## CMSC 430, Feb 18th 2020

## Extort

## First things first

## First things first

- Assignment \#2


## First things first

- Assignment \#2
- Thanks to those of you that turned it in!


## First things first

- Assignment \#2
- Thanks to those of you that turned it in!
- Hoping to get grading done by the end of the week.


## First things first

- Assignment \#2
- Thanks to those of you that turned it in!
- Hoping to get grading done by the end of the week.
- Two issues:


## First things first

- Assignment \#2
- Thanks to those of you that turned it in!
- Hoping to get grading done by the end of the week.
- Two issues:
- One of my TAs is going to disambiguate github ID <-> UID. If you have concerns about that, contact me ASAP


## First things first

- Assignment \#2
- Thanks to those of you that turned it in!
- Hoping to get grading done by the end of the week.
- Two issues:
- One of my TAs is going to disambiguate github ID <-> UID. If you have concerns about that, contact me ASAP
- Without ELMS/Canvas, how can I best communicate grades?


## We've been Duped

## We've been Duped

- On Thursday we saw that even though we have two types and a semantics for our programs, there's all sorts of undefined behaviour.


## We've been Duped

- On Thursday we saw that even though we have two types and a semantics for our programs, there's all sorts of undefined behaviour.
- One strange consequence of this was that our interpreter and compiler behaved differently!


## We've been Duped

- On Thursday we saw that even though we have two types and a semantics for our programs, there's all sorts of undefined behaviour.
- One strange consequence of this was that our interpreter and compiler behaved differently!
- Why?


## Addressing the error of our ways

## Addressing the error of our ways

- Recap from last time:


## Addressing the error of our ways

- Recap from last time:


## (add1 \#f)

## Addressing the error of our ways

- Recap from last time:


## Addressing the error of our ways

- Recap from last time:
(zero? \#f)


## Addressing the error of our ways

- Recap from last time:


## Addressing the error of our ways

- Recap from last time:

$$
\text { (if (zero? \#f) } 1 \text { 2) }
$$

## Addressing the error of our ways

- Recap from last time:


## (if (zero? \#f) 12 )

- Previously, these were undefined


## Addressing the error of our ways

- Recap from last time:


## (if (zero? \#f) 12 )

- Previously, these were undefined
- In our interpreter we would get a failure because of the errors from the underlying Racket execution


## Addressing the error of our ways

- Recap from last time:


## (if (zero? \#f) 1 2)

- Previously, these were undefined
- In our interpreter we would get a failure because of the errors from the underlying Racket execution
- In our compiler we'd get junk


## Extort

## Extort

- Our language extort the same as dupe except we address errors explicitely

Extort's AST

## Extort's AST

- No changes:


## Extort's AST

- No changes:
○e ::=... | if e e e | zero? e


## Extort's AST

- No changes:

○e : :=... | if e e e | zero? e

- Why don't we need to change the AST?


## C'est man-tick

## C'est man-tick

- Type mismatches in dupe were undefined behavior


## C'est man-tick

- Type mismatches in dupe were undefined behavior
- Do we have to make them defined?


## C'est man-tick

- Type mismatches in dupe were undefined behavior
- Do we have to make them defined?
- What are the pros/cons?


## Errors Rule

## Errors Rule

- Let's add some, knowing that it's not strictly necessary


## Errors Rule

- Let's add some, knowing that it's not strictly necessary
- Our semantics now relate programs to answers instead of values


## Errors Rule

- Let's add some, knowing that it's not strictly necessary
- Our semantics now relate programs to answers instead of values
- answers are either values (as before), or errors


## Errors Rule

- Let's add some, knowing that it's not strictly necessary
- Our semantics now relate programs to answers instead of values
- answers are either values (as before), or errors
- We'll just show the new rules, none of the others have changed.


## C'est man-tick

## C'est man-tick

-Where can errors occur (currently)?

## C'est man-tick

-Where can errors occur (currently)?

$$
\boldsymbol{E} \llbracket(a d d 1 b), \text { err } \rrbracket
$$

## C'est man-tick

-Where can errors occur (currently)?

$\boldsymbol{E} \llbracket($ add1 b), err】<br>$\boldsymbol{E} \llbracket($ sub1 b), err】

## C'est man-tick

-Where can errors occur (currently)?
$\overline{\boldsymbol{E} \llbracket(\text { add1 } b), \text { err } \rrbracket}$
$\boldsymbol{E} \llbracket($ sub1 b) , err】
$\boldsymbol{E} \llbracket(z e r o ? b), \mathrm{err} \rrbracket$

## C'est man-tick

## C'est man-tick

- Is that it?


## C'est man-tick

- Is that it?
(if (zero? \#f) 1 2)


## C'est man-tick

## C'est man-tick

- We also need to propagate errors 'upward'


## C'est man-tick

- We also need to propagate errors 'upward'

$$
\frac{\boldsymbol{E} \llbracket e, \text { err } \rrbracket}{\boldsymbol{E} \llbracket(z e r o ? e), \text { err } \rrbracket}
$$

## C'est man-tick

- We also need to propagate errors 'upward'

$$
\begin{gathered}
\frac{\boldsymbol{E} \llbracket e, \mathrm{err} \rrbracket}{\boldsymbol{E} \llbracket(\mathrm{zero} \text { ? e } e \text {, err } \rrbracket} \\
\frac{\boldsymbol{E} \llbracket e, \mathrm{err} \rrbracket}{\boldsymbol{E} \llbracket(\text { add1 } e), \mathrm{err} \rrbracket}
\end{gathered}
$$

## C'est man-tick

- We also need to propagate errors 'upward'

$$
\begin{gathered}
\frac{\boldsymbol{E} \llbracket e, \mathrm{err} \rrbracket}{\boldsymbol{E} \llbracket(\mathrm{zero} \text { ? } e), \mathrm{err} \rrbracket} \\
\frac{\boldsymbol{E} \llbracket e, \mathrm{err} \rrbracket}{\boldsymbol{E} \llbracket(\text { add1 } e), \mathrm{err} \rrbracket} \\
\frac{\boldsymbol{E} \llbracket e, \mathrm{err} \rrbracket}{\boldsymbol{E} \llbracket(\text { sub1 } e), \mathrm{err} \rrbracket}
\end{gathered}
$$

## C'est man-tick

- We also need to propagate errors 'upward'

$$
\begin{gathered}
\frac{\boldsymbol{E} \llbracket e, \mathrm{err} \rrbracket}{\boldsymbol{E} \llbracket(\mathrm{zero} \text { ? e), err }} \\
\frac{\boldsymbol{E} \llbracket e, \mathrm{err} \rrbracket}{\boldsymbol{E} \llbracket(\mathrm{add} 1 \mathrm{e}), \mathrm{err} \rrbracket} \\
\frac{\boldsymbol{E} \llbracket e, \mathrm{err} \rrbracket}{\boldsymbol{E} \llbracket(\text { sub1 } e), \mathrm{err} \rrbracket} \\
\frac{\boldsymbol{E} \llbracket e, \mathrm{err} \rrbracket}{\boldsymbol{E} \llbracket\left(\text { if } e e_{0} e_{1}\right), \mathrm{err} \rrbracket}
\end{gathered}
$$

Rules are the easy part

## Rules are the easy part

- How can our implementations match these rules?


## Let's look at the interpreter

We'll do that in the terminal, as it's starting to get a bit too cumbersome

## Let's experiment

## extort> (require "extort_interp.rkt")

Now the compiler.

## Now the compiler.

- What needs to change, if anything?


## Now the compiler.

- What needs to change, if anything?
-What should the error message be?

Runtime errors

## Runtime errors

- Things need to happen in the RTS and compiler.


## Runtime errors

- Things need to happen in the RTS and compiler.
- Runtime system?


## Runtime errors

- Things need to happen in the RTS and compiler.
- Runtime system?
- Compiler?

Let's take a look at the RTS and compiler

## Assignment 3

- Is live


## Assignment 3

- Is live
- Due next Tuesday.


## Assignment 3

- Is live
- Due next Tuesday.
- Please tell your fellow students to check the webpage periodically
- If there are any issues that might make you unable to do the assignment on time, talk to me

