

# Preliminaries



CS 440: Programming Languages  
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# Michael Lee

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# Agenda

- Course overview
- Administrivia
- Grading
- Assessments
- Resources

# § Programming Languages

# Programming Languages ...

- Theoretically all the same, yet practically very different!
- “Same” in a deep sense: *Turing completeness*
- Learning different languages and language features can vastly expand your repertoire of programming techniques
- PLs are among our most important and fundamental tools!

# PL features

- Must learn to precisely dissect and discuss PLs
- Terminology: imperative, functional, compilers, interpreters, types, type checking, etc.
- Many terms are used imprecisely in conversation!

# Reasoning about PLs

- What does a program (or PL construct) *mean*?
- Can we prove a program's correctness?
- Many different ways of modeling and reasoning about program *semantics*
- Goal: inject mathematical rigor into programming



# Not just a consumer!

- You will modify and create your own PLs
- Understand how PLs tick
  - Where is the overhead? Is it useful/necessary/worthwhile?
- Fun and useful skill!

# We will ...

1. Use a new language, *Racket*, to learn about different programming language constructs and ideas.
2. Learn different methods of language specification, focusing on *semantics* and *verification*.
3. Understand how programs are *interpreted*, *compiled*, *represented*, *evaluated*, and *optimized*.
4. Implement our own programming language interpreters

# Topics

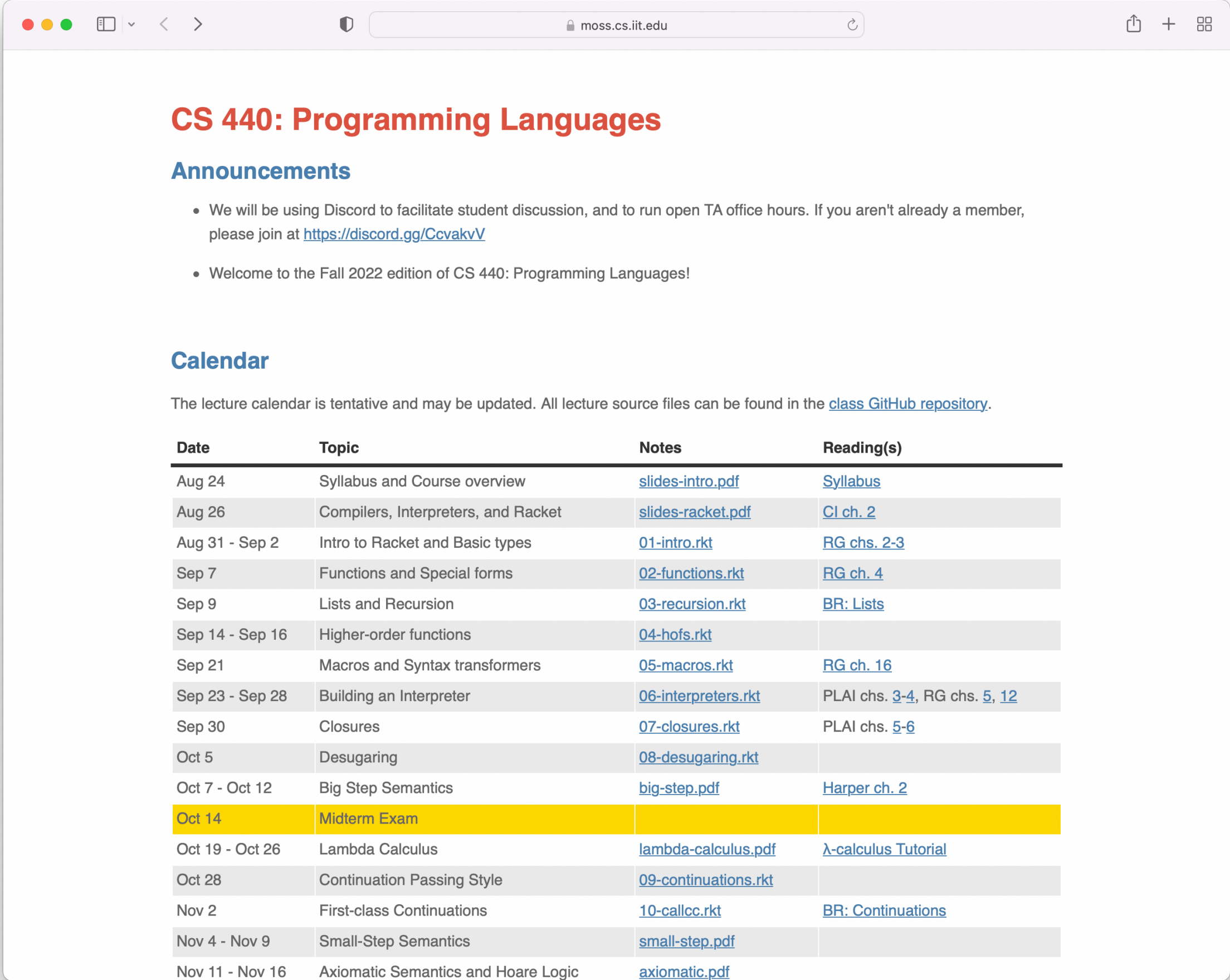
- Racket
- Syntax
- Higher order functions
- Recursion
- Closures
- Metaprogramming
- Continuations
- Grammars and Languages
- Semantics
  - Operational / Axiomatic
- Evaluation strategies
- Interpreters and Compilers
- Type inference and Unification
- Memory management

# § Administrivia

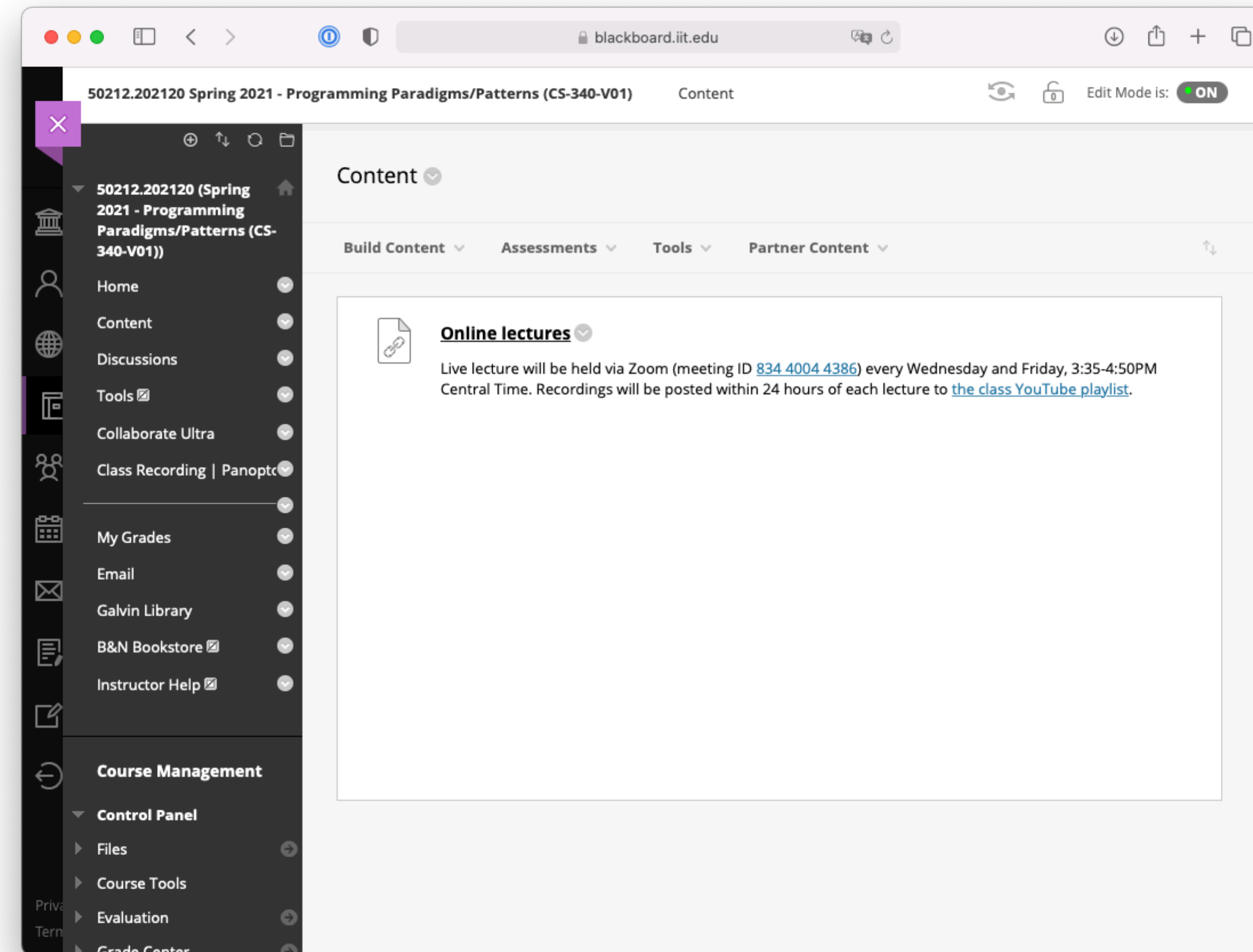
# Prior knowledge

- Programming experience (CS 115/116/201)
- First-order / Predicate logic (CS 330)
- Rules of inference and logical proofs (CS 330)
- Formal languages and Grammars (CS 330)
- Analysis of algorithms (CS 331 / 430)



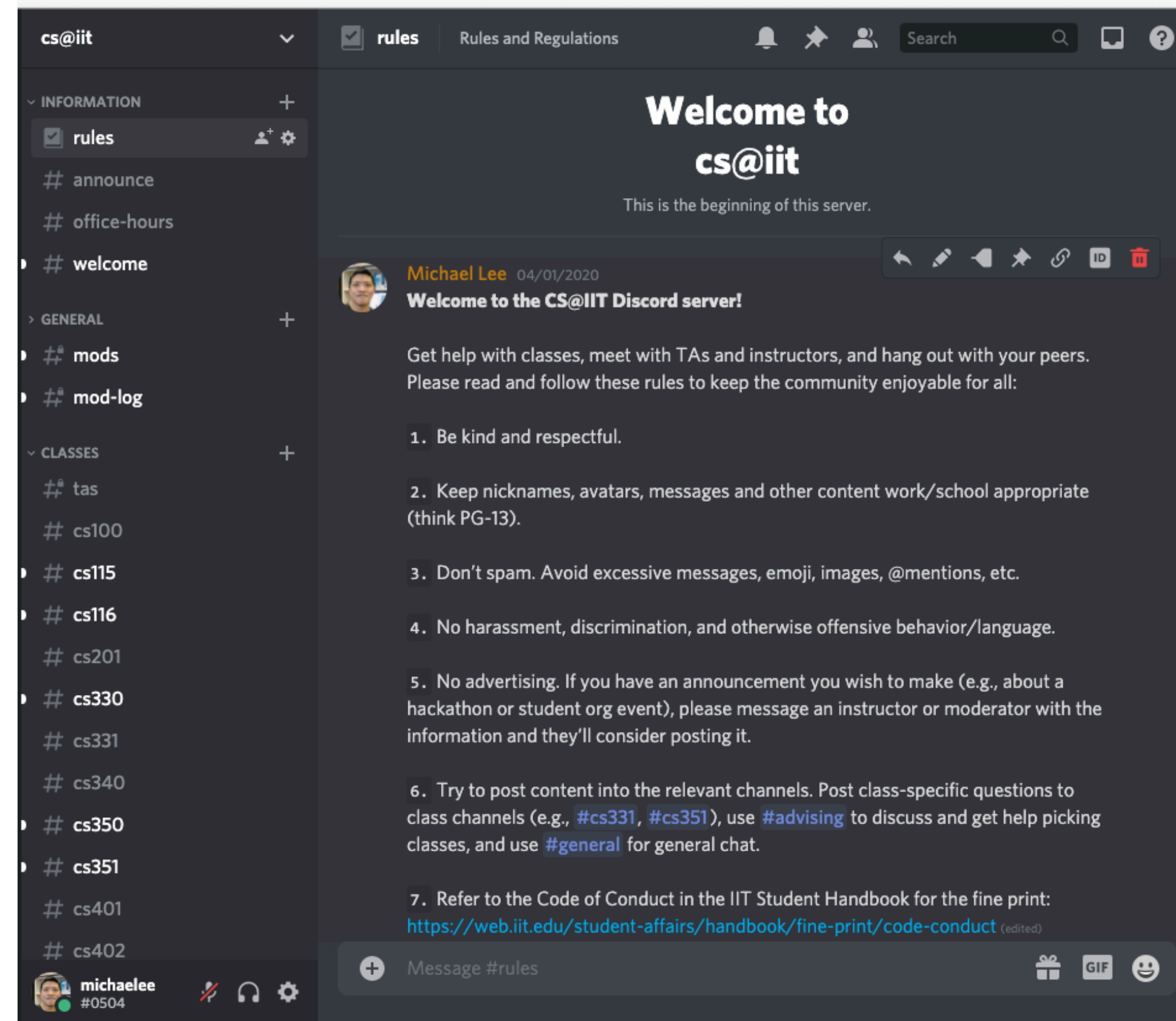


Course website: <http://moss.cs.iit.edu/cs440>



Blackboard: <http://blackboard.iit.edu>





Discord: TA class discussion and Q/A  
(invite on course website)



# References (in addition to notes)

- Programming Languages: Application and Interpretation, by Shriram Krishnamurthi
- Crafting Interpreters, by Robert Nystrom
- Compilers: Principles, Techniques, & Tools, 2nd edition, by Aho, Lam, Sethi & Ullman, 2007.

# Grading

- 50% Assignments
- 25% Midterm Exam
- 25% Final Exam (Cumulative)

# Assignments

- 5-7 total
- Some written, some machine problems (coding problems)
- Written submitted via Blackboard, MPs via GitHub

# Late Policy

- 7-day late pool, distributed however you like across labs (a day at a time)
- If you're out of late days, late submissions will not be accepted for a grade!

# Exams

- Scores may be linearly scaled so that median/mean (whichever lower) is 75%
- Midterm tentatively scheduled for **March 8**

A:  $\geq 90\%$

B: 80-89%

C: 70-79%

D: 60-69%

E:  $< 60\%$

# For Friday

- Read chapter 2 of *Crafting Interpreters*: “A Map of the Territory”
- Download and install DrRacket (<https://racket-lang.org>)
- Clone the class lecture repository from GitHub (<https://github.com/cs440lang/lectures/>)