# Advanced Topics in Programming Languages: Equation List

Josh Felmeden

January 5, 2022

# Contents

1	Structural Rules  1.1 Inversion Lemma
2	Type Safety 2.1 Preservation
3	Judgements       8         3.1 Statics       8         3.2 Dynamics       8
4	Simply-Typed Lambda Calculus         4.1 Products       6         4.1.1 Syntax       6         4.1.2 Statics       6         4.1.3 Dynamics       6         4.2 Sums       7         4.2.1 Syntax       7         4.2.2 Statics       7         4.2.3 Dynamics       7         4.3 Functions       8         4.3.1 Syntax       8         4.3.2 Statics       8         4.3.3 Dynamics       8
5	Programming Computable Functions (PCF)         9           5.1 Syntax         9           5.2 Statics         9           5.3 Dynamics         10
6	Call by Value/Name 6.1 Process order
7	Store       12         7.1 Syntax       12         7.2 Statics       12         7.3 Transitions       13

#### 1 Structural Rules

#### 1.1 Inversion Lemma

# 

You basically prove this lemma by saying look at the rules there can't be another way. The lemma can also be shown by induction on the typing derivation.

#### 1.2 Weakening

Suppose that  $x:\sigma\vdash e:\tau$  (e computes a value of type  $\tau$  if x is of type  $\sigma$ ). It is fair to say that for any **fresh variable** y (a variable that doesn't already appear in term e), the typing judgement  $x:\sigma,y:\rho\vdash e:\tau$  should also hold no matter what type  $\rho$  is. Essentially, assuming random free variables that are unused should not influence the type of a program. This is called **weakening.** We state and prove by induction on the typing derivation that:

```
Lemma 2 (Weakening)  \text{If } \Gamma \vdash e : \tau \text{ and } x \text{ is fresh then } \Gamma, x : \sigma \vdash e : \tau
```

#### 1.3 Substitution

```
Lemma 3 (Substitution)  \text{If } \Gamma \vdash e : \tau \text{ and } \Gamma, x : \tau \vdash u : \sigma \text{ then } \Gamma \vdash u[e/x] : \sigma
```

# 2 Type Safety

#### Theorem 1 (Type safety)

- 1. (Preservation) If  $\vdash e : \tau$  and  $e \mapsto e'$  then  $\vdash e' : \tau$
- 2. (Progress) If  $\vdash e : \tau$  then either e val or  $e \mapsto e'$  for some e'

#### 2.1 Preservation

Preservation is the statement that types are preserved under evaluation. This is a central **safety** property of type systems: it shows that a step-by-step computation preserves the kind of value that is being computed. We perform this on dynamics.

#### Theorem 2 (Preservation)

If  $\vdash e : \tau$  and  $e \mapsto e'$  then  $\vdash e' : \tau$ 

*Proof.* Using  $\vdash e : \tau$ , prove that  $\vdash e' : \tau$  and if proving some rule  $b \longmapsto b'$ , also prove  $\vdash b' : \tau$ . *Example*: By induction on the derivation of  $e \mapsto e'$ . We show the most diffcult case, namely that of D-Let: Suppose that the reduction  $e \mapsto e'$  is of the form

$$\overline{\mathsf{let}(e_1; x, e_2) \mapsto e_2[e_1/x]} \mathsf{D} ext{-Let}$$

We know that  $\vdash \mathsf{let}(e_1; x.e_2) : \tau$ . By **inversion** there must exist  $\sigma$  such that  $\vdash e_1 : \sigma$  and  $x : \sigma \vdash e_2 : \tau$ . By the **substitution lemma**, we obtain  $\vdash e_1[e_1/x] : \tau$ .

#### 2.2 Progress

Progress is the statement that if a well-typed program is not done computing (aka: is a value), then there must be a step of computation it may take. We perform this on statics.

#### Lemma 4 (Canonical Forms)

Suppose e val:

- 1. If  $\vdash e$ : Num then e = num[n] for some  $n \in \mathbb{N}$
- 2. If  $\vdash e$ : Str then  $e = \mathsf{str}[s]$  for some  $s \in \Sigma^*$

#### Theorem 4 (Progress)

If  $\vdash e : \tau$  then either e val or  $e \mapsto e'$  for some e' *Proof.* By induction on the derivation of  $\vdash e : \tau$ .

## 3 Judgements

#### 3.1 Statics

#### 3.2 Dynamics

$$\begin{array}{c} \text{D-Plus} & \text{D-Plus-1} \\ n_1+n_2=n \\ \hline \text{plus}(\text{num}[n_1];\text{num}[n_2]) \longmapsto \text{num}[n] \\ \hline \\ \text{D-Cat} \\ \hline s_1+s_2=s \\ \hline \text{cat}(\text{str}[s_1];\text{str}[s_2]) \longmapsto \text{str}[s] \\ \hline \\ \text{D-Len} \\ \hline |s|=n \\ \hline |en(\text{str}[s]) \longmapsto \text{num}[n] \\ \hline \\ \text{D-Multi-Refl} \\ \hline \\ e \longmapsto^* e \\ \hline \end{array} \begin{array}{c} \text{D-Plus-2} \\ e_1 \mapsto e'_1 \\ \hline \text{cat}(e_1;e_2) \longmapsto \text{plus}(e_1';e_2) \\ \hline \\ \text{D-Cat-1} \\ e_1 \mapsto e'_1 \\ \hline \text{cat}(e_1;e_2) \longmapsto \text{cat}(e'_1;e_2) \\ \hline \\ \text{D-Len-1} \\ \hline \text{len}(e) \mapsto \text{len}(e') \\ \hline \\ \text{e} \mapsto^* e' \\ \hline \end{array} \begin{array}{c} \text{D-Let} \\ \hline \text{let}(e_1;x.e_2) \mapsto e_2[e_1/x] \\ \hline \\ \text{D-Multi-Step} \\ e \mapsto^* e'' \\ \hline \\ e \mapsto^* e'' \\ \hline \end{array}$$

# 4 Simply-Typed Lambda Calculus

#### 4.1 Products

#### **4.1.1 Syntax**

#### 4.1.2 Statics

#### 4.1.3 Dynamics

#### **4.2 Sums**

#### 4.2.1 Syntax

#### 4.2.2 Statics

$$\begin{array}{c} \text{Abort} & \text{Inl} & \text{Inr} \\ \Gamma \vdash e : \mathbf{0} \\ \hline \Gamma \vdash \mathsf{abort}(e) : \tau & \overline{\Gamma} \vdash e : \tau_1 \\ \hline \end{array} \qquad \begin{array}{c} \Gamma \vdash e : \tau_1 \\ \hline \Gamma \vdash \mathsf{inl}(e) : \tau_1 + \tau_2 \end{array} \qquad \begin{array}{c} \text{Inr} \\ \hline \Gamma \vdash e : \tau_2 \\ \hline \hline \Gamma \vdash \mathsf{inr}(e) : \tau_1 + \tau_2 \end{array}$$

#### 4.2.3 Dynamics

#### 4.3 Functions

#### **4.3.1 Syntax**

#### 4.3.2 Statics

$$\begin{array}{c} \text{Lam} \\ \Gamma, x : \sigma \vdash e : \tau \\ \hline \Gamma \vdash \lambda x : \sigma. \, e : \sigma \rightarrow \tau \end{array} \qquad \begin{array}{c} \text{App} \\ \hline \Gamma \vdash e_1 : \sigma \rightarrow \tau \qquad \Gamma \vdash e_2 : \sigma \\ \hline \Gamma \vdash e_1(e_2) : \tau \end{array}$$

#### 4.3.3 Dynamics

$$\begin{array}{ccc} \text{Val-Lam} & & \text{D-App-1} \\ \hline \lambda x : \tau . e \text{ val} & & \frac{e_1 \longmapsto e_1'}{e_1(e_2) \longmapsto e_1'(e_2)} & & \frac{\text{D-Beta}}{(\lambda x : \tau . e_1)(e_2) \longmapsto e_1[e_2/x]} \end{array}$$

# **5 Programming Computable Functions (PCF)**

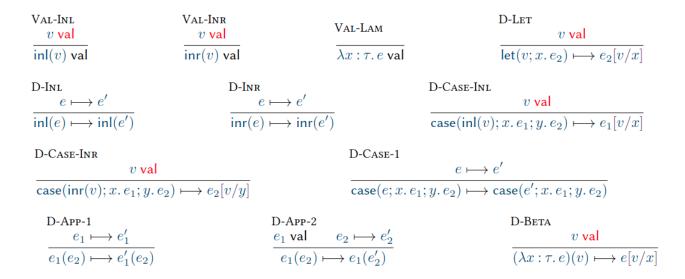
#### 5.1 Syntax

#### 5.2 Statics

#### 5.3 Dynamics

$$\begin{array}{c} \text{Val-Zero} \\ \hline \textbf{zero val} \\ \hline \end{array} \begin{array}{c} \text{Val-Succ} \\ e \text{ val} \\ \hline \textbf{succ}(e) \text{ val} \\ \hline \end{array} \begin{array}{c} \text{Val-Lam} \\ \hline \hline \lambda x : \tau. e \text{ val} \\ \hline \end{array} \begin{array}{c} \text{D-Succ} \\ e \longmapsto e' \\ \hline \textbf{succ}(e) \longmapsto \textbf{succ}(e') \\ \hline \end{array}$$

### 6 Call by Value/Name



#### 6.1 Process order

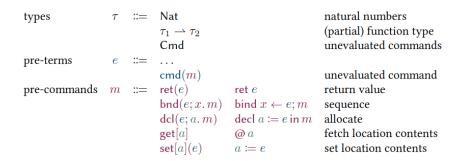
In CBV:

$$(\lambda x : \mathsf{Num.\,plus}(x;x))(\underline{\mathsf{print}(\mathsf{hi};\mathsf{num}[1])}) \overset{\mathsf{hi}}{\longmapsto_{\mathbf{v}}} \underline{(\lambda x : \mathsf{Num.\,plus}(x;x))(\mathsf{num}[1])} \\ \overset{\varepsilon}{\longmapsto_{\mathbf{v}}} \mathsf{plus}(\mathsf{num}[1];\mathsf{num}[1]) \\ \overset{\varepsilon}{\longmapsto_{\mathbf{v}}} \mathsf{num}[2]$$

In contrast, in CBN:

## 7 Store

#### 7.1 Syntax



#### 7.2 Statics

#### 7.3 Transitions

$$\begin{array}{c} \text{D-GeT} \\ \hline \text{get}[a] \parallel \mu \otimes \{a \mapsto e\} & \longrightarrow_{\Sigma,a} \operatorname{ret}(e) \parallel \mu \otimes \{a \mapsto e\} \\ \hline \text{get}[a] \parallel \mu \otimes \{a \mapsto e\} & \longrightarrow_{\Sigma,a} \operatorname{set}[a](e') \parallel \mu \\ \hline \text{D-Set} \\ \hline \text{set}[a](e) \parallel \mu \otimes \{a \mapsto -\} & \longrightarrow_{\Sigma,a} \operatorname{ret}(e) \parallel \mu \otimes \{a \mapsto e\} \\ \hline \hline \text{D-Bnd-1} \\ \hline e \mapsto e' \\ \hline \hline \text{bnd}(e;x.m) \parallel \mu & \longmapsto_{\Sigma} \operatorname{bnd}(e';x.m) \parallel \mu \\ \hline \hline \\ \hline D-Bnd-CMD \\ \hline \hline m_1 \parallel \mu & \longmapsto_{\Sigma} m'_1 \parallel \mu' \\ \hline \hline \text{bnd}(\operatorname{cmd}(m_1);x.m_2) \parallel \mu & \longrightarrow_{\Sigma} \operatorname{bnd}(\operatorname{cmd}(m'_1);x.m_2) \parallel \mu' \\ \hline \\ D-Bnd-Ret \\ \hline \hline e \ val \\ \hline \hline \\ bnd(\operatorname{cmd}(\operatorname{ret}(e));x.m) \parallel \mu & \longmapsto_{\Sigma} m[e/x] \parallel \mu \\ \hline \hline \\ D-Dcl-2 \\ e \ val \\ \hline \hline \\ m \parallel \mu \otimes \{a \mapsto e\} & \longmapsto_{\Sigma,a} m' \parallel \mu' \otimes \{a \mapsto e'\} \\ \hline \\ dcl(e;a.m) \parallel \mu & \longmapsto_{\Sigma} \operatorname{ret}(e') \parallel \mu \\ \hline \\ \hline \\ D-Dcl-Ret \\ \hline \\ e \ val \\ \hline \\ dcl(e;a.m) \parallel \mu & \longmapsto_{\Sigma} \operatorname{ret}(e') \parallel \mu \\ \hline \\ \hline \\ e \ val \\ \hline \\ dcl(e;a.m') \parallel \mu & \longmapsto_{\Sigma} \operatorname{ret}(e') \parallel \mu \\ \hline \\ \hline \end{array}$$