

PLC Review

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Principles

- Programming languages have four properties:
 - Syntax
 - Names
 - Types
 - Semantics
- There are four main programming paradigms:
 - Imperative
 - Object-oriented
 - Functional
 - Logic (declarative)

Inductive Definition

- Inductive Definition
 - Axioms
 - Proper Rules
- Derivation (Tree)
- Proof by Induction
 - If X then A
 - Proof: by induction on the derivation of J
 - Use cases belongs to part of X

Theorem 3: If $\text{even2 } n$, then $\text{even } n$.

Proof: By induction on the derivation of $\text{even2 } n$.

Case:
$$\frac{}{\text{even2 } Z} \text{even2Z}$$

$\text{even } Z$ (by rule evenZ)

Case:
$$\frac{\text{even2 } n}{\text{even2 } (S (S n))} \text{even2S}$$

(1) $\text{even } n$ (by I.H.)

Need to prove: $\text{even } (S (S n))$

(2) $\text{odd } (S n)$ (by (1), oddS)

(3) $\text{even } (S (S n))$ (by (2), evenS)

QED.

Lambda Calculus (Theory)

- Basic Syntax
 - Variable
 - Function
 - Application
- Binding – Scope
 - Free Variable
 - Substitution
- Evaluation Strategies
 - Call by Value
 - Call by Name (Lazy Evaluation, *bonus point in Project*)
- Multi-Step Operation

Lambda Calculus (Practical)

- $\text{Tru} = \lambda t. \lambda f. t$
- $\text{Fls} = \lambda t. \lambda f. f$
- $\text{And} = \lambda b. \lambda c. b \ c \ \text{Fls}$
- $\text{Succ} = \lambda n. \lambda f. \lambda x. f \ (n \ f \ x)$

Simply-Typed Lambda Calculus

Syntax

$e ::=$

- x
- | true
- | false
- | $\text{if } e_1 \text{ then } e_2 \text{ else } e_3$
- | $\lambda x : t . e$
- | $e_1 \ e_2$

expressions:

- (variable)
- (true value)
- (false value)
- (conditional)
- (abstraction)
- (application)

$v ::=$

- true
- | false
- | $\lambda x : t . e$

values:

- (true value)
- (false value)
- (abstraction value)

Simply-Typed Lambda Calculus

$t ::=$

bool

$| t_1 \rightarrow t_2$

types:

(base boolean type)

(type of functions)

$\Gamma ::=$

$.$

$| \Gamma, x: t$

contexts:

(empty context)

(variable binding)

Simply-Typed Lambda Calculus

Typing

$[\Gamma \vdash e : t]$

$$\frac{x:t \in \Gamma}{\Gamma \mid -x:t} \quad (\text{T-Var})$$

$$\frac{}{\Gamma \mid -\text{true}:\text{bool}} \quad (\text{T-True})$$

$$\frac{}{\Gamma \mid -\text{false}:\text{bool}} \quad (\text{T-False})$$

$$\frac{\Gamma \mid -e_1:\text{bool} \quad \Gamma \mid -e_2:t \quad \Gamma \mid -e_3:t}{\Gamma \mid -\text{if } e_1 \text{ then } e_2 \text{ else } e_3:t} \quad (\text{T-If})$$

$$\frac{\Gamma, x:t_1 \mid -e_2:t_2}{\Gamma \mid -\lambda x:t_1. e_2:t_1 \rightarrow t_2} \quad (\text{T-Abs})$$

$$\frac{\Gamma \mid -e_1:t_{11} \rightarrow t_{12} \quad \Gamma \mid -e_2:t_{11}}{\Gamma \mid -e_1 e_2:t_{12}} \quad (\text{T-App})$$

Simply-Typed Lambda Calculus

Semantics

$[e \rightarrow e']$

$$\frac{e_1 \rightarrow e_1'}{\text{if } e_1 \text{ then } e_2 \text{ else } e_3 \rightarrow \text{if } e_1' \text{ then } e_2 \text{ else } e_3} \quad (\text{E - if0})$$

$$\frac{}{\text{if } \textit{true} \text{ then } e_2 \text{ else } e_3 \rightarrow e_2} \quad (\text{E - if1})$$

$$\frac{}{\text{if } \textit{false} \text{ then } e_2 \text{ else } e_3 \rightarrow e_3} \quad (\text{E - if2})$$

$$\frac{e_1 \rightarrow e_1'}{e_1 \ e_2 \rightarrow e_1' \ e_2} \quad (\text{E - App1})$$

$$\frac{e_2 \rightarrow e_2'}{v_1 \ e_2 \rightarrow v_1 \ e_2'} \quad (\text{E - App2})$$

$$\frac{}{(\lambda x : t. e) \ v \rightarrow e[v / x]} \quad (\text{E - AppAbs})$$

Simply-Typed Lambda Calculus

- Properties of Simply-Typed Lambda Calculus
 - Uniqueness of Typing
 - Inversion for Typing
 - Well-typedness
 - Exchange Lemma
 - Weakening Lemma
- Progress Theorem
- Preservation Theorem

Simply-Typed Lambda Calculus

- Let Function
- Static and Dynamic Scoping
- Pairs
- Tuples
- Records
- Sums
- Recursive function
 - Fix-point Combinator(Y combinator)
 - Mutually recursive combinator(*Bonus Point in Project*)

Simply-Typed Lambda Calculus

- List
- Environment Model
 - $.[x \ v] = x \ v$
 - $(E, x', v')[x \ v] = E, x \ v$ if $x = x'$
 - $(E, x', v')[x \ v] = E, x' \ v', x \ v$ if $x \neq x'$

Imperative

- Lambda calculus with value
 - $Y = \text{ref } 1$
 - $!Y$
- References(Machine State)
 - M is a partial function from location to values
 - Σ is a type relation for memory store
- Sequence

Example Evaluation

Program:

```
let x = ref 3 in
  let y = x in
    x := (!x) + 1;
  !y
```

```
(., let x = ref 3 in
  let y = x in
    x := (!x) + 1;
  y) →
(1 3, let x = 1 in
  let y = x in
    x := (!x) + 1;
  !y) →
(1 3, let y = 1 in
  1 := (!1) + 1;
  !y) →
(1 3, 1 := (!1) + 1; !1) →
(1 3, 1 := 3 + 1; !1) →
(1 3, 1 := 4; !1) →
(1 4, (); !1) → (1 4, !1) → (1 4, 4)
```

Imperative

- Type Safety
 - Weakening
 - Preservation Theorem
 - Progress Theorem
- While loop
- Factorial(Example)
- Exception Handling
- Exception

Memory Management

- (Bonus point in Project)
- Memory Organization
 - Static area
 - Run-time stack
 - Heap
- Garbage Collection
 - Reference counting (RC)
 - Mark-and-Sweep (MB)
 - Copy collection (Half Space)

Type Inference

- Step1: Add Type Schemes
 - Step2: Generate Constraints
 - Step3: Solve Constraints
 - Step4: Generate Types
-
- Constraint Generation Rules -> a set of constraints
 - Composition of Substitutions
 - Preservation of Typing under type substitution
 - Principle Solution

Type Inference

- Unification
 - $(S, q) \rightarrow (S', q')$
 - Unification Machine
 - Termination
- Properties of Solution
- Let Polymorphism
 - Let id = $\lambda x.x$ in (id 25, id true)

Subtyping

- Subtype polymorphism
 - Universal Polymorphism
 - Existential Poly morphism
- Basic Properties
 - Reflexivity
 - Transitivity
- Top-Subsumption
 - Top
 - Sub

Subtyping

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Subtyping

- Tuples
- Sums
- Functions
- Properties
 - Canonical Forms Lemma
 - Progress Lemma
 - Inversion of Subtyping Lemma
 - Component Typing Lemma
 - Substitution Lemma
 - Preservation Lemma
- Polymorphism
 - Subtype polymorphism
 - Parametric polymorphism
 - Ad-hoc polymorphism

Object-Oriented Programming

- Data Abstraction
- Encapsulation
- Ada
- Smalltalk

Logical Programming

- Horn Clauses and Predicates
- Resolution and Unification
- Prolog

OCaml

- Tail recursion (*Bonus point in Project*)
- OCaml

Final Examination

- Dec 11st, 14:00
- 2 Hour
- ERB 129
- 1 Letter Size double sides Handwriting Cheat Sheet
- Short Answer Questions
 - Design, Proof, Programming
- <https://www.uta.edu/administration/registrar/calendars/final-exams>