## Ozyegin University CS 321 Programming Languages Sample Problems on Interpretation

1. (From PLC, Exercise 1.1) Given the definition of the simple ArithLang below, extend this language with conditional expressions (i.e. "if") corresponding to Java's expression  $e_1$ ?  $e_2$ :  $e_3$ , or OCaml's if  $e_1$  then  $e_2$  else  $e_3$ . Evaluation of a conditional expression should evaluate  $e_1$  first. If it yields a non-zero value, evaluate  $e_2$ , otherwise evaluate  $e_3$ .

```
type exp = CstI of int
         | Var of string
         | Add of exp * exp
         | Mult of exp * exp
         | Subt of exp * exp
         | Div of exp * exp
         | LetIn of string * exp * exp
(* lookup: string -> (string * int) list -> int *)
let rec lookup x env =
 match env with
  | [] -> failwith ("Unbound name " ^ x)
  | (y,i)::rest \rightarrow if x = y then i
                   else lookup x rest
(* eval: exp -> (string * int) list -> int *)
let rec eval e env =
 match e with
  | CstI i -> i
  | Var x -> lookup x env
  | Add(e1, e2) -> eval e1 env + eval e2 env
  | Mult(e1, e2) -> eval e1 env * eval e2 env
  | Subt(e1, e2) -> eval e1 env - eval e2 env
  | Div(e1, e2) -> eval e1 env / eval e2 env
  | LetIn(x, e1, e2) \rightarrow let v = eval e1 env
                        in let env' = (x, v)::env
                            in eval e2 env'
```

```
Solution: Here is the diff:
   diff --git a/sampleProblems/interpretation/arith.ml b/sampleProblems/interpretation/arith.ml
   index 17db0c0..bbc4556 100644
   --- a/sampleProblems/interpretation/arith.ml
   +++ b/sampleProblems/interpretation/arith.ml
   00 - 5,6 + 5,7 \ 00 \ type \ exp = CstI \ of int
              | Subt of exp * exp
              | Div of exp * exp
              | LetIn of string * exp * exp
              | If of exp * exp * exp
    (* lookup: string -> (string * int) list -> int *)
    let rec lookup x env =
   00 - 25,3 + 26,6 00  let rec eval e env =
      | LetIn(x, e1, e2) \rightarrow let v = eval e1 env
                              in let env' = (x, v)::env
                                 in eval e2 env'
      | If(e1, e2, e3) \rightarrow if (eval e1 env) = 0
                          then eval e3 env
                           else eval e2 env
```

2. (From PLC, Exercise 1.1) Extend ArithLang to handle three additional operators: "max", "min", and "=". Like the existing binary operators, they take two argument expressions. The equals operator should return 1 when true and 0 when false.

```
Solution: Here is the diff:
   diff --git a/sampleProblems/interpretation/arith.ml b/sampleProblems/interpretation/arith.ml
   index 17db0c0..921d4de 100644
   --- a/sampleProblems/interpretation/arith.ml
   +++ b/sampleProblems/interpretation/arith.ml
   @@ -4,6 +4,9 @@ type exp = CstI of int
              | Mult of exp * exp
              | Subt of exp * exp
              | Div of exp * exp
              | Min of exp * exp
              | Max of exp * exp
              | Eq of exp * exp
              | LetIn of string * exp * exp
    (* lookup: string -> (string * int) list -> int *)
   00 - 22,6 + 25,15 00  let rec eval e env =
      | Mult(e1, e2) -> eval e1 env * eval e2 env
      | Subt(e1, e2) -> eval e1 env - eval e2 env
      | Div(e1, e2) -> eval e1 env / eval e2 env
      | Min(e1, e2) -> let v1 = eval e1 env
                         in let v2 = eval e2 env
                             in if v1 < v2 then v1 else v2
      | Max(e1, e2) \rightarrow let v1 = eval e1 env
                          in let v2 = eval e2 env
                             in if v1 > v2 then v1 else v2
      | Eq(e1, e2)
                      -> let v1 = eval e1 env
                          in let v2 = eval e2 env
                             in if v1 = v2 then 1 else 0
      | \text{LetIn}(x, e1, e2) \rightarrow \text{let } v = \text{eval } e1 \text{ env}
                              in let env' = (x, v)::env
                                 in eval e2 env'
```

3. Write the representation of the following ArithLang expressions using the exp data type.

```
(a) v * 5 - k + 6
```

```
Solution: Add(Subt(Mult(Var "v", CstI 5), Var "k"), CstI 6)
```

(b) x + y + z + p

```
Solution: Add(Add(Add(Var "x", Var "y"), Var "z"), Var "p")
```

```
(c) 5 - (y - 3) * (g + 1)
```

```
Solution: Subt(CstI 5, Mult(Subt(Var "y", CstI 3), Add(Var "g", CstI 1)))
```

```
(d)     let x =
     let a = 5
     in let b = 8
         in a + b
     in x * (let y = x + 2 in y)
```

4. Write an OCaml function named simplify that takes an exp and returns its simplified form based on the rules below:

```
\begin{array}{c} 0+e\rightarrow e\\ e+0\rightarrow e\\ e-0\rightarrow e\\ 1\times e\rightarrow e\\ e\times 1\rightarrow e\\ 0\times e\rightarrow 0\\ e\times 0\rightarrow 0\\ e-e\rightarrow 0\\ \end{array}
```

Remark: This problem is harder than it seems, because simplification of expressions may enable other simplifications, and I want to you to handle those cases, too. See the test cases.

```
# simplify (Mult(CstI 1,
                 Mult(Add(Add(CstI 1,
                              Subt(Var "x", Var "x")),
                          Add(CstI 4, CstI 6)),
                      CstI 1)));;
- : exp = Add(CstI 1, Add(CstI 4, CstI 6))
# simplify (Subt(CstI 0, Mult(Add(Var "x", CstI 0), CstI 0)));;
- : exp = CstI 0
# simplify (LetIn("a", CstI 4,
                  Subt(CstI 0,
                       Mult(Add(Var "x", CstI 0),
                            CstI 0))));;
- : exp = LetIn("a", CstI 4, CstI 0)
# simplify (Subt(Add(CstI 7, CstI 0),
                 Mult(Add(Var "x", CstI 0), CstI 0)));;
-: exp = CstI 7
# simplify (Div(Subt(CstI 0,
                     Mult(Add(Var "x", CstI 0), CstI 0)),
```

```
CstI 7));;
- : exp = Div(CstI 0, CstI 7)
```

```
Solution:
   let rec simplify e =
    match e with
     | CstI i -> e
     | Var x -> e
     | Add(e1, e2) ->
        (match (simplify e1, simplify e2) with
         | CstI 0, e2' -> e2'
         | e1', CstI 0 -> e1'
         | e1', e2' -> Add(e1', e2'))
     | Subt(e1, e2) ->
        (match (simplify e1, simplify e2) with
         | e1', CstI 0 -> e1'
         | e1', e2'
                     -> if e1' = e2' then CstI 0
                         else Subt(e1', e2'))
     | Mult(e1, e2) ->
        (match (simplify e1, simplify e2) with
         | CstI 1, e2' -> e2'
         | e1', CstI 1 -> e1'
         | CstI 0, e2' -> CstI 0
         | e1', CstI 0 -> CstI 0
         | e1', e2' -> Mult(e1', e2'))
     | Div(e1, e2) -> Div(simplify e1, simplify e2)
     | LetIn(x, e1, e2) -> LetIn(x, simplify e1, simplify e2)
```