

# An Expression-Oriented Approach to Programming Education

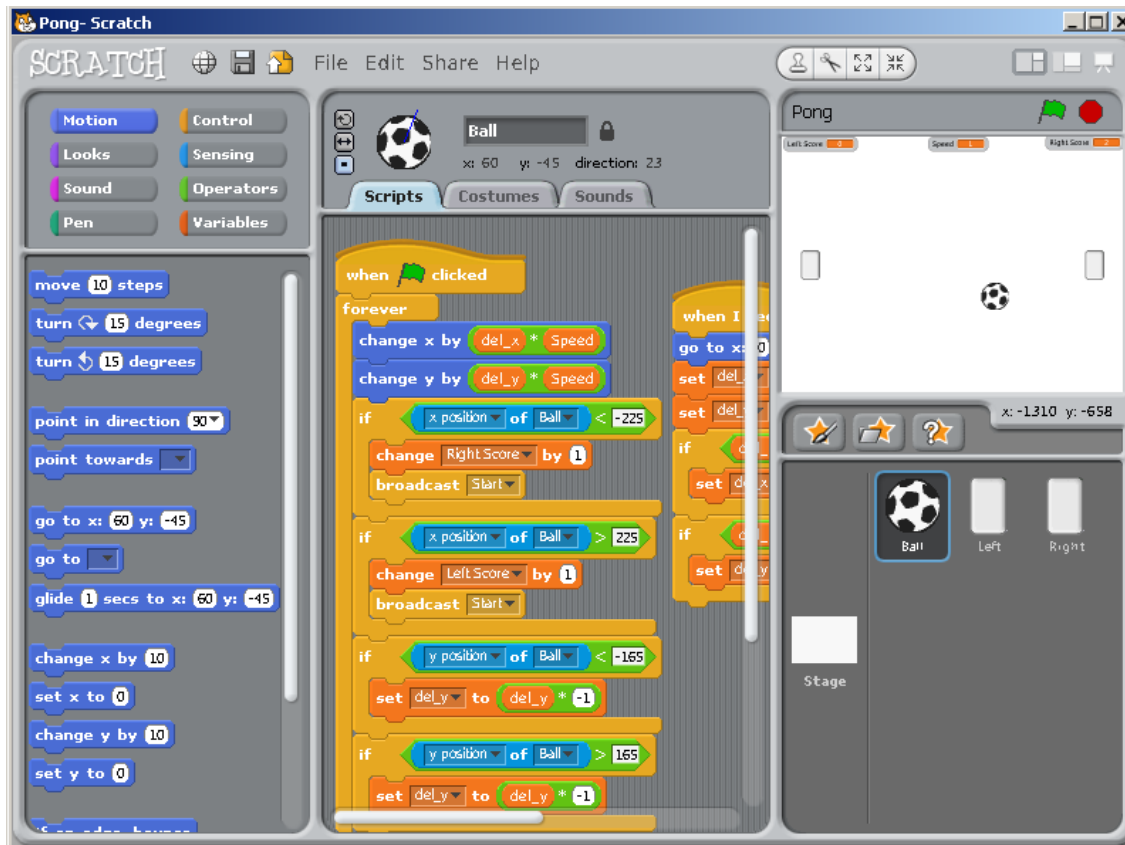
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Exploiting the Synergy between Computing and Math

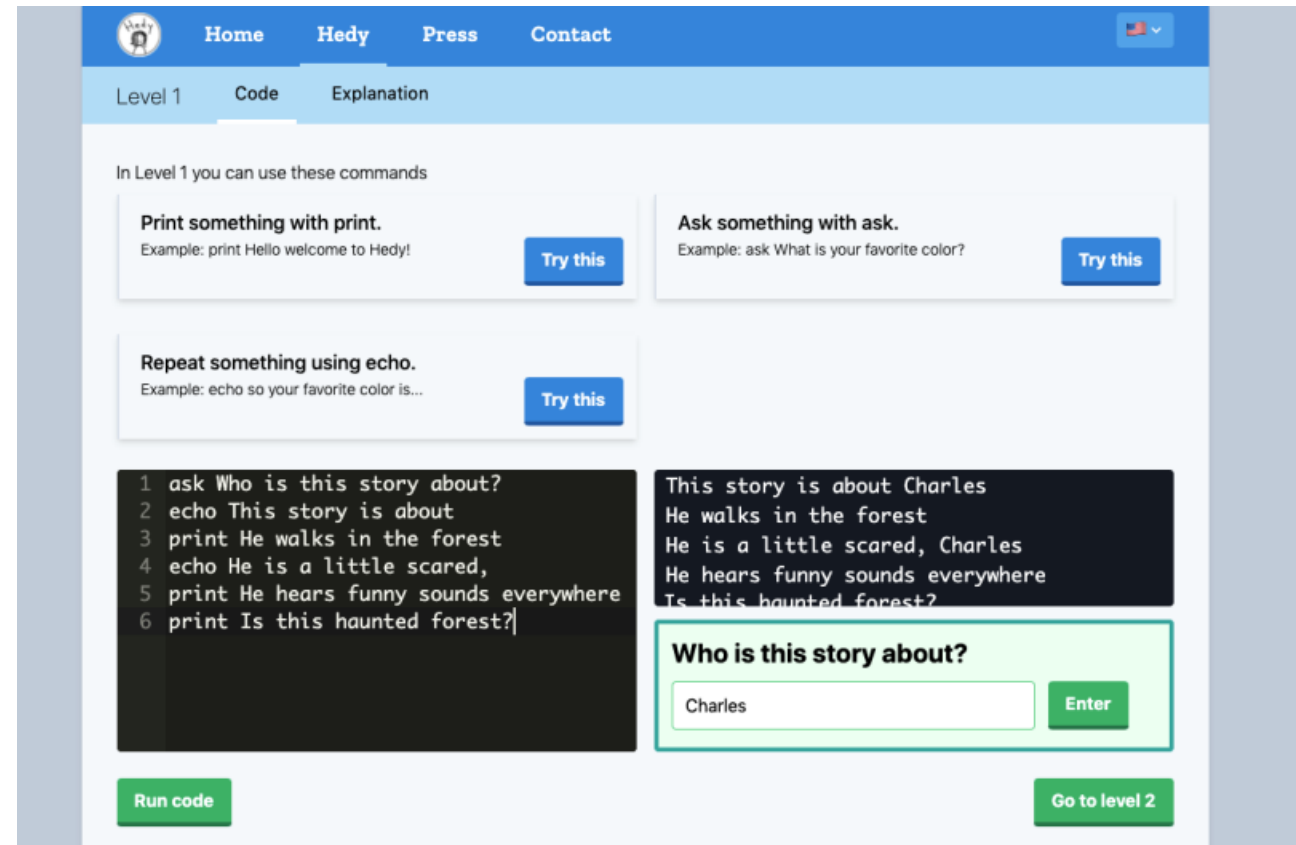
# Learning Syntax is Known to be an Obstacle in Programming Education

Responses: **Block Coding** (replace syntax with shapes) & **Gradual Languages** (relaxed syntax rules)

Scratch [MIT Media Lab]



Hedy [Feliene Hermans, Leiden University]

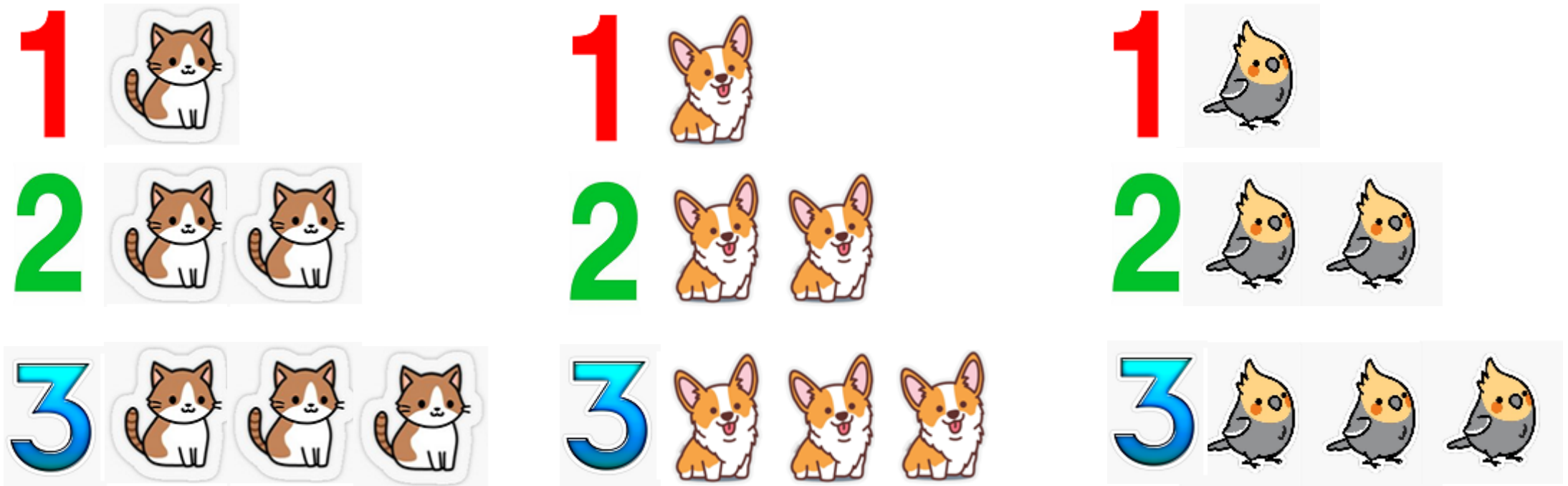


Alternative Approach

Exploit Synergy with Math  $\Leftrightarrow$  Embrace Syntax

Back to basics - let's reminisce our early computing education:

# Math Abstractions ... Baby Steps



and I am **one** baby syntax turtle →



positional numeral system, operations, operator precedence, fractions, (oh my!) ...

# Math Abstractions ...

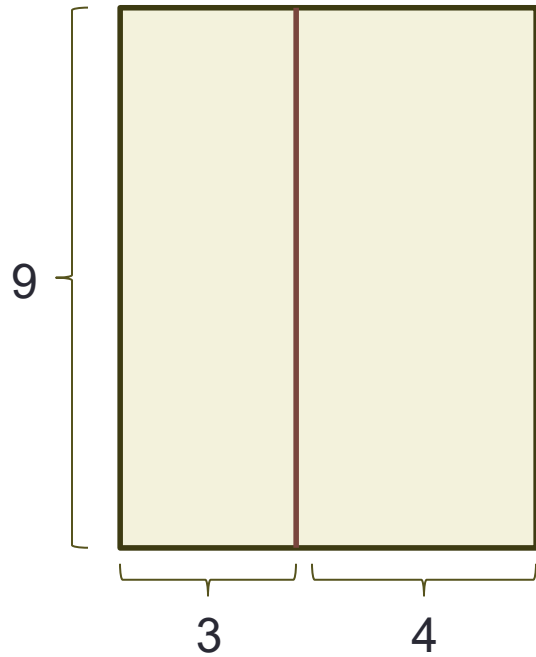
$$8\ 1\ 9\ 2 = 8 \times 1000 + 1 \times 100 + 9 \times 10 + 2 \times 1$$

$$1,000,000 - 997 = 999,003$$

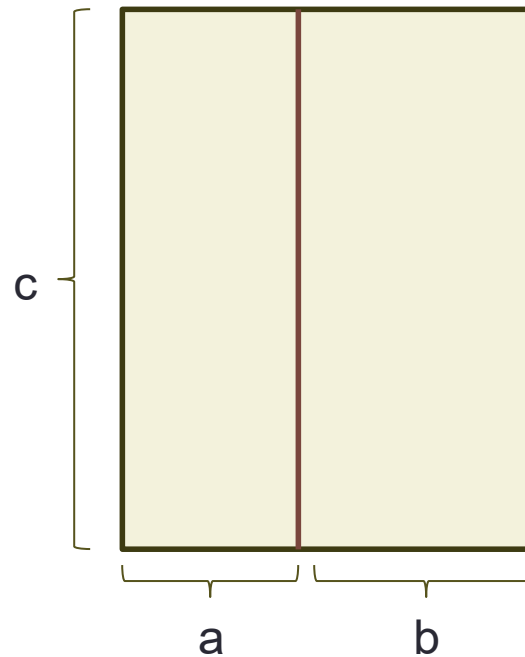
$$\begin{array}{r} 11 + \\ 31 \\ \hline 42 \end{array}$$

$$6 \times 7 = 42$$

$$\frac{42}{18} = \frac{21}{9}$$



$$9 \times (3 + 4) = 63$$



$$c \times (a + b) = ca + cb$$

$$2/7 + 3/7 = 5/7$$



The turtles ... they are multiplying (!) – here we are, in middle school and high school:

# Math Abstractions ...

$$E = mc^2$$

$$y = m \cdot x + q$$

$$\sin^2 x + \cos^2 x = 1$$

$$\frac{\sin x}{\cos x} = \tan x$$

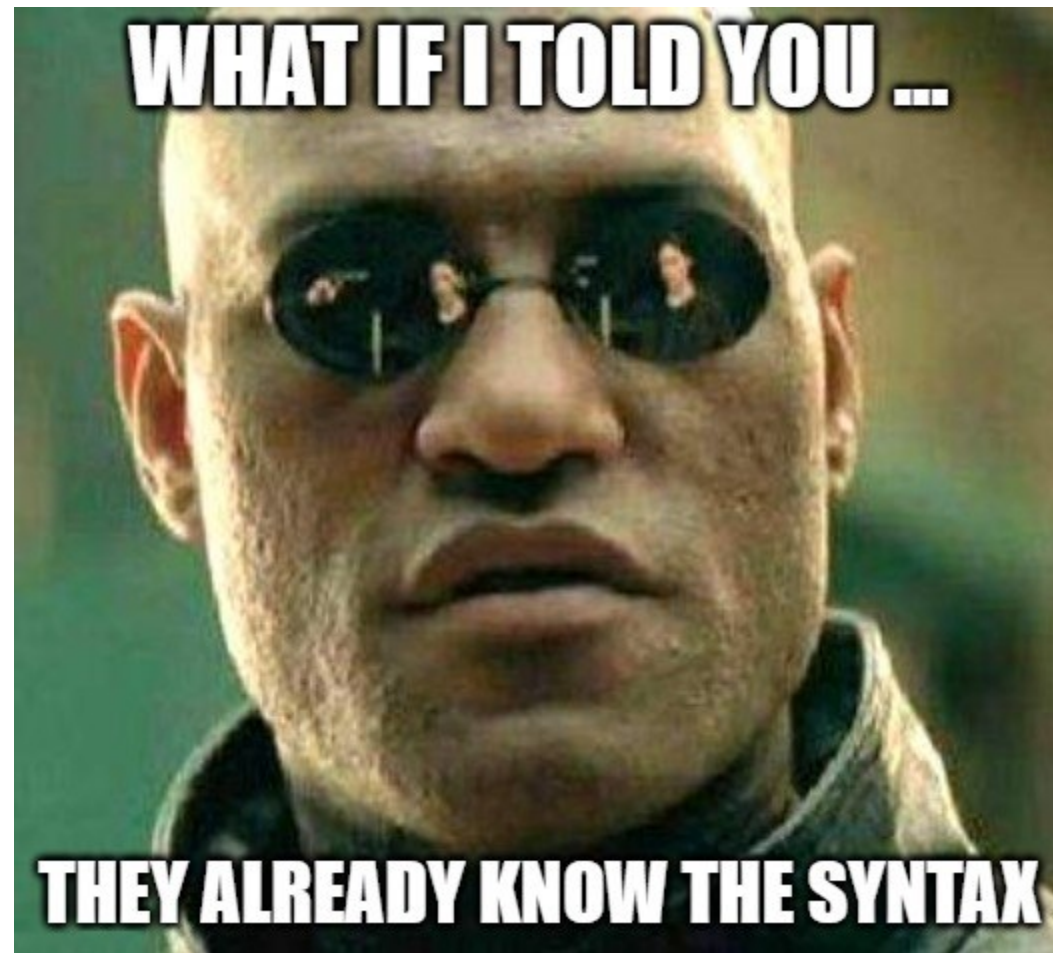
$$(a - b)(a + b) = a^2 - b^2$$

$$D = \sqrt{(x_1 - x_2)^2 + (y_1 - y_2)^2}$$

$$F = G \frac{m_1 m_2}{d^2}$$



How much syntax should we feed students to *start learning programming*?





Note: MATH stands for Generally accepted Math notation

# They Already Know The Syntax!

	Raise to Power	Multiplication	Division	Addition	Subtraction	Less than	String Concatenation
<b>MATH</b>	$x^y$	$xy \mid x * y$	$x \div y \mid x / y$	$x + y$	$x - y$	$x < y$	$xy \mid x \cdot y$
<b>FORTRAN</b>	<code>x ** y</code>	$x * y$	$x / y$	$x + y$	$x - y$	<code>x .LT. y</code>	<code>x // y</code>
<b>LISP</b>	<code>(pow x y)</code>	<code>(* x y)</code>	<code>(/ x y)</code>	<code>(+ x y)</code>	<code>(- x y)</code>	<code>(&lt; x y)</code>	<code>(concatenate x y)</code>
<b>C / C++</b>	<code>pow(x, y)</code>	$x * y$	$x / y$	$x + y$	$x - y$	$x < y$	$x + y$
<b>Haskell</b>	$x^y \mid x ** y$	$x * y$	$x / y$	$x + y$	$x - y$	$x < y$	$x ++ y$
<b>Python</b>	<code>x ** y</code>	$x * y$	$x / y$	$x + y$	$x - y$	$x < y$	$x + y$
<b>Java</b>	<code>Math.pow(x, y)</code>	$x * y$	$x / y$	$x + y$	$x - y$	$x < y$	$x + y$
<b>JavaScript</b>	<code>x ** y</code>	$x * y$	$x / y$	$x + y$	$x - y$	$x < y$	$x + y$
<b>OCaml</b>	<code>x ** y</code>	$x * y \mid x *. y$	$x / y \mid x /. y$	$x + y \mid x +. y$	$x - y \mid x -. y$	$x < y$	$x^y$
<b>MS-Excel</b>	$x^y$	$x * y$	$x / y$	$x + y$	$x - y$	$x < y$	$x \& y$

∴ OK, sure, but those are *just expressions*. Computing them is not programming, right? Expressions aren't enough, right? ➔



# A User-Centred Approach to Functions in Excel

## 30<sup>th</sup> June 2003

Simon Peyton Jones  
Microsoft Research

Alan Blackwell  
Cambridge University

Margaret Burnett  
Oregon State University

“It may seem odd to describe a spreadsheet as a programming language. Indeed, one of the great merits of spreadsheets is that **users need not think of themselves as doing “programming”, let alone functional programming** — rather, they simply “write formulae” or “build a model”. However, one can imagine printing the cells of a spreadsheet in textual form, like this:

A1 = 3

A2 = A1-32

A3 = A2 \* 5/9

and then it plainly is a (functional) program.”

to program with spreadsheets all the syntax you need is that of expressions!

But traditional spreadsheets have issues that make them unacceptable for education and other purposes ...

# Critique of the Traditional Spreadsheet Core

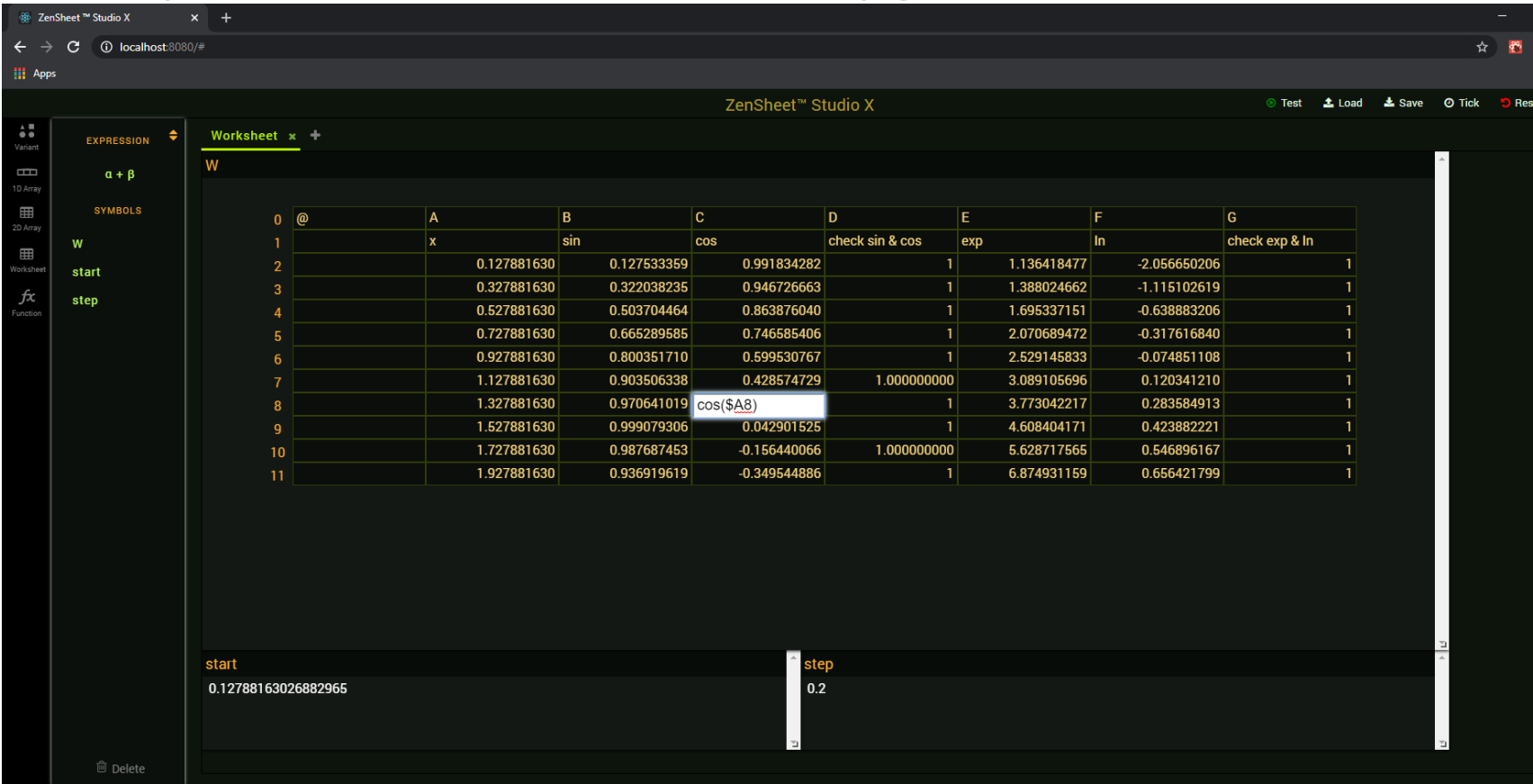
- **Lack of functional abstraction**
  - Considerable research work has been done on this
  - December 3<sup>rd</sup>, 2020: Microsoft Research announced LAMBDA
- **Overly simplistic type system**
  - All top-level variables must be a worksheet
  - Worksheets are non-composable cell containers
  - All cells are unitype and must be referenced via coordinates
  - **A1 notation should be considered harmful**
- **Entanglement of model and visualization**
  - Worksheets are the only true variables of the core
    - They are containers that hold state, which includes unreduced expressions
  - Worksheets are also the primary element of the presentation
    - They play an important role as UI layout managers

[8] E. Alda et al. 2021. “Towards Wide-Spectrum Spreadsheet Computing.”  
*4th International Conference on Information and Computer Technologies (ICICT 2021)*.  
HI, USA, 2021, pp. 233-242. doi: 10.1109/ICICT52872.2021.00046.  
<https://ieeexplore.ieee.org/document/9476942>

A language-centric redesign of spreadsheets has been shown to work

# ZenSheet / Lilly

ZenSheet supports functional abstraction and composable data structures.  
2D arrays can be used as worksheets: it truly generalizes spreadsheets!



## Types

- ZT.1)  $T \rightarrow \text{null} \mid \text{error} \mid \text{bool} \mid \text{number} \mid \text{string}$
- ZT.2)  $T \rightarrow \text{fun}(T, \dots, T) \Rightarrow T$
- ZT.3)  $T \rightarrow \text{array}[ \dots ] \Rightarrow T$
- ZT.4)  $T \rightarrow \text{struct}(T, \dots, T)$
- ZT.5)  $T \rightarrow \text{lazy } T$
- ZT.6)  $T \rightarrow \text{var}$
- ZT.7)  $T \rightarrow \langle \text{symbol} \rangle$

## Expressions

- XLS.1)  $E \rightarrow ? \mid \langle \text{error} \rangle \mid \text{true} \mid \text{false} \mid \langle \text{number} \rangle \mid \langle \text{string} \rangle$
- XLS.3)  $E \rightarrow \langle A1 \rangle \mid \langle \text{symbol} \rangle ! \langle A1 \rangle$
- ZSE.1)  $E \rightarrow \langle \text{symbol} \rangle$
- ZSE.2)  $E \rightarrow \lambda(T \langle \text{symbol} \rangle, \dots, T \langle \text{symbol} \rangle) \rightarrow E$
- ZSE.3)  $E \rightarrow E(E, \dots, E)$
- ZSE.4)  $E \rightarrow (E, \dots, E)$
- ZSE.5)  $E \rightarrow [E, \dots, E]$
- ZSE.6)  $E \rightarrow E[E, \dots, E]$
- ZSE.7)  $E \rightarrow E:E$
- ZSE.8)  $E \rightarrow E..E$
- ZSE.9)  $E \rightarrow 'E'$

## Actions

- ZSA.1)  $A \rightarrow \text{type } \langle \text{symbol} \rangle = T;$
- ZSA.2)  $A \rightarrow T \langle \text{symbol} \rangle := E;$
- ZSA.3)  $A \rightarrow E := E;$

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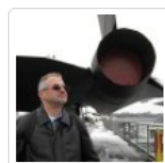
## ZenSheet: a live programming environment for reactive computing

**Who** *Enzo Alda, Monica Figuera***Track** [LIVE 2017](#)**When** **Tue 24 Oct 2017 15:30 - 15:50** at [Regency D](#) - [Winter](#)

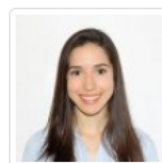
**Abstract** We introduce ZenSheet: an experimental live programming environment for reactive computing. We emphasize the most relevant design and implementation choices, and provide a glimpse about future work. The ZenSheet project aims to generalize spreadsheets in an intuitive way. It implements a superset of the core functionality of traditional spreadsheets, adding concepts from modern programming languages. The end purpose is to make spreadsheet computing valuable to an even wider audience spectrum.

**File attachments**PDF Preprint ([ZenSheet.pdf](#))

475KiB



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Lakebolt Research  
United States



[Monica Figuera](#)  
Universidad Simón Bolívar



# lambda DAYS

13-14 FEBRUARY 2020  
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ZenSheet™ Studio X

Worksheet x +

W

	@	A	B	C	D
0		x	sin	cos	check sin & cos
1					
2		0.189434686	0.188303724	0.982110843	1
3		0.389434686	0.379665490	0.925123838	1
4		0.589434686	0.555891191	0.831255065	1
5		0.789434686	\$B\$1(\$A5)	0.704246776	1
6		0.989434686	0.835715663	0.549162390	1
7		1.189434686	0.928158714	0.372184633	1
8		1.389434686	0.983599007	0.180369049	1
9		1.589434686	0.999826311	-0.018637280	1
10		1.789434686	0.976193695	-0.216900599	1
11		1.989434686	0.913643317	-0.406516776	1

start 0.1894346860200596 step 0.2

W!B3:C11 := formula(W!B2:C2);

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Functional Programming for End-Users  
Enzo Alda, Javier López

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13-14 FEBRUARY 2020  
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ENZO ALDA

functional programming  
for everyone!

lambda  
DAYS

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Functional Programming for End-Users  
Enzo Alda, Javier López

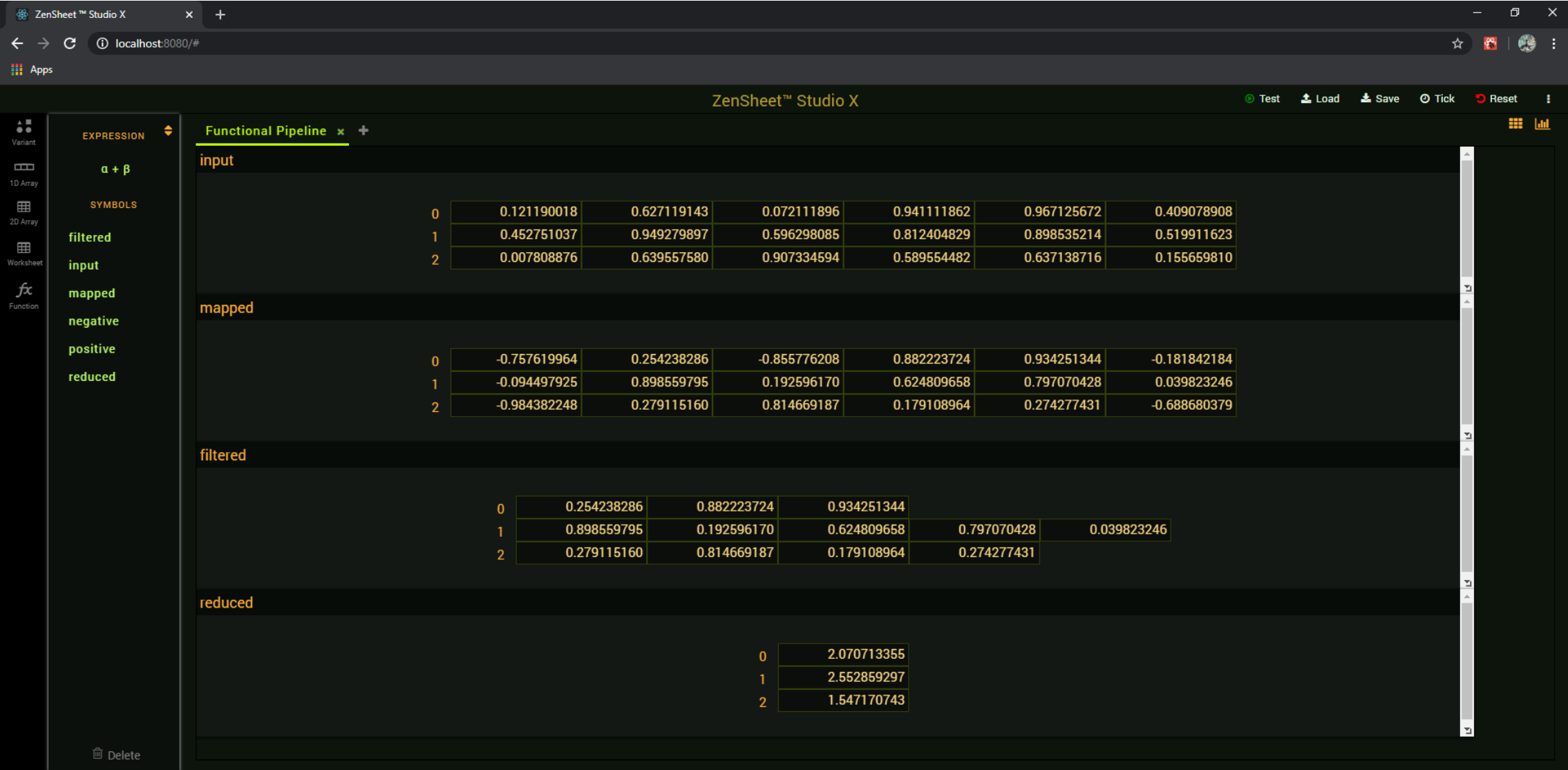
[https://www.youtube.com/watch?v=mJa0\\_gKE6xo](https://www.youtube.com/watch?v=mJa0_gKE6xo)



JAVIER LÓPEZ

For the love of compilers,  
interpreters, and dragons  
therein

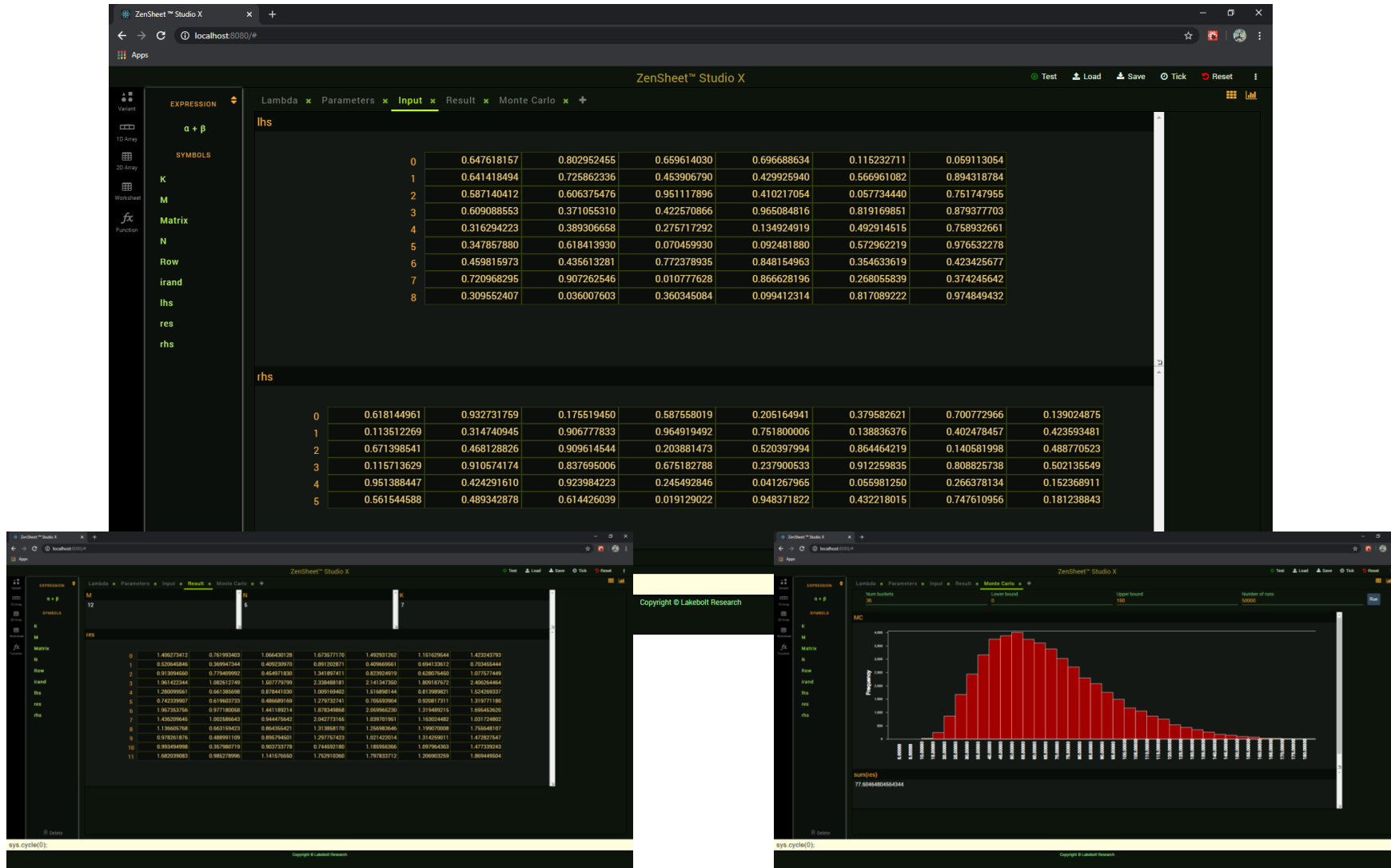
# Higher-Order Functions



sys.cycle(0);



# Rich Type System: Dynamic Arrays , Tuples, Structs



# Wide-Spectrum Computing



# Experience Report: Expressions-First Programming 101

# Experience Report:

## Modernizing Programming 101 with an Expressions First Approach

- **Setting**

- **Location:** Simón Bolívar University – Venezuela
  - Ranked top 5 among Latin American universities in the 80s
- **Course:** Programming 101 for engineers, excluding software engineering students
  - Nearly all students have no programming experience
- **Delivery:** interactive online (programming theory & lab) plus recorded video
  - Only 10 usable weeks (20 lectures) for theory and 8 usable weeks (16 hours) for lab instruction
  - Students set up their own lab, with material and some technical assistance from the lab instructor
  - Key tools: Git & GitHub (<https://github.com/>), MSYS2 (<https://www.msys2.org/>), code editors

# Experience Report:

## Modernizing Programming 101 with an Expressions First Approach

- Objectives

- **Old** course objectives:

- students must learn basic C programming
- emphasis is placed on array processing and I/O

- **New** course objectives: form students who exhibit

1. A clear understanding of **basic programming concepts**
2. Confidence in their **ability to learn other languages**
3. **Basic proficiency** in one or more languages

# Expressions

Math	C++	JavaScript	Lilly
$a(c + b) = ac + ab$	<code>a * (b + c) == a*c + a*b</code>	<code>a * (b + c) == a*c + a*b</code>	<code>a * (b + c) = a*c + a*b</code>
$\frac{1}{\left(1 + \frac{1}{n}\right)^n}$	<code>1 / pow(1 + 1.0/n, n)</code>	<code>1 / (1 + 1/n)**n</code>	<code>1 / (1 + 1/n)^n</code>
$\pi r^2$	<code>M_PI * pow(r, 2)</code>	<code>Math.PI * r**2</code>	<code>pi() * r^2</code>
$\sin^2 x$	<code>pow(sin(x), 2)</code>	<code>Math.sin(x)**2</code>	<code>sin(x)^2</code>
$\sin x^2$	<code>sin(pow(x, 2))</code>	<code>Math.sin(x**2)</code>	<code>sin(x^2)</code>
$\sin \sin x$	<code>sin(sin(x))</code>	<code>Math.sin(Math.sin(x))</code>	<code>sin(sin(x))</code>

# Functional Abstraction

## dynamically typed languages

Math

$$A = \pi r^2$$

$$D = \sqrt{(x_1 - x_2)^2 + (y_1 - y_2)^2}$$

JavaScript

```
let area = r => Math.PI * r**2;
```

```
let point1 = { x: 3, y: 2 };
```

```
let point2 = { x: 6, y: 6 };
```

```
function distance (p1, p2) {  
  return Math.sqrt((p1.x - p2.x)**2 + (p1.y - p2.y)**2)  
}
```

```
distance(point1, point2)
```

Lilly

```
:: area := fn(r) -> pi() * r^2;
```

```
type Coord = struct { x; y; };
```

```
:: point1 = Coord(3, 2);
```

```
:: point2 = Coord(6, 6);
```

```
:: distance := fn (p1, p2) ->  
  sqrt((p1.x - p2.x)^2 + (p1.y - p2.y)^2);
```

```
distance(point1, point2)
```



# Functional Abstraction

## statically typed language

Math

$$A = \pi r^2$$

$$D = \sqrt{(x_1 - x_2)^2 + (y_1 - y_2)^2}$$

C++

```
double area(double r) {  
    return M_PI * pow(r, 2);  
}
```

```
struct Coord {  
    double x;  
    double y;  
};
```

```
Coord point1 = { 3, 2 };  
Coord point2 = { 6, 6 };
```

```
double distance (Coord p1, Coord p2) {  
    return sqrt(pow(p1.x - p2.x, 2) + pow(p1.y - p2.y, 2));  
}
```

Lilly

```
:: area := fn(double r) => double -> pi() * r^2;
```

```
type Coord = struct {  
    double x;  
    double y;  
};
```

```
:: point1 = Coord(3, 2);  
:: point2 = Coord(6, 6);
```

```
:: distance := fn (Coord p1, Coord p2) => double ->  
    sqrt((p1.x - p2.x)^2 + (p1.y - p2.y)^2);
```

# Inductive Math definitions => Recursion

```
/// fibonacci
/// fibo(0) ==> 0
/// fibo(1) ==> 1
/// fibo(n) ==> fibo(n-1) + fibo(n-2) // ... for n > 1

// C++
int fibo(int n) {
    return n < 2 ? n : fibo(n - 1) + fibo(n - 2);
}

// JavaScript
let fibo = n => (n < 2 ? n : fibo(n - 1) + fibo(n - 2));

// Lilly (dynamically typed)
:: fibo := fn(n) -> if(n < 2, n, fibo(n - 1) + fibo(n - 2));

// Lilly (statically typed)
:: fibo := fn(int n) => int -> if(n < 2, n, fibo(n - 1) + fibo(n - 2));
```

# Expressions-First Course Plan

## Level 0

- Values and basic types
- Computing expressions using literal constants
- Variable definitions: using variables in expressions
- Computing with simple values and tuples
- Defining functions by abstracting expressions

## Level 1

- Making algorithmic decisions: conditional expressions
- Defining recursive functions from inductive definitions
- Computing functional reductions over sequences
- Understanding tail recursion and **iteration**

## Level 2

- Higher order functions
- Curry transformations
- Nested functions and scope rules

## Level 3

- **Pointers and references**
- Associative maps and **mutable arrays**
- **Persistence**

## Level 4

- Recursive types: trees
- Sum types: dealing with polymorphism
- Polymorphism in dynamically typed languages
- Polymorphism in statically typed languages
- Polymorphism in functional languages

# Experience Report:

## Modernizing Programming 101 with an Expressions First Approach

### Findings

So far, students have shown:

1. a practical understanding of the **difference between dynamically typed and statically typed languages**, well beyond a merely abstract notion, having been exposed to JavaScript, C++, and Lilly for several weeks;
2. a good grasp of the **difference between the functional and imperative programming styles**, due to spending the first 4 weeks without performing any state mutation besides defining and initializing immutable variables, essentially using an SSA-form (single static assignment) style of programming in JavaScript, C++, and Lilly;
3. ability to **code in JavaScript and C++**, completing programming assignments for the levels covered so far.

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Thank You!

