

# CS450

## Structure of Higher Level Languages

Lecture 09: Evaluating expressions

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# Today we will...

1. Learn the first steps of implementing a language
2. Design an interpreter of arithmetic operations
3. Handling operations with multiple arguments

Our goal is to implement an evaluation function that takes an expression and yields a value.

```

expression = value | variable | function-call
value = number
function-call = ( expression+ )
  
```

# How do we evaluate an expression

What is an expression?

```
expression = value | variable | function-call
```

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expression = value | variable | function-call
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How do we evaluate a value? **The evaluation of a value  $v$  is  $v$  itself.**

```
(check-equal? 10 (eval-exp (r:number 10)))
```

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# Example

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```
(eval-exp
  '(-
    (+ 3 2)
    (* 5 2)))
```

```
①
← evaluate '-
← evaluate '(+ 3 2)
← evaluate '(* 5 2)
```

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  '(-
    (+ 3 2)
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= ((eval-exp '-)
   (eval-exp '(+ 3 2))
   (eval-exp '(* 5 2)))
```

```
①
← evaluate '-
← evaluate '(+ 3 2)
← evaluate '(* 5 2)

②
← evaluate '+, evaluate 3, evaluate 2
← evaluate '*, evaluate 5, evaluate 2
```

# Example

How do we evaluate a function call? **The evaluation of a function call evaluates each expression from left to right and then it applies the function to the arguments.**

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(eval-exp
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= ((eval-exp '-)
   ((eval-exp '+) 3 2)
   ((eval-exp '*) 5 2))
```

①  
 ← evaluate '-  
 ← evaluate '(+ 3 2)  
 ← evaluate '(\* 5 2)

②  
 ← evaluate '+, evaluate 3, evaluate 2  
 ← evaluate '\*, evaluate 5, evaluate 2

③  
 ← numbers are values, so just return those  
 ← numbers are values, so just return those



# How do we evaluate arithmetic operators?

```
= ((eval-exp '-)  
   ((eval-exp '+) 3 2)  
   ((eval-exp '*) 5 2))
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```
= ((eval-exp '-)
   ((eval-exp '+) 3 2)
   ((eval-exp '*) 5 2))
```

```
= (-
   (+ 3 2)
   (* 5 2))
```

```
← Evaluate '-' as function -
← Evaluate '+' as function +
← Evaluate '*' as function *
```

# Evaluation of arithmetic expressions

1. When evaluating a number, just return that number
2. When evaluating an arithmetic symbol, return the respective arithmetic function
3. When evaluating a function call evaluate each expression and apply the first expression to remaining ones

Essentially evaluating an expression **translates** our AST nodes as a Racket expression.

Implementing eval-exp...

# Specifying eval-exp

- We are use the AST we defined in Lesson 5, not datums.
- Assume function calls are binary.

```

(check-equal? (r:eval-exp (r:number 5)) 5)
(check-equal? (r:eval-exp (r:number 10)) 10)
(check-equal? (r:eval-exp (r:variable? '+)) +)
(check-equal?
  (r:eval-exp
    (r:apply
      (r:variable '+)
      (list (r:number 10) (r:number 5))))
  15)

```

# Implementing eval-exp

We are using the AST we defined in Lesson 5, not datums. Assume function calls are binary.

```
(define (r:eval-exp exp)
  (cond
    ; 1. When evaluating a number, just return that number
    [(r:number? exp) (r:number-value exp)]
    ; 2. When evaluating an arithmetic symbol,
    ;     return the respective arithmetic function
    [(r:variable? exp) (r:eval-builtin (r:variable-name exp))]
    ; 3. When evaluating a function call evaluate each expression and apply
    ;     the first expression to remaining ones
    [(r:apply? exp)
     ((r:eval-exp (r:apply-func exp))
      (r:eval-exp (first (r:apply-args exp))))
      (r:eval-exp (second (r:apply-args exp))))]
    [else (error "Unknown expression:" exp)]))
```

# Implementing `r:eval-builtin`

## Spec

```
(check-equal? (r:eval-builtin '+) +)
(check-equal? (r:eval-builtin '-') -)
(check-equal? (r:eval-builtin '/') /)
(check-equal? (r:eval-builtin '*') *)
(check-equal? (r:eval-builtin 'foo) #f)
```

# Implementing `r:eval-builtin`

## Spec

```
(check-equal? (r:eval-builtin '+) +)
(check-equal? (r:eval-builtin '-') -)
(check-equal? (r:eval-builtin '/') /)
(check-equal? (r:eval-builtin '*') *)
(check-equal? (r:eval-builtin 'foo) #f)
```

## Solution

```
(define (r:eval-builtin sym)
  (cond [(equal? sym '+) +]
        [(equal? sym '*') *]
        [(equal? sym '-') -]
        [(equal? sym '/') /]
        [else #f]))
```



# Handling functions with an arbitrary number of parameters

(required for Homework 3)

# Function `apply`

Function `(apply f args)` applies function `f` to the list of arguments `args`.

## Examples

```
(check-equal? (apply + (list 1 2 3 4)) 10)
```

Example: implement `(sum l)` that takes returns the summation of all members in `l` using `apply`.

## Spec

```
(check-equal? (sum (list)) 0)
(check-equal? (sum (list 1 2 3 4)) 10)
```

# Function apply

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```
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Example: implement `(sum l)` that takes returns the summation of all members in `l` using `apply`.

## Spec

```
(check-equal? (sum (list)) 0)  
(check-equal? (sum (list 1 2 3 4)) 10)
```

## Solution

```
(define (sum l) (apply + l))
```

# Handling multiple-args without apply

Some multi-arg operations can be implemented without the need of `apply`.

Implement `(sum 1)` without using `apply`.

Spec

```
(check-equal? (sum (list)) 0)
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```
(check-equal? (sum (list)) 0)
(check-equal? (sum (list 1 2 3 4)) 10)
```

Solution 1

Solution 2 (foldl is tail-recursive)

```
(define (sum 1)
  (cond
    [(empty? 1) 0]
    [else (+ (first 1) (sum (rest 1)))]))
```

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Some multi-arg operations can be implemented without the need of `apply`.

Implement `(sum 1)` without using `apply`.

Spec

```
(check-equal? (sum (list)) 0)
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Solution 1

```
(define (sum 1)
  (cond
    [(empty? 1) 0]
    [else (+ (first 1) (sum (rest 1)))]))
```

Solution 2 (foldl is tail-recursive)

```
(define (sum 1) (foldl + 0 1))
```

# Implementing functions with multi-args

How could we implement a function with multiple parameters, similar to `+`? Use the `.` notation.

The dot `.` notation declares that the next variable represents a list of zero or more parameters.

## Examples

```
(define (map-ex f . args)
  (map f args))

(check-equal? (list 2 3 4) (map-ex (curry + 1) 1 2 3))

(define (sum . 1) (foldl + 0 1))
(check-equal? 6 (sum 1 2 3))
```

# Can we implement `apply`?

■ Is there any way we can implement `apply` in terms of other functions we have learned before?



# Can we implement `apply`?

Is there any way we can implement `apply` in terms of other functions we have learned before?

**Yes!**

## Solution

```
#lang racket

(define (apply f l)
  (define (on-elem elem new-f)
    (new-f elem))
  (foldl on-elem (curry f) l))

; Test case
(require rackunit)
(define (f a b c d) (list a b c d))
(check-equal? (list 1 2 3 4) (apply f (list 1 2 3 4)))
```

# Modules

# Modules

- Modules encapsulate a unit of functionality
- A module groups a set of constants and functions
- A module encapsulates (hides) auxiliary top-level functions
- Each file represents a module

# Modules in Racket

Each file represents a module. A bindings becomes visible through the `provide` construct.

Function `(require "filename")` loads a module

- `(provide (all-defined-out))` makes all bindings visible
- `(provide a c)` makes binding `a` and `c` visible
- `(require "foo.rkt")` makes all bindings of the module in file `foo.rkt` visible in the current module. Both files have to be in the same directory.

File: `foo.rkt`

```
#lang racket
; Make variables a and c visible
(provide a c)
(define a 10)
(define b (+ a 30))
(define (c x) b)
```

File: `main.rkt`

```
(require "foo.rkt")
(c a)
; b is not visible
```