

$\text{new int}[12]$  (array 12 Num)  
 $\text{new int}[1\#2]$  (array 5 Bool)

$\text{int}[3] a = \{1, 2, 3\};$

$\text{(array 1 2 3)}$

$\text{expr} := \langle \text{number} \rangle \mid \langle \text{name} \rangle \mid \text{true} \mid \text{false}$   
 $\mid \langle \text{name} \rangle \langle \text{expr} \rangle \langle \text{expr} \rangle$   
 $\mid (\text{if } \langle \text{expr} \rangle \langle \text{expr} \rangle \langle \text{expr} \rangle)$   
 $\mid (\text{let } \langle \text{name} \rangle \langle \text{expr} \rangle \langle \text{expr} \rangle)$   
 $\mid (+ \langle \text{expr} \rangle \langle \text{expr} \rangle)$   
 $\mid (< \langle \text{expr} \rangle \langle \text{expr} \rangle)$   
 $\mid (\text{dict } \langle \text{name} \rangle \langle \text{expr} \rangle \langle \text{name} \rangle \langle \text{expr} \rangle)$   
 $\mid (\text{get } \langle \text{expr} \rangle \langle \text{name} \rangle)$   
 $\mid (\text{array } \langle \text{expr} \rangle \langle t \rangle)$   
 $\mid (\text{index } \langle \text{expr} \rangle \langle \text{expr} \rangle)$

$\text{def} := (\text{def } \langle \text{name} \rangle (\langle \text{name} \rangle : \langle t \rangle \langle \text{name} \rangle : \langle t \rangle) : \langle t \rangle \langle \text{expr} \rangle)$

$\text{type expr} =$   
 ENum of int  
 EBool of bool  
 EId of string  
 EIf of  $\text{expr} * \text{expr} * \text{expr}$   
 ELet of  $\text{string} * \text{expr} * \text{expr}$   
 EPlus of  $\text{expr} * \text{expr}$   
 ELess of  $\text{expr} * \text{expr}$   
 EApp of  $\text{string} * \text{expr} * \text{expr}$   
 EDict of  $\text{string} * \text{expr} * \text{string} * \text{expr}$   
 EGet of  $\text{expr} * \text{string}$   
 EArray of  $\text{expr} * \text{typ}$   
 EIndex of  $\text{expr} * \text{expr}$

$\text{int } x = \{1, 2, 3\}[0];$

$\text{new int}[3]\{1, 2, 3\}$

$\rightarrow t := \text{Num} \mid \text{Bool} \mid (\langle \text{name} \rangle : \langle t \rangle \langle \text{name} \rangle : \langle t \rangle)$

$(\text{tarr } \langle t \rangle \langle \text{expr} \rangle)$

$\text{prog} := \text{def } \dots \langle \text{expr} \rangle$

$\text{type typ} = \text{TNum} \mid \text{TBool} \mid \text{TDict of string} * \text{typ} * \text{string} * \text{typ}$

$\mid \text{TArr of typ}$

$\text{type def} =$   
 $\mid \text{DFun of string} * \text{string} * \text{typ} * \text{string} * \text{typ} * \text{typ} * \text{expr}$

But check out:  
 Liquid Haskell  
 Dependent Types  
 Dafny

$\Gamma \vdash e_1 : \text{Num}$

$\Gamma \vdash (\text{array } e_1 \tau) : \text{tarr } \tau \ e_1$   
 (like  $\text{new } \tau[e_1]$  in Java)

$\text{type prog} = \text{def list} * \text{expr}$

Runtime Error  
 index out of bounds

~~$\Gamma \vdash e_2 < e_3$~~   ~~$\Gamma \vdash e_2 \geq 0$~~

$\Gamma \vdash e_1 : \text{tarr } \tau$   ~~$e_2$~~   $\Gamma \vdash e_2 : \text{Num}$

$\Gamma \vdash (\text{index } e_1 e_2) : \tau$   
 (like  $e_1[e_2]$  in Java)

```
section .text
global our_code_starts_here
```

```
our_code_starts_here:
```

```
; rdi holds heap pointer
mov rcx, rdi
```

```
ret
```

```
int main(int argc, char** argv) {
```

```
int64_t* HEAP = malloc(8 * 100000);
```

```
int64_t result = our_code_starts_here( HEAP );
```

```
print(result);
return 0;
```

```
}
```

```
let rec e_to_is (e : expr) (si : int) (env : tenv) (defs : def list) =
  match e with
```

```
| EArray (ecount, t) →
```

```
let ec_is = e_to_is ecount ... in
```

```
ec_is @ [
```

```
  "mov rcx, rax";
```

```
  "mov [rcx], rcx";
```

```
  "mov [rcx], rcx";
```

```
  "mul rcx, 8";
```

```
  "add rcx, rcx";
```

```
  "add rcx, 8";]
```

```
| EIndex (ea, ei) →
```

```
(* check index OOB *)
```

```
let a_is = e_to_is ea ... in
```

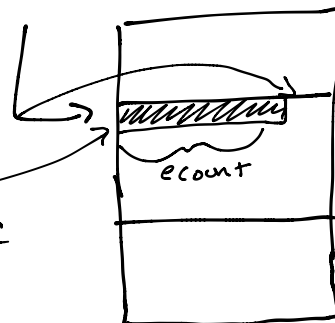
```
let i_is = e_to_is ei (si+1) ... in
```

```
let store_a = ... in
```

```
let check_oob = (check result of i_is against
```

```
let lookup = (use i_is result as an
  offset from result a_is)
```

rcx **HEAP**



answer is  
rax is  
the start address of  
this space

(ignore out-of-  
memory  
TODAY)

return value  
store length!

space for elts  
space for length!

○ [underflow]  
what's in memory  
at result from a-is

← a-is result  
mov rcx, [rbx + 8 \* rax]  
↑  
i-is  
result,  
shifted to  
detag  
and +1 for length

clever tricks:

lea

clean up!

- detag num  
- check pos  
count