Interpreting and Compiling Intex

CS251 Programming Languages
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A New Mini-Language: Intex

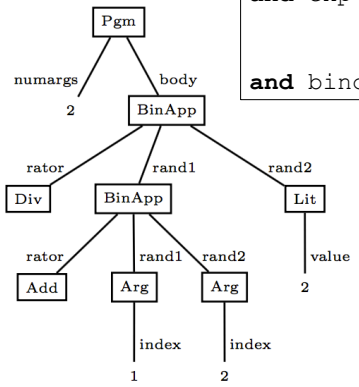
Intex programs are simple arithmetic expressions on integers that can refer to integer arguments.

Intex is the first in a sequence of mini-languages that can be extended to culminate in something that is similar to Racket. At each step along the way, we can add features that allow us to study different programming language dimensions.

This semester, due to lack of time, we will see only the earliest stages of this sequence.

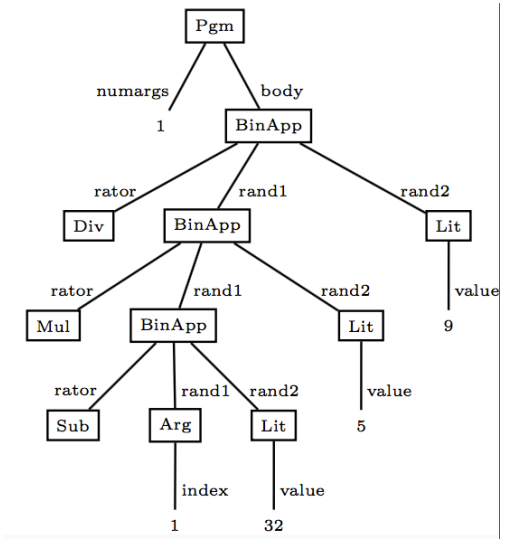
Intex Syntax Trees & Syntactic Data Types

```
datatype pgm = Intex of int * exp
and exp = Int of int
        | Arg of int
        | BinApp of binop * exp * exp
and binop = Add | Sub | Mul | Div | Rem
```




```
val avg = Intex(2, BinApp(Div, BinApp(Add, Arg 1, Arg 2), Int 2))
```


How do we write this Intex program in SML?



Intex Implementation #1: Intex Interpreter in SML

Given an avg-in-Intex program, how can we execute it?

avg machine (I)
- ❑ avg-in-Intex program
- ❑ Intex interpreter machine (I)
  - ✧ Intex-in-SML-interpreter program
  - ✧ SML interpreter machine in wx VM (ignore details)

Intex Interpreter Without Error Checking

```
(* Intex.pgm -> int list -> int *)
fun run (Intex(numargs, exp)) args =
   eval exp args

(* Intex.exp -> int list -> int *)
and eval (Int i) args = i
  | eval (Arg index) args = List.nth(args, index-1)
  | eval (BinApp(binop, exp1, exp2)) args =
    (binopToFun binop)(eval exp1 args, eval exp2 args)

(* Intex.binop -> int * int -> int *)
and binopToFun Add = op+
  | binopToFun Mul = op*
  | binopToFun Sub = op-
  | binopToFun Div = (fn(x,y) => x div y)
  | binopToFun Rem = (fn(x,y) => x mod y)
```


Intex Interpreter With Error Checking

```
exception EvalError of string

(* Intex.pgm -> int list -> int *)
fun run (Intex(numargs, exp)) args =
  if numargs <> length args
  then raise EvalError
         "Mismatch between expected and actual number of args"
  else eval exp args

(* Intex.exp -> int list -> int *)
and eval (Int i) args = i
  | eval (Arg index) args =
    if (index <= 0) orelse (index > length args)
    then raise EvalError "Arg index out of bounds"
    else List.nth(args, index-1)
  | eval (BinApp(binop, exp1, exp2)) args =
    let val i1 = eval exp1 args
        val i2 = eval exp2 args
    in (case (binop, i2) of
         (Div, 0) => raise EvalError "Division by 0"
       | (Rem,0) => raise EvalError "Remainder by 0"
       | _ => (binopToFun binop)(i1, i2))
    end
```


Try it out

```
- run (Intex(1, BinApp(Mul, Arg 1, Arg 1))) [5];
val it = 25 : int

- run (Intex(1, BinApp(Div, Arg 1, Arg 1))) [5];
val it = 1 : int

- run (Intex(1, BinApp(Div, Arg 1, Arg 1))) [0];
uncaught exception EvalError

- run avg [5,15];
val it = 10 : int

- map (run f2c) [[~40], [0], [32], [98], [212]];
val it = [~40,~18,0,36,100] : int list
```

Handling Errors

```
(* Intex.pgm -> int list -> string *)
fun testRun pgm args =
   Int.toString (run pgm args) (* Convert to string so
same type as error messages below *)
   handle EvalError msg => "EvalError: " ^ msg
   | other => "Unknown exception: " ^ (exnMessage other)
```

```
- testRun (Intex(1, BinApp(Div, Arg 1, Arg 1))) [5];
val it = "1" : string

- testRun (Intex(1, BinApp(Div, Arg 1, Arg 1))) [0];
val it = "EvalError: Division by 0" : string

- map (testRun f2c) [[~40], [0], [32], [98], [212]];
val it = ["~40","~18","0","36","100"] : string list
```


Intex programs as S-expression strings

```
Intex(1, BinApp(Mul, Arg 1, Arg 1))
```

```
"(intex 1 (* ($ 1) ($ 1))"
```

```
Intex(2,
      BinApp(Div,
             BinApp(Add, Arg 1, Arg 2),
             Int 2))
```

```
"(intex 2 (/ (+ ($ 1) ($ 2)) 2))"
```

```
Intex(1,
      BinApp(Div,
             BinApp(Mul,
                    BinApp(Sub, Arg 1, Int 32),
                    Int 5),
             Int 9))
```

```
"(intex 1 (/ (* (- ($ 1) 32) 5) 9))"
```


Running Intex programs as S-expression strings

```
(* string -> string -> string *)
fun testRun' pgmSexpString argsSexpString =
  testRun (stringToPgm pgmSexpString)
          (sexpStringToIntList argsSexpString)
  handle SexpError (msg, sexp) =>
     ("SexpError: " ^ msg ^ " " ^ (Sexp.sexpToString sexp))
  | Sexp.IllFormedSexp msg =>
     ("SexpError: Ill-formed sexp " ^ msg)
  | other => "Unknown exception: " ^ (exnMessage other)
```

```
- testRun' "(intex 2 (/ (+ ($ 1) ($ 2)) 2))" "(5 15)";
val it = "10" : string

- map (testRun' "(intex 1 (/ (* (- ($ 1) 32) 5) 9))")
=   ["(-40)", "(0)", "(32)", "(98)", "(212)"];
val it = ["~40","~18","0","36","100"] : string list

- map (testRun' "(intex 1 (/ ($ 1) ($ 1)))")=
=     ["(-17)", "(0)", "(42)"];
val it = ["1”,"EvalError: Division by 0","1"] : string list
```


What do we know about this program?

```
val test = Intex(2,
                 BinApp(Sub,
                        BinApp(Mul, Arg 1, Arg 3),
                        Arg 2))
```

Dynamic vs. Static Checking: Arg Indices

Dynamic check (at runtime) :

```
| eval (Arg index) args =
   if (index <= 0) orelse (index > length args)
   then raise EvalError "Arg index out of bounds"
   else List.nth(args, index-1)
```

Static check (at compile time or checking time, before runtime) :

Idea: We know numargs from program, so can use this to check all argument references without running the program.

Such checks are done by examining thee program syntax tree. Often there is a choice between a *bottom-up* and *top-down* approach to processing the tree.

You will do both approaches for Arg index checking in PS6 Problem 5

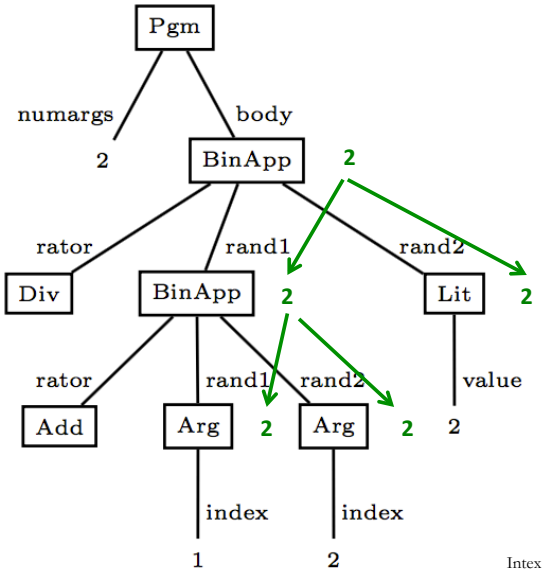
Static Arg Index Checking: Top Down

In top-down phase, pass numargs to every subexpression in program.

Check against every arg Index.

Return true for Arg indices that pass test and subexps Without arg indices

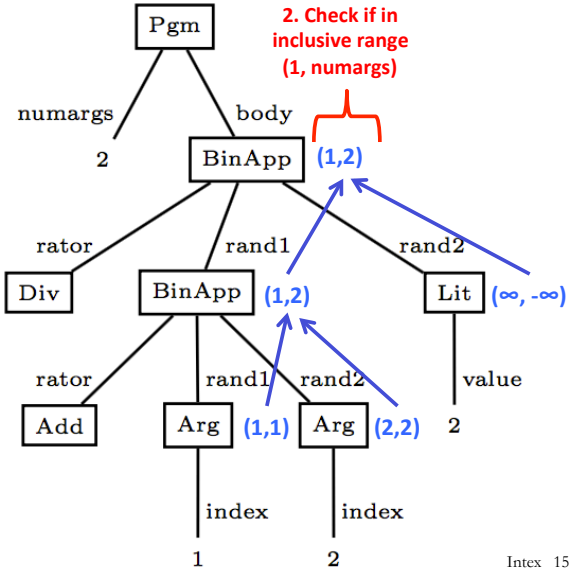
Return false if any Arg index fails test.



Static Arg Index Checking: Bottom Up

1. Calculate (min,max) Index value for every Subexpression in tree In bottom-up fashion

2. Check if in inclusive range (1, numargs)



Intex Implementation #2: Intex-to-Postfix-compiler in SML

Given an avg-in-Intex program, how can we execute it?

avg machine (I)
- ❑ avg-in-PostFix program
  - ✧ avg-in-Intex program
  - ✧ Intex-to-PostFix-compiler machine
    - ○ Intex-to-PostFix-compiler-in-SML program
    - ○ SML interpreter machine in wx VM (ignore details)
- ❑ PostFix interpreter machine (I)
  - ✧ PostFix-in-SML-interpreter program
  - ✧ SML interpreter machine in wx VM (ignore details)

Hand-Compiling Intex to PostFix

Manually translate the following Intex programs to Equivalent PostFix programs

```
val intexP1 = Intex(0, BinApp(Mul,
                              BinApp(Sub, Int 7, Int 4),
                              BinApp(Div, Int 8, Int 2)))

val intexP2 = Intex(4, BinApp(Mul,
                              BinApp(Sub, Arg 1, Arg 2),
                              BinApp(Div, Arg 3, Arg 4)))
```

Reflection: How did you figure out how to translate Intex Arg indices into PostFix Nget indices?

Can we automate this process?

Yes! We can define an intexToPostFix function with type Intex.pgm -> PostFix.pgm and then use it like this:

```
fun translateString intexPgmString =
  PostFix.pgmToString
     (intexToPostFix (Intex.stringToPgm intexPgmString))
```

```
translateString "(intex 1 (* ($ 1) ($ 1)))";
val it = "(postfix 1 1 nget 2 nget mul)" : string

translateString "(intex 1 (/ (* (- ($ 1) 32) 5) 9))";
val it = "(postfix 1 1 nget 32 sub 5 mul 9 div)" : string

translateString "(intex 2 (/ (+ ($ 1) ($ 2)) 2))";
val it = "(postfix 2 1 nget 3 nget add 2 div)" : string
```


How to define intexToPostFix?

```
fun intexToPostFix (Intex.Intex(numargs, exp)) =
  PostFix.PostFix(numargs, expToCmds exp 0)
   (* 0 is a depth argument that statically tracks
      how many values are on stack above the arguments *)

and expToCmds (Intex.Int i) depth = [PostFix.Int i]
  | expToCmds (Intex.Arg index) depth =
    [PostFix.Int (index + depth), PostFix.Nget]
      (* specified argument is on stack at index + depth *)
  | expToCmds (Intex.BinApp(binop,exp1,exp2)) depth =
    (expToCmds exp1 depth)
      (* 1st rand is at same depth as whole binapp *)
    @ (expToCmds exp2 (depth + 1))
      (* for 2nd rand, add 1 to depth to account for 1st rand *)
    @ [PostFix.Arithop (binopToArithop binop)]

and binopToArithop Intex.Add = PostFix.Add
  | binopToArithop Intex.Sub = PostFix.Sub
  | binopToArithop Intex.Mul = PostFix.Mul
  | binopToArithop Intex.Div = PostFix.Div
  | binopToArithop Intex.Rem = PostFix.Rem
```