CMSC 430, Feb 25th 2020

Grift

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- I got UMD credentials near the end of last week, and am now jumping through all the hoops to get your grades on ELMS/Canvas
- Hoping to get grading done by the end of the week.
- I'm scraping the plan of having the TA disambiguate and am going to try and do it through ELMS. You should already see a quiz on ELMS?


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- I am consistently seeing a very serious mistake!
- Unless you defined interp using macros, you must quote your input expression!
$\circ$ Why is the following wrong?
(check-equal? (interp (add1 1)) 2)


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- This is partly my fault (and is why I stopped using macros in class)
- Some of you wrote tests (yay!)
- But those tests are just testing racket, not your interpreter.
- This is not a rare mistake. You should _all_ double-check your code.

Appreciating what we have:

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- To recap, we've got:
- unary arithmetic primitives
- Conditionals, for branching
- Errors that halt our programs
- let-bound variables

Grift

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- What would be useful to add?


## Fraud's AST

oe = i | b | if e e e | let ((ide)) e | id | pe

## Fraud's AST

$$
\begin{gathered}
\circ \text { e }=\mathbf{i} \mid \text { b | if e e e | let }((\text { id e)) e | id | pe } \\
\circ p=\text { add1 | sub1 | zero? }
\end{gathered}
$$

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$$
\begin{aligned}
& \circ \text { e }=\mathbf{i} \mid \text { b | if e e e | let }((i d \text { e)) e | id | pe } \\
& \circ p=\text { add1 | sub1 | zero? } \\
& \circ \text { id = variable }
\end{aligned}
$$

## Grift's AST

- We go
- from:

Grift's AST

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$$
\circ \mathbf{e}=\ldots \mid \mathbf{p} \mathbf{e}
$$

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\circ \text { e }=\ldots \text { | p1 e | p2 e e }
$$

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## Grift's AST

- We go
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\begin{aligned}
& \circ \text { e }=\cdots \mid \text { p1 e | p2 e e } \\
& \circ \text { p1 }=\text { add1 | sub1 | zero? } \\
& \circ \text { p2 }=+\mid-
\end{aligned}
$$

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- Interpretation is easy (as we'll see)
- Compilation is not hard, but requires a non-trivial insight (as we'll see)
- Can anyone think of why interpretation might be much easier?


## Meanings

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- First we factor out a rule for primitives

$$
\frac{\boldsymbol{G - e n v} \llbracket e_{0}, r, a_{0} \rrbracket \quad \ldots}{\boldsymbol{G - e n v} \llbracket\left(p e_{0} \ldots\right), r, \boldsymbol{G}-\boldsymbol{p r i m} \llbracket\left(p a_{0} \ldots\right) \rrbracket \rrbracket}
$$

## Meanings

- Grift doesn't add much:
- Then we use that rule

$$
\begin{aligned}
& \text { G-prim : }\left(\begin{array}{ll}
p & a
\end{array} . .\right) \rightarrow a \\
& \boldsymbol{G} \text {-prim} \llbracket(p \quad v \ldots \text { err _ ...) } \rrbracket=\text { err } \\
& \boldsymbol{G}-\boldsymbol{p r i m} \llbracket\left(\operatorname{add} 1 i_{0}\right) \rrbracket \quad=\left(\begin{array}{ll}
+i_{0} & 1
\end{array}\right) \\
& \boldsymbol{G} \text {-prim} \llbracket\left(\text { sub1 } i_{0}\right) \rrbracket \quad=\left(\begin{array}{ll}
-i_{0} & 1
\end{array}\right) \\
& \text { G-prim} \llbracket(z e r o ? ~ 0) \rrbracket=\text { \#t } \\
& \text { G-prim} \llbracket(z e r o ? ~ i) \rrbracket \quad=\# f \\
& \boldsymbol{G} \text {-prim} \llbracket\left(+i_{0} i_{1}\right) \rrbracket \quad=\left(\begin{array}{ll}
+i_{0} & i_{1}
\end{array}\right) \\
& \boldsymbol{G}-\boldsymbol{p r i m} \llbracket\left(-i_{0} i_{1}\right) \rrbracket \quad=\left(\begin{array}{ll}
-i_{0} & i_{1}
\end{array}\right) \\
& \boldsymbol{G} \text {-prim} \llbracket \rrbracket=\text { err }
\end{aligned}
$$

## Interpreter

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- Switch to the terminal...


## The Compiler

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- We can't do it naively, consider:


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$$
\begin{aligned}
& \text { (define (compile-+ e0 e1 c) } \\
& (\text { let }((\text { c0 (compile-e e0 c)) } \\
& \quad(\text { c1 (compile-e e1 c))) } \\
& \text { (, @c0 } \\
& \text { (@c1 } \\
& \text { (add rax ???)))) }
\end{aligned}
$$

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-What are some alternatives?

- With those alternatives in mind, consider:

$$
\begin{gathered}
(+(\text { add1 2) }(\text { add1 } 3)) \\
(+(\text { add } 12) 3) \\
(+(\text { add1 } 2) x)
\end{gathered}
$$

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- Before we dive in, let’s review compiling `let` and add comments


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- Before we dive in, let's review compiling `let` and add comments
- Reminder to José: in assembly they're called `remarks'

