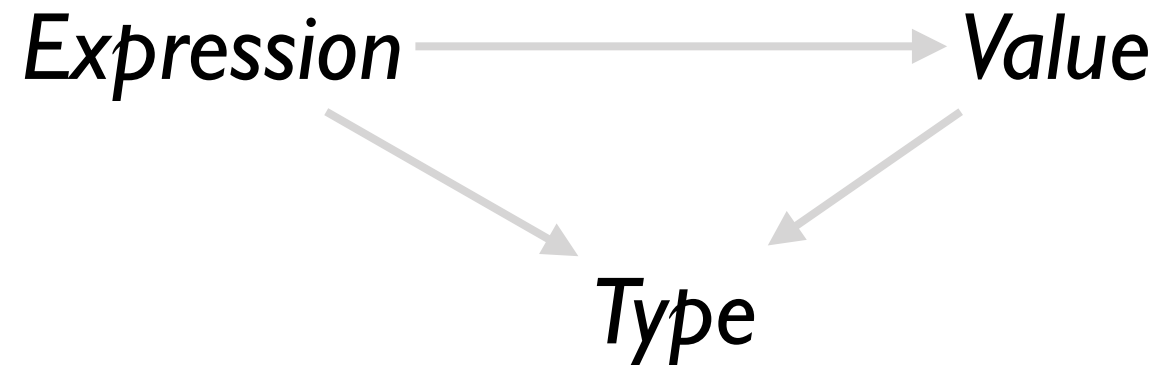


**CS 162 Programming languages**

# Midterm Review

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# ML's holy grail



- Everything is an expression
- Everything has a value
- Everything has a type

# Put it together: a “filter” function

If arg matches  
this pattern

then use this  
body expr

```
# let rec filter f l =  
  match l with  
  | [] -> []  
  | (h::t)-> if f h then h::(filter f t)  
              else (filter f t);;  
  
val filter : ('a -> bool) -> 'a list -> 'a list = <fun>  
  
# let list1 = [1;31;12;4;7;2;10];;  
# filter is5lt list1 ;;  
val it : int list = [31;12;7;10]
```

$\text{sum\_leaf: tree} \rightarrow \text{int}$

```
type tree =  
  Leaf of int  
| Node of tree*tree
```

```
let rec sum_leaf t =  
  match t with  
  | Leaf n -> n  
  | Node(t1,t2) -> (sum_leaf t1)  
                    +(sum_leaf t2)
```

# Syntax: what programs look like

$$e ::= x$$
$$| \lambda x. e$$
$$| e_1 e_2$$

$\backslash x \rightarrow e$  (Haskell)

**fun**  $x \rightarrow e$  (OCaml)

**lambda**  $x. e$  ( $\lambda+$ )

- Programs are expressions  $e$  (also called  $\lambda$ -terms) of one of three kinds:
  - Variable  $x, y, z$
  - Abstraction (i.e. nameless function definition)
    - $\lambda x. e$
    - $x$  is the formal parameter,  $e$  is the function body
  - Application (i.e. function call)
    - $e_1 e_2$
    - $e_1$  is the function,  $e_2$  is the argument

# Semantics: variable scope

The part of a program where a variable is visible

In the expression  $\lambda x. e$

- $x$  is the newly introduced variable
- $e$  is the scope of  $x$
- any occurrence of  $x$  in  $\lambda x. e$  is bound (by the binder  $\lambda x$ )

$\lambda x. x$

$\lambda x. (\lambda y. x)$

$x$  is bounded

$x y$

$\lambda y. x y$

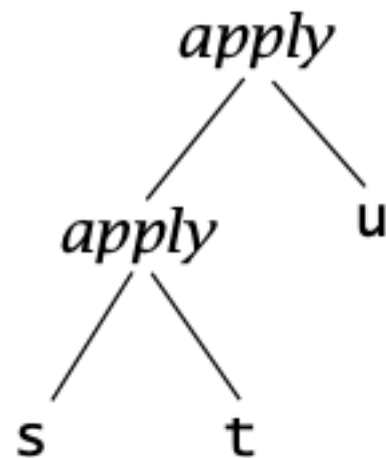
$(\lambda x. \lambda y. y) x$

$x$  is free

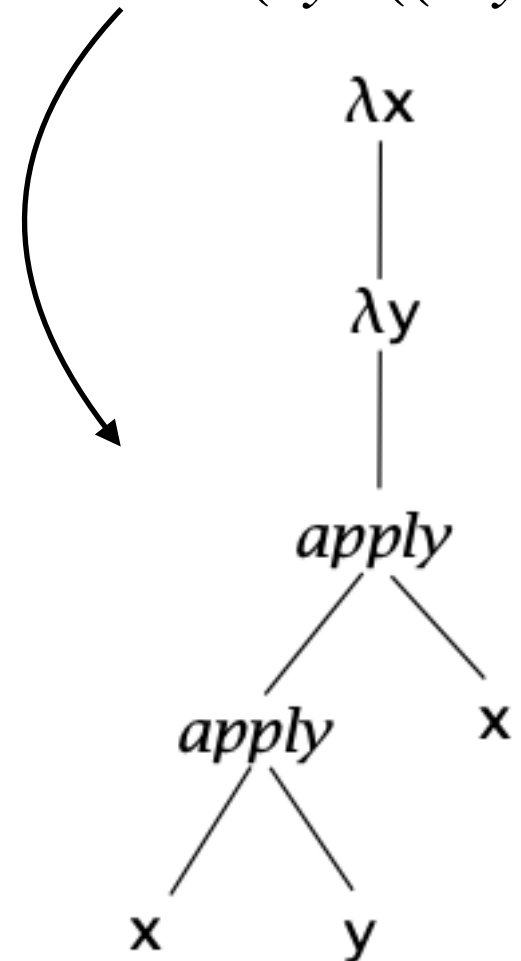
An occurrence of  $x$  in  $e$  is **free** if it's *not bound* by an enclosing abstraction

# Precedence

$$s \ t \ u = (s \ t) \ u$$



$$\lambda x . \lambda y . x \ y \ x = \lambda x . (\lambda y . ((x \ y) \ x))$$



Application associates to the **left**

bodies of abstractions are as far to the **right** as possible

— *Types and programming languages*

# Semantics: free variables

An variable  $x$  is free in  $e$  if there exists a free occurrence of  $x$  in  $e$

We use “FV” to represent the set of all free variables in a term:

$$FV(x) = x$$

$$FV(\lambda x. e) = FV(e) \setminus x$$

$$FV(e_1 e_2) = FV(e_1) \cup FV(e_2)$$

$$FV(x y) = \{x, y\}$$

$$FV(\lambda y. x y) = \{x\}$$

$$FV((\lambda x. \lambda y. y) x) = \{x\}$$

If  $e$  has no free variables it is said to be closed, or combinators



# Semantics: $\beta$ -reduction

$$(\lambda x . t_1) t_2 \rightarrow [x \mapsto t_2]t_1$$

$\beta$ -reduction  
(function call)

$[x \mapsto t_2]t_1$  means “ $t_1$  with all **free occurrences** of  $x$  replaced with  $t_2$ ”

$$x[x \mapsto e] = e$$

$$y[x \mapsto e] = y \quad \text{if } y \neq x$$

$$(\lambda x . c)[x \mapsto e] = \lambda x . c$$

$$(\lambda y . c)[x \mapsto e] = \lambda y . (c[x \mapsto e]) \quad \text{if } y \neq x \wedge y \notin \text{FV}(e)$$

$$(c_1 c_2)[x \mapsto e] = (c_1[x \mapsto e]) (c_2[x \mapsto e])$$

# Inference rules

$$\frac{\begin{array}{c} \text{Hypothesis 1} \\ \dots \\ \text{Hypothesis N} \end{array}}{\vdash \text{Conclusion}}$$

- This means “given hypothesis 1, ..., N, the conclusion is provable”

$$\frac{\begin{array}{c} \text{Mitem 1 grade} \geq 70 \\ \dots \\ \text{Final grade} \geq 140 \end{array}}{\vdash \text{Final grade: A}}$$

# Operational Semantics

- Operational semantics: define how program states are related to final values
- The **big-step** evaluation relation asserts that *we can prove for any expression of the form  $e$  that the meaning of this expression will evaluate to  $v$*

$$e \Downarrow v$$

# Operational Semantics in $\lambda^+$

$$\frac{}{i \Downarrow i} \text{INT} \qquad \frac{e_1 \Downarrow i_1 \quad e_2 \Downarrow i_2}{e_1 \oplus e_2 \Downarrow i_1 \oplus i_2} \text{ARITH}$$

$$\frac{e_1 \Downarrow i_1 \quad e_2 \Downarrow i_2 \quad i_1 \odot i_2 \text{ holds}}{e_1 \odot e_2 \Downarrow \text{true}} \text{PREDTRUE}$$

$$\frac{e_1 \Downarrow i_1 \quad e_2 \Downarrow i_2 \quad i_1 \odot i_2 \text{ does not hold}}{e_1 \odot e_2 \Downarrow \text{false}} \text{PREFALSE}$$

$$\frac{e_1 \Downarrow \text{true} \quad e_2 \Downarrow v}{\text{if } e_1 \text{ then } e_2 \text{ else } e_3 \Downarrow v} \text{IFTRUE}$$

$$\frac{e_1 \Downarrow \text{false} \quad e_3 \Downarrow v}{\text{if } e_1 \text{ then } e_2 \text{ else } e_3 \Downarrow v} \text{IFFALSE}$$

$$\frac{}{\text{lambda } x. e \Downarrow \text{lambda } x. e} \text{LAMBDA}$$

$$\frac{e_1 \Downarrow \text{lambda } x. e'_1 \quad e_2 \Downarrow v \quad e'_1[x \mapsto v] \Downarrow v'}{(e_1 \ e_2) \Downarrow v'} \text{APP}$$

$$\frac{e_1 \Downarrow v_1 \quad e_2[x \mapsto v_1] \Downarrow v_2}{\text{let } x = e_1 \text{ in } e_2 \Downarrow v_2} \text{LET} \quad \frac{e[f \mapsto \text{fix } f \text{ is } e] \Downarrow v}{\text{fix } f \text{ is } e \Downarrow v} \text{FIX}$$

$$\frac{}{\text{Nil} \Downarrow \text{Nil}} \text{NIL} \qquad \frac{e_1 \Downarrow v_1 \quad e_2 \Downarrow v_2}{e_1 :: e_2 \Downarrow v_1 :: v_2} \text{CONS}$$

$$\frac{e_1 \Downarrow \text{Nil} \quad e_2 \Downarrow v}{\text{match } e_1 \text{ with Nil} \rightarrow e_2 \mid x :: y \rightarrow e_3 \text{ end} \Downarrow v} \text{MATCHNIL}$$

$$\frac{e_1 \Downarrow v_1 :: v_2 \quad e_3[x \mapsto v_1][y \mapsto v_2] \Downarrow v_3}{\text{match } e_1 \text{ with Nil} \rightarrow e_2 \mid x :: y \rightarrow e_3 \text{ end} \Downarrow v_3} \text{MATCHCONS}$$

# Type sytem in $\lambda^+$

$$\frac{}{\Gamma \vdash i : \text{Int}} \text{T-INT} \quad \frac{\Gamma \vdash e_1 : \text{Int} \quad \Gamma \vdash e_2 : \text{Int} \quad \square \in \{+, -, *\}}{\Gamma \vdash e_1 \square e_2 : \text{Int}} \text{T-ARITH}$$

$$\frac{}{\Gamma \vdash \text{true} : \text{Bool}} \text{T-TRUE} \quad \frac{}{\Gamma \vdash \text{false} : \text{Bool}} \text{T-FALSE}$$

$$\frac{\Gamma \vdash e_1 : \text{Bool} \quad \Gamma \vdash e_2 : T_1 \quad \Gamma \vdash e_3 : T_2 \quad T_1 = T_2}{\Gamma \vdash \text{if } e_1 \text{ then } e_2 \text{ else } e_3 : T_1} \text{T-IF}$$

$$\frac{\Gamma \vdash e_1 : \text{Int} \quad \Gamma \vdash e_2 : \text{Int} \quad \square \in \{<, >, =\}}{\Gamma \vdash e_1 \square e_2 : \text{Bool}} \text{T-REL}$$

$$\frac{\Gamma(x) = T}{\Gamma \vdash x : T} \text{T-VAR} \quad \frac{\Gamma \vdash e_1 : T_1 \quad x : T_1, \Gamma \vdash e_2 : T_2}{\Gamma \vdash \text{let } x = e_1 \text{ in } e_2 : T_2} \text{T-LET}$$

$$\frac{x : T_1, \Gamma \vdash e : T_2}{\Gamma \vdash (\text{lambda } x : T_1. e) : T_1 \rightarrow T_2} \text{T-LAMBDA}$$

$$\frac{\Gamma \vdash e_1 : T_1 \rightarrow T_2 \quad \Gamma \vdash e_2 : T_3 \quad T_1 = T_3}{\Gamma \vdash (e_1 e_2) : T_2} \text{T-APP}$$

$$\frac{f : T, \Gamma \vdash e : T}{\Gamma \vdash (\text{fix } f : T \text{ is } e) : T} \text{T-FIX}$$

$$\frac{}{\Gamma \vdash \text{Nil}[T] : \text{List}[T]} \text{T-NIL}$$

$$\frac{\Gamma \vdash e_1 : T \quad \Gamma \vdash e_2 : \text{List}[T]}{\Gamma \vdash e_1 :: e_2 : \text{List}[T]} \text{T-CONS}$$

$$\frac{\Gamma \vdash e_1 : \text{List}[T_1] \quad \Gamma \vdash e_2 : T_2 \quad x : T_1, y : \text{List}[T_1], \Gamma \vdash e_3 : T_3 \quad T_2 = T_3}{\Gamma \vdash \text{match } e_1 \text{ with Nil} \rightarrow e_2 \mid x :: y \rightarrow e_3 \text{ end} : T_2} \text{T-MATCH}$$

$$\frac{\Gamma \vdash e : T_2 \quad T_1 = T_2}{\Gamma \vdash (e @ T_1) : T_1} \text{T-ANNOT}$$

# Big idea

- Big Idea: Just because we cannot prove something about the original program does not mean we cannot prove something about an *abstraction of the program*.
- Strategy: In addition to the operational semantics, we will also define *abstract semantics* that will overapproximate the states a program is in.
- Example: In  $\lambda^+$ , the operational semantics compute a concrete integer or list, while our abstract semantics only compute the if the result is of kind integer or list.

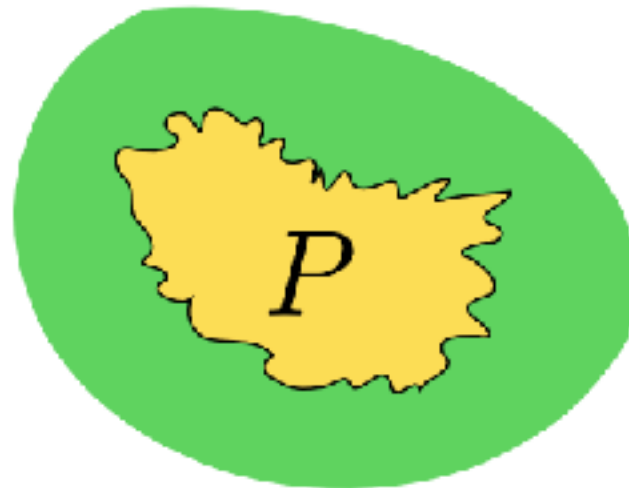
# Soundness

- Specifically, we only care about abstract semantics that are sound
- Soundness means that for any program: If we evaluate it under

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$(y (\lambda y. x))[y \mapsto x]$	$(JR) \text{ No}$	$(JR) y (\lambda y. x)$
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semantics, the abstract value obtained overapproximates the concrete value.



$0 = 0 \Downarrow \text{True}$        $1 \Downarrow 1$   
 $\text{if } n = 0 \text{ then } \dots \Downarrow$

$\lambda n. \text{ if } n = 0 \text{ then } 1$   
 $\text{else } 1 * (\text{fix } r \text{ is } \lambda n. (n-1))$

$\lambda n. \text{ if } n = 0 \dots$   
 $\text{else } 1 * (\text{fix } r \text{ is } \lambda n. (n-1))$   
 $\text{fix } r \text{ is } \lambda n. (n-1)$        $\text{int } 0 \Downarrow 0$       APP

$\text{fix } r \text{ is } \lambda n. (n-1)$        $\text{Fix}$        $\text{int } 1 \Downarrow 1$

$1 = 0 \Downarrow \text{false}$        $1 * (\text{fix } r \text{ is } \lambda n. (n-1))$   
 $\text{if } n = 0 \text{ then } \dots \Downarrow n$   
 $[n \rightarrow 1]$       APP

$(\text{fix } r \text{ is } \lambda n. \text{ if } n = 0 \text{ then } 1$   
 $\text{else } 1 * r(n-1))$



$$\frac{\Gamma \vdash e_1 : \text{Int} \quad \Gamma \vdash e_2 : \text{Int} \quad \square \in \{+, -, \dots\}}{\Gamma \vdash e_1 \square e_2 : \text{Int}}$$

$N$ : negative number

$Z$ : zero

$P$ : positive number

$$\frac{\Gamma \vdash e_1 : N \quad \Gamma \vdash e_2 : P}{\Gamma \vdash e_1 + e_2 : N}$$

$$\frac{\Gamma \vdash e_1 : N \quad \Gamma \vdash e_2 : P}{\Gamma \vdash e_1 - e_2 : \text{Int}}$$

$$\begin{array}{c}
 \frac{\vdash(r) = \text{Int} \rightarrow \text{Bool}}{r : \text{Int} \rightarrow \text{Bool}} \quad \frac{\frac{m : \text{Int} \quad \frac{1 : \text{Int}}{\text{Arich}} \text{Int}}{m-1 : \text{Int}} \quad \text{Int} = \text{Int}}{m : \text{Int} \vdash r(m-1) : \text{Bool}} \text{APP}
 \end{array}$$

$$\begin{array}{c}
 r : \text{Int} \rightarrow \text{Bool} \\
 m : \text{Int} \vdash r(m-1) : \text{Bool}
 \end{array}$$

$$\frac{}{r : \text{Int} \rightarrow \text{Bool} \vdash \lambda m : \text{Int}, r(m-1) : \text{Int} \rightarrow \text{Bool}} \lambda$$