

CS 4110

Programming Languages & Logics

Lecture 1 Course Overview



Programming Languages

One of the oldest fields in Computer Science...

- λ -calculus – Church (1936)
- FORTRAN – Backus (1957)
- LISP – McCarthy (1958)
- ALGOL 60 – Backus, Naur, Perlis, & others (1960)
- Pascal – Wirth (1970)
- C – Ritchie (1972)
- Smalltalk – Kay & others (1972)
- ML – Milner and others (1978)
- C++ – Stroustrup (1982)
- Haskell – Hudak, Peyton Jones, Wadler, & others (1989)
- Java – Gosling (1995)
- C# – Microsoft (2001)
- Scala – Odersky (2003)
- F# – Syme (2005)

Programming Languages

...and one of the most vibrant areas today!

PL intersects with many other areas of computing

Current trends

- Domain-specific languages
- Static analysis and types
- Language-based security
- Verification and model checking
- Concurrency

Both theoretically and practically “meaty”

Syllabus

Course Staff

Instructor

Nate Foster

Office: Gates 432

Hours: Mon 4-5pm and Friday 11am-12pm

Teaching Assistant

Fran Mota

Office: Hours: TBA

Web Page

<http://www.cs.cornell.edu/Courses/cs4110/2014fa>

Discussion

<http://www.piazza.com>

Course Goals

- Techniques for modeling programs* mathematically
 - ▶ Operational, axiomatic, and denotational semantics
 - ▶ Examples with advanced features
 - ▶ Reasoning principles (induction, co-induction)
- Explore applications of these techniques
 - ▶ Optimization
 - ▶ Type systems
 - ▶ Verification
- Gain experience implementing languages
 - ▶ Interpreters
 - ▶ Program transformations
 - ▶ Analysis tools
- PhD students: cover material for PL qualifying exam
- Have fun :-)

*and whole languages!

Prerequisites

Mathematical Maturity

- Much of this class will involve formal reasoning
- Set theory, formal proofs, induction
- Most challenging topic: denotational semantics

Programming Experience

- Comfortable using a functional language
- For undergrads: CS 3110 or equivalent

Interest (having fun is a goal! :-)

If you don't meet these prerequisites, get in touch

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Type Systems &
Program Analyses

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λ -calculus

Preliminary Exam II

Advanced Topics

Preliminary Exam I

Fall Break

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Advanced Topics

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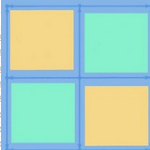


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Foundations of Computing Series

The Formal Semantics of Programming Languages

An Introduction



Glynn Winskel



abus

Types and Programming Languages

Benjamin C. Pierce

Course Work

Participation (5%)

- Lectures
- Office hours
- Online discussions

Homework (40%)

- 10 assignments, roughly one per week
- Mix of theory and practice
- Can work with *one* partner
- No late submissions
- Two slip days and lowest score discarded

Preliminary Exams (15% each)

- October 6th
- November 14th

Final Exam (25%)

- Date TBD

Academic Integrity

Some simple requests:

1. You are here as members of an academic community. Conduct yourself with integrity.
2. Problem sets must be completed with your partner, and only your partner. You must *not* consult other students, alums, friends, Google, GitHub, StackExchange, Course Hero, etc.!
3. If you aren't sure what is allowed and what isn't, please ask.

Special Needs and Wellness

- I will provide reasonable accommodations to students with documented disabilities (e.g., physical, learning, psychiatric, vision, hearing, or systemic).
- If you are experiencing undue personal or academic stress at any time during the semester (or if you notice that a fellow student is), contact me, Engineering Advising, or Gannett.

Language Specification

Language Specification

Formal Semantics: what do programs mean?

Three Approaches

- Operational
 - ▶ Models program by its execution on abstract machine
 - ▶ Useful for implementing compilers and interpreters
- Axiomatic
 - ▶ Models program by the logical formulas it obeys
 - ▶ Useful for proving program correctness
- Denotational
 - ▶ Models program literally as mathematical objects
 - ▶ Useful for theoretical foundations

Language Specification

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Question: few languages have a formal semantics. Why?

Formal Semantics

Too Hard?

- Modeling a real-world language is hard
- Notation can get very dense
- Sometimes requires developing new mathematics
- Not yet cost-effective for everyday use

Overly General?

- Explains the behavior of a program on *every* input
- Most programmers are content knowing the behavior of their program on *this* input (or these inputs)

Okay, so who needs semantics?

A Tricky Example

Question #1: is the following Java program legal?

Question #2: if yes, what does it do?

```
class A { static int a = B.b + 1; }  
class B { static int b = A.a + 1; }
```

Who Needs Semantics?

Unambiguous Description

- Anyone who wants to design a new feature
- Basis for most formal arguments
- Standard tool in PL research

Exhaustive Reasoning

- Sometimes have to know behavior on all inputs
- Compilers and interpreters
- Static analysis tools
- Program transformation tools
- Critical software

Language Design

Design Desiderata

Question: What makes a good programming language?

Design Desiderata

Question: What makes a good programming language?

One answer: “a good language is one people use”

Design Desiderata

Question: What makes a good programming language?

One answer: “a good language is one people use”

Wrong! Are COBOL and JavaScript the best languages?

Design Desiderata

Question: What makes a good programming language?

One answer: “a good language is one people use”

Wrong! Are COBOL and JavaScript the best languages?

Some good features:

- Simplicity (clean, orthogonal constructs)
- Readability (elegant syntax)
- Safety (guarantees that programs won't “go wrong”)
- Support for programming in the large (modularity)
- Efficiency (good execution model and tools)

Design Challenges

Unfortunately these goals almost always conflict.

- Types provide strong guarantees but restrict expressiveness.
- Safety checks eliminate errors but have a cost—either at compile time or run time.
- Some verification tools are so complicated, you essentially need a PhD to use them!

Design Challenges

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- Types provide strong guarantees but restrict expressiveness.
- Safety checks eliminate errors but have a cost—either at compile time or run time.
- Some verification tools are so complicated, you essentially need a PhD to use them!

A lot of research in programming languages is about discovering ways to gain without (too much) pain.

Story: Unexpected Interactions

A real story illustrating the perils of language design

Cast of characters includes famous computer scientists

Timeline:

- 1982: ML is a functional language with type inference, polymorphism (generics), and monomorphic references (pointers)
- 1985: Standard ML innovates by adding polymorphic references → unsoundness
- 1995: The “innovation” fixed

ML Type System

Polymorphism: allows code to be used at different types

Examples:

- $\text{List.length} : \forall \alpha. \alpha \text{ list} \rightarrow \text{int}$
- $\text{List.hd} : \forall \alpha. \alpha \text{ list} \rightarrow \alpha$

Type Inference: $e \rightsquigarrow \tau$

- e.g., let $\text{id}(x) = x \rightsquigarrow \forall \alpha. \alpha \rightarrow \alpha$
- Generalize types not constrained by the program
- Instantiate types at use $\text{id}(\text{true}) \rightsquigarrow \text{bool}$

ML References

By default, values in ML are immutable.

But we can easily extend the language with imperative features.

Add **reference types** of the form $\tau \text{ ref}$

Add **expressions** of the form

$\text{ref } e : \tau \text{ ref}$	where $e : \tau$	(allocate)
$!e : \tau$	where $e : \tau \text{ ref}$	(dereference)
$e_1 := e_2 : \text{unit}$	where $e_1 : \tau \text{ ref}$ and $e_2 : \tau$	(assign)

Works as you'd expect (like pointers in C).

Polymorphism + References

Consider the following program

Code

```
let id = (fun x -> x)
```

Type Analysis

Polymorphism + References

Consider the following program

Code

```
let id = (fun x -> x)
```

```
let p = ref id
```

Type Analysis

Polymorphism + References

Consider the following program

Code

```
let id = (fun x -> x)
let p = ref id
let inc = (fun n -> n+1)
```

Type Analysis

Polymorphism + References

Consider the following program

Code

```
let id = (fun x -> x)
let p = ref id
let inc = (fun n -> n+1)
p := inc;
(!p) true
```

Type Analysis

Polymorphism + References

Consider the following program

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Type Analysis

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id :  $\alpha \rightarrow \alpha$ 
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Polymorphism + References

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Type Analysis

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p : ( $\alpha \rightarrow \alpha$ ) ref
```

Polymorphism + References

Consider the following program

Code

```
let id = (fun x -> x)
let p = ref id
let inc = (fun n -> n+1)
p := inc;
(!p) true
```

Type Analysis

```
id :  $\alpha \rightarrow \alpha$ 
p : ( $\alpha \rightarrow \alpha$ ) ref
inc : int  $\rightarrow$  int
```

Polymorphism + References

Consider the following program

Code	Type Analysis
let id = (fun x -> x)	$\text{id} : \alpha \rightarrow \alpha$
let p = ref id	$\text{p} : (\alpha \rightarrow \alpha) \text{ ref}$
let inc = (fun n -> n+1)	$\text{inc} : \text{int} \rightarrow \text{int}$
p := inc;	OK since $\text{p} : (\text{int} \rightarrow \text{int}) \text{ ref}$
(!p) true	OK since $\text{p} : (\text{bool} \rightarrow \text{bool}) \text{ ref}$

Polymorphism + References

Problem

- Type system is not sound
- Well-typed program \rightarrow^* type error!

Polymorphism + References

Problem

- Type system is not sound
- Well-typed program \rightarrow^* type error!

Proposed Solutions

1. “Weak” type variables
 - ▶ Can only be instantiated in restricted ways
 - ▶ But type exposes functional vs. imperative
 - ▶ Difficult to use

Polymorphism + References

Problem

- Type system is not sound
- Well-typed program \rightarrow^* type error!

Proposed Solutions

1. “Weak” type variables

- ▶ Can only be instantiated in restricted ways
- ▶ But type exposes functional vs. imperative
- ▶ Difficult to use

2. Value restriction

- ▶ Only generalize types of values
- ▶ Most ML programs already obey it
- ▶ Simple proof of type soundness

Lessons Learned

- Features often interact in unexpected ways
- The design space is huge
- Good designs are sparse and don't happen by accident
- Simplicity is rare: n features $\rightarrow n^2$ interactions
- Most PL researchers work with small languages (e.g., λ -calculus) to study core issues in isolation
- But must pay attention to whole languages too