

Elements of Programming Languages

Tutorial 8: References and laziness

Week 10 (November 23–27, 2015)

Exercises marked \star are more advanced. Please try all unstarred exercises before the tutorial meeting.

1. Semantics of references

- (a) Give explicit small-step rules for evaluating the sequential composition expression $e_1; e_2$. (Remember that it can also be viewed as syntactic sugar for `let $x = e_1$ in e_2` provided x is a fresh variable unused in either expression)
- (b) Evaluate the following expression to completion:

`let $r = \text{ref}(\text{ref}(42))$ in $!(r)$`

- (c) Consider the following expression:

`let $r = \text{ref}(\lambda x. x)$ in $r := (\lambda x. x + 1); !(r)(\text{true})$`

Apply small-step evaluation to this expression until it reaches either a value or an error state.

2. Interaction of references and laziness

Consider the following expression e :

`let $r = \text{ref}(42)$ in $(\lambda x. \text{print}(x); \text{print}(x)) (r := r + 1; !r)$`

where `print` is a side-effecting operation that fully evaluates its argument to a value and then prints it. For each of the following evaluation strategies, explain informally how e would be evaluated and what the printed output will be.

- (a) call-by-value
- (b) call-by-name
- (c) call-by-need / lazy evaluation

3. Embedding L_{While} in Scala

Recall the statements of L_{While} :

$Stmt \ni s ::= \text{skip} \mid s_1; s_2 \mid x := e \mid \text{if } e \text{ then } s_1 \text{ else } s_2 \mid \text{while } e \text{ do } s$

In this exercise, we will show how to embed these statements into Scala, viewing L_{While} 's variables as references using the `Ref[T]` type discussed in class:

```

class Ref[A] (val x: A) {
  private var a = x
  def get = a
  def set (y: A) = { a = y }
}

```

Statements in L_{While} will correspond to expressions of type `unit` in Scala, and variables will correspond to instances of the `Ref[T]` type. Consider the following interface:

```

val skip : ()
def seq(s1: => Unit, s2: => Unit): Unit
def assign(x: Ref[T], e: => T): Unit
def ifthenelse(e: => Boolean, s1: => Unit, s2: => Unit): Unit
def whiledo(e: => Boolean, s: => Unit): Unit

```

Notice in particular that most arguments are passed *by name* (that is, their types are of the form `=> T`).

- (a) Implement the above operations.
- (b) Why do the statements expressions in `assign`, `ifthenelse`, and `whiledo` need to be passed by name? What would happen if they were passed by value?
- (c) (*) We have not considered how to adapt *expressions*. In L_{While} , a mutable variable occurring in an expression is evaluated to its value. How should we adjust such expressions in L_{Ref} ?

4. (*) Stream programming

Consider the following `Stream` type:

```

abstract class Stream[+A]
case object Empty extends Stream[Nothing]
case class SCons[+A](h: A, t: () => Stream[A]) extends Stream[A]

```

This defines a type of *streams*, which are similar to lists, but the evaluation of the tail of a stream is delayed.

Define Scala functions on streams as follows:

- (a) `const[A]: A => Stream[A]` so that `const(a)` which produces an infinite stream of `a`'s.
- (b) `take[A]: (Int, Stream[A]) => List[A]` so that `take(n, s)` lists the first `n` elements from `s`.
- (c) `repeat[A]: (A => A) => A => Stream[A]` such that

```

repeat(a)(f) = Stream(a, f(a), f(f(a)), ...)

```

For example, `repeat(0)(incr)` should produce the stream `0, 1, 2, 3, ...`, if `incr` is the increment function.

- (d) `map[A]: Stream[A] => (A => B) => Stream[B]` that applies the function `f: A => B` to each element of the stream `s: Stream[A]` yielding a stream of `B`s.