

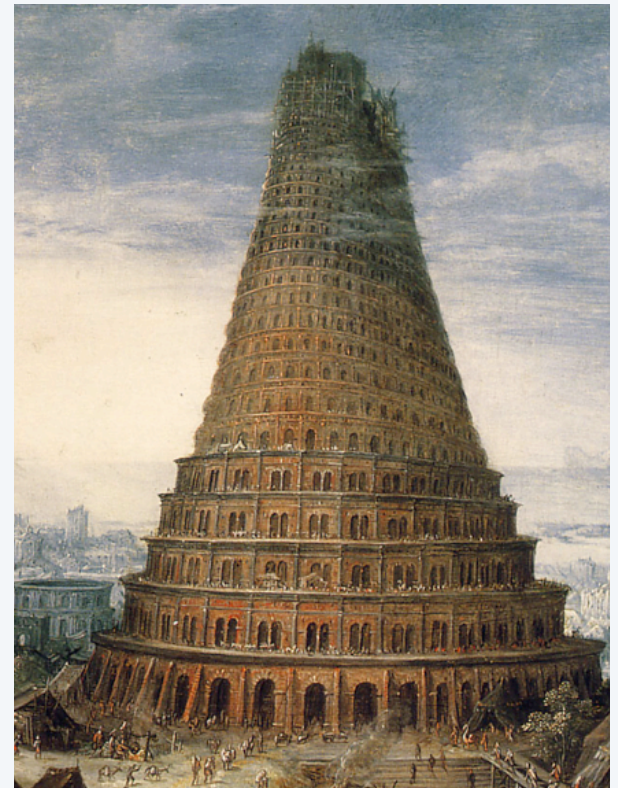
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16. Programming Languages

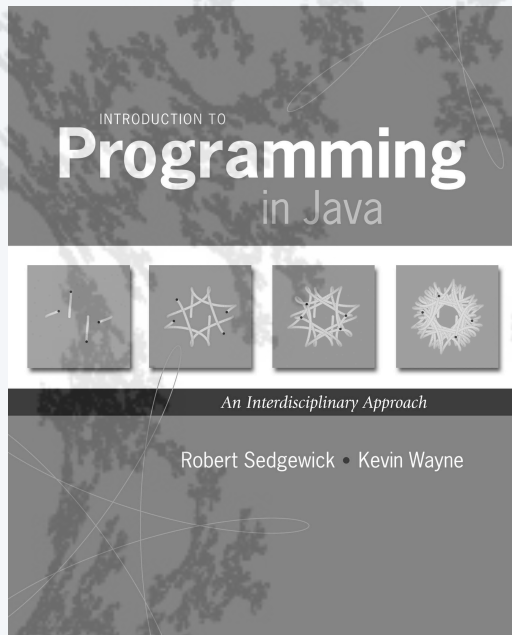
The Tower of Babel

A story about the origins of multiple languages

- [After the flood]
“*The whole earth was of one language and one speech.*”
- They built a city and tower at Babel, believing that with a single language, people will be able to do anything they imagine.
- Yahweh disagrees and
“*confounds the language of all the earth*”
- Why?



Proliferation of cultural differences (and multiple languages) is one basis of civilization.

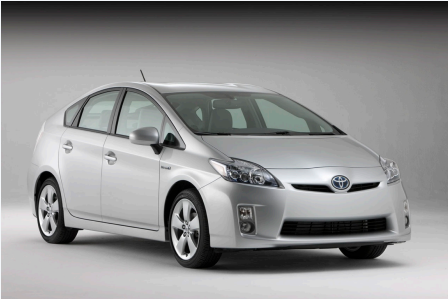


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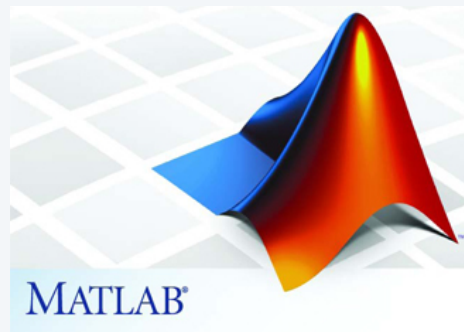
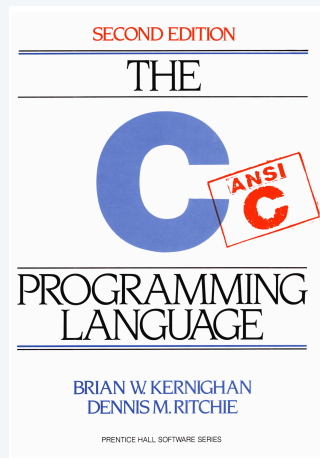
16. Programming Languages

- Popular languages
- Java in context
- Object-oriented programming
- Type checking
- Functional programming

Several ways to solve a transportation problem



Several ways to solve a programming problem



Java

You can write Java code.

3-sum

- Read int values from StdIn.
- Print triples that sum to 0.
- [See *Performance* lecture]

ThreeSum.java

```
public class ThreeSum
{
    public static void main(String[] args)
    {
        int N = Integer.parseInt(args[0]);
        int[] a = new int[N];
        for (int i = 0; i < N; i++)
            a[i] = StdIn.readInt();
        for (int i = 0; i < N; i++)
            for (int j = i+1; j < N; j++)
                for (int k = j+1; k < N; k++)
                    if (a[i] + a[j] + a[k] == 0)
                        StdOut.println(a[i] + " " + a[j] + " " + a[k]);
    }
}
```



```
% more 8ints.txt
30 -30 -20 -10 40 0 10 5
% javac ThreeSum.java
% java ThreeSum 8 < 8ints.txt
30 -30 0
30 -20 -10
-30 -10 40
-10 0 10
```


C

You can *also* write C code.

Noticable differences

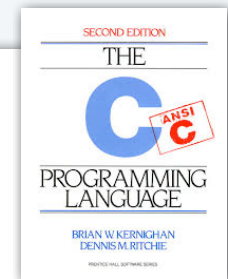
- library conventions
- array creation idiom
- standard input idiom
- pointer manipulation (stay tuned)

ThreeSum.c

```
#include <stdio.h>
#include <stdlib.h>
main(int argc, char *argv[])
{
    int N = atoi(argv[1]);
    int *a = malloc(N*sizeof(int));
    int i, j, k;
    for (i = 0; i < N; i++)
        scanf("%d", &a[i]);
    for (i = 0; i < N; i++)
        for (j = i+1; j < N; j++)
            for (k = j+1; k < N; k++)
                if (a[i] + a[j] + a[k] == 0)
                    printf("%4d %4d %4d\n", a[i], a[j], a[k]);
}
```

```
% more 8ints.txt
30 -30 -20 -10 40 0 10 5

% cc ThreeSum.c
% ./a.out 8 < 8ints.txt
 30 -30  0
 30 -20 -10
-30 -10 40
-10  0 10
```



A big difference between C and Java (there are many!)

NO DATA ABSTRACTION

- No objects in C.
- A C program is a sequence of static methods.

C++ (Stroustrup 1989)

- Adds data abstraction to C.
- "C with classes".
- Embodies many OOP innovations.



"There are only two kinds of programming languages: those people always [gripe] about and those nobody uses."

– Bjarne Stroustrup



C++

You can *also* write C++ code.

Example 1. Use C++ like C.

Noticable differences

- library conventions
- standard input idiom
- standard *output* idiom
- pointer manipulation (stay tuned)

ThreeSum.cxx

```
#include <iostream.h>
#include <stdlib.h>
main(int argc, char *argv[])
{
    int N = atoi(argv[1]);
    int *a = new int[N];
    int i, j, k;
    for (i = 0; i < N; i++)
        cin >> a[i];
    for (i = 0; i < N; i++)
        for (j = i+1; j < N; j++)
            for (k = j+1; k < N; k++)
                if (a[i] + a[j] + a[k] == 0)
                    cout << a[i] << " " << a[j] << " " << a[k] << endl;
}
```



```
% cpp ThreeSum.cxx
% ./a.out 8 < 8ints.txt
30 -30 0
30 -20 -10
-30 -10 40
-10 0 10
```


C++

You can *also* write C++ code.

Example 2. Use C++ like Java to implement the symbol table ADT.

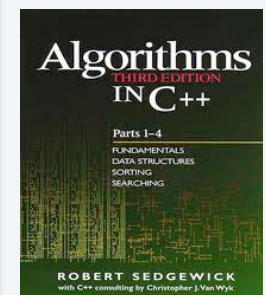
Challenges

- libraries/idioms
- **pointer manipulation**
- templates (generics)

BST.cxx

```
template <class Item, class Key>
class ST
{
    private:
        struct node
        { Item item; node *l, *r; int N;
          node(Item x)
          { item = x; l = 0; r = 0; N = 1; }
        };
        typedef node *link;
        link head;
        Item nullItem;

        Item searchR(link h, Key v)
        { if (h == 0) return nullItem;
          Key t = h->item.key();
          if (v == t) return h->item;
          if (v < t) return searchR(h->l, v);
          else return searchR(h->r, v);
        }
    ...
}
```



1990

A big difference between C/C++ and Java (there are many!)

C/C++: YOU are responsible for memory allocation

- Programs manipulate pointers.
- System provides memory allocation library.
- Programs explicitly call methods that “allocate” and “free” memory for objects.
- Pitfall: “memory leaks”.

Java: Automatic "garbage collection"

- System keeps track of references.
- System manages memory use.
- System reclaims memory that is no longer accessible from your program.

Fundamental challenge. C/C++ code that manipulates pointers is inherently *unsafe*.

C code that reuses an array name

```
double arr[] = calloc(5, sizeof(double));  
...  
free(arr);  
arr = calloc(10, sizeof(double));
```



Java code that reuses an array name

```
double[] arr = new double[5];  
...  
arr = new double[10];
```

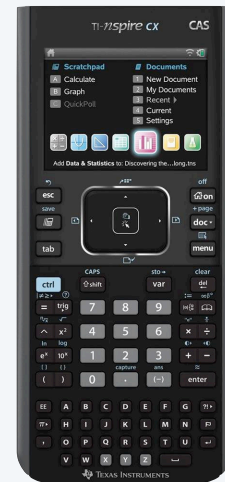
Python

You can *also* use Python.

Example 1. Use Python like a calculator.



```
% python
Python 2.7.1 (r271:86832, Jun 16 2011, 16:59:05)
Type "help" for more information.
>>> 2+2
4
>>> (1 + sqrt(5))/2
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
NameError: name 'sqrt' is not defined
>>> import math
>>> (1 + math.sqrt(5))/2
1.618033988749895
```



Python

You can *also* write Python code.

Example 2. Use Python like Java.

Noticable differences

- No braces (indents instead).
- No type declarations.
- Array creation idiom.
- I/O idioms.
- for (iterable) idiom.

threesum.py



```
import sys
def main():
    N = int(sys.argv[1])
    a = [0]*N
    for i in range(N):
        a[i] = int(sys.stdin.readline())
    for i in range(N):
        for j in range(i+1, N):
            for k in range(j+1, N):
                if (a[i] + a[j] + a[k]) == 0:
                    print repr(a[i]).rjust(4),
                      print repr(a[j]).rjust(4),
                      print repr(a[k]).rjust(4)
main()
```

range(8) is [0,1,2,3,4,5,6,7]

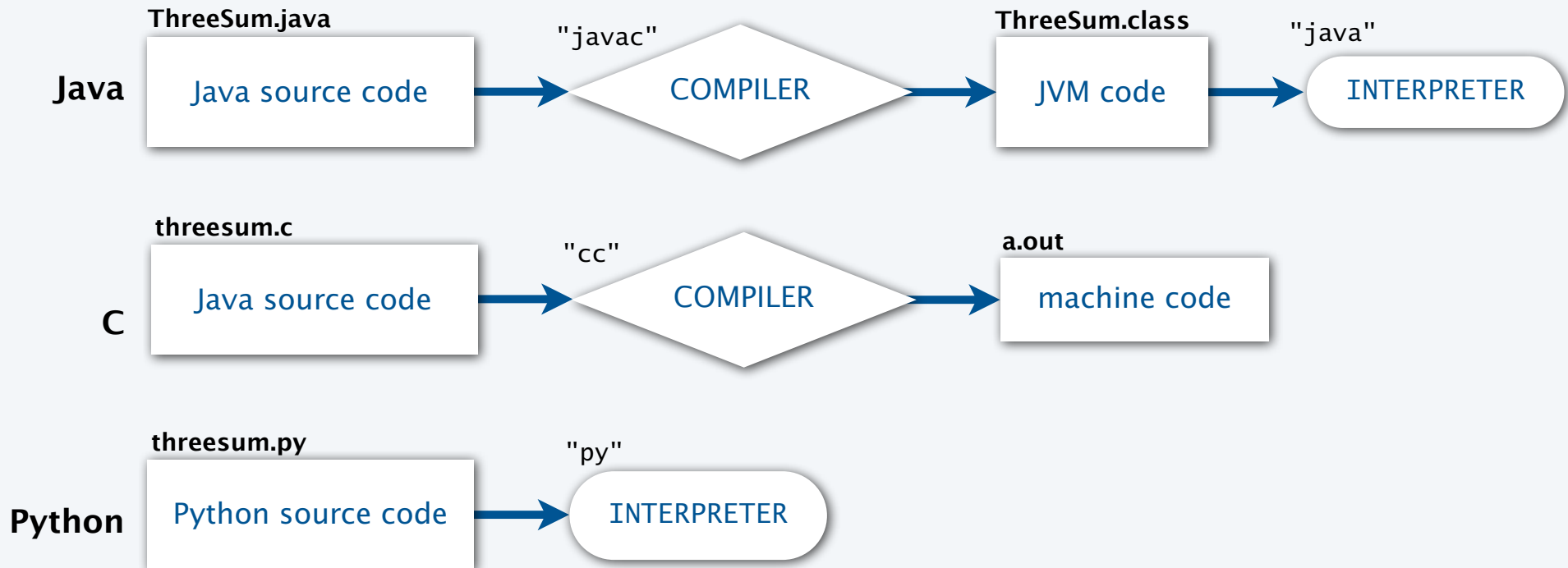
"printable representation"

```
% python threesum.py 8 < 8ints.txt
30 -30  0
30 -20 -10
-30 -10 40
-10  0 10
```

Compilation vs. Interpretation

Definition. A **compiler** translates your entire program to (virtual) machine code.

Definition. An **interpreter** simulates the operation of a (virtual) machine running your code.



A big difference between Python and C/C++/Java (there are many!)

NO COMPILE-TIME TYPE CHECKING

- No need to declare types of variables.
- System checks for type errors at RUN time.

Implications

- Easier to write small programs.
- More difficult to debug large programs.



Using Python for large problems is playing with fire.

Typical (nightmare) scenario

- Scientist/programmer makes a small mistake in a big program.
- Program runs for hours or days.
- Program crashes without writing results.

Reasonable approaches

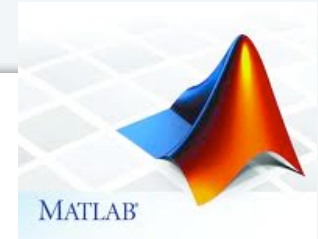
- Throw out your calculator; use Python.
- Prototype in Python, then convert to Java for "production" use.

Matlab

You can write Matlab code.

Example 1. Use Matlab like Java.

```
...
for i = 0:N-1
  for j = i+1:N-1
    for k = j+1:N-1
      if (a(i) + a(j) + a(k)) == 0:
        sprintf("%4d %4d %4d\n", a(i), a(j), a(k));
      end
    end
  end
end
end
...
```



Example 2 (more typical). Use Matlab for matrix processing.

```
A = [1 3 5; 2 4 7]
B = [-5 8; 3 9; 4 0]
C = A*B
C =
    24    35
    30    52
```

$$\begin{pmatrix} 1 & 3 & 5 \\ 2 & 4 & 7 \end{pmatrix} * \begin{pmatrix} -5 & 8 \\ 3 & 9 \\ 4 & 0 \end{pmatrix} = \begin{pmatrix} 24 & 35 \\ 30 & 52 \end{pmatrix}$$

Big differences between Matlab and C/C++/Java/Python (there are many!)

1. MATLAB IS NOT FREE.
2. Most Matlab programmers use only ONE data type (matrix).



Example. Matlab code " $i = 0$ " means

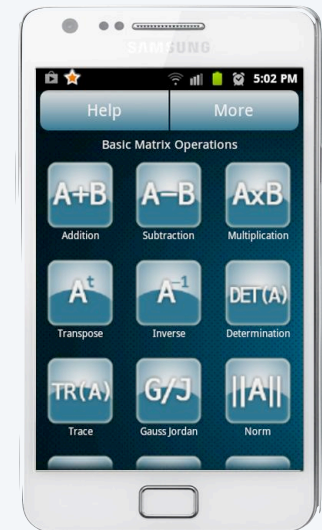
"redefine the value of the complex number i to be a 1-by-1 matrix whose entry is 0"

Notes

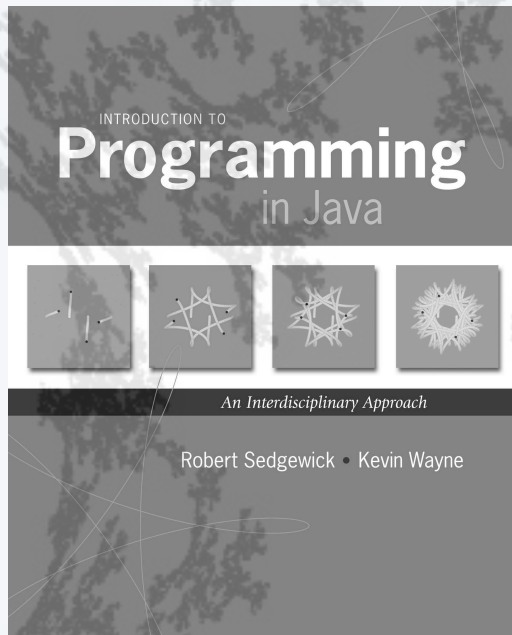
- Matlab is written in Java.
- The Java compiler and interpreters are written in C.
[Modern C compilers are written in C.]
- Matrix libraries (written in C) are accessible from C/C++/Java/Python.

Reasonable approaches

- Use Matlab as a "matrix calculator" (if you own it).
- Convert to or use Java or Python if you want to do anything else.



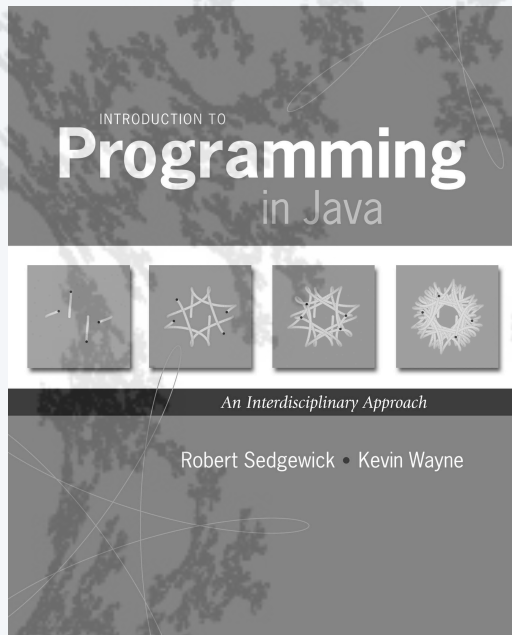
Matrix calculator
Android app



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16. Programming Languages

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Why Java? [revisited from second lecture]

Java features

- Widely used.
- Widely available.
- Continuously under development since early 1990s.
- Embraces full set of modern abstractions.
- Variety of automatic checks for mistakes in programs.

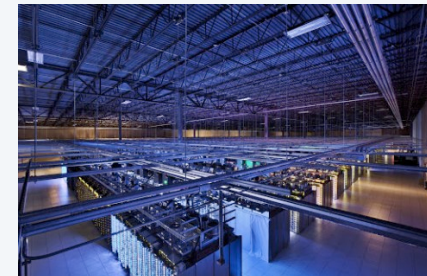


James Gosling
<http://java.net/jag>






Java economy

- Mars rover.
- Cell phones.
- Blu-ray Disc.
- Web servers.
- Medical devices.
- Supercomputing.
- ...

← \$100 billion,
5 million developers



Why do we use Java in this course?

<i>language</i>	<i>widely used</i>	<i>widely available</i>	<i>full set of modern abstractions</i>	<i>modern libraries and systems</i>	<i>automatic checks for bugs</i>
	✓	✓	✗	✗	✓
	✓	✓	✓	maybe	✓
	✓	✓	✓	✓	✓
	✓	\$	maybe*	✓	✗
	✓	✓	maybe	✓	✗

* OOP recently added but not embraced by most users





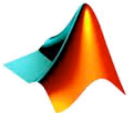




Why learn another programming language?

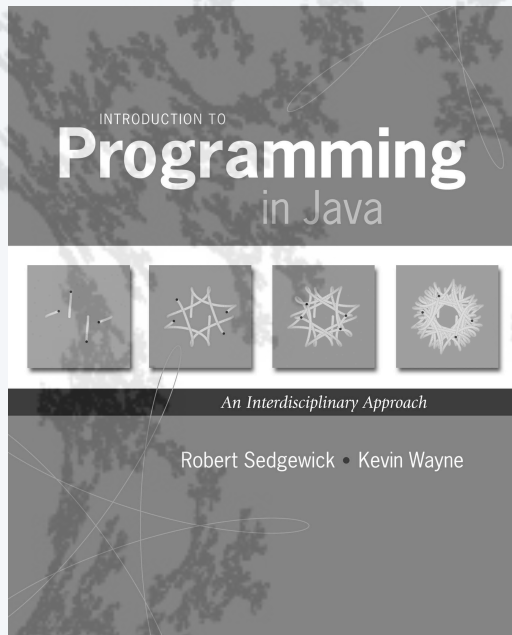
Good reasons to learn a programming language

- Offers something new.
- Need to interface with co-workers.
- Better than Java for the application at hand.
- Provides an intellectual challenge
- Opportunity to learn something about computation.
- Introduces a new programming style.



Programming styles

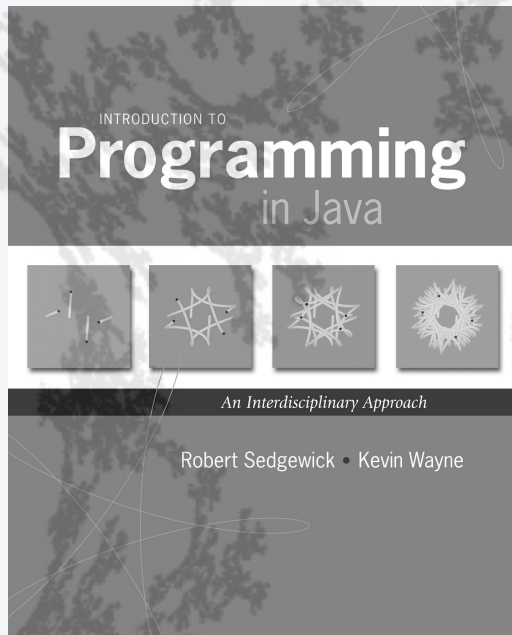
<i>style</i>	<i>execution model</i>	<i>examples</i>
procedural	step-by-step instruction execution usually compiled	
scripted	step-by-step command execution usually interpreted	 python 
special-purpose	optimized around certain data types	  MATLAB
object-oriented	focus on objects that do things	 Java 
functional	focus on <i>what</i> to do as opposed to <i>how</i> to do it	 OCaml  HASKELL



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Object-oriented programming

A different philosophy

- Software is a simulation of the real world.
- We know (approximately) how the real world works.
- Design software to (approximately) model the real world.

Procedural programming

- Tell the computer to do this. ← VERB-oriented
- Tell the computer to do that.

Object oriented programming (OOP)

- Programming paradigm based on data types.
- Identify things that are part of the problem domain or solution. ← NOUN-oriented
- Things in the world know something: instance variables.
- Things in the world do something: methods.



Why OOP?

Essential questions

- Is my program easy to write?
- Is it easy to find errors and maintain my program?
- Is it correct and efficient?

Essential features of OOP

- **Encapsulation** to hide information to make programs robust.
- **Type checking** to avoid and find errors in programs.
- **Libraries** to reuse code.
- **Immutability** to guarantee stability of program data.

Does OOP make it easy to write and maintain correct and efficient programs?

- Difficult for you to know, because you haven't programmed in another style.
- Ongoing debate among experts intensifies as time goes on.
- Meanwhile, millions of people (including YOU) are reaping the benefits of OOP.



Warning: OOP involves deep, difficult, and controversial issues. Further study may be fruitful, but is likely to raise more questions than answers!

OOP pioneers

Kristen Nygaard and O.J. Dahl. (U. Oslo 1960s)

- Invented OOP for simulation.
- Developed Simula programming language.
- Studied formal reasoning about OO programs.



Kristen Nygaard and O.J. Dahl
2001 Turing Award

Alan Kay. (Xerox PARC 1970s)

- Developed Smalltalk programming language.
- Promoted OOP for widespread use.
- Computer science visionary.



Alan Kay
2003 Turing Award

Barbara Liskov. (MIT 1970s)

- Developed CLU programming language.
- Pioneered focus on data abstraction.
- Research provided basis for Java, C++, ...



Barbara Liskov
2008 Turing Award

Alan Kay: a computer science visionary

1970s



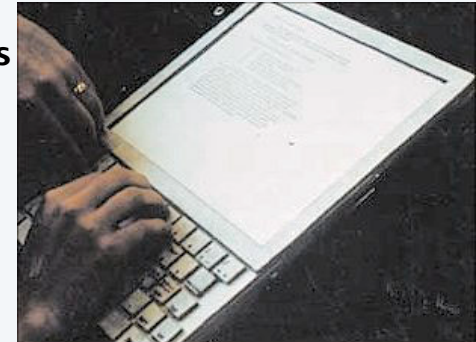
Typical "mainframe" computer: IBM 360/50

1970s



First PC: Xerox Alto

1970s



Alan Kay's vision for the future
Dynabook prototype

Key feature: **OOP software** (Smalltalk)

"The best way to predict the future is to invent it." (1971)

"The computer revolution hasn't happened yet." (1997)

↑
Still relevant today!

– Alan Kay

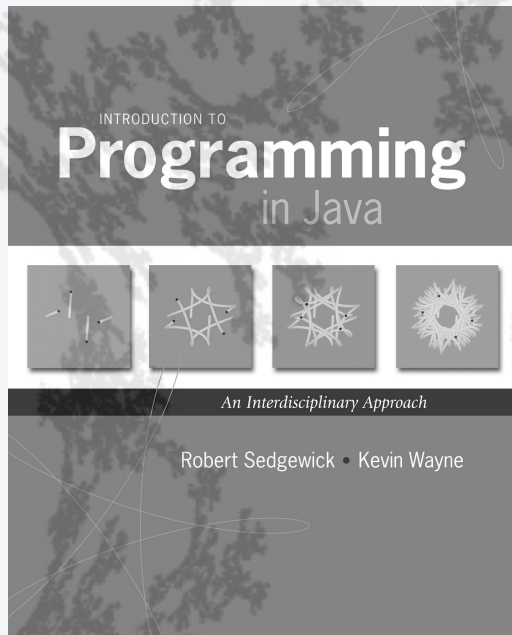


2010s



Modern personal computer
MacBook Air

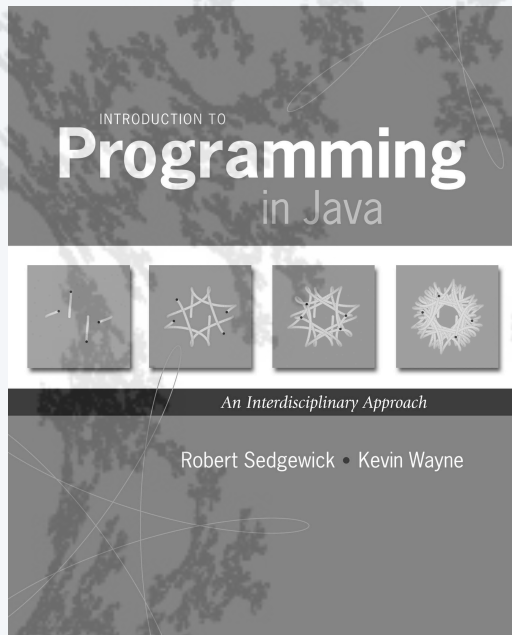
Key feature: **OOP software** (Objective C)



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Type checking

Static (compile-time) type checking (e.g. Java)

- All variables have declared types.
- System checks for type errors at *compile* time.

Dynamic (run-time) type checking (e.g. Python)

- Values, not variables, have defined types.
- System checks for type errors at *run* time.

Q. Which is best?

A. Religious wars ongoing!

- Static typing worth the trouble?
- Compiled code more efficient?
- Type-checked code more reliable?
- Advanced features (e.g. generics) too difficult to use with static typing?



Example: Diametrically opposed points of view

Issue. Type checking or automated program testing?



“ Program testing can be a very effective way to show the presence of bugs, but it is hopelessly inadequate for showing their absence.”

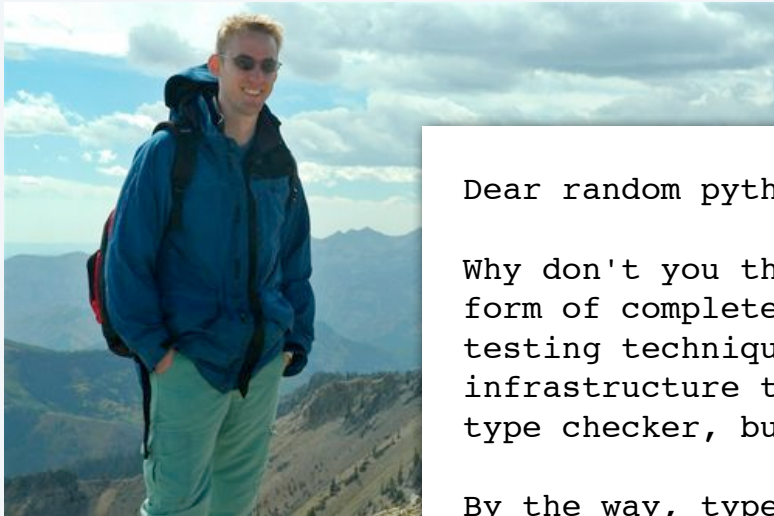
— Edsger Dijkstra (1969)



“ Since static type checking can't cover all possibilities, you will need automated testing. Once you have automated testing, static type checking is redundant.”

— Python blogger (2009)

A letter from Dave Walker



Dear random python blogger:

Why don't you think of static type checking as a complementary form of completely automated testing to augment your other testing techniques? I actually don't know of any other testing infrastructure that is as automated, fast and responsive as a type checker, but I'd be happy to learn.

By the way, type checking is a special kind of testing that scales perfectly to software of arbitrary size because it checks that the composition of 2 modules is ok based only on their interfaces, without re-examining their implementations. Conventional testing does not scale the same way. Also, did you know that type checking is capable of guaranteeing the absence of certain classes of bugs? That is particularly important if you want your system to be secure. Python can't do that.

dpw (in mail to rs)

Programming folklore: Hungarian type system

Early programming languages had little support for types.

Hungarian type system (Charles Simonyi, 1970s)

- Encode type in first few characters of variable name.
- 8 character limit? Leave out the vowels, truncate.

Example. arru8Fbn

array of 8-bit integers (unsigned) variable name short for Fibonacci

An advantage: Can “type check” while reading code.

A disadvantage: shrt vwl-lss vrbl nms.

Used in first version of Microsoft Word (and extensively before that time).

Lesson. Type-checking has *always* been important in large software systems.



Charles Simonyi
Introduced OOP to Microsoft

Charles Simonyi: A legendary programmer



Developed Bravo at Xerox PARC (1970s)



Oversaw development of MS Word/Excel (1983)



Simonyi Hall at the Institute for Advanced Study



Space tourist (2007 and 2009)



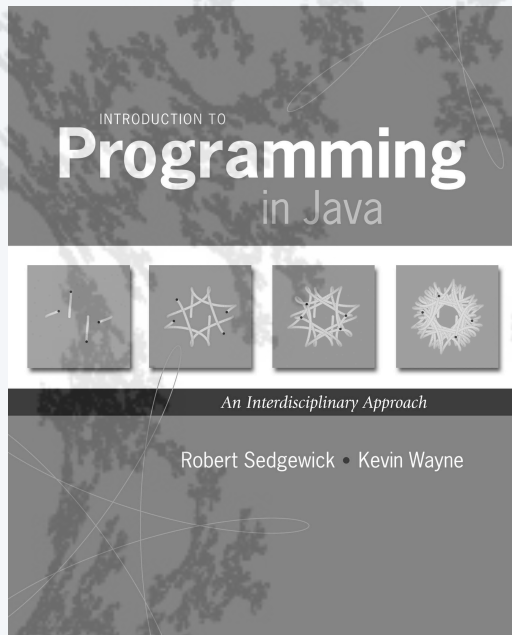
Owns 230' luxury yacht Skat



Dated Martha Stewart (1993-2008)



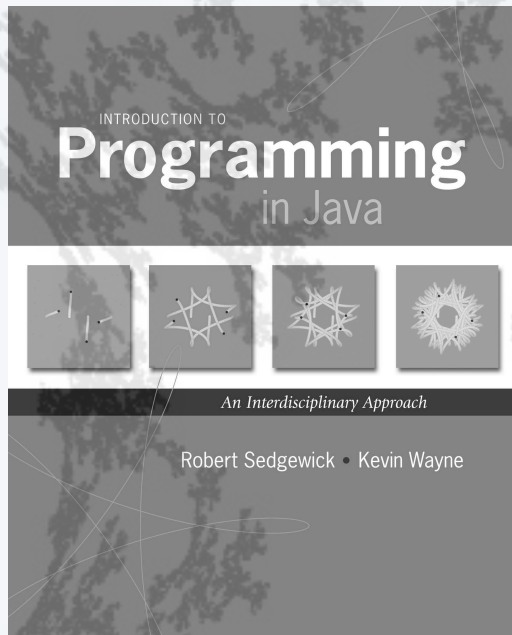
Windows 2000 mansion in Seattle



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Functional programming

Q. Why can't we use functions as arguments in Java programs?

A. Good question. We can, but doing so requires interfaces and is cumbersome.

Functional programming is a function-oriented programming style.

- Functions are first-class entities
(can be arguments and return values of other functions or stored as data).
- On-demand execution model.
- "What" rather than "how".

Advantages of functional programming

- Often leads to more compact code than alternatives.
- More easily admits type system that can result in "provably correct" code.
- More easily supports concurrency (programming on multiple processors).

Disadvantage. Can be more difficult to focus on performance.



HASKELL



Functional programming example

A Python program that prints a tables of squares.

squares.py

a function that returns the
square of its argument

```
def sq(x):  
    return x*x
```

a function that takes a *function* and
a range as arguments and prints a
table of values of the function for
every value in the range

```
def table(f, R):  
    for x in R:  
        print x,  
        print f(x)
```

print a table of the
squares of the numbers
from 0 to 9

```
print table (sq, range(10))
```

```
% python squares.py  
0 0  
1 1  
2 4  
3 9  
4 16  
5 25  
6 36  
7 49  
8 64  
9 81
```

Functions that operate on functions

Functions as first-class objects admit compact code for powerful operations.

Example 1. The **MAP** operation takes a function and a list as arguments.
 $\text{MAP}(f, L)$ is the result of replacing every x in L by $f(x)$.

map.py

```
def sq(x):  
    return x*x  
  
def odd(x):  
    return 2*x + 1  
  
print map (odd, range(10))  
print map (sq, range(10))
```

a function that returns the square of its argument →

print the squares of the numbers from 0 to 9 →

```
% python map.py  
[1, 3, 5, 7, 9, 11, 13, 15, 17, 19]  
[0, 1, 4, 9, 16, 25, 36, 49, 64, 81]
```

Functions that operate on functions

Functions as first-class objects admit compact code for powerful operations.

Example 2. The **REDUCE** operation takes a function and a list as arguments.

$\text{REDUCE}(f, L)$ is $f(\text{car}(L), \text{REDUCE}(f, \text{cdr}(L)))$.

↑
first entry on L

↑
all but first entry on L

reduce.py

```
def plus(x, y):  
    return x + y  
  
def odd(x):  
    return 2*x + 1  
  
print reduce(plus, map(odd, range(10)))
```

```
% python reduce.py  
100
```

```
reduce(plus, [1, 3, 5, 7, 9, 11, 13, 15, 17, 19])  
= 1 + reduce(plus, [3, 5, 7, 9, 11, 13, 15, 17, 19])  
= 1 + 3 + reduce(plus, [5, 7, 9, 11, 13, 15, 17, 19])  
= 1 + 3 + 5 + reduce(plus, [7, 9, 11, 13, 15, 17, 19])  
= 1 + 3 + 5 + 7 + reduce(plus, [9, 11, 13, 15, 17, 19])  
= 1 + 3 + 5 + 7 + 9 + reduce(plus, [11, 13, 15, 17, 19])  
= 1 + 3 + 5 + 7 + 9 + 11 + reduce(plus, [13, 15, 17, 19])  
= 1 + 3 + 5 + 7 + 9 + 11 + 13 + reduce(plus, [15, 17, 19])  
= 1 + 3 + 5 + 7 + 9 + 11 + 13 + 15 + reduce(plus, [17, 19])  
= 1 + 3 + 5 + 7 + 9 + 11 + 13 + 15 + 17 + reduce(plus, [19])  
= 1 + 3 + 5 + 7 + 9 + 11 + 13 + 15 + 17 + 19  
= 100
```

Why learn functional programming?

Good reasons to learn a programming language

- Offers something new.
- Need to interface with co-workers.
- Better than Java for the application at hand.
- Provides an intellectual challenge
- Opportunity to learn something about computation.
- Introduces a new programming style.



Modern applications

- Communications systems
- Financial systems
- Google MapReduce

Deep and direct connections to theoretical CS (stay tuned).



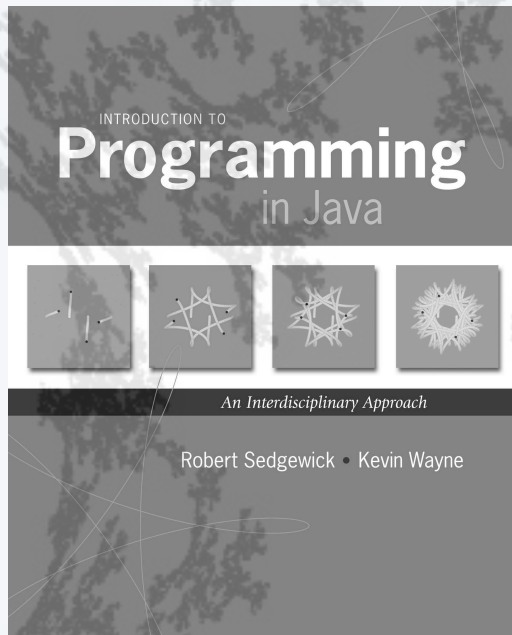
Warning. Functional programming may be addictive.



Intro CS at MIT is taught in Scheme (a functional language)



Functional Programming Jobs ?!!



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16. Programming Languages

- Popular languages
- Java in context
- Object-oriented programming
- Type checking
- **Functional programming**

The Tower of Babel

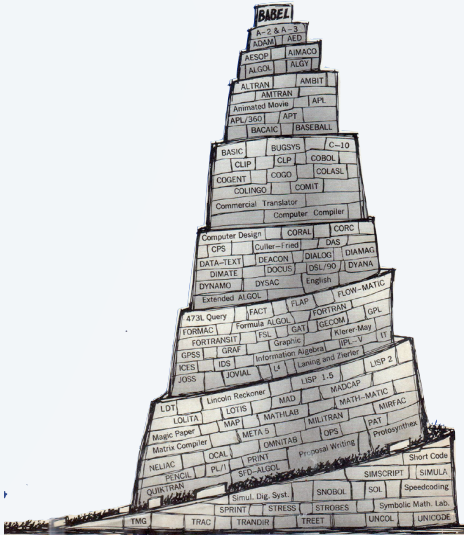


Image from cover of *Programming Languages* by Jean Sammet (1969).
Already 120+ languages!

The Tower of Babel

A story about the origins of multiple languages

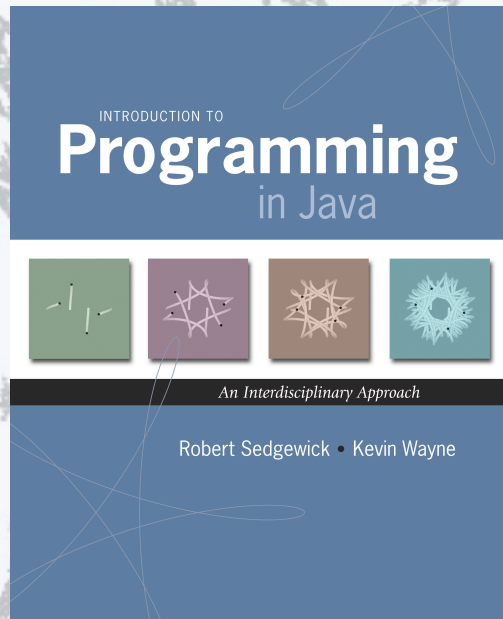
- [After the flood]
“*The whole earth was of one language and one speech.*”
- They built a city and tower at Babel, believing that with a single language, people will be able to do anything they imagine.
- Yahweh disagrees and
“*confounds the language of all the earth*”
- Why?



Proliferation of cultural differences (and multiple languages) is one basis of civilization.

An apt metaphor.

- Would a single programming language enable us to do anything that we imagine?
- Is the proliferation of languages a basis of civilization in programming?



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16. Programming Languages