

Elements of Programming Languages

Tutorial 3: Recursion and data structures

Week 5 (October 16–20, 2017)

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

1. Pairs, variants, and polymorphism in Scala

Scala includes built-in pair types (T_1, T_2) , with pairing written (e_1, e_2) and projection written $e._1, e._2$. Likewise, Scala's library includes binary sums $\text{Either}[T_1, T_2]$ with constructors $\text{Left}(_)$ and $\text{Right}(_)$. Pattern matching can be used to analyze $\text{Either}[T_1, T_2]$. Using these operations, write Scala functions having the following types, polymorphic in A, B, C :

- (a) $(A, B) \Rightarrow (B, A)$
- (b) $\text{Either}[A, B] \Rightarrow \text{Either}[B, A]$
- (c) $((A, B) \Rightarrow C) \Rightarrow (A \Rightarrow (B \Rightarrow C))$
- (d) $(A \Rightarrow (B \Rightarrow C)) \Rightarrow ((A, B) \Rightarrow C)$
- (e) $(\text{Either}[A, B] \Rightarrow C) \Rightarrow (A \Rightarrow C, B \Rightarrow C)$
- (f) $(A \Rightarrow C, B \Rightarrow C) \Rightarrow (\text{Either}[A, B] \Rightarrow C)$

2. Typing derivations

Construct typing derivations for the following expressions, or argue why they are not well-formed:

- (a) $\lambda x:\text{int} + \text{bool}.\text{case } x \text{ of } \{\text{left}(y) \Rightarrow y == 0; \text{right}(z) \Rightarrow z\}$
- (b) $(\star) \lambda x:\text{int} \times \text{int}.\text{if } \text{fst } x == \text{snd } x \text{ then } \text{left}(\text{fst } x) \text{ else } \text{right}(\text{snd } x)$

3. Lists

We could add built-in lists to L_{Data} as follows:

$$\begin{aligned}
 e & ::= \dots \mid \text{nil} \mid e_1 :: e_2 \mid \text{case}_{\text{list}} e \text{ of } \{\text{nil} \Rightarrow e_1; x :: y \Rightarrow e_2\} \\
 v & ::= \dots \mid \text{nil} \mid v_1 :: v_2 \\
 \tau & ::= \dots \mid \text{list}[\tau]
 \end{aligned}$$

Define L_{List} to be L_{Data} extended with the above constructs.

The typing rule for $\text{case}_{\text{list}}$ is:

$$\frac{\Gamma \vdash e : \text{list}[\tau] \quad \Gamma \vdash e_1 : \tau' \quad \Gamma, x:\tau, y:\text{list}[\tau] \vdash e_2 : \tau'}{\Gamma \vdash \text{case}_{\text{list}} e \text{ of } \{\text{nil} \Rightarrow e_1; x :: y \Rightarrow e_2\} : \tau'}$$

The basic idea here is: Given a list e , a $\text{case}_{\text{list}}$ expression does a case analysis. If e evaluates to nil , then we evaluate e_1 . Otherwise, e must evaluate to a non-empty list of the form $v :: v'$, and we bind x to the head element v and y to the tail v' , and evaluate e_2 .

- (a) Write appropriate typing rules for `nil` and `::`.
- (b) (★) Write appropriate evaluation rules for the above constructs.

4. (★) **Multiple argument functions and mutual recursion**

- (a) So far, our function definitions take only one argument. Consider L_{Data} with named functions extended with multi-argument function definitions and applications:

$$e ::= \dots \mid \text{let fun } f(x_1 : \tau_1, x_2 : \tau_2) = e_1 \text{ in } e_2 \mid f(e_1, e_2)$$

- i. Write appropriate typing rules for these constructs.
 - ii. Show that these constructs can be defined in L_{Data} .
 - iii. What about functions of three or more arguments?
- (b) In Lecture 5, we considered a simple form of recursion that just defines one recursive function with one argument. Part 4 of this tutorial showed how to accommodate multiple arguments. But what about mutual recursion?

A simple example is

```
let rec even(x:int) : bool = if x == 0 then true else odd(x - 1)
and odd(x:int) : bool = if x == 0 then false else even(x - 1)
in e
```

Show that we can use pairing and `rec` to define these mutually recursive functions, by filling in the following template with an expression having type `unit → ((int → bool) × (int → bool))` with the desired behavior:

```
let p = ... in
let even = fst p() in
let odd = snd p() in
e
```