Final Exam COSE212 Programming Languages, Fall 2017

Name: Student Number:

Write down answers only. Make sure that the answers are readable.

Problem 1 (15pts)

- (5pts) Let S be the set of all propositional formulas defined over boolean constants (true and false), negation (¬), conjunction (∧), disjunction (∨), and implication (⇒). Provide a bottomup, inductive definition of S.
- 2. (5pts) Define S by rules of inference.
- 3. (5pts) Let P be the set of all palindromes over the binary alphabet $\Sigma = \{0,1\}$. A string $x \in \Sigma$ is a palindrome if it reads the same forward and backward, e.g., ϵ (empty string), 0, 1, 00, 11, 010, 101, 0110, Define P by rules of inference.

Problem 2 (15pts)

1. (5pts) Write a higher-order function

which decides if all elements of a list satisfy a predicate. For example, all (fun $x \rightarrow x \mod 2 = 0$) [1;2;3] evaluates to false while all (fun $x \rightarrow x > 5$) [7;8;9] is true.

Complete (1) and (2).

2. (5pts) Write a higher-order function

```
dropWhile : ('a -> bool) -> 'a list -> 'a list
```

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which removes elements of a list while they satisfy a predicate. E.g., dropWhile (fun $x \rightarrow x \mod 2 = 0$) [2;4;7;9] is [7;9] and dropWhile (fun $x \rightarrow x > 5$) [1;3;7] is [1;3;7].

```
let rec dropWhile p 1 =
match 1 with
| [] -> (1)
| hd::tl -> (2)
```

Complete (1) and (2).

3. (5pts) Let us define the type of natural numbers as follows:

```
type nat = Zero | Succ of nat
```

Define a function nat2int: nat -> int, which converts natural numbers to integers. For example, nat2int (Succ (Succ (Succ Zero))) evaluates to 3.

```
let rec nat2int n =
match n with
| Zero -> (1)
| Succ m -> (2)
```

Complete (1) and (2).

Problem 3 (10pts) JavaScript programs often use closures: e.g.,

```
function create(init) {
   return function (step) {
     init += step;
     return init;
   };
}
var inc = create(5);
var a = inc(1);
var b = inc(2);
```

What are the values of a and b at the end of the program? Hint: the JavaScript code can be translated to our language with implicit references as follows:

```
let create =
  proc (init)
    (proc (step) (set init = init + step; init)) in
let inc = (create 5) in
let a = (inc 1) in
let b = (inc 2) in
(* What are the values of a and b here? *)
```

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Problem 4 (10pts) What is the value of the program?

```
let a = 1 in
  let b = 2 in
  let p = proc (a) (a+b) in
  let f = proc (b) (p (b+1)) in
  let a = 5 in
      (f 2)
```

- 1. (5pts) With static scoping:
- 2. (5pts) With dynamic scoping:

Problem 5 (10pts) Is lazy evaluation always faster than eager evaluation? If yes, explain why. If not, illustrate a counter-example.

Problem 7 (10pts) Let E be the simple expression language:

$$E \to n \mid true \mid false \mid E_1 + E_2 \mid E_1 < E_2 \mid E_1 \&\& E_2$$

where n denotes a natural number, true true, false false, $E_1 + E_2$ addition, $E_1 < E_2$ is true iff the number denoted by E_1 is less than E_2 , $E_1 \&\& E_2$ is true iff both E_1 and E_2 are true.

1. (5pts) The meaning of an expression is the (integer or boolean) value denoted by the expression. Define the evaluation rules.

2. (5pts) Design a sound and complete type system for the language.

Problem 6 (10pts) Consider the programs:

```
(a)
let x = read in
  letrec double(x) =
    if iszero x then 0 else (double (x-1)) + 2 in
      double
(b)
letrec fact(n) =
  if iszero n then 1 else ((fact (n-1)) * n) in
    (fact read)
(c)
proc (maker)
  proc (x)
    if iszero (x) then 0
    else (((maker maker) (x-1)) + 4)
(d)
let f = proc (x) (x-11) in
  (f (f 77))
(e)
let f = proc(x) x in
  (f f)
```

- 1. (5pts) Choose all programs that are accepted by the simple (monomorphic) type system.
- 2. (5pts) Choose all programs that are accepted by the let-polymorphic type system.

Problem 8 (20pts) O/X questions. 1 point each. Leave a blank when you are uncertain; each correct answer gets you 2 points but you lose 2 points for each wrong answer.

- 1. The set of even numbers, $\{0,2,4,\ldots\}$, can be defined as the smallest set $S\subseteq\mathbb{N}$ such that
 - $0 \in S$, and
 - $F(S) \subseteq S$ where $F(S) = \{n+2 \mid n \in S\}$.
- 2. The set S defined above is unique.
- 3. In C, type-checking is done at compile-time.
- 4. C supports dynamic scoping.
- 5. C supports call-by-reference.
- 6. A type system that always accepts input programs is complete.
- 7. In a language with explicit references, locations are first-class objects.
- 8. Any Turing-complete language can be translated into lambda calculus.
- 9. Types in programming languages are a static property.
- 10. Recall the Church encoding of booleans: true and false are represented by $\lambda t. \lambda f.t$ and $\lambda t. \lambda f.f$, respectively. We can define the logical-and (i.e., &&) operator as follows:

$$\lambda b.\lambda c.b \ c \ false$$

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