

# CS 581: Programming Languages I

## Course Introduction

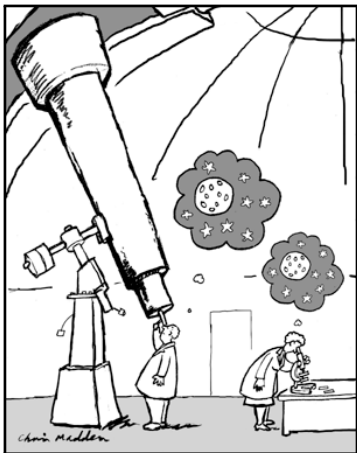
Fall 2020

**Q: Why study programming languages?**

**A: Languages are at the ♥ of computer science!**

**A: Good programming languages really matter!**

# What is computer science?



*Computer science is no more about computers than astronomy is about telescopes.*

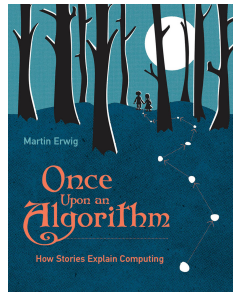
*—Edsger Dijkstra*

Computer Science = the science of **computation**

# What is computation?

Computation = **systematic transformation of representation**

- **Systematic**: according to a fixed plan
- **Transformation**: process that has a changing effect
- **Representation**: abstraction that encodes particular features



Languages play a central role:

- The “fixed plan” is an **algorithm**, which is described in a **language**
- The “representation” is **data**, which is also often described in a **language**

# What about software engineering?

## Science vs. Engineering

**Science:** tries to understand and explain

**Engineering:** applies science to build stuff

### Science

physics

chemistry

“computing”

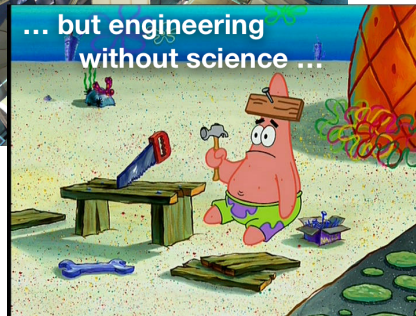
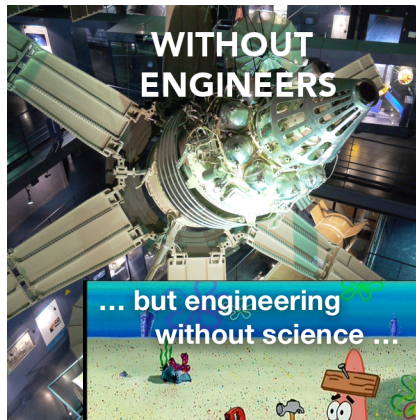
### Engineering

structural engineering, ...

chemical engineering, ...

software engineering, ...

Both are part of “computer science”



# Central role of PL in CS

PL supports both aspects of CS:

- to understand and explain (science)  
we need **languages** to describe and reason about computations for ourselves
- to build cool stuff (engineering)  
we need **languages** to describe computations for a computer to execute

# Outline

## Why study programming languages?

Languages are at the heart of computer science

Good languages really matter

## How to study programming languages

## Course logistics

# Why good languages matter: preventing bugs

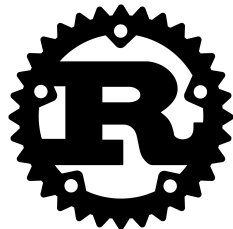
Good languages can help **prevent bugs**

- Mars Climate Orbiter failure, 1998
  - caused by mismatched units between ground and spacecraft
  - lost \$327.6 million + years of effort
- Heartbleed bug in SSL, 2012–2014
  - caused by missing bounds check
  - huge violations of privacy, including 4.5 million medical records
  - estimated \$500 million in damage
- Steam's Linux client deletes root, 2015
  - caused by silent failure of a directory lookup operation
  - offending line commented by “Scary!”... :-/





# Why good languages matter: managing complexity



Large-scale software systems are complex!

Good languages can help us **manage this complexity**

- “Structured programming”, 1950–1960s
  - problem: “spaghetti code” caused by GOTOs
  - solution: subroutines, conditionals, loops
- Rust programming language, Mozilla, 2010s
  - problem: managing memory in low-level, concurrent systems code
  - solution: ownership system

# Why good languages matter: medium of thought

## The languages we use ...

- influence our **perceptions**
  - guide and support our **reasoning**
  - enable and shape our **communication**
- What problems do we see? How do we reason about and discuss them?
  - How do we develop, express, and share solutions?

*By relieving the brain of all unnecessary work, a good notation sets it free to concentrate on more advanced problems, and in effect increases the mental power of the race.*

*—Alfred North Whitehead via Kenneth Iverson's  
ACM Turing Award Lecture, "Notation as a Tool of Thought"*

## Example: Positional number system

In the 13th century, this is how numbers were represented in Europe:

$$\text{MMCDXXXI} \div \text{XVII} = ? \quad \therefore ($$

...even basic arithmetic is hard!

Fibonacci popularized the Hindu-Arabic notation

- didn't just make arithmetic much more convenient ...
- completely changed the way people thought about numbers, revolutionizing European mathematics



$$\begin{array}{r} 143 \\ 17 \overline{) 2431} \\ \underline{1700} \\ 731 \\ \underline{680} \\ 51 \\ \underline{51} \\ 0 \end{array}$$

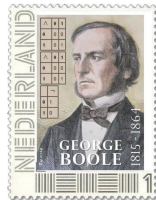
# Example: Symbolic logic

For **over 2000 years** the European study of logic focused on syllogisms

*Every philosopher is mortal.*

*Aristotle is a philosopher.*

*Therefore, Aristotle is mortal.*

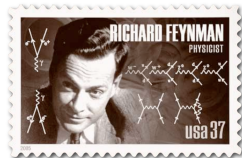


Only 256 possible forms ... field solved!

A couple of **notational** innovations in the 19th century cracked it wide open

- George Boole – Boolean algebra
- Gottlob Frege – *Begriffsschrift* (symbolic predicate logic)

# Example: Feynman diagrams

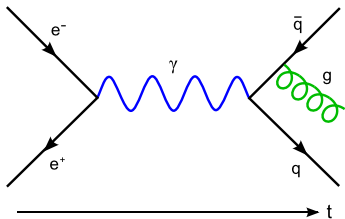


Interactions of subatomic particles lead to brain-melting equations

- reasoning about interactions requires complex math
- high overhead to communicating problems and solutions

Only a handful of people can do this stuff!

In 1948, Richard Feynman introduced a **visual language** for representing interactions



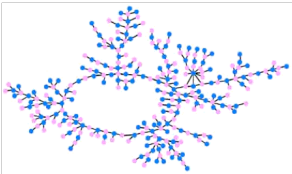
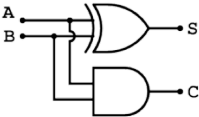
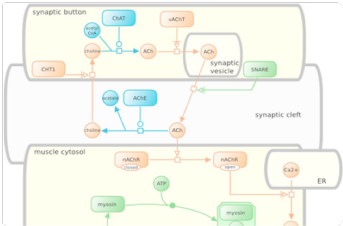
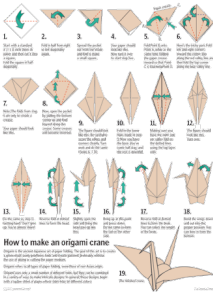
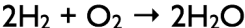
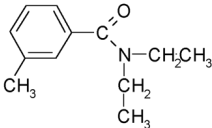
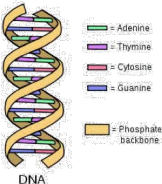
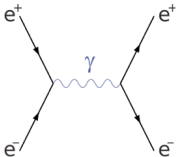
Raises level of abstraction

- eliminates *incidental complexity* (math)
- focus on *essential complexity* (interactions)
- supports communication, collaboration (undergrads can do it)

# Domain-specific languages

$$F = ma$$

$$E = mc^2$$



# Outline

## Why study programming languages?

Languages are at the heart of computer science

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One idea: just try out a bunch of languages



**Haskell**



**Racket**



**Not this course!**



# Our focus: programming language concepts and theory

Focus on how to **define** programming languages

For several toy languages, we will:

- define the **structure** of its programs
- define the **meaning** of its programs
- identify the **features** that are common to many languages

# Role of metalanguages

**Metalanguage:** a language to define the structure and meaning of another language!

In this course:

- grammars
- mathematics
- inference rules
- Haskell
- English



# Summary of our strategy

## Focus mostly on programming language **concepts**

1. define **abstract syntax** of languages
2. define **semantics** of languages
3. compare different **language features**
4. in-depth study of **lambda calculus**

## We use **metalinguages** for examining these concepts

1. formal definitions using **grammars**, **mathematics**, and **inference rules**
2. interpreters in **Haskell**

# Outline

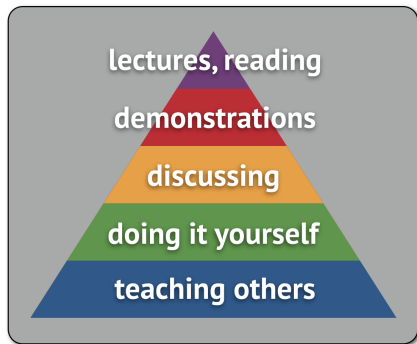
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# Learning strategy



“Learning pyramid”

## In class

- lectures
- demonstrations / live coding
- in-class exercises

## Outside of class

- outside reading
- study for quizzes, exams
- homework
- peer-feedback/discussion of homework