Going Imperative

PURE VS. IMPURE FEATURES

- Pure features
  - Functional abstraction/composition
  - Basic types – booleans, numbers
  - Structured types – tuples, records, sums, lists
  - Forms the backbone of most languages
- Impure features
  - Assignment to mutable variables – reference cells, arrays, etc.
  - Input/output of files
  - Non-local transfer of controls – jumps, exception handling, etc.
  - Also called "side effects," - in most practical languages

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A TYPICAL IMPERATIVE PROGRAM

- Factorial of n:

```
int factorial(int n) {
  int x := 1;
  while (n>1) do
        x := x * n;
        n := n -1;
  endwhile;
  return x;
}
```

IMPERATIVE FEATURES

- Variable references and assignments
  - x := 1
  - x denotes a memory location (a reference) which stores value 1
- Sequencing

  x := x * n;

  n := n -1

  - A sequence of commands
  - Procedure composition
  - Recall in lambda-calculus: function composition
    - E.g. (\p. p tru) (\b. b v w)
- Loops
  - while (n>1) do …

REFERENCES AND ASSIGNMENTS

- In pure lambda calculus, variable x is mapped to a value, e.g., 1 (or \w.w w) directly.
- In imperative lambda calculus (or lambda with references), we have a variable y whose value is a reference (or pointer/address) to a mutable memory cell which currently stores 1.
  - E.g. y → 0x0000ffff, 0x0000ffff → 1
- To assign another value to y:
  - y := 5
- To dereference y:
  - !y gives the current content 5.
- To create a new reference y (allocation):
  - y = ref 1.
  (at this point y is mapped to a new address which contains 1)

SIMPLY-TYPED LAMBDA CALCULUS WITH REFERENCES (SYNTAX)

e ::=	**Expressions:**
x	variables
| \x: t .e	abstraction
| (e1 e2)	application
| let x = e1 in e2	let expression
| ref e	reference creation
| !e	dereference
| e1 := e2	assignment
| l	store location
| ()	unit (constant)
v ::=	**Values:**
\x:t . e	abstraction value
| l	store location value
| ()	unit value

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QUIZ

- Which of the following constructs will never show up in your imperative lambda calculus program?

  A) e1 := e2

  B) !e

  C) l

  D) ref e

REFERENCES (MACHINE STATE)

- Extend the Op semantics with "memory store":

$$M ::= .\ |\ M, l \mapsto v$$

  M is a *partial function* from location to values;
  l is a location that indexes into the store M.
- Evaluation rules now have this form:

$$(M, e) \rightarrow (M', e')$$

- (M, e) is a "Machine state".
- Define $M[l \mapsto v]$ (update of store):

$$.[l \mapsto v] = l \mapsto v$$

$$(M, l' \mapsto v')[l \mapsto v] = M, l \mapsto v \qquad \text{if } l = l'$$

$$\text{or } M[l' \mapsto v'], l \mapsto v \quad \text{if } l\ != l'$$

REFERENCES (OPERATIONAL SEMANTICS)

$$\frac{(M, e_1) \rightarrow (M', e_1')}{(M, (e_1 \; e_2)) \rightarrow (M', (e_1' \; e_2))} \; (E\text{-}App1) \qquad \frac{(M, e_2) \rightarrow (M', e_2')}{(M, (v_1 \; e_2)) \rightarrow (M', (v_1 \; e_2'))} \; (E\text{-}App2)$$

$$\frac{}{(M, (\backslash x : t.\, e_1) \; v_2) \rightarrow (M, e_1[v_2/x])} \; (E\text{-}AppAbs)$$

$$\frac{(M, e_1) \rightarrow (M', e_1')}{(M, \text{let } x = e_1 \text{ in } e_2)) \rightarrow (M', \text{let } x = e_1' \text{ in } e_2)} \; (E\text{-}Let1)$$

$$\frac{}{(M, \; \text{let } x = v_1 \text{ in } e_2)) \rightarrow (M, e_2[v_1/x])} \; (E\text{-}Let2)$$

REFERENCES (OPERATIONAL SEMANTICS, CONT'D)

$$\frac{(M, e) \rightarrow (M', e')}{(M, \text{ref } e) \rightarrow (M', \text{ref } e')} \text{ (E - Ref)} \qquad \frac{l \notin \text{dom}(M)}{(M, \text{ref } v) \rightarrow ((M, l \mapsto v), l)} \text{ (E–RefV)}$$

$$\frac{(M, e) \rightarrow (M', e')}{(M, !e) \rightarrow (M', !e')} \text{ (E - DeRef)} \qquad \frac{}{(M, !l) \rightarrow (M, M(l))} \text{ (E - DeRefLoc)}$$

$$\frac{(M, e_1) \rightarrow (M', e_1')}{(M, e_1 := e_2) \rightarrow (M', e_1' := e_2)} \text{ (E - Assign1)} \qquad \frac{(M, e_2) \rightarrow (M', e_2')}{(M, v_1 := e_2) \rightarrow (M', v_1 := e_2')} \text{ (E - Assign2)}$$

$$\frac{}{(M, l := v) \rightarrow (M[l \mapsto v], ())} \text{ (E - Assign)}$$

QUIZ

Which one of the following is updating the store M?

A) $M, l \mapsto v$

B) $M[l \mapsto v]$

REFERENCES (TYPING)

- We define the typing relation for memory store as Σ (or Si):

$$\Sigma ::= . \mid \Sigma, l : t \quad (t \text{ is the type of value stored at } l)$$

- Our new typing judgment:

$$\Sigma; \Gamma \vdash e : t$$

- Types: $t ::= .. \mid unit \mid t\ ref$

$$\frac{}{\Sigma; \Gamma \mid - x : \Gamma(x)} \text{(T-Var)} \qquad \frac{\Sigma; \Gamma, x : t_1 \mid - e : t_2}{\Sigma; \Gamma \mid - \lambda x : t_1.e : t_1 \to t_2} \text{(T-Abs)}$$

$$\frac{\Sigma; \Gamma \mid - e_1 : t_1 \to t_2 \quad \Sigma; \Gamma \mid - e_2 : t_1}{\Sigma; \Gamma \mid - e_1\ e_2 : t_2} \text{(T-App)} \qquad \frac{}{\Sigma; \Gamma \mid - () : unit} \text{(T-Unit)}$$

$$\frac{\Sigma(l) = t}{\Sigma; \Gamma \mid - l : t\ ref} \text{(T-Loc)} \qquad \frac{\Sigma; \Gamma \mid - e : t}{\Sigma; \Gamma \mid - ref\ e : t\ ref} \text{(T-Ref)}$$

$$\frac{\Sigma; \Gamma \mid - e : t\ ref}{\Sigma; \Gamma \mid - !e : t} \text{(T-Deref)} \qquad \frac{\Sigma; \Gamma \mid - e_1 : t\ ref \quad \Sigma; \Gamma \mid - e_2 : t}{\Sigma; \Gamma \mid - e_1 := e_2 : unit} \text{(T-Assign)}$$

SEQUENCE

- Assignment returns unit type: doesn't seem to be useful!
- Sequence gives a string of state changes:

$$x := 3; y := 2; z := 1; \dots$$

- Syntax:

$$e ::= \dots \mid e_1 ; e_2$$

- Evaluation:

$$\frac{(M, e_1) \rightarrow (M', e_1')}{(M, e_1; e_2) \rightarrow (M', e_1'; e_2)} \ (E\text{-}Seq1) \qquad \frac{}{(M, (); e) \rightarrow (M, e)} \ (E\text{-}Seq2)$$

- Typing:

$$\frac{\Sigma; \Gamma \mid - e_1 : unit \quad \Sigma; \Gamma \mid - e_2 : t}{\Sigma; \Gamma \mid - e_1; e_2 : t} \ (T\text{-}Var)$$

EXAMPLE EVALUATIONS

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

TYPE SAFETY

Definition: A store M is well typed under typing context Γ and store typing Σ, written as

$$\Sigma; \Gamma \vdash M,$$

if dom(M)=dom(Σ) and $\Sigma; \Gamma \vdash M(l) : \Sigma(l)$ for all $l \in$ dom(M).

Lemma 1 (weakening). If $\Sigma; \Gamma \vdash e : t$, and $l \notin$ Dom (Σ), then $\Sigma, l : t; \Gamma \vdash e : t$.

Proof: By induction on the derivation of $\Sigma; \Gamma \vdash e: t$

The following says replacing the content of a cell with a new value of appropriate type doesn't change the type of the store.

Lemma 2. If $\Sigma; \Gamma \vdash M$, $\Sigma(l) = t$, $\Sigma; . \vdash v: t$, then $\Sigma; \Gamma \vdash M[l \mapsto v]$.

Proof: Immediate from the above definition of store typing.

TYPE SAFETY (CONT'D)

Preservation Theorem. If $\Sigma;\Gamma \vdash e : t$, $\Sigma;\Gamma \vdash M$, and $(M, e) \rightarrow (M', e')$, then for some $\Sigma' \supseteq \Sigma$, $\Sigma';\Gamma \vdash e' : t$, $\Sigma';\Gamma \vdash M'$.

($\Sigma' \supseteq \Sigma$ *means Σ' agrees with Σ on all the old locations.*)

Proof: Exercise.

Progress Theorem. If e is closed and well-typed (i.e. $\Sigma; . \vdash e : t$ for some Σ and t), then either e is a value or for any store M such that $\Sigma; . \vdash M$, there exists an expression e' and store M', such that $(M, e) \rightarrow (M', e')$.

Proof: Exercise.

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WHILE LOOP

- Loops are essential in imperative programs:

    while (!n>1) do

        x := !x * !n;

        n := !n -1

- Syntax:

    e::= ... | while e1 do e2

- Evaluation:

$$\frac{}{(M, \text{while } e_1 \text{ do } e_2) \rightarrow (M, \text{if } e_1 \text{ then } (e_2 ; \text{while } e_1 \text{ do } e_2) \text{ else } ())} \quad (E \text{ - While})$$

- Typing:

$$\frac{\Sigma; \Gamma \mid -e_1 : \text{bool} \quad \Sigma; \Gamma \mid -e_2 : \text{unit}}{\Sigma; \Gamma \mid - \text{while } e_1 \text{ do } e_2 : \text{unit}} \quad (T \text{ - While})$$

FACTORIAL (IMPERATIVE STYLE)

let **factorial** =
  λn. let m = ref n
        in
            let x = ref 1
            in
              (while (!m >1) do
                    x := !x * !m;
                    m := !m -1);
            !x
  in **factorial** 10
- The above program computes 10!

EXCEPTION HANDLING

- Real world programs need to deal with errors and exceptions.
- When exception happens, we can
  1. Abort the program, or
  2. Transfer control to an exception handler defined in the program
- We will look at this two cases in turn and then refine both mechanisms to allow extra programmer defined data to be passed from exception sites to handlers.

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RAISING EXCEPTION AND ABORT THE PROGRAM

- We add a new expression error, which aborts the evaluation of the whole program.
- **Syntax:**

  e ::= … | error   (run-time error)

- **Evaluation:**

$$\frac{}{\text{error } e \ \to \text{error}} \ (E\text{-}AppErr1) \qquad\qquad \frac{}{v \ \text{error} \ \to \text{error}} \ (E\text{-}AppErr2)$$

When exceptions happens, evaluation return error itself.

error is only an expression and **not a value** so above two rules don't overlap:

(\x:int . 0) error → error

We can think of this as "unwinding" application call stack, discarding intermediate computations.

RAISING EXCEPTION (TYPING)

○ **Typing:**

$$\frac{}{\Gamma|\text{- error : t}} \quad \text{(T-Error)}$$

○ t can be any type:
  - (\x:bool . x) error   error: bool
  - (\x:bool . x) (error true)   error: bool → bool

○ This breaks the uniqueness lemma!
  - Solutions: subtyping, or polymorphic types (introduced later)

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HANDLING EXCEPTION

○ **Syntax:**

$$e ::= \dots$$
$$| \text{ try } e_1 \text{ with } e_2 \qquad \text{(trap errors)}$$

○ **Evaluation:**

$$\frac{}{\text{try } v \text{ with } e \to v} \, (E\text{-}TryV) \qquad\qquad \frac{}{\text{try error with } e \to e} \, (E\text{-}TryError)$$

$$\frac{e_1 \to e_1'}{\text{try } e_1 \text{ with } e_2 \to \text{try } e_1' \text{ with } e_2} \, (E\text{-}Try)$$

○ **Typing:**

$$\frac{\Gamma \,|- e_1 : t \quad \Gamma \,|- e_2 : t}{\Gamma \,|\text{- try } e_1 \text{ with } e_2 : t} \, (T\text{-}Try)$$

RAISING EXCEPTIONS WITH VALUES

- It's sometimes useful to pass values from the error site to the handler: e.g.,

    raise RUN_TIME_ERR

  where RUN_TIME_ERR can be a complex structure.

Syntax:

  e::= …

  | raise e   (raise exception)

Evaluation:

$$\frac{}{(\text{raise } v) \; e \; \rightarrow \text{raise } v} \; \text{(E-AppRaise1)} \qquad \frac{}{v_1 \; (\text{raise } v_2) \; \rightarrow \text{raise } v_2} \; \text{(E-AppRaise2)}$$

$$\frac{e \rightarrow e'}{\text{raise } e \; \rightarrow \text{raise } e'} \; \text{(E-Raise)} \qquad \frac{}{\text{raise } (\text{raise } v) \; \rightarrow \text{raise } v} \; \text{(E-RaiseRaise)}$$

RAISING EXCEPTIONS WITH VALUES (CONT'D)

$$\frac{}{\text{try v with e} \rightarrow \text{v}} \text{ (E-RaiseV)} \qquad \frac{}{\text{try raise v with e} \rightarrow \text{e v}} \text{ (E-TryRaise)}$$

$$\frac{e_1 \rightarrow e_1'}{\text{try } e_1 \text{ with } e_2 \rightarrow \text{try } e_1' \text{ with } e_2} \text{ (E-Try)}$$

- Typing:

$$\frac{\Gamma \vdash e : t_{exn}}{\Gamma \vdash \text{raise e} : t} \text{ (T-Raise)} \qquad \frac{\Gamma \vdash e_1 : t \quad \Gamma \vdash e_2 : t_{exn} \rightarrow t}{\Gamma \vdash \text{try } e_1 \text{ with } e_2 : t} \text{ (T-Try)}$$

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SEVERAL CHOICES OF T$_{EXN}$

- t_{exn} = nat:
  - Numeral error code (similar to errno).
  - 0 being success.
  - Need to look up a table for the code.

- t_{exn} = string:
  - Avoids look-up
  - Display a message
  - Handler might have to parse the string

- t_{exn} = <divisionByZero: unit,
             overflow: unit,
             fileNotFound: string,
             …>
  - Labeled Variant type
  - Allow handler to distinguish between different type of exceptions
  - Different except can carry different type of information
  - Inflexible: not programmer-defined

- Extensible variant type: exn (in ML)
- Java Exception Class: using sub-classes
  - Exception extends Throwable
  - Any instance of Exception is a user-defined exception class