

CMSC 430, Feb 13th 2020

Dupe

First things first

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- Is **x** `free`?

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Our languages so far:

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- We can branch based on computed values, but it's a bit clunky
 - We'd like to a) understand the clunkiness, and b) fix it

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 - Right now, we've only got integers
 - By the end of today we'll have integers *and* booleans

Dupe

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- Our language **Dupe** is going to modify *and* extend **con**

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- Let's make **if** be more like what we experience in other languages
 - It should dispatch on arbitrary boolean expressions!

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 - Why do we still need **zero?** (if at all)

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```
(define (expr? x)
  (match x
    [(? integer?) #t]
    [(? boolean?) #t]
    [`(add1 ,x) (expr? x)]
    [`(sub1 ,x) (expr? x)]
    [`(zero? ,x) (expr? x)]
    [`(if ,x ,y ,z)
     (and (expr? x)
          (expr? y)
          (expr? z))]
    [_ #f]))
```

Some Ant, ick!

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$$\overline{\mathbf{D}[v, v]}$$

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$$\frac{\mathbf{D}[e_0, v_0] \quad \text{is-false}[v_0] \quad \mathbf{D}[e_2, v_2]}{\mathbf{D}[(\text{if } e_0 \ e_1 \ e_2), v_2]}$$

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- Now we need a separate meaning for **zero**?

$$\frac{\mathbf{D}[e_0, i] \quad i = 0}{\mathbf{D}[(\text{zero? } e_0), \#t]}$$

$$\frac{\mathbf{D}[e_0, i] \quad i \neq 0}{\mathbf{D}[(\text{zero? } e_0), \#f]}$$

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- Let's take a look at **if** again, with some helper rules

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$$\frac{\mathbf{D}[[e_0, i]] \quad i = 0}{\mathbf{D}[[\text{zero? } e_0], \#t]} \quad \frac{\mathbf{D}[[e_0, i]] \quad i \neq 0}{\mathbf{D}[[\text{zero? } e_0], \#f]}$$
$$\frac{}{\text{is-true}[[\#t]]} \quad \frac{}{\text{is-false}[[\#f]]} \quad \frac{}{\text{is-true}[[i]]}$$

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(if (zero? 1) 1 2)
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(if #t 1 2)
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- What do you expect them to do (i.e. what do the semantics say about them)?

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```

```
(if (zero? 1) 1 2)
```

```
(if #t 1 2)
```

```
(if #t (add1 #f) 2)
```

Let's look at the interpreter

We'll do that in the terminal, as it's starting to get a bit too cumbersome

Let's experiment

```
dupe> (require "dupe_interp.rkt")
```

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- Now let's think about generating x86 code
- Clearly, **#f** is not the same as **0**
 - How do we make sure that the values from the different types don't get mixed up?

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- This is the crux of a *type system*

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- Different type systems have different tradeoffs

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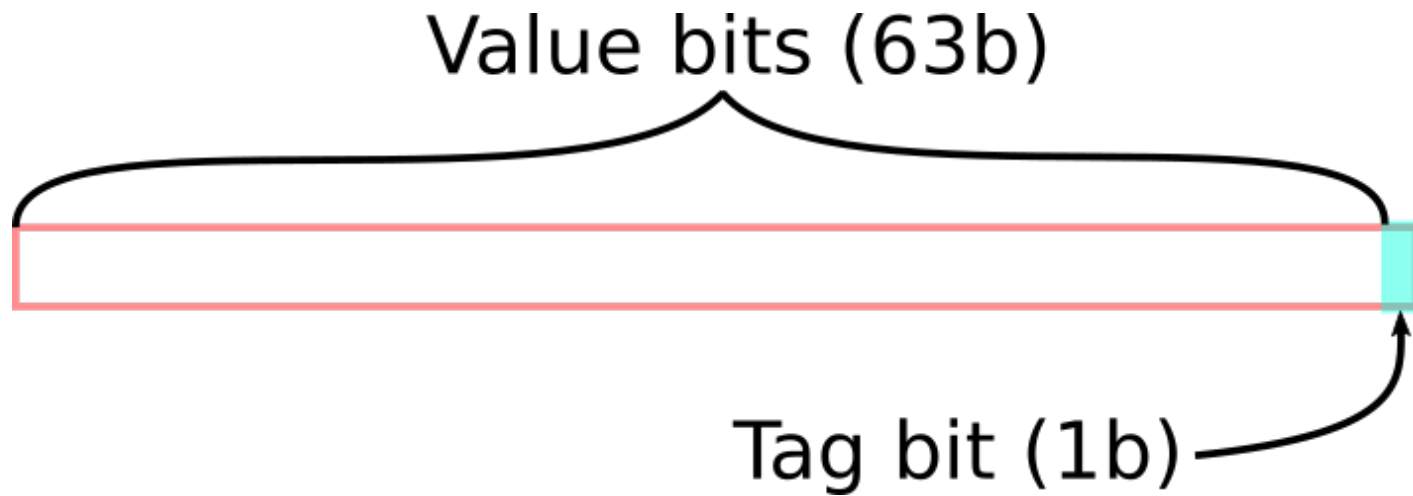
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- We are going to implement a *dynamic* type system

** several people are typing...

- This is the crux of a *type system*
- Different type systems have different tradeoffs
- We are going to implement a *dynamic* type system
 - What does this imply about how our implementation doesn't get values from different types mixed up?

Tag your int

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- We have to choose: which type gets **1**?

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- We have to choose: which type gets **1**?
- Either can work, but we'll argue that **bool** should get the **1**

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 - Runtime system?

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- What does this imply about our
 - Runtime system?
 - Compiler?

Let's take a look at the RTS and compiler

Assignment 3

- Will go live tomorrow
 - Please tell your fellow students to check the webpage periodically
 - If there are any issues that might make you unable to do the assignment on time, *talk to me*