

Today:
What's this class about???

Welcome to CS450! (section 2)
High Level Languages
UMass Boston Computer Science
Instructor: Stephen Chang
Fall 2023

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High Level Languages

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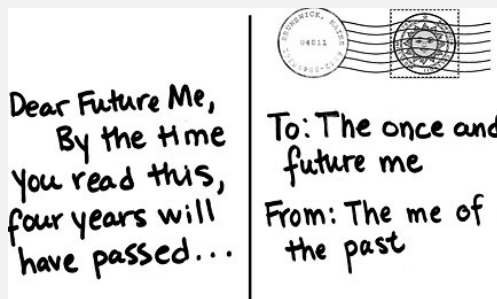
Fall 2023



What's this?

What's a Language?

- A language is for **communication**
 - With whom?
- A language is used to communicate to:
 - Other **people** (in a conversation)
 - To yourself (notes)
 - Across time!



From Wikipedia, the free encyclopedia

Language is a structured system of **communication** that consists of **grammar** and **vocabulary**. It is the primary means by which **humans** convey meaning, both in spoken and written forms,

S

what is a language



A language is a structured system of **communication** that enables **humans** to convey information, thoughts, ideas, and emotions to one another. It is a complex and versatile tool that encompasses various components, such as words, grammar, syntax, semantics, and phonetics, which together allow for the creation and interpretation of meaningful messages.

This is a class about **language**

We will learn to use language to communicate (**read, write, and speak**) effectively

Welcome **Programming**
High Level Languages

UMass Boston Computer Science

Instructor: Stephen Chang

Fall 2023

What's this?



What's a Programming Language?

- A way for programmers to communicate ...

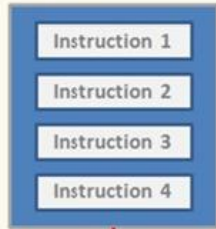
- ... machine instructions (to a computer)
 - i.e., “programs”

- ... ideas (to another programmer)
 - e.g., code review,
 - pull requests

- ... ideas (to themselves)
 - **You** are the most frequent reader of your code!

- ... across time!

Program Source Code



what is a programming language



A programming language is a formalized system of communication that allows humans to instruct computers and perform various tasks. It serves as

Programs must be understandable by both computers and humans



When you try to understand your 3 years old code

i.e., programs must be more than just code!

In this class, we will learn to use language to **code**, **read**, **write**, and **speak** effectively



Welcome to CS450!

High Level Languages

Programming

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Fall 2023

What's this?

CPU Language

```
00000000 0000 0001 0001 1010 0010 0001 0004 0128
00000010 0000 0016 0000 0028 0000 0010 0000 0020
00000020 0000 0001 0004 0000 0000 0000 0000 0000
00000030 0000 0000 0000 0010 0000 0000 0000 0204
00000040 0004 8384 0084 c7c8 00c8 4748 0048 e8e9
00000050 00e9 6a69 0069 a8a9 00a9 2828 0028 fdfe
00000060 00fc 1819 0019 9898 0098 d9d8 00d8 5857
00000070 0057 7b7a 007a bab9 00b9 3a3c 003c 8888
00000080 8888 8888 8888 8888 288e be88 8888 8888
00000090 3b83 5788 8888 8888 7667 778e 8828 8888
000000a0 d61f 7abd 8818 8888 467c 585f 8814 8188
000000b0 8b06 e8f7 88aa 8388 8b3b 88f3 88bd e988
000000c0 8a18 880c e841 c988 b328 6871 688e 958b
000000d0 a948 5862 5884 7e81 3788 1ab4 5a84 3eec
000000e0 3d86 dcb8 5cbb 8888 8888 8888 8888 8888
000000f0 8888 8888 8888 8888 8888 8888 8888 0000
0000100 0000 0000 0000 0000 0000 0000 0000 0000
*
0000130 0000 0000 0000 0000 0000 0000 0000
000013e
```

Machine code



cpu



“low level”

Programmers don't write machine code!

Because it's difficult for humans to understand

Humans need “**higher level**” languages!

Every programming language is (primarily) for human communication

“high” level
(easier for humans
to understand)



English?

Q: Why don't we just
program in English?

A: It's too imprecise

(ChatGPT Getting Worse Over Time?)

Lingjiao Chen[†], Matei Zaharia[‡], James Zou[†]

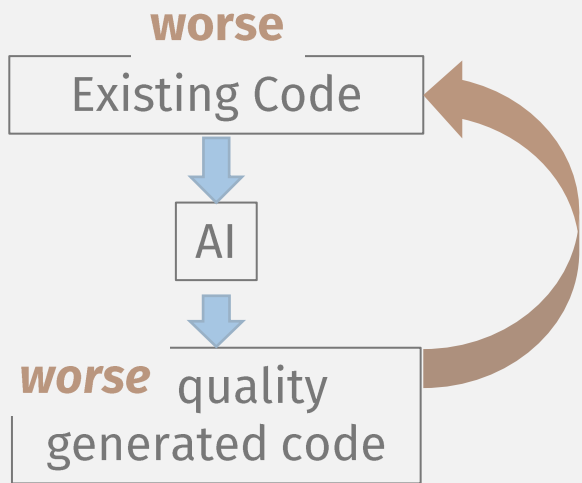
What about AI???

```

S write python to sort a list
G Sure, you can sort a list in Python using the `sorted()` function or the
`list.sort()` method. Here are examples of both methods:

1. Using the `sorted()` function:

python
original_list = [5, 2, 9, 1, 5, 6]
sorted_list = sorted(original_list)
print(sorted_list)
  
```



“low” level
(runs on cpu)

AI programming not quite there yet!

Why Copilot writes bad code

(impossible!
See cs 420!)

...because of how language models work. They show how, on average, people write. They don't have any sense of what's correct or best code on GitHub is (by software standards) pretty old, and was written by average programmers. Copilot spits out it's best guess of those programmers might write if they were writing the

Q: Given a in the range [1, n]



(c) Code Generation

Universal Language Model Fine-tuning for Text Classification

Jeremy Howard*
fast.ai
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Sebastian Ruder*
Insight Centre, NUI Galway
Aylien Ltd., Dublin
sebastian@ruder.io

“high” level
(easier for humans
to understand)



“low” level
(runs on cpu)

English

Q: Why don't we just
program in English?

A: It's too imprecise

Code cannot be ambiguous

Still needed in programs, for:

- Documentation
- Comments
- Specifications

(programs are more than code)

???

Machine code

“high” level
(easier for humans
to understand)

This is easier for humans
to understand, but what
about the computer?

```
//I:15;  
MOV R3, #15  
STR R3, [R11, #-8]  
  
//J:25;  
MOV R3, #25  
STR R3, [R11, #-12]  
  
//I:1:J;  
LDR R2, [R11, #-8]  
LDR R3, [R11, #-12]  
ADD R3, R2, R3  
STR R3, [R11, #-8]
```

ASSEMBLY LANGUAGE

Language Level:

More understandable
feature:

Assembly Language

Named instructions

Machine code

“low” level
(runs on cpu)

Less performant “high” level
(easier for humans
to understand)

This is easier for humans
to understand, but what
about the computer?

A higher-level language needs a
compiler (another program!) to
translate it to machine code

(Covered in another course!)

Tradeoff: This can
introduce inefficiencies

(usually)

```
// I: 15;  
MOV R3, #15  
STR R3, [R11, #-8]  
  
// J: 25;  
MOV R3, #25  
STR R3, [R11, #-12]  
  
// I: 15; J:  
LDR R2, [R11, #-8]  
LDR R3, [R11, #-12]  
ADD R3, R2, R3  
STR R3, [R11, #-8]
```

ASSEMBLY LANGUAGE

Assembler



Assembly Language
Machine code

Named instructions

More performant “low” level
(runs on cpu)

Less performant “high” level
(easier for humans
to understand)

(Covered in
other courses!)

Programs are
sequences of
statements or
“commands”

“imperative”

More performant “low” level
(runs on cpu)

JavaScript, Python	“eval”
C# / Java	GC (no alloc, ptrs)
C++	Classes, objects
C	Scoped vars, fns
Assembly Language	Named instructions
Machine code	

Less performant “high” level
(easier for humans
to understand)

“not imperative?”

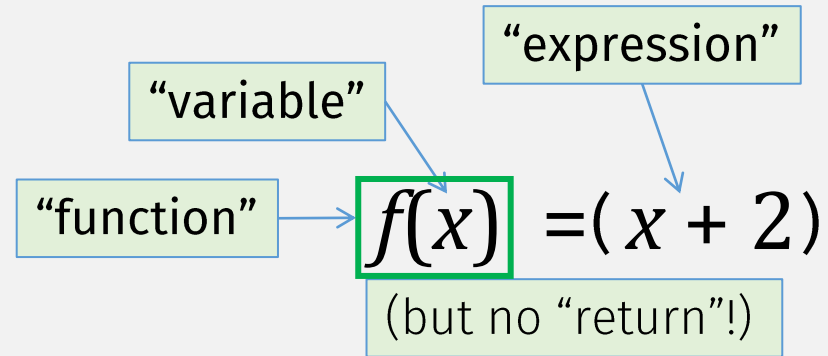
Programs are
sequences of
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“imperative”

More performant “low” level
(runs on cpu)

???	???
JavaScript, Python	“eval”
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Arithmetic

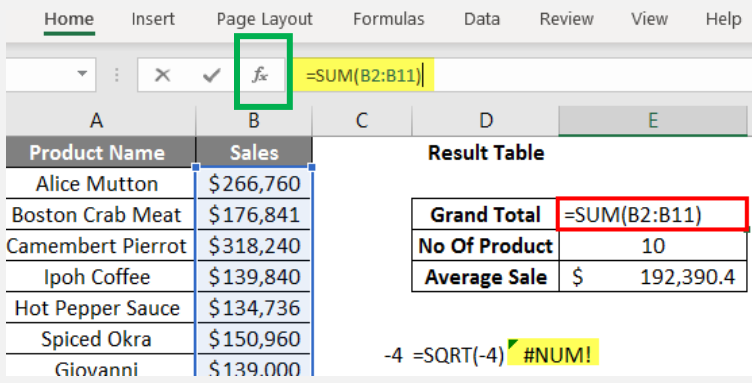


Function “call” → $f(1) = ???$
 $f(2) = ???$
 $f(3) = ???$

Functional languages
compute like this
(combining arithmetic
expressions)
(instead of sequences of statements)

(main topic in this course)

Is this programming?



Is this a programming
language?

YES!

This kind of programming is
sometimes called “**declarative**”

“Declare” the computation you want.
It’s “**high level**” because low-level
details are omitted

“high” level
(easier for humans
to understand)

“declarative”

Describe computation
with expressions
(compiler decides low
level instructions)

“imperative”

Describe
computation with
exact sequence of
statements

“low” level
(runs on cpu)

Functional lang (Racket)	Expressions (no stmts)
JavaScript, Python	“eval”
C# / Java	GC (no alloc, ptrs)
C++	Classes, objects
C	Scoped vars, fns
Assembly Language	Named instructions
Machine code	

Lazy Arithmetic

$$f(x, y) = x + 2$$

$$f(1, 2 + 3) = ???$$

Lazy (functional) **languages**
(also **mathematical**
languages like **R**) delay
computation until it's
needed

(may cover in this course)

Result of this expression
is not needed,
so no need to compute it

“high” level
(easier for humans
to understand)

“declarative”

“imperative”

“low” level
(runs on cpu)

Lazy lang (Haskell, R)	Delayed computation
Functional lang (Racket)	Expressions (no stmts)
JavaScript, Python	“eval”
C# / Java	GC (no alloc, ptrs)
C++	Classes, objects
C	Scoped vars, fns
Assembly Language	Named instructions
Machine code	

Logic Programming – Even Higher Level

$$f(x) = x + 2$$

Why does this have to be the “input”?

$$f(??) = 3$$

$$f(??) = 4$$

“relational” programming

(may cover in this course)

```
1 child_fact (oscar, karen, franz) .
2 child_fact (mary, karen, franz) .
3 child_fact (eva, anne, oscar) .
4 child_fact (henry, anne, oscar) .
5 child_fact (isolde, anne, oscar) .
6 child_fact (clyde, mary, oscar) .
7
8 child(X,Z,Y) :- child_fact(X,Y,Z) .
9 child(X,Z,Y) :- child_fact(X,Z,Y) .
10
11 descendant(X,Y) :- child(X,Y,Z) .
12 descendant(X,Y) :- child(X,U,V), descendant(U,Y) .
```

Not code, but programs need it for:

- Documentation
- Comments
- Specifications

Potential Problem:
not checked against code,
not guaranteed to match up

“declarative”

“imperative”

“low” level
(runs on cpu)

English	
Specification langs	Types? pre/post cond?
Markup (html, markdown)	tags
Database (SQL)	queries
Logic Program (Prolog)	relations
Lazy lang (Haskell, R)	Delayed computation
Functional lang (Racket)	Expressions (no stmts)
JavaScript, Python	“eval”
C# / Java	GC (no alloc, ptrs)
C++	Classes, objects
C	Scoped vars, fns
Assembly Language	Named instructions
Machine code	

NOTE: This hierarchy is *approximate*

“high” level
(easier for humans
to understand)

English	
Specification langs	Types? pre/post cond?
Markup (html, markdown)	tags
Database (SQL)	queries
Logic Program (Prolog)	relations
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Assembly Language	
Machine code	

“declarative”
Declarative languages can have imperative features, and vice versa

Can program with statements

```
> (define x 12)
> (set! x (add1 x))
> x
13
```

Can program with expressions

Java Lambda Syntax
Concise
<code>n -> System.out.print(n)</code>
Expanded
<code>(String n) -> System.out.print(n)</code>
Verbose
<code>(String n) -> { System.out.print(n); }</code>

“imperative”

“low” level
(runs on cpu)

Goal is to learn “high-level” programming **concepts**, not a specific programming language

Course Logistics

All course info available on web site:
<https://www.cs.umb.edu/~stchang/cs450/f23>

Racket (main programming language for this course)



- Primarily “Functional”
- Easy (syntax) to learn
 - (But different than you might be used to!)
- Download at **racket-lang.org/download**
 - See hw0
 - Install and be ready to write code in next Monday’s 9/11 lecture

All course info available on web site:
<https://www.cs.umb.edu/~stchang/cs450/f23>

(textbook for this course)

How to Design Programs, 2nd ed.

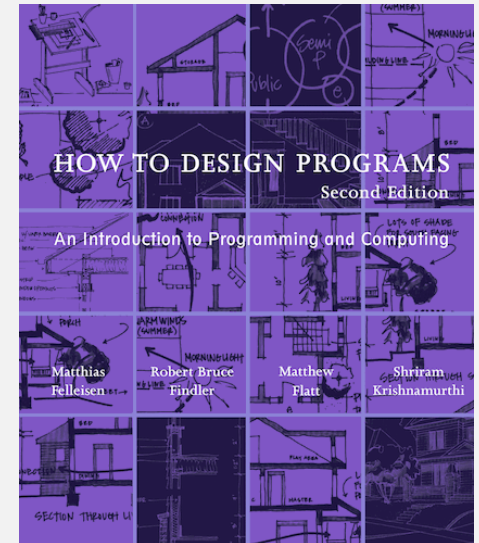
Lessons:

- Programs are also for high-level communication
- This means that programs are more than just what the code does
- Must be readable and explainable by others

Available free at: **htdp.org**

- Can buy paper copy (make sure it's 2nd ed) if you wish

All course info available on web site:
<https://www.cs.umb.edu/~stchang/cs450/f23>



Github

We will use `github` for code management

1. Create an account (free) if you don't have one
2. Install a github client and learn basic commands
3. Tell course staff your account name
 - (see hw0)

All course info available on web site:
<https://www.cs.umb.edu/~stchang/cs450/f23>

HW 0

- 1st part due: (this) **Sunday 9/10 11:59pm EST**
 - Create `github` account and learn basics
 - Tell course staff `github` account name (see hw0 details)
 - Install Racket
 - “Hello World”ish Racket programs
 - Be ready to program in class Monday
- 2nd part due: **Sunday 9/17 11:59pm EST**

Other Infrastructure

- Gradescope
 - Submitting HW and grading
- Piazza
 - Non-lecture communication

Grading

- **HW: 80%**
 - Weekly: Out Monday, In Sunday
 - Approx. 12 assignments
 - Lowest grade dropped
- **Quizzes: 5%**
 - End of every lecture
 - To help everyone keep up
- **Participation: 15%**
 - Lecture, office hours, piazza
- **No exams**
- **A range: 90-100**
- **B range: 80-90**
- **C range: 70-80**
- **D range: 60-70**
- **F: < 60**

All course info available on web site:
<https://www.cs.umb.edu/~stchang/cs450/f23>

Grading

- **HW: 80%**
 - Weekly: Out Monday, In Sunday
 - Approx. 12 assignments
 - Lowest grade dropped

Evaluated on a program's:

- **correctness**
 - i.e., test suites
- **readability**
 - Can someone read and explain what it does?
- **understanding**
 - Can you read and/or explain what it does?

All course info available on web site:
<https://www.cs.umb.edu/~stchang/cs450/f23>

Late HW

- Is bad ...
 - Grades get delayed
 - Can't discuss solutions
 - You fall behind!
- Late Policy: **3 late days** to use during the semester

HW Collaboration Policy

Allowed

- Discussing HW with classmates (but must cite)
- Using other resources, e.g., youtube, other books, etc.
- Writing up answers on your own, from scratch, in your own words / code

Not Allowed

- Submitting someone else's answer
- It's still someone else's answer if:
 - variables are changed,
 - words are omitted,
 - or sentences rearranged ...
- Using sites like Chegg, CourseHero, Bartleby, Study, ChatGPT etc.

Honesty Policy

- 1st offense: zero on problem
- 2nd offense: zero on hw, reported to school
- 3rd offense+: F for course

Regret policy

- If you self-report an honesty violation, you'll only receive a zero on the problem and we move on.

All Up to Date Course Info

Survey, Schedule, Office Hours, HWs, ...

See course website:

<https://www.cs.umb.edu/~stchang/cs450/f23/>

Check-In Quiz 9/6

(see gradescope)

(due right before midnight)