

Algol Part 1

CS4100
February 24, 2012

1

After FORTRAN

- International language is needed
 - 1964: New language is proposed to break away from platform dependence
 - Preliminary spec: NPL (new programming language), then PL/I (programming language 1)
 - PL/I is too big
 - Dijkstra: If Fortran is an infantile disorder, then PL/I is a fatal disease
 - Trying to be everything to everyone backfires

2

Chapter 3: Generality and Hierarchy: ALGOL-60

- An international language is needed
 - A single, universal language would be valuable
 - International (American and European) committee is set up to make recommendations
 - Algol-58 is created in 8 days in Zurich, as a preliminary report
 - Algol: Algorithmic Language

3

Implementations

- Because of the hype, many started implementation quickly
 - This resulted in many dialects
 - JOVIAL (Jules' Own Version of the International Algebraic Language)
- Committee meets again in 1960 to incorporate suggestions
 - Algol-60 is born and is very different from the '58 report.
 - Report is 17 pages long: remarkable achievement, mainly due to BNF notation (reports used to stretch to hundreds or thousands of pages)

4

Algol Report

- 1959 UNESCO Conference on Information Processing
 - Backus presents a description of Algol '58
 - Uses formal syntax he developed
 - Naur is editor of Algol Bulletin
 - Disagrees with some of Backus' interpretation
 - Need for more precise description
 - Develops a variant of Backus' formal syntax

Backus-Naur Form, aka BNF used for 1960 Algol Report

5

Algol's Objectives

- The language should be very close to mathematical notation
- Should be useful in publications to describe algorithms
- Mechanically translatable to machine code

6

Structural Organization

- Hierarchically structured language
 - Nesting is introduced (Fortran did not use nesting)
 - Control structures can also be nested
 - One can be made the body of the other
- ```
if N > 0 then
 for i := 1 step 1 until N do
 sum := sum + Data[i]
```
- Advantage: decreases the number of GOTOs required
- Reserved words

7

## Constructs

- Declarative or Imperative
  - (like in FORTRAN)
- Variable declarations
  - Types: integer, real, Boolean
  - `integer i, j, k`
  - Lower bounds of arrays need not be 1
  - `real array Data[-50:50]`
  - Switch, like FORTRAN's computed GOTO
- Subprogram declarations
  - Keyword: `procedure` and
  - Procedures can be *typed* (functions) and *untyped*
  - `real procedure dist(x1, y1, x2, y2);`  
`real x1, y1, x2, y2;`  
`dist = sqrt((x1 - x2)^2 + (y1 - y2)^2)`

8

## Imperative Constructs

- Computational
  - Assignment: "variable := expression"
  - Operators:
    - Arithmetic: +, -, \*, etc.
    - Relational: =, <, >, ≥, etc.
    - Logic: ∧, ∨, ¬, etc.
  - Why is assignment ':=' and not '='?
    - Assignment is different from definition and comparison
    - `l = l + 1 ; l := l + 1`

9

## Imperative Constructs

- Control-flow
  - All imperative constructs alter flow of control (except assignment)
  - Has *if-then-else*
  - *for*-loop replaces *do*-loop
- No input/output constructs
  - I/O was left to be handled by platform-dependent library calls

10

## Name Structures

- Algol-60 introduces the compound statement
  - Where 1 statement is allowed, more can be used, using begin-end
  - ```
for i := 1 step 1 until N do
  sum := sum + Data[i]
```
 - ```
for i := 1 step 1 until N do
 begin
 sum := sum + Data[i];
 Print Real (sum)
 end
```
- Also, the body of a procedure is a single statement

11

## Syntax - Program

- `<program> ::= <block> | <compound statement>`
- `<block> ::= <unlabelled block> | <label>: <block>`
- `<compound statement> ::= <unlabelled compound> | <label>: <compound statement>`
- `<unlabelled compound> ::= begin <compound tail>`
- `<unlabelled block> ::= <block head> ; <compound tail>`

12

## Syntax - Block

- `<block> ::= <unlabelled block> | <label>: <block>`
- `<unlabelled block> ::= <block head> ; <compound tail>`
- `<block head> ::= begin <declaration> | <block head> ; <declaration>`
- `<compound tail> ::= <statement> end | <statement> ; <compound tail>`

13

## Syntax - Statement

- `<compound statement> ::= <unlabelled compound> | <label>: <compound statement>`
- `<unlabelled compound> ::= begin <compound tail>`
- `<compound tail> ::= <statement> end | <statement> ; <compound tail>`
- `<statement> ::= <unconditional statement> | <conditional statement> | <for statement>`
- `<unconditional statement> ::= <basic statement> | <basic statement> ; <compound statement> | <block>`
- `<basic statement> ::= <unlabelled basic statement> | <label>: <basic statement>`
- `<unlabelled basic statement> ::= <assignment statement> | <go to statement> | <dummy statement> | <procedure statement>`

14

## Name Binding

- Fortran binds a variable to a single memory location statically
- Algol-60 included the results of research done on name structures, which were problematic in Fortran
  - Sharing of data between subprograms
  - Parameter passing modes
  - Return values
  - Dynamic arrays
- Result of research: block structure

15

## Blocks Define Nested Scopes

- Fortran
  - Had local and global declarations only
  - Had to redeclare using COMMON to share
- Algol-60
  - Introduces blocks

```
begin
 declarations;
 statements
end
```
  - Compound statements do not have 'declarations'.
  - All declarations are visible to all statements in the block
  - Since statements can be blocks, scopes can be nested

16

## Why do we need scopes?

- Reduce the context programmers have to keep in mind
- Make understanding and maintenance of program easier
- Scopes reduce visibility of names
  - Declare variable only where needed and used
- Nested blocks inherit names from outside
  - It would be very inconvenient if they did not

17

## “COMMON” with Blocks

- The error-prone COMMON in Fortran can be implemented in a much better way using blocks

```
begin
 integer array Name, Loc, Type[1:100];
 procedure Lookup (n);
 . . . Lookup procedure . . .
 procedure Var (n, l, t);
 . . . Var procedure . . .
 procedure Array1 (n, l, t, dim1);
 . . . Array1 procedure . . .
end
```

18

## Too Much Access

- Blocks provide “indiscriminate access”
  - Since functions must be accessible to users,
  - and data structures must be accessible to functions
  - → Data is also accessible to users
- Violates information hiding principle

19

## Contour Diagrams

- Inner blocks implicitly inherit access to all variable in immediately surrounding block
- Names declared in a block are *local* to the block
- Names declared in surrounding blocks are *nonlocal*
- Names declared in outermost block are *global*

20