CSCI 400 Course Overview

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Introduction

- David Grisham
 - dgrisham@mines.edu
- Master's student under DJ Yang
 - Distributed systems, game theory
- Member of Protocol Labs
 - IPFS, Filecoin

- Took PL in 2014
- Previous prof. (Cyndi Rader) retired
- Experience/enjoyment

```
(also, alias PL='Programming Languages')
```

Why are you taking PL?

Is it worth an entire semester?

- Toolbox
 - Partly choose language based on problem
- Crossover knowledge
 - Haskell \rightarrow C++
- Research
 - Type systems, memory management, ...

Motivation

When the only tool you have is a hammer, everything looks like a nail." - Abraham Maslow

What are we going to do?

- 1 Discuss programming language concepts
- Explore specific languages/paradigms
- 3 Implement (simple) languages

PL Concepts

- Syntax & features decisions
- Code reuse, polymorphism (DRY)
- Error handling
- Type system
- Meta-programming

	Ruby	Haskell
Paradigm	Multi, Object-oriented	Functional
Typing	Dynamic	Static
Meta-programming?	Yes	With an extension

Exploring Languages

Ruby

- Learn Ruby
 - While keeping in mind higher-level PL concepts
- Discussion on design/etc.
- Exam

Exploring Languages

Haskell

- Similar to Ruby
 - But no exam
- Implement simple (subsets of) programming languages
 - Better understanding of PL implementation
 - Assignments provided by Mattox Beckman @ UIUC

Language Evaluation Criteria

What kind of criteria do you use to evaluate/choose a language?

Categories of programming languages

Example Criteria

- 1 Writeability: How easy is it to write a program?
- 2 Readability: How easy is it to read a program?
- 3 Reliability: Does it include features that help produce more reliable software?
- 4 Cost: What costs are involved?

Categories proposed by Sebesta

(1,2) Write/Read-ability

- Support for abstraction
- Control statements
- Data types
- Syntax
- Orthogonality
- Expressivity

Small set of primitive constructs + ways of combining them

- E.g. variable assignment, if, for, ...
- Every syntactically correct combination is legal
- Meaning of a feature is independent of context
- Example of non-orthogonality in C
 - Arrays: Cannot be returned from a function
 - void: Cannot be type of array element

Orthogonality means that features can be used in any combination, the combinations all make sense, and the meaning of a given feature is **consistent** regardless of other features with which it is combined.

- Michael Scott

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Sometimes I'll start a sentence and I don't even know where it's going. I just hope I find it along the way.

- also Michael Scott

- Type checking
 - Compiler- or run- time
- Exception handling
- Aliasing
 - Multiple references to the same memory
- Read/write-ability
 - Unnatural algorithm implementations are less reliable

(4) Cost

- Learning curve
- Fitting language to problem
- Compiling, executing
- Implementation support (e.g. free compilers)
- Maintaining programs
 - How does this relate to PL?

Other Criteria

- Portability
 - Moving between implementations
- Generality
 - Range of applications (tradeoff)
- Well-definedness
 - Completeness/precision of language definition

Language Design

Design Tradeoffs

- Reliability vs. cost of execution
 - E.g. memory/type safety
- Readability vs. writeability
 - E.g. APL
- Flexibility vs. reliability
 - Pointers, types (NULL)

Find something to share with the class – turn in for attendance points

- http://babel.ls.fi.upm.es/~jjmoreno/expre.html
- http://redmonk.com/dberkholz/2013/03/25/ programming-languages-ranked-by-expressiveness/
- http://stackoverflow.com/questions/638881/ what-does-expressive-mean-when-referring-to-programming-language
- http://en.wikipedia.org/wiki/Expressive_power
- http://mt4.radified.com/2009/08/expressive-power-computer-programming-language-literature.html
- http://gafter.blogspot.com/2007/03/ on-expressive-power-of-programming.html

- **Implementors**
 - Difficulty of implementating constructs/features
- Users
 - Care about writeability, eventually readability
- Designers
 - Elegance, accessibility
 - http://www.paulgraham.com/popular.html

- Computer Architecture
- Programming Metodologies

Influences: Computer Architecture

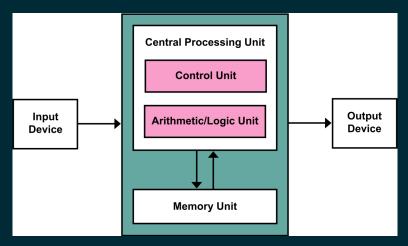


Figure 1: von Neumann Architecture

Influences: Computer Architecture

- Von Neumann architecture
 - Data/programs stored in memory
 - Memory separate from CPU
 - Instructions/data piped from memory to CPU
- Basis for imperative languages
 - Memory cells \rightarrow variables
 - Piping → assignment
 - Binary \rightarrow assembly \rightarrow C

Influences: Programming Methodologies

Time	Focus
50s/60s	Simple applications, computational effiency
60s	People-efficiency: Readability, control structures
70s	Process- to data- oriented
80s	Object oriented
90s-Now	Functional, Concurrent

Language Categories

Category	Characteristics	Examples
Procedural	Variables, iteration	C, Pascal, Perl
Functional	Functions, composition	Scheme, Haskell
Logic	Rule-based, unordered	Prolog, SQL, K
Object-oriented	Inheritance, late-binding	Java, C $++$, C $\#$
Markup	${\sf Text} + {\sf formatting/etc.}$	HTML, XML, Markdown

Conclusion

- Course 'website'
 - https://github.com/dgrisham/csci400
- Syllabus: coming soon

- Paul Graham: Being Popular
 - http://www.paulgraham.com/popular.html
- Brett Victor: The Future of Programming
 - https://www.youtube.com/watch?v=8pTEmbeENF4
- John Backus: Can Programming be Liberated from the von Neumann style?
 - https://www.cs.ucf.edu/~dcm/Teaching/COT4810-Fall/ %202012/Literature/Backus.pdf

Significant credit to Cyndi Rader for slide content