Lecture 11 – Mutable Variables

COSE212: Programming Languages

Jihyeok Park



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- Mutation makes it possible to change the state of a program by updating the contents of a data structure or a variable.
 - Mutable data structures
 - Mutable variables

Recall



- Mutation makes it possible to change the state of a program by updating the contents of a data structure or a variable.
 - Mutable data structures
 - Mutable variables
- Mutable Data Structures Mutable Boxes
- BFAE FAE with Mutable Boxes
 - Evaluation with Memories

Recall



- Mutation makes it possible to change the state of a program by updating the contents of a data structure or a variable.
 - Mutable data structures
 - Mutable variables
- Mutable Data Structures Mutable Boxes
- BFAE FAE with Mutable Boxes
 - Evaluation with Memories
- In this lecture, we will learn Mutable Variables
- MFAE FAE with Mutable Variables
 - Concrete and Abstract Syntax
 - Interpreter and Natural Semantics

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- MFAE FAE with Mutable Variables
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- 3. Interpreter and Natural Semantics for MFAE
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 Interpreter and Natural Semantics
 Mutable Variable
 Identifier Lookup
 Function Application
- 4. Call-by-Value vs. Call-by-Reference

Assignment

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Mutable Variables



A **mutable variable** is a variable whose value can be changed after its initialization.

Mutable Variables



A **mutable variable** is a variable whose value can be changed after its initialization.

Let's define mutable variables in Scala:

```
// A mutable variable `x` of type `Int` with 1
var x: Tnt = 1
// We can reassign a mutable variable `x`
x = 2
            // x == 2
x + 2
             //2 + 2 == 4 : Int
// The function `f` is impure because it uses a mutable variable `y`
var y: Int = 1
def f(x: Int): Int = x + y
f(5)
       //5 + 1 == 6 : Int.
v = 3
f(5)
             // 5 + 3 == 8 : Int
```

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Now, let's extend FAE into MFAE to support **mutable variables**.

```
/* MFAE */
var x = 5;
x; // 5
x = 8;
x // 8
```

```
/* MFAE */
var y = 1;
var f = x => { x = x + y; x * x };
f(5); // (5 + 1) * (5 + 1) = 36
y = 3;
f(5) // (5 + 3) * (5 + 3) = 64
```

For MFAE, we need to extend expressions of FAE with

- mutable variables (var) rather than immutable variables (val)
 (all variables, including parameters, are mutable in MFAE)
- **2** assignment (=) (right-associative: e.g., x = y = e is equivalent to x = (y = e))
- **3 sequence** of expressions

Concrete Syntax



For MFAE, we need to extend expressions of FAE with

- mutable variables (var) rather than immutable variables (val) (all variables, including parameters, are mutable in MFAE)
- 2 assignment (=) (right-associative: e.g., x=y=e is equivalent to x=(y=e))
- 3 sequence of expressions





Let's define the **abstract syntax** of MFAE in BNF:

```
enum Expr:
...
// mutable variable definition
case Var(name: String, init: Expr, body: Expr)
// variable assignment
case Assign(name: String, expr: Expr)
// sequence
case Seq(left: Expr, right: Expr)
```

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Evaluation with Memories



We can represent mutable variables by assigning different **addresses** to each variable in the environment and storing their values in the **memory**.





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Let's see how to evaluate the following MFAE expression:

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/* MFAE */
var x = 5;
x;
x = 8;
x
```





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/* MFAE */
var x = 5;
x;
x = 8;
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Evaluation with Memories



We can represent mutable variables by assigning different **addresses** to each variable in the environment and storing their values in the **memory**.

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Evaluation with Memories



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Let's see how to evaluate the following MFAE expression:

```
\sigma = \begin{bmatrix} & & & \\ & \mathbf{x} \mapsto a_0 & & \\ & & \end{bmatrix}
A : a_0 \quad a_1 \quad a_2 \quad a_3 \quad \dots
M = \begin{bmatrix} 8 & & & & \\ & & & & \\ \end{bmatrix} \quad \dots
```





```
/* MFAE */
var y = 1;
var f = x => {
  x = x + y;
  x * x
};
f(5);
y = 3;
f(5)
```





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/* MFAE */
var y = 1;
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    x = x + y;
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\sigma = \begin{bmatrix} \\ y \mapsto a_0 \end{bmatrix}
A : a_0 \ a_1 \ a_2 \ a_3 \ \dots
M = \boxed{1} \ \boxed{\dots}
```





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/* MFAE */
var y = 1;
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\sigma = \begin{bmatrix} & & & & \\ & y \mapsto a_0 & \\ & f \mapsto a_1 & & \\ \end{bmatrix}
A : a_0 \quad a_1 \quad a_2 \quad a_3 \quad \dots
M = \begin{bmatrix} 1 & v & & & \dots \end{bmatrix}
```

where
$$v = \langle \lambda \mathbf{x}.(\mathbf{x} = \mathbf{x} + \mathbf{y}; \mathbf{x} * \mathbf{x}), [\mathbf{y} \mapsto a_0] \rangle$$





```
/* MFAE */
var y = 1;
var f = x => {
    x = x + y;
    x * x
};
f(5);
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f(5)
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```
\sigma = \begin{bmatrix} y \mapsto a_0 \\ x \mapsto a_2 \end{bmatrix}
A : a_0 \quad a_1 \quad a_2 \quad a_3 \quad \dots
M = \boxed{1 \quad v \quad 5 \quad \dots}
```

where
$$v = \langle \lambda \mathbf{x}.(\mathbf{x} = \mathbf{x} + \mathbf{y}; \mathbf{x} * \mathbf{x}), [\mathbf{y} \mapsto a_0] \rangle$$





```
/* MFAE */
var y = 1;
var f = x => {
    x = x + y; /* 5 + 1 */
    x * x
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f(5);
y = 3;
f(5)
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\sigma = \begin{bmatrix} y \mapsto a_0 \\ x \mapsto a_2 \end{bmatrix}

A : a_0 \quad a_1 \quad a_2 \quad a_3 \quad \dots

M = \boxed{1 \quad v \quad 6 \quad \dots}
```

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A : a_0 \quad a_1 \quad a_2 \quad a_3 \quad \dots
M = \begin{bmatrix} 3 & v & 6 & 5 & \dots \end{bmatrix}
```

where
$$v = \langle \lambda \mathbf{x}.(\mathbf{x} = \mathbf{x} + \mathbf{y}; \mathbf{x} * \mathbf{x}), [\mathbf{y} \mapsto a_0] \rangle$$





```
/* MFAE */
var y = 1;
var f = x => {
    x = x + y; /* 5 + 3 */
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f(5); /* 36 */
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```

```
\sigma = \begin{bmatrix} y \mapsto a_0 \\ x \mapsto a_3 \end{bmatrix}
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\sigma = \begin{bmatrix} & & & \\ & y \mapsto a_0 & \\ & f \mapsto a_1 & \\ & \end{bmatrix}
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For MFAE, we need to 1) implement the **interpreter** with environments and **memories** by passing the updated memory in the result:

```
def interp(expr: Expr, env: Env, mem: Mem): (Value, Mem) = ???
```

```
type Env = Map[String, Addr]
type Addr = Int
type Mem = Map[Addr, Value]
```

```
enum Value:
   case NumV(n: BigInt)
   case CloV(p: String, b: Expr, e: Env)
```





For MFAE, we need to 1) implement the **interpreter** with environments and **memories** by passing the updated memory in the result:

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```
type Env = Map[String, Addr]
type Addr = Int
type Mem = Map[Addr, Value]
enum Value:
    case NumV(n: BigInt)
    case CloV(p: String, b: Expr, e: Env)
```

and 2) define the **natural semantics** with environments and **memories** by passing the updated memory in the result:

$$\sigma, M \vdash e \Rightarrow v, M$$

$$\begin{array}{lll} \text{Environments} & \sigma & \in \mathbb{X} \xrightarrow{\text{fin}} \mathbb{A} & (\texttt{Env}) \\ \text{Addresses} & a & \in \mathbb{A} & (\texttt{Addr}) \\ \text{Memories} & M & \in \mathbb{A} \xrightarrow{\text{fin}} \mathbb{V} & (\texttt{Mem}) \end{array}$$

Mutable Variable



```
def interp(expr: Expr, env: Env, mem: Mem): (Value, Mem) = expr match
    ...
    case Var(name, init, body) =>
      val (iv, imem) = interp(init, env, mem)
    val addr = malloc(imem)
    interp(body, env + (name -> addr), imem + (addr -> iv))
```

$$\sigma, M \vdash e \Rightarrow v, M$$

$$\operatorname{Var} \frac{ \begin{matrix} \sigma, M \vdash e_1 \Rightarrow v_1, M_1 \\ \sigma[x \mapsto a], M_1[a \mapsto v_1] \vdash e_2 \Rightarrow v_2, M_2 \end{matrix} }{ \sigma, M \vdash \operatorname{var} \ x = e_1; \ e_2 \Rightarrow v_2, M_2 }$$

We learned one way to implement malloc in the previous lecture:

```
def malloc(mem: Mem): Addr = mem.keySet.maxOption.fold(0)(_ + 1)
```

Identifier Lookup



```
def interp(expr: Expr, env: Env, mem: Mem): (Value, Mem) = expr match
    ...
    case Id(name) => (mem(lookupId(env, name)), mem)

def lookupId(env: Env, name: String): Addr =
    env.getOrElse(name, error(s"free identifier: $name"))
```

$$\sigma, M \vdash e \Rightarrow v, M$$

$$\operatorname{Id} \frac{x \in \operatorname{Domain}(\sigma)}{\sigma, M \vdash x \Rightarrow M(\sigma(x)), M}$$

Function Application



```
def interp(expr: Expr, env: Env, mem: Mem): (Value, Mem) = expr match
...

case App(fun, arg) =>
  val (fv, fmem) = interp(fun, env, mem)
  fv match
    case CloV(param, body, fenv) =>
     val (av, amem) = interp(arg, env, fmem)
    val addr = malloc(amem)
    interp(body, fenv + (param -> addr), amem + (addr -> av))
    case _ =>
     error(s"not a function: ${fv.str}")
```

$$\sigma, M \vdash e \Rightarrow v, M$$

$$\operatorname{App} \frac{ \begin{array}{ccc} \sigma, M \vdash e_1 \Rightarrow \langle \lambda x. e_3, \sigma' \rangle, M_1 & \sigma, M_1 \vdash e_2 \Rightarrow v_2, M_2 \\ a \notin \operatorname{Domain}(M_2) & \sigma'[x \mapsto a], M_2[a \mapsto v_2] \vdash e_3 \Rightarrow v_3, M_3 \\ \hline \sigma, M \vdash e_1(e_2) \Rightarrow v_3, M_3 \end{array} }$$

Assignment



```
def interp(expr: Expr, env: Env, mem: Mem): (Value, Mem) = expr match
    ...
    case Assign(name, expr) =>
      val (ev, emem) = interp(expr, env, mem)
      (ev, emem + (lookupId(env, name) -> ev))
```

$$\sigma, M \vdash e \Rightarrow v, M$$

$$\texttt{Assign} \ \frac{\sigma, M \vdash e \Rightarrow v, M' \qquad x \in \mathsf{Domain}(\sigma)}{\sigma, M \vdash x = e \Rightarrow v, M'[\sigma(x) \mapsto v]}$$

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The current semantics of MFAE is based on the **call-by-value (CBV)** evaluation strategy, because the argument expression is always evaluated and the result **value** is passed to the parameter.



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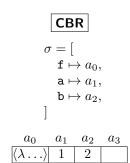


The current semantics of MFAE is based on the **call-by-value (CBV)** evaluation strategy, because the argument expression is always evaluated and the result **value** is passed to the parameter.

```
\begin{array}{c|c} \textbf{CBV} \\ \sigma = [\\ \textbf{f} \mapsto a_0, \\ \textbf{a} \mapsto a_1, \\ \textbf{b} \mapsto a_2, \\ \end{bmatrix}

\begin{array}{c|c} a_0 & a_1 & a_2 & a_3 & a_4 & a_5 \\ \hline \langle \lambda \ldots \rangle & 1 & 2 & & \\ \end{array}
```

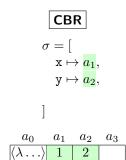
```
/* MFAE */
var f = x => y => {
  var t = x;
  x = y;
  y = t;
};
var a = 1;
var b = 2;
f(a)(b); a; b
```





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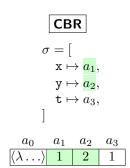
```
/* MFAE */
var f = x => y => { *
  var t = x;
  x = y;
  y = t;
};
var a = 1;
var b = 2;
f(a)(b); a; b
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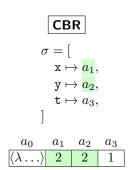
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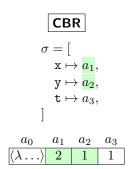
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  y = t;
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var f = x => y => {
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  x = y;
  y = t;
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var a = 1;
var b = 2;
f(a)(b); a; b
```

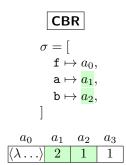


 a_5



The current semantics of MFAE is based on the **call-by-value (CBV)** evaluation strategy, because the argument expression is always evaluated and the result **value** is passed to the parameter.

```
/* MFAE */
var f = x => y => {
  var t = x;
  x = y;
  y = t;
};
var a = 1;
var b = 2;
f(a)(b); a; b
```







We can define the semantics of MFAE with the **call-by-reference (CBR)** evaluation strategy by adding the following case:

```
def interp(expr: Expr, env: Env, mem: Mem): (Value, Mem) = expr match
  case App(fun, arg) =>
    val (fv, fmem) = interp(fun, env, mem)
    fy match
      case CloV(param, body, fenv) => arg match
        case Id(name) =>
          val addr = lookupId(env, name)
          interp(body, fenv + (param -> addr), fmem)
        case _ => ...
      case _ => error(s"not a function: ${fv.str}")
    . . .
```

$$\operatorname{App}_x \frac{\sigma, M \vdash e_1 \Rightarrow \langle \lambda x'. e_2, \sigma' \rangle, M_1}{\sigma'[x' \mapsto \sigma(x)], M_1 \vdash e_2 \Rightarrow v_2, M_2}{\sigma, M \vdash e_1(x) \Rightarrow v_2, M_2}$$

Exercise #7



https://github.com/ku-plrg-classroom/docs/tree/main/cose212/mfae

- Please see above document on GitHub:
 - Implement interp function.
 - Implement interpCBR function.
- It is just an exercise, and you don't need to submit anything.
- However, some exam questions might be related to this exercise.

Summary



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Interpreter and Natural Semantics
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Identifier Lookup

Function Application

Assignment

4. Call-by-Value vs. Call-by-Reference

Next Lecture



• Garbage Collection

Jihyeok Park
 jihyeok_park@korea.ac.kr
https://plrg.korea.ac.kr