

Finite Data Structures

Recap

Base language

typ $\tau ::= \text{app}(\tau_1; \tau_2) \quad \tau_1 \rightarrow \tau_2$

exp $e ::= \text{lam}\{\tau\}(x.e) \quad \lambda(x:\tau)e$
 $\text{app}(e_1; e_2) \quad e_1(e_2)$

Statics

$\Gamma \vdash e : \tau$

Type Rules

$\frac{\Gamma, x:\tau \vdash e : \tau'}{\Gamma \vdash \lambda(x:\tau)e : \tau \rightarrow \tau'}$

$\frac{\Gamma \vdash e_1 : \tau_2 \rightarrow \tau \quad \Gamma \vdash e_2 : \tau}{\Gamma \vdash e_1(e_2) : \tau}$

Dynamics

$\overline{\lambda(x)e \text{ val}}$

Steps

$\frac{e_1 \mapsto e_1'}{e_1(e_2) \mapsto e_1'(e_2)}$

$\frac{e_1 \text{ val} \quad e_2 \mapsto e_2'}{e_1(e_2) \mapsto e_1(e_2')}$

$\frac{e_2 \text{ val}}{(\lambda(x:\tau)e)(e_2) \mapsto [e_2/x]e}$

Fin Data Structures

Products = conjunctive combination of data
 = types, records, structs, unit

Today: pairs Typ $\tau ::= \dots$ (extend our types with)

abstract syntax $\text{prod}(\tau_1; \tau_2)$ $\tau_1 \times \tau_2$ concrete syntax

Exp $e ::=$

triv	$\langle \rangle$	Intro forms
pair($e_1; e_2$)	$\langle e_1; e_2 \rangle$	
prllle	$e.l$	elim forms
pr[r]e	$e.r$	

Statics

Intro	{	$\frac{}{\Gamma \vdash \langle \rangle : \text{unit}}$	$\frac{\Gamma \vdash e_1 : \tau_1 \quad \Gamma \vdash e_2 : \tau_2}{\Gamma \vdash \langle e_1, e_2 \rangle : \tau_1 \times \tau_2} (xI)$
elim	{	$\frac{\Gamma \vdash e : \tau_1 \times \tau_2}{\Gamma \vdash e.l : \tau_1} (E_l)$	$\frac{\Gamma \vdash e : \tau_1 \times \tau_2}{\Gamma \vdash e.r : \tau_2} (E_r)$

Dynamics (for product)

$$\begin{array}{c}
 \frac{}{\langle \rangle \text{ val}} \qquad \frac{e_1 \text{ val} \quad e_2 \text{ val}}{\langle e_1, e_2 \rangle \text{ val}} \\
 \\
 \frac{e_1 \mapsto e'_1}{\langle e_1, e_2 \rangle \mapsto \langle e'_1, e_2 \rangle} \qquad \frac{e_1 \text{ val} \quad e_2 \mapsto e'_2}{\langle e_1, e_2 \rangle \mapsto \langle e_1, e'_2 \rangle} \\
 \\
 \frac{e \mapsto e'}{e.l \mapsto e'.l} \qquad \frac{e_1 \text{ val} \quad e_2 \text{ val}}{\langle e_1, e_2 \rangle.l \mapsto e_1} \\
 \\
 \frac{e \mapsto e'}{e.r \mapsto e'.r} \qquad \frac{e_1 \text{ val} \quad e_2 \text{ val}}{\langle e_1, e_2 \rangle.r \mapsto e_2}
 \end{array}$$

Example $(\lambda (x:\text{unit}). \langle x, x \rangle) \langle \rangle.l$
 $\mapsto \langle \langle \rangle, \langle \rangle \rangle.l \mapsto \langle \rangle$

Products are very useful.
 We get some things for free

1) multiple fn args
 $(\tau_1 \times \tau_2) \longrightarrow \tau$

2) multiple return val
 $\tau_1 \longrightarrow \tau_1 \times \tau_2$

Sum Types

- disjunctive combination of data
- enums, options, void

Nullary & binary sums $\text{Type } \tau ::=$

void	void
$\text{sum}(\tau_1, \tau_2)$	$\tau_1 + \tau_2$
⏟	⏟
abstract syntax	concrete syntax

$\text{Exp } e ::=$

intro forms {

$\text{in } [l] \{ \tau_1, \tau_2 \} (e)$	$l \cdot e$
$\text{in } [r] \{ \tau_1, \tau_2 \} (e)$	$r \cdot e$

(we include type info here because we don't want to get stuck on something like $l \cdot \langle \rangle : \text{unit} + \underline{?}$)

elim forms {

$\text{case}(e; x_1 \cdot e_1, x_2 \cdot e_2)$	$\text{case } e \{$ $l \cdot x_1 \hookrightarrow e_1$ $r \cdot x_2 \hookrightarrow e_2 \}$
$\text{abort } \{ \tau \} (e)$	$\text{case } e \{ \}$

Statics (for sum type)

$$\Gamma \vdash e : \tau_1$$

$$\Gamma \vdash \text{in}[l] \{\tau_1, \tau_2\} (e) : \tau_1 + \tau_2$$

$$\Gamma \vdash e : \tau_2$$

$$\Gamma \vdash \text{in}[r] \{\tau_1, \tau_2\} (e) : \tau_1 + \tau_2$$

$$\frac{\Gamma \vdash e : \tau_1 + \tau_2 \quad \Gamma, x_1 : \tau_1 \vdash e_1 : \tau \quad \Gamma, x_2 : \tau_2 \vdash e_2 : \tau}{\Gamma \vdash \text{case}(e; x_1.e_1; x_2.e_2) : \tau}$$

$$\Gamma \vdash e : \text{void}$$

$$\Gamma \vdash \text{case } e \{ \} : \tau$$

$$(\text{abort} \{\tau\}(e))$$

Dynamics (for sum type)

$$\frac{e \text{ val}}{l.e \text{ val}}$$

$$\frac{e \text{ val}}{r.e \text{ val}}$$

$$\text{Steps} \quad \frac{e \mapsto e'}{l.e \mapsto l.e'}$$

$$\frac{e \mapsto e'}{\text{case}(e; x_1.e_1; x_2.e_2) \mapsto \text{case}(e'; x_1.e_1; x_2.e_2)}$$

$$\frac{e \text{ val}}{\text{case}(l.e; x_1.e_1; x_2.e_2) \mapsto [e/x_1]e_1}$$

(Other step rules are similar)

Examples

- $\text{bool} = \text{unit} + \text{unit}$

- $\text{Enum} = \text{unit} + \dots + \text{unit}$

- Option Type

$$\text{opt } \tau = \text{unit} + \tau$$

$$\text{null} = \lambda \bullet \langle \rangle$$

$$\text{just } e = \lambda \bullet e$$

$$\text{ifnull } e \{ \text{null} \hookrightarrow e_1 \mid \text{just}(x_2) \hookrightarrow e_2 \}$$

$$= \text{case}(e; x_1.e_1; x_2.e_2)$$