CPSC 311, 2010W1 – Midterm Exam #1

Name: SAMPLE SOLUTION (other correct solutions exist!)
Student ID:
Signature (required; indicates agreement with rules below):

Q1:	20
Q2:	20
Q3:	20
Q4:	20
Q5:	20
	100

- You have 110 minutes to write the 5 problems on this exam. A total of 100 marks are available. Complete what you consider to be the easiest questions first!
- Ensure that you clearly indicate a legible answer for each question.
- If you write an answer anywhere other than its designated space, clearly note (1) in the designated space where the answer is and (2) in the answer which question it responds to.
- Keep your answers concise and clear. We will not mark later portions of excessively long responses. If you run long, feel free to clearly circle the part that is actually your answer.
- We have provided an appendix to the exam (based on your wiki notes), which you may take with you from the examination room.
- No other notes, aides, or electronic equipment are allowed.
 Good luck!

UNIVERSITY REGULATIONS

- 1. Each candidate must be prepared to produce, upon request, a UBCcard for identification.
- 2. Candidates are not permitted to ask questions of the invigilators, except in cases of supposed errors or ambiguities in examination questions.
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If you use this blank(ish) page for solutions, indicate what problem the solutions correspond to and refer to this page at the problem site.

Problem 1 [20%]

Vocabulary

1. How could you associate a single abstract syntax with multiple different concrete syntaxes? **[Worth 5%]**

By writing multiple parsers that convert different concrete syntaxes to the same abstract syntax.

(Similarly, many different languages are compiled to some intermediate languages like Java bytecode or .NET's intermediate language.)

(Notes in parentheses are generally clarifications and not part of our solution, *per se*. We also sometimes provide several alternate solutions.)

2. The textbook calls strict to implement strictness points, as in the code for num+, which implements addition for interpretation of add expressions:

```
;; num+ : CFAE/L-Value CFAE/L-Value → numV
(define (num+ n1 n2)
   (numV (+ (numV-n (strict n1)) (numV-n (strict n2))))
```

strict may interpret an expression whose evaluation was deferred. interp requires an environment for interpretation. Why doesn't strict need to consume an environment as a parameter to complete deferred evaluation? [Worth 5%]

The expression closures that strict needs to interpret have already closed over the environment they need for interpretation.

(In fact, take a look at calls to interp and construction of expression closures:

```
(interp exp env)
(expV exp env)
```

They look *mighty* similar!)

3. Why is it harder to write large systems with dynamic scoping than static scoping? [Worth 5%]

With dynamic scoping, free identifiers used within a function body might take their bindings from anywhere in the program, including code the author of the function has never seen. Similarly, bindings the function creates may impact the behaviour of other functions called from its body.

(Generally speaking, dynamic scoping allows distant code to impact the behaviour of local code in unexpected ways.)

4. Each particular instance of an identifier is contained within a nested set of expressions. (It is itself an id expression, and it might for example be contained in an add expression, which is in a with expression, which is the whole program.)

In the two parts of this question, we consider whether a particular instance of an identifier is free or bound with respect to the nested set of expressions that contains it.

(a) If the instance is *free* with respect to the whole program, can it be *bound* with respect to one of the smaller expressions that contains it? If so, give a brief example of a FWAE program that causes this to happen. If not, explain why not. [Worth 2.5%]

[Wording edited substantially, hopefully clarifying the question!]

No. If an instance is free with respect to an expression, it means that none of the nested expressions containing that instance (its static/lexical scope) bind it.

(b) If the instance is *bound* with respect to the whole program, can it be *free* with respect to one of the smaller expressions that contains it? If so, give a brief example of a FWAE program that causes this to happen. If not, explain why not. [Worth 2.5%]

Yes

```
{with \{x \ 1\} \ \{+ \ x \ x\}\}}
```

x is free with respect to the underlined expression but bound with respect to the whole program.

(More generally, if an instance is bound with respect to an expression, it means that there is a nested expression containing that instance that supplies its binding. However, the "next expression inward" must necessarily have the instance unbound. (And, there *must* be a next expression inward in our languages, since the instance is itself an expression!))

Problem 2 [20%]

Surfacing Semantics

1. Why would the following Haskell code be erroneous if Haskell used eager rather than lazy evaluation? **[Worth 4%]**

```
ones = 1 : ones
```

Because the expression introduces a cyclical environment, the binding for ones cannot be properly "ready" when the right hand side is evaluated.

In an eager language, the right hand side would be evaluated before the cyclical binding is complete.

(There are several possible outcomes depending on implementation. The most likely outcome is either erroneous behaviour or an explicit error when the "placeholder" value bound to ones is discovered at the moment ones is first evaluated. With a rather unusual implementation, it might be possible to produce infinite recursion (which would require updating the binding for ones with partial results as the right hand side is evaluated).)

(In a language with lazy evaluation, this is fine because evaluation of the right hand side is deferred (by generating an expression closure); so, by the time the environment is used to access ones's bound value, the cyclical binding has already been accomplished.)

2. Consider the following program. For each of (1) eager evaluation, (2) lazy evaluation without caching, and (3) lazy evaluation with caching, indicate how many times the expression $\{+21\}$ is evaluated and what the program's result is. [Worth 8%]

(Lazy evaluation with caching will only ever evaluate an expression closure once or (if it's never used) zero times. Eager evaluation doesn't reach the binding in question. When it does reach a binding, it only ever evaluates the named expression once (though note that evaluating a function produces a closure, and the body of the closure may be evaluated multiple times!). Uncached lazy evaluation evaluates y's named expression once on the left side of the first addition, once in the test expression of the if0, and twice more in the addition in the else branch of the if0.)

3. Consider the following incomplete program:

(a) Give code below that, if placed in the blank, would cause the program to yield a value *other than* 15 under *static scoping*. Indicate the result the program would generate. [Worth 4%]

```
{triplicate {fun {z} 0}}
```

Or any other binding of triplicate to a function (of one argument) that, when applied to 5, produces a result besides 15.

Result:	0	

(b) Give code below that, if placed in the blank, would cause the program to yield the value 15 under static scoping but not under dynamic scoping. Indicate the value the program would yield under dynamic scoping. [Worth 4%]

```
\{x 1\} yields 5.
```

(Or any other binding of x to a number besides 3.)

Alternatively, a new binding for triplicate that depends on new static scope can produce an error (which we've disallowed as an answer with a slight rewrite to the question):

```
{triplicate {with {z 15} {fun {w} z}}} yields an error (z unbound)
```

One can even produce a different value by writing a "recursive" function:

```
{triplicate {fun {x} {if0 {- x 1} 1 {* x {triplicate {- x 4}}}}}}
```

is non-recursive and yields 15 under static scoping but is recursive under dynamic scoping and yields 5.

Result: See above

Problem 3 [20%]

Tinkering with Innards

1. Consider the following fragment of a "smart" parser for FWAE (supporting the expressions add, with, fun, app, num, and id). Its goal is to disallow numeric values (numVs) in the function position of a function application:

(a) Give an example of a brief program in concrete syntax that this parser *rejects* because it attempts to apply a numeric value in the function position of a function application: [Worth 4%]

```
{1 2}
```

(b) Give an example of a brief program in concrete syntax that this parser *accepts* even though it attempts to apply a numeric value in the function position of a function application: [Worth 5%]

```
{ {fun {x} x} 5 } 0 }
```

(The extra spaces are to clarify the brace-matching. Anything in the function position of an application that evaluates to a numV but is *not* a num or add expression works. (Many people used with expressions very effectively.) In this case, I apply the identity function to 5 to get 5, and then try to evaluate that to 0 (runtime error: 5 is not a closureV!).)

2. In Racket, the + identifier (and *, -, /, and others) is not specially parsed; it is a normal identifier that is pre-bound to the built-in addition function. So, (+12) is a function application that looks up the value bound to + and applies it to the arguments 1 and 2.

Below is a modified FAE interpreter. Its functions take two arguments, and its function applications apply to two arguments (to match +). The interpreter also has a so-far-unused value type internalFunV. Modify the parse and run procedures so that + is treated like a normal identifier but is pre-bound to an internalFunV implementing addition. For example:

The code follows. (Portions that require no changes are marked DO NOT ALTER.) [Worth 11%]

```
(define-type FAE
                                                               ;
                                                               ; DO
 [num (n number?)]
                                                               ; NOT
 [id (name symbol?)]
                                                               ; ALTER
 [add (lt FWAE?) (rt FWAE?)]
 [fun (param1 symbol?) (param2 symbol?) (body FWAE?)]
  [app (fun-exp FWAE?) (arg-exp1 FWAE?) (arg-exp2 FWAE?)]) ;
(define (parse sexp)
  (cond [(number? sexp) (num sexp)]
        [(symbol? sexp) (id sexp)]
        [(list? sexp)
         (case (first sexp)
           <del>[(+)</del>
            (add (parse (second sexp))
                 (parse (third sexp)))]
           [(fun)
            (fun (first (second sexp))
                  (second (second sexp))
                  (parse (third sexp)))]
           [else
            (app (parse (first sexp))
                  (parse (second sexp))
                  (parse (third sexp)))])))
(define-type Env
                                                               ;
  [mtEnv]
                                                               ; DO
  [anEnv (id symbol?)
                                                               ; NOT
         (val FAE-Value?)
                                                               ; ALTER
         (more-subs Env?)])
```

(How can we make the interpreter treat + specially without changing the interpreter's code?

Changing the parser to treat + as a "regular identifier" means it must appear as an id node in the AST. The interpreter handles id nodes by looking them up in the environment. Therefore, we need to make lookup (which we also cannot change) find the internalFunV in the environment.

Fortunately, we get to choose the initial environment passed to interp!)

Problem 4 [20%]

Other Languages are Programming Languages, Too!

1. Java's && ("and") operator is short-circuiting: a && b evaluates to true if and only if each of a and b evaluates to true, but b is never evaluated if a evaluates to false. Below is an attempt to implement short-circuiting and as a CFWAE function, using the multi-argument syntax from our extended interpreter.

Note: we treat 0 as true and 1 as false.

(a) Fill in the blank above with a brief piece of code that would result in an error if and's second argument were evaluated, but does *not* produce an error because it evaluates only and's first argument. **[Worth 3%]**

(b) A friend argues that this is a correct implementation of short-circuiting and in a language with eager evaluation semantics because if behaves lazily, even in an eager language. Explain why this claim is false. (You may refer to your code from the previous part if you wish.) [Worth 3%]

Short version: and's two arguments will *always* be evaluated when and is called, but short-circuiting requires the potential to not evaluate the second argument.

(For example, the code above will result in an unbound identifier error before and's body is evaluated.)

Long version: In eager evaluation, we evaluate the expression to which an identifier is bound at the moment when we create the binding; as a result, we only ever evaluate each bound expression once, and we don't have to keep the expression or its environment around (as lazy evaluation does).

A function call binds the parameters to the argument expressions. In eager evaluation, that means the argument expressions are evaluated *before* evaluating the function body. Therefore, and will *always* evaluate both of its arguments (before the call proceeds), which violates the short-circuiting semantics.

2. Until version 2.2, Python did not support nested static scoping and closures. Instead, Python had exactly two static scopes at any point during execution: a global scope and a scope local to the current block of code. When creating a nested function, Python programmers could only close the function over identifiers bound outside its scope by using default parameters. So, the following code:

```
def createAdder(x):
   def adder(y, incr=x):
     return incr + y
   return adder
```

uses a default value for the incr parameter to create a function that consumes one argument (y) and adds x to that argument, much like the FWAE code:

```
{with {createAdder {fun {x}} 
 {with {adder {fun {y} {+ x y}}} 
 adder}} 
 ...}
```

(a) Based on the code above, in what scope is the expression on the right-hand-side of a default parameter definition's = sign evaluated in Python? [Worth 3%]

Short version: in createAdder's local scope

Long version: Given that this is correct code, we know that x is not unbound. It must therefore be bound in its local scope or in the global scope. It doesn't make sense for it to be bound in the global scope, since it's local to the createAdder function! (What identifier is bound in the global scope? createAdder!)

Therefore, it must be evaluated in createAdder's local scope.

(b) Why would the following Python code generate an error in Python before version 2.2? [Worth 3%]

```
def createDoubleAdder(x):
    def createAdder(y):
        def adder(z, incr1=x, incr2=y):
            return incr1 + incr2 + z
        return adder

return createAdder
```

The default parameter expressions for adder will be evaluated in createAdder's local scope, but x is not in createAdder's local scope. So, the reference to x would cause an unbound identifier error.

[NOTE: added the return adder statement! People who clearly pointed out that it was missing from createAdder received full credit.]

(c) Python version 3 introduced a nonlocal keyword that allows access (technically, assignment) to identifiers outside the local scope. Alter the following BNF, AST declaration, parser, and interpreter for WAE to add an outer expression which, given an identifier, allows access not to the identifier's current static binding but to its next binding outward. So the following program evaluates to 2 rather than 3:

Notes: You need not perform error-checking. We have left space where changes are required, and it should be more space than you need. We left the parser out; you should assume it works correctly for your BNF and abstract syntax. [Worth 8%, 2% per blank section]

[NOTE: clarified to disallow { outer <WAE> } syntax.]

```
(define-type WAE
  [num (n number?)]
  [add (lhs WAE?) (rhs WAE?)]
  [with (name symbol?) (named-expr WAE?) (body WAE?)]
  [id (name symbol?)]
  [outer (name symbol?)]
```

```
(define-type Env
  [mtSub]
  [aSub (name symbol?) (value WAE?) (renv Env?)])
```

```
;; Looks up the first binding of name in env.
(define (lookup name env)
  (type-case Env env
             [mtSub () (error "free identifier")]
             [aSub (id val rest-env)
                   (if (symbol=? id name)
                       val
                       (lookup name rest-env))]))
;; Looks up the SECOND binding of name in env, not the first.
(define (lookup-next name env)
  (type-case Env env
             [mtSub () (error "free identifier")]
             [aSub (id val rest-env)
                   (if (symbol=? Id name)
                       (lookup name rest-env) ; find the next binding
                       (lookup-next name rest-env))]))
 )
(define (interp expr env)
  (type-case WAE expr
             [num (n) (numV n)]
             [add (l r) (+ (num-n (interp l env))
                           (num-n (interp r env)))]
             [with (id named-expr body)
                   (local ([define val (interp named-expr env)])
                     (interp body (aSub id val env)))]
             [id (v) (lookup v env)]
             [outer (v) (lookup-next v env)]
```

Problem 5 [20%, 5% each]

Extra Fun Problems!

1. Our mutation-based RCFAE with eager evaluation interprets a rec by creating a cyclical environment in two steps: (1) generate an initially incorrect environment and (2) correct it after the named expression has been evaluated.

If RCFAE instead used lazy evaluation semantics, it would delay evaluation of the named expression, anyway. Does such an interpreter also need mutation to create a cyclical environment? Why or why not? [Worth 3%]

Yes, it needs mutation. The expression will not be evaluated immediately, but it will be stored in an expression closure, which requires access to the environment *of which it is itself a part*. It is the cyclical nature of the environment's definition that requires mutation.

(Note that with lazy evaluation, it's not relevant whether the expression is a function or not. Either way, the expression is unevaluated and packaged in a closure with its environment. In eager evaluation, the expression *must* be a function, because otherwise evaluation will proceed immediately, as described in problem 2.1)

2. Problem 4, Part 2(c) discusses Python's nonlocal keyword. Surprisingly, Python implements global in its parser. The Python interpreter never actually sees nonlocal at all. Clearly sketch the design of a pre-processor for Problem 4.2(c)'s WAE that pre-processes away the outer keyword before interpretation. **Note**: Your pre-processor should not run the WAE program! [Worth 5%] (Hint: De Bruijn can help!)

De Bruijn numbering is a static transformation that converts a program with identifier names into one that uses numbers only to refer to anonymous identifiers (according to how many "scopes outward" the identifier binding appears). We can use this static transformation, modified to look one more binding outward (which may be many scopes) when choosing the number for an identifier in an outer expression.

(Any other cogent renaming system works well. Indeed, much of the machinery required to implement this already exists in the code above (e.g., lookup-next) and can be reused for a static analysis.)

- 3. In our extended interpreter, we converted function definitions with multiple parameters to nested definitions of functions each with a single parameter. We also converted applications of functions to multiple arguments to multiple applications to a single argument each.
- (a) Illustrate the results of this conversion on the following program. (For clarity, write the new program with only single-argument functions and applications in *concrete syntax*.) [Worth 3%]

```
{with {f {fun {x y z} {+ x y}}}
  {f 1 2}}

with {f {fun {x} {fun {y} {fun {z} {+ x y}}}}
  {{f 1} 2}}
```

(This is the transformation you implemented for assignment #2. It turns a function of many parameters into a function of one parameter that evaluates to a function "waiting on the remaining parameters".)

(b) What value does the program from part (a) evaluate to with eager evaluation semantics? You needn't use proper Racket syntax, but clearly, concisely, and completely describe the value. [Worth 3%]

Short answer: A closure (function value) which, applied to any argument, would evaluate to 3.

Longer answer: A closure (function value) with the body $\{+ \times y\}$ and an enclosed environment binding x to 1 and y to 2.

Even longer answer:

(By the way, why did we ask for *eager evaluation* semantics? Was it because something special happens with eager vs. lazy evaluation? Try to think of an answer, and then check page 17 for our reasoning.)

4. Performing the deferred evaluation of an expression closure in a language with lazy evaluation semantics is called "thawing".

Consider a FWAE-like language with eager evaluation semantics that allows functions of 0 or 1 argument. We can use 0-argument functions (thunks) as expression closures (as we did in the assignment).

(a) Can we write a function that thaws a thunk? If so, implement thaw in the blank in the following program so that the program evaluates to 5. If not, explain why not. [Worth 3%]

```
{with {thaw {fun {x} \underline{\{x\}}} {with {sample-thunk {fun {} 5}}} {thaw sample-thunk}}
```

(b) Can we write a function that defers evaluation of an expression ("freezes" it)? If so, implement freeze in the blank in the following program so that the program evaluates to 5. If not, explain why not. [Worth 3%]

No. When eager evaluation binds an identifier to an expression, it immediately evaluates that expression. Therefore, anything passed to freeze (and bound to its parameter x) would be evaluated *before* freeze's body was evaluated.

(Although answers that wrapped x in a thunk in the blank illustrate understanding that thunks can delay evaluation, a thunk cannot delay evaluation that has already happened! Instead, that thunk delays looking up the identifier x in the environment.)

If you use this blank(ish) page for solutions, indicate what problem the solutions correspond to and refer to this page at the problem site.

Additional notes on problem 5.3(b) from page 15:

The result would be essentially the same under either eager or lazy evaluation. The difference would be that the environment enclosed in the closure would not contain the values 1 and 2 for \times and y; instead, it would contain expression closure that, if evaluated, would yield 1 and 2. Since the expression closures *also* contain environments (which include the binding of f, which itself would be an expression closure), they simply take longer to write out.

Our intent was to make the problem easier, not harder!

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