This week’s lab: Expressions

- Inspired by familiar mathematical notation
- Usually have recursive (tree-like) structure
- Can be used to define values in many domains
  - numbers, booleans, strings, lists, sets, etc.
- “Declarative” syntax: tells what to compute rather than how
- Abstracts away from evaluation order* and use of temporaries
  - compare with, e.g., stack machine

* to some extent: depends on language
Imperative Languages

- Most commonly-used languages are imperative.
- Consist of sequence of commands that alter the state of the world.
- State = values of program variables and external environment (e.g. files, screen, etc.)

Running Imperative Programs

- High-level imperative languages mimic style of the underlying Von Neumann machine architecture.

- Machine programs are sequences of instructions that modify registers and memory locations.

- Compiling imperative languages to machine code is relatively straightforward.

- Variables are mapped to machine locations.

- Commands (operations) are mapped to (multiple) machine instructions.
Reactive Programs

● Imperative languages are also natural for writing reactive programs that interact with the real world.

● Examples:

  ● Reading mouse clicks and modifying the contents of a display.
  
  ● Communicating data on a network link.
  
  ● Controlling a set of sensors and relays in an external device.
  
  ● Often structured as event-response loops.
Statements are Commands

- Elementary (atomic) statements
  - Assignment
  - I/O operations
  - Function/Procedure calls
    - Atomic from perspective of caller
- Compound statements
  - Built recursively from sub-statements, forming tree-like structure
Assignment

Most primitive command: store a value into a location

In simplest form, location is associated with a variable

but might be an array or record element, etc.

In most languages, a variable name means different things on the left-hand side (LHS) and right-hand side (RHS) of an assignment.

On LHS, name denotes the location of the variable, into which the value of the RHS expression is to be stored. Here we say name is an l-value.

On RHS, name denotes the current value contained in the location, i.e. it indicates an implicit dereference operation. Here we say the name is an r-value.
Assignment Expressions

In some languages, assignment is an expression and expressions can act as atomic statements.

But every expression must define a value! Common choices for the value of an assignment:

- value of RHS
- special “no information” value e.g., in Scala: `():Unit`
- C/C++/Java popularized use of plain `=` for assignment and `==` for relational equality: a truly bad idea, because both form expressions and they are easy to confuse.
Order of Operations

- We’ve noted that order of operations for expressions is usually under-specified.
- Parse tree doesn’t completely fix order.
- But this causes problems if expressions can be assignments:

  ```c
  a = 0;
b = (a = a + 1) - (a = a + 2);
  ```

- What is the result in `b`?
- It can be anything! This C program has “undefined behavior” and the compiler can generate anything it wants (for the entire program!)
- …or the compiler could give a warning or error message, but many compilers do not.
Hidden side-effects

Even without explicit assignment expressions, expression evaluation order can affect behavior:

```
int a = 0;
int h (int x, int y) { return x; }
int f (int z) { a = z; return 0; }
h(a,f(2));  // = 0 or 2 ??
```

Answer depends on evaluation order for function actual parameters, which is language-dependent (and possibly unspecified).

This flexibility may let compiler generate more efficient code.

But most modern languages are moving towards precise specification of order (e.g. left-to-right).
Imperative code is infectious

Root of problem is that imperative code can be hidden within function definitions ("side-effects")

If any part of the code might be imperative, we must worry about order of evaluation in all parts of the code

In a few languages, the type system helps us distinguish functions that have side-effects from "pure" ones that don't

```c
int a = 0;
int h (int x, int y) { return x; }
int f (int z) { a = z; return 0; }
h(a,f(2));  // = 0 or 2 ??
```
Structured Control Flow

- All modern higher-level imperative languages are designed to support structured programming.
- Syntactic structure of program text corresponds to dynamic flow of control during execution.
- Originally proposed as improvement over unreadable "spaghetti code" that is easy to produce using labels and jumps.

Small set of statement kinds

- Use small collection of (recursively defined) compound statements to describe control flow

- **Sequential composition**: do a sequence of commands
  
  (Java) \{ x = 2; y = x + 4; \}
  
  (Pascal) begin x := 2; y := x + 4; end

- **Selection**: do one of several alternative commands
  
  (Java) if (x < 0) y = x + 1; else z = y + 2;

- **Iteration**: do a command repeatedly
  
  (Java) while (x > 10) output(x--);
  
  (Pascal) for x := 1 to 12 do output(x*2);
Sequential composition

- Simplest way to combine commands: just write one after another

- Order obviously matters!

- (What about parallel composition?)

- Can also have sequential composition of expressions

  - \( e_1; e_2 \) means: evaluate \( e_1 \); throw away the result; then evaluate \( e_2 \)

  - Obviously only interesting if \( e_1 \) has side-effects
Selection: if

Basic selection statement based on boolean values

\[
\text{if } e \text{ then } s_1 \text{ else } s_2
\]

compiles to

\[
\begin{align*}
\text{evaluate } e & \text{ into } t \\
\text{cmp } t, \text{true} & \\
\text{brneq } l_1 & \\
\text{s_1} & \\
\text{br } l_2 & \\
l_1: & \text{ s_2} \\
l_2: & 
\end{align*}
\]

pseudo assembly code
Selection: case

- Generalizes boolean conditionals to types with larger domains
  
  ```plaintext
  case e of
    c_1 : s_1
    c_2 : s_2
    ... 
    c_n : s_n
    default : s_d
  ```

- Note that the $c_i$ are constants

- Choice of most efficient compilation method depends on density of the $c_i$ within the domain of possible values for $e$ and on whether $e$’s type is ordered
Sparse case compilation

```
case e of
c1 : s1
c2 : s2
...
cn : sn
default : sd
```

is equivalent to

```
t := e;
if t = c1 then
  s1
else if t = c2 then
  s2
else
  ...
else if t = cn then
  sn
else
  sd
```

- This is just a linear search (O(n) time)
- If e’s type is ordered, we can do better with a binary search (O(log n) time)
Dense case compilation

If labels are dense in the range \([c_1,c_n]\), it’s better to use a jump table (O(1) time):

\[
\text{case } e \text{ of}
\begin{align*}
  c_1 & : s_1 \\
  c_2 & : s_2 \\
  \vdots \\
  c_n & : s_n \\
  \text{default} & : s_d
\end{align*}
\]

compiles to

\[
\begin{align*}
  &\text{evaluate } e \text{ into } t \\
  &\text{cmp } t,c_1 \\
  &\text{brlt } l_d \\
  &\text{cmp } t,c_n \\
  &\text{brgt } l_d \\
  &\text{sub } t,c_1,t \\
  &\text{add table},t,t \\
  &\text{br } *t
\end{align*}
\]

\[
\begin{align*}
  \text{table: } l_1 \\
  l_2 \\
  \vdots \\
  l_n \\
  l_1: & \quad s_1 \quad \text{br done} \\
  l_2: & \quad s_2 \quad \text{br done} \\
  \vdots \\
  l_n: & \quad s_n \quad \text{br done} \\
  l_d: & \quad s_d \quad \text{br done} \\
  \text{done: }
\end{align*}
\]
Iteration: while and repeat

while \( e \) do \( s \)  compiles to  
\[
\begin{align*}
top: & \quad \text{evaluate } e \text{ into } t \\
& \quad \text{cmp } t, \text{true} \\
& \quad \text{brneq done} \\
& \quad s \\
& \quad \text{br top} \\
\end{align*}
\]
done: 

repeat \( s \) until \( e \)  is equivalent to  
\[
\begin{align*}
s; & \quad \text{while not } e \text{ do } s \\
& \quad \text{done:} \\
\end{align*}
\]
Counted loops

Since iterating through a range of numbers is very common, many languages offer a dedicated statement, e.g.

\[ \text{for } i := e_1 \text{ to } e_2 \text{ do } s \]

The detailed semantics vary, and can be tricky (e.g. can \( s \) change \( i \)?)

C/C++/Java offer a more general-purpose statement

\[ \text{for } (e_1; e_2; e_3) s; \]

is equivalent to

\[ e_1; \text{ while } (e_2) \{ s; e_3 \} \]
Data-driven Iteration

Many modern languages support generalized for loops that can iterate through any collection.

```scala
val s = List(1,3,42,7)
for (v <- s)
  print(v+1) // prints 2 4 43 8
```

In some languages this is implemented using iterators -- data objects that keep a pointer ("cursor") into the collection that can be advanced one element at a time.

Code above is shorthand for this:

```scala
val iter = s.iterator
while (iter.hasNext())
  print(iter.next()+1)
```

almost Scala
Loop exits

It can be useful to break out of the middle of a loop

```
loop
  s1;
  exitif e;
  s2
end
```

compiles to

```
top:
  s1
  evaluate e into t
  cmp t, true
  breq done
  s2
  br top
done:
```

C/C++/Java `break` is unconditional form of `exit`
These languages also have a `continue` statement that jumps back to the top of the loop
Uses for goto?

An efficient program using goto

```c
int i;
for (i = 0; i < n; i++)
    if (a[i] == k)
        goto found;
    n++;
a[i] = k;
b[i] = 0;
found:
    b[i]++;
```

In most languages, there is no equivalently efficient program without goto: must add a flag variable...
Multi-level break

But we *can* do as well in Java, using a named, multi-level break statement:

```java
int i;
search:
    { for (i = 0; i < n; i++)
        if (a[i] == k)
            break search;

        n++;
        a[i] = k;
        b[i] = 0;
    }

b[i]++;
```

This construct was invented by Don Knuth in the 1960’s but not adopted into a mainstream language for 30 years!
The COME FROM statement

10 J = 1
11 COME FROM 20
12 PRINT J
    STOP
13 COME FROM 10
20 J = J + 2


A notorious joke!

But with a serious point: even with an ordinary GOTO, we must examine the whole label/branch structure of the program to understand its behavior.