

# CS 496: Makeup Homework Assignment 7

## Due: 2 May 2018, 11:55pm

### 1 Assignment Policies

**Collaboration Policy.** This assignment may be solved in groups of up to two students.

**Under absolutely no circumstances code can be exchanged between students.** Excerpts of code presented in class can be used.

**Assignments from previous offerings of the course must not be re-used.** Violations will be penalized appropriately.

**Makeup Policy.** This assignment is optional, you are not required to hand it in. If you do, it will help contribute towards your grade. It has two parts: interpreter and type-checker. The interpreter is worth 100 points (i.e. full marks); the type-checker is extra-credit (extra 50 points). If you correctly implement both parts you obtain 150 points. If you obtain a grade lower than your current overall average for assignments, then it will not be computed. Hence there is no reason to give it a try!

### 2 Assignment

This is an optional makeup assignment. In this assignment you are asked to extend the interpreter for EXPLICIT-REFS to support *Algebraic Data Types*. The new language is called ADT. You shall be given the grammar for this language as part of the stub; you have to concentrate on two things:

- Implement the interpreter.
- Implement the type-checker.

### 3 The ADT

The new grammar is:

$\langle \text{Expression} \rangle ::= \dots$   
 $\quad \quad \quad | \quad \langle \text{Identifier} \rangle < \{ \langle \text{Expression} \rangle^* \} >$   
 $\quad \quad \quad | \quad \text{case } \langle \text{Expression} \rangle \text{ of } \{ \{ \langle \text{Branch} \rangle \}^+ \}$   
 $\quad \quad \quad | \quad \text{type } \langle \text{Identifier} \rangle = \{ | \langle \text{Identifier} \rangle ( \{ \langle \text{Type} \rangle \}^* ) \}^*$

$\langle \text{Branch} \rangle \quad \quad | \quad \langle \text{Identifier} \rangle < \{ \langle \text{Identifier} \rangle \}^* > \rightarrow \langle \text{Expression} \rangle$

$\langle \text{Type} \rangle \quad \quad ::= \dots$   
 $\quad \quad \quad | \quad \langle \text{Identifier} \rangle$

Examples of programs:

```

1 Node<3,Nil<>,Nil<>>
2
3 type treeInt =
4   | Nil<>
5   | Node<int,treeInt,treeInt>
6
7 let getRoot =
8   proc (t:treeInt) {
9     case t of {
10       Nil -> error
11       Node<x,y,z> -> x
12     } }
13 in (getRoot (Node<1,Nil,Nil>))
14
15 begin
16   type treeInt =
17     | Nil
18     | Node<int,treeInt,treeInt>;
19   let isEmpty=
20     proc(t:treeInt) {
21       case t of {
22         Nil -> zero?(0)
23         Node<x,y,z> -> zero?(1)
24       } }
25   in (isEmpty (Node<1,Nil,Nil>))
26 end
27
28
29 begin
30   type treeInt =
31     | Nil
32     | Node<int,treeInt,treeInt>;
33   letrec ((int -> int) -> treeInt) mapT(t:treeInt) =
34     proc (f:(int -> int)) {
35       case t of {
36         Nil -> Nil
37         Node<x,y,z> ->
38           Node<(f x), ((mapT y) f), ((mapT z) f)>
39       } }
40   in ((mapT (Node<2,Nil,Nil>)) (proc(x:int) {x+1}))
41 end

```

Here is an example of the AST produced by one of the above mentioned examples:

```

1  utop # parse "
2  let getRoot =
3      proc (t:treeInt) {
4          case t of {
5              Nil -> error
6              Node<x,y,z> -> x
7          } }
8  in (getRoot (Node<1,Nil,Nil>))";;
9
10
11 AProg
12 (Let ("getRoot",
13     Proc ("t", UserType "treeInt",
14         Case (Var "t",
15             [Branch ("Nil", [], Var "error");
16              Branch ("Node", ["x"; "y"; "z"], Var "x")])),
17     App (Var "getRoot",
18         Variant ("Node", [Int 1; Variant ("Nil", []); Variant ("Nil", [])]))))

```

## 4 The Interpreter

Implement the interpreter. The new run-time values are *tagged-variant values*, sometimes also called tagged-union values:

```

1  type exp_val =
2  | NumVal of int
3  | BoolVal of bool
4  | ProcVal of string*Ast.expr*env
5  | UnitVal
6  | RefVal of int
7  | TaggedVariantVal of string*exp_val list

```

Regarding the evaluation of the new expressions, first note that the `type` construct has no run-time behavior and hence may be ignored by the interpreter (returning `UnitVal`). The other two productions of the new grammar will require your attention.

Examples of program evaluation are:

```

1  utop # interp " Node<3,Nil<>,Nil<>>";;
2  - : exp_val =
3  TaggedVariantVal ("Node",
4  [NumVal 3; TaggedVariantVal ("Nil", []); TaggedVariantVal ("Nil", [])])
5
6  interp "
7  type treeInt =
8      | Nil<>
9      | Node<int,treeInt,treeInt>;;
10 - : exp_val = UnitVal
11
12 utop # interp "
13 begin
14     type treeInt =
15         | Nil
16         | Node<int,treeInt,treeInt>;
17     letrec ((int -> int) -> treeInt) mapT(t:treeInt) =
18         proc (f:(int -> int)) {
19             case t of {

```

```

20         Nil -> Nil
21         Node<x,y,z> ->
22             Node<(f x), ((mapT y) f), ((mapT z) f)>
23     } }
24     in ((mapT (Node<2,Nil,Nil>)) (proc(x:int) {x+1}))
25 end";;
26 - : exp_val =
27 TaggedVariantVal ("Node",
28 [NumVal 3; TaggedVariantVal ("Nil", []); TaggedVariantVal ("Nil", [])])

```

## 5 The Type-Checker

Implement the type-checker. Below are the typing rules that you should use as a guideline. We first introduce some notation that will be used in the typing rules.

### 5.1 Preliminaries

We use the letter  $\Sigma$  to denote an environment of type declarations and call it a *type declaration environment*. Each type declaration in  $\Sigma$  is represented as a pair  $(id, cs)$  where  $id$  is the name of the user defined type and  $cs$  is the list of all its constructors together with their types. For example,  $\Sigma$  could be:

$$\{(\text{treeInt}, [(\text{Nil}, []); (\text{Node}, [\text{int}; \text{treeInt}; \text{treeInt}])]), (\text{daysOfWeek}, [(\text{Monday}, []); \dots; (\text{Sunday}, [])])\}$$

The expression  $\Sigma(\text{treeInt})$  denotes a function that returns the types of the arguments of the constructors. For example,  $\Sigma(\text{treeInt})(\text{Node}) = [\text{int}; \text{treeInt}; \text{treeInt}]$ .

We assume each constructor is unique. We write  $\Sigma^{-1}(C)$  for the type of constructor  $C$ . For example,  $\Sigma^{-1}(\text{Node}) = \text{treeInt}$ .

### 5.2 Typing rules

Below we assume that  $\Sigma$  contains the type declarations of the entire program that is to be typed. Thus typing judgements take the form (notice the new component  $\Sigma$ ):

$$\text{tenv} \vdash_{\Sigma} e :: t$$

where  $\text{tenv}$  is a type environment,  $e$  is an expression,  $t$  is a type and  $\Sigma$  is a type declaration environment. In your implementation, you would store them in an additional argument to `type_of_expr`, namely a hash table that maps type names to their declarations. Every time you see a declaration, you would then add it to the table.

$$\begin{array}{c}
 \frac{\Sigma^{-1}(C) = t \quad \Sigma(t)(C) = (t_1, \dots, t_m) \quad m = n \quad \text{tenv} \vdash_{\Sigma} e_i :: t_i}{\text{tenv} \vdash_{\Sigma} C\langle e_1, \dots, e_n \rangle :: t} \text{T-Constructor} \\
 \\
 \frac{\text{tenv} \vdash_{\Sigma} e :: t \quad \Sigma(t) = \{C_1, \dots, C_m\} \quad \forall i \in 1 \dots m. \text{ if } \Sigma(t)(C_i) = \vec{t_i} \text{ then } [x_i := \vec{t_i}] \text{tenv} \vdash_{\Sigma} e_i :: s}{\text{tenv} \vdash_{\Sigma} \text{case } e \text{ of } \{ C_1\langle \vec{x_1} \rangle \rightarrow e_1 \quad \dots \quad C_m\langle \vec{x_m} \rangle \rightarrow e_m \} :: s} \text{T-Case}
 \end{array}$$

## 6 Submission instructions

Submit a file named `HW6_<SURNAME>.zip` through Canvas which includes all the source files required to run the interpreter and type-checker. Please include the names of the members of the team in the file `top.scm`.