| Student Number: | |
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| Family Name: | |
| Given Names: | |
| Signature: | |

THE UNIVERSITY OF NEW SOUTH WALES

Sample Exam

Session 2 2011

COMP3161/COMP9161 Concepts of Programming Languages

- Time allowed: **2 hours**
- Total number of questions: 4
- Answer all questions
- The questions **are** of equal value
- Answer *each* question in a **separate** answer booklet
- This paper may **not** be retained by the candidate
- Answers must be written in ink, with the exception of graphs
- Drawing instruments or rules may be used
- There is a 3% penalty if you do not fill in your student number and name correctly

Question 1 [25 Marks]

Consider the following inductive definition of evaluation rules for a restricted form of boolean expressions.

Boolean expressions:

| true bool | false bool |
|-------------------------|-------------------|
| b_1 bool b_2 bool | b bool |
| and (b_1, b_2) bool | not (b) bool |

Evaluation rules:

| and (true, b) $\mapsto b$ | and(false, b) \mapsto false |
|---|---|
| $\overline{\text{not(false)}\mapsto \text{true}}$ | $\overline{\text{not}(\text{true})} \mapsto \text{false}$ |
| $b\mapsto b'$ | $b_1 \mapsto b_1'$ |
| $not(b) \mapsto not(b')$ | and $(b_1, b_2) \mapsto \text{and} (b_1', b_2)$ |

A) [7 marks]

Give the derivation of the evaluation for the following expression:

• and (not (false), and (true, not (true)))

B) [7 marks]

Are the rules unambiguous? If so, briefly explain why. If not, give an example expression for which the set of rules allow more than a single derivation.

C) [11 marks]

The rules listed above give a small step semantics. List the inference rules which specify an equivalent big step semantics.

Question 2 [25 Marks]

A) [10 marks]

In the lecture, we discussed the E-machine as an example of an abstract machine which handles value bindings explicitly by maintaining a value environment. One of the possible return values of the E-machine are function closures.

- i) What is a function closure?
- ii) Give an example of an expression whose evaluation in the E-machine requires the creation of a closure.

B) [15 marks]

We discussed two distinct methods to handle exceptions: the first method required that, when an exception is thrown, the evaluation unrolls the stack until the matching catch-expression is found. The second method made it possible to directly jump to the matching catch-expression. Describe the second method:

- i) What are the components of the state of the abstract machine?
- ii) How does the state of the machine change when a catch-expression is evaluated?
- iii) How does the state of the machine change when a raise-expression is evaluated?

For (ii) and (iii), you do not have to give the exact transition rule — it is sufficient to describe how the state is affected.

Question 3 [25 Marks]

A) [6 marks]

For each of the following three pairs of type expressions determine whether the pair has a most general unifier? If so, please provide it.

i) $(a, b) \rightarrow (b, a)$ and $(int, c) \rightarrow (c, c)$ ii) $a \rightarrow (a, a)$ and $(b, b) \rightarrow b$ iii) int \rightarrow int and float \rightarrow int

B) [9 marks]

Give the principal type of the following (polymorphic) MinHs expressions:

C) [10 marks]

Consider the following MinHs types:

- $\forall a. \forall b. (a * b \to c) \to (a \to b \to c)$
- $\forall a. \forall b. (a \rightarrow b) \rightarrow (b \rightarrow a)$
- $\forall a. \forall b. \forall c. (a \rightarrow b) \rightarrow (b \rightarrow c) \rightarrow (c \rightarrow a)$
- $\forall a.() \rightarrow a$
- $\forall a.a \rightarrow ()$

For which of these types exist terminating MinHs functions?

Question 4 [25 Marks]

A) [10 marks]

Progress and preservation are central concepts for strongly typed languages.

- i) Give the definition of progress and of preservation in the context of a strongly typed language.
- ii) The presence of partial functions can be problematic with respect to progress. Describe how they can be handled in a strongly typed language such that both progress and preservation still hold.

B) [5 marks]

Give an example each for a type constructor which is covariant and a type constructor which is contravariant in at least one of its argument positions.

C) [10 marks]

Java's array type is covariant. Why is this problematic?