

Name:

# Midterm 2

CMSC 430  
Introduction to Compilers  
Spring 2015

April 23, 2015

## Instructions

**This exam contains 7 pages, including this one. Make sure you have all the pages. Write your name on the top of this page before starting the exam.**

Write your answers on the exam sheets. If you finish at least 15 minutes early, bring your exam to the front when you are finished; otherwise, wait until the end of the exam to turn it in. Please be as quiet as possible.

If you have a question, raise your hand. If you feel an exam question assumes something that is not written, write it down on your exam sheet. Barring some unforeseen error on the exam, however, you shouldn't need to do this at all, so be careful when making assumptions.

Question	Score	Max
1		15
2		15
3		25
Total		55

**Question 1. Short Answer (15 points).**

- a. (5 points)** Briefly explain the difference between type *inference* and type *checking*.

**Answer:** Type inference starts from a program without type annotations and tries to construct annotations that make the program well-typed.

Type checking starts from a program with type annotations and tries to confirm that the program is well-typed.

- b. (5 points)** In a few sentences, describe how a method invocation  $o.m(a_1, \dots, a_n)$  (“invoke method  $m$  on object  $o$  with arguments  $a_1, \dots, a_n$ ”) could be carried out by a virtual machine.

**Answer:** The virtual machine accesses the object  $o$ 's class name and retrieves the corresponding virtual table to see if it contains  $m$ . If so, it calls the method body passing  $o$  (as `this`) and arguments  $a_1 \dots a_n$ . If not, it tries again starting from the object's superclass.

c. (5 points) Briefly explain the purpose of a *closure*.

**Answer:** The purpose of a closure is represent a delay substitution; it pairs together an expression to be evaluated later and an environment giving meanings to the free variables in the expression.

**Question 2. Program transformations (15 points).**

**a. (15 points)** Apply defunctionalization to this program:

```
type bt =  
  | Leaf  
  | Node of int * bt * bt  
  
let rec sumk b k =  
  match b with  
  | Leaf → k 0  
  | Node (i, b1, b2) →  
    sumk b1 (fun sb1 → sumk b2 (fun sb2 → k (i + sb1 + sb2)))  
let sum b =  
  sumk b (fun sb → sb)
```

**Answer:**

```
type k =  
  | K0  
  | K1 of bt * int * k  
  | K2 of int * int * k  
  
let rec sumk b k =  
  match b with  
  | Leaf → apply k 0  
  | Node (i, b1, b2) →  
    sumk b1 (K1 (b2, i, k))  
and apply k n =  
  match k with  
  | K0 → n  
  | K1 (b2, i, k) →  
    let sb1 = n in  
    sumk b2 (K2 (i, sb1, k))  
  | K2 (i, sb1, k) →  
    let sb2 = n in  
    apply k (i + sb1 + sb2)  
  
let rec sum b =  
  sumk b K0
```

**Question 3. Type Systems (25 points).**

**a. (8 points)** Assume that  $int < float$ . Write down every type  $t$  such that  $t \leq float \rightarrow int \rightarrow float$ , following standard subtyping rules.

**Answer:**

1.  $float \rightarrow int \rightarrow float$
2.  $float \rightarrow float \rightarrow float$
3.  $float \rightarrow int \rightarrow int$
4.  $float \rightarrow float \rightarrow int$

**b. (2 points)** Assume that  $int < float$ . Write down every type  $t$  such that  $t \leq int\ ref \rightarrow float\ ref$ , following standard subtyping rules.

**Answer:**

$int\ ref \rightarrow float\ ref$

c. (5 points) Recall the simply typed lambda calculus:

$$\begin{aligned} e &::= n \mid x \mid \lambda x:t.e \mid e e \\ t &::= int \mid t \rightarrow t \\ A &::= \emptyset \mid x:t, A \end{aligned}$$

$$\begin{array}{c} \text{INT} \\ \hline A \vdash n : int \end{array} \quad \begin{array}{c} \text{VAR} \\ \hline A \vdash x : A(x) \end{array} \quad \begin{array}{c} \text{LAM} \\ \hline x:t, A \vdash e : t' \\ \hline A \vdash (\lambda x:t.e) : t \rightarrow t' \end{array} \quad \begin{array}{c} \text{APP} \\ \hline A \vdash e_1 : t \rightarrow t' \quad A \vdash e_2 : t \\ \hline A \vdash e_1 e_2 : t' \end{array}$$

Draw a derivation that the following type judgment holds, where  $A = +: int \rightarrow int \rightarrow int$ . (You can draw the derivation upward from the judgment, and you can write  $i$  instead of  $int$  to save time):

**Answer:**

$$\begin{aligned} \nabla_1 &= \frac{\frac{f: int \rightarrow int, A \vdash f : int \rightarrow int}{f: int \rightarrow int, A \vdash f \ 1 : int} \quad \frac{f: int \rightarrow int, A \vdash 1 : int}{f: int \rightarrow int, A \vdash f \ 1 : int}}{A \vdash \lambda f: int \rightarrow int. f \ 1 : (int \rightarrow int) \rightarrow int} \\ \nabla_2 &= \frac{\frac{x: int, A \vdash +: int \rightarrow int \quad x: int, A \vdash 1 : int}{x: int, A \vdash + \ 1 : int \rightarrow int} \quad \frac{x: int, A \vdash + \ 1 : int \rightarrow int}{x: int, A \vdash + \ 1 \ x : int}}{A \vdash \lambda x: int. + \ 1 \ x : int} \\ &= \frac{\nabla_1 \quad \nabla_2}{A \vdash ((\lambda f: int \rightarrow int. f \ 1) (\lambda x: int. + \ 1 \ x)) : int} \end{aligned}$$

$$A \vdash ((\lambda f: int \rightarrow int. f \ 1) (\lambda x: int. + \ 1 \ x)) : int$$

d. (10 points) Perform type inference on the following program by listing the types that OCaml will infer for the blanks:

```
let rec bumble (f : ___) (xs : ___) : ___ =  
  match xs with  
  | [] → []  
  | x::xs →  
    ((x ("fred" ^ (f 0))) + 1) :: (bumble f xs)
```

**Answer:**

```
let rec bumble (f : (int → string)) (xs : (string → int) list) : int list =  
  match xs with  
  | [] → []  
  | x::xs →  
    ((x ("fred" ^ (f 0))) + 1) :: (bumble f xs)
```