Pontifícia Universidade Católica
do Rio de Janeiro

Felipe Vieira Cortes

An alternative formalization of reference typing

Tese de Doutorado

Thesis presented to the Programa de Pós–graduação em Informática, do Departamento de Informática da PUC-Rio in partial fulfillment of the requirements for the degree of Doutor em Informática.

Advisor: Prof. Roberto Ierusalimschy

Rio de Janeiro
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Abstract

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Reference Typing is a ...

Keywords

Type References; Programming Languages; Formalization.

Resumo

Cortes,Felipe V.; Ierusalimschy, Roberto. **An alternative formalization of reference typing**. Rio de Janeiro, 2023. 22p. Tese de Doutorado – Departamento de Informática, Pontifícia Universidade Católica do Rio de Janeiro.

A tipagem de referencia eh ...

Palavras-chave

Type References; Programming Languages; Formalization.

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List of Abreviations

ADI – Análise Digital de Imagens

BIF – *Banded Iron Formation*

My beautifull epigraph

Wassily Kandinsky, *Regards sur le passé.*

1
Introduction

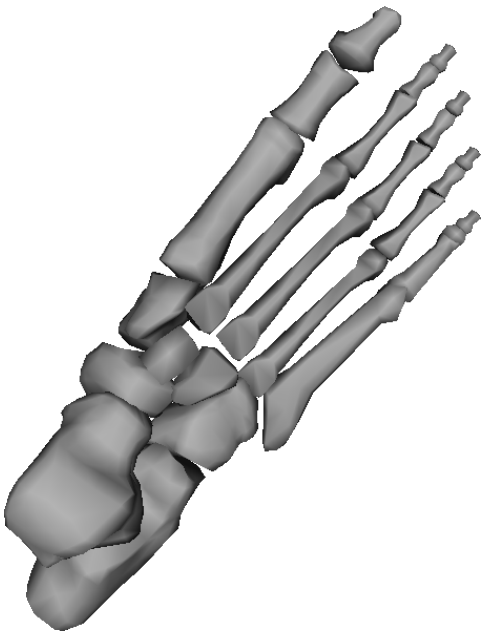
- What is Reference typing?
- What is the main representation (from Pierce)?
- What we want to propose studying?
- What is our alternative representation?
- What are the differences
- Why should we formalize an idea?
- Which Theorems we want to prove?
- Which usabilites can we identify by this formalization?
- Is this representation simpler or more complicated to prove?
- Is this dissertation meant to be didatic?
- How formal explaining our syntax?
- Define a a typing judgment?
- Explain Mutable References?
- Show studies around semantic of mutable reference and typing relations?
-

Coq is a expressive functional programming language used for stating and proving logical assertions and a standard tool for researchers to reason about complex language definitions (PIERCE et al., 2022) Study the implications of bringing this new semantic. Can be useful for implementing new target languages "we wish to construct type systems with soundness proofs that are machine-checkable in the simplest possible logic. Bring a simplified typing relation, without a store typing By changing our term syntax to include the type information on loc a ref terms

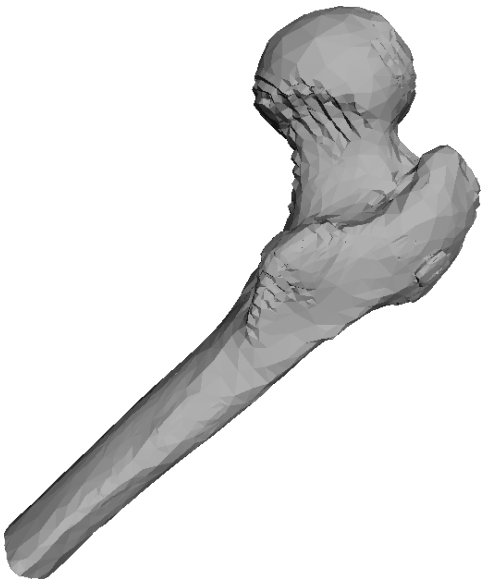
This document is structured as follows. In Chapter 2 we present some previous work relevant to our problem. In Chapter 3 we explain our proposal. In Chapter 4 we show our results. Finally, in Chapter 5 we present our conclusion and future work.

2
Previous Work

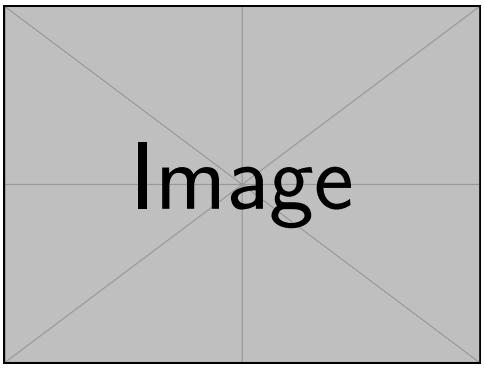
Early smoothing methods tried to minimize... In the figure 2.2d we see...



(a) Bamboo-pile Vertically Inserted Position

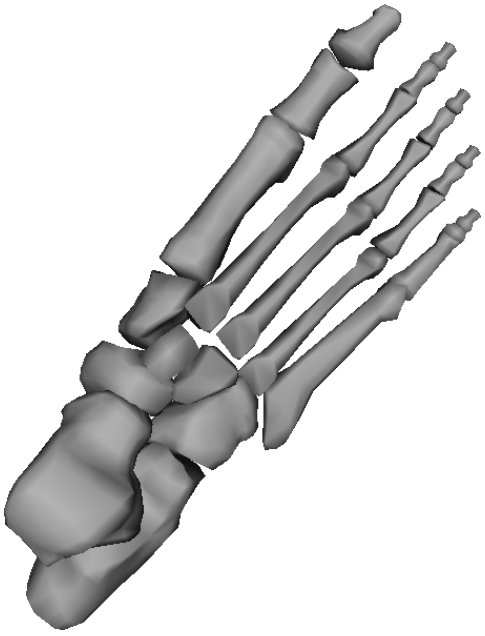


(b) Bamboo-pile Normal Inserted Position

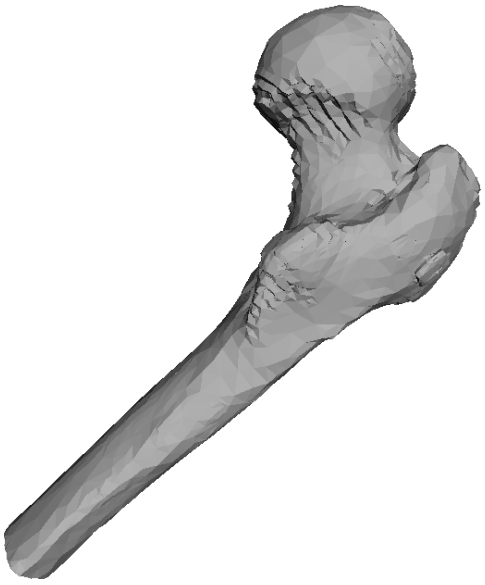


(c) bamboo-pile Inserted 45° angle

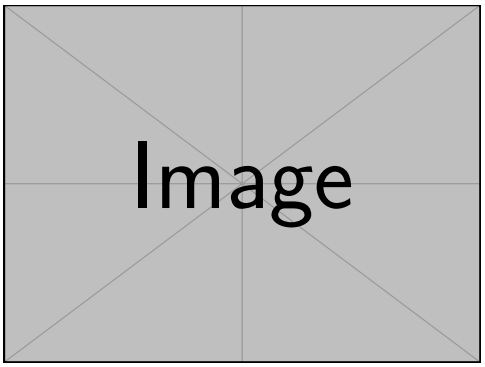
Figure 2.1: A set of three subfigures: (a) describes the first subfigure; (b) describes the second subfigure; (c) describes the third subfigure.



(a) Bamboo-pile Vertically Inserted Position

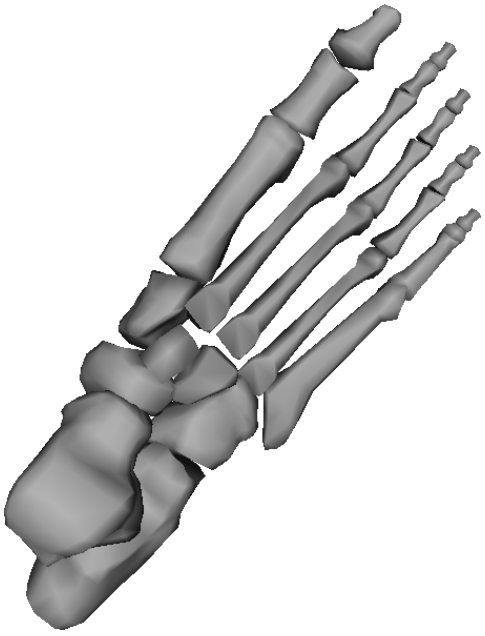


(b) Bamboo-pile Normal Inserted Position

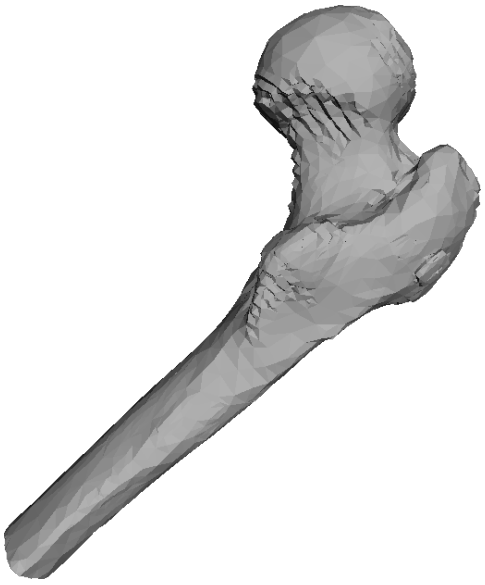


(c) bamboo-pile Inserted 45° angle

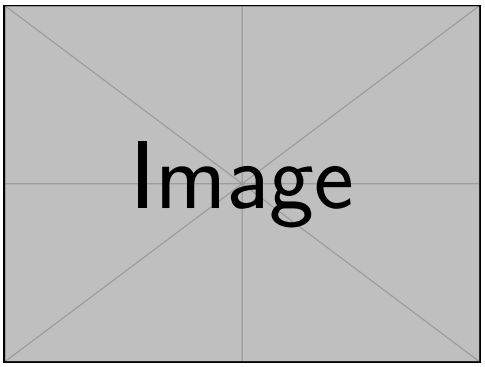
Figure 2.2: A set of six subfigures in two pages.



(d) Bamboo-pile Vertically Inserted Position



(e) Bamboo-pile Normal Inserted Position



(f) bamboo-pile Inserted 45° angle

Figure 2.2: A set of six subfigures in two pages.(Continuation)

3
Proposal

Equation example 1:

$$\begin{aligned} \min_{u} \int_{x_i \in X} \int_{x_j \in X} q_{ij} u_i u_j dada + \int_{x_i \in X} ||x' - x_i|| u_i da \\ s.t. \quad u \in [0,1] \quad \wedge \quad \int_{x_i \in X} uda = a_0, \end{aligned} \tag{3-1}$$

Equation exmaple 2:

$$\begin{aligned} \min_{\mathbf{u}} \alpha \mathbf{u}^T \mathbf{A}^T \mathbf{Q} \mathbf{A} \mathbf{u} + \beta \mathbf{d}^T a' \mathbf{A} \mathbf{u} + \gamma \mathbf{u}^T \mathbf{G}^T \mathbf{G} \mathbf{u} + \delta \mathbf{f}^T a' \mathbf{A} \mathbf{u} \\ s.t. \quad \mathbf{0} \leq \mathbf{u} \leq \mathbf{1} \wedge \mathbf{a}^T \mathbf{u} = a_0. \end{aligned} \tag{3-2}$$

Equation example 3:

$$\mathbf{G} = (g_{ij}) = \begin{cases} \sum_{f_k \in N_f(f_i)} l_{ik} & i = j \\ -l_{ij} & e_{ij} \in E \\ 0 & \text{otherwise} \end{cases} \tag{3-3}$$

Code 1: Mean Filter

```
#
    ----------------------------------------------------------------------#

# Create filter function
# l is the width of window
#
    ----------------------------------------------------------------------#

meanfilter <- function( l, imagem ) {
  if( l%%2 == 0 )
    print("Please, type an odd number!")
  imagem.result <- imagem
  lp1d2 <- (l-1)/2
  L <- dim(imagem)[1]
  C <- dim(imagem)[2]
  for( j in as.integer(lp1d2+1) : as.integer(C-lp1d2)) {
    for( i in as.integer(lp1d2+1) : as.integer(L-lp1d2)) {
      imagem.result[i,j] <- mean(imagem[as.integer(i-lp1d2):as.
          integer(i+lp1d2), as.integer(j-lp1d2):as.integer(j+lp1d2)
          ])
    }
  }
```

```
17   print("Image filtred with success!")
18   return(imagem.result)
19 }
20 #
       ------------------------------------------------------------------------#

21 # End of Script.
22 #
       ------------------------------------------------------------------------#
```

Algorithm 1: Escolha das amostras inicias

Input: Malha e quantidade de pontos a ser amostrado
Output: Pontos amostrados na malha

1 *Crie um vetor de números randômicos entre* $[0, 1]$ *com a quantidade de pontos a ser amostrada e ordene-o*
2 *Calcule a área total dos triângulos da malha*
3 **for** $i = 0$ **to** *numeroDePontos* **do**
4 *Navegue entre as faces acumulando a sua* $\frac{area}{areaTotal}$ *até achar a face com valor acumulado* $\geqslant$ *numerosRandomicos[i]*
5 *Pegue um ponto randômico dentro da face utilizando o método de Turk e adicione no vetor do resultado*

4
Results

Table example. Table 4.1 shows results.

Table 4.1: Results for devil mesh

	Mean Vertex Distance	L2 Vertex Based	Mean Quadric	MSAE	L2 Normal Based	Tangential	Mean Discrete Curvature	Area Error	Volume Error
(FLEISHMAN; DRORI; COHEN-OR, 2003)	0.061277	0.110973	0.236219	19.697900	0.055170	0.047678	0.090284	0.051443	0.045645
(JONES; DURAND; DESBRUN, 2003)	0.001293	0.002800	0.002289	21.237300	0.021589	0.013026	0.087991	0.000364	0.002621
(SUN et al., 2007)	0.001439	0.002880	0.003540	14.043200	0.012654	0.008911	0.055849	0.007806	0.000582
(ZHENG et al., 2011)	0.000713	0.001537	0.001824	12.171400	0.009654	0.005781	0.054567	0.005617	0.000425
(HE; SCHAEFER, 2013)	0.002531	0.004560	0.007108	13.830100	0.017459	0.010314	0.114528	0.001686	0.001786
(ZHANG et al., 2015)	0.001623	0.003079	0.005048	10.454200	0.015233	0.008054	0.094668	0.002629	0.001326
(YADAV; REITEBUCH; POLTHIER, 2016)	0.000737	0.001548	0.001493	16.880800	0.014129	0.006974	0.079952	0.000209	0.002375
Ours	0.000987	0.001902	0.002686	11.574200	0.010632	0.006796	0.075106	0.003970	0.000722

4.1
Comparison

5
Conclusion and future work

We proposed an algorithm for triangular mesh denoising with detail preservation...

Code 2: Mean Filter

```
#
    ------------------------------------------------------------------------#

# Create filter function
# l is the width of window
#
    ------------------------------------------------------------------------#

meanfilter <- function( l, imagem ) {
  if( l%%2 == 0 )
    print("Please, type an odd number!")
  imagem.result <- imagem
  lp1d2 <- (l-1)/2
  L <- dim(imagem)[1]
  C <- dim(imagem)[2]
  for( j in as.integer(lp1d2+1) : as.integer(C-lp1d2)) {
    for( i in as.integer(lp1d2+1) : as.integer(L-lp1d2)) {
      imagem.result[i,j] <- mean(imagem[as.integer(i-lp1d2):as.
          integer(i+lp1d2), as.integer(j-lp1d2):as.integer(j+lp1d2)
          ])
    }
  }
  print("Image filtred with success!")
  return(imagem.result)
}
#
    ------------------------------------------------------------------------#

# End of Script.
#
    ------------------------------------------------------------------------#
```

6
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