

## Lecture 2: Formal Systems and Languages



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If it takes 60 seconds to compute a photomosaic for Problem Set 1 today on a typical PC, estimate how long it will take CS200 students in 2008 to compute the same photomosaic? How long will it take in 2011?

> (/ (\* (- 2008 2005) 12) 18)

2

> (/ 60 (\* 2 2))

15

> (/ (\* (- 2011 2004) 12) 18)

4

> (/ 60 (\* 2 2 2 2))

15/4

> (exact->inexact (/ 60 (\* 2 2 2 2)))

3.75

Difference in years \* 12 = number of months  
Number of months / 18 = number of doublings  
according to Moore's Law

60 seconds today, 2 doublings by 2008  
15 seconds in 2008

60 seconds today, 4 doublings by 2011  
3.75 seconds in 2011

Reality check: Moore's  
"law" is just an  
"observation". We'll  
see one reason later  
today why it won't  
continue forever.

Are there any non-recursive natural languages? What would happen to a society that spoke one?

Not covered in Class 1...after today you should be able to answer this.

## Formal Systems

## Formal Systems

- Set of symbols
  - *Primitives*
- Set of rules for manipulating symbols
  - Hofstadter: Rules of Production, Rules of Inference
  - Also: Rules of Combination

## The MIU System

- Symbols: M, I, U
- Rules of Production:
  - **Rule I:** If you have a string ending in I, you can add a U at the end.
  - **Rule II:** Suppose you have  $M_x$ . Then you may add  $M_{xx}$  to your collection.
  - **Rule III:** If III occurs in one of the strings in your collection you may make a new string with U in place of III.
  - **Rule IV:** If UU occurs inside one of your strings, you can drop it.

## MIU System Example

Start with MUI, produce MIU

Rules of Production:

- Rule I:** If you have a string ending in I, you can add a U at the end.
- Rule II:** Suppose you have  $M_x$ . Then you may add  $M_{xx}$  to your collection.
- Rule III:** If III occurs in one of the strings in your collection you may make a new string with U in place of III.
- Rule IV:** If UU occurs inside one of your strings, you can drop it.

## Survey Summary

- 26 Responses
- Years: 6 First, 1 Second, 9 Third, 8 Fourth
- Majors: 10 Cognitive Science, 4 Biology, 3 Undecided, 2 Economics, Art History, Chemistry, Electrical Engineering, Foreign Affairs, Mathematics, Neuroscience, Psychology, Sociology
- Previous computing:  
15 None, 5 A Little, 6 Lots

## Survey Summary: Bodos vs. Krispy

- Food: 18 Bodos, 9 Krispy Kreme
  
- Full survey responses will be posted over the weekend

## Languages

## What is a language?

Webster:

A ~~systematic~~ means of communicating ~~ideas or feelings~~ by the use of ~~conventionalized~~ signs, sounds, gestures, or marks having ~~understood~~ meanings.

## Linguist's Definition

(Charles Yang)

A description of pairs  $(S, M)$ , where  $S$  stands for sound, or any kind of surface forms, and  $M$  stands for meaning.

A theory of language must specify the properties of  $S$  and  $M$ , and how they are related.

## Languages and Formal Systems

What is the difference between a formal system and a language?

With a language, the surface forms have **meaning**.

Caveat: computer scientists often use *language* to mean just a set of surface forms.

## What are languages made of?

- **Primitives** (almost all languages have these)
  - The simplest surface forms with **meaning**
- **Means of Combination** (all languages have these)
  - Like Rules of Production for Formal Systems
  - Ways to make new surface forms from ones you already have
- **Means of Abstraction** (all **powerful** languages have these)
  - Ways to use simple surface forms to represent complicated ones

## What is the longest word in the English language?

## According to Guinness

floccipoccinihilipilification  
*the act of rendering useless*

## Making Longer Words

antifloccipoccinihilipilification  
*the act of rendering not useless*

antiantifloccipoccinihilipilification  
*the act of rendering not not useless*

## Language is *Recursive*

No matter what word you think is the longest word, I can always make up a longer one!

*word* ::= **anti-***word*

If you have a word, you can always make up a new word by adding **anti** in front. Since the result is a word, you can make a longer new word by adding **anti-** in front again.

## Recursive Definitions

- We can define things in terms of themselves
- Recursive definitions are different from circular definitions: they eventually end with something real

*word* ::= **anti-***word*

*word* ::= **floccipoccinihilipilification**

## Recursive Definitions

Allow us to express infinitely many things starting with a few.

This is powerful!

We will see **lots** of examples in this course.

## Does English have these?

- Primitives
  - ~~Words (?)~~
    - e.g., "antifloccipoccinihilipilification" – **not** a primitive
  - Morphemes – smallest units of meaning
    - e.g., **anti-** ("opposite")
- Means of combination
  - e.g., *Sentence* ::= *Subject Verb Object*
  - Precise rules, but not the ones you learned in grammar school
    - Ending a sentence with a preposition is something up with which we will not put.*  
Winston Churchill

## Does English have these?

- Means of abstraction
  - Pronouns: she, he, it, they, which, etc.
  - Confusing since they don't always mean the same thing, it depends on where they are used.

The "**these**" in the slide title is an abstraction for the three elements of language introduced 2 slides ago.

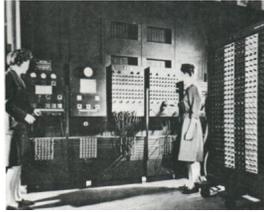
The "**they**" in the confusing sentence is an abstraction for pronouns.

## How should we describe languages?

Detour:  
History of Computer Programming

## ENIAC: Electronic Numerical Integrator and Computer

- Early WWII computer
  - But **not** the world's first (PS4)
- Built to calculate bombing tables



Memory size:

twenty 10 decimal digit accumulators = 664 bits  
 ENIAC (1946): ½ mm  
 Apollo Guidance Computer (1969): 1 inch  
 You: 2.3 miles

## Directions for Getting 6

1. Choose any regular accumulator (ie. Accumulator #9).
  2. Direct the Initiating Pulse to terminal 5i.
  3. The initiating pulse is produced by the initiating unit's *I*0 terminal each time the Eniac is started. This terminal is usually, by default, plugged into Program Line 1-1 (described later). Simply connect a program cable from Program Line 1-1 to terminal 5i on this Accumulator.
  4. Set the Repeat Switch for Program Control 5 to 6.
  5. Set the Operation Switch for Program Control 5 to .
  6. Set the Clear-Correct switch to C.
  7. Turn on and clear the Eniac.
  8. Normally, when the Eniac is first started, a clearing process is begun. If the Eniac had been previously started, or if there are random neons illuminated in the accumulators, the "Initial Clear" button of the Initiating device can be pressed.
  9. Press the "Initiating Pulse Switch" that is located on the Initiating device.
- 10. Stand back.**

## Admiral Grace Hopper (1906-1992)



*"Nobody believed that I had a running compiler and nobody would touch it. They told me computers could only do arithmetic."*

- Mathematics PhD Yale, 1934
- Entered Navy, 1943
- First to program Mark I (first "large" computer, 51 feet long)
- Wrote first compiler (1952) – program for programming computers
- Co-designer of COBOL (most widely used programming language until a few years ago)

## USS Hopper



"Dare and Do"

Guest on David Letterman

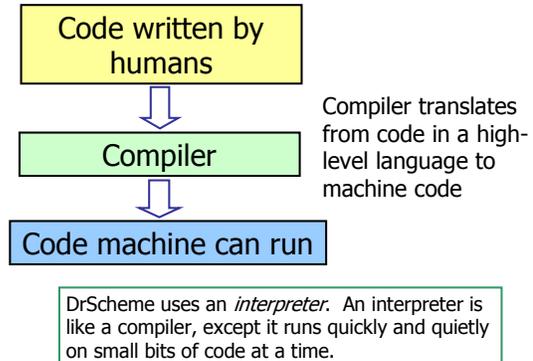
## Nanostick

- How far does light travel in 1 nanosecond?
 

```
> (define nanosecond (/ 1 (* 1000 1000 1000))) ;; 1 billionth of a s
> (define lightspeed 299792458) ; m / s
> (* lightspeed nanosecond)
149896229/500000000
> (exact->inexact (* lightspeed nanosecond))
0.299792458 = just under 1 foot
```

Dell machines in Small Hall have "1.8-GHz Pentium 4 CPU"

GHz = GigaHertz = 1 Billion times per second  
 They must finish a step before light travels 6.6 inches!



## John Backus

- Chemistry major at UVA (entered 1943)
- Flunked out after second semester
- Joined IBM as programmer in 1950
- Developed Fortran, first commercially successful programming language and compiler



## IBM 704 Fortran manual, 1956

STATEMENT	NORMAL SEQUENCING
a = b	Next executable statement
GO TO n	Statement n
GO TO n <sub>1</sub> , (n <sub>1</sub> , n <sub>2</sub> , ..., n <sub>m</sub> )	Statement last assigned
ASSIGN i TO n	Next executable statement
GO TO (n <sub>1</sub> , n <sub>2</sub> , ..., n <sub>m</sub> ), i	Statement n <sub>i</sub>
IF (a) n <sub>1</sub> , n <sub>2</sub> , n <sub>3</sub>	Statement n <sub>1</sub> , n <sub>2</sub> , n <sub>3</sub> as a list
SENSE LIGHT i	Next executable statement
IF (SENSE LIGHT i) n <sub>1</sub> , n <sub>2</sub>	Statement n <sub>1</sub> , n <sub>2</sub> as Sense
IF (SENSE SWITCH i) n <sub>1</sub> , n <sub>2</sub>	" " " " as Sense



## Describing Languages

- Fortran language was described using English
    - Imprecise
    - Verbose, lots to read
    - Ad hoc
- ```
DO 10 I=1,10
    Assigns 1, 10 to the variable DO10I
DO 10 I=1,10
    Loops for I = 1 to 10
```
- (Often incorrectly blamed for loss of Mariner-I)
- Wanted a more precise way of describing a language

## Backus Naur Form

*non-terminal* ::= *replacement*

We can replace *non-terminal* with *replacement*

$A ::= B$  means anywhere you have an  $A$ , you can replace it with a  $B$ .

Some *replacements* are *terminals*: a terminal is something that never appears on the left side of a rule.

## BNF Example

*Sentence* ::= *NP Verb*

*NP* ::= *Noun*

*Noun* ::= **Dave**

*Noun* ::= **Scheme**

*Verb* ::= **rocks**

*Verb* ::= **sucks**

What are the *terminals*?

Dave, Scheme, rocks, sucks

How many different things can we express with this language?

4, but only 2 are true.

## BNF Example

*Sentence* ::= *NP Verb*

*NP* ::= *Noun*

*NP* ::= *Noun and NP*

*Noun* ::= **Dave**

*Noun* ::= **Scheme**

*Verb* ::= **rocks**

*Verb* ::= **sucks**

How many different things can we express with this language?

Infinitely many!  
Recursion is powerful.

## Essential Scheme

$Expression ::= (Expression_1 Expression^*)$   
 $Expression ::= (if Expression_1$   
                   $Expression_2$   
                   $Expression_3)$   
 $Expression ::= (define name Expression)$   
 $Expression ::= Primitive$   
 $Primitive ::= number$   
 $Primitive ::= + | - | * | / | < | > | =$   
 $Primitive ::= ...$  (many other primitives)

## Charge

- Lab Hours: posted on website
  - Take advantage of them!
  - If you can, follow the Wizards to lab now
- Problem Set 1: due Wednesday
- Don't floccipoccinihilipilificate