

Name:

Hemos ID:

CSE-321 Programming Languages 2009 Final

	Prob 1	Prob 2	Prob 3	Prob 4	Prob 5	Prob 6	Prob 7	Total
Score								
Max	10	10	30	25	30	15	40	160

- There are seven problems on 14 pages, including a work sheet, in this exam.
- The maximum score for this exam is 160 points.
- Be sure to write your name and Hemos ID.
- You have one and half hours for this exam.

Instructor-Thank-Students-Problem [Extracredit]

State “Yes” if you attended all the lectures in this course, without missing a single lecture.

1 Simply-typed λ -calculus[10 pts]

Consider the following SML program:

```
fun f 0 = 1
  | f x = x + (g (x - 1))
and g 0 = 1
  | g x = x - (f (x - 1))
```

The function `f` calls the function `g`, and the function `g` calls the function `f`. We refer to these functions as mutually recursive functions.

The goal of this problem is to rewrite an SML expression `f 10` in the following fragment of simply-typed λ -calculus:

type	$A ::= \text{int} \mid \text{bool} \mid A \rightarrow A \mid A \times A$
expression	$e ::= x \mid \lambda x:A. e \mid e e \mid (e, e) \mid \text{fst } e \mid \text{snd } e \mid () \mid$ $\text{true} \mid \text{false} \mid \text{if } e \text{ then } e \text{ else } e \mid \text{fix } x:A. e$ $0 \mid 1 \mid 2 \mid \dots$

For the sake of simplicity, we assume that the infix operations $+$, $-$ and $=$ are given as primitive, which correspond to integer addition, integer subtraction and integer comparison, respectively. Write an expression that corresponds to `f 10`.

($\lambda fg:$ _____.

(fix $fg:$ _____.

_____)

2 Mutable references [10 pts]

We want to represent an array of integers as a function taking an index (of type `int`) and returning a corresponding elements of the array. We choose a functional representation of arrays by defining type `iarray` for arrays of integers as follows:

$$\text{iarray} = \text{ref } (\text{int} \rightarrow \text{int})$$

We need the following constructs for arrays:

- `new : unit \rightarrow iarray` for creating a new array.
`new ()` returns a new array of indefinite size; all elements are initialized as 0.
- `access : iarray \rightarrow int \rightarrow int` for accessing an array.
`access a i` returns the i -th element of array a .
- `update : iarray \rightarrow int \rightarrow int \rightarrow unit` for updating an array.
`update a i n` updates the i -th element of array a with integer n .

Exploit the construct for mutable references to implement `new`, `access` and `update`. Fill in the blank:

`new` = $\lambda_:\text{unit}.\text{ref } \lambda i:\text{int}.0$

`access` = $\lambda a:\text{iarray}.\lambda i:\text{int}.$ _____

`update` = $\lambda a:\text{iarray}.\lambda i:\text{int}.\lambda n:\text{int}.$

let _____

3 Evaluation context and environment [30 pts]

Consider the following fragment of the simply-typed λ -calculus.

type	$A ::= \text{unit} \mid A \rightarrow A$
expression	$e ::= x \mid \lambda x:A. e \mid e e \mid ()$
value	$v ::= \lambda x:A. e \mid ()$

In this problem, we will consider various operational semantics based on the call-by-value (CBV) strategy.

Question 1. [5 pts] Give the rules for the reduction judgment $e \mapsto e'$.

\mapsto

\mapsto

\mapsto

Question 2. [5 pts] Assuming that the reduction relation \mapsto_β denotes the β -reduction, the following reduction rule alone specifies a reduction strategy completely because the order of reduction is implicitly determined by the definition of evaluation contexts:

$$\frac{e \mapsto_\beta e'}{\kappa[e] \mapsto \kappa[e']} \text{Red}_\beta$$

Give the definition of evaluation context which leads to the CBV strategy.

evaluation context $\kappa ::=$ _____

Question 3. [5 pts] There is another judgment which differs from the reduction judgment called *evaluation judgment* of the form $e \hookrightarrow v$:

$$e \hookrightarrow v \quad \Leftrightarrow \quad e \text{ evaluates to } v$$

It takes a single *big* step with which we immediately finish evaluating a given expression. Give the rules for the evaluation judgment $e \hookrightarrow v$ corresponding to the CBV strategy.

$$\frac{}{\hookrightarrow}$$

$$\frac{}{\hookrightarrow}$$

Question 4. [5 pts] The key idea behind the environment semantics is to postpone a substitution $[v/x]e$ by storing a pair of v and x in an *environment*. We use the following definition of environment:

$$\text{environment} \quad \eta ::= \cdot \mid \eta, x \hookrightarrow v$$

\cdot denotes an empty environment, and $x \hookrightarrow v$ means that variable x is to be replaced by value v . We use an *environment evaluation judgment* of the form $\eta \vdash e \hookrightarrow v$:

$$\eta \vdash e \hookrightarrow v \quad \Leftrightarrow \quad e \text{ evaluates to } v \text{ under environment } \eta$$

Complete the rules for the environment evaluation judgment $\eta \vdash e \hookrightarrow v$ corresponding to the CBV strategy.

$$\frac{}{\eta \vdash x \hookrightarrow}$$

$$\frac{}{\eta \vdash \lambda x:A. e \hookrightarrow}$$

$$\frac{}{\eta \vdash e_1 e_2 \hookrightarrow}$$

Question 5. [10 pts] The abstract machine **E** is for a practical implementation of the environment semantics. There are two kinds of states in the abstract machine **E**.

- $\sigma \blacktriangleright e @ \eta$ means that the machine is currently analyzing e under the environment η . In order to evaluate a variable in e , we look up the environment η .
- $\sigma \blacktriangleleft v$ means that the machine is currently returning v to the stack σ . We do not need an environment for v because the evaluation of v has been finished.

The following shows the definition of the abstract machine **E**. Complete the definition.

value	$v ::=$	_____
environment	$\eta ::=$	$\cdot \mid \eta, x \hookrightarrow v$
frame	$\phi ::=$	_____
stack	$\sigma ::=$	$\square \mid \sigma; \phi$
state	$s ::=$	$\sigma \blacktriangleright e @ \eta \mid \sigma \blacktriangleleft v$

$$\frac{x \hookrightarrow v \in \eta}{\sigma \blacktriangleright x @ \eta \mapsto_{\mathbf{E}} \sigma \blacktriangleleft v}$$

$$\mapsto_{\mathbf{E}}$$

$$\mapsto_{\mathbf{E}}$$

$$\mapsto_{\mathbf{E}}$$

$$\mapsto_{\mathbf{E}}$$

4 Subtyping [25 pts]

Question 1. [10 pts] The principle of subtyping is a principle specifying when a type is a subtype of another type. It states that A is a subtype of B if an expression of type A may be used whenever an expression of type B is expected. Formally we write $A \leq B$ if A is a subtype of B . The principle of subtyping justifies two subtyping rules: reflexivity and transitivity. Give the two subtyping rules:

$$\frac{}{} \text{Ref}_{\leq}$$

$$\frac{}{} \text{Trans}_{\leq}$$

Question 2. [10 pts] The rule of *subsumption* is a typing rule which enables us to change the type of an expression to its subtype. Complete the rule of subsumption:

$$\frac{\Gamma \vdash e : A}{} \text{Sub}$$

Question 3. [5 pts] Complete the subtyping rule for product types, function types and reference types.

$$\frac{}{A \times B \leq A' \times B'} \text{Prod}_{\leq}$$

$$\frac{}{A \rightarrow B \leq A' \rightarrow B'} \text{Fun}_{\leq}$$

$$\frac{}{\text{ref } A \leq \text{ref } B} \text{Ref}_{\leq}$$

5 Recursive types [30 pts]

Consider the following simply-typed λ -calculus extended with recursive types:

type	$A ::= A \rightarrow A \mid \alpha \mid \mu\alpha.A$
expression	$e ::= x \mid \lambda x:A. e \mid e e \mid \text{fold}_C e \mid \text{unfold}_C e$
typing context	$\Gamma ::= \cdot \mid \Gamma, x:A \mid \Gamma, \alpha \text{ type}$

Question 1. [5 pts] Give typing rules for $\text{fold}_C e$ and $\text{unfold}_C e$.

$$\frac{C = \mu\alpha.A \quad \Gamma \vdash C \text{ type}}{\Gamma \vdash \text{fold}_C e : \quad} \text{Fold}$$

$$\frac{C = \mu\alpha.A}{\Gamma \vdash \text{unfold}_C e : \quad} \text{Unfold}$$

Question 2. [5 pts] Define the CBV operational semantics of those constructor for recursive types. Give reduction rules based on the call-by-value strategy. You have to write only those rules related with $\text{fold}_C e$ and $\text{unfold}_C e$.

$$\frac{}{\quad \xrightarrow{\quad} \quad} \text{Fold}$$

$$\frac{}{\quad \xrightarrow{\quad} \quad} \text{Unfold}$$

$$\frac{}{\quad \xrightarrow{\quad} \quad} \text{Unfold}^2$$

Question 3. [10 pts] Translate a recursive datatype for lists of natural numbers into the simply-typed λ -calculus extended with recursive types.

`datatype nlist = Nil | Cons of nat \times nlist`

`nlist = $\mu\alpha$. _____`

`Nil = _____`

`Cons e = _____`

`case e of Nil \Rightarrow e_1 | Cons $x \Rightarrow e_2$ = case _____ of inl λ . e_1 | inr x . e_2`

Question 4. [10 pts] We want to translate an expression e in the untyped λ -calculus into an expression e° in the simply typed λ -calculus extended with recursive types. We treat all expressions in the untyped λ -calculus alike by assigning a unique type Ω (*i.e.*, e° is to have type Ω). If every expression is assigned type Ω , we may think that $\lambda x. e$ is assigned type $\Omega \rightarrow \Omega$ *as well as* type Ω . Or, in order for $e_1 e_2$ to be assigned type Ω , e_1 must be assigned *not only* type Ω but also type $\Omega \rightarrow \Omega$ because e_2 is assigned type Ω . Thus Ω must be identified with $\Omega \rightarrow \Omega$. Use recursive types and their constructs to complete the definition of Ω and e° . Fill in the blank:

Ω = _____

x° = x

$(\lambda x. e)^\circ$ = _____

$(e_1 e_2)^\circ$ = _____

6 Polymorphism (15 pts)

There are three type systems for polymorphism: System F, Predicative Polymorphic λ -calculus and Let-polymorphism. In this problem, we will examine the definition of each type system.

Question 1. [5 pts] The following shows the definition of System F. Complete the definition:

type	$A ::=$	_____
expression	$e ::=$	$x \mid \lambda x:A. e \mid e e \mid \Lambda \alpha. e \mid e \llbracket A \rrbracket$
typing context	$\Gamma ::=$	$\cdot \mid \Gamma, \alpha \text{ type} \mid$ _____

Question 2. [5 pts] The following shows the definition of Predicative Polymorphic λ -calculus. Complete the definition:

monotype	$A ::=$	_____
polytype	$U ::=$	_____
expression	$e ::=$	$x \mid \lambda x:A. e \mid e e \mid \Lambda \alpha. e \mid e \llbracket A \rrbracket$
typing context	$\Gamma ::=$	$\cdot \mid \Gamma, \alpha \text{ type} \mid$ _____

Question 3. [5 pts] The following shows the definition of Let-polymorphism. Complete the definition.

monotype	$A ::=$	_____
polytype	$U ::=$	_____
expression	$e ::=$	$x \mid \lambda x:A. e \mid e e \mid \Lambda \alpha. e \mid e \llbracket A \rrbracket \mid$ _____
typing context	$\Gamma ::=$	$\cdot \mid \Gamma, \alpha \text{ type} \mid$ _____

7 Type reconstruction [40 pts]

In this problem, we will examine the type reconstruction algorithm, called \mathcal{W} , for the following expressions:

$$\text{expression} \quad e ::= x \mid \lambda x. e \mid e \ e \mid \text{let } x = e \text{ in } e$$

Question 1. [5 pts] A type substitution is a mapping from type variables to monotypes. The following defines the application of a type substitution. Complete the definition:

$$\begin{aligned} \text{id} \cdot U &= U \\ \{A/\alpha\} \cdot \alpha &= \underline{\hspace{2cm}} \\ \{A/\alpha\} \cdot \beta &= \underline{\hspace{2cm}} \quad \text{where } \alpha \neq \beta \\ \{A/\alpha\} \cdot B_1 \rightarrow B_2 &= \underline{\hspace{2cm}} \\ \{A/\alpha\} \cdot \forall \alpha. U &= \underline{\hspace{2cm}} \\ \{A/\alpha\} \cdot \forall \beta. U &= \underline{\hspace{2cm}} \quad \text{where } \alpha \neq \beta \\ S_1 \circ S_2 \cdot U &= S_1 \cdot (S_2 \cdot U) \end{aligned}$$

Question 2. [5 pts] $\text{Unify}(E)$ is a function which attempts to calculate a type substitution that unifies two types A and A' in each type equation $A = A'$. If no such type substitution exists, $\text{Unify}(E)$ returns *fail*. The following shows the definition of $\text{Unify}(E)$. Complete the definition. You may use an auxiliary function $\text{ftv}(A)$, which denotes the set of free type variables in A :

$$\begin{aligned} \text{Unify}(\cdot) &= \text{id} \\ \text{Unify}(E, \alpha = A) = \text{Unify}(E, A = \alpha) &= \text{if } \underline{\hspace{2cm}} \\ &\quad \text{else if } \underline{\hspace{2cm}} \\ &\quad \text{else } \underline{\hspace{2cm}} \\ \text{Unify}(E, A_1 \rightarrow A_2 = B_1 \rightarrow B_2) &= \text{Unify}(E, A_1 = B_1, A_2 = B_2) \end{aligned}$$

Question 3. [5 pts] $\text{Gen}_\Gamma(A)$ is a function which generalizes monotype A to a polytype after taking into account free type variables in typing context Γ . Here are a few examples of $\text{Gen}_\Gamma(A)$. Fill in the blank:

$$\begin{aligned}\text{Gen}(\alpha \rightarrow \alpha) &= \forall \alpha. \alpha \rightarrow \alpha \\ \text{Gen}_{x:\alpha}(\alpha \rightarrow \alpha) &= \underline{\hspace{4cm}} \\ \text{Gen}_{x:\alpha}(\alpha \rightarrow \beta) &= \underline{\hspace{4cm}} \\ \text{Gen}_{x:\alpha, y:\beta}(\alpha \rightarrow \beta) &= \underline{\hspace{4cm}}\end{aligned}$$

Question 4. [15 pts] The type reconstruction algorithm, called \mathcal{W} , takes a typing context Γ and an expression e as input, and returns a pair of a *type substitution* S and a monotype A as output. The following specifies the algorithm \mathcal{W} . Complete the specification. You may use auxiliary functions $\text{Unify}(E)$ and $\text{Gen}_\Gamma(A)$:

$$\begin{aligned}\mathcal{W}(\Gamma, x) &= (\text{id}, \{\vec{\beta}/\vec{\alpha}\} \cdot A) && x : \forall \vec{\alpha}. A \in \Gamma \text{ and fresh } \vec{\beta} \\ \mathcal{W}(\Gamma, \lambda x. e) &= \text{let } (S, A) = \mathcal{W}(\Gamma + x : \alpha, e) \text{ in } && \text{fresh } \alpha \\ &\quad (S, (S \cdot \alpha) \rightarrow A)\end{aligned}$$

$$\mathcal{W}(\Gamma, e_1 \ e_2) = \text{let } \underline{\hspace{4cm}}$$

$$\text{let } \underline{\hspace{4cm}}$$

$$\text{let } \underline{\hspace{4cm}}$$

$$\underline{\hspace{4cm}}$$

$$\mathcal{W}(\Gamma, \text{let } x = e_1 \text{ in } e_2) = \text{let } \underline{\hspace{4cm}}$$

$$\text{let } \underline{\hspace{4cm}}$$

$$\underline{\hspace{4cm}}$$

Question 5. [10 pts] Until now, we consider the algorithm \mathcal{W} for the following expressions:

expression $e ::= x \mid \lambda x. e \mid e e \mid \text{let } x = e \text{ in } e$

The definitions of monotype A , polytype U and typing context Γ are the same with those in the Let-polymorphism. If the algorithm \mathcal{W} is correct, the result of $\mathcal{W}(\Gamma, e)$ should be related with the above typing rules. We refer to this property as *soundness*. State the soundness theorem of the algorithm \mathcal{W} . Use the typing judgment of the form $\Gamma \triangleright x : U$ in your statement.

(Soundness of \mathcal{W}). If $\mathcal{W}(\Gamma, e) = (S, A)$,

then _____.

Work sheet