5118014 Programming Language Theory

Ch 12. Mutable Variables

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Mutable Variables

- Mutable variables allow the values associated with names to change
- Example

```
def makeCounter(): () => Int = {
  var x = 0
  def counter(): Int = {
    x += 1
    x
  }
  counter
}

counter
val counter1 = makeCounter()
  val counter2 = makeCounter()
  println(counter1())
  println(counter2())
  println(counter2())
}
```

MFAE: Syntax

$$e := \cdots \mid x = e$$

- the left-hand-side of an assignment is restricted to a variable
- the sequencing expression can be treated as a syntactic sugar
 - transform e_1 ; e_2 into $(\lambda x.e_2)e_1$

Environment and Store

$$v ::= n \in \mathbb{Z} \mid \langle \lambda x. e, \sigma \rangle$$

$$M \in Sto = Addr \rightarrow V$$

$$\sigma \in Env = Id \rightarrow Addr$$

- Unlike BFAE, an address is not a value in MFAE
- An environment is a finite partial function from identifiers to addresses
 - addresses are not exposed to programmers as values

Semantics

$$\frac{x \in Domain(\sigma) \qquad \sigma(x) \in Domain(M)}{\sigma, M \vdash x \Rightarrow M(\sigma(x)), M}$$
 [ID]

$$\sigma, M \vdash e_1 \Rightarrow \langle \lambda x.e, \sigma' \rangle, M_1$$

$$\sigma, M_1 \vdash e_2 \Rightarrow v', M_2 \qquad a \notin Domain(M_2) \qquad \sigma'[x \mapsto a], M_2[a \mapsto v'] \vdash e \Rightarrow v, M_3$$

$$\sigma, M \vdash e_1 e_2 \Rightarrow v, M_3 \qquad [App]$$

$$\frac{x \in Domain(\sigma) \quad \sigma, M \vdash e \Rightarrow v, M_1}{\sigma, M \vdash x := e \Rightarrow v, M_1[\sigma(x) \mapsto v]} \quad [Set]$$

Interpreter

```
sealed trait Expr
...
case class Set(x: String, e: Expr) extends Expr

type Addr = Int
type Sto = Map[Addr, Value]
type Env = Map[String, Addr]
```

```
def interp(e: Expr, env: Env, sto: Sto): (Value, Sto) =
    e match {
        ...
        case Id(x) => (sto(env(x)), sto)
        case App(f, a) =>
            val (CloV(x, b, fEnv), ls) = interp(f, env, sto)
        val (v, rs) = interp(a, env, ls)
        val addr = rs.keys.maxOption.getOrElse(0) + 1
        interp(b, fEnv + (x -> addr), rs + (addr -> v))
        case Set(x, e) =>
        val (v, s) = interp(e, env, sto)
        (v, s + (env(x) -> v))
    }
```

Call-By-Reference

- Call-by-value: the value of an argument is copied and saved at fresh addresses
- Call-by-reference: the reference of the argument is given to the parameter
 - a reference means a mapping between an identifier and an address

$$\frac{\sigma, M \vdash e \Rightarrow \langle \lambda x'.e', \sigma' \rangle, M_1 \qquad x \in Domain(\sigma) \qquad \sigma'[x' \mapsto \sigma(x)], M_1 \vdash e' \Rightarrow v, M_2}{\sigma, M \vdash e \ x \Rightarrow v, M_2} \quad \text{[App-Cbr]}$$

$$e_{2} \notin Id \qquad \sigma, M_{1} \vdash e_{2} \Rightarrow v', M_{2} \qquad a \notin Domain(M_{2}) \qquad \sigma'[x \mapsto a], M_{2}[a \mapsto v'] \vdash e \Rightarrow v, M_{3}$$

$$\sigma, M_{1} \vdash e_{2} \Rightarrow v, M_{3}$$

$$\sigma, M_{2} \vdash e_{1} \Rightarrow v, M_{3}$$
[App-Cbv]

Exercise 12.4

Extend MFAE with pointers.

$$e ::= \cdots \mid *e \mid \&x \mid *e := e$$

$$v ::= \cdots \mid a$$

The semantics of some constructs are as follows:

- ▶ The value of *e is the value in the store at the address denoted by the expression.
- ► The value of &*x* is the address denoted by the identifier in the environment.
- ▶ The evaluation of $*e_1:=e_2$ evaluates e_2 first, which is the value of the whole expression. Then, it evaluates e_1 , and it maps the address denoted e_1 to the value of e_2 .

Exercise 12.3

Extend MFAE with mutable records

```
e ::= \cdots \mid \{f:e, \cdots, f:e\} \mid e.f
v ::= \cdots \mid \{f:a, \cdots, f:a\}
\sigma, M_0 \vdash e_1 \Rightarrow v_1, M'_1 \cdots \sigma, M_{n-1} \vdash e_n \Rightarrow v_n, M'_n
\cdots a_n \notin Domain(M'_n) \qquad M_1 = M'_1[a_1 \mapsto v_1] \cdots M_n = M'_n[a_n \mapsto v_n]
\sigma, M_0 \vdash \{f_1:e_1, \cdots, f_n:e_n\} \Rightarrow \{f_1:a_1, \cdots, f_n:a_n\}, M_n
\sigma, M \vdash e \Rightarrow \{\cdots, f:a, \cdots\}, M_1 \qquad a \in Domain(M_1)
\sigma, M \vdash e.f \Rightarrow M_1(a), M_1
```