Homework 4 COSE212, Fall 2025

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Problem 1 Consider the language ML⁻ from HW3:

```
P \rightarrow E
E
         ()
                                                                                     unit
          true | false
                                                                               booleans
                                                                                integers
                                                                               variables
          E + E | E - E | E * E | E / E
                                                                             arithmetic
          E = E \mid E < E
                                                                            comparison
          \mathtt{not}\ E
                                                                               negation
          nil
                                                                             empty list
          E :: E
                                                                                list cons
          E \ \mathbf{0} \ E
                                                                            list append
          \mathtt{head}\ E
                                                                               list head
          \mathtt{tail}\ E
                                                                                 list tail
          \mathtt{isnil}\ E
                                                                  checking empty list
          \mathtt{if}\ E\ \mathtt{then}\ E\ \mathtt{else}\ E
                                                                                        if
          \mathtt{let}\ x = E\ \mathtt{in}\ E
                                                                                       let
          letrec f(x) = E in E
                                                                              recursion
          letrec f(x_1) = E_1 and g(x_2) = E_2 in E
                                                                     mutual recursion
          \mathtt{proc}\;x\; E
                                                                   function definition
          E E
                                                                 function application
          \mathtt{print}\ E
                                                                                    print
          E; E
                                                                               sequence
```

In OCaml datatype:

```
type program = exp
and exp =
    | UNIT
    | TRUE
    | FALSE
    | CONST of int
    | VAR of var
```

```
| ADD of exp * exp
  | SUB of exp * exp
  | MUL of exp * exp
  | DIV of exp * exp
  | EQUAL of exp * exp
  | LESS of exp * exp
  | NOT of exp
  | NIL
  | CONS of exp * exp
  | APPEND of exp * exp
  | HEAD of exp
  | TAIL of exp
  | ISNIL of exp
  | IF of exp * exp * exp
  | LET of var * exp * exp
  | LETREC of var * var * exp * exp
  | LETMREC of (var * var * exp) * (var * var * exp) * exp
  | PROC of var * exp
  | CALL of exp * exp
  | PRINT of exp
  | SEQ of exp * exp
and var = string
Types for the language are defined as follows:
type typ =
    TyUnit
  | TyInt
  | TyBool
  | TyFun of typ * typ
```

Implement a sound type checker, typeof, for the language (the notion of soundness is defined with respect to the dynamic semantics of the language defined in HW3):

| TyList of typ | TyVar of tyvar and tyvar = string

```
typeof : exp -> typ
```

which takes a program and returns its type if the program is well-typed. When the program is ill-typed, typeof should raise an exception TypeError.