Anubis - Feature #53 [Polysemy]Interpretation goes undetected

08/20/2008 05:05 PM - SpiceGuid -

```
Status:
                         Closed
                                                                   Start date:
Priority:
                                                                   Due date:
                         Low
Assignee:
                                                                   % Done:
                         Alain Prouté
                                                                                            0%
                                                                   Estimated time:
Category:
                         Design
                                                                                            0.00 hour
Target version:
Platform:
                                                                   Triage Stage:
Resolution:
                         fixed
Description
The final line:
   Has two possible interpretations and yet is compiled without error or warning.
   Seemingly, one possible interpretation goes undetected.
   Admittedly my code is weird, certainly i have defied some implicit recommandation that the * operator must be associative, that
   is of the type (A,A) \rightarrow A.
   define ($A,$A,$B,$B) -> ($A,$B)
    ($A,$A) -> $A f * ($B,$B) -> $B g
    ($A a1,$A a2,$B b1,$B b2)
    |->
    (f(a1,a2),g(b1,b2)).
   define ($A,$A,$B,$B,$C,$C) -> ($A,$B,$C)
    ($A,$A) -> $A f * ($B,$B,$C,$C) -> ($B,$C) g
    _
    ($A a1,$A a2,$B b1,$B b2,$C c1,$C c2)
    |->
    with a = f(a1,a2),
    with bc = g(b1, b2, c1, c2),
    if bc is (b,c) then
    (a,b,c).
   define ($A,$A,$B,$B,$C,$C) -> ($A,$B,$C)
    ($A,$A,$B,$B) -> ($A,$B) f * ($C,$C) -> $C g
    ($A a1,$A a2,$B b1,$B b2,$C c1,$C c2)
    |->
    with ab = f(a1, a2, b1, b2),
    with c = g(c1,c2),
    if ab is (a,b) then
    (a,b,c).
   type Interval($T) :
    empty,
```

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between($T lower,$T upper).
define (Interval($T),Interval($T)) -> Interval($T)
 intersect(($T,$T) -> Bool less)
 =
 (Interval($T) a,Interval($T) b)
|->
 if a is between(a1,a2) then
  if b is between(b1,b2) then
   if less(a2,b1) then empty
   else if less(b2,a1) then empty
   else if less(a1,b1) then between(b1,a2)
   else between(a1,b2)
  else empty
 else empty.
define
(
Interval($A),Interval($A),
 Interval($B),Interval($B),
 Interval($C),Interval($C)
) ->
 (Interval($A),Interval($B),Interval($C))
intersect_triple
 (
 ($A,$A) -> Bool a less,
 ($B,$B) -> Bool b less,
 ($C,$C) -> Bool c_less
)
 intersect(a_less) * intersect(b_less) * intersect(c_less).
```

History

#1 - 08/21/2008 06:35 PM - Alain Prouté

- Status changed from New to Closed
- Resolution set to fixed

Thank you very much Damien for this remark.

However, your text is not ambiguous, but this is for a purely syntactical reason. Indeed, the binary operation * associates to the right, so that

intersect(a_less) * intersect(b_less) * intersect(c_less)

is read as:

```
intersect(a_less) * (intersect(b_less) * intersect(c_less))
```

making the third paragraph:

define (\$A,\$A,\$B,\$B,\$C,\$C) -> (\$A,\$B,\$C) (\$A,\$A,\$B,\$B) -> (\$A,\$B) f * (\$C,\$C) -> \$C g = ...

useless, as you can check by inhibiting it. If you put a pair of parentheses like this: (intersect(a_less) * intersect(b_less)) * intersect(c_less)

the second paragraph becomes useless instead of the third one.

A similar situation is the term:

1 + 2 * 3

which would have two interpretations (1 + 2) * 3 and 1 + (2 * 3) if no precedence/association rule was in effect. (In this case, this is a precedence rule, and an association rule in your example).

Behind this fact, there is undoubtly a problem, which is that precedence/association rules are rules which are in some sens implicit. If the grammar was written without theses rules, we would have to write either (1 + 2) * 3 or 1 + (2 * 3) and 1 + 2 * 3 would become a syntax error.

Recently, I wondered if it was a good idea to remove all precedence/association rules. I will not do it for Anubis 1 anyway, because it would generate big problems in the very big already exiting programs. But for Saunders, I will reduce these rules to a bare minimum. Probably, I will keep 'obvious' rules, like the precedence of * over +, but in any case, the number of rules will be small so that it is easily remembered by users.

A long time ago, I had a bug in a C program, which took me 3 days to discover. I had written something like this (I don't remember exactly):

a & b >> c

According to the rules of ANSI C this is interpreted as: a & (b >> c), but I was thinking to (a & b) >> c. I'm almost sure that nobody knows the big table of precedences/associations for C by heart.

This is a danger, and I want to reduce this danger in the future at least for Saunders.