

**CS 162 Programming languages**

# Final Review

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# Final exam

- 3 hours
- 120 points in total
- One A4 cheat sheet
- Search engine is NOT allowed
- Execute programs locally is NOT allowed
- ProctorU: <https://www.proctoru.com/portal/ucsb>
- Questions
  - Multiple choices
  - Short answers
  - Program output
  - Programming in OCaml, Racket, and Datalog (difficult than midterm)

# Final review

- Lambda-calculus ( $\alpha$ -renaming,  $\beta$ -reduction, evaluation)
- OCaml basics (let-binding, list, tuple, datatype, recursion)
- Datatypes (How to access? How to construct?)
- Recursion (tail recursion)
- Higher-order functions (map, fold, filter, etc.)
- Closure

# Final review

- Type inference (Given a new type system)
  - Understand typing rules
  - Constraint generation
  - Unification
- Racket programming (let, let\*, etc.)
- Solver-aided programming
  - Symbolic variables
  - Solver-aided queries (solve, synthesis, verify, debug)

# Final review

- Basic concepts in Datalog
- Program analysis in Datalog
  - Pointer analysis (core ideas, complexity, trade-off)
  - Information flow (taint) analysis
  - Design & implement your own analysis

# Simple-typed lambda calculus

$$e ::= x \mid \lambda x : \tau . e \mid e_1 e_2 \mid n$$

$$\tau ::= \mathbf{int} \mid X \mid \tau_1 \rightarrow \tau_2$$

To formally define type inference, we introduce a new typing relation:

$$\Gamma \vdash e : \tau \triangleright C$$

Type environment

Meaning: Expression  $e$  has type  $\tau$  provided that every constraint in the set  $C$  is satisfied.

# Typing rules for STLC

$$\text{CT-VAR} \frac{x:\tau \in \Gamma}{\Gamma \vdash x:\tau \triangleright \emptyset}$$

If x is of type  $\tau$  in Env  
then x has type  $\tau$

$$\text{CT-INT} \frac{}{\Gamma \vdash n:\mathbf{int} \triangleright \emptyset}$$

All natural numbers have type int/number

$$\text{CT-ABS} \frac{\Gamma, x:\tau_1 \vdash e:\tau_2 \triangleright C}{\Gamma \vdash \lambda x:\tau_1. e:\tau_1 \rightarrow \tau_2 \triangleright C}$$

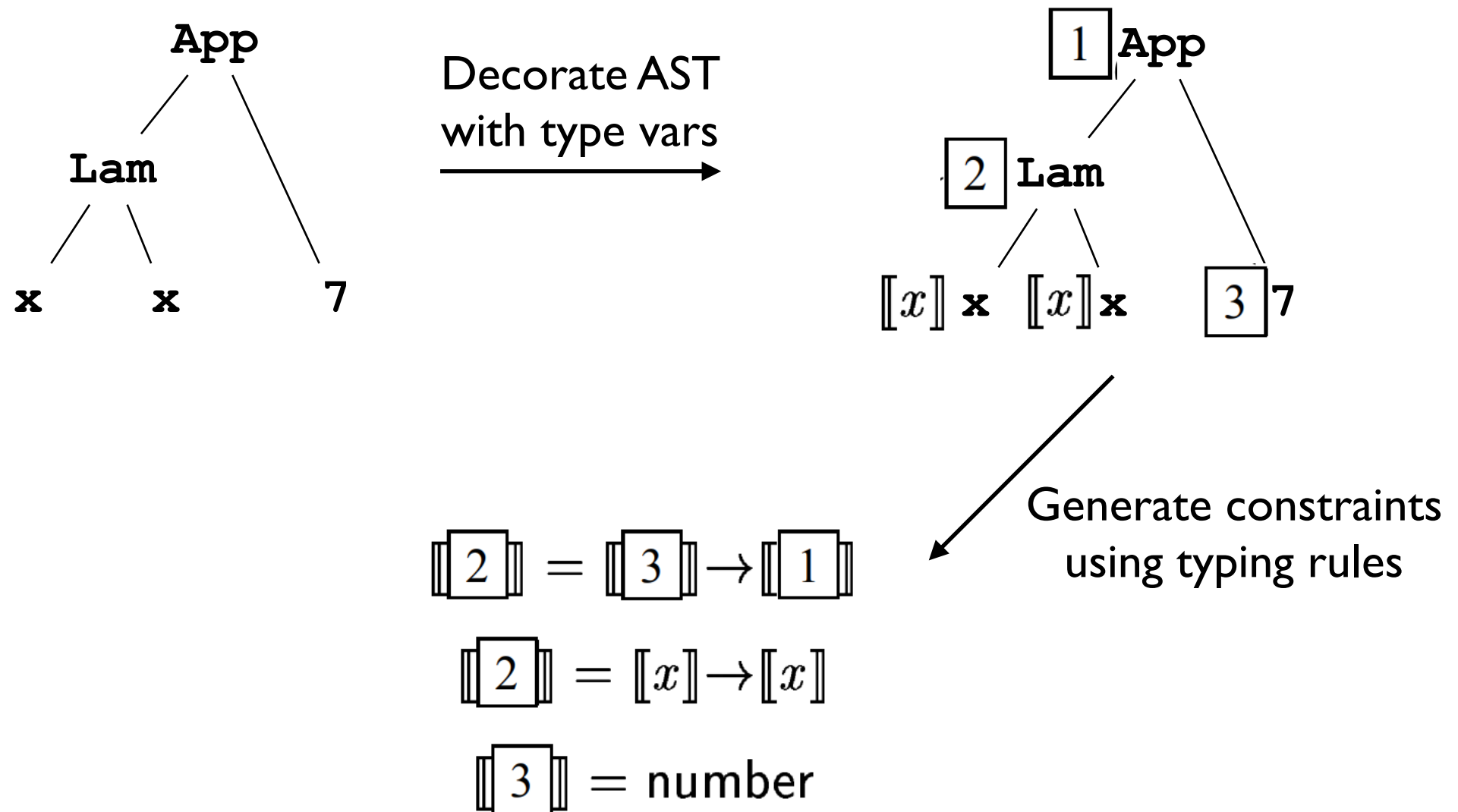
If formal parameter x is type  $\tau_1$ , and body e is type  $\tau_2$ , then the function is type  $\tau_1 \rightarrow \tau_2$

$$\text{CT-APP} \frac{\Gamma \vdash e_1:\tau_1 \triangleright C_1 \quad \Gamma \vdash e_2:\tau_2 \triangleright C_2 \quad C' = C_1 \cup C_2 \cup \{\tau_1 = \tau_2 \rightarrow X\}}{\Gamma \vdash e_1 e_2:X \triangleright C'} \quad X \text{ is fresh}$$

If function e1 is type  $\tau_1$  which is in the form of  $\tau_2 \rightarrow X$ ,  
and the argument e2 is type  $\tau_2$ , then the function call is type X

# Example

What is the type of  $\text{App}(\text{Lam}(x, x), 7)$ ?



**How to solve those constraints?**



# Unification algorithm

$unify(C) =$

- if  $C = \emptyset$ , then  $\{\}$
- else let  $\{S = T\} \cup C' = C$  in
  - if  $S = T$ 
    - then  $unify(C')$
  - else if  $S = X$  and  $X \notin FV(T)$ 
    - then  $unify(\{X \mapsto T\}C') \circ \{X \mapsto T\}$
  - else if  $T = X$  and  $X \notin FV(S)$ 
    - then  $unify(\{X \mapsto S\}C') \circ \{X \mapsto S\}$
  - else if  $S = S_1 \rightarrow S_2$  and  $T = T_1 \rightarrow T_2$ 
    - then  $unify(C' \cup \{S_1 = T_1, S_2 = T_2\})$
  - else
    - fail

Apply substitution to both the remaining constraint  $C'$  and the current mapping

Occurrence check: make sure  $T$  does not contain type variable  $X$

# Example

How to solve those constraints?

$$\llbracket 2 \rrbracket = \llbracket 3 \rrbracket \rightarrow \llbracket 1 \rrbracket$$

$$\llbracket 2 \rrbracket = \llbracket x \rrbracket \rightarrow \llbracket x \rrbracket$$

$$\llbracket 3 \rrbracket = \text{number}$$

Apply substitution to  
both the remaining  
constraint C' and the  
current mapping

Action	Stack	Substitution
Initialize	$\llbracket 2 \rrbracket = \llbracket 3 \rrbracket \rightarrow \llbracket 1 \rrbracket$ $\llbracket 2 \rrbracket = \llbracket x \rrbracket \rightarrow \llbracket x \rrbracket$ $\llbracket 3 \rrbracket = \text{number}$	empty
Step 3	$\llbracket 3 \rrbracket \rightarrow \llbracket 1 \rrbracket = \llbracket x \rrbracket \rightarrow \llbracket x \rrbracket$ $\llbracket 3 \rrbracket = \text{number}$	$\llbracket 2 \rrbracket \mapsto \llbracket 3 \rrbracket \rightarrow \llbracket 1 \rrbracket$
Step 5	$\llbracket 3 \rrbracket = \llbracket x \rrbracket$ $\llbracket 1 \rrbracket = \llbracket x \rrbracket$ $\llbracket 3 \rrbracket = \text{number}$	$\llbracket 2 \rrbracket \mapsto \llbracket 3 \rrbracket \rightarrow \llbracket 1 \rrbracket$
Step 3	$\llbracket 1 \rrbracket = \llbracket x \rrbracket$ $\llbracket x \rrbracket = \text{number}$	$\llbracket 2 \rrbracket \mapsto \llbracket x \rrbracket \rightarrow \llbracket 1 \rrbracket$ $\llbracket 3 \rrbracket \mapsto \llbracket x \rrbracket$
Step 3	$\llbracket x \rrbracket = \text{number}$	$\llbracket 2 \rrbracket \mapsto \llbracket x \rrbracket \rightarrow \llbracket x \rrbracket$ $\llbracket 3 \rrbracket \mapsto \llbracket x \rrbracket$ $\llbracket 1 \rrbracket \mapsto \llbracket x \rrbracket$
Step 3	empty	$\llbracket 2 \rrbracket \mapsto \text{number} \rightarrow \text{number}$ $\llbracket 3 \rrbracket \mapsto \text{number}$ $\llbracket 1 \rrbracket \mapsto \text{number}$ $\llbracket x \rrbracket \mapsto \text{number}$

**Questions?**