

03—simPL: Dyn + Stat Semantics & Implementation

CS4215: Programming Language Implementation

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- 1 Review: The Language ePL
- 2 The Language simPL
- 3 Type Environments
- 4 Typing Relation for simPL
- 5 Type Safety of simPL

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- 1 Review: The Language ePL
- 2 The Language simPL
 - The Syntax of simPL
 - Some simPL Programming
 - Dynamic Semantics of simPL
- 3 Type Environments
- 4 Typing Relation for simPL
- 5 Type Safety of simPL

Motivation for simPL

- built-in conditionals,
- function definition and application, and
- recursive function definitions.

simPL allows us to study typing, realistic interpretation and virtual machines in detail.

Types

$$\frac{}{\text{int}}$$
$$\frac{}{\text{bool}}$$
$$\frac{t_1 \quad \dots \quad t_n \quad t}{t_1 * \dots * t_n \rightarrow t}$$

Expressions

$\frac{}{x}$	$\frac{}{n}$	$\frac{}{\text{true}}$	$\frac{}{\text{false}}$
$\frac{E}{p_1[E]}$			$\frac{E_1 \ E_2}{p_2[E_1, E_2]}$

Expressions (cont'd)

$$\frac{E \quad E_1 \quad E_2}{\text{if } E \text{ then } E_1 \text{ else } E_2 \text{ end}}$$

$$\frac{E \quad E_1 \quad \dots \quad E_n}{(E \ E_1 \ \dots \ E_n)}$$

Expressions (cont'd)

$$E$$

$$\text{fun } \{t_1 * \dots * t_n \rightarrow t\} x_1 \dots x_n \rightarrow E \text{ end}$$

if t_1, \dots, t_n and t are types, $n \geq 1$. The variables x_1, \dots, x_n must be pairwise distinct.

$$E$$

$$\text{recfun } f \{t_1 * \dots * t_n \rightarrow t\} x_1 \dots x_n \rightarrow E \text{ end}$$

if t_1, \dots, t_n and t are types, $n \geq 1$. The variables f, x_1, \dots, x_n must be pairwise distinct.

Syntactic Conventions

- Parentheses
- Infix and prefix notation for operators

$x + x * y > 10 - x$

stands for

$>[+[x, * [x, y]], -[10, x]]$

- \rightarrow is right-associative, so that the type

$\text{int} \rightarrow \text{int} \rightarrow \text{int}$

is equivalent to

$\text{int} \rightarrow (\text{int} \rightarrow \text{int})$

Example

```
fun {int -> int -> int} x ->  
  fun {int -> int} y -> x + y end  
end
```

takes an integer x as argument and returns a function, whereas the function

```
fun {(int -> int) -> int} f -> (f 2) end
```

takes a function f as argument and returns an integer.

Let Expressions

`let {t1} x1 = E1 ··· {tn} xn = En in {t} E end`

stands for

`(fun {t1* ··· *tn -> t} x1 ··· xn -> E end E1 ··· En)`

Example

```
let {int} AboutPi = 3
    {int -> int} Square =
        fun {int -> int} x -> x * x end
in {int} 4 * AboutPi * (Square 6371)
end
```

Example (continued)

```
(fun {int * (int -> int) -> int}
  AboutPi Square
  ->
  4 * AboutPi * (Square 6371)
end
3
fun {int -> int} x -> x * x end)
```

Power Function

```
recfun power {int * int -> int}
  x y ->
  if y = 0
  then 1
  else x * (power x y - 1)
  end
end
```

Values

In simPL, functions are values, although their bodies may not be values.

```
fun {int -> int} x -> 3 * 4 end
```


Value

A simPL value is:

- an integer, or
- a boolean value, or
- a function definition `fun ... -> ... end`, or
- a recursive function definition `recfun ... -> ... end`).

Contraction

$$\frac{}{p_1[v_1] >_{\text{simPL}} v} \text{[OpVals]} \qquad \frac{}{p_2[v_1, v_2] >_{\text{simPL}} v} \text{[OpVals]}$$
$$\frac{}{\text{if true then } E_1 \text{ else } E_2 \text{ end } >_{\text{simPL}} E_1} \text{[IfTrue]}$$

Contraction (cont'd)

`if false then E_1 else E_2 end` $\rightarrow_{\text{simPL}}$ `E_2` [IfFalse]

Contraction of Function Application

- Free variables
- Substitution
- Contraction of function application

Free Variables

```
(fun {int -> int} x -> 4 * (square x) end 3)
```

Goal:

$$\bowtie: \text{simPL} \times 2^V$$

Example

$4 * (\text{square } x) \bowtie \{\text{square}, x\}$

Read: “the set of free variables of the expression $4 * (\text{square } x)$ is $\{\text{square}, x\}$.”

Definition of \bowtie

$$x \bowtie \{x\}$$

$$n \bowtie \emptyset$$

$$\text{true} \bowtie \emptyset$$

$$\text{false} \bowtie \emptyset$$

Definition of \bowtie (cont'd)

$$\frac{E \bowtie X}{\rho_1[E] \bowtie X} \qquad \frac{E_1 \bowtie X_1 \quad E_2 \bowtie X_2}{\rho_2[E_1, E_2] \bowtie X_1 \cup X_2}$$

Definition of \bowtie (cont'd)

$$E_1 \bowtie X_1 \quad E_2 \bowtie X_2 \quad E_3 \bowtie X_3$$

$$\text{if } E_1 \text{ then } E_2 \text{ else } E_3 \text{ end} \bowtie X_1 \cup X_2 \cup X_3$$

Definition of \bowtie (cont'd)

$$E \bowtie X$$

$$\text{fun } \{ \cdot \} x_1 \cdots x_n \rightarrow E \text{ end } \bowtie X - \{x_1, \dots, x_n\}$$

Definition of \bowtie (cont'd)

$$E \bowtie X$$

$$\text{recfun } \{ \cdot \} f x_1 \cdots x_n \rightarrow E \text{ end } \bowtie X - \{ f, x_1, \dots, x_n \}$$

Substitution

Goal: For function application, replace all free occurrences of the formal parameters in the function body by the actual arguments.

```
(fun {int -> int} x -> x * x end 4)
```

Replace every free occurrence of x in $x * x$ by the actual parameter 4, resulting in

```
4 * 4
```

Substitution

Define the substitution relation

$$\cdot[\cdot \leftarrow \cdot] \cdot : \text{simPL} \times V \times \text{simPL} \times \text{simPL}$$

such that $x * x[x \leftarrow v] * v$ holds.

Definition of Substitution

————— for any variable v
 $v[v \leftarrow E_1]E_1$

————— for any variable $x \neq v$
 $x[v \leftarrow E_1]x$

Definition of Substitution (cont'd)

$$\frac{E_1[v \leftarrow E]E'_1 \quad E_2[v \leftarrow E]E'_2}{(E_1 E_2)[v \leftarrow E](E'_1 E'_2)}$$

Definition of Substitution (cont'd)

$$\text{fun } \{ \cdot \} v \rightarrow E \text{ end } [v \leftarrow E_1] \text{fun } \{ \cdot \} v \rightarrow E \text{ end}$$

$$E [v \leftarrow E_1] E' \quad x \neq v \quad E_1 \bowtie X_1 \quad x \notin X_1$$

$$\text{fun } \{ \cdot \} x \rightarrow E \text{ end } [v \leftarrow E_1] \text{fun } \{ \cdot \} x \rightarrow E' \text{ end}$$

Definition of Substitution (cont'd)

$$\begin{array}{c}
 E_1 \bowtie X_1 \quad x \in X_1 \quad E \bowtie X \\
 E[x \leftarrow z]E' \quad E'[v \leftarrow E_1]E'' \quad x \neq v
 \end{array}$$

`fun { · } x->E end [v ← E1] fun { · } z -> E'' end`

where we choose z such that $z \notin X_1 \cup X$.

Examples

- ```
fun {int -> int} factor -> factor * 4 * y end
 [factor← x + 1]
```
- ```
fun {int -> int} factor -> factor * 4 * y end
```
- ```
fun {int -> int} factor -> factor * 4 * y end
 [y← x + 1]
```
- ```
fun {int -> int} factor -> factor * 4 * (x + 1) end
```

Examples

- ```
fun {int -> int} factor -> factor * 4 * y end
[y ← factor + 1]
fun {int -> int} newfactor ->
 newfactor * 4 * (factor + 1) end
end
```

# Contraction of Function Application

$$\frac{E[x \leftarrow v]E'}{\text{(fun } \{ \cdot \} x \rightarrow E \text{ end } v) >_{\text{simPL}} E'} \text{ [CallFun]}$$

# Contraction of Recursive Function Application

$$\frac{E[f \leftarrow \text{recfun } \{ \cdot \} f \ x \rightarrow E \ \text{end}]E' \quad E'[x \leftarrow v]E''}{(\text{recfun } f \ x \rightarrow E \ \text{end} \ v) >_{\text{simPL}} E''} \text{[RF]}$$

## One-Step Evaluation

$$\frac{E >_{\text{simPL}} E'}{E \mapsto_{\text{simPL}} E'} \text{[Contraction]}$$

$$\frac{E \mapsto_{\text{simPL}} E'}{p_1[E] \mapsto_{\text{simPL}} p_1[E']} \text{[OpArg1]}$$

## One-Step Evaluation (cont'd)

$$\frac{E_1 \mapsto_{\text{simPL}} E'_1}{p_2[E_1, E_2] \mapsto_{\text{simPL}} p_2[E'_1, E_2]} [\text{OpArg}_2]$$

$$\frac{E_2 \mapsto_{\text{simPL}} E'_2}{p_2[v_1, E_2] \mapsto_{\text{simPL}} p_2[v_1, E'_2]} [\text{OpArg}_3]$$

# One-Step Evaluation (cont'd)

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$$E \mapsto_{\text{simPL}} E'$$

---

if  $E$  then  $E_1$  else  $E_2$  end  $\mapsto_{\text{simPL}}$  if  $E'$  then  $E_1$  else  $E_2$  end



## One-Step Evaluation (cont'd)

$$\frac{E \mapsto_{\text{simPL}} E'}{(E E_1 \dots E_n) \mapsto_{\text{simPL}} (E' E_1 \dots E_n)} \text{[AppFun]}$$

## One-Step Evaluation (cont'd)

$$E_i \mapsto_{\text{simPL}} E'_i$$

---

$$(v \ v_1 \ \dots \ v_{i-1} \ E_i \ \dots \ E_n) \mapsto_{\text{simPL}} (v \ v_1 \ \dots \ v_{i-1} \ E'_i \ \dots \ E_n) \quad [\text{AppArg}]$$

# Evaluation of simPL Programs

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As for ePL, evaluation of simPL is defined by the evaluation relation  $\mapsto_{\text{simPL}}$ , the reflexive transitive closure of  $\mapsto_{\text{simPL}}$ .