# **Lec 22: Interpreter**

**CS220: Programming Principles**

Sang Kil Cha



[Parser \(2\)](#page-1-0) [In-Class Activity #22](#page-15-0) [Interpreter](#page-18-0) [Conclusion](#page-28-0) [Question?](#page-30-0)

<span id="page-1-0"></span>



[Parser \(2\)](#page-1-0) [In-Class Activity #22](#page-15-0) [Interpreter](#page-18-0) [Conclusion](#page-28-0) [Question?](#page-30-0)

#### **Attendance Check**

Note:

- 1. This slide appears at random time during the class.
- 2. This link is only valid for a few minutes.
- 3. We don't accept late responses.





## **Recap: Parser Combinator**

- A parser combinator is a higher-order function that accepts several parsers as input and returns a new parser as its output.
- We can use computation expressions to build a parser combinator.



## **Extending Our Parser**

We have built a parser for AddSubLang. What if we want to extend the language to include multiplication and division?

- 1. Extend the AST type.
- 2. Extend the parsing rules.



## **Extending the AST**

```
type Expr =
    Number of int
  | Add of Expr * Expr
    | Sub of Expr * Expr
   | Mul of Expr * Expr
  | Div of Expr * Expr
```


 $\circ$ 

## **Extending the Parsing Rules**

```
let arith op constructor =
  parser {
    let! n = numberlet! = many (char ' ' )let! = char oplet! = many (char ' ' )let! e = expr
    return constructor (n, e)
  }
let add = arith '+' Add
let sub = arith '-' Sub
let mul = arith '*' Mul
let div = arith '/' Div
exprRef \langle - \rangle add \langle | \rangle sub \langle | \rangle mul \langle | \rangle div \langle | \rangle number
```


#### **Check the Parsed AST**

Let's try to parse " $1 + 2 \times 3 - 4$ " with the extended parser. Then we get:

Ok (Add (Number 1, Mul (Number 2, Sub (Number 3, Number 4))), "")

The parsed AST is not what we expected.



#### **Precedence and Associativity**

- We need to consider the precedence and associativity of operators.
- For example, " $1 + 2 \times 3 4$ " should be parsed as " $((1 + (2 \times 3)) 4)$ ".



## **Fixing the Parsing Rules (1st Attempt)**

```
// give higher precedence to multiplication and
   division .
exprRef \le- mul \le|> div \le|> add \le|> sub \le|> number
Parser.runOnInput expr "1 + 2 * 3 - 4"
| > printfn "%A"
```
We get:

Ok (Add (Number 1, Mul (Number 2, Sub (Number 3, Number 4))), "")



## **Need Left-Associativity**

- The parsing rules above give higher precedence to multiplication and division.
- However, the parsed AST is still not what we expected because our parsing rules follow right-associativity.

<expr> ::= <expr> \* <number> | <expr> / <number> | <expr> + <number> | <expr> - <number> | <number>



## **Fixing the Parsing Rules (2nd Attempt)**

```
let arith op lhs rhs constructor =
  parser {
    let! n = 1hs
    let! = many (char ' ' )let! = char oplet! = many (char ' ' )let! e = rhsreturn constructor (n. e)
  }
let add = arith '+' expr number Add
let sub = arith '-' expr number Sub
let mul = arith '*' expr number Mul
let div = arith '/' expr number Div
exprRef \langle - \text{mul} \rangle adv \langle | \rangle add \langle | \rangle sub \langle | \rangle number
```


#### **Left-Recursion Problem**

The parsing rules above are left-recursive, causing an infinite recursion when parsing.

Stack overflow. Repeat X times:  $\odot$ 



## **Fixing the Left-Recursion Problem**

Introduce a new 'term' using repeatition to wrap multiplication and division.

```
\langle \text{term} \rangle ::= \langle \text{number} \rangle { ( * | / ) \langle \text{number} \rangle }
<expr> ::= <term> + <expr>
               | <term> - <expr>
                | <term>
```
**★** There are many other ways to refactor the parsing rules to avoid left-recursion.



## **Fixing the Grammar**

```
let muldiv = parser {
 // ... omitted
}
let term = parser {
 let! n = numberlet! = many (char '')let! r = many muldiv
 return r
}
let add = arith '+' term expr Add
let sub = arith '-' term expr Sub
exprRef <- add <|> sub <|> term
```


## <span id="page-15-0"></span>**[In-Class Activity #22](#page-15-0)**



[Parser \(2\)](#page-1-0) [Interpreter](#page-18-0) [Conclusion](#page-28-0) [Question?](#page-30-0)<br>
0000000000000000 ●00 000000000000 00 0

### **Preparation**

We are going to use the same git repository as before. Just in case you don't have it. clone the repository using the following command.

- 1. Clone the repository to your machine.
	- git clone https://github.com/KAIST-CS220/CS220-Main.git
- 2. Move in to the directory CS220-Main/Activities
	- cd CS220-Main
	- cd Activities



#### **Problem**

Fix the muldiv parser and the term parser to finish the implementation of the parser.



[Parser \(2\)](#page-1-0) [Interpreter](#page-18-0) [Conclusion](#page-28-0) [Question?](#page-30-0)<br>
0000000000000000 00 00000000000 00 0

## <span id="page-18-0"></span>**[Interpreter](#page-18-0)**



[Parser \(2\)](#page-1-0) [In-Class Activity #22](#page-15-0) [Interpreter](#page-18-0) [Conclusion](#page-28-0) [Question?](#page-30-0)

19 / 31

### **Evaluation Step**

Interpreter "evaluates" a list of ASTs to derive a value and update the context.



#### **From an AST to a Value**

Parse: Grammar  $\rightarrow$  string<sup>1</sup> $\rightarrow$  AST

Evaluate: AST -> Context -> Context \* Value

**★** Recall our AddSubLang can only return an int as a value.

<sup>1</sup>Grammar was built-in to our parser.



## **Context in AddSubLang?**

Is there a certain context to consider? In other words, can an expression in AddSubLang be interpreted in a different manner depending on a context?



## **Implementing an Interpreter**

F# is perfect for implementing interpreters (and compilers). Why?

- 1. Representing an AST (a tree) is natural and easy.
- 2. Pattern matching on an AST can make interpreter concise.
- 3. Descendant of ML (Meta Language)  $\odot$ .



## **Interpreter for AddSubLang**

```
let evaluate = function
   Number n \rightarrow n // This is just a value
  | Add (a, b) -> // ?| Sub (a, b) \rightarrow // ?
```
How can we handle nested expressions?



#### **Recursion!**

```
let rec evaluate = function
  | Number n -> n
  | Add (a, b) \rightarrowlet a' = evaluate a
    let b' = evaluate b
    a' + b'| Sub (a, b) \rightarrowlet a' = evaluate a
    let b' = evaluate b
    a' - b'
```


## **Interpreting a Sequence of Statements**

We need to maintain a context to correctly handle multiple statements. For example, the following code has three statements to evaluate.

let  $x = 1$ let  $v = 2$  $x + v$ 

After evaluating the first two statements, we need to remember that the symbol  $x$  and y corresponds to a value 1 and 2, respectively.



#### **Implementation Sketch**

```
let rec evalExpr ctxt = function
    Number n \rightarrow n| ...
and rec evalStmt ctxt = function // mutually recursive
  | Let (v, e) ->
    let e' = evalExpr ctxt e
    ctxt ' // update the ctxt to have a mapping v to e '
  | Expression e ->
    evalExpr ctxt e
let run program =
  let initialContext = // empty map (symbols to values).
  program
  |> List . fold evaluate initialContext
```


## **In-Class Activity (cont'd)**

Implement your own interpreter for our language (with multiplication and division) in addition to the previous parser implementation. The end result should be a calculator that can handle simple arithmetic expressions.



## <span id="page-28-0"></span>**[Conclusion](#page-28-0)**



[Parser \(2\)](#page-1-0) [In-Class Activity #22](#page-15-0) [Interpreter](#page-18-0) [Conclusion](#page-28-0) [Question?](#page-30-0)

### **Further Readings**

• The Wizard Book Ch. 4.1 (and the rest of Ch. 4).



## <span id="page-30-0"></span>**[Question?](#page-30-0)**



[Parser \(2\)](#page-1-0) [In-Class Activity #22](#page-15-0) [Interpreter](#page-18-0) [Conclusion](#page-28-0) [Question?](#page-30-0)