

without talking about a *specific* computer language? How can we talk about them *generally*? It turns out that they all have some parts in common.

7 Please read this for me. You can't? Why not? It's written in English!

Why couldn't you understand the script? It's written in English, after all! • Appearance: **syntax** • What is the set of valid **symbols**? • What **arrangements** of symbols are permissible? We don't know the "ground rules" for the document as it is written:

8 Although this is technically "English," it is unlikely that you would be able to read it, as the rules of English have changed over time. For a language, there are essentially two families of rules.

• What does **a given arrangement** of symbols correspond **mean**?

9 We've briefly discussed this before...

A **formal language** is the set of permissible **sentences** whose **symbols** are taken from an **alphabet** and whose word **order** is determined by a specific set of **rules**.

Formal language

Intuition: a language that can be defined mathematically, using a **grammar**.

English **is not** a formal language.

Java **is** a formal language.

• Meaning: **semantics**

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10 What *really* is a formal language? What's the "form"? The form is G = (N, sigma, P, S).

More concretely, for programming languages, we conventionally write **G** in a form called **BNF**.

11 Although you could define a language using pure set theory, we prefer a more convenient, but equivalent syntax: BNF. BNF was created to be able to describe the syntax of any programming language, but it was specifically developed when ALGOL was being designed.

John Backus Peter Naur

Invented in 1959 to describe the ALGOL 60 programming language.

12 ALGOL looks a lot like a modern programming language! In fact, many textbooks use ALGOL as a kind of algorithm pseudocode.

14 Here's a recursive snippet. Observe that this example allows us to describe numbers of any length. The definition is not complete, however, because it contains no terminals (but it would be OK if you defined <digit> in terms of terminals).

15 Here's a definition for a simple language that can add multi-digit numbers. This is a complete definition.

16 So how do we "interpret" sentences? First, we need to derive their structures using the rules of the grammar. This process is called "parsing."

Derivation Tree $1+2+3$ $<\!\!e\!\!> \; : \; : \; <\!\!n\!\!> \; \mid \; <\!\!e\!\!> + <\!\!e\!\!> \; \mid \; <\!\!e\!\!> - <\!\!e\!\!>$ $<\!\!n\!\!> \; : \; := \; <\!\!d\!\!> \; \left.\begin{array}{c|c} \ & <\!\!n\!\!> <\!\!d\!\!> \end{array}\right.$ $< d > :: = 0$ | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 <e> <e>+<e> <e>+<e> <d> $1'$ <d> 2 <d> 3 <n> <n> <n> Shows **every step** of how a sentence is **parsed**.

17 Given a BNF grammar and an expression in that language, we can trace through the steps we use to recognize a valid expression. If you do that, you get what is called a "derivation tree."

What can computers really do?

18 Now that we have a basic idea of how we might describe syntax—which is the subject of this week's lab—we have some idea of how we might formulate a language for communicating with a computer. So now let's discuss what we might talk to them about: what can and can't computers do, fundamentally?

19 One of the first people to wonder about this question was this bewigged dude, the genius and polymath, Leibniz.

20 Leibniz actually attempted to build machines that realized his dream. He started small, with a machine called the "stepped reckoner" that could perform arithmetic: addition, subtraction, multiplication, and division. This basic design was used (for real!) for more than 200 years!

"What is the answer to the ultimate question of life, the universe, and everything?

21 Anyone here a fan of Douglas Adams? In the Hitchhiker's Guide to the Galaxy, philosophers build a machine to answer essentially the same question, but they phrase their question so imprecisely as to get nonsense out of the machine. "garbage in, garbage out" This, of course, was comedy, but anyone who has read Douglas Adams before knows that there's always something deep and interesting at the center of his jokes.

What is computable?

- Hilbert: Is there an **algorithm** that can decide whether **any logical statement is valid**?
- "Entscheidungsproblem" (literally "decision problem")
- Leibniz thought so!

What is computable?

- Why do we care?
- $f(x) = x + 1$
- We can clearly do this with pencil and paper.
- *•* [∫] *6x dx*
- Also computable, in a different manner.
- We care because the computable functions can be done on a "**computer**."

23 Many mathematical problems reduce to this formulation. For example, clearly arithmetic has a form that we can say true/false things about. And calculus does too, although the steps are maybe a little different. But we care, because at their heart, proving things about them is similar, and we can imagine that anything that is "computable" in this sense can be computed on a machine.

Lambda calculus

• Invented by Alonzo Church in order to solve the Entscheidungsproblem.

- Proof: **No algorithm can decide equivalence** of two arbitrary λ-calculus expressions.
- By implication: no algorithm can determine whether an arbitrary logical statement is valid.

24 There's some interesting history here about Gödel that I am going to gloss over, but the first person to really take a stab at the problem in the way that Hilbert meant was this guy, Alonzo Church. To do that, he invented a little language that he thought captured everything important about computation. That language was called the lambda calculus. The lambda calculus is computational logic in its purest form. And Church showed that there is no algorithm that can decide the equivalence of two lambda calculus expressions. So in essence, no algorithm can determine whether an arbitrary logical statement is valid. This was obviously very disappointing to lots of people, but, as it turns out, the devil is in the details. We can still do a lot with computers!

25 Let's spend a little time investigating the lambda calculus. Remember: this is a different system of logic. Let's start simply by looking at something that is familiar to you. In algebra, what does x mean?

26 Many first-timers get hung up on details of the lambda calculus. Remember: there is no inherent meaning in a lambda calculus expression. What a given expression means depends on how you ascribe meaning to it, just as with algebra.

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32 Note that BNF does not always capture every necessary detail. For example, here is another potential derivation for the same expression. However, this derivation is not correct because the lambda calculus DOES include additional rules to eliminate ambiguity. These rules, called precedence and associativity, are the most difficult rules for newcomers.

34 Parens make precedence and associativity rules strictly unnecessary (assuming that parens have the highest precedence). We will keep the precedence and associativity rules for the lambda calculus, but if you want to use parens to help you understand an expression, feel free to insert them.

37 Finally, we will sometimes add arbitrary literal values to the lambda calculus. These are not strictly necessary, but they make working with the language a little easier.

38 With parens, our original expression is unambiguous. It's this parse.

39 Later on in this semester, we will ignore tiny details in derivation and focus on a more meaningful version of a parse tree, called an "abstract syntax tree." ASTs better get at what a given expression means.

40 Eventually, you will see that the abstract syntax tree tends to be more useful than derivation trees, so we often favor parse trees in this form.

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