Facebook on 4115

Aho vs. Edwards for PLT?
Does anyone have strong opinions about either professor?
Thanks!

Stephen A. Edwards Definitely take it from Aho

Sadly, Aho has retired from teaching 4115.
Instructor

Prof. Stephen A. Edwards
sedwards@cs.columbia.edu
http://www.cs.columbia.edu/~sedwards/
462 Computer Science Building
Email me for appointments
Edwards is the snarkiest, most sarcastic, immature professor you will meet in the CS department. He tells some really great nerdy jokes and his Facebook wall is hilarious since he belittles all his students publicly on it, but I don't recommend taking his class. Don't ever email him with an excuse or stupid question since he will publicly shame you (name removed though) on Facebook.
Objectives

Theory

- Principles of modern programming languages
- Fundamentals of compilers: parsing, type checking, code generation
- Models of computation

Practice: Semester-long Team Project

- Design and implement your own language and compiler
- Code it in the OCaml functional language
- Manage the project and your teammates; communicate
Recommended Text

Alfred V. Aho, Monica S. Lam, Ravi Sethi, and Jeffrey D. Ullman.

*Compilers: Principles, Techniques, and Tools.*


Bug Al about all bugs.

You can get away with the first edition.
Assignments and Grading

40%  Team Programming Project
20%  Midterm Exam
30%  Final Exam (cumulative)
10%  Three individual homework assignments
0%  Effort*

Team project is most important, but most students do well on it. Grades for tests often vary more.

*Do or do not; there is no try —Yoda
**Schedule**

**Lectures:** Mondays and Wednesdays, 4:10 – 5:25 PM  
501 Northwest Corner Building  
September 6 – December 11

**Midterm Exam:** October 18

**Final Exam:** December 11

**Presentations:** December 20*

**Final Team project reports:** December 20

* You can present before December 20. All team members must present.
Prerequisites

COMS W3157 Advanced Programming
- How to work on a large software system in a team
- Makefiles, version control, test suites
- Testing will be as important as coding

COMS W3261 Computer Science Theory
- Regular languages and expressions
- Context-free grammars
- Finite automata (NFAs and DFAs)
Collaborate with your team on the project.

Do your homework by yourself.


Don’t be a cheater (e.g., copy from each other):
   If you’re dumb enough to cheat,
       I’m smart enough to catch you.

Nearly every term I’ve caught cheaters and sent them to the dean. Please try to break my streak.
The Team Project
The Team Project

Design and implement your own little language.
Six deliverables:

1. A proposal describing your language
2. A language reference manual defining it formally
3. An intermediate milestone: compiling “Hello World.”
4. A compiler for it, running sample programs
5. A final project report
6. A final project presentation
Teams

Immediately start forming four-person teams

Each team will develop its own language

Each team member should participate in design, coding, testing, and documentation

Choose one team member to head specific tasks:

<table>
<thead>
<tr>
<th>Role</th>
<th>Responsibilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Manager</td>
<td>Timely completion of deliverables</td>
</tr>
<tr>
<td>Language Guru</td>
<td>Language design</td>
</tr>
<tr>
<td>System Architect</td>
<td>Compiler architecture, development environment</td>
</tr>
<tr>
<td>Tester</td>
<td>Test plan, test suites</td>
</tr>
</tbody>
</table>
QA ENGINEER WALKS INTO A BAR
ORDERS A BEER
ORDERS NULL BEERS
ORDERS 1.33 BEERS
ORDERS A LIZARD
ORDERS -1 BEERS
ORDERS 😊 BEERS
START EARLY, and really be selective in picking your team. A bad team will ruin the semester for you.
EVERY GROUP PROJECT

DOES 99% OF THE WORK
SAYS HE'S GOING TO HELP BUT HE'S NOT
HAS NO IDEA WHAT'S GOING ON THE WHOLE TIME
DISAPPEAR AT THE VERY BEGINNING AND DOESN'T SHOW UP AGAIN TIL THE VERY END

IN SCHOOL YOU HAVE EVER DONE
When I die I want my group project members to lower me into my grave so they can let me down one last time.
How Do You Work In a Team?

If I knew, I’d use the knowledge to take over the world

- Address problems sooner rather than later
  If you think your teammate’s a flake, you’re right

- Complain to me or your TA as early as possible
  Alerting me a day before the project is due isn’t helpful

- Not every member of a team will get the same grade
  Remind your slacking teammates of this early and often

- I have forcibly split and dissolved teams
  If someone is really underperforming, dump his ass
What Google Learned From Its Quest to Build the Perfect Team

Things that *did not* matter

- Members’ intelligence
- Members’ experience
- Mix of personality types
- Whether the members were close friends
- Strong organization
- Gender balance


https://hunterwalk.com/2016/09/03/google-finds-that-successful-teams-are-about-norms-not-just-smarts/
What Google Learned From Its Quest to Build the Perfect Team

Things that *did* matter

Team “norms.” Unwritten rules of team interaction.

- That every team member spoke in the same proportion
- That team members had “social sensitivity”
  Empathy for fellow team members: the ability to read others’ feelings through void, expressions, etc.
First Three Tasks

1. Decide who you will work with
   *You’ll be stuck with them for the term; choose wisely.*

2. Assign a role to each member
   *Languages come out better from dictatorships, not democracies.*

3. Select a weekly meeting time
   *Harder than you might think.*
Describe the language that you plan to implement.

Explain what sorts of programs are meant to be written in your language

Explain the parts of your language and what they do

Include the source code for an interesting program in your language

2–4 pages
Language Reference Manual

A careful definition of the syntax and semantics of your language.

Follow the style of the C language reference manual (Appendix A of Kernighan and Ritchie, *The C Programming Language*; see the class website).
<table>
<thead>
<tr>
<th>Section</th>
<th>Author</th>
</tr>
</thead>
<tbody>
<tr>
<td>Introduction</td>
<td>Team</td>
</tr>
<tr>
<td>Tutorial</td>
<td>Team</td>
</tr>
<tr>
<td>Reference Manual</td>
<td>Team</td>
</tr>
<tr>
<td>Project Plan</td>
<td>Manager</td>
</tr>
<tr>
<td>Language Evolution</td>
<td>Language Guru</td>
</tr>
<tr>
<td>Translator Architecture</td>
<td>System Architect</td>
</tr>
<tr>
<td>Test plan and scripts</td>
<td>Tester</td>
</tr>
<tr>
<td>Conclusions</td>
<td>Team</td>
</tr>
<tr>
<td>Full Code Listing</td>
<td>Team</td>
</tr>
<tr>
<td>Project Due Dates</td>
<td>Date</td>
</tr>
<tr>
<td>-------------------------------------</td>
<td>---------------</td>
</tr>
<tr>
<td>Proposal</td>
<td>September 27</td>
</tr>
<tr>
<td>Language Reference Manual</td>
<td>October 16</td>
</tr>
<tr>
<td>Hello World Demo</td>
<td>November 8</td>
</tr>
<tr>
<td>Final Report</td>
<td>December 20</td>
</tr>
</tbody>
</table>
Design a language?

A domain-specific language: awk or PHP, not Java or C++.

Examples from earlier terms:
Matlab-like array manipulation language
Geometric figure drawing language
Music manipulation language
Mathematical function manipulator
Simple scripting language (à là Tcl)
Three Common Mistakes to Avoid

Configuration File Syndrome

- Must be able to express *algorithms*, not just data
- E.g., a program like “a bird and a turtle and a pond and grass and a rock,” is just data, not an algorithm

Standard Library Syndrome

- Good languages express lots by a combining few things
- Write a standard library in your language
- Aim for Legos, not Microsoft Word

Java-to-Java Translator Syndrome

- A compiler mostly adds implementation details to code
- Your compiler’s output should not look like its input
- Try your best not to re-invent Java
What I’m Looking For

Your language must be able to express different algorithms

- Avoid Configuration File Syndrome. Most languages should be able to express, e.g., the GCD algorithm.

Your language should consist of pieces that can mix freely

- Avoid Standard Library Syndrome. For anything you provide in the language, ask yourself whether you can express it using other primitives in your language.

Your compiler must lower the level of abstraction

- Don’t write a Java-to-Java translator. Make sure your compiler adds details to the output such as registers, evaluation order of expressions, stack management instructions, etc.
What’s in a Language?
Components of a language: Syntax

How characters combine to form words, sentences, paragraphs.

The quick brown fox jumps over the lazy dog.

is syntactically correct English, but isn’t a Java program.

```java
class Foo {
    public int j;
    public int foo(int k) { return j + k; }
}
```

is syntactically correct Java, but isn’t C.
Specifying Syntax

Usually done with a context-free grammar.

Typical syntax for algebraic expressions:

\[
\text{expr} \rightarrow \text{expr} + \text{expr} \\
| \quad \text{expr} - \text{expr} \\
| \quad \text{expr} \times \text{expr} \\
| \quad \text{expr} / \text{expr} \\
| \quad \text{digit} \\
| \quad (\text{expr})
\]
Components of a language: Semantics
What a well-formed program “means.”

The semantics of C says this computes the $n$th Fibonacci number.

```
int fib(int n)
{
    int a = 0, b = 1;
    int i;
    for (i = 1 ; i < n ; i++) {
        int c = a + b;
        a = b;
        b = c;
    }
    return b;
}
```

‘When I use a word,’ Humpty Dumpty said in rather a scornful tone, ‘it means just what I choose it to mean—neither more nor less.’

Semantics

Something may be syntactically correct but semantically nonsensical

*The rock jumped through the hairy planet.*

Or ambiguous

*The chickens are ready to eat.*
Semantics

Nonsensical in Java:

class Foo {
    int bar(int x) { return Foo; }
}

Ambiguous in Java:

class Bar {
    public float foo() { return 0; }
    public int foo() { return 0; }
}
Great Moments in Evolution
**Assembly Language**

**Before: numbers**

55  
89E5  
8B4508  
8B550C  
39D0  
740D  
39D0  
7E08  
29D0  
39D0  
75F6  
C9  
C3  
29C2  
EBF6

**After: Symbols**

gcd: pushl %ebp  
movl %esp, %ebp  
movl 8(%ebp), %eax  
movl 12(%ebp), %edx  
cmpl %edx, %eax  
je .L9  
.L7: cmpl %edx, %eax  
jle .L5  
subl %edx, %eax  
.L2: cmpl %edx, %eax  
jne .L7  
.L9: leave  
ret  
.L5: subl %eax, %edx  
jmp .L2
Before:
```
gcd: pushl %ebp
    movl %esp, %ebp
    movl 8(%ebp), %eax
    movl 12(%ebp), %edx
    cmpl %edx, %eax
    je .L9
.L7: cmpl %edx, %eax
    jle .L5
    subl %edx, %eax
.L2: cmpl %edx, %eax
    jne .L7
.L9: leave
    ret
.L5: subl %eax, %edx
    jmp .L2
```

After: Expressions, control-flow
```
10 if (a .EQ. b) goto 20
   if (a .LT. b) then
     a = a - b
   else
     b = b - a
   endif
goto 10
20 end
```
program ninetyninebottles
integer bottles
bottles = 99
1 format (I2, A)
2 format (A)
3 format (I2, A, /)
4 format (A, /)
10 write (*,1) bottles, ' bottles of beer on the wall,'
write (*,1) bottles, ' bottles of beer.'
write (*,2) 'Take one down, pass it around...'
if (bottles - 1 .gt. 1) then
   write (*,3) bottles - 1, ' bottles of beer on the wall.'
else
   write (*,3) bottles - 1, ' bottle of beer on the wall.'
end if
bottles = bottles - 1
if (bottles - 1) 30, 20, 10
*       Last verse
20 write (*,1) bottles, ' bottle of beer on the wall,'
write (*,1) bottles, ' bottle of beer.'
write (*,2) 'Take one down, pass it around...'
write (*,4) 'No bottles of beer on the wall.'
30 stop
end
99 Bottles of Beer in FORTRAN

```fortran
program ninetyninebottles
    integer bottles
    bottles = 99

1    format (I2, A)
2    format (A)
3    format (I2, A, /)
4    format (A, /)
10   write (*,1) bottles, ' bottles of beer on the wall,'
     write (*,1) bottles, ' bottles of beer.'
     write (*,2) 'Take one down, pass it around...
   if (bottles - 1 .gt. 1)
       write (*,3) bottles - 1, ' bottles of beer on the wall.'
   else
       write (*,3) bottles - 1, ' bottle of beer on the wall.'
   end if
   bottles = bottles - 1
   if (bottles - 1) 30, 20, 10

*     Last verse
20   write (*,1) bottles, ' bottle of beer on the wall,'
     write (*,1) bottles, ' bottle of beer.'
     write (*,2) 'Take one down, pass it around...
     write (*,4) 'No bottles of beer on the wall.'
30   stop
end
```

Backus, IBM, 1956

Imperative language for science and engineering

First compiled language

Fixed format lines (for punch cards)

Arithmetic expressions, If, Do, and Goto statements

Scalar (number) and array types

Limited string support

Still common in high-performance computing

Inspired most modern languages, especially BASIC

COBOL

Added type declarations, record types, file manipulation

```
data division.
file section.
  * describe the input file
fd  employee-file-in
    label records standard
    block contains 5 records
    record contains 31 characters
    data record is employee-record-in.
 01  employee-record-in.
    02  employee-name-in  pic x(20).
    02  employee-rate-in  pic 9(3)v99.
    02  employee-hours-in pic 9(3)v99.
    02  line-feed-in     pic x(1).
```

Grace Hopper et al.
(defun gnome-doc-insert ()
  "Add a documentation header to the current function. Only C/C++ function types are properly supported currently."
  (interactive)
  (let (c-insert-here (point))
    (save-excursion
      (beginning-of-defun)
      (let (c-arglist
             c-funcname
             (c-point (point))
             c-comment-point
             c-isvoid
             c-doinsert)
        (search-backward "(")
        (forward-line -2)
        (while (or (looking-at "^$")
                   (looking-at "^ */")
                   (looking-at "^ \\*)")
                   (looking-at "^#"))
        (forward-line 1)))
(defun bottles-of-bier (n)
  (case n
    (0 'No more bottles of beer on the wall no more bottles of beer.
       Go to the store and buy some more 99 bottles of beer on the wall.
     ,@((bottles-of-bier 0))
    (1 '1 bottle of beer on the wall 1 bottle of beer.
       Take one down and pass it around no more bottles of beer on the wall.
     ,@((bottles-of-bier 1))
    (2 '2 bottles of beer on the wall 2 bottles of beer.
       Take one down and pass it around 1 bottle of beer on the wall.
     ,@((bottles-of-bier 1))
    (t 'n bottles of beer on the wall ,n bottles of beer.
       Take one down and pass it around
       ,(1- n) bottles of beer on the wall.
     ,@((bottles-of-bier (1- n)))))))
(defun bottles-of-bier (n)
  (case n
    (0
     'No more bottles of beer on the wall
     Go to the store and buy some more
     99 bottles of beer on the wall.
    (1
     '1 bottle of beer on the wall.
     Take one down and pass it around
     1 bottle of beer on the wall.
    (2
     '2 bottles of beer on the wall.
     Take one down and pass it around
     1 bottle of beer on the wall.
    (t
     ,(n bottles of beer on the wall.
     Take one down and pass it around
     ,(1- n) bottles of beer on the wall.)
  )
)

McCarthy, MIT, 1958
Functional: recursive, list-focused functions
Semantics from Church’s Lambda Calculus
Simple, heavily parenthesized S-expression syntax
Dynamically typed
Automatic garbage collection
Originally for AI applications
Dialects: Scheme and Common Lisp

APL

Powerful operators, interactive, custom character set

[0] Z←GAUSSRAND N;B;F;M;P;Q;R
[1] ∇ Returns ω random numbers having a Gaussian normal distribution
[2] ∇ (with mean 0 and variance 1) Uses the Box–Muller method.
[4] ∇
[5] Z←10
[7] L1:Q←N←ρZ     ∇ how many more we need
[8] →(Q≤0)/L2     ∇ quit if none
[9] Q←(1.3×Q)÷2    ∇ approx num points needed
[10] P←−1+(2÷M−1)×−1+?(Q,2)pM  ∇ random points in −1 to 1 square
[11] R←+/P×P       ∇ distance from origin squared
[12] B←(R≠0)∧R<1   ∇ points within unit circle
[13] R←B←/R ∧ P←B≠P ∇ points within unit circle
[14] F←(−2×(ΦR)÷R)×.5
[16] →L1
[17] L2:Z←N+Z
[18] ∇ ArchDate: 12/16/1997 16:20:23.170

“Emoticons for Mathematicians”


At right: Datamedia APL Keyboard
99 Bottles of Beer in APL

- APL (A Programming Language)
- Program written by JT. Taylor, www.jttaylor.net

T1←98↑[1]0⍟1 99π99

T4←0⍟1 98π98

T1,(98 30p’ BOTTLES OF BEER ON THE WALL, ‘),T1, (98 47p’BOTTLES OF BEER, TAKE ONE DOWN, PASS IT AROUND,’),T4,(98 28p’BOTTLES OF BEER ON THE WALL,’)

‘1 BOTTLE OF BEER ON THE WALL, 1 BOTTLE OF BEER, TAKE IT DOWN, PASS IT AROUND, NO BOTTLES OF BEER ON THE WALL.’

99 Bottles of Beer in APL

- APL (A Programming Language)
- Program written by JT.

T1 ← 98↑[1]∅1 99π99
T4 ← ∅1 98π98
T1, (98 30p’ BOTTLES OF BEER,
(98 47p’ BOTTLES OF BEER, AROUND,’), T4, (98 28p’ BOTTLE ON THE WALL,’)

‘1 BOTTLE OF BEER ON THE WALL
TAKE IT DOWN, PASS IT AROUND ON THE WALL.’

Iverson, IBM, 1960
Imperative, matrix-centric
E.g., perform an operation on each element of a vector
Uses own specialized character set
Concise, effectively cryptic
Primarily symbols instead of words
Dynamically typed
Odd left-to-right evaluation policy
Useful for statistics, other matrix-oriented applications

Algol, Pascal, Clu, Modula, Ada

*Imperative, block-structured language, formal syntax definition, structured programming*

```plaintext
PROC insert = (INT e, REF TREE t)VOID:
  # NB inserts in t as a side effect #
  IF TREE(t) IS NIL THEN
      t := HEAP NODE := (e, TREE(NIL), TREE(NIL))
  ELIF e < e OF t THEN insert(e, l OF t)
  ELIF e > e OF t THEN insert(e, r OF t)
  FI;

PROC trav = (INT switch, TREE t, SCANNER continue, alternative)VOID:
  # traverse the root node and right sub-tree of t only. #
  IF t IS NIL THEN continue(switch, alternative)
  ELIF e OF t <= switch THEN
      print(e OF t);
      traverse(switch, r OF t, continue, alternative)
  ELSE # e OF t > switch #
      PROC defer = (INT sw, SCANNER alt)VOID:
          trav(sw, t, continue, alt);
          alternative(e OF t, defer)
  FI;
```

Algol-68, source http://www.csse.monash.edu.au/~lloyd/tildeProgLang/Algol68/treemerge.a68
SNOBOL, Icon

String-processing languages

LETTER = 'ABCDEFGHIJKLMNOPQRSTUVWXYZ$#@'
SP.CH = "+,-,.(*)'/&"
SCOTA = SP.CH
SCOTA '&' =
Q = ""'
QLIT = Q FENCE BREAK(Q) Q
ELEM = QLIT | 'L' Q | ANY(SCOTA) | BREAK(SCOTA) | REM
F3 = ARBNO(ELEM FENCE)
B = (SPAN(' ') | RPOS(0)) FENCE
F1 = BREAK(' ') | REM
F2 = F1
CAOP = ('LCL' | 'SET') ANY('ABC') |
+ 'AIF' | 'AGO' | 'ACTR' | 'ANOP'
ATTR = ANY('TLSIKN')
ELEMC = '(' FENCE *F3C ')' | ATTR Q | ELEM
F3C = ARBNO(ELEMC FENCE)
ASM360 = F1 . NAME B
+ ( CAOP . OPERATION B F3C . OPERAND |
+ F2 . OPERATION B F3 . OPERAND)
+ B REM . COMMENT

Programming for the masses

```
10 PRINT "GUESS A NUMBER BETWEEN ONE AND TEN"
20 INPUT A$
30 IF A$ <> "5" THEN GOTO 60
40 PRINT "GOOD JOB, YOU GUessed IT"
50 GOTO 100
60 PRINT "YOU ARE WRONG. TRY AGAIN"
70 GOTO 10
100 END
```

Invented at Dartmouth by John George Kemeny and Thomas Eugene Kurtz. Started the whole Bill Gates/ Microsoft thing.
The object-oriented philosophy

class Shape(x, y); integer x; integer y;
virtual: procedure draw;
begin
    comment - get the x & y coordinates -;
    integer procedure getX;
        getX := x;
    integer procedure getY;
        getY := y;

    comment - set the x & y coordinates -;
    integer procedure setX(newx); integer newx;
        x := newx;
    integer procedure setY(newy); integer newy;
        y := newy;
end Shape;
class Bottles {
    public static void main(String args[]) {
        String s = "s";
        for (int beers=99; beers>-1;) {
            System.out.print(beers+" bottle"+s+" of beer on the wall, ");
            System.out.println(beers + " bottle" + s + " of beer, ");
            if (beers==0) {
                System.out.print("Go to the store, buy some more, ");
                System.out.println("99 bottles of beer on the wall.\n");
                System.exit(0);
            } else
                System.out.print("Take one down, pass it around, ");
                s = (--beers == 1)?option"s";
                System.out.println(beers+" bottle"+s+" of beer on the wall.\n");
        }
    }
}

Sean Russell,
99 Bottles of Beer in Java

class Bottles {
    public static void main(String[] args) {
        String s = "s";
        for (int beers=99; beers>-1;) {
            System.out.print(beers + " bottle" + s + " of beer on the wall, ");
            System.out.println(beers + " bottle" + s + " of beer, ");
            if (beers==0) {
                System.out.print("Go to the store, buy some more, ");
                System.out.println("99 bottles of beer on the wall.
");
                System.exit(0);
            } else {
                System.out.print("Take one down, pass it around, ");
                s = (--beers == 1) ? "" : "s";
                System.out.println(beers + " bottle" + s + " of beer on the wall.
");
            }
        }
    }
}

Gosling et al., Sun, 1991
Imperative, object-oriented, threaded
Based on C++, C, Algol, etc.
Statically typed
Automatic garbage collection
Architecturally neutral
Defined on a virtual machine (Java Bytecode)

Sean Russell,
Efficiency for systems programming

```c
int gcd(int a, int b)
{
    while (a != b) {
        if (a > b) a -= b;
        else b -= a;
    }
    return a;
}
```
# 99 Bottles of Beer in C

```c
#define MAXBEER 99
do void chug(int beers);

int main()
{
    int beers;
    for(beers = MAXBEER; beers; chug(beers--)) ;
    puts("\nTime to buy more beer!\n");
    return 0;
}
do void chug(int beers)
{
    char howmany[8], *s;
    s = beers != 1 ? "s" : "";
    printf("%d bottle%s of beer on the wall,\n", beers, s);
    printf("%d bottle%s of beeeeer . . . ,\n", beers, s);
    printf("Take one down, pass it around,\n");
    if (--beers) sprintf(howmany, "%d", beers);
    else strcpy(howmany, "No more");
    s = beers != 1 ? "s" : "";
    printf("%s bottle%s of beer on the wall.\n", howmany, s);
```
#define MAXBEER 99
void chug(int beers);

int main()
{
    int beers;
    for(beers = MAXBEER; beers > 0;
        puts("\nTime to buy more beer!
        return 0;
}

void chug(int beers)
{
    char howmany[8], *s;
    s = beers != 1 ? "s" : "";
    printf("%d bottle%s of beer on the wall,
    printf("%d bottle%s of beer . . . ,
    printf("Take one down, pass it around,
    if (--beers) sprintf(howmany, "%d",
    else strcpy(howmany, "No more";
    s = beers != 1 ? "s" : "";
    printf("%s bottle%s of beer on the wall.
}

Dennis Ritchie, Bell Labs, 1969
Procedural, imperative
Based on Algol, BCPL
Statically typed; liberal conversion policies
Harmonizes with processor architecture
For systems programming: unsafe by design
Remains language of choice for operating systems

structure RevStack = struct
    type 'a stack = 'a list
    exception Empty
    val empty = []
    fun isEmpty (s:'a stack):bool = 
      (case s 
        of [] => true 
        | _ => false)
    fun top (s:'a stack): = 
      (case s 
        of [] => raise Empty 
        | x::xs => x)
    fun pop (s:'a stack):'a stack = 
      (case s 
        of [] => raise Empty 
        | x::xs => xs)
    fun push (s:'a stack,x: 'a):'a stack = x::s
    fun rev (s:'a stack):'a stack = rev (s)
end
99 Bottles of Beer in Haskell

```haskell
bottles :: Int -> String
bottles n
  | n == 0 = "no more bottles"
  | n == 1 = "1 bottle"
  | n > 1 = show n ++ " bottles"

verse :: Int -> String
verse n
  | n == 0 = "No more bottles of beer on the wall, "
     ++ "no more bottles of beer.\n"
     ++ "Go to the store and buy some more, "
     ++ "99 bottles of beer on the wall."
  | n > 0 = bottles n ++ " of beer on the wall, "
     ++ bottles n
     ++ " of beer.\n"
     ++ "Take one down and pass it around, "
     ++ bottles (n-1) ++ " of beer on the wall.\n"

main = mapM (putStrLn . verse) [99,98..0]
```

Simon Johansson,

99 Bottles of Beer in Haskell

```haskell
bottles :: Int -> String
bottles n
  | n == 0 = "no more bottles"
  | n == 1 = "1 bottle"
  | n > 1 = show n ++ " bottles"

verse :: Int -> String
verse n
  | n == 0 = "No more bottles of beer on the wall, 
  ++ "no more bottles of beer."
  ++ "Go to the store and buy some more, 
  ++ "99 bottles of beer on the wall."
  | n > 0 = bottles n ++ " of beer on the wall, 
  ++ "bottles n ++ " of beer."
  ++ "Take one down and pass it around, 
  ++ "bottles (n-1)"

main         = mapM (putStrLn . verse) [99,98..0]
```

Peyton Jones et al., 1990

Functional

Pure: no side-effects

Lazy: computation only on demand; infinite data structures

Statically typed; types inferred

Algebraic data types, pattern matching, lists, strings

Great for compilers, domain-specific languages, type system research

Related to ML, OCaml

Simon Johansson,

sh, awk, perl, tcl, python, php

Scripting languages: glue for binding the universe together

class() {
    classname='echo "$1" | sed -n '1 s/ *:.*/p''
    parent='echo "$1" | sed -n '1 s/^.*: */p''
    hppbody='echo "$1" | sed -n '2,$p''

    forwarddefs="$forwarddefs
    class $classname;"

    if (echo $hppbody | grep -q "$classname()"); then
        defaultconstructor=
    else
        defaultconstructor="$classname() {}"
    fi
}
99 Bottles of Beer in AWK

BEGIN {
    for (i = 99; i >= 0; i--) {
        print ubottle(i), "on the wall," , lbottle(i) "."
        print action(i), lbottle(inext(i)), "on the wall."
        print
    }
}

function ubottle(n) {
    return sprintf("%s bottle%s of beer", n?n:"No more", n-1?"s":"")
}

function lbottle(n) {
    return sprintf("%s bottle%s of beer", n?n:"no more", n-1?"s":"")
}

function action(n) {
    return sprintf("%s", n ? "Take one down and pass it around," : \\
                    "Go to the store and buy some more," )
}

function inext(n) {
    return n ? n - 1 : 99
}

OsamuAoki,
99 Bottles of Beer in AWK

BEGIN {
    for (i = 99; i >= 0; i--) {
        print ubottle(i), "on the wall," , lbottle(i) "."
        print action(i), lbottle(inext(i)), "on the wall."
        print
    }
}

function ubottle(n) {
    return sprintf("%s bottle%s of beer", n ? n : "No more", n - 1 ? "s" : "")
}

function lbottle(n) {
    return sprintf("%s bottle%s of beer", n ? n : "no more", n - 1 ? "s" : "")
}

function action(n) {
    return sprintf("%s", n ? "Take one down and pass it around," : "Go to the store and buy some more")
}

function inext(n) {
    return n ? n - 1 : 99
}

Aho, Weinberger, and Kernighan, Bell Labs, 1977

Interpreted domain-specific scripting language for text processing

Pattern-action statements matched against input lines

C-inspired syntax

Automatic garbage collection

OsamuAoki,
BEGIN{
    split(   
    "no mo"
    "rexxN"
    "o mor"
    "exsxx"
    "Take"
    "one dow"
    "n and pas"
    "s it around"
    ", Go to the "
    "store and buy s"
    "ome more, x bot"
    "lex of beer x o"
    "n the wall" , s,
    "x" );  for( i=99 ;
     i>=0; i--){  s[0]=
    s[2] = i ;  print 
    s[2 + !(i)] s[8]
    s[4+ !(i-1)] s[9]
    s[10]"", " s[!(i)]
    s[8] s[4+ !(i-1)]
    s[9]"."; i?s[0]--:
    s[0] = 99;  print 
    s[6+!i]s[!(s[0])]
    s[8] s[4 +!(i-2)]
    
    

Wilhelm Weske,
for quant in range(99, 0, -1):
    if quant > 1:
        print quant, "bottles of beer on the wall,", \
        quant, "bottles of beer."
    if quant > 2:
        suffix = str(quant - 1) + " bottles of beer on the wall."
    else:
        suffix = "1 bottle of beer on the wall."
    elif quant == 1:
        print "1 bottle of beer on the wall, 1 bottle of beer."
        suffix = "no more beer on the wall!"
    print "Take one down, pass it around," , suffix
    print ""

Gerold Penz,
for quant in range(99, 0, -1):
    if quant > 1:
        print quant, "bottles of beer on the wall,",
        print quant, "bottles of beer."
    if quant > 2:
        suffix = str(quant - 1) + " bottles of beer on the wall."
    else:
        suffix = "1 bottle of beer on the wall."
    print "Take one down, pass it around,",
    print suffix
    print "\n"

Guido van Rossum, 1989
Object-oriented, imperative
General-purpose scripting language
Indentation indicates grouping
Dynamically typed
Automatic garbage collection

Gerold Penz,
99 Bottles of Beer in FORTH

: .bottles ( n -- n-1 )
  dup 1 = IF ." One bottle of beer on the wall," CR
  ." One bottle of beer," CR
  ." Take it down,"
  ELSE dup ." bottles of beer on the wall," CR
dup ." bottles of beer," CR
  ." Take one down,"
  THEN
  CR
  ." Pass it around," CR
  1-
  ?dup IF dup 1 = IF ." One bottle of beer on the wall;"
  ELSE dup ." bottles of beer on the wall;"
  THEN
  ELSE ." No more bottles of beer on the wall."
  THEN
  CR

; 

: nbottles ( n -- )
  BEGIN .bottles ?dup NOT UNTIL ;

99 nbottles

Dan Reish,
99 Bottles of Beer in FORTH

: .bottles ( n -- n-1 )
  dup 1 = IF ." One bottle of beer on the wall,
  ." One bottle of beer,
  ." Take it down,
  ELSE dup ." bottles of beer on the wall,
  dup ." bottles of beer,
  ." Take one down,
  THEN
  CR
  ." Pass it around," CR
  1-
  ?dup IF dup 1 = IF ." One bottle of beer on the wall,
  ELSE dup ." bottles of beer on the wall,
  THEN
  ELSE ." No more bottles of beer on the wall.
  THEN
  CR
  ;

: nbottles ( n -- )
BEGIN .bottles ?dup NOT
99 nbottles

Moore, NRAO, 1973
Stack-based imperative language
Trivial, RPN-inspired grammar
Easily becomes cryptic
Untyped
Low-level, very lightweight
Highly extensible: easy to make programs compile themselves
Used in some firmware boot systems (Apple, IBM, Sun)
Inspired the PostScript language for laser printers

Dan Reish,
The Whitespace Language

Edwin Brady and Chris Morris, April 1st, 2003

Imperative, stack-based language

Space, Tab, and Line Feed characters only

Number literals in binary: Space=0, Tab=1, LF=end

Less-than-programmer-friendly syntax; reduces toner consumption

Andrew Kemp, http://compsoc.dur.ac.uk/whitespace/
VisiCalc, Lotus 1-2-3, Excel

The spreadsheet style of programming

Visicalc on the Apple II, c. 1979
CREATE TABLE shirt (  
id SMALLINT UNSIGNED NOT NULL AUTO_INCREMENT,
style ENUM('t-shirt', 'polo', 'dress') NOT NULL,
color ENUM('red', 'blue', 'white', 'black') NOT NULL,
owner SMALLINT UNSIGNED NOT NULL
     REFERENCES person(id),
 PRIMARY KEY (id)
);  
INSERT INTO shirt VALUES  (NULL, 'polo', 'blue', LAST_INSERT_ID()),  (NULL, 'dress', 'white', LAST_INSERT_ID()),  (NULL, 't-shirt', 'blue', LAST_INSERT_ID());
SELECT * FROM users WHERE clue > 0
0 rows returned
99 Bottles of Beer in SQL

```
SELECT CASE (bottlecount)
    WHEN 0 THEN 'No more bottle of beer on the wall, no more bottles of beer. '
        || 'Go to the store and buy some more, 99 bottles of beer on the wall.'
    WHEN 1 THEN '1 bottle of beer on the wall, 1 bottle of beer. '
        || 'Take one down and pass it around, no more bottles of beer on the wall.'
    WHEN 2 THEN '2 bottles of beer on the wall, 2 bottles of beer. '
        || 'Take one down and pass it around, 1 bottle of beer on the wall.'
    ELSE rtrim (cast((BottleCount) as char(2))) || ' bottles of beer on the wall, ' ||
        rtrim (cast((BottleCount) as char(2))) || ' bottles of beer. '
        || 'Take one down and pass it around, ' ||
        rtrim (cast((BottleCount)-1 as char(2))) || ' bottles of beer on the wall.'
END
FROM
(SELECT avalue * 10 + bvalue as bottlecount
FROM
    (VALUES (9), (8), (7), (6), (5), (4), (3), (2), (1), (0)) a(avalue),
    (VALUES (9), (8), (7), (6), (5), (4), (3), (2), (1), (0)) b(bvalue)
) as valuelist;
```

Kent Olsen,
SELECT
  CASE (bottlecount)
    WHEN 0 THEN 'No more bottle of beer on the wall, no more bottles of beer.
      Go to the store and buy some more, 99 bottles of beer on the wall.'
    WHEN 1 THEN '1 bottle of beer on the wall, 1 bottle of beer.
      Take one down and pass it around, no more bottles of beer on the wall.'
    WHEN 2 THEN '2 bottles of beer on the wall, 2 bottles of beer.
      Take one down and pass it around, 1 bottle of beer on the wall.'
    ELSE rtrim (cast((BottleCount) as char(2))) || ' bottles of beer on the wall,
      ' || rtrim (cast((BottleCount) as char(2))) || ' bottles of beer.
      Take one down and pass it around, ' || rtrim (cast(((BottleCount)-1) as char(2))) || ' bottles of beer on the wall.'
  END
FROM
  (SELECT avalue * 10 + bvalue as bottlecount
   FROM
     (VALUES (9), (8), (7), (6), (5), (4), (3), (2), (1), (0)) a(avalue),
     (VALUES (9), (8), (7), (6), (5), (4), (3), (2), (1), (0)) b(bvalue))
  as valuelist;

Chamberlin and Boyce, IBM, 1974
Declarative language for databases
Semantics based on the relational model
Queries on tables: select with predicates, joining, aggregating
Database query optimization: declaration to procedure

Kent Olsen,
Prolog

Logic Language

\[
\text{witch}(X) \leq \text{burns}(X) \text{ and } \text{female}(X).
\]
\[
\text{burns}(X) \leq \text{wooden}(X).
\]
\[
\text{wooden}(X) \leq \text{floats}(X).
\]
\[
\text{floats}(X) \leq \text{sameweight}(\text{duck}, X).
\]

\[
\text{female}(\text{girl}). \quad \{ \text{by observation} \}
\]
\[
\text{sameweight}(\text{duck}, \text{girl}). \quad \{ \text{by experiment} \}
\]

\[
? \text{witch}(\text{girl}).
\]
99 Bottles of Beer in Prolog

\[
bottles :-
    bottles(99).
\]

\[
bottles(1) :-
    write('1 bottle of beer on the wall, 1 bottle of beer,'), nl,
    write('Take one down, and pass it around,'), nl,
    write('Now they are all gone.'), nl, !.
\]

\[
bottles(X) :-
    write(X), write(' bottles of beer on the wall,'), nl,
    write(X), write(' bottles of beer,'), nl,
    write('Take one down and pass it around,'), nl,
    NX is X - 1,
    write(NX), write(' bottles of beer on the wall.'), nl, nl,
    bottles(NX).
\]

Remko Trocon et al.,
99 Bottles of Beer in Prolog

```prolog
bottles :-
    bottles(99).

bottles(1) :-
    write('1 bottle of beer on the wall, 1 bottle of beer, '),
    nl,
    write('Take one down, and pass it around, ')
    nl,
    write('Now they are all gone.'),!

bottles(X) :-
    write(X), write(' bottles of beer on the wall, '),
    nl,
    write(X), write(' bottles of beer, '),
    nl,
    write('Take one down and pass it around, ')
    nl,
    NX is X - 1,
    write(NX), write(' bottles of beer on the wall.'),
    nl,
    nl,
    bottles(NX).
```

Alain Colmerauer et al., 1972

Logic programming language

Programs are relations: facts and rules

Program execution consists of trying to satisfy queries

Designed for natural language processing, expert systems, and theorem proving

Remko Trocon et al.,