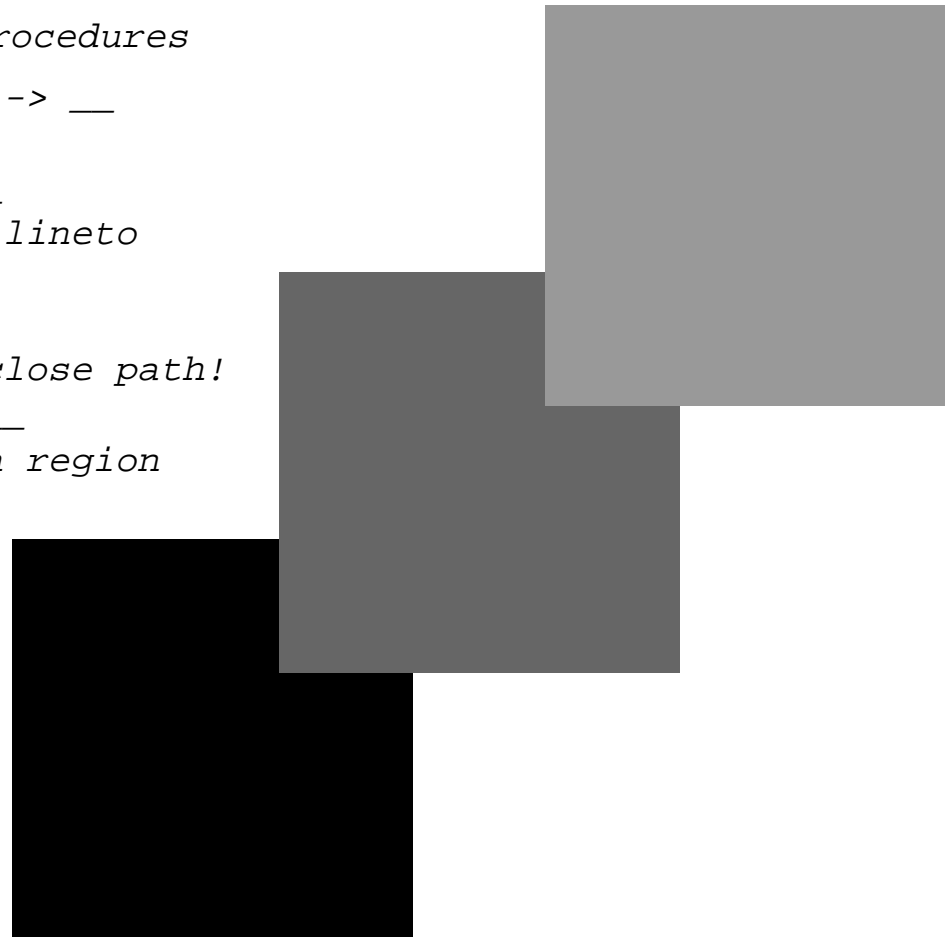
```
/average { add 2 div } def      % bind the name "average" to "{ add 2 div }"
40 60 average
```

		{ add 2 div }			60		2	
	/average	/average		40	40	100	100	50

# *A Box procedure*

Most PostScript programs are separated into a *prologue* and a *script*.

```
% Prologue -- application specific procedures
/box {                                % grey x y -> __
  newpath
  moveto                               % x y -> __
  0 150 rlineto                       % relative lineto
  150 0 rlineto
  0 -150 rlineto
  closepath                          % cleanly close path!
  setgray                            % grey -> __
  fill                               % colour in region
} def
% Script -- usually generated
0 100 100 box
0.4 200 200 box
0.6 300 300 box
0 setgray
showpage
```



## Graphics state and coordinate operators

num	<b>setlinewidth</b>	-	set line width
num	<b>setgray</b>	-	set colour to gray value from 0 (black) to 1 (white)
$s_x$ $s_y$	<b>scale</b>	-	scale user space by $s_x$ and $s_y$
angle	<b>rotate</b>	-	rotate user space by <i>angle</i> degrees
$t_x$ $t_y$	<b>translate</b>	-	translate user space by $(t_x, t_y)$
-	<b>matrix</b>	matrix	create identity matrix
matrix	<b>currentmatrix</b>	matrix	fill <i>matrix</i> with CTM
matrix	<b>setmatrix</b>	-	replace CTM by <i>matrix</i>
-	<b>gsave</b>	-	save graphics state
-	<b>grestore</b>	-	restore graphics state

# A Fibonacci Graph

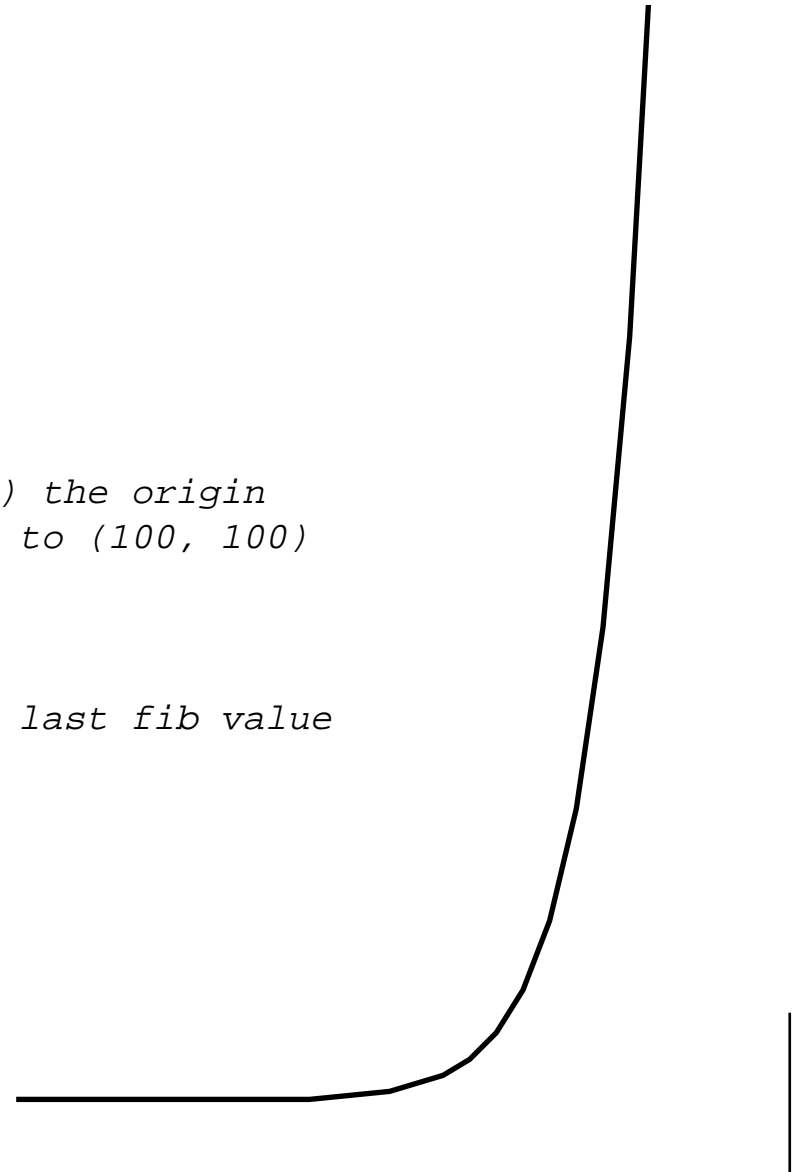
```

/fibInc {                                % m n -> n (m+n)
  exch                                  % m n -> n m
  1 index                               % n m -> n m n
  add
} def

/x 0 def
/y 0 def
/dx 10 def

newpath
100 100 translate                     % make (100, 100) the origin
x y moveto                             % i.e., relative to (100, 100)
0 1
25 {
  /x x dx add def                       % increment x
  dup /y exch 100 idiv def            % set y to 1/100 last fib value
  x y lineto                           % draw segment
  fibInc
} repeat
2 setlinewidth
stroke
showpage

```





# Factorial

Numbers and other objects must be converted to strings before they can be printed:

int	<b>string</b>	string	create string of capacity <i>int</i>
any string	<b>cvs</b>	substring	convert to string

```

/LM 100 def           % left margin
/FS 18 def            % font size
/sBuf 20 string def  % string buffer of length 20
/fact {               % n -> n!
  dup 1 lt           % -> n bool
  { pop 1 }           % 0 -> 1
  {
    dup               % n -> n n
    1                 % -> n n 1
    sub               % -> n (n-1)
    fact              % -> n (n-1)!    NB: recursive lookup
    mul              % n!
  }
  ifelse
} def
/showInt {            % n -> __
  sBuf cvs show      % convert an integer to a string and show it
} def

```

```

/showFact {
    dup showInt
    (! = ) show
    fact showInt
} def

/newline {
    currentpoint exch pop
    FS 2 add sub
    LM exch moveto
} def

/Times-Roman findfont FS scalefont setfont
LM 600 moveto
0 1 20 { showFact newline } for    % do from 0 to 20
showpage

```

```

0! = 1
1! = 1
2! = 2
3! = 6
4! = 24
5! = 120
6! = 720
7! = 5040
8! = 40320
9! = 362880
10! = 3628800
11! = 39916800
12! = 479001600
13! = 6.22702e+09
14! = 8.71783e+10
15! = 1.30767e+12
16! = 2.09228e+13
17! = 3.55687e+14
18! = 6.40237e+15
19! = 1.21645e+17
20! = 2.4329e+18

```

## *Boolean, control and string operators*

any <sub>1</sub> any <sub>2</sub>	<b>eq</b>	bool	test equal
any <sub>1</sub> any <sub>2</sub>	<b>ne</b>	bool	test not equal
any <sub>1</sub> any <sub>2</sub>	<b>ge</b>	bool	test greater or equal
-	<b>true</b>	true	push boolean value <i>true</i>
-	<b>false</b>	bool	test equal
bool proc	<b>if</b>	-	execute <i>proc</i> if <i>bool</i> is true
bool proc <sub>1</sub> proc <sub>2</sub>	<b>ifelse</b>	-	execute <i>proc<sub>1</sub></i> if <i>bool</i> is true else <i>proc<sub>2</sub></i>
init incr limit proc	<b>for</b>	-	execute <i>proc</i> with values <i>init</i> to <i>limit</i> by steps of <i>incr</i>
int proc	<b>repeat</b>	-	execute <i>proc</i> <i>int</i> times
string	<b>length</b>	int	number of elements in <i>string</i>
string index	<b>get</b>	int	get element at position <i>index</i>
string index int	<b>put</b>	-	put <i>int</i> into <i>string</i> at position <i>index</i>
string proc	<b>forall</b>	-	execute <i>proc</i> for each element of <i>string</i>

## *A simple formatter*

```

/LM 100 def           % left margin
/RM 250 def           % right margin
/FS 18 def            % font size
/showStr {            % string -> __
  dup stringwidth pop % get (just) string's width
  currentpoint pop    % current x position
  add                 % where printing would bring us
  RM gt { newline } if % newline if this would overflow RM
  show
} def

/newline {            % __ -> __
  currentpoint exch pop % get current y
  FS 2 add sub         % subtract offset
  LM exch moveto       % move to new x y
} def

/format { { showStr ( ) show } forall } def % array -> __

/Times-Roman findfont FS scalefont setfont
LM 600 moveto

[ (Now) (is) (the) (time) (for) (all) (good) (men) (to)
  (come) (to) (the) (aid) (of) (the) (party.) ] format

showpage

```

Now is the time for  
all good men to  
come to the aid of  
the party.

# Array and dictionary operators

-	[	mark	start array construction
mark obj <sub>0</sub> ... obj <sub>n-1</sub>	]	array	end array construction
int	<b>array</b>	array	create array of length <i>n</i>
array	<b>length</b>	int	number of elements in array
array index	<b>get</b>	any	get element at <i>index</i> position
array index any	<b>put</b>	-	put element at <i>index</i> position
array proc	<b>forall</b>	-	execute <i>proc</i> for each <i>array</i> element
int	<b>dict</b>	dict	create dictionary of capacity <i>int</i>
dict	<b>length</b>	int	number of key-value pairs
dict	<b>maxlength</b>	int	capacity
dict	<b>begin</b>	-	push <i>dict</i> on dict stack
-	<b>end</b>	-	pop dict stack

# Arrowheads

```

/arrowdict 14 dict def           % make a new dictionary
arrowdict begin
  /mtrx matrix def             % allocate space for a matrix
end

/arrow {
  arrowdict begin              % open the dictionary
    /headlength exch def        % pick up the arguments
    /halfheadthickness exch 2 div def
    /halfthickness exch 2 div def
    /tipy exch def
    /tipx exch def
    /taily exch def
    /tailx exch def

    /dx tipx tailx sub def
    /dy tipy taily sub def
    /arrowlength dx dx mul dy dy mul add sqrt def
    /angle dy dx atan def
    /base arrowlength headlength sub def

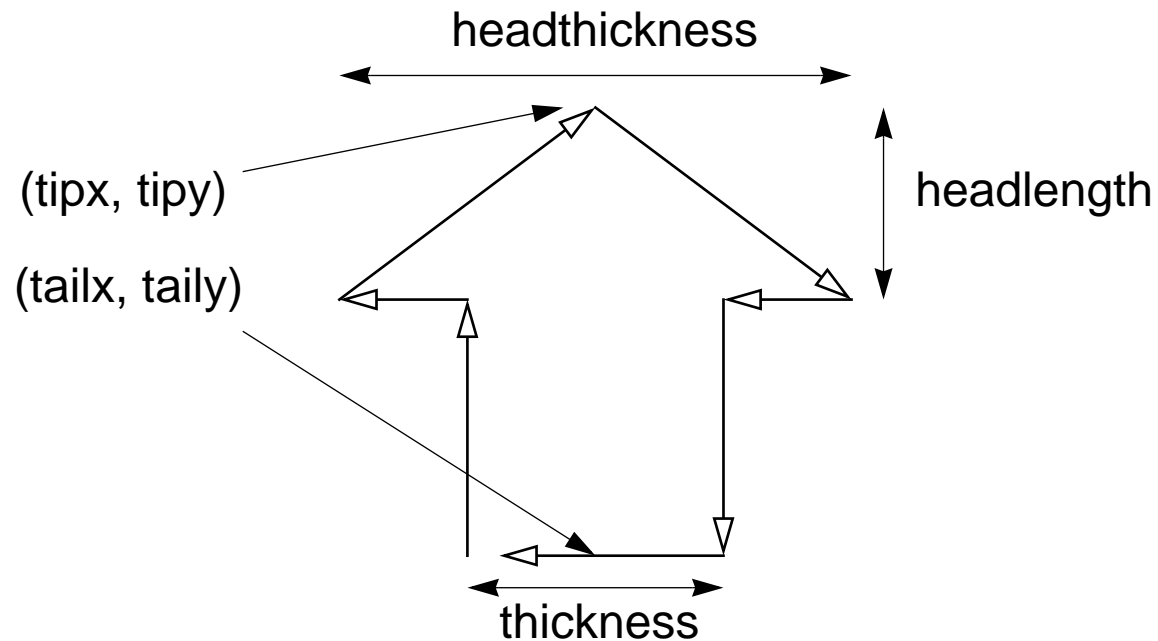
    /savematrix mtrx currentmatrix def % save the coordinate system
    tailx taily translate        % translate to start of arrow
    angle rotate               % rotate coordinates
  }

```

```

0 halfthickness neg moveto           % draw as if starting from (0,0)
base halfthickness neg lineto
base halfheadthickness neg lineto
arrowlength 0 lineto
base halfheadthickness lineto
base halfthickness lineto
0 halfthickness lineto
closepath

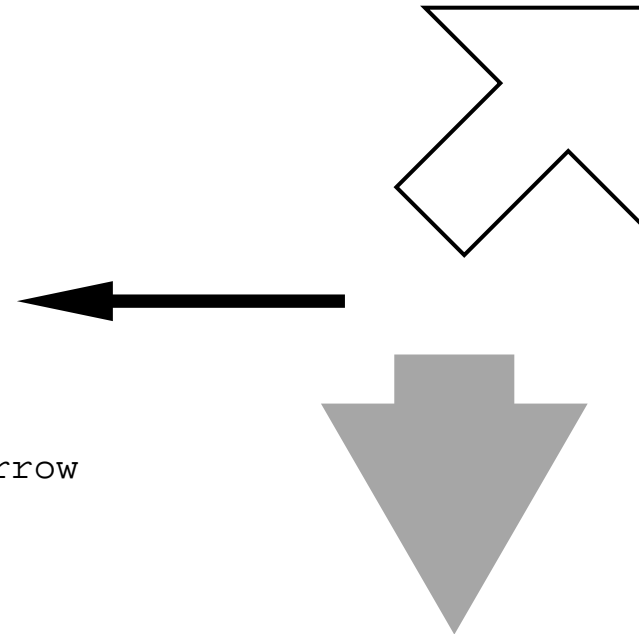
savematrix setmatrix               % restore coordinate system
end
} def
    
```



## Instantiating Arrows

```

newpath
  318 340 72 340 10 30 72 arrow
fill
newpath
  382 400 542 560 72 232 116 arrow
3 setlinewidth stroke
newpath
  400 300 400 90 90 200 200 3 sqrt mul 2 div arrow
.65 setgray fill
showpage
    
```



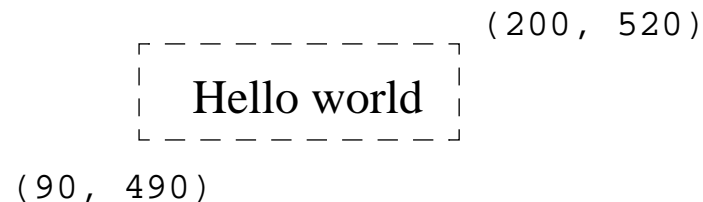


# *Encapsulated PostScript*

EPSF is a standard format for importing and exporting PostScript files between applications.

```

%!PS-Adobe-3.0 EPSF-3.0
%%BoundingBox: 90 490 200 520
/Times-Roman findfont
    18 scalefont
    setfont
100 500 moveto
(Hello world) show
showpage
    
```




## Summary

### You should know the answers to these questions:

- ☐ What kinds of stacks does PostScript manage?
- ☐ When does PostScript push values on the operand stack?
- ☐ What is a *path*, and how can it be displayed?
- ☐ How do you manipulate the coordinate system?
- ☐ Why would you define your own dictionaries?
- ☐ How do you compute a bounding box for your PostScript graphic?

### Can you answer the following questions?

- ✎ How would you program this graphic? 
- ✎ When should you use `translate` instead of `moveto`?
- ✎ How could you use dictionaries to simulate object-oriented programming?

## 3. Functional Programming

### Overview

- ❑ Functional vs. Imperative Programming
- ❑ Referential Transparency
- ❑ Recursion
- ❑ Pattern Matching
- ❑ Higher Order Functions
- ❑ Lazy Lists

### References:

- ❑ Paul Hudak, “Conception, Evolution, and Application of Functional Programming Languages,” ACM Computing Surveys 21/3, pp 359-411.
- ❑ Paul Hudak and Joseph H. Fasel, “A Gentle Introduction to Haskell,” ACM SIGPLAN Notices, vol. 27, no. 5, May 1992, pp. T1-T53.
- ❑ J. Peterson and K. Hammond (editors). *Report on the Programming Language Haskell, A Non-strict Purely Functional Language (Version 1.4)*. Yale University, Feb. 1997

## *A Bit of History*

### **Lambda Calculus (Church, 1932-33):**

- ☞ formal model of computation

### **Lisp (McCarthy, 1960):**

- ☞ symbolic computations with lists

### **APL (Iverson, 1962):**

- ☞ algebraic programming with arrays

### **ISWIM (Landin, 1966):**

- ☞ *let* and *where* clauses
- ☞ equational reasoning; birth of “pure” functional programming ...

### **ML (Edinburgh, 1979):**

- ☞ originally meta language for theorem proving

### **SASL, KRC, Miranda (Turner, 1976-85):**

- ☞ lazy evaluation

### **Haskell (Hudak, Wadler, et al., 1988):**

- ☞ “Grand Unification” of functional languages ...

# Programming without State

## Imperative style:

```
n := x;
a := 1;
while n>0 do
begin a:= a*n;
      n := n-1;
end;
```

## Declarative (functional) style:

```
fac n = if n == 0
        then 1
        else n * fac (n-1)
```

*Programs in pure functional languages have no explicit state.  
Programs are constructed entirely by composing expressions.*

# Pure Functional Programming Languages

## What is a Program?

A program (computation) is a transformation from input data to output data.

## Imperative Programming:

☞ Program = Algorithms + Data

## Functional Programming:

☞ Program = Functions  $\circ$  Functions

## *Key features of pure functional languages:*

1. All programs and procedures are functions
2. There are no variables or assignments — only input parameters
3. There are no loops — only recursive functions
4. The value of a function depends only on the values of its parameters
5. Functions are first-class values

# Haskell

*Haskell is a general purpose, purely functional programming language incorporating many recent innovations in programming language design. Haskell provides higher-order functions, non-strict semantics, static polymorphic typing, user-defined algebraic datatypes, pattern-matching, list comprehensions, a module system, a monadic I/O system, and a rich set of primitive datatypes, including lists, arrays, arbitrary and fixed precision integers, and floating-point numbers. Haskell is both the culmination and solidification of many years of research on lazy functional languages.*

— The Haskell report, version 1.4

# Referential Transparency

A function has the property of referential transparency if its value depends only on the values of its parameters.

✍ *Does  $f(x) + f(x)$  equal  $2 * f(x)$ ? In C? In Haskell?*

Referential transparency means that “equals can be replaced by equals”.

In a pure functional language, all functions are referentially transparent, and therefore always yield the same result no matter how often they are called.



## Evaluation of Expressions

Expressions can be (formally) evaluated by substituting arguments for formal parameters in function bodies:

```

fac 4    ⇨ if 4 == 0 then 1 else 4 * fac (4-1)
          ⇨ 4 * fac (4-1)
          ⇨ 4 * (if (4-1) == 0 then 1 else (4-1) * fac (4-1-1))
          ⇨ 4 * (if 3 == 0 then 1 else (4-1) * fac (4-1-1))
          ⇨ 4 * ((4-1) * fac (4-1-1))
          ⇨ 4 * ((4-1) * (if (4-1-1) == 0 then 1 else (4-1-1) * fac (4-1-1-1)))
          ⇨ ...
          ⇨ 4 * ((4-1) * ((4-1-1) * ((4-1-1-1) * 1)))
          ⇨ ...
          ⇨ 24
    
```

*Of course, real functional languages are not implemented by syntactic substitution ...*

## *Tail Recursion*

Recursive functions can be less efficient than loops because of the high cost of procedure calls on most hardware.

☞ A tail recursive function calls itself only as its last operation, so the recursive call can be optimized away by a modern compiler.

A recursive function can be converted to a tail-recursive one by representing partial computations as explicit function parameters:

```
sfac s n = if    n == 0
              then s
              else sfac (s*n) (n-1)
```

```
sfac 1 4  ⇨ sfac (1*4) (4-1)
           ⇨ sfac 4 3
           ⇨ sfac (4*3) (3-1)
           ⇨ sfac 12 2
           ⇨ sfac (12*2) (2-1)
           ⇨ sfac 24 1
           ⇨ ... ⇨ 24
```

# Equational Reasoning

## Theorem:

For all  $n \geq 0$ ,  $\text{fac } n = \text{sfac } 1 \ n$

## Proof of theorem:

$n = 0$ :  $\text{fac } 0 = \text{sfac } 1 \ 0 = 1$

$n > 0$ : Suppose  $\text{fac } (n-1) = \text{sfac } 1 \ (n-1)$

$$\begin{aligned} \text{fac } n &= n * \text{fac } (n-1) \\ &= n * \text{sfac } 1 \ (n-1) \\ &= \text{sfac } n \ (n-1) && \text{— by lemma} \\ &= \text{sfac } 1 \ n \end{aligned}$$

## Lemma:

For all  $n \geq 0$ ,  $\text{sfac } s \ n = s * \text{sfac } 1 \ n$

## Proof of lemma:

$n = 0$ :  $\text{sfac } s \ 0 = s = s * \text{sfac } 1 \ 0$

$n > 0$ : Suppose  $\text{sfac } s \ (n-1) = s * \text{sfac } 1 \ (n-1)$

$$\begin{aligned} \text{sfac } s \ n &= \text{sfac } (s*n) \ (n-1) \\ &= s * n * \text{sfac } 1 \ (n-1) \\ &= s * \text{sfac } n \ (n-1) \\ &= s * \text{sfac } 1 \ n \end{aligned}$$

# Pattern Matching

Languages like Haskell support a number of styles for specifying which expressions should be evaluated for different cases of arguments:

## Patterns:

```
fac' 0    = 1
fac' n    = n * fac' (n-1)           -- or: fac' (n+1) = (n+1) * fac' n
```

## Guards:

```
fac'' n | n == 0    = 1
        | n >= 1    = n * fac'' (n-1)
```

# Lists

Lists are pairs of elements and lists of elements:

- ❑ `[]` stands for the empty list
- ❑ `x:xs` stands for the list with `x` as the head and `xs` as the rest of the list
- ❑ `[1, 2, 3]` is syntactic sugar for `1:2:3:[]`
- ❑ `[1..n]` stands for `[1, 2, 3, ..., n]`

Lists can be deconstructed using patterns:

```
head (x:_) = x
```

```
len [] = 0
```

```
len (x:xs) = 1 + len xs
```

```
prod [] = 1
```

```
prod (x:xs) = x * prod xs
```

```
fac'' n = prod [1..n]
```

# Higher Order Functions

Higher-order functions treat other functions as *first-class values* that can be composed to produce new functions.

```
map f [ ]      = [ ]
map f (x:xs)   = f x : map f xs
```

```
map fac [1..5]
  ⇨ [1, 2, 6, 24, 120]
```

Anonymous functions can be written as “lambda abstractions”:

```
map (\x -> x * x) [1..10]
  ⇨ [1, 4, 9, 16, 25, 36, 49, 64, 81, 100]
```

NB: `map fac` is a new function that can be applied to lists

# Curried functions

A *Curried function* takes its arguments one at a time, allowing it to be treated as a higher-order function.

```
plus x y    = x + y           -- curried addition
plus 1 2    ⇨ 3

inc         = plus 1          -- bind first argument of plus to 1
inc 2       ⇨ 3

fac = sfac 1                  -- factorial binds first argument of
    where sfac s n            -- a curried factorial function
          | n == 0 = s
          | n >= 1 = sfac (s*n) (n-1)
```

*Curried functions are named after the logician H.B. Curry, who popularized them.*

# Currying

The following higher-order function takes a binary function as an argument and turns it into a curried function:

```

curry f a b    =  f (a, b)                -- take a binary function and curry it

plus(x,y)      = x + y                    -- not a curried function
inc            = curry plus 1             -- bind first argument of plus

sfac (s, n)    =  if    n == 0              -- not a curried function
                  then  s
                  else  sfac (s*n, n-1)
fac = (curry sfac) 1                      -- bind first argument of sfac

```



## Multiple Recursion

Naive recursion may result in unnecessary recalculations:

```
fib 1      = 1
fib 2      = 1
fib (n+2)  = fib n + fib (n+1)
```

Efficiency can be regained by explicitly passing calculated values:

```
fib' 1      = 1
fib' n      = a           where (a,_) = fibPair n
```

```
fibPair 1    = (1,1)
fibPair (n+2) = (a+b,a)   where (a,b) = fibPair (n+1)
```

✎ *How would you write a tail-recursive Fibonacci function?*

## Lazy Evaluation

“Lazy”, or “normal-order” evaluation only evaluates expressions when they are actually needed. Clever implementation techniques (Wadsworth, 1971) allow replicated expressions to be shared, and thus avoid needless recalculations.

So:

```
sqr n = n * n
```

```
sqr (2+5) ⇨ (2+5) * (2+5) ⇨ 7 * 7 ⇨ 49
```

Lazy evaluation allows some functions to be evaluated even if they are passed incorrect or non-terminating arguments:

```
ifTrue True x y      = x
```

```
ifTrue False x y     = y
```

```
ifTrue True 1 (5/0)
```

```
⇨ 1
```

## Lazy Lists

Lazy lists are infinite data structures whose values are generated by need:

```
from n = n : from (n+1)
```

```
take 0 _           = [ ]
take _ [ ]         = [ ]
take (n+1) (x:xs)  = x : take n xs
```

```
take 5 (from 10)
```

```
⇨ [10, 11, 12, 13, 14]
```

**NB:** The lazy list (from  $n$ ) has the special syntax:  $[n..]$

```
fibs = 1 : 1 : fibgen 1 1
      where fibgen a b = (a+b) : fibgen b (a+b)
```

```
take 10 fibs
```

```
⇨ [ 1, 1, 2, 3, 5, 8, 13, 21, 34, 55 ]
```

✎ *How would you re-write fibs so that (a+b) only appears once?*

# Functional Programming Style

Functional programs can often be derived in a top-down fashion:

```
primes                = 2 : primesFrom 3      -- or just: primes = primesFrom 2
```

```
primesFrom n          = p : primesFrom (p+1)
                        where p = nextPrime n
```

```
nextPrime n
  | isPrime n          = n
  | otherwise          = nextPrime (n+1)
```

```
isPrime 2              = True
isPrime n              = notdiv primes n
```

```
notdiv (k:ps) n
  | (k*k) > n          = True
  | (mod n k) == 0     = False
  | otherwise          = notdiv ps n
```

```
take 100 primes ⇨ [ 2, 3, 5, 7, 11, 13, ... 523, 541 ]
```

# Summary

## You should know the answers to these questions:

- ☐ What is referential transparency? Why is it important?
- ☐ When is a function tail recursive? Why is this useful?
- ☐ What is a higher-order function? An anonymous function?
- ☐ What are curried functions? Why are they useful?
- ☐ How can you avoid recalculating values in a multiply recursive function?
- ☐ What is lazy evaluation?
- ☐ What are lazy lists?

## Can you answer the following questions?

- ✎ *Why don't pure functional languages provide loop constructs?*
- ✎ *When would you use patterns rather than guards to specify functions?*
- ✎ *Can you build a list that contains both numbers and functions?*
- ✎ *How would you simplify `fib`s so that `(a+b)` is only called once?*
- ✎ *What kinds of applications are well-suited to functional programming?*

## 4. Type Systems

### Overview

- ☐ What is a Type?
- ☐ Static vs. Dynamic Typing
- ☐ Kinds of Types
- ☐ Polymorphic Types
- ☐ Overloading
- ☐ User Data Types

### References:

- ☐ Paul Hudak, "Conception, Evolution, and Application of Functional Programming Languages," ACM Computing Surveys 21/3, Sept. 1989, pp 359-411.
- ☐ L. Cardelli and P. Wegner, "On Understanding Types, Data Abstraction, and Polymorphism," ACM Computing Surveys, 17/4, Dec. 1985, pp. 471-522.
- ☐ D. Watt, *Programming Language Concepts and Paradigms*, Prentice Hall, 1990

# What is a Type?

## Type errors:

```
? 5 + [ ]
ERROR: Type error in application
*** expression : 5 + [ ]
*** term : 5
*** type : Int
*** does not match : [a]
```

## A type is a set of values:

- ❑  $\text{int} = \{ \dots -2, -1, 0, 1, 2, 3, \dots \}$
- ❑  $\text{bool} = \{ \text{True}, \text{False} \}$
- ❑  $\text{Point} = \{ [x=0, y=0], [x=1, y=0], [x=0, y=1] \dots \}$

## A type is a partial specification of behaviour:

- ❑  $n, m : \text{int} \Rightarrow n + m$  is valid, but  $\text{not}(n)$  is an error
- ❑  $n : \text{int} \Rightarrow n := 1$  is valid, but  $n := \text{"hello world"}$  is an error

*What kinds of specifications are interesting? Useful?*

# *Static and Dynamic Typing*

*Values* have static types defined by the programming language.

*Variables* and *expressions* have dynamic types determined by the values they assume at run-time.

A language is statically typed if it is always possible to determine the (static) type of an expression based on the program text alone.

A language is strongly typed if it is possible to ensure that every expression is *type consistent* based on the program text alone.

A language is dynamically typed if only *values* have fixed type. Variables and parameters may take on different types at run-time, and must be checked immediately before they are used.

Type consistency may be assured by (i) compile-time type-checking, (ii) type inference, or (iii) dynamic type-checking.



## Kinds of Types

**All programming languages provide some set of built-in types.**

Most strongly-typed modern languages provide for additional user-defined types.

- ❑ **Primitive types:** booleans, integers, floats, chars ...
- ❑ **Composite types:** functions, lists, tuples ...
- ❑ **User-defined types:** enumerations, recursive types, generic types ...

**The Type Completeness Principle (Watt):**

*No operation should be arbitrarily restricted in the types of values involved.*

First-class values can be evaluated, passed as arguments and used as components of composite values. Functional languages attempt to make no class distinctions, whereas imperative languages typically treat functions (at best) as second-class values.

# Function Types

Function types allow one to deduce the types of expressions without the need to evaluate them:

`fact :: Int -> Int`

`42 :: Int`

$\Rightarrow$  `fact 42 :: Int`

## Curried types:

`t1 -> t2 -> ... -> tn`

$\equiv$  `t1 -> (t2 -> ( ... -> tn) ...)`

and

`f x1 x2 ... xm`

$\equiv$  `( ... ((f x1) x2) ... xm).`

so:

`(+) :: Int -> Int -> Int`

$\Rightarrow$  `(+) 5 :: Int -> Int`

# List and Tuple Types

## List Types

A list of values of type `a` has the type `[a]`:

```
[ 1 ] :: [ Int ]
```

*NB: All of the elements in a list must be of the same type!*

```
['a', 2, False]      -- this is illegal! can't be typed!
```

## Tuple Types

If the expressions `x1, x2, ..., xn` have types `t1, t2, ..., tn` respectively, then the tuple `(x1, x2, ..., xn)` has the type `(t1, t2, ..., tn)`:

```
(1, [2], 3) :: (Int, [Int], Int)
```

```
('a', False) :: (Char, Bool)
```

```
((1,2),(3,4)) :: ((Int, Int), (Int, Int))
```

The unit type is written `()` and has a single element which is also written as `()`.

# Polymorphism

Languages like Pascal have *monomorphic type systems*: every constant, variable, parameter and function result has a unique type.

- ☞ good for type-checking
- ☞ bad for writing generic code

A polymorphic function accepts arguments of different types:

```
length      :: [a] -> Int
length [ ]  = 0
length (x:xs) = 1 + length xs
```

```
map         :: (a -> b) -> [a] -> [b]
map f [ ]   = [ ]
map f (x:xs) = f x : map f xs
```

```
(.)        :: (b -> c) -> (a -> b) -> (a -> c)
(f . g) x  = f (g x)
```

## Composing polymorphic types

We can deduce the types of expressions using polymorphic functions by simply binding type variables to concrete types.

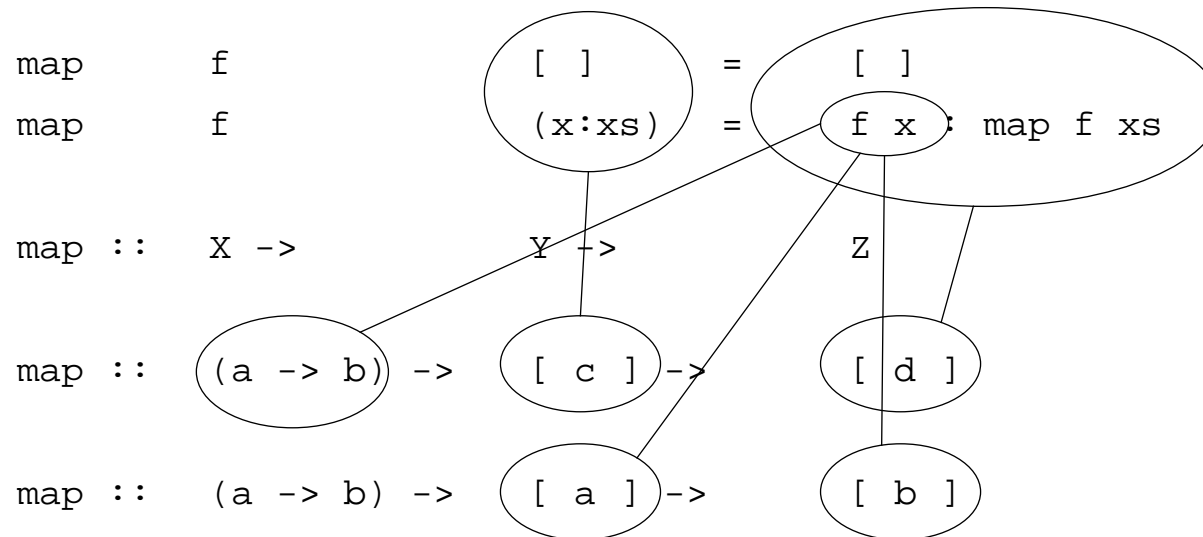
Consider:

```
length      :: [a] -> Int
map         :: (a -> b) -> [a] -> [b]
```

Then:

```
map length      :: [[a]] -> [Int]
[ "Hello", "World" ] :: [[Char]]
map length [ "Hello", "World" ] :: [Int]
```

# Polymorphic Type Inference



Hindley-Milner Type Inference provides an effective algorithm for automatically determining the types of polymorphic functions. The corresponding type system is used in many modern functional languages, including ML and Haskell.

# Type Specialization

A polymorphic function may be explicitly assigned a more specific type:

```
idInt :: Int -> Int
idInt x = x
```

Note that the `:t` command can be used to find the type of a particular expression that is inferred by Haskell:

```
? :t \x -> [x]
\x -> [x] :: a -> [a]
```

```
? :t (\x -> [x]) :: Char -> String
\x -> [x] :: Char -> String
```

# Kinds of Polymorphism

Polymorphism:

❑ Universal:

- Parametric: *polymorphic map function in Haskell; nil pointer type in Pascal*
- Inclusion: *subtyping — graphic objects*

❑ Ad Hoc:

- Overloading: *+ applies to both integers and reals*
- Coercion: *integer values can be used where reals are expected and v.v.*

Coercion or overloading — how does one distinguish?

3 + 4

3.0 + 4

3 + 4.0

3.0 + 4.0



# Overloading

Overloaded operators are introduced by means of *type classes*:

```
class Eq a where
  (==), (/=) :: a -> a -> Bool
  x /= y      = not (x == y)
```

For each overloaded instance a separate definition must be given:

```
instance Eq Int where (==)      = primEqInt
instance Eq Bool where
  True == True      = True
  False == False    = True
  _ == _            = False
instance Eq Char where c == d  = ord c == ord d
instance (Eq a, Eq b) => Eq (a,b) where
  (x,y) == (u,v)    = x==u && y==v
instance Eq a => Eq [a] where
  [ ] == [ ]        = True
  [ ] == (y:ys)     = False
  (x:xs) == [ ]     = False
  (x:xs) == (y:ys)  = x==y && xs==ys
```

## User Data Types

New data types can be introduced by specifying (i) a *datatype name*, (ii) a set of *parameter types*, and (iii) a set of *constructors* for elements of the type:

```
data DatatypeName a1 ... an = constr1 | ... | constrm
```

where the constructors may be:

### 1. Named constructors:

```
Name type1 ... typek
```

introduces Name as a new constructor of type:

```
type1 -> ...-> typek -> DatatypeName a1 ... an
```

### 2. Binary constructors (i.e., starting with “:”):

```
type1 CONOP type2
```

introduces (CONOP) as a new constructor of type:

```
type1 -> type2 -> DatatypeName a1 ... an
```

# Examples of User Data Types

## Enumeration types:

```
data Day = Sun | Mon | Tue | Wed | Thu | Fri | Sat
```

```
whatShallIDo Sun           = "relax"
whatShallIDo Sat           = "go shopping"
whatShallIDo _              = "looks like I'll have to go to work"
```

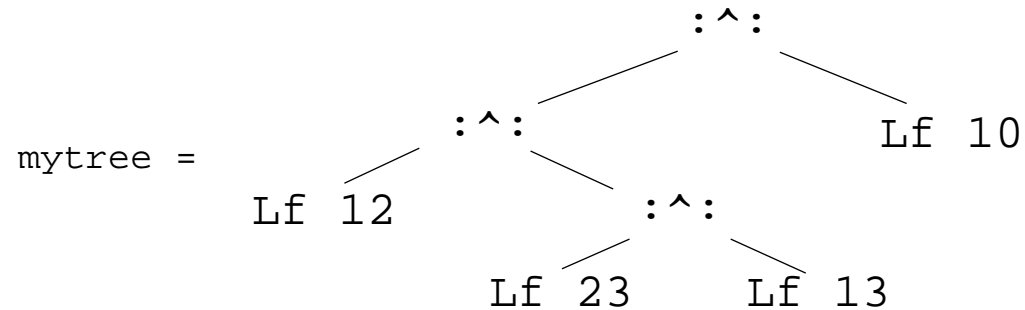
## Union types:

```
data Temp = Centigrade Float | Fahrenheit Float
```

```
freezing :: Temp -> Bool
freezing (Centigrade temp)    = temp <= 0.0
freezing (Fahrenheit temp)   = temp <= 32.0
```

# Recursive Data Types

```
data Tree a = Lf a | Tree a :^: Tree a
mytree = (Lf 12 :^: (Lf 23 :^: Lf 13)) :^: Lf 10
```



```
? :t mytree
```

```
⇨ mytree :: Tree Int
```

```
leaves, leaves' :: Tree a -> [a]
```

```
leaves (Lf l)      = [l]
```

```
leaves (l :^: r)   = leaves l ++ leaves r
```

```
leaves' t = leavesAcc t [ ]
```

```
  where  leavesAcc (Lf l)      = (l:)
```

```
         leavesAcc (l :^: r)   = leavesAcc l . leavesAcc r
```

✎ *What do these functions do? Which function should be more efficient? Why?*

# Equality for Data Types and Functions

**Why not automatically provide equality for all types of values?**

*Syntactic equality does not necessarily entail semantic equality!*

**User data types:**

```
data Set a = Set [a]
```

```
instance Eq a => Eq (Set a) where
  Set xs == Set ys = xs `subset` ys && ys `subset` xs
  where xs `subset` ys = all (`elem` ys) xs
```

**Functions:**

```
? (1==) == (\x->1==x)
```

```
ERROR: Cannot derive instance in expression
```

```
*** Expression          : (==) d148 ((==) {dict} 1) (\x->((==) {dict} 1 x))
```

```
*** Required instance  : Eq (Int -> Bool)
```

# Summary

## **You should know the answers to these questions:**

- ☐ How are the types of functions, lists and tuples specified?
- ☐ How can the type of an expression be inferred without evaluating it?
- ☐ What is a polymorphic function?
- ☐ How can the type of a polymorphic function be inferred?
- ☐ How does overloading differ from parametric polymorphism?
- ☐ How would you define == for tuples of length 3?
- ☐ How can you define your own data types?
- ☐ Why isn't == pre-defined for all types?

## **Can you answer the following questions?**

- ✎ *Can any set of values be considered a type?*
- ✎ *Why does Haskell sometimes fail to infer the type of an expression?*
- ✎ *What is the type of the predefined function all? How would you implement it?*

## 5. An application of Functional Programming

⇒ **Students please: review these notes in advance of the lecture!**

### Overview

- ❑ Huffman encoding
  - ☞ variable length encoding based on character frequency
  - ☞ optimal encoding generation algorithm
- ❑ Architecture of a functional Huffman encoder
- ❑ How to use recursion correctly ☞ *ensuring termination*
- ❑ Representing and manipulating trees
- ❑ Encoding trees as text; parsing stored trees
- ❑ Continuation-style IO
- ❑ “It doesn’t always pay to be lazy!” — forcing eager evaluation

### References:

- ❑ H. Abelson, G. Sussman and J. Sussman, *Structure and Interpretation of Computer Programs*, MIT electrical engineering and computer science series., McGraw-Hill, 1991.

# Encoding ASCII

"I am what I am."

Naive encoding requires at least 4 bits to encode 9 different characters:

"	0000
I	0001
(blank)	0010
a	0011
m	0100
w	0101
h	0110
t	0111
.	1000

16 characters x 4 bits/character = 64 bits

0000 0001 0010 0011 0100 0010 0101 0110 0011 0111 0010 0001 0010 0011 0100 0000



# Huffman encoding

Huffman encoding assigns fewer bits to more frequently used characters:

<i>char</i>	<i>frequency</i>	<i>encoding</i>
(blank)	4	00
a	3	010
"	2	011
I	2	100
m	2	101
w	1	1100
h	1	1101
t	1	1110
.	1	1111

$$4 \times 2 + 9 \times 3 + 4 \times 4 = 51 \text{ bits}$$

011 100 00 010 101 00 1100 1101 010 1110 00 100 00 010 101 011



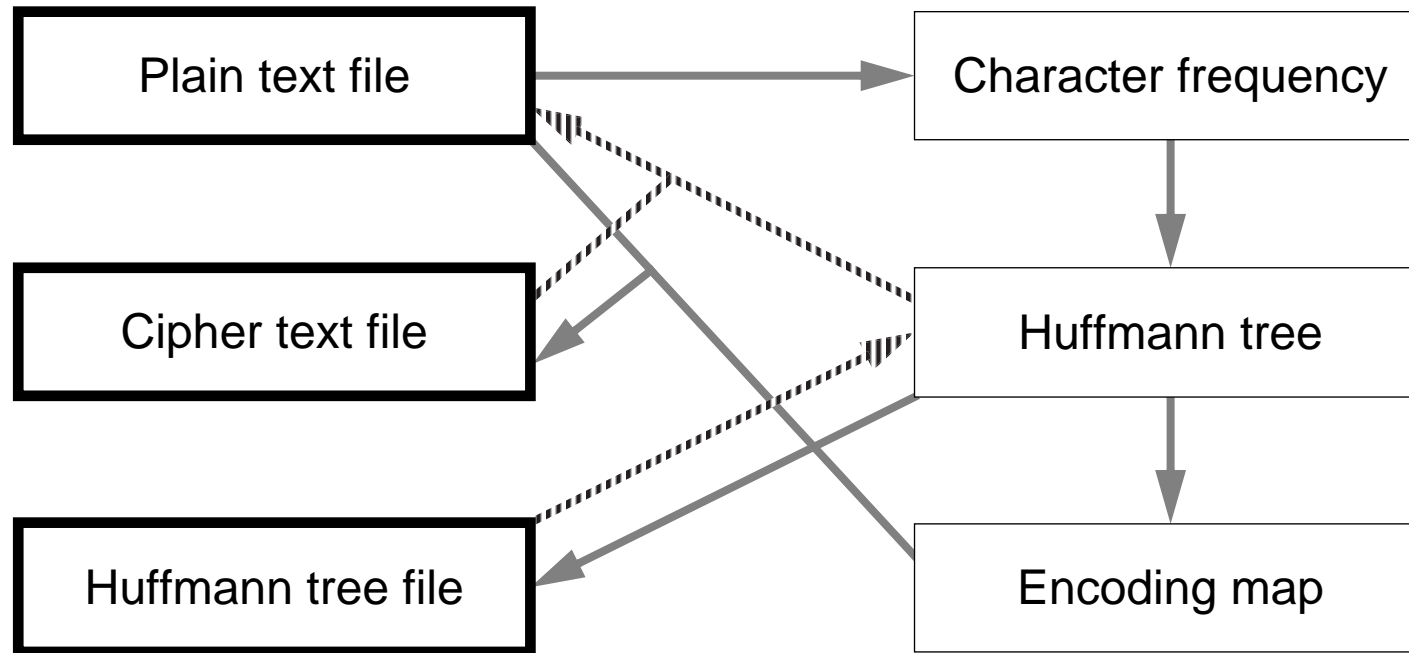
## Generating optimal trees

Huffman's algorithm generates the optimal encoding/decoding tree by recursively merging the two "smallest" (by weight) subtrees:

- ⇒  $\text{blank}_4 \text{ a}_3 \text{ l}_2 \text{ m}_2 \text{ w}_1 \text{ h}_1 \text{ t}_1 \text{ .}_1$
- ⇒  $\text{blank}_4 \text{ a}_3 \text{ l}_2 \text{ m}_2 \text{ w}_1 \text{ h}_1 (\text{t .})_2$
- ⇒  $\text{blank}_4 \text{ a}_3 \text{ l}_2 \text{ m}_2 (\text{w h})_2 (\text{t .})_2$
- ⇒  $\text{blank}_4 \text{ a}_3 \text{ l}_2 \text{ m}_2 ((\text{w h}) (\text{t .}))_4$
- ⇒  $\text{blank}_4 \text{ a}_3 (\text{l m})_4 ((\text{w h}) (\text{t .}))_4$
- ⇒  $(\text{blank a})_7 (\text{l m})_4 ((\text{w h}) (\text{t .}))_4$
- ⇒  $(\text{blank a})_7 ((\text{l m}) ((\text{w h}) (\text{t .})))_8$
- ⇒  $((\text{blank a}) ((\text{l m}) ((\text{w h}) (\text{t .}))))_{15}$

✎ *Write a program to Huffman encode and decode text files.*

# Architecture



# Frequency Counting

We can represent frequency counts as lists of pairs of Chars and Ints:

```
-- Each Char appears Int (>0) times in some text
type CharCount      = (Char,Int)

-- Compute a [CharCount] for a given String
freqCount :: String -> [CharCount]
freqCount ""        = []
freqCount (c:s)     = incCount c (freqCount s)

-- Increment the [CharCount] for a given Char
incCount :: Char -> [CharCount] -> [CharCount]
incCount c []       = [(c,1)]
incCount c ((c1,n):ccList)
  | c == c1         = (c1,n+1):ccList
  | otherwise       = (c1,n):(incCount c ccList)
```

So:

```
iam = "\"I am what I am.\""
freqCount iam      ⇨ [('"',2), ('.',1), ('m',2), ('a',3), (' ',4),
                      ('I',2), ('t',1), ('h',1), ('w',1)]
```

# *How to use recursion correctly!*

In order to ensure that a recursive function will terminate:

1. Carefully establish the base cases:

```
freqCount "" = []
```

☞ base case is an empty string

2. Ensure that every recursive invocation *reduces some measure of size*, and therefore will eventually reach a base case

```
freqCount (c:s) = incCount c (freqCount s)
```

☞ recursive call reduces *length of argument string* ⇒ will reach base case

# Trees

We can represent a Huffman tree as a user data type:

```
data Tree a          = Leaf a
                    | Tree a :^: Tree a

-- Weigh a Tree
weight :: Tree CharCount -> Int
weight (Leaf (ch,n))   = n
weight (tree1 :^: tree2) = (weight tree1) + (weight tree2)
```

Constructors are functions too:

```
map Leaf (freqCount iam) ⇨ [ Leaf ('"',2), Leaf ('.',1), Leaf ('m',2),
                             Leaf ('a',3), Leaf (' ',4), Leaf ('I',2),
                             Leaf ('t',1), Leaf ('h',1), Leaf ('w',1) ]

map weight (map Leaf (freqCount iam))
⇨ [ 2, 1, 2, 3, 4, 2, 1, 1, 1 ]
```

# Merging trees

We can decompose tree merging by means of a helper function:

```
-- Recursively merge smallest trees together till a single tree results
mergeTrees :: [Tree CharCount] -> Tree CharCount
mergeTrees [tree]          = tree          -- base case: already a single tree
mergeTrees (tree1:tree2:treeList)          -- otherwise
  | w1 < w2          = mt treeList tree1 tree2 []
  | otherwise        = mt treeList tree2 tree1 []
  where { w1 = (weight tree1); w2 = (weight tree2) }

-- Usage: mt untested tr1 tr2 tested, where weight(tr1) < weight(tr2) and
-- tested is a list of trees with weights bigger than either tr1 or tr2
mt [] tr1 tr2 []          = tr1 :^: tr2
mt [] tr1 tr2 tested      = mergeTrees ((tr1 :^: tr2):tested)
mt (tr3:untested) tr1 tr2 tested
  | w3 < w1          = mt untested tr3 tr1 (tr2:tested)
  | w3 < w2          = mt untested tr1 tr3 (tr2:tested)
  | otherwise        = mt untested tr1 tr2 (tr3:tested)
  where { w1 = (weight tr1); w2 = (weight tr2); w3 = (weight tr3) }
```

✍ *Is there a more efficient way to merge trees?*



## Tree merging ...

```
mergeTrees (map Leaf (freqCount iam))
  ⇨ ( ( Leaf ('m',2)
        :^:
        ( Leaf ('w',1) :^: Leaf ('h',1) )
      )
    :^:
    ( ( Leaf ('.',1) :^: Leaf ('t',1) )
      :^:
      Leaf ('"',2)
    )
  )
  :^:
  ( Leaf (' ',4)
    :^:
    ( Leaf ('I',2) :^: Leaf ('a',3) )
  )
```

## Extracting the Huffman tree

We remove the character counts to leave the Huffman tree:

```
-- Strip out the character counts from a Tree of CharCounts
charTree :: Tree CharCount -> Tree Char
charTree (Leaf (ch,n))    = Leaf ch
charTree (tr1 ^: tr2)     = (charTree tr1) ^: (charTree tr2)

-- Generate an optimal Huffman encoding tree for a piece of text
huf :: String -> Tree Char
huf text = charTree (mergeTrees (map Leaf (freqCount text)))

huf iam ⇨ ( ( Leaf 'm'
              :^: ( Leaf 'w' :^: Leaf 'h' ) )
            :^: ( ( Leaf '.' :^: Leaf 't' )
                  :^: Leaf '"' ) )
          :^: ( Leaf ' '
                :^:
                ( Leaf 'I' :^: Leaf 'a' ) )
```

**NB:** The resulting tree is not necessarily unique.

## Extracting the encoding map

To encode text, we need to store the path to each Char in the tree:

```
-- From a Huffman tree, generate the encoding map
mkEncode :: String -> (Tree Char) -> [(Char, String)]
-- remember the path to this char
mkEncode prefix (Leaf ch)      = [(ch, prefix)]

-- walk the tree, remembering which path is taken
mkEncode prefix (tr1 ^: tr2)   = (mkEncode (prefix ++ "0") tr1) ++
                                (mkEncode (prefix ++ "1") tr2)

mkEncode "" (huf iam)
↳ [ ('m', "000"), ('w', "0010"), ('h', "0011"), ('.', "0100"), ('t', "0101"),
    ('"', "011"), (' ', "10"), ('I', "110"), ('a', "111") ]
```

## Applying the encoding map

To encode text, we just look up characters in the encoding map:

```
-- lookup a char in an encoding map
encChar :: [(Char, String)] -> Char -> String
encChar [] _ = undefined -- should never happen!
encChar ((ch,str):table) c
  | c == ch      = str
  | otherwise    = encChar table c

encode :: Tree Char -> String -> String
encode tree text = foldr (++) "" (map (encChar (mkEncode "" tree)) text)

encode (huf iam) iam ⇨ 011110101110001000100011111010110110101110000100011
```

**NB:** foldr is defined in the standard prelude:

```
foldr :: (a -> b -> b) -> b -> [a] -> b
foldr f z [] = z
foldr f z (x:xs) = f x (foldr f z xs)
```

## *Decoding by walking the tree*

To decode text, we just walk the tree, keeping a copy of the original tree so we can start over from the root each time we reach a leaf:

```
decode :: Tree Char -> String -> String
decode tree = walk tree tree          -- NB: higher order
walk :: Tree Char -> Tree Char -> String -> String
walk tree (tr1 ^: tr2) ('0':rest)    = walk tree tr1 rest
walk tree (tr1 ^: tr2) ('1':rest)    = walk tree tr2 rest
walk tree (Leaf ch) rest              = [ch] ++ walk tree tree rest
walk tree nav []                      = []
```

```
decode (huf iam) (encode (huf iam) iam) ⇨ "\"I am what I am.\""
```

## Representing trees as text

We need a way to store Huffman trees as plain text.

We represent leaves by their character values, and intermediate nodes as parenthesized expressions, but we must take care to encode parentheses:

```
-- Show a Tree Char as a Lisp-style parenthesized string
showTree :: Tree Char -> String
showTree (Leaf ch)
  | ch == '('      = "\\("
  | ch == ')'      = "\\)"
  | ch == '\\\\'    = "\\\\"
  | ch == '\\n'     = "\\n"
  | otherwise      = [ch]
showTree (tr1 ^: tr2) = "(" ++ (showTree tr1) ++ (showTree tr2) ++ ")"
```

```
showTree (huf iam)           ⇨ ((m(wh))(.t)) (Ia))
showTree (huf "()\\n")       ⇨ "((\\n)(\\(\\)))"
putStr (showTree (huf "()\\n")) ⇨ ((\\n)(\\(\\)))
```

## Using a stack to parse stored trees

Naturally, we need a way to parse and reconstruct the stored trees.

A standard solution is to push the leaves on a stack of trees, joining the top two elements every time a right parenthesis is encountered:

*Example:*

`((ab)(cd))`

					d		
		b		c	c	c^d	
	a	a	a^b	a^b	a^b	a^b	(a^b)^(c^d)

*If the parentheses are balanced, a single tree will be left on the stack.*

## Parsing stored trees

```
-- Parse a Lisp-style parenthesized string, generating a Tree Char
parseTree :: String -> Tree Char
parseTree      = pt []

pt :: [Tree Char] -> String -> Tree Char
pt [tree] []      = tree
pt stack (ch:str)
  | ch == '('      = pt stack str
  | ch == ')'      = pt (join stack) str
  | ch == '\\'     = pt (Leaf (unescape (head str)):stack) (tail str)
  | otherwise      = pt (Leaf ch:stack) str

-- join the top two trees of the stack into one
join :: [Tree a] -> [Tree a]
join (tr1:tr2:stack) = (tr2:^:tr1):stack

-- unescape the character following a backslash
unescape :: Char -> Char
unescape '('      = '('
unescape ')'      = ')'
unescape '\\'     = '\\'
unescape 'n'      = '\n'
```

```
parseTree (showTree (huf "()\\n"))
```

```
↳ (Leaf '\\' :^: Leaf '\n') :^: (Leaf '(' :^: Leaf ')')
```



## Reading and Writing Files

Now we just need some functions to read the input file and write the result files:

```
-- reads a plain text file and generates the cipher and tree files
enc :: FilePath -> IO ()
-- reads the cipher and tree files and regenerates the plain text file
dec :: FilePath -> IO()
```

There are standard libraries for dealing with user and file I/O.

✍ *How can you make sense of I/O in a purely functional world with no state changes?*

*See chapter 7 of “A Gentle Introduction to Haskell” for the complete story on IO!*

# Testing the program

From shell:

```
echo '"I am what I am."' > iam
```

From Haskell:

```
enc "iam"
```

From shell:

```
% cat iam.huf
```

```
↳ ((((\n.)(wh)) )((mI)((t")a)))
```

```
% cat iam.enc
```

```
↳ 110110101111100010010001111111000110101111100000111010000
```

From Haskell:

```
enc "huf"
```

```
↳ (5339 reductions, 16064 cells)
```

```
ERROR: Control stack overflow
```

## Tracing our program

Because Haskell is a "lazy" language, no expression is evaluated until it is actually needed:

```
freqCount "abc"
>>> freqCount "abc"
==> incCount 'a' (freqCount "bc")
==> incCount 'a' (incCount 'b' (freqCount "c"))
==> incCount 'a' (incCount 'b' (incCount 'c' (freqCount "")))
==> incCount 'a' (incCount 'b' (incCount 'c' []))
==> incCount 'a' (incCount 'b' (('c',1) : []))
==> incCount 'a' (('c',1) : incCount 'b' [])
==> ('c',1) : incCount 'a' (incCount 'b' [])
==> ('c',1) : incCount 'a' (('b',1) : [])
==> ('c',1) : ('b',1) : incCount 'a' []
==> ('c',1) : ('b',1) : ('a',1) : []
(26 reductions, 97 cells)
```

Although the frequency count list will have a maximum size of 256 (for 256 ASCII chars), nothing will be evaluated until *the entire file has been read!*

# Frequency Counting Revisited

We need frequency counting to be evaluated eagerly!

We can *force* evaluation by requiring values to be produced

```
-- eager, tail-recursive frequency counter
-- fcEager (c:s) front back -- front does not contain c, back to be checked
fcEager :: String -> [CharCount] -> [CharCount] -> [CharCount]
fcEager "" [] ccl = ccl
fcEager (c:s) front [] = fcEager s [] ((c,1):front)
fcEager (c:s) front ((c1,n):back)
  | (c == c1) = fcEager s [] (front ++ ((c,n+1):back))
  | otherwise = fcEager (c:s) ((c1,n):front) back
```

```
fc2 s = fcEager s [] [] -- replaces original freqCount
enc2 = ...
```

```
enc2 "huf" -- encode this program (9334 bytes)
↳ (2117457 reductions, 6145824 cells, 100 garbage collections)
```

# Summary

## You should know the answers to these questions:

- ☐ How can you be sure a recursive function will terminate?
- ☐ How do you know where characters end in Huffman encoded bit strings?
- ☐ How can you generate a tree from its string representation?
- ☐ Why doesn't Haskell have to load the entire file into memory when `readFile` is evaluated?

## Can you answer the following questions?

- ✎ *Can you prove that Huffman's algorithm really generates the optimal map?*
- ✎ *What would happen if `encode` used `foldl` instead of `foldr`?*
- ✎ *Can `parseTree` be re-written so it uses the run-time stack instead of representing a stack as a list?*
- ✎ *Our Huffman encoder actually outputs one byte for each "0" or "1"! How would you adapt the program to produce bits instead of bytes?*

## 6. Introduction to the Lambda Calculus

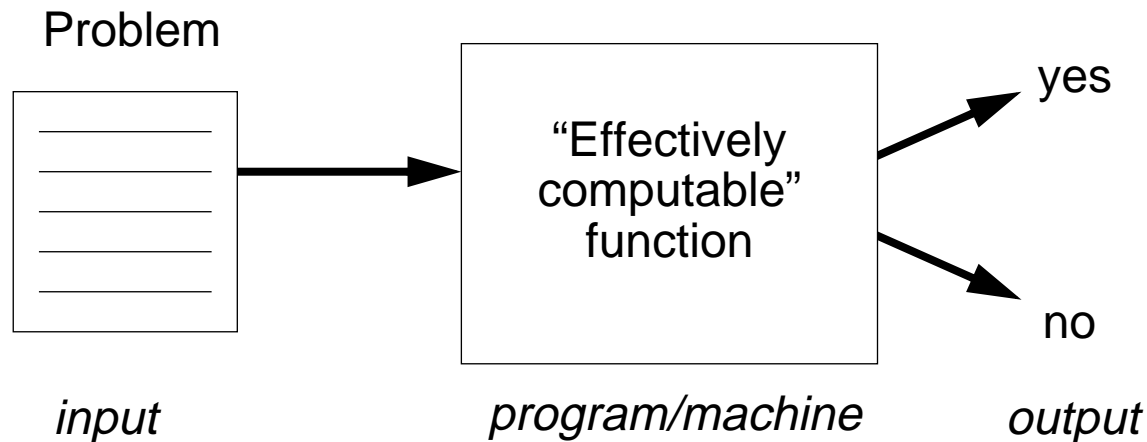
### Overview

- ❑ What is Computability? — Church's Thesis
- ❑ Lambda Calculus — operational semantics
- ❑ The Church-Rosser Property
- ❑ Modelling basic programming constructs

### References:

- ❑ Paul Hudak, "Conception, Evolution, and Application of Functional Programming Languages," ACM Computing Surveys 21/3, Sept. 1989, pp 359-411.
- ❑ Kenneth C. Loudon, *Programming Languages: Principles and Practice*, PWS Publishing (Boston), 1993.
- ❑ H.P. Barendregt, *The Lambda Calculus — Its Syntax and Semantics*, North-Holland, 1984, Revised edition.

# *What is Computable?*



Computation is usually modelled as a mapping from inputs to outputs, carried out by a formal “machine,” or program, which processes its input in a sequence of steps.

An “effectively computable” function is one that can be computed in a finite amount of time using finite resources.

## Church's Thesis

*Effectively computable functions [from positive integers to positive integers] are just those definable in the lambda calculus.*

Or, equivalently:

*It is not possible to build a machine that is more powerful than a Turing machine.*

Church's thesis cannot be proven because “effectively computable” is an intuitive notion, not a mathematical one. It can only be refuted by giving a counter-example — a machine that can solve a problem not computable by a Turing machine.

So far, *all* models of effectively computable functions have shown to be equivalent to Turing machines (or the lambda calculus).



# Uncomputability

A problem that cannot be solved by any Turing machine in finite time (or any equivalent formalism) is called *uncomputable*.



Assuming Church's thesis is true, an uncomputable problem cannot be solved by *any* real computer.

## The Halting Problem

*Given an arbitrary Turing machine and its input tape, will the machine eventually halt?*

The Halting Problem is provably uncomputable — which means that it cannot be solved in practice.

# What is a Function?

## Extensional view:

A (total) function  $f: A \rightarrow B$  is a subset of  $A \times B$  (i.e., a *relation*) such that:

1. for each  $a \in A$ , there exists some  $(a, b) \in f$  (i.e.,  $f(a)$  is defined), and
2. if  $(a, b_1) \in f$  and  $(a, b_2) \in f$ , then  $b_1 = b_2$  (i.e.,  $f(a)$  is unique)

## Intensional view:

A function  $f: A \rightarrow B$  is an *abstraction*  $\lambda x . e$ ,  
 where  $x$  is a variable name,  
 and  $e$  is an expression,  
 such that when a value  $a \in A$  is substituted for  $x$  in  $e$ ,  
 then this expression (i.e.,  $f(a)$ ) evaluates to some (unique) value  $b \in B$ .

# The (Untyped) Lambda Calculus

The Lambda Calculus was invented by Alonzo Church [1932] as a mathematical formalism for expressing computation by functions.

## Syntax:

$e ::= x$	<i>a variable</i>
$  \lambda x . e$	<i>an abstraction (function)</i>
$  e_1 e_2$	<i>a (function) application</i>

## (Operational) Semantics:

$\alpha$ conversion (renaming):	$\lambda x . e \leftrightarrow \lambda y . [y/x] e$	<i>where <math>y</math> is not free in <math>e</math></i>
$\beta$ reduction (application):	$(\lambda x . e_1) e_2 \rightarrow [e_2/x] e_1$	<i>avoiding name capture</i>
$\eta$ reduction:	$\lambda x . (e x) \rightarrow e$	<i>if <math>x</math> is not free in <math>e</math></i>

The lambda calculus can be viewed as the simplest possible pure functional programming language.

## Beta Reduction

Beta reduction is the computational engine of the lambda calculus:

Define:  $I \equiv \lambda x . x$

Now consider:

$$\begin{aligned}
 I I &= (\lambda x . x) (\lambda x . x) && \rightarrow && [ (\lambda x . x) / x ] x && \beta \text{ reduction} \\
 &= && && (\lambda x . x) && \text{substitution} \\
 &= && && I &&
 \end{aligned}$$

We can implement most lambda expressions directly in Haskell:

```

i = \x -> x
? i 5
5
(2 reductions, 6 cells)
? i i 5
5
(3 reductions, 7 cells)
    
```

## Free and Bound Variables

The variable  $x$  is bound by the enclosing  $\lambda$  in the expression:  $\lambda x.e$

A variable that is not bound, is free :

$$\begin{aligned} \text{fv}(x) &= \{ x \} \\ \text{fv}(e_1 \ e_2) &= \text{fv}(e_1) \cup \text{fv}(e_2) \\ \text{fv}(\lambda x . e) &= \text{fv}(e) - \{ x \} \end{aligned}$$

An expression with no free variables is closed (otherwise it is open)

For example,  $y$  is bound and  $x$  is free in the (open) expression:  $\lambda y . x y$

*Syntactic substitution will not work:*

$$\begin{array}{ccc} (\lambda x . \lambda y . x y) y & \begin{array}{c} \rightarrow \\ \neq \end{array} & \begin{array}{c} [y / x] (\lambda y . x y) \\ (\lambda y . y y) \end{array} & \begin{array}{c} \beta \text{ reduction} \\ \text{incorrect substitution!} \end{array} \end{array}$$

Since  $y$  is already bound in  $(\lambda y . x y)$ , we *cannot* directly substitute  $y$  for  $x$ .

# Substitution

We must define substitution carefully to avoid name capture:

$$[e/x] x = e$$

$$[e/x] y = y \quad \text{if } x \neq y$$

$$[e/x] (e_1 e_2) = ([e/x] e_1) ([e/x] e_2)$$

$$[e/x] (\lambda x . e_1) = (\lambda x . e_1)$$

$$[e/x] (\lambda y . e_1) = (\lambda y . [e/x] e_1) \quad \text{if } x \neq y \text{ and } y \notin \text{fv}(e)$$

$$[e/x] (\lambda y . e_1) = (\lambda z . [e/x] [z/y] e_1) \quad \text{if } x \neq y \text{ and } z \notin \text{fv}(e) \cup \text{fv}(e_1)$$

Consider:  $(\lambda x . ((\lambda y . x) (\lambda x . x)) x) y$

$$\begin{aligned} &\rightarrow [y/x] ((\lambda y . x) (\lambda x . x)) x \\ &= ((\lambda z . y) (\lambda x . x)) y \end{aligned}$$

# Alpha Conversion

Alpha conversions allows one to rename bound variables.

A bound name  $x$  in the lambda abstraction  $(\lambda x.e)$  may be substituted by any other name  $y$ , *as long as there are no free occurrences of  $y$  in  $e$* :

Consider:

$$\begin{array}{llll}
 (\lambda x . \lambda y . x y) y & \rightarrow & (\lambda x . \lambda z . x z) y & \alpha \text{ conversion} \\
 & \rightarrow & [y / x] (\lambda z . x z) & \beta \text{ reduction} \\
 & \rightarrow & (\lambda z . y z) & \\
 & = & y & \eta \text{ reduction}
 \end{array}$$

## *Eta Reduction*

Eta reductions allows one to remove “redundant lambdas”.

Suppose that  $f$  is a closed expression (i.e.,  $x$  does not occur free in  $f$ ).

Then:

$$(\lambda x . f x) y \quad \rightarrow \quad f y \quad \beta \text{ reduction}$$

More generally, this will hold whenever  $x$  does not occur free in  $f$ .

In such cases, we can always rewrite  $(\lambda x . f x)$  as  $f$ .



## Normal Forms

A lambda expression is in normal form if it can no longer be reduced by the beta or eta reduction rules.

*Not all lambda expressions have normal forms!*

$$\begin{array}{llll}
 \Omega = (\lambda x. x x) (\lambda x. x x) & \rightarrow & [(\lambda x. x x) / x] (x x) & \\
 & = & (\lambda x. x x) (\lambda x. x x) & \beta \text{ reduction} \\
 & \rightarrow & (\lambda x. x x) (\lambda x. x x) & \beta \text{ reduction} \\
 & \rightarrow & (\lambda x. x x) (\lambda x. x x) & \beta \text{ reduction} \\
 & \rightarrow & \dots & 
 \end{array}$$

Reduction of a lambda expression to a normal form is analogous to a Turing machine halting or a program terminating.

## Evaluation Order

Most programming languages are strict, that is, all expressions passed to a function call are evaluated before control is passed to the function.

Most modern functional languages, on the other hand, use lazy evaluation, that is, expressions are only evaluated when they are needed.

Consider:

`sqr n = n * n`

Applicative-order reduction:

`sqr (2+5) ⇨ sqr 7 ⇨ 7*7 ⇨ 49`

Normal-order reduction:

`sqr (2+5) ⇨ (2+5) * (2+5) ⇨ 7 * (2+5) ⇨ 7 * 7 ⇨ 49`

## The Church-Rosser Property

*“If an expression can be evaluated at all, it can be evaluated by consistently using normal-order evaluation. If an expression can be evaluated in several different orders (mixing normal-order and applicative order reduction), then all of these evaluation orders yield the same result”.*

So, evaluation order “does not matter” in the lambda calculus.

*However , applicative order reduction may not terminate, even if a normal form exists!*

$$(\lambda x . y) ((\lambda x . x x) (\lambda x . x x))$$

Applicative order reduction

$\rightarrow (\lambda x . y) ((\lambda x . x x) (\lambda x . x x))$   
 $\rightarrow (\lambda x . y) ((\lambda x . x x) (\lambda x . x x))$   
 $\rightarrow \dots$

Normal order reduction

$\rightarrow y$

# Currying

Since a lambda abstraction only binds a single variable, functions with multiple parameters must be modelled as *curried* higher-order functions [named after the logician H.B. Curry, who popularized the approach].

To improve readability, multiple lambdas can be suppressed, so:

$$\begin{array}{lcl} \lambda x y . x & = & \lambda x . \lambda y . x \\ \lambda b x y . b x y & = & \lambda b . \lambda x . \lambda y . (b x) y \end{array}$$

## Representing Booleans

Although the lambda calculus is extremely sparse, most (sequential) programming constructs can be built up as lambda expressions.

Define:

True	$\equiv$	$\lambda x y . x$
False	$\equiv$	$\lambda x y . y$
not	$\equiv$	$\lambda b . b \text{ False True}$
if b then x else y	$\equiv$	$\lambda b x y . b x y$

Then:

not True	$=$	$(\lambda b . b \text{ False True}) (\lambda x y . x)$
	$\rightarrow$	$(\lambda x y . x) \text{ False True}$
	$\rightarrow$	False
if True then x else y	$=$	$(\lambda b x y . b x y) (\lambda x y . x) x y$
	$\rightarrow$	$(\lambda x y . x) x y$
	$\rightarrow$	x

## Representing Tuples

Although tuples are not supported by the lambda calculus, they can easily be modelled as higher-order functions that “wrap” pairs of values.

n-tuples can be modelled by composing pairs ...

Define:

pair	≡	$(\lambda x y z . z x y)$
first	≡	$(\lambda p . p \text{ True } )$
second	≡	$(\lambda p . p \text{ False } )$

Then:

$(1, 2)$	=	pair 1 2
	→	$(\lambda z . z 1 2)$

In Haskell:

t	= \x -> \y -> x	? first (pair 1 2)
f	= \x -> \y -> y	1
pair	= \x -> \y -> \z -> z x y	? first (second (pair 1 (pair 2 3)))
first	= \p -> p t	2
second	= \p -> p f	

# Representing Numbers

There is a “standard encoding” of natural numbers into the lambda calculus:

Define:

0	≡	$(\lambda x . x)$
succ	≡	$(\lambda n . (\text{False}, n))$

So:

1	≡	succ 0	→ (False, 0)
2	≡	succ 1	→ (False, 1)

Consider:

iszero	≡	first
pred	≡	second

Then:

iszero 1	=	first (False, 0)	→ False
iszero 0	=	$(\lambda p . p \text{ True}) (\lambda x . x)$	→ True
pred 1	=	second (False, 0)	→ 0

# Summary

## You should know the answers to these questions:

- ☐ Is it possible to write a Pascal compiler that will generate code just for programs that terminate?
- ☐ What are the alpha, beta and eta conversion rules?
- ☐ What is name capture? How does the lambda calculus avoid it?
- ☐ What is a normal form? How does one reach it?
- ☐ How can Booleans, tuples and numbers be represented in the lambda calculus?

## Can you answer the following questions?

- ✎ *How can name capture occur in a programming language?*
- ✎ *What happens if you try to program  $\Omega$  in Haskell? Why?*
- ✎ *What do you get when you try to evaluate  $(\text{pred } 0)$ ? What does this mean?*
- ✎ *How would you model negative integers in the lambda calculus? Fractions?*
- ✎ *Is it possible to model real numbers? Why, or why not?*



## 7. Fixed Points

### Overview

- ❑ Recursion and the Fixed-Point Combinator
- ❑ The typed lambda calculus
- ❑ The polymorphic lambda calculus
- ❑ A quick look at process calculi

### References:

- ❑ Paul Hudak, “Conception, Evolution, and Application of Functional Programming Languages,” ACM Computing Surveys 21/3, Sept. 1989, pp 359-411.

# Recursion

Suppose we want to define arithmetic operations on our lambda-encoded numbers.

In Haskell we can program:

```
plus n m
  | n == 0      = m
  | otherwise   = plus (n-1) (m+1)
```

so we might try to define:

$$\text{plus} \quad \equiv \quad \lambda n m . \text{iszero } n m ( \text{plus } ( \text{pred } n ) ( \text{succ } m ) )$$

Unfortunately this is *not* a definition, since we are trying to use plus before it is defined.

*Although recursion is fundamental to functional programming, it is not primitive in the lambda calculus, so we must find a way to “program” it!*

## *Recursive functions as fixed points*

We can obtain a closed expression by abstracting over plus:

$$\text{rplus} \quad \equiv \quad \lambda \text{ plus } n \text{ m} . \text{iszero } n \\ \quad \quad \quad \text{m} \\ \quad \quad \quad ( \text{plus } ( \text{pred } n ) ( \text{succ } m ) )$$

Let fplus be the actual addition function we want. We must pass it to rplus as a parameter before we can perform any additions. But then (rplus fplus) is the function we want.

In other words, we are looking for an fplus such that:

$$\text{rplus fplus} \leftrightarrow \text{fplus}$$

I.e., we are searching for a *fixed point* of rplus ...

# Fixed Points

A *Fixed Point* of a function  $f$  is a value  $p$  such that  $f\ p = p$ .

Examples:

`fact 1 = 1`

`fact 2 = 2`

`fib 0 = 0`

`fib 1 = 1`

Fixed points are not always “well-behaved”:

`succ n = n + 1`

✎ *What is a fixed point of `succ`?*

# Fixed Point Theorem

## Fixed point Theorem:

Every lambda expression  $e$  has a fixed point  $p$  such that  $(e\ p) \leftrightarrow p$ .

## Proof:

Let

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

Now consider:

$$\begin{aligned} p \equiv Y\ e &\rightarrow (\lambda \underline{x} . e\ (x\ x))\ (\lambda \underline{x} . e\ (x\ x)) \\ &\rightarrow e\ ((\lambda \underline{x} . e\ (x\ x))\ (\lambda \underline{x} . e\ (x\ x))) \\ &\rightarrow e\ p \end{aligned}$$

So, the “magical Y combinator” can always be used to find a fixed point of an arbitrary lambda expression.

## Using the Y Combinator

Consider

$$f \equiv \lambda x. \text{True}$$

Then

$$\begin{aligned} Y f &\rightarrow f (Y f) \\ &= (\lambda x. \text{True}) (Y f) \\ &\rightarrow \text{True} \end{aligned}$$

Consider

$$\begin{aligned} Y \text{succ} &\rightarrow \text{succ } (Y \text{succ}) \\ &\rightarrow (\text{False}, (Y \text{succ})) \end{aligned}$$

✎ What are *succ* and *pred* of *(False, (Y succ))*? What does this represent?

## *Recursive Functions are Fixed Points*

We *cannot* write:

$$\text{plus} \equiv \lambda n m . \text{iszero } n \\ \quad \quad \quad m \\ \quad \quad \quad ( \text{plus} ( \text{pred } n ) ( \text{succ } m ) )$$

because plus is unbound in the “definition”.

We can, however, *abstract* over plus:

$$\text{rplus} \equiv \lambda \text{plus } n m . \text{iszero } n \\ \quad \quad \quad m \\ \quad \quad \quad ( \text{plus} ( \text{pred } n ) ( \text{succ } m ) )$$

Now we seek a lambda expression plus, such that:

$$\text{rplus plus} \leftrightarrow \text{plus}$$

I.e., *plus is a fixed point of rplus*. By the fixed point theorem, we can take:

$$\text{plus} \equiv Y \text{ rplus}$$

# Unfolding Recursive Lambda Expressions

Consider:

plus 1 1	=	( <u>Y rplus</u> ) 1 1
	→	<u>rplus plus 1 1</u>
	→	<u>iszero 1</u>
		1
		(plus (pred 1) (succ 1) )
	→	<u>False 1 (plus (pred 1) (succ 1) )</u>
	→	<u>plus (pred 1) (succ 1)</u>
	→	<u>rplus plus (pred 1) (succ 1)</u>
	→	<u>iszero (pred 1)</u>
		(succ 1)
		(plus (pred (pred 1) ) (succ (succ 1) ) )
	→	<u>iszero 0</u>
		(succ 1)
		(...)
	→	<u>True (succ 1) (...)</u>
	→	<u>succ 1</u>
	→	2



# The Typed Lambda Calculus

There are many variants of the lambda calculus.

The *typed lambda calculus* decorates terms with type annotations:

## Syntax:

$$e ::= x^\tau \mid e_1^{\tau_2 \rightarrow \tau_1} e_2^{\tau_2} \mid (\lambda x^{\tau_2}. e^{\tau_1})^{\tau_2 \rightarrow \tau_1}$$

## Operational Semantics:

$$\alpha \text{ conversion : } \lambda x^{\tau_2}. e^{\tau_1} \Leftrightarrow \lambda y^{\tau_2}. [y^{\tau_2}/x^{\tau_2}] e^{\tau_1} \text{ where } y^{\tau_2} \text{ is not free in } e^{\tau_1}$$

$$\beta \text{ reduction: } (\lambda x^{\tau_2}. e_1^{\tau_1}) e_2^{\tau_2} \Rightarrow [e_2^{\tau_2}/x^{\tau_2}] e_1^{\tau_1}$$

$$\eta \text{ reduction: } \lambda x^{\tau_2}. (e^{\tau_1} x^{\tau_2}) \Rightarrow e^{\tau_1} \text{ if } x^{\tau_2} \text{ is not free in } e^{\tau_1}$$

## Example:

$$\text{True} \equiv (\lambda x^A. (\lambda y^B. x^A)^{B \rightarrow A})^{A \rightarrow (B \rightarrow A)}$$

# The Polymorphic Lambda Calculus

Polymorphic functions like “map” cannot be typed in the typed lambda calculus!

Need *type variables* to capture polymorphism:

$\beta$  reduction (ii):  $(\lambda x^v . e_1^{\tau_1}) e_2^{\tau_2} \Rightarrow [\tau_2 / v] [e_2^{\tau_2} / x^v] e_1^{\tau_1}$

*Example:*

$$\begin{array}{lll} \text{True} & \equiv & (\lambda x^\alpha . (\lambda y^\beta . x^\alpha)^{\beta \rightarrow \alpha})^{\alpha \rightarrow (\beta \rightarrow \alpha)} \\ \text{True}^{\alpha \rightarrow (\beta \rightarrow \alpha)} a^A b^B & \rightarrow & (\lambda y^\beta . a^A)^{\beta \rightarrow A} b^B \\ & \rightarrow & a^A \end{array}$$

# Hindley-Milner Polymorphism

Hindley-Milner polymorphism (i.e., that adopted by ML and Haskell) works by inferring the type annotations for a slightly restricted subcalculus: polymorphic functions.

If:

```
dlen l l' xs ys = (l xs) + (l' ys)
```

then

```
dlen length length "aaa" [1,2,3]
```

is ok, but if

```
dlen' l xs ys = (l xs) + (l ys),
```

then

```
dlen' length "aaa" [1,2,3]
```

is a type error since the argument `l` cannot be assigned a unique type!

## *Polymorphism and self application*

Even the polymorphic lambda calculus is not powerful enough to express certain lambda terms.

Recall that both  $\Omega$  and the Y combinator make use of “self application”:

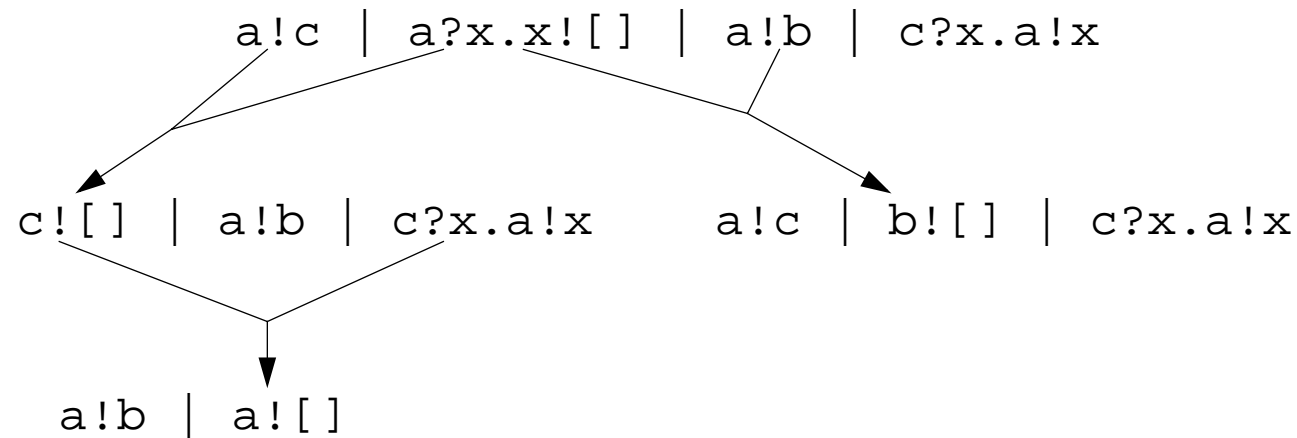
$$\Omega = (\lambda x . x x) (\lambda x . x x)$$

✎ *What type annotation would you assign to the expression  $(\lambda x . x x)$ ?*

# Process Calculi

Process calculi model *processes* rather than functions.

Since inter-process communication is inherently non-deterministic, the Church-Rosser property typically does not hold:



Process calculi are capable of modeling all computation in terms of communication.

# Summary

## **You should know the answers to these questions:**

- ☐ Why isn't it possible to express recursion directly in the lambda calculus?
- ☐ What is a fixed point? Why is it important?
- ☐ How does the typed lambda calculus keep track of the types of terms?
- ☐ How does a polymorphic function differ from an ordinary one?

## **Can you answer the following questions?**

- ✎ *Are there more fixed-point operators other than Y?*
- ✎ *How can you be sure that unfolding a recursive expression will terminate?*
- ✎ *How would you express the semantics of the example process calculus?*

## *8. Introduction to Denotational Semantics*

### Overview:

- ☐ Syntax and Semantics
- ☐ Approaches to Specifying Semantics
- ☐ Semantics of Expressions
- ☐ Semantics of Assignment
- ☐ Other Issues

### References:

- ☐ D. A. Schmidt, *Denotational Semantics*, Wm. C. Brown Publ., 1986
- ☐ D. Watt, *Programming Language Concepts and Paradigms*, Prentice Hall, 1990

# Defining Programming Languages

## Three main characteristics of programming languages:

1. **Syntax:** What is the appearance and structure of its programs?
2. **Semantics:** What is the *meaning* of programs?  
The *static semantics* tells us which (syntactically valid) programs are semantically valid (i.e., which are *type correct*) and the *dynamic semantics* tells us how to interpret the meaning of valid programs.
3. **Pragmatics:** What is the usability of the language?  
How easy is it to implement? What kinds of applications does it suit?



# *Uses of Semantic Specifications*

Semantic specifications are useful for language designers to communicate to the implementors as well as to programmers.

## **A precise standard for a computer implementation:**

- ☞ How should the language be implemented on different machines?

## **User documentation:**

- ☞ What is the meaning of a program, given a particular combination of language features?

## **A tool for design and analysis:**

- ☞ How can the language definition be tuned so that it can be implemented efficiently?

## **Input to a compiler generator:**

- ☞ How can a reference implementation be obtained from the specification?

# Methods for Specifying Semantics

## Operational Semantics:

- ☞  $\llbracket \text{program} \rrbracket = \text{abstract machine program}$
- ☞ can be simple to implement
- ☞ hard to reason about

## Denotational Semantics:

- ☞  $\llbracket \text{program} \rrbracket = \text{mathematical denotation}$  (typically, a function)
- ☞ facilitates reasoning
- ☞ not always easy to find suitable semantic domains

## Axiomatic Semantics:

- ☞  $\llbracket \text{program} \rrbracket = \text{set of properties}$
- ☞ good for proving theorems about programs
- ☞ somewhat distant from implementation

## Structured Operational Semantics:

- ☞  $\llbracket \text{program} \rrbracket = \text{transition system}$  (defined using inference rules)
- ☞ good for concurrency and non-determinism
- ☞ hard to reason about equivalence

# Concrete and Abstract Syntax

How to parse “4 \* 2 + 1”?

*Abstract Syntax* is compact but ambiguous:

Expr	::=	Num
		Expr Op Expr
Op	::=	+   -   *   /

*Concrete Syntax* is unambiguous but verbose:

Expr	::=	Expr LowOp Term
		Term
Term	::=	Term HighOp Factor
		Factor
Factor	::=	Num
		( Expr )
LowOp	::=	+   -
HighOp	::=	*   /

# Semantic Domains

In order to define semantic mappings of programs and their features to their mathematical denotations, the semantic domains must be precisely defined:

```
data Bool = True | False
(&&), (||) :: Bool -> Bool -> Bool
False &&    x      = False
True  &&    x      = x
False ||    x      = x
True  ||    x      = True
```

```
not :: Bool -> Bool
not  True      = False
not  False     = True
```

# *A Calculator Language*

## Abstract Syntax:

Prog	::=	'ON' Stmt
Stmt	::=	Expr 'TOTAL' Stmt
		Expr 'TOTAL' 'OFF'
Expr	::=	Expr <sub>1</sub> '+' Expr <sub>2</sub>
		Expr <sub>1</sub> '*' Expr <sub>2</sub>
		'IF' Expr <sub>1</sub> ',' Expr <sub>2</sub> ',' Expr <sub>3</sub>
		'LASTANSWER'
		(' Expr ')
		Num

The program “ON 4 \* ( 3 + 2 ) TOTAL OFF” should print out 20 and stop.

## *Data Structures for Syntax Tree*

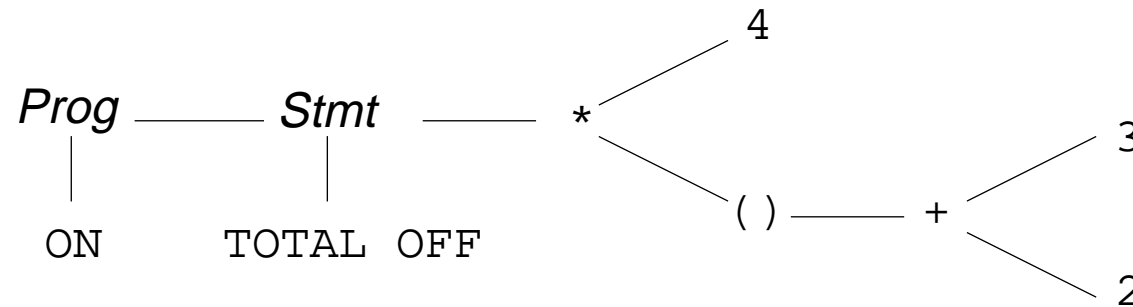
We can represent programs in our calculator language as syntax trees:

```

data Program      = On ExprSequence
data ExprSequence = Total Expression ExprSequence
                  | TotalOff Expression
data Expression   = Plus Expression Expression
                  | Times Expression Expression
                  | If Expression Expression Expression
                  | LastAnswer
                  | Braced Expression
                  | N Int
    
```

# Representing Syntax

The test program “ON 4 \* ( 3 + 2 ) TOTAL OFF” can be parsed as:



And represented as:

```

test      = On      (TotalOff (Times (N 4)
                                (Braced (Plus (N 3)
                                              (N 2) ) ) ) )
  
```

# Calculator Semantics

## Programs:

$P : \text{Program} \rightarrow \text{Int}^*$

$P \llbracket \text{ON } S \rrbracket = S \llbracket S \rrbracket (0)$

## Sequences:

$S :: \text{ExprSequence} \rightarrow \text{Int} \rightarrow \text{Int}^*$

$S \llbracket E \text{ TOTAL } S \rrbracket (n) = \text{let } n' = E \llbracket E \rrbracket (n) \text{ in } [n', S \llbracket S \rrbracket (n')]$

$S \llbracket E \text{ TOTAL OFF} \rrbracket (n) = [E \llbracket E \rrbracket (n)]$

## Expressions:

$E : \text{Expression} \rightarrow \text{Int} \rightarrow \text{Int}$

$E \llbracket E1 + E2 \rrbracket (n) = E \llbracket E1 \rrbracket (n) + E \llbracket E2 \rrbracket (n)$

$E \llbracket E1 * E2 \rrbracket (n) = E \llbracket E1 \rrbracket (n) \times E \llbracket E2 \rrbracket (n)$

$E \llbracket \text{IF } E1, E2, E3 \rrbracket (n) = E \llbracket E1 \rrbracket (n) = 0 \rightarrow E \llbracket E2 \rrbracket (n) \# E \llbracket E3 \rrbracket (n)$

$E \llbracket \text{LASTANSWER} \rrbracket (n) = n$

$E \llbracket ( E ) \rrbracket (n) = E \llbracket E \rrbracket (n)$

$E \llbracket N \rrbracket (n) = N$



# Implementing the Calculator

## Programs:

```
pp :: Program -> [Int]
pp (On s)           =      ss s 0
```

## Sequences:

```
ss :: ExprSequence -> Int -> [Int]
ss (Total e s) n      =      let n' = (ee e n) in n' : (ss s n')
ss (TotalOff e) n     =      (ee e n) : [ ]
```

## Expressions:

```
ee :: Expression -> Int -> Int
ee (Plus e1 e2) n      =      (ee e1 n) + (ee e2 n)
ee (Times e1 e2) n     =      (ee e1 n) * (ee e2 n)
ee (If e1 e2 e3) n
    | (ee e1 n) == 0 =      (ee e2 n)
    | otherwise      =      (ee e3 n)
ee (LastAnswer) n      =      n
ee (Braced e) n         =      (ee e n)
ee (N num) n            =      num
```

# *A Language with Assignment*

## Abstract Syntax:

Prog	::=	Cmd '.'
Cmd	::=	Cmd <sub>1</sub> ';' Cmd <sub>2</sub>
		'if' Bool 'then' Cmd <sub>1</sub> 'else' Cmd <sub>2</sub>
		Id ':=' Exp
Exp	::=	Exp <sub>1</sub> '+' Exp <sub>2</sub>
		Id
		Num
Bool	::=	Exp <sub>1</sub> '=' Exp <sub>2</sub>
		'not' Bool

## Example:

“ z := 1 ; if a = 0 then z := 3 else z := z + a . ”

Programs take a single number as input, which initializes the variable ‘a’. The output of a program is the final value of the variable ‘z’.

# *Abstract Syntax Trees*

## Data Structures:

```

data Program      =      Dot Command
data Command      =      CSeq Command Command
                    |      Assign Identifier Expression
                    |      If BooleanExpr Command Command
data Expression   =      Plus Expression Expression
                    |      Id Identifier
                    |      Num Int
data BooleanExpr  =      Equal Expression Expression
                    |      Not BooleanExpr
type Identifier   =      Char
    
```

## Example:

```

Dot      (CSeq (Assign 'z' (Num 1))
          (If (Equal (Id 'a') (Num 0))
              (Assign 'z' (Num 3))
              (Assign 'z' (Plus (Id 'z') (Id 'a'))))
          )
    )
    
```

# Modelling Environments

**A store is a mapping from identifiers to values:**

```
type Store = Identifier -> Int
```

```
newstore :: Store
```

```
newstore id = 0
```

```
access :: Identifier -> Store -> Int
```

```
access id store = store id
```

```
update :: Identifier -> Int -> Store -> Store
```

```
update id val store = store'
    where store' id'
        | id' == id = val
        | otherwise = store id'
```

# Semantics of Assignments

```
pp :: Program -> Int -> Int
pp (Dot c) n      = access 'z' (cc c (update 'a' n newstore))
```

```
cc :: Command -> Store -> Store
cc (CSeq c1 c2) s      = cc c2 (cc c1 s)
cc (Assign id e) s      = update id (ee e s) s
cc (If b c1 c2) s       = ifelse (bb b s) (cc c1 s) (cc c2 s)
```

```
ee :: Expression -> Store -> Int
ee (Plus e1 e2) s       = (ee e2 s) + (ee e1 s)
ee (Id id) s            = access id s
ee (Num n) s            = n
```

```
bb :: BooleanExpr -> Store -> Bool
bb (Equal e1 e2) s      = (ee e1 s) == (ee e2 s)
bb (Not b) s            = not (bb b s)

ifelse :: Bool -> a -> a -> a
ifelse True x y         = x
ifelse False x y        = y
```

# *Practical Issues*

## **Modelling:**

- ❑ Errors and non-termination:
  - ☞ need a special “error” value in semantic domains
- ❑ Branching:
  - ☞ semantic domains in which “continuations” model “the rest of the program” make it easy to transfer control
- ❑ Interactive input
- ❑ Dynamic typing
- ❑ ...

## *Theoretical Issues*

*What are the denotations of lambda abstractions?*

- ❑ need Scott's theory of semantic domains

*What is the semantics of recursive functions?*

- ❑ need least fixed point theory

*How to model concurrency and non-determinism?*

- ❑ abandon standard semantic domains
- ❑ use “interleaving semantics”
- ❑ “true concurrency” requires other models ...

# Summary

## **You should know the answers to these questions:**

- ☐ What is the difference between syntax and semantics?
- ☐ What is the difference between abstract and concrete syntax?
- ☐ What is a semantic domain?
- ☐ How can you specify semantics as mappings from syntax to behaviour?
- ☐ How can assignments and updates be modelled with (pure) functions?

## **Can you answer the following questions?**

- ✎ *Why are semantic functions typically higher-order?*
- ✎ *Does the calculator semantics specify strict or lazy evaluation?*
- ✎ *Does the implementation of the calculator semantics use strict or lazy evaluation?*
- ✎ *Why do commands and expressions have different semantic domains?*



## 9. Logic Programming

### Overview

- ❑ Facts and Rules
- ❑ Resolution and Unification
- ❑ Searching and Backtracking
- ❑ Recursion, Functions and Arithmetic
- ❑ Lists and other Structures

### References:

- ❑ Kenneth C. Loudon, *Programming Languages: Principles and Practice*, PWS Publishing (Boston), 1993.
- ❑ Sterling and Shapiro, *The Art of Prolog*, MIT Press, 1986
- ❑ Clocksin and Mellish, *Programming in Prolog*, Springer Verlag, 1981

# Logic Programming Languages

## What is a Program?

A program is a database of facts (axioms) together with a set of inference rules for proving theorems from the axioms.

## Imperative Programming:

➡ Program = Algorithms + Data

## Logic Programming:

➡ Program = Facts + Rules

or

➡ Algorithms = Logic + Control

# Prolog

A Prolog program consists of *facts*, *rules*, and *questions*:

- ❑ Facts are named *relations* between objects:

```
parent(charles, elizabeth).
% elizabeth is a parent of charles
female(elizabeth).
% elizabeth is female
```

- ❑ Rules are relations (goals) that can be inferred from other relations (subgoals):

```
mother(X, M) :- parent(X,M), female(M).
% M is a mother of X if M is a parent of X and M is female
```

- ❑ Questions are statements that can be answered using facts and rules:

```
?- parent(charles, elizabeth).
```

```
⇨ yes
```

```
?- mother(charles, M).
```

```
⇨ M = elizabeth
```

```
yes
```

## Horn Clauses

Both rules and facts are instances of *Horn clauses*, of the form:

$$A_0 \text{ if } A_1 \text{ and } A_2 \text{ and } \dots A_n$$

$A_0$  is the head of the Horn clause and “ $A_1$  and  $A_2$  and ...  $A_n$ ” is the body

Facts are just Horn clauses with no body:

parent(charles, elizabeth)	if	True
female(elizabeth)	if	True
mother(X, M)	if and	parent(X,M) female(M)

## Resolution and Unification

Questions (or goals) are answered by *matching* goals against facts or rules, *unifying* variables with terms, and *backtracking* when subgoals fail.

If a subgoal of a Horn clause matches the head of another Horn clause, resolution allows us to replace that subgoal by the body of the matching Horn clause.

Unification lets us bind variables to corresponding values in the matching Horn clause:

	mother(charles, M)
	parent(charles, M) and female(M)
{ M = elizabeth }	True and female(elizabeth)
{ M = elizabeth }	True and True

## Prolog Databases

A Prolog database is a file of facts and rules to be “consulted” before asking questions:

```
female(anne).
female(diana).
female(elizabeth).
male(andrew).
male(charles).
male(edward).
male(harry).
male(philip).
male(william).

parent(andrew, elizabeth).
parent(andrew, philip).
parent(anne, elizabeth).
parent(anne, philip).
parent(charles, elizabeth).
parent(charles, philip).
parent(edward, elizabeth).
parent(edward, philip).
parent(harry, charles).
parent(harry, diana).
parent(william, charles).
parent(william, diana).
```

```
?- consult('royal').
⇨ yes

?- male(charles).
⇨ yes

?- male(anne).
⇨ no

?- male(mickey).
⇨ no

?- parent(charles, P).
⇨ P = elizabeth <carriage return>
yes

?- male(X).
⇨ X = andrew ;
X = charles <carriage return>
yes

?- parent(william, _).
⇨ yes
```

# Unification

Unification is the process of instantiating variables by pattern matching.

1. A constant unifies only with itself:

```
?- charles = charles.
```

```
⇒ yes
```

```
?- charles = andrew.
```

```
⇒ no
```

2. An uninstantiated variable unifies with anything:

```
?- parent(charles, elizabeth) = Y.
```

```
⇒ Y = parent(charles,elizabeth) ?  
yes
```

3. A structured term unifies with another term only if it has the same function name and number of arguments, and the arguments can be unified recursively:

```
?- parent(charles, P) = parent(X, elizabeth).
```

```
⇒ P = elizabeth,  
X = charles ?  
yes
```

## Evaluation Order

In principle, any of the parameters in a query may be instantiated or not

```
?- mother(X, elizabeth).
```

```
⇒ X = andrew ? ;
   X = anne ? ;
   X = charles ? ;
   X = edward ? ;
   no
```

```
?- mother(X, M).
```

```
⇒ M = elizabeth,
   X = andrew ?
   yes
```

Prolog adopts a *closed world assumption* — whatever cannot be proved to be true, is assumed to be false.

```
?- mother(elizabeth,M).
```

```
⇒ no
```



# Backtracking

Prolog applies resolution in linear fashion, replacing goals left to right, and considering database clauses top-to-bottom.

```
father(X, M) :- parent(X,M), male(M).
```

```
?- trace.
```

```
⇨ {The debugger will first creep -- showing everything (trace)}
```

```
yes
```

```
{trace}
```

```
?- father(charles,F).
```

```
⇨ + 1 1 Call: father(charles,_67) ?
```

```
+ 2 2 Call: parent(charles,_67) ?
```

```
+ 2 2 Exit: parent(charles,elizabeth) ?
```

```
+ 3 2 Call: male(elizabeth) ?
```

```
+ 3 2 Fail: male(elizabeth) ?
```

```
+ 2 2 Redo: parent(charles,elizabeth) ?
```

```
+ 2 2 Exit: parent(charles,philip) ?
```

```
+ 3 2 Call: male(philip) ?
```

```
+ 3 2 Exit: male(philip) ?
```

```
+ 1 1 Exit: father(charles,philip) ?
```

```
F = philip ?
```

```
yes
```

```
{trace}
```

## Comparison

The predicate = attempts to unify its two arguments:

```
?- X = charles.  
⇒ X = charles ?  
yes
```

The predicate == tests if the terms instantiating its arguments are literally identical:

```
?- charles == charles.  
⇒ yes
```

```
?- X == charles.  
⇒ no
```

```
?- X = charles, male(charles) == male(X).  
⇒ X = charles ?  
yes
```

The predicate \== tests if its arguments are *not* literally identical:

```
?- X = male(charles), Y = charles, X \== male(Y).  
⇒ no
```

## Sharing Subgoals

Common subgoals can easily be factored out as relations:

```
sibling(X, Y) :-    mother(X, M), mother(Y, M),
                   father(X, F), father(Y, F),
                   X \== Y.
```

```
brother(X, B) :-    sibling(X,B), male(B).
uncle(X, U) :-      parent(X, P), brother(P, U).
```

```
sister(X, S) :-    sibling(X,S), female(S).
aunt(X, A) :-      parent(X, P), sister(P, A).
```

## Disjunctions

One may define multiple rules for the same predicate, just as with facts:

```
isparent(C, P) :- mother(C, P).
isparent(C, P) :- father(C, P).
```

Disjunctions can also be expressed using the “;” operator:

```
isparent(C, P) :- mother(C, P); father(C, P).
```

Note that same information can be represented in various forms — we could have decided to express mother/2 and father/2 as facts, and parent/2 as a rule. Ask:

- ☐ Which way is it easier to express and maintain facts?
- ☐ Which way makes it faster to evaluate queries?

# Recursion

Recursive relations are defined in the obvious way:

```
ancestor(X, A) :- parent(X, A).
ancestor(X, A) :- parent(X, P), ancestor(P, A).
```

```
?- ancestor(X, philip).
```

```
↳ + 1 1 Call: ancestor(_61,philip) ?
    + 2 2 Call: parent(_61,philip) ?
    + 2 2 Exit: parent(andrew,philip) ?
    + 1 1 Exit: ancestor(andrew,philip) ?
```

```
X = andrew ?
```

```
yes
```

```
?- ancestor(harry, philip).
```

```
↳ + 1 1 Call: ancestor(harry,philip) ?
    + 2 2 Call: parent(harry,philip) ?
    + 2 2 Fail: parent(harry,philip) ?
    + 2 2 Call: parent(harry,_316) ?
    + 2 2 Exit: parent(harry,charles) ?
    + 3 2 Call: ancestor(charles,philip) ?
    + 4 3 Call: parent(charles,philip) ?
    + 4 3 Exit: parent(charles,philip) ?
    + 3 2 Exit: ancestor(charles,philip) ?
    + 1 1 Exit: ancestor(harry,philip) ?
```

```
yes
```

## Evaluation Order

Evaluation of recursive queries is sensitive to the order of the rules in the database, and when the recursive call is made:

```
anc2(X, A) :-      anc2(P, A), parent(X, P).
anc2(X, A) :-      parent(X, A).
```

```
?- anc2(harry, X).
```

```
↳ + 1 1 Call: anc2(harry,_67) ?
   + 2 2 Call: anc2(_325,_67) ?
   + 3 3 Call: anc2(_525,_67) ?
   + 4 4 Call: anc2(_725,_67) ?
   + 5 5 Call: anc2(_925,_67) ?
   + 6 6 Call: anc2(_1125,_67) ?
   + 7 7 Call: anc2(_1325,_67) ? abort
{Execution aborted}
```

## *Negation as Failure*

Searching can be controlled by explicit failure:

```
printall(X) :-    X, print(X), nl, fail.
printall(_).
```

```
?- printall(brother(_,_)).
```

The *cut* operator (!) *commits* Prolog to a particular search path:

```
parent(C,P) :-    mother(C,P), !.
parent(C,P) :-    father(C,P).
```

Negation can be implemented by a combination of cut and fail:

```
not(X) :-          X, !, fail.
not(_).
```

## Changing the Database

The Prolog database can be modified dynamically by means of assert and retract:

```
rename(X,Y) :- retract(male(X)), assert(male(Y)), rename(X,Y).
rename(X,Y) :- retract(female(X)), assert(female(Y)), rename(X,Y).
rename(X,Y) :- retract(parent(X,P)), assert(parent(Y,P)), rename(X,Y).
rename(X,Y) :- retract(parent(C,X)), assert(parent(C,Y)), rename(X,Y).
rename(_,_).
```

```
?- male(charles); parent(charles, _); parent(_, charles).
```

```
⇨ yes
```

```
?- rename(charles, mickey).
```

```
⇨ yes
```

```
?- male(charles); parent(charles, _); parent(_, charles).
```

```
⇨ no
```

**NB:** With SICSTUS Prolog, such predicates must be declared dynamic:

```
:- dynamic male/1, female/1, parent/2.
```



## *Functions and Arithmetic*

Functions are relations between expressions and values:

`X is 5 + 6 .`

*Yields:*

`X = 11 ?`

*And is syntactic sugar for:*

`is(X, +(5,6))`

User-defined functions are written in a relational style:

`fact(0,1).`

```
fact(N,F) :-      N > 0,
                  N1 is N - 1,
                  fact(N1,F1),
                  F is N * F1.
```

# Lists

Lists are pairs of elements and lists:

<i>Formal object</i>	<i>Cons pair syntax</i>	<i>Element syntax</i>
$.(a, [])$	$[a   []]$	$[a]$
$.(a, .(b, []))$	$[a   [b   []]]$	$[a, b]$
$.(a, .(.(b, []), .(c, [])))$	$[a   [[b   []]   [c   []]]]$	$[a, [b], c]$
$.(a, X)$	$[a   X]$	$[a   X]$
$.(a, .(b, X))$	$[a   [b   X]]$	$[a, b   X]$

## Pattern Matching with Lists

```
in(X, [X | _]).
in(X, [ _ | L]) :-      in(X, L).
```

```
?- in(b, [a,b,c]).
yes
```

```
?- in(X, [a,b,c]).
X = a ? ;
X = b ? ;
X = c ? ;
no
```

```
?- in(a, L).
L = [ a | _A ] ? ;
L = [ _A , a | _B ] ? ;
L = [ _A , _B , a | _C ] ? ;
L = [ _A , _B , _C , a | _D ] ?
yes
```

# Exhaustive Searching

Searching for permutations:

```
perm([ ],[ ]).
perm([C|S1],S2) :-
    perm(S1,P1),
    append(X,Y,P1),
    append(X,[C|Y],S2).

append([ ],L,L).
append([X|L1],L2,[X|L3]) :- append(L1,L2,L3) .

?- printall(perm([a,b,c,d],_)).
```

A declarative, but hopelessly inefficient sort program:

```
ndsort(L,S) :-
    perm(L,S),
    issorted(S).

issorted([ ]).
issorted([ _ ]).
issorted([N,M|S]) :-
    N =< M,
    issorted([M|S]).
```

## Summary

### **You should know the answers to these questions:**

- ☐ What are Horn clauses?
- ☐ What are resolution and unification?
- ☐ How does Prolog attempt to answer a query using facts and rules?
- ☐ When does Prolog assume that the answer to a query is false?
- ☐ When does Prolog backtrack? How does backtracking work?
- ☐ How are conjunction and disjunction represented?
- ☐ What is meant by “negation as failure”?
- ☐ How can you dynamically change the database?

### **Can you answer the following questions?**

- ✎ *How can we view functions as relations?*
- ✎ *Is it possible to implement negation without either cut or fail?*
- ✎ *What happens if you use a predicate with the wrong number of arguments?*
- ✎ *What does Prolog reply when you ask `not(male(X)).` ? What does this mean?*

# 10. Applications of Logic Programming

## Overview

- ❑ I. Solving a puzzle:
  - ☞ SEND + MORE = MONEY
  
- ❑ II. Reasoning about functional dependencies:
  - ☞ finding closures, candidate keys and BCNF decompositions

## References:

- ❑ A. Silberschatz, H.F. Korth and S. Sudarshan, *Database System Concepts*, 3d edition, McGraw Hill, 1997.

## *I. Solving a puzzle*

✎ Find values for the letters so the following equation holds:

```

SEND
+MORE
-----
MONEY
    
```

## *A non-solution:*

We would *like* to write:

```
soln0 :-
    A is 1000*S + 100*E + 10*N + D,
    B is 1000*M + 100*O + 10*R + E,
    C is 10000*M + 1000*O + 100*N + 10*E + Y,
    C is A+B,
    showAnswer(A,B,C).

showAnswer(A,B,C) :- writeln([A, ' + ', B, ' = ', C]).
writeln([])         :- nl.
writeln([X|L])       :- write(X), writeln(L).
```

But this doesn't work because "is" can only evaluate expressions over instantiated variables.

```
soln0.
⇨ » evaluation_error: [goal(_1007 is 1000 * _1008 + 100 * _1009 + 10 * _1010 +
_1011),
    argument_index(2)]
    [Execution aborted]
```



## *A first solution*

So let's instantiate them:

```
digit(0). digit(1). digit(2). digit(3). digit(4).
digit(5). digit(6). digit(7). digit(8). digit(9).
digits([]).    % everything in the argument list is a digit
digits([D|L]) :- digit(D), digits(L).
soln1 :-      digits([S,E,N,D,M,O,R,E,M,O,N,E,Y]), % pick arbitrary values
               A is 1000*S + 100*E + 10*N + D,
               B is 1000*M + 100*O + 10*R + E,
               C is 10000*M + 1000*O + 100*N + 10*E + Y,
               C is A+B,                          % check if solution is found
               showAnswer(A,B,C).
```

This is now correct, but yields a trivial solution!

```
soln1.
⇨      0 + 0 = 0
      yes
```

## *A second (non-)solution*

So let's constrain S and M:

```
soln2 :-    digits([S,M]),
           not(S==0), not(M==0),                % backtrack if 0
           digits([N,D,M,O,R,E,M,O,N,E,Y]),
           A is 1000*S + 100*E + 10*N + D,
           B is 1000*M + 100*O + 10*R + E,
           C is 10000*M + 1000*O + 100*N + 10*E + Y,
           C is A+B,
           showAnswer(A,B,C).
```

Maybe it works. We'll never know ...

```
soln2.
```

```
↳ [Execution aborted]
```

*after 8 minutes still running ...*

## *A third solution*

Let's try to exercise more control by instantiating variables bottom-up:

```
sum([],0).
sum([N|L], TOTAL) :-                % TOTAL is sum of numbers in [N/L]
    sum(L,SUBTOTAL), TOTAL is N + SUBTOTAL.

carrysum(L,D,C) :-                  % Find D and C, where L is D + 10*C, digit(D)
    sum(L,S), C is S/10, D is S - 10*C.

soln3 :-    digits([D,E]), carrysum([D,E],Y,C1),
            digits([N,R]), carrysum([C1,N,R],E,C2),
            digit(O), carrysum([C2,E,O],N,C3),
            digits([S,M]), not(S==0), not(M==0),
            carrysum([C3,S,M],O,M),
            A is 1000*S + 100*E + 10*N + D,
            B is 1000*M + 100*O + 10*R + E,
            C is A+B,                % NB: we have dropped the evaluation of MONEY
            showAnswer(A,B,C).
```

This is also correct, but uninteresting:

```
soln3.
⇨    9000 + 1000 = 10000
    yes
```

## *A fourth solution*

Let's try to make the variables unique:

```
unique([]).           % There are no duplicate elements in the argument list
unique([X|L]) :- not(in(X,L)), unique(L).

in(X, [X|_]).        % X is in the argument list
in(X, [_|L]) :- in(X, L).

soln4 :-    L1 = [D,E], digits(L1), unique(L1),
            carrysum([D,E],Y,C1),
            L2 = [N,R,Y|L1], digits([N,R]), unique(L2),
            carrysum([C1,N,R],E,C2),
            L3 = [O|L2], digit(O), unique(L3),
            carrysum([C2,E,O],N,C3),
            L4 = [S,M|L3], digits([S,M]), not(S==0), not(M==0),
            unique(L4),
            carrysum([C3,S,M],O,M),
            A is 1000*S + 100*E + 10*N + D,
            B is 1000*M + 100*O + 10*R + E,
            C is A+B,
            showAnswer(A,B,C).
```

This works, in about 8 seconds on a PowerMac 7300/200:

```
soln4.
⇨      9567 + 1085 = 10652
      yes
```

## II. Reasoning about functional dependencies

We would like to represent functional dependencies for relational databases as Prolog terms, and write predicates that compute (i) closures of attribute sets, (ii) candidate keys and (iii) BCNF decompositions.

First, we would like to overload Prolog syntax as follows:

```
FDS = [ [a]->[b,c], [c,g]->[h,i], [b,c]->[h] ].
```

⇒ *Syntax Error - unable to parse this character » ->[b,c] ...*

but the built-in arrow operator has precedence higher than that of “,” and “=”:

```
op(1050, xfy, [ -> ]).
op(1000, xfy, [ ', ' ]).
op(700, xfx, [ = ]).
```

so let's change it:

```
% redefine precedence so -> has lower precedence than = or ,
:- op(600, xfx, [ -> ]).
```

*Now we can get started ...*

## Computing closures

We would like to define a predicate:

`closure(FDS, AS, CS)`

which computes the closure CS of an attribute set AS using the dependencies FDS.

To do this, we should use Armstrong's axioms:

1.  $B \subseteq A \quad \Rightarrow \quad A \rightarrow B$  (reflexivity)
2.  $A \rightarrow B \quad \Rightarrow \quad AC \rightarrow BC$  (augmentation)
3.  $A \rightarrow B, B \rightarrow C \quad \Rightarrow \quad A \rightarrow C$  (transitivity)

Intuitively, we add attributes to a set  $AS'$ , using the axioms and the FDs, until no more dependencies can be applied:

- ❑ start with  $AS \rightarrow AS'$ , where  $AS' = AS$  (1)
- ❑ find some  $B \rightarrow C$ ,  $AS' = BD \Rightarrow AS \rightarrow AS' \rightarrow CD$  (2,3)
- ❑ repeat till no more FD applies

*NB: each FD can be applied at most once!*

## *A closure predicate*

Try to express the algorithm declaratively:

```
closure(FDS, AS, CS) :-
    applies(FDS, B->C, AS, FDRest),      % Find some B->C in FDS that applies to AS
    union(AS, C, AS1),                    % Use it to augment AS to AS1
    closure(FDRest, AS1, CS).              % and continue with the remaining FDs
closure(FDS, AS, AS).                     % Else no FD applies, so we are done.

applies([B->C|FDS], B->C, AS, FDS) :- % FD applies to AS if B is a subset of AS
    subset(B, AS).
applies([FD|FDS], B->C, AS, [FD|FDRest]) :-
    applies(FDS, B->C, AS, FDRest). % If first doesn't apply, keep searching
```

Now we must worry about the details ...

# Manipulating sets

We need some predicates to manipulate attribute sets and sets of FDs:

```
in(X, [X|_]).           % in(X,S) -- X is in the argument list
in(X, [_|S]) :- in(X, S).
```

```
subset([],_).           % subset(S1,S2) -- S1 is a subset of S2
subset([X|S1],S2) :-
    in(X,S2),
    subset(S1,S2).
```

```
rem(_,[],[]) .          % rem(X,S,R) -- removing X from S yields R
rem(X,[X|S],R) :- rem(X,S,R), !.
rem(X,[Y|S],[Y|R]) :- rem(X,S,R) .
```

```
union([],S,S) .          % union(S1,S2,U) -- U is the union of S1 and S2
union([X|S1],S2,U) :-
    rem(X,S2,S),          % transfer elements of S1 to S2 till S1 is empty
    union(S1,[X|S],U).
```

✎ How would you express set difference and intersection?



## Evaluating closures

A couple of test cases:

```
showclosure(FDS, AS) :-
    closure(FDS, AS, CS),
    writeln([AS -> CS]).           % calls write() for each element, then nl.

find1 :-
    FDS = [ [a]->[b,c],
             [c,g]->[h,i],
             [b,c]->[h] ],
    writeln(['FDS = ', FDS]),
    showclosure(FDS, [a]),
    showclosure(FDS, [a,c]),
    showclosure(FDS, [a,g]).
```

**find1.**

```
⇒ FDS = [[a]->[b,c],[c,g]->[h,i],[b,c]->[h]]
    [a]->[c,b,a,h]
    [a,c]->[b,a,c,h]
    [a,g]->[i,h,g,a,b,c]
```

## Finding keys

Now we would like a predicate `candkey/2` that suggests a candidate key for the attributes in a set of FDs:

```
candkey(FDS, Key) :-
    attset(FDS, AS),                % Find the set of all attributes in FDS
    minkey(FDS, AS, AS, Key).       % Find a minimal key, starting with AS

minkey(FDS, AS, Key, MinKey) :-    % Key is some key for AS; MinKey is minimal
    smallerkey(FDS, AS, Key, SmallerKey), !, % Is there a smaller key?
    minkey(FDS, AS, SmallerKey, MinKey).    % if so, then try again
minkey(FDS, AS, MinKey, MinKey).          % else we are done!

smallerkey(FDS, AS, Key, Smaller) :-
    in(X, Key), rem(X, Key, Smaller), % Remove some X from Key
    iskey(Smaller, AS, FDS).           % Do we still have a key for AS?
iskey(Key, AS, FDS) :-                % Key is a key for att set AS wrt FDS
    closure(FDS, Key, Closure),        % The closure of Key must contain AS
    subset(AS, Closure).
```

✎ *How would you implement `attset/2`?*

## Evaluating candidate keys

Two examples:

```
find2 :-
    FDS = [ [a]->[b,c], [c,g]->[h,i], [b,c]->[h] ], writeln(['FDS = ', FDS]),
    candkey(FDS, Key), writeln(['Key = ', Key]).
```

**find2.**

```
⇨    FDS = [[a]->[b,c],[c,g]->[h,i],[b,c]->[h]]
      Key = [a,g]
```

```
find3 :-
    FDS = [ [a,b]->[c], [b]->[d], [e]->[f], [c,e]->[a] ], writeln(['FDS = ', FDS]),
    candkey(FDS, Key), writeln(['Key = ', Key]).
```

**find3.**

```
⇨    FDS = [[a,b]->[c],[b]->[d],[e]->[f],[c,e]->[a]]
      Key = [a,b,e]
```

## Testing for BCNF

Recall that a relation scheme is in BCNF if all non-trivial FDs define keys:

```
isbcnf(FDS, RS) :-
    fdsok(FDS, FDS, RS), !,           % RS is BCNF if all FDS are OK
    writeln([RS, ' is in BCNF']).

isbcnf(FDS, RS) :-
    writeln([RS, ' is NOT in BCNF']).

fdsok([], _, RS).                    % Nothing to check, so must be OK

fdsok([A->B|ToCheck], FDS, RS) :-
    subset(B,A),                      % A->B is trivial, so continue
    fdsok(ToCheck,FDS,RS).

fdsok([A->B|ToCheck], FDS, RS) :- % Else check if A is a key
    iskey(A, RS, FDS),               % A is a key for RS, so OK
    fdsok(ToCheck,FDS,RS).           % check the others
```

## Evaluating the BCNF test

An example from the database course:

```
check1 :-
    FDS = [ [branchName] -> [assets, branchCity],
            [loanNumber] -> [amount, branchName],
            [customerName] -> [customerName] ],
    BranchScheme = [ branchName, assets, branchCity ],
    isbcnf(FDS, BranchScheme),
    BorrowScheme = [branchName, loanNumber, customerName, amount],
    isbcnf(FDS, BorrowScheme).
```

**check1.**

```
⇒ [branchName,assets,branchCity] is in BCNF
   [branchName,loanNumber,customerName,amount] is NOT in BCNF
```

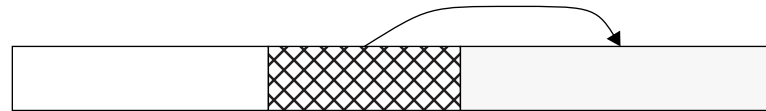
✎ *What would you modify to have isbcnf/2 report exactly which FD is problematic?*

## BCNF decomposition

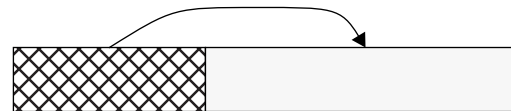
Recall that BCNF decomposition works as follows:

while some R is not in BCNF  
 select non-trivial  $\alpha \rightarrow \beta$  holding on R where  
 $\alpha \rightarrow R$  is not in  $F^+$  and  $\alpha \cap \beta = \emptyset$   
 replace R by  $\alpha \cup \beta$  and  $(R - \beta)$

Replace



by



and



The trick is that  $\alpha \rightarrow \beta$  may not be explicitly in the list F of FDs, and it is too expensive to compute the closure  $F^+$

## *BCNF decomposition predicate*

To decompose a schema, we must iterate through *both* the FDS *and* the schema.

```
bcnf(FDS, Decomp) :-                               % Decomp is the decomposition of FDS
    attset(FDS, AS),                               % Assume all attributes are in FDS
    writeln(['Attribute set is ', AS]),
    bcnfDecomp(FDS, [AS], Decomp).                  % Start with the trivial decomposition
```

Iterate through the schemas:

```
bcnfDecomp(FDS, [], []).                            % Nothing to decompose

bcnfDecomp(FDS, [RS|Schema], Decomp) :-             % If RS is not BCNF, then decompose it
    findBad(A->B, FDS, FDS, RS),                    % Find a "bad" FD in FDS
    union(A,B,AB),
    diff(RS,B,Diff),
    writeln(['Use ', A->B, ' to split ', RS, ' into ', AB, ' and ', Diff]), nl,
    bcnfDecomp(FDS, [AB,Diff|Schema],Decomp).% Decompose and start over

bcnfDecomp(FDS, [RS|Schema], [RS|Decomp]) :-% RS is in BCNF, so check rest
    bcnfDecomp(FDS, Schema, Decomp).
```

## Finding “bad” FDs

For a given RS, we iterate through the FDs.

The “bad” FDs needed for decomposition may need to be *derived* from those we have.

```

findBad(A->B, [FD|FDS], AllFDS, RS) :-
    FD = A->B0,
    subset(A,RS),
    diff(B0,A,B1),
    inter(B1,RS,B),
    not(subset(B,A)),
    not(iskey(A, RS, AllFDS)).
                                % A->B is a "bad" FD
                                % Try to derive a bad FD ...
                                % A must apply to RS
                                %  $A \cap B$  should be empty
                                % we are only interested in RS
                                % A-> must not be trivial
                                % A->B is "bad" if A is not a key
                                % for RS

findBad(FD, [OK|FDS], AllFDS, RS) :-
    findBad(FD, FDS, AllFDS, RS).
                                % First FD is OK, so check others
    
```

✎ Can you justify the derivation of  $A \rightarrow B$  using Armstrong's axioms?



## Evaluating BCNF decomposition

The example from the database course:

```
check2 :-
    FDS = [ [branchName] -> [assets, branchCity],
            [loanNumber] -> [amount, branchName],
            [customerName] -> [customerName] ], % cheat to get this attribute in!
    bcnf(FDS, BCNF), writeln(['BCNF decomposition of ', FDS, ' is ', BCNF]).
```

**check2.**

↳ Attribute set is [branchCity,assets,branchName,amount,loanNumber,customerName]

Use [branchName]->[assets,branchCity]  
to split [branchCity,assets,branchName,amount,loanNumber,customerName]  
into [branchName,assets,branchCity]  
and [branchName,amount,loanNumber,customerName]

Use [loanNumber]->[amount,branchName]  
to split [branchName,amount,loanNumber,customerName]  
into [loanNumber,amount,branchName]  
and [loanNumber,customerName]

BCNF decomposition of [[branchName]->[assets,branchCity],  
[loanNumber]->[amount,branchName], [customerName]->[customerName]]  
is [[branchName,assets,branchCity], [loanNumber,amount,branchName],  
[loanNumber,customerName]]

## *A final example*

And finally, a more abstract, toy example:

```
check3 :-
    FDS = [ [a,b]->[c],
            [b]->[d],
            [e]->[f],
            [c,e]->[a] ],
    bcnf(FDS, BCNF), writeln(['BCNF decomposition of ', FDS, ' is ', BCNF]).
```

### **check3.**

```
⇒ Attribute set is [c,a,b,d,f,e]
   Use [a,b]->[c] to split [c,a,b,d,f,e] into [b,a,c] and [a,b,d,f,e]
   Use [b]->[d] to split [a,b,d,f,e] into [b,d] and [a,b,f,e]
   Use [e]->[f] to split [a,b,f,e] into [e,f] and [a,b,e]
   BCNF decomposition of [[a,b]->[c],[b]->[d],[e]->[f],[c,e]->[a]]
   is [[b,a,c],[b,d],[e,f],[a,b,e]]
```

✎ *What would you change in order to find all BCNF decompositions?*

## Summary

Can you answer the following questions?

- ✎ *What happens when we ask `digits([A,B,A])`?*
- ✎ *How many times will `soln2` backtrack before finding a solution?*
- ✎ *How would you check if the solution to the puzzle is unique?*
- ✎ *How would you generalize the puzzle solution to solve arbitrary additions?*
- ✎ *The predicate `in/2` can be used both to check if an element is in a list, and to select elements from a list. Does `subset/2` also have this property? Why or why not?*
- ✎ *Can you justify that each of the recursive predicates will terminate?*
- ✎ *What would you do if you couldn't change the precedence of `->/2`?*
- ✎ *Can you verify that the `closure/3` predicate is correct?*
- ✎ *What would happen if we didn't cut in `minkey/4`?*
- ✎ *How could we generate the set of all min keys?*
- ✎ *Would it be just as easy to implement these solutions with a functional language?*

# 11. Symbolic Interpretation

## Overview

- ❑ Interpretation as Proof
- ❑ Operator precedence: representing programs as syntax trees
- ❑ An interpreter for the calculator language
- ❑ Implementing a Lambda Calculus interpreter
- ❑ Examples of lambda programs ...

# *Interpretation as Proof*

One can view the execution of a program as a step-by-step “proof” that the program reaches some terminating state, while producing output along the way.

- ➡ The program and its intermediate states are represented as structures (typically, as syntax trees)
- ➡ Inference rules express how one program state can be transformed to the next

# Representing Programs as Trees

Recall our Calculator example [Schmidt]:

```

P      ::=  'on' S
S      ::=  E 'total' S      |      E 'total' 'OFF'
E      ::=  E1 '+' E2        |      E1 '*' E2      |      'if' E1 'then' E2 'else' E3
          |      'lastanswer'      |      '(' E ')'      |      N
    
```

Syntax trees can be modelled directly as Prolog terms. For example, the program:

```
on 2+3 total lastanswer + 1 total off
```

can be modelled by the term:

```
on(total(2+3, total(lastanswer+1, off)))
```

## Prefix and Infix Operators

Operator type and precedence can be defined to achieve convenient syntax:

```
:- op(900, fx, on).
:- op(800, xfy, total).
:- op(600, fx, if).
:- op(590, xfy, then).
:- op(580, xfy, else).
% op(500, yfx, +).           % these are pre-defined ...
% op(400, yfx, *).
```

The higher the precedence, the higher in the syntax tree the operator will appear.

Operators can be declared (i) xfy for right-associative, (ii) yfx for left-associative (iii) xfx for non-associating, (vi) fx and fy (e.g., not not P) for prefix, (v) xf and yf for postfix:

```
?- 1+2+3*4 = +(+(1,2),*(3,4)).
```

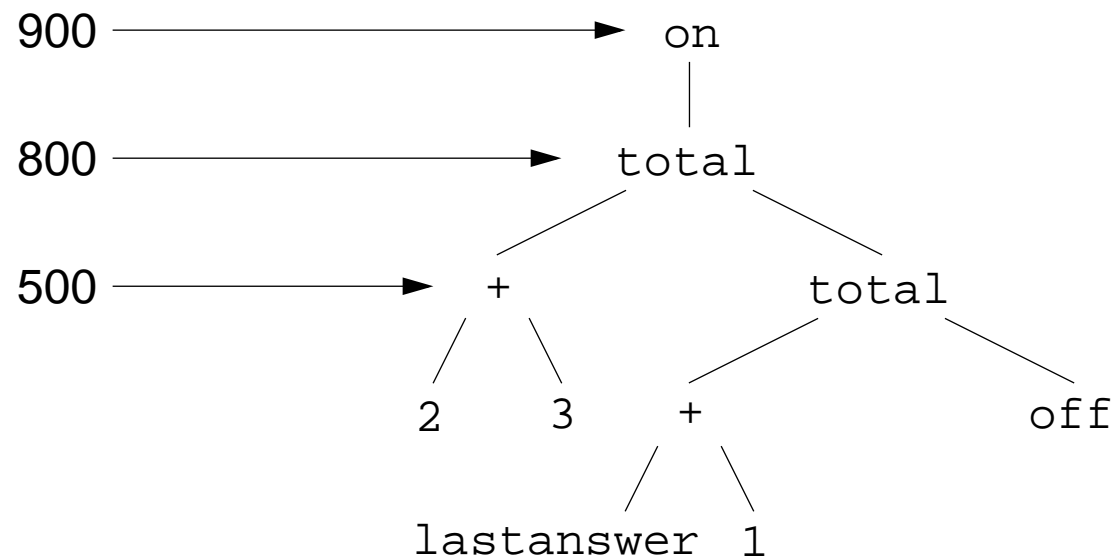
⇒ yes

```
?- (on 2+3 total lastanswer+1 total off)
    == on(total(2+3, total(lastanswer+1, off))).
```

⇒ yes

# Operator precedence

```
on 2+3 total lastanswer+1 total off
== on(total(2+3, total(lastanswer+1, off))).
```





# *Standard Operators*

The following operator precedences are predefined for SICSTUS Prolog:

```
op(1200, xfx, [ :- , -- ]).
```

```
op(1200, fx, [ :- , ?- ]).
```

```
op(1150, fx, [ mode , public , dynamic , multifile , parallel , wait ]).
```

```
op(1100, xfy, [ ; ]).
```

```
op(1050, xfy, [ -> ]).
```

```
op(1000, xfy, [ ', ' ]).
```

```
op(900, fy, [ \+ , spy , nospy ]).
```

```
op(700, xfx, [ =, is, =.., ==, \==, @<, @>, @=<, @>=, :=, =\=, <, >, =<, >= ]).
```

```
op(500, yfx, [ +, -, /\ , \/ ]).
```

```
op(500, fx, [ + , - ]).
```

```
op(400, yfx, [ * , / , // , << , >> ]).
```

```
op(300, xfx, [ mod ]).
```

```
op(200, xfy, [ ^ ]).
```

# *Building a Simple Interpreter*

Top level programs:

```
on S :- seval(S, 0).
```

Statements:

```
seval(E total off, Prev) :-
```

```
    xeval(E, Prev, Val),  
    print(Val), nl.
```

```
seval(E total S, Prev) :-
```

```
    xeval(E, Prev, Val),  
    print(Val), nl,  
    seval(S, Val).
```

Expressions:

```
xeval(N, _, N) :-
```

```
    number(N).
```

```
xeval(E1+E2, Prev, V) :-
```

```
    xeval(E1, Prev, V1),  
    xeval(E2, Prev, V2),  
    V is V1+V2.
```

```
xeval(E1*E2, Prev, V) :-
```

```
    xeval(E1, Prev, V1),  
    xeval(E2, Prev, V2),  
    V is V1*V2.
```

```
xeval(lastanswer, Prev, Prev).
```

```
xeval(if E1 then E2 else _, Prev, Val) :-
```

```
    xeval(E1, Prev, 0),!,  
    xeval(E2, Prev, Val).
```

```
xeval(if _ then _ else E3, Prev, Val) :-
```

```
    xeval(E3, Prev, Val).
```

## Running the Interpreter

```
?- on 2+3 total off.
+ 1 1 Call: on 2+3 total off ?
+ 2 2 Call: seval(2+3 total off,0) ?
+ 3 3 Call: xeval(2+3,0,_660) ?
+ 4 4 Call: number(2+3) ?
+ 4 4 Fail: number(2+3) ?
+ 4 4 Call: xeval(2,0,_892) ?
+ 5 5 Call: number(2) ?
+ 5 5 Exit: number(2) ?
+ 4 4 Exit: xeval(2,0,2) ?
+ 6 4 Call: xeval(3,0,_885) ?
+ 7 5 Call: number(3) ?
+ 7 5 Exit: number(3) ?
+ 6 4 Exit: xeval(3,0,3) ?
+ 8 4 Call: _660 is 2+3 ?
+ 8 4 Exit: 5 is 2+3 ?
+ 3 3 Exit: xeval(2+3,0,5) ?
+ 9 3 Call: print(5) ?
+ 9 3 Exit: print(5) ? 5
+ 10 3 Call: nl ?
+ 10 3 Exit: nl ?
+ 2 2 Exit: seval(2+3 total off,0) ?
+ 1 1 Exit: on 2+3 total off ?
```

yes

# Lambda Calculus Interpreter

A somewhat more ambitious example is a Lambda Calculus interpreter.

First we must choose a syntax for lambda expressions:

```
:- op(650, xfy, :).           % body of abstraction
:- op(600, fx, \).           % abstraction
:- op(500, yfx, @).           % application
```

We cannot write  $e1\ e2$  in Prolog, so we must introduce an operator for application.

For example, we will represent the lambda expression:

$(\lambda x . \lambda y . x\ y)\ y$

by the Prolog term:

$(\lambda x : \lambda y : x@y) @ y \quad == \quad @(:(\lambda(x), :(\lambda(y), @(x,y))), y).$

# Semantics

Alpha, beta and eta conversion are expressed as predicates over the “before” and “after” forms of lambda expressions:

```
alpha(\X:E, \Y:EY) :-      fv(E, FE),
                           not(in(Y, FE)),
                           subst(Y, X, E, EY).

beta((\X:E1)@E2, E3) :-    subst(E2, X, E1, E3).

eta(\X:E@X, E) :-         fv(E, F),
                           not(in(X, F)).
```

## Free Variables

To implement conversion and reduction, we need to know the free variables in an expression:

```
fv(X, [X]) :-      isname(X).
fv(E1@E2, F12) :-  fv(E1, F1),
                    fv(E2, F2),
                    union(F1, F2, F12).

fv(\X:E, F) :-      isname(X),
                    fv(E, FE),
                    diff(FE, [X], F).

isname(N) :-         atom(N); number(N).
```

For example:

```
?- fv(\x: \y:x@y@z , F).
↪ F = [z] ?
yes
```

# Substitution

The predicate `subst(E, X, EX, EE)` is true if substituting `E` for `X` in `EX` yields `EE`:

```
subst(E, X, X, E) :-
    isname(X), !.
subst(E, X, Y, Y) :-
    isname(X), isname(Y),
    X \== Y.

subst(E, X, E1@E2, EE1@EE2) :-
    subst(E, X, E1, EE1),
    subst(E, X, E2, EE2).

subst(E, X, \X:E1, \X:E1).
subst(E, X, \Y:E1, \Y:EE1) :-
    X \== Y,
    fv(E, FE),
    not(in(Y, FE)), !,
    subst(E, X, E1, EE1).
```

This rule avoid name capture by substituting `Y` by a new name `Z`:

```
subst(E, X, \Y:E1, \Z:EEZ) :-
    X \== Y,
    fv(E, FE),
    % in(Y, FE),
    fv(E1, F1),
    union(FE, F1, FU),
    newname(Y, Z, FU),
    subst(Z, Y, E1, EZ),
    subst(E, X, EZ, EEZ).
```

## *Renaming*

`newname(Y, Z, F)` is true if `Z` is a new name for `Y`, not in `F`

```
newname(Y, Y, F) :- not(in(Y, F)), !.  
newname(Y, Z, F) :- tick(Y, T), newname(T, Z, F).
```

The built-in predicate `name(X, L)` is true if the name `X` is represented by the ASCII list `L`

`tick(Y, Z)` is true if `Z` is `Y` with a “tick” (‘ = ASCII 39) appended

```
tick(Y, Z) :- name(Y, LY), append(LY, [39], LZ), name(Z, LZ).
```

For example:

```
?- tick(x, Y).
```

```
↪ Y = x' ?  
yes
```

```
?- subst(x@y, z, \x:x@z, E).
```

```
↪ E = \x':x'@(x@y)  
yes
```



## Normal Form Reduction

$E \Rightarrow NF$  is true if  $E$  reduces to normal form  $NF$ ;

$\text{lazy}(E, EE)$  is true if  $E$  reduces to  $EE$  by one normal-order reduction:

```
:- op(900, xfx, =>).
E => NF :-                lazy(E, EE), !, EE => NF.
X => X.                    % no more reductions possible, so stop
lazy(E1, E2) :-           beta(E1, E2), !.
lazy(E1, E2) :-           eta(E1, E2), !.
lazy(E0@E2, E1@E2) :-    lazy(E0, E1), !.
```

For example:

```
?- (\x : (\y:x)@(\x:x)@x ) @ y => E.
```

```
⇨ E = y@y ?
```

```
yes
```

## Viewing Intermediate States

The  $\Rightarrow$  predicate tells us what normal form a lambda expression reduces to, but does not tell us what reductions take us there.

To see intermediate reductions, we can print out each step:

```
:- op(800, fx, eval).
eval E :-
    lazy(E, EE), !,
    write(E), nl, write('-> '),
    eval EE.
eval E :-
    write(E), nl, write('STOP'), nl.
```

The same example yields:

```
?- eval (\x: \y: x@y) @ y.
⇨ (\x: \y: x@y)@y
   -> \y': y@y'
   -> y
   STOP
```

# Lazy Evaluation

The lambda expression  $\Omega = (\lambda x. x x) (\lambda x. x x)$  has no normal form:

```
?- W = ((\x:x@x) @ (\x:x@x)),
    eval W.
⇨ (\x:x@x)@(\x:x@x)
   -> (\x:x@x)@(\x:x@x)
   -> (\x:x@x)@(\x:x@x)
    <interrupt>
[Execution aborted]
```

But lazy evaluation allows it to be passed as a parameter if unused:

```
?- W = ((\x:x@x) @ (\x:x@x)),
    eval (\x:y) @ W.
⇨ (\x:y)@((\x:x@x)@(\x:x@x))
   -> y
    STOP
```

# Booleans

Recall the standard encoding of Booleans as lambda expressions that return their first (or second) argument:

```
?- True = \x: \y:x,
   False = \x: \y:y,
   Not = \b:b@False@True,
   eval Not@True.
```

```
⇨ (\b:b@(\x: \y:y)@(\x: \y:x))@(\x: \y:x)
   -> (\x: \y:x)@(\x: \y:y)@(\x: \y:x)
   -> (\y: \x: \y:y)@(\x: \y:x)
   -> \x: \y:y
   STOP
```

# Tuples

Recall that tuples can be modelled as higher-order functions that pass the values they hold to another (client) function:

```
?- True = \x: \y:x, False = \x: \y:y,
   Pair = (\x: \y: \z: z@x@y),
   First = (\p:p @ True),
   eval First @ (Pair @ 1 @ 2).

⇨ (\p:p@(\x: \y:x))@((\x: \y: \z:z@x@y)@1@2)
  -> (\x: \y: \z:z@x@y)@1@2@(\x: \y:x)
  -> (\y: \z:z@1@y)@2@(\x: \y:x)
  -> (\z:z@1@2)@(\x: \y:x)
  -> (\x: \y:x)@1@2
  -> (\y:1)@2
  -> 1
STOP
```

# Natural Numbers

And natural numbers can be modelled using the standard encoding (though you probably won't like what you see!):

```
?- True = \x: \y:x, False = \x: \y:y,
   Pair = (\x: \y: \z: z@x@y), First = (\p:p @ True), Second = (\p:p @ False),
   Zero = \x:x, Succ = \n:Pair@False@n, Succ@Zero => One,
   IsZero = First, Pred = Second,
   eval IsZero@(Pred@One).
```

```
⇨ (\p:p@(\x: \y:x))@((\p:p@(\x: \y:y))@(\z:z@(\x: \y:y)@(\x:x)))
  -> (\p:p@(\x: \y:y))@(\z:z@(\x: \y:y)@(\x:x))@(\x: \y:x)
  -> (\z:z@(\x: \y:y)@(\x:x))@(\x: \y:y)@(\x: \y:x)
  -> (\x: \y:y)@(\x: \y:y)@(\x:x)@(\x: \y:x)
  -> (\y:y)@(\x:x)@(\x: \y:x)
  -> (\x:x)@(\x: \y:x)
  -> \x: \y:x
  STOP
```

yes

## Fixed Points

Recall that we could not model the fixed point combinator Y in Haskell because self-application cannot be typed.

In our untyped interpreter, we can implement Y:

```
?- Y = \f:(\x:f@(x@x))@(\x:f@(x@x)),
   FP = Y@e,
   eval FP.

⇨ (\f:(\x:f@(x@x))@(\x:f@(x@x)))@e
   -> (\x:e@(x@x))@(\x:e@(x@x))
   -> e@((\x:e@(x@x))@(\x:e@(x@x)))
   STOP
```

Note that this sequence validates that  $e@FP \leftrightarrow FP$ .

# Recursive Functions as Fixed Points ...

```
?- True = \x: \y:x, False = \x: \y:y,
   Pair = (\x: \y: \z: z@x@y), First = (\p:p @ True), Second = (\p:p @ False),
   Zero = \x:x, Succ = \n:Pair@False@n, Succ@Zero => One,
   IsZero = First, Pred = Second,
   Y = \f:(\x:f@(x@x))@(\x:f@(x@x)),
   RPlus = \plus: \n: \m : IsZero@n @m @(plus @ (Pred@n)@(Succ@m)),
   Y@RPlus => FPlus, FPlus@One@One => Two,
   eval IsZero@(Pred@(Pred@Two)).
```

```
⇒ (\p:p@(\x: \y:x))@((\p:p@(\x: \y:y))
    @((\p:p@(\x: \y:y))@(\z:z@(\x: \y:y)@(\z:z@(\x: \y:y)@(\x:x))))))
-> (\p:p@(\x: \y:y))
    @ ((\p:p@(\x: \y:y))@(\z:z@(\x: \y:y)@(\z:z@(\x: \y:y)@ (\x:x)))) @ (\x: \y:x)
-> (\p:p@(\x: \y:y)) @ (\z:z@(\x: \y:y)@(\z:z@(\x: \y:y)@(\x:x)))
    @ (\x: \y:y)@(\x: \y:x)
-> (\z:z@(\x: \y:y)@(\z:z@(\x: \y:y)@(\x:x)))@(\x: \y:y)@(\x: \y:y)@(\x: \y:x)
-> (\x: \y:y)@(\x: \y:y)@(\z:z@(\x: \y:y)@(\x:x))@(\x: \y:y)@(\x: \y:x)
-> (\y:y)@(\z:z@(\x: \y:y)@(\x:x))@(\x: \y:y)@(\x: \y:x)
-> (\z:z@(\x: \y:y)@(\x:x))@(\x: \y:y)@(\x: \y:x)
-> (\x: \y:y)@(\x: \y:y)@(\x:x)@(\x: \y:x)
-> (\y:y)@(\x:x)@(\x: \y:x)
-> (\x:x)@(\x: \y:x)
-> \x: \y:x
STOP
```



# Summary

## You should know the answers to these questions:

- ☐ How can you represent programs as syntax trees? How can you represent syntax trees as Prolog terms?
- ☐ How can you define the syntax of your own language in Prolog?
- ☐ Why did we define “:” as right associate but “@” as left-associative?
- ☐ What is the difference between `Succ@Zero=>One` and `One=Succ@Zero`?

## Can you answer the following questions?

- ✍ *How would you implement an interpreter for the assignment language we defined earlier?*
- ✍ *Why didn't we use “.” in our syntax for lambda expressions?*
- ✍ *Does the order of the `fv / 2` rules matter? What about `subst / 4`?*
- ✍ *Can you explain each usage of “cut” (!) in the lambda interpreter?*
- ✍ *Can you think of other ways to implement `newname / 3`?*
- ✍ *How would you modify the lambda interpreter to use strict evaluation?*

## 12. Scripting

### Overview

- ❑ Scripting vs. Programming
- ❑ Python — an object-oriented scripting language
- ❑ Example: gluing web objects with Python

### References:

- ❑ Guido van Rossum, *Python Tutorial*, Stichting Mathematisch Centrum, Amsterdam, 1996.
- ❑ Guido van Rossum, *Python Reference Manual*, Stichting Mathematisch Centrum, Amsterdam, 1996.
- ❑ Guido van Rossum, *Python Library Reference*, Stichting Mathematisch Centrum, Amsterdam, 1996.
- ❑ Aaron Watters , Guido van Rossum and James C. Ahlstrom, *Internet Programming with Python*, M&T Books, 1996.
- ❑ Mark Lutz, *Programming Python*, O'Reilly, 1996.

## *Scripting vs. Programming*

Whereas a general-purpose programming language can be used to write standalone applications, the main purpose of a *scripting language* is to be “glue” components that are written in other language.

- ❑ Unix shell:           glues Unix programs written in C or other languages
- ❑ TCL:                 glues C libraries, e.g. TK interface to X Window system
- ❑ Applescript:         glues Macintosh applications
- ❑ Visual basic:        glues COM, ActiveX components

A scripting language can often be used as an *embedding language*, allowing an application to be scriptable:

- ❑ Emacs editor:       scriptable by EMACS Lisp
- ❑ Alpha editor:       scriptable by TCL

*The distinction is not always clear — e.g., Smalltalk is also used as a “glue language”, and Python and Perl can be used as general-purpose programming languages ...*

# Python

Python is an object-oriented scripting language that supports both scripting and programming-in-the-large:

## **Scripting features:**

- ☐ Built-in high-level abstractions: strings, big numbers, lists and dictionaries
- ☐ Standard libraries: files, strings, regular expressions, math, time, threads, sockets, CGI, http, ftp, HTML parsing ...
- ☐ Compilation to byte-code, garbage collection
- ☐ Dynamically bound names, run-time type-checking, “eval”

## **Programming-in-the-large:**

- ☐ Name spaces, modules, objects, multiple inheritance, exceptions
- ☐ “Everything is an object”

# *A taste of Python*

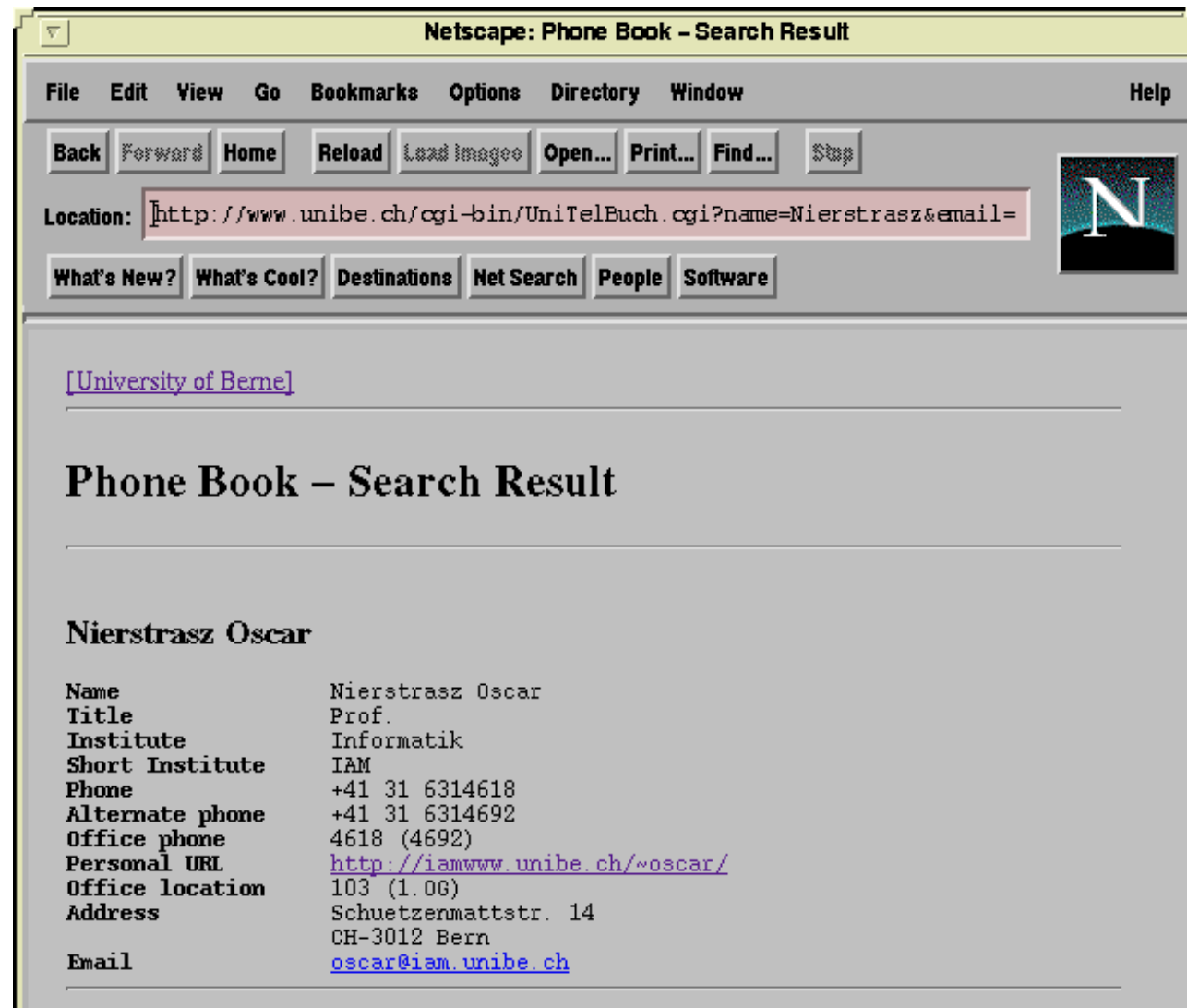
```
oscar@pogo 1: python
Python 1.4 (Jun 4 1997) [GCC 2.7.2]
Copyright 1991-1995 Stichting Mathematisch Centrum, Amsterdam
>>> 1+2                                # Python can also be used interactively
3
>>> 7/3
2
>>> x, y = 7.0, 3                        # NB: tuple assignment
>>> x/y
2.333333333333
>>> "hello world"                      # Show the "official" representation
'hello world'
>>> hi = 'hello\nworld'
>>> hi
'hello\012world'
>>> print hi                            # Show the "pretty" string representation of hi
hello
world
>>> hi = hi[:6] + "there"               # Construct new string using slice, and rebind hi
>>> print hi                            # Old value of hi is garbage collected
hello
there
```

```
>>> hi[6] = ' ' # Oops -- strings are immutable!
Traceback (innermost last):
File "<stdin>", line 1, in ?
TypeError: can't assign to this subscripted object
>>> print "%s %s" % (hi[:5], hi[7:])
hello here

>>> range(0,10) # Generate a list of numbers
[0, 1, 2, 3, 4, 5, 6, 7, 8, 9]
>>> reduce(lambda x, y: x+y, range(0,10))
45
>>> reduce(lambda x, y: x+y, ['hello', 'there'])
'hellothere'

>>> phone = { 'office' : 4618, 'fax' : 3965, 'sec' : 4692 }
>>> phone['fax'] = 3355 # NB: lists and dictionaries are mutable!
>>> phone.keys()
['office', 'fax', 'sec']
>>> phone.values()
[4618, 3355, 4692]
>>> phone.has_key('home')
0
>>> len(phone)
3
```

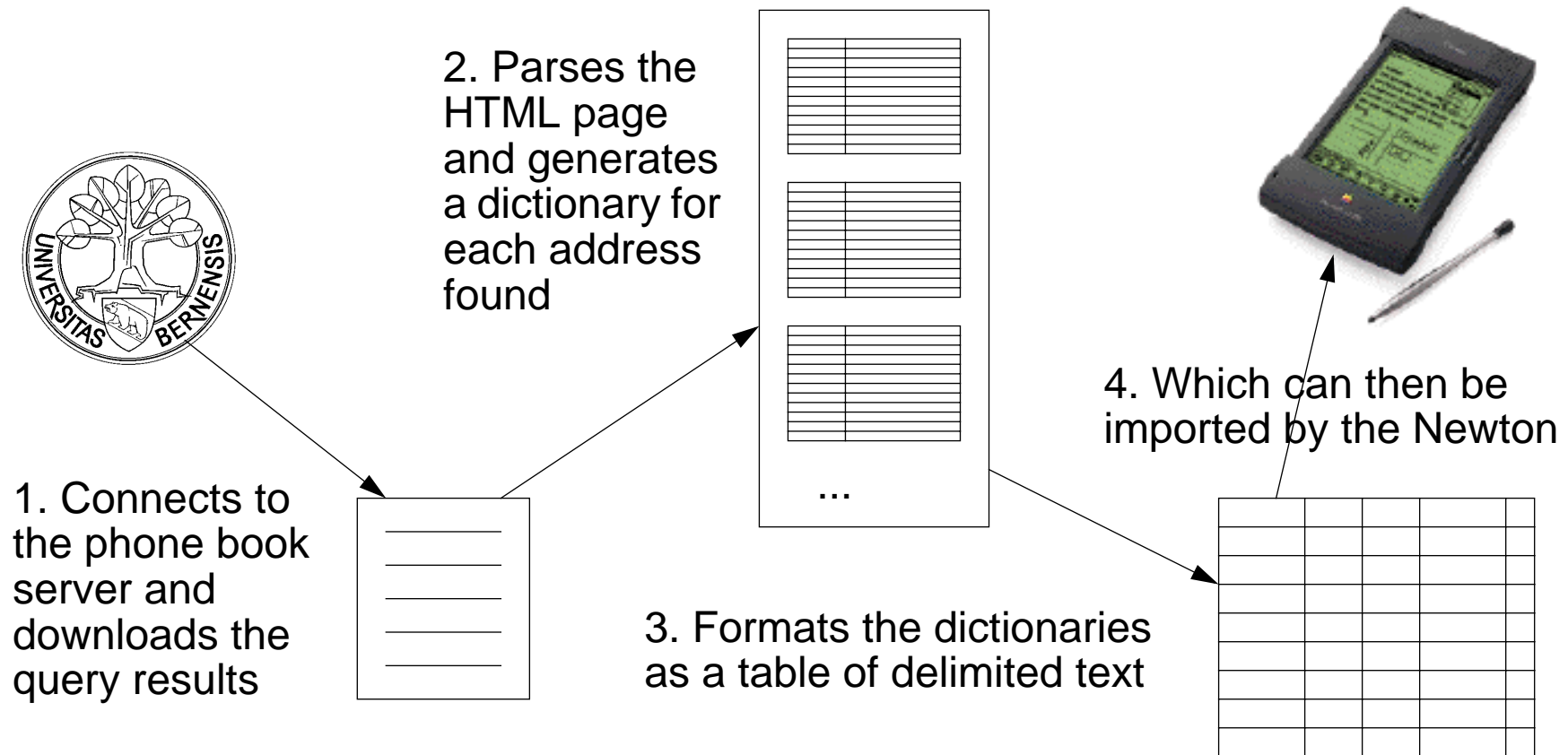
# *The Uni Berne on-line Phone Book*



# Gluing Web Objects

The University's Web Phone Service is nice, but is not ideal for interchanging information with, for example, the Newton MessagePad 2000's Names application.

We would like to script a tool that:





## *The ubtb script interface*

```
#!/home/scgstat/Software/python1.4/bin/python
"""
ubtb --- interface to Uni Berne Telephone Book
Usage: ubtb [-dt|-nt] <name> ...
Returns either delimited text (-dt) or normal text (-nt)
(c) Oscar Nierstrasz 1997
"""

import sys                                # System module, for arguments, stderr etc.
from string import split, join            # Some basic string functions

def main():
    parsepage = ParsePage()               # Instantiate a function object
    format = lambda page: showFields(selFields, page) # default format
    results = []                           # Start with empty list of dictionaries
    for arg in sys.argv[1:]:               # Pick up the script arguments
        if arg == "-dt":                   # Toggle the format function to use
            format = lambda page: delText(selFields, page)
        elif arg == "-nt":
            format = lambda page: showFields(selFields, page)
        else:                              # Convert the query results to dictionaries
            results = results + parsepage(getpage(arg))
    format(results)                        # And print them out!
```

## *Talking to an HTTP server*

```
def getpage(name):
    """get an HTML query results for "name" from the
    Uni Berne Phone Book web server"""
    from urllib import urlopen                # The http equivalent of open()
    ubtb = "http://www.unibe.ch/cgi-bin/UniTelBuch.cgi"
    try:
        name = join(split(name, ' '), '+')    # Replace blanks by '+' signs
        url = urlopen("%s?name=%s" % (ubtb,name)) # Supply arguments to CGI script
    except:
        sys.stderr.write("Can't open " + ubtb)
        sys.exit(1)                           # Exit with error code to shell
    page = url.read()                          # Read the whole page
    url.close()                                # Cf. file close
    return page                                # Return the entire string
```

## *The HTML results*

Now we need to extract the (key,value) pairs from the web page.

```
<DL COMPACT></DL><head>
<title>Phone Book - Search Result</title>
</head>
<body>
<a href="/">[University of Berne]</a>
<hr>
<h1>Phone Book - Search Result</h1>
<pre>
<hr>
</pre><h3>Nierstrasz Oscar</h3><pre>
<strong>Name</strong>           Nierstrasz Oscar
<strong>Title</strong>         Prof.
<strong>Institute</strong>     Informatik
<strong>Short Institute</strong> IAM
<strong>Phone</strong>         +41 31 6314618
<strong>Alternate phone</strong> +41 31 6314692
<strong>Office phone</strong>  4618 (4692)
<strong>Personal URL</strong>  <a href="http://iamwww.unibe.ch/~oscar/">http://iamwww. ...
<strong>Office location</strong> 103 (1.OG)
<strong>Address</strong>       Schuetzenmattstr. 14
<strong></strong>              CH-3012 Bern
<strong>Email</strong>         <a href="mailto:oscar@iam.unibe.ch">oscar@iam.unibe.ch</a>
<hr>
</pre>
<a href="/Adm/Adm.html">Webmaster of the University of Berne</a>
</body>
```

## *A page parsing function object*

The regular expression package provides us with the parsing functionality we need.

Each regular expression must be “compiled” (i.e., into a state machine) before it can be used. Rather than compiling our regular expressions each time we parse a page, we use a function object that compiles them just once, when it is constructed:

```
class ParsePage:
    def __init__(self):
        """initialize a ParsePage function object"""
        import regex
        # Recognize (key, value) pairs:
        self.getFields = regex.compile("^<strong>\([^<]*\)</strong>[ \t]*\(.*\)$")
        # Get rid of the HTML anchors surrounding text:
        self.stripAnchor = regex.compile("^<a href=[^>]+>\([^<]+\)</a>$")
```

*The parts we wish to extract are surrounded by \ ( . . . \ ) pairs.*

## Parsing the HTML

```
class ParsePage:
    ...
    def __call__(self, page):
        """parse output from phone book and return a list of dictionaries"""
        results = [] # Will hold the list of dictionaries
        gf = self.getFields # Make some short, local names
        sa = self.stripAnchor
        for line in split(page, "\n"): # Split the page into lines
            # start a new dictionary at start of new address
            if line[:10] == "</pre><h3>":
                dict = {} # Make a new, empty dictionary
                results.append(dict) # Add it to the end of the list
            else:
                if gf.match(line) > 0:
                    (key,val) = gf.group(1,2) # Extract the (key,val) pair
                    if sa.match(val) > 0: # Strip away any HTML anchors
                        val = sa.group(1) # Extract just the URL
                    if key == "": # An empty key means a continued line
                        key = prevkey # from the previous key
                        dict[key] = "%s, %s" % (dict[key],val)
                    else:
                        dict[key] = val
                    prevkey = key # Remember the key
        return results
```

# Formatting

We select the fields that interest us:

```
selFields = [ 'Title', 'Name', 'Institute', 'Address',
              'Phone', 'Alternate phone', 'Email', 'Personal URL', ]
```

The vanilla formatter:

```
def showFields(fields, dictList):           # Print the selected fields
    padding = 20                           # Space reserved for field names
    for dict in dictList:
        for field in fields:
            if dict.has_key(field):         # Print nothing if a field is missing
                print pad(field+":",padding),
                print dict[field]
        print
def pad(s,n):
    """pad a string to a given length"""
    if len(s) < n:
        return s + ' ' * (n - len(s))     # Append a string of blanks
    else:
        return s
```

# *Vanilla formatting*

```
% ubtb "oscar nierstrasz"
```

```
Title:          Prof.
Name:           Nierstrasz Oscar
Institute:      Informatik
Address:        Schuetzenmattstr. 14, CH-3012 Bern
Phone:          +41 31 6314618
Alternate phone: +41 31 6314692
Email:          oscar@iam.unibe.ch
Personal URL:   http://iamwww.unibe.ch/~oscar/
```

## *Converting dictionaries to lists*

We need to convert each dictionary into a list of values for the selected fields.

```
def lookup(dict, keys):
    """lookup up a list of keys in a dictionary,
    returning the list of values"""
    return map(lambda k, d=dict: getField(d,k), keys)

def getField(dict,key):
    """lookup keys in a dictionary, returning an empty string
    if the key is not present (instead of raising an exception)"""
    if dict.has_key(key):
        return dict[key]
    else:
        return ""

>>> lookup({'a':'A', 'b':'B', 'c':'C'}, ['a', 'b', 'z'])
⇨ ['A', 'B', '']
```



## *Generating delimited text*

Now we can apply our formatting function to the list of fields, and to the list of dictionaries

```
def delText(fields, dictList):
    """print selected fields of a list of dictionaries as delimited text.
    Print an empty string if a field is missing."""
    # NB: nested function
    def printList(list):
        """print list of fields, separated by tabs,
        and each surrounded by quotes"""
        print '%s' % join(list, '\t')
    printList(fields)
    # convert each dictionary to a list of selected fields:
    fieldList = map(lambda dict, fields=fields: lookup(dict, fields), dictList)
    map(printList, fieldList)
```

*Note that lambdas do not “capture” names in the local scope, so we must pass them in as default arguments!*

## *Delimited Text*

Don't forget to call main:

```
if __name__ == "__main__":           # If called as a script, call main()
    main()                           # Otherwise, i.e., if imported, do nothing
```

And finally we can generate the delimited text for the Newton:

```
% ubtb -dt "hanspeter bieri" "horst bunke" "gerhard jaeger" "oscar nierstrasz"
"Title"  "Name"                "Institute"  "Address"    ...
"Prof."  "Bieri Hanspeter"     "Informatik" "Neubrueckstr. 10, CH-3012 Bern" ...
"Prof."  "Bunke Horst"         "Informatik" "Neubrueckstr. 10, CH-3012 Bern" ...
"Prof."  "Jaeger Gerhard"      "Informatik" "Neubrueckstr. 10, CH-3012 Bern" ...
"Prof."  "Nierstrasz Oscar"    "Informatik" "Schuetzenmattstr. 14, CH-3012 ..."
```

# Summary

## You should know the answers to these questions:

- ☐ How does “scripting” differ from “programming”?
- ☐ What happens when you “import” a module in Python?
- ☐ What is the difference between “import” and “from ... import”?
- ☐ What happens when you evaluate “ $x = x + y$ ”?
- ☐ Does it matter if  $x$  is a number or a string? A user-defined object?
- ☐ How are run-time type errors handled?
- ☐ When can objects be garbage-collected?

## Can you answer the following questions?

- ✎ *Why are strings immutable in Python if other kinds of lists are mutable?*
- ✎ *How would you construct a dictionary from a list of (key, value) pairs?*
- ✎ *What would this program look like without using `lambda` and `map`?*
- ✎ *How many ways can you think of to replace blanks in a string by “+” signs?*
- ✎ *How would you write a script that produces an HTML index of all pages at a web site that are reachable from its home page?*

## 13. Summary, Trends, Research ...

- ❑ Summary: functional, logic and object-oriented languages
- ❑ Scripting languages and Software Composition
- ❑ Research directions

☞ <http://www.iam.unibe.ch/~scg/>

# Functional Languages

## Good for:

- ☐ equational reasoning
- ☐ declarative programming

## Bad for:

- ☐ OOP
- ☐ explicit concurrency
- ☐ run-time efficiency (although constantly improving)

## Trends:

- ☐ standardization: Haskell, “ML 2000”
- ☐ extensions (concurrency, objects): Facile, “ML 2000”, UFO ...

# *Lambda Calculus*

## Good for:

- ☐ simple, operational foundation for sequential programming languages

## Bad for:

- ☐ programming

## Trends:

- ☐ object calculi
- ☐ concurrent, distributed calculi (e.g.,  $\pi$  calculus, “join” calculus ...)

# Type Systems

## Good for:

- ☐ catching type errors
- ☐ documenting interfaces
- ☐ formalizing and reasoning about domains of functions and objects

## Bad for:

- ☐ reflection; self-modifying programs

## Trends:

- ☐ automatic type inference
- ☐ reasoning about concurrency and other side effects

# Polymorphism

## Good for:

- ☐ parametric good for generic containers
- ☐ subtyping good for frameworks (generic clients)
- ☐ overloading syntactic convenience (classes in gopher, overloading in Java)
- ☐ coercion convenient, but may obscure meaning

## Bad for:

- ☐ local reasoning
- ☐ optimization

## Trends:

- ☐ combining subtyping, polymorphism and overloading
- ☐ exploring alternatives to subtyping (“matching”)



# *Denotational Semantics*

## **Good for:**

- ☐ formally and unambiguously specifying languages
- ☐ sequential languages

## **Bad for:**

- ☐ modelling concurrency and distribution

## **Trends:**

- ☐ “Natural Semantics” (inference rules vs. equations)
- ☐ concurrent, distributed calculi

# Logic Programming

## Good for:

- ☐ searching (expert systems, graph & tree searching ...)
- ☐ symbolic interpretation

## Bad for:

- ☐ debugging
- ☐ modularity

## Trends:

- ☐ constraints
- ☐ concurrency

# *Object-Oriented Languages*

## **Good for:**

- ☐ data abstraction
- ☐ modelling real-world “objects”
- ☐ developing reusable frameworks
- ☐ dynamic binding; various forms of polymorphism

## **Bad for:**

- ☐ learning (steep learning curve)
- ☐ understanding (hard to keep systems well-structured)
- ☐ semantics (no agreement)

## **Trends:**

- ☐ extensions to existing paradigms (functional, logic, constraint ...)
- ☐ extensions to concurrency, distribution
- ☐ object-oriented “scripting” (Perl, Python, JavaScript, ActiveX)

# *Scripting Languages*

## **Good for:**

- ☐ rapid prototyping
- ☐ high-level programming
- ☐ reflection; on-the-fly generation and evaluation of programs
- ☐ gluing components from different environments

## **Bad for:**

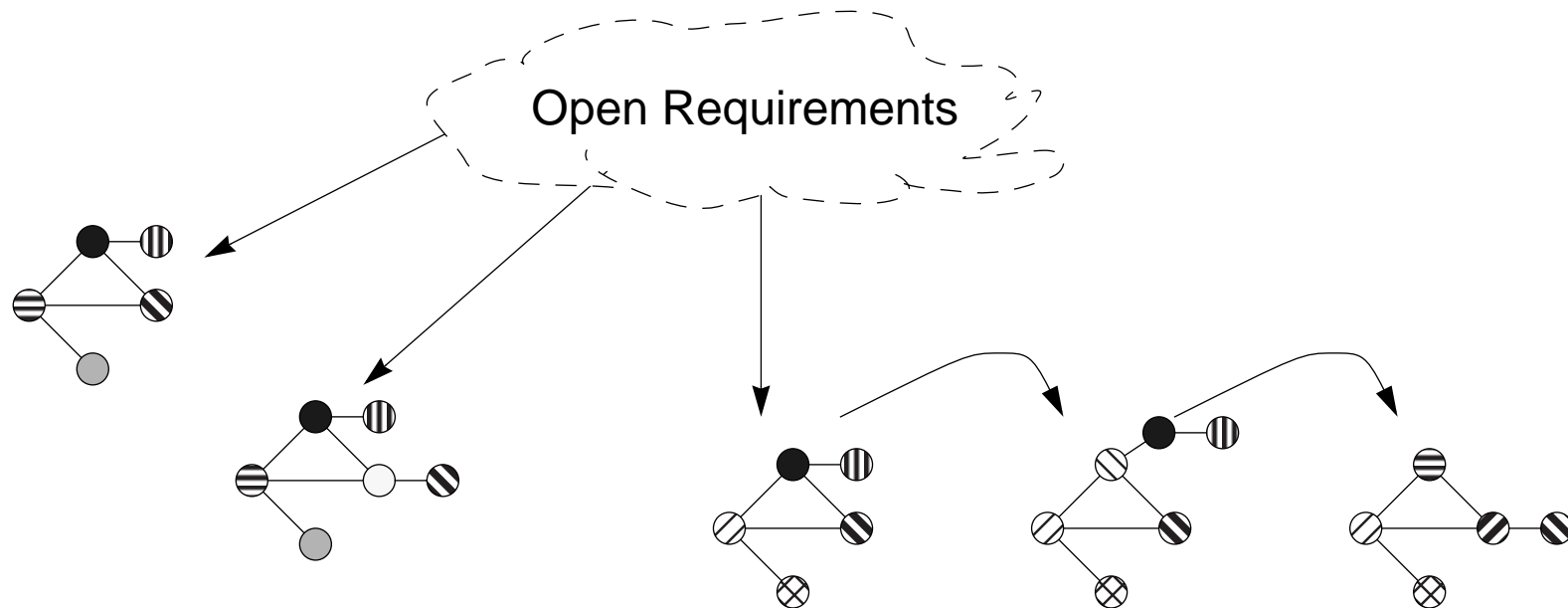
- ☐ type-checking; reasoning about program correctness
- ☐ performance-critical applications

## **Trends:**

- ☐ replacing programming as main development paradigm
- ☐ scriptable applications
- ☐ graphical “builders” instead of languages

# *Open Systems are Families of Applications*

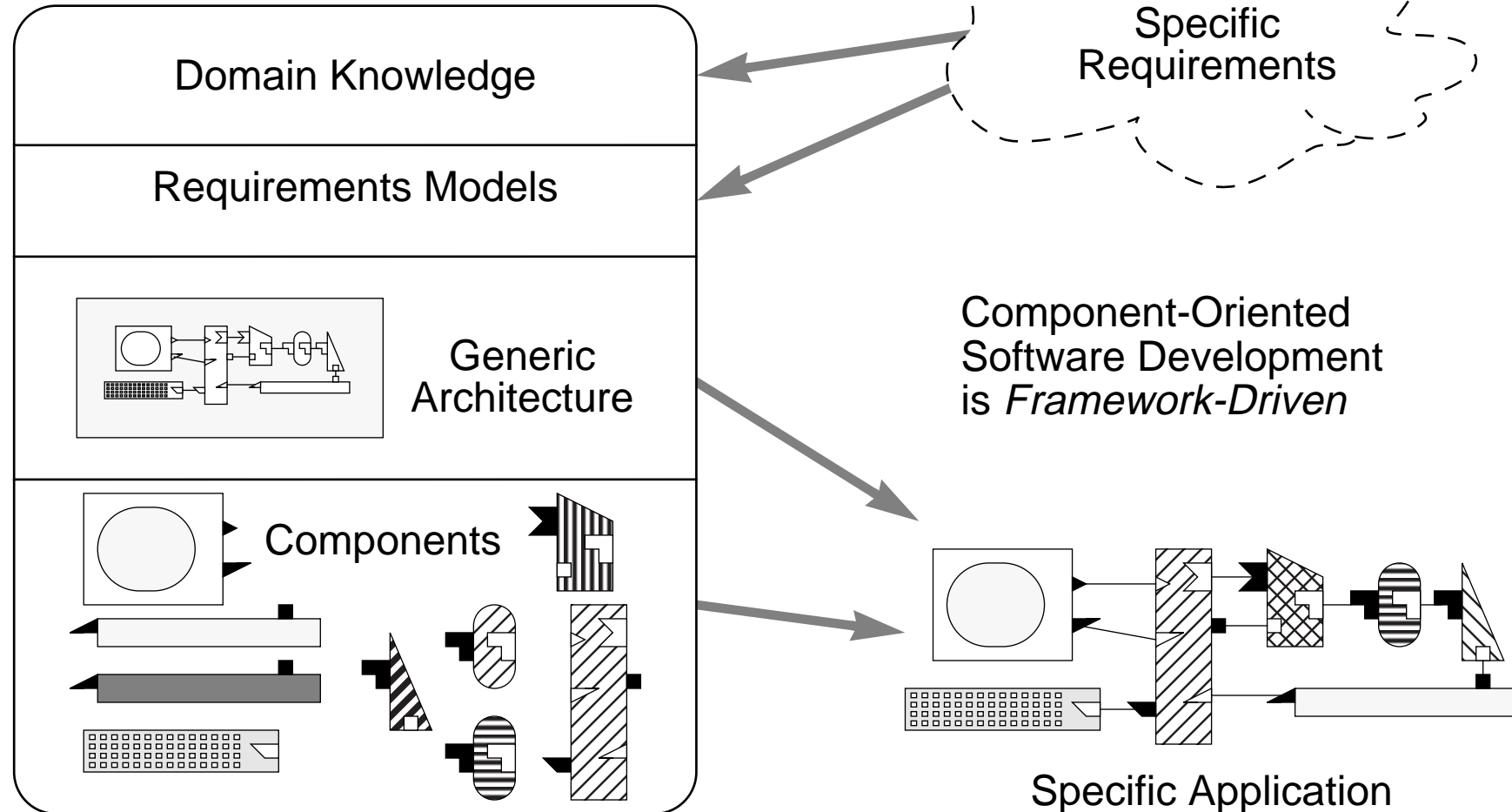
Open systems undergo changing requirements:



An individual system may either be an *instance* of a generic *family* of applications, or a *snapshot in time* of a changing application.

# Component-Oriented Development

*A Component Framework*



# Research Issues

## 1. Languages:

- ➡ How to specify components, architectures and frameworks?
- ➡ How to specify applications as compositions?

## 2. Tools:

- ➡ How to represent and manage framework knowledge?
- ➡ How to visually present and manipulate software components?

## 3. Methods:

- ➡ How to drive application development from frameworks?
- ➡ How to iteratively develop and evolve component frameworks?