## Quiz-4 CS618

Duration: 45 Minutes Max Marks: 50

- Write your name and roll number on the question paper and the answer book.
- No explanations will be provided. In case of a doubt, make suitable assumptions and justify.
- There are 2 questions on 2 pages.

## **Useful Definitions**

• Simply Typed  $\lambda$ -terms

• The Set of Values

$$v := \lambda x : T. t - Abstraction Value$$

• The Evaluation Rules

$$\frac{t_1 \rightarrow t_1'}{t_1 \ t_2 \rightarrow t_1' \ t_2} \tag{E-App1}$$

$$\frac{\mathsf{t}_2 \to \mathsf{t}_2'}{v \; \mathsf{t}_2 \to v \; \mathsf{t}_2'} \tag{E-App2}$$

$$(\lambda x: T_1. t_1)v_2 \to [x \mapsto v_2]t_1$$
 (E-APPABS)

• The Typing Rules

$$\frac{\Gamma, x: T_1 \vdash \mathsf{t}_2: T_2}{\Gamma \vdash \lambda x: T_1. \; \mathsf{t}_2: T_1 \to T_2} \tag{T-Abs}$$

$$\frac{x:T\in\Gamma}{\Gamma\vdash x:T} \tag{T-Var}$$

$$\frac{\Gamma \vdash \mathsf{t}_1 : T_1 \to T_2 \qquad \Gamma \vdash \mathsf{t}_2 : T_1}{\Gamma \vdash \mathsf{t}_1 \; \mathsf{t}_2 : T_2} \tag{T-App}$$

- 1. (20 Marks) For each of the term t below, find the types  $T_1, T_2$ , etc. such that t has a valid type T. If such a type can not be found, show why.<sup>1</sup>
  - $\lambda x : T_1 \ y : T_2 . \ x \ y$
  - $\lambda x : T_1 \ y : T_2 . \ x \ y \ y$
  - $(\lambda x : T_1 \ y : T_2. \ x \ y \ y) \ (\lambda x : T_3 \ y : T_4. \ x \ y)$
- 2. (30 Marks) We define a  $\lambda$ -calculus program to be **COMPLETE** if it does not contain any free variables (variables that are not bound by any  $\lambda$  in the program).
  - (a) [10] Complete the following analysis that checks for complete  $\lambda$ -calculus programs.

$$\frac{x:T\in\Gamma}{\Gamma\vdash\operatorname{complete}(x)}\tag{Comp-Var}$$

$$\Gamma \vdash \text{complete}(\lambda x : T_1. \ \mathsf{t}_2)$$
 (Comp-Abs)

$$\frac{\phantom{a}}{\Gamma \vdash \mathrm{complete}(\mathsf{t}_1 \; \mathsf{t}_2)} \tag{Comp-App}$$

(b) [10 + 10] Define *Progress* and *Preservation* specific for the analysis rules above. Explain the intuition behind the definitions.

<sup>&</sup>lt;sup>1</sup>You might want to use  $\alpha$ -renaming to avoid issues with variable name reuse.