

Lecture 27 – Course Review

COSE212: Programming Languages

Jihyeok Park



2024 Fall

Goal of This Course

Learn **Essential Concepts of Programming Languages**

Learn **Essential Concepts** of **Programming Languages**

- Why?

Learn **Essential Concepts** of **Programming Languages**

- Why?
 - To **learn new programming languages** quickly.
 - To **evaluate** and pick the best language for a given task.
 - To **design** your own **specialized languages** for specific tasks.

Learn **Essential Concepts** of **Programming Languages**

- Why?
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- How?

Learn **Essential Concepts** of **Programming Languages**

- Why?
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- How?

By **Designing** Diverse **Programming Languages**

- By **designing** programming languages in a **mathematical** way.
- By **implementing** their **interpreters** using **Scala**.

(Part 1)
Untyped Languages

(Part 2)
Typed Languages

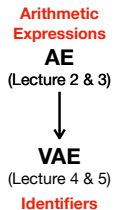
**Arithmetic
Expressions**

AE

(Lecture 2 & 3)

(Part 1)
Untyped Languages

(Part 2)
Typed Languages



(Part 1)
Untyped Languages

(Part 2)
Typed Languages

**Arithmetic
Expressions**

AE

(Lecture 2 & 3)



VAE

(Lecture 4 & 5)

Identifiers



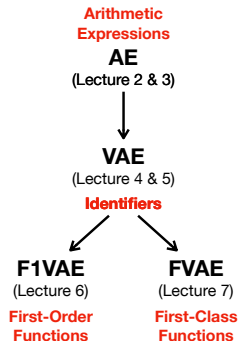
F1VAE

(Lecture 6)

**First-Order
Functions**

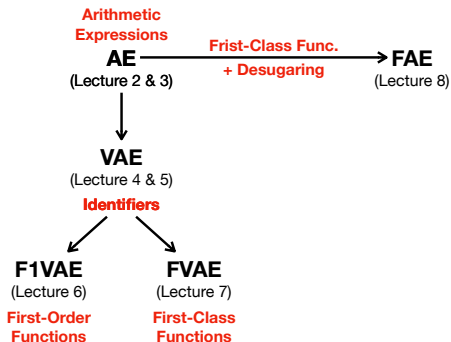
(Part 1)
Untyped Languages

(Part 2)
Typed Languages



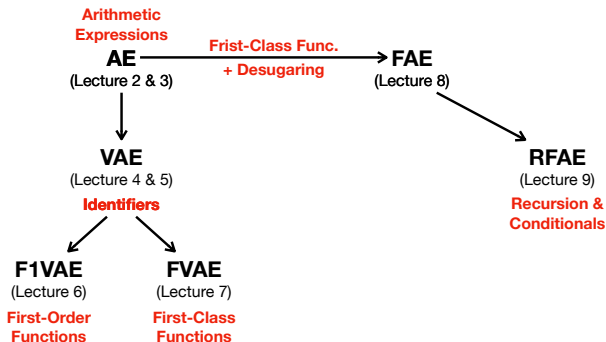
(Part 1)
Untyped Languages

(Part 2)
Typed Languages



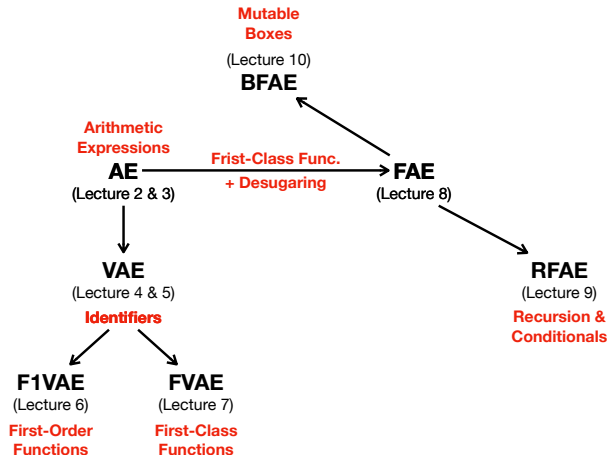
(Part 1)
Untyped Languages

(Part 2)
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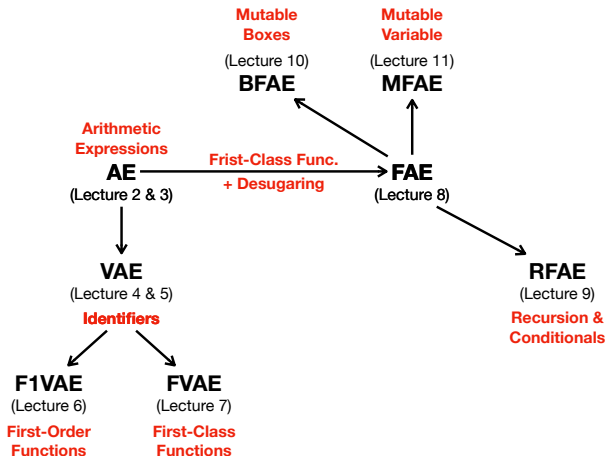
(Part 1)
Untyped Languages

(Part 2)
Typed Languages



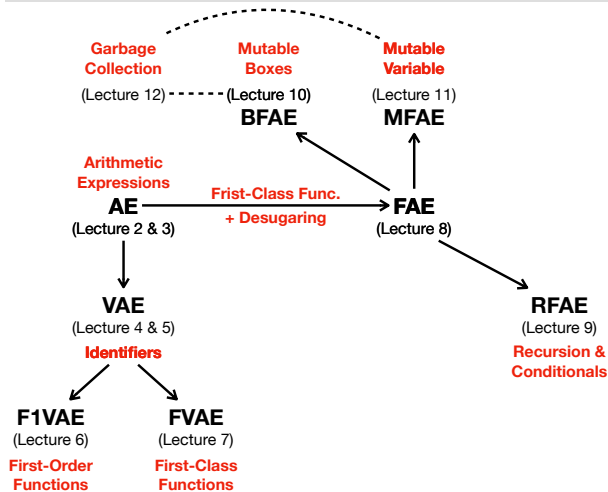
(Part 1)
Untyped Languages

(Part 2)
Typed Languages



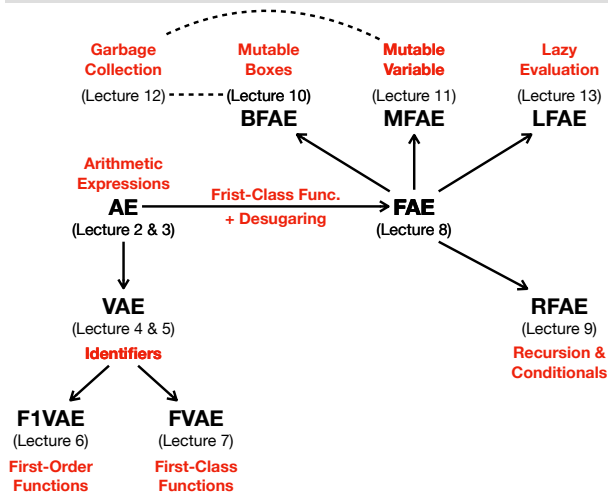
(Part 1) Untyped Languages

(Part 2) Typed Languages



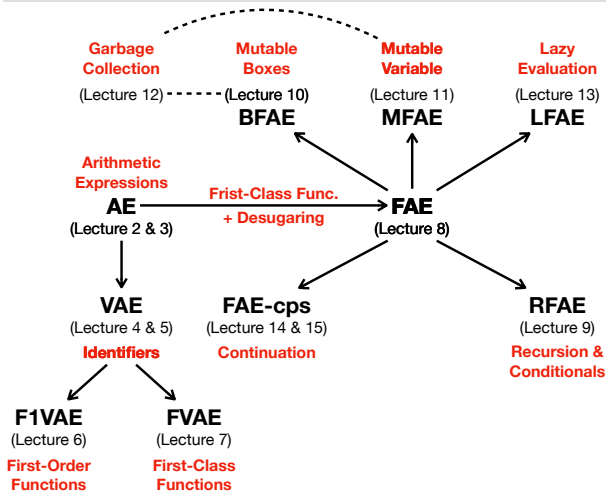
(Part 1)
Untyped Languages

(Part 2)
Typed Languages



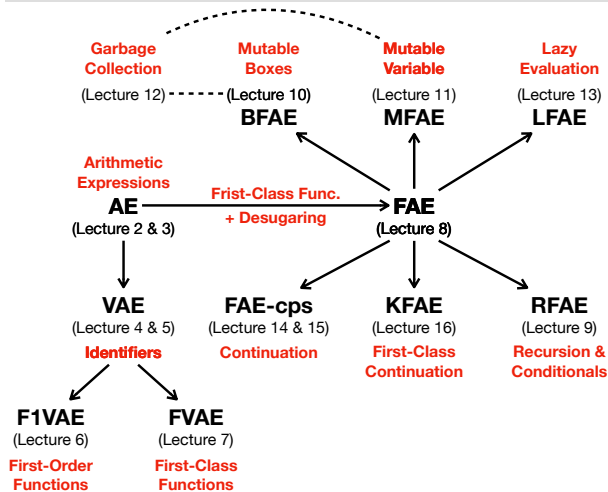
(Part 1) Untyped Languages

(Part 2) Typed Languages



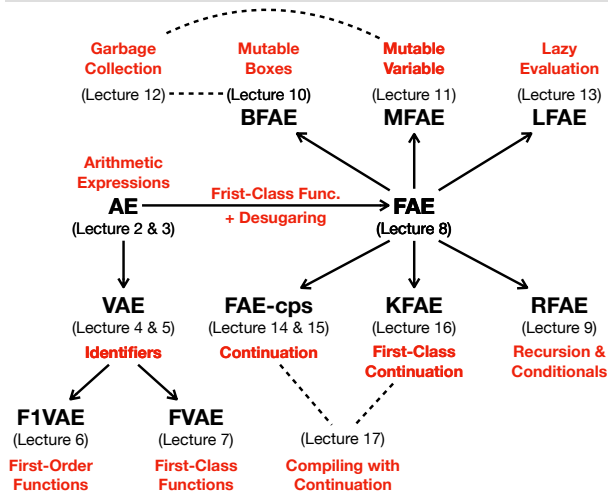
(Part 1) Untyped Languages

(Part 2) Typed Languages



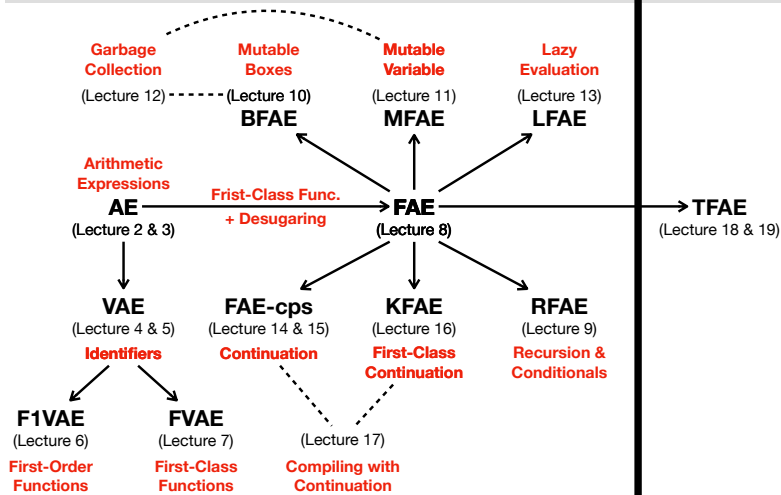
(Part 1) Untyped Languages

(Part 2) Typed Languages



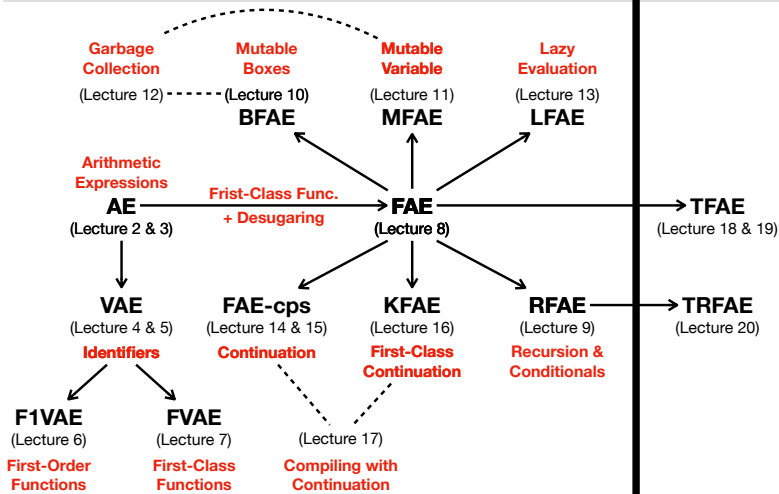
(Part 1) Untyped Languages

(Part 2) Typed Languages



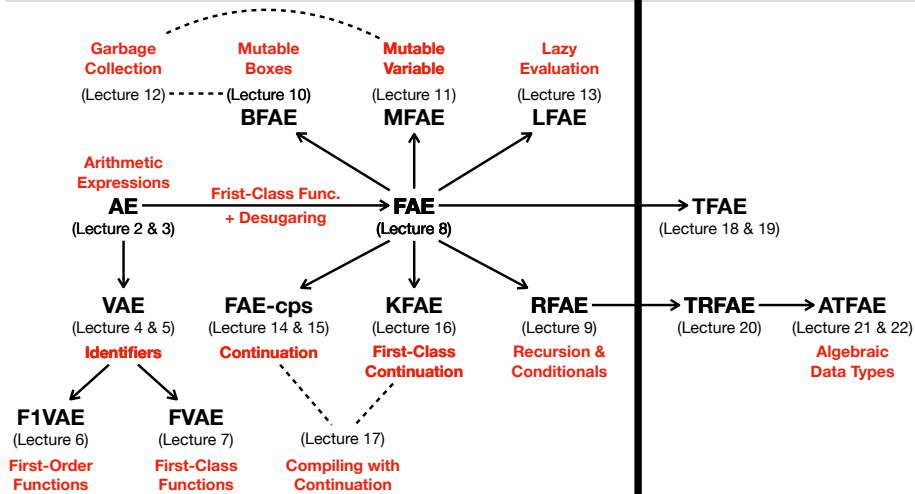
(Part 1) Untyped Languages

(Part 2) Typed Languages



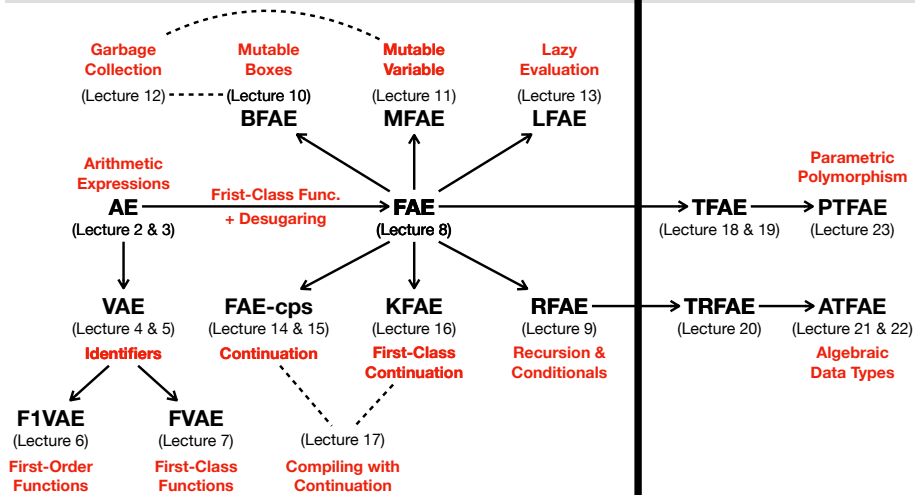
(Part 1) Untyped Languages

(Part 2) Typed Languages



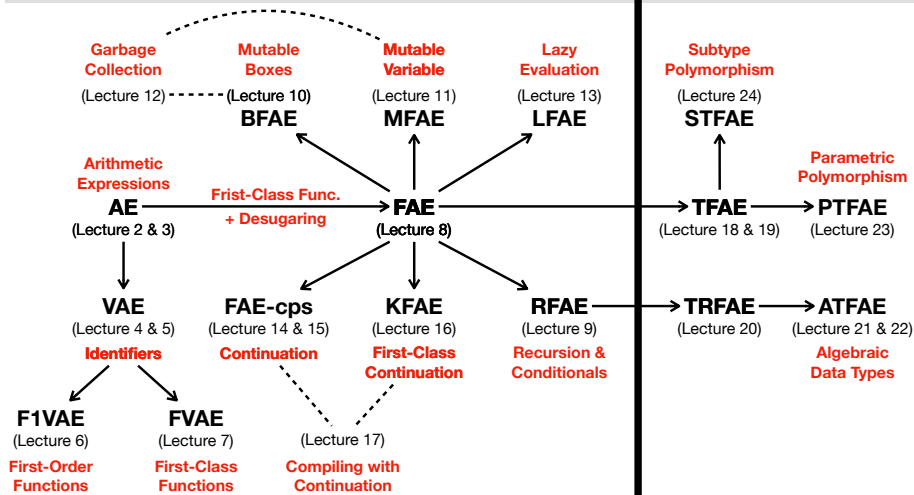
(Part 1) Untyped Languages

(Part 2) Typed Languages



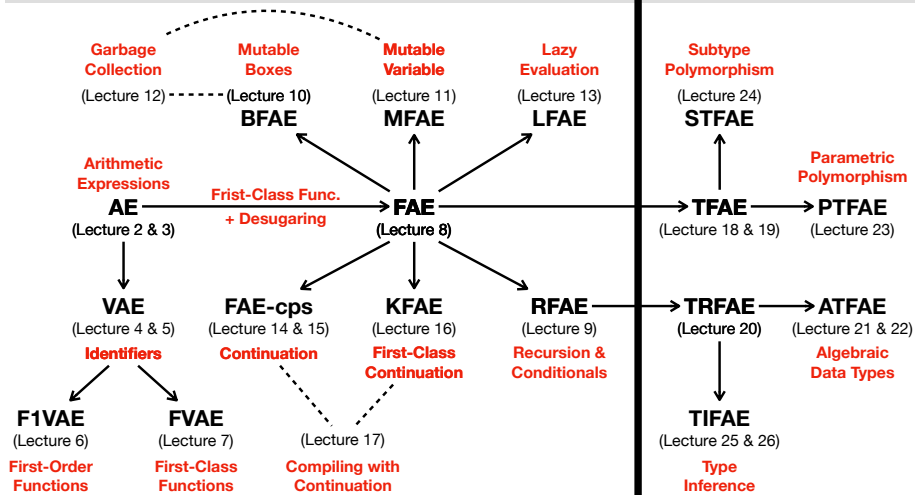
(Part 1) Untyped Languages

(Part 2) Typed Languages



(Part 1) Untyped Languages

(Part 2) Typed Languages



A deeper and broader understanding of programming languages can help you in:

- Software Engineering
- Software Testing
- Software Verification
- Software Analysis
- Software Security
- ...

We can develop a **static analyzer** for diverse purposes (e.g., optimization, understanding, bug detection, etc.) using the PL foundations.¹

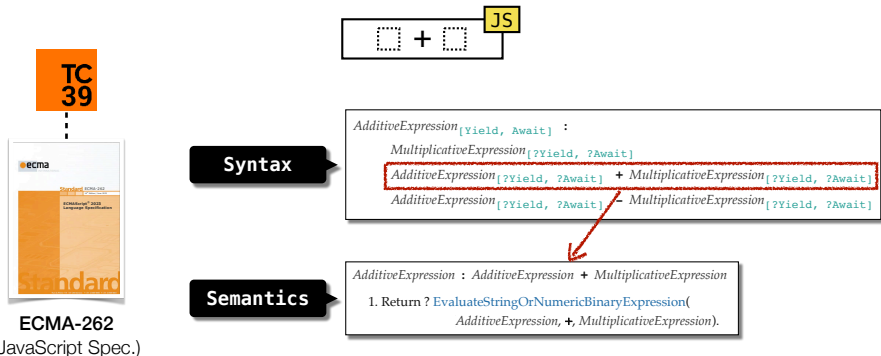
```
1 let x = /* 1 or 2 */;
2 let y = /* any str */;
3 let o = new Observable(subscriber => {
4   subscriber.next(1);
5   subscriber.next(2);
6   subscriber.next(3);
7 });
8 o.subscribe(k => x *= k); // x: 6 or 12
9 o.subscribe(k => y += k); // y: any str + "123"
```

An example of static analysis for a JavaScript program.

¹[FSE'22] **Jihyeok Park**, Seungmin An, and Sukyoung Ryu, “Automatically Deriving JavaScript Static Analyzers from Specifications using Meta-level Static Analysis”

Application 2 – Mechanized Specification

To understand syntax and semantics of JavaScript language, we need to read the official language specification, called ECMA-262.²

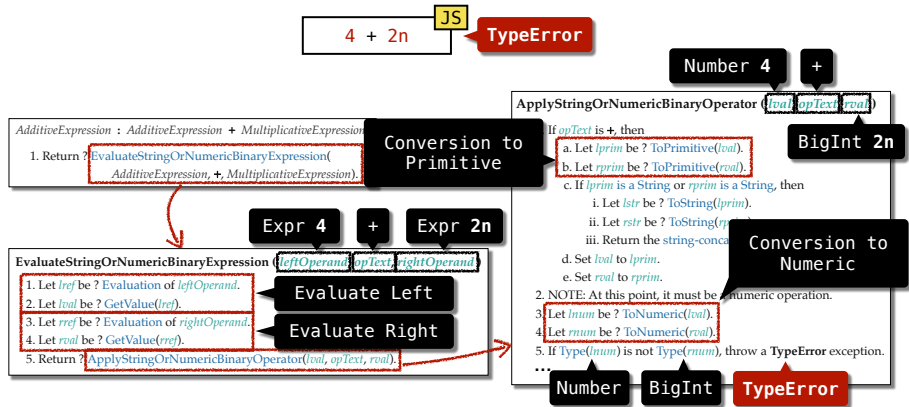


However, it consists of **800+ pages** with pseudocode-style algorithms as language semantics. It is laborious to understand and maintain the spec.

²<https://tc39.es/ecma262/>

Application 2 – Mechanized Specification

For example, we need to read the following steps to understand why the JavaScript program `4 + 2n` throws a run-time `TypeError`:



To alleviate the problem, we **design** a programming language to represent algorithms in the spec and automatically **extract** the semantics from the language specification.³

Abstract algorithm for *ArrayLiteral* in ES13

```
ArrayLiteral : [ ElementList , Elisionopt ]
```

1. Let *array* be ! *ArrayCreate*(0).
2. Let *nextIndex* be ? *ArrayAccumulation* of *ElementList* with arguments *array* and 0.
3. If *Elision* is present, then
 - a. Perform ? *ArrayAccumulation* with arguments *array* and *nextIndex*.
4. Return *array*.

118 compile rules for steps in abstract algorithms



```
syntax def ArrayLiteral[2].Evaluation(  
  this, ElementList, Elision  
) {  
  let array = [! (ArrayCreate 0)]  
  let nextIndex =  
    [? (ElementList.ArrayAccumulation array 0)]  
  if (! (= Elision absent))  
    [? (Elision.ArrayAccumulation array nextIndex)]  
  return array  
}
```

Semantics

[*□*, ..., *□*]

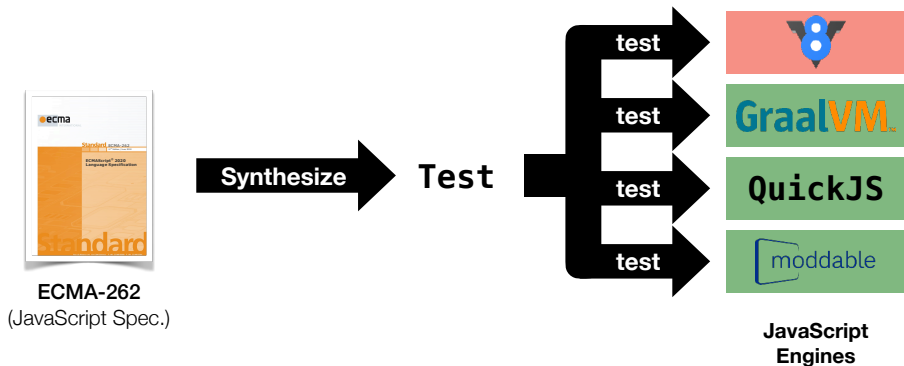
JS

IR_{ES} function for *ArrayLiteral* in ES13

³[ASE'21] Jihyeok Park, Seungmin An, Wonho Shin, Yusung Sim, and Sukyoung Ryu, "JSTAR: JavaScript Specification Type Analyzer using Refinement"

Application 3 – Program Synthesis

Another application is to **synthesize** programs from specifications. For example, we can synthesize JavaScript programs to detect real-world bugs in JavaScript engines.⁴



⁴[PLDI'21] **Jihyeok Park**, Dongjun Youn, Kanguk Lee, and Sukyoung Ryu, "Feature-Sensitive Coverage for Conformance Testing of Programming Language Implementations"

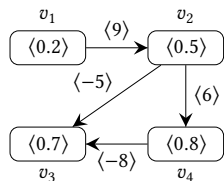
For example, we found a bug in the SpiderMonkey JavaScript engine (v107.0b4) used in Firefox by synthesizing the following JavaScript program from the JavaScript language specification.⁵

```
// [EXIT] normal
var x = (async function ([]) {})( );
// Assertions
...
$assert.sameValue(Object.getPrototypeOf(globalThis["x"]), Promise.
    prototype);
$assert.sameValue(Object.isExtensible(globalThis["x"]), true);
$assert.notCallable(globalThis["x"]);
$assert.notConstructable(globalThis["x"]);
...
```

While it should be terminated normally, SpiderMonkey engine throws a run-time `TypeError` when executing the it.

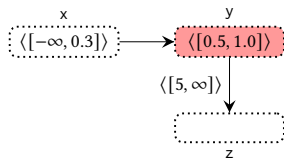
⁵https://bugzilla.mozilla.org/show_bug.cgi?id=1799288

We can also use PL foundations to provide a better **explainability** for AI systems. For example, we can design a graph description language to explain the graph learning model.⁶



```

node x <[ , 0.3]>
node y <[0.5, 1.0]>
node z
edge (x, y)
edge (y, z) <[5, ]>
target node y
    
```



(a) A featured graph G_2

(b) A GDL program P_4

(c) A graphical representation of P_4

Fig. 3. A running example of GDL

Using the above graph description language, we can automatically generate explanations for the classification results of the graph learning model.

⁶[PLDI'24] Minseok Jeon, **Jihyeok Park**, and Hakjoo Oh, "PL4XGL: A Programming Language Approach to Explainable Graph Learning"

- **Date:** 18:30 – 21:00 (150 min.), December 18 (Wed.).
- **Location:** 205, Woojung Hall of Informatics (우정정보관)
- **Coverage:** Lectures 14 – 26
- **Format:** closed book and closed notes
 - Fill-in-the-blank questions about the PL concepts.
 - Write the evaluation results of given expressions.
 - Draw derivation trees of given expressions.
 - Define the syntax or semantics of extended language features.
 - Define typing rules for the given language features.
 - etc.
- Note that there is **no class** on **December 16 (Mon.)**.

- I hope you enjoyed the class!

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