

Programming Language Technology

Exam, 4 April 2024, 8.30–12.30 in SB-L308

Course codes: Chalmers DAT151, GU DIT231.

Exam supervision: Andreas Abel (+46 31 772 1731), visits at 9:30 and 11:30.

Grading scale: Max = 60p, VG = 5 = 48p, 4 = 36p, G = 3 = 24p.

Allowed aid: an English dictionary.

Exam review: Wed 17 April 2024 9.30-10.30 in room EDIT 6128.

Please answer the questions in English.

Question 1 (Grammars): Write a labelled BNF grammar that covers the following kinds of constructs of C:

- Program: `int main()` followed by a block
- Block: a sequence of statements enclosed between `{` and `}`
- Statements:
 - blocks
 - expression followed by semicolon
 - initializing single variable declarations, e.g., `int x = e;`
 - loop: `while` followed by a parenthesized expression and a statement
- Expressions:
 - identifiers
 - integer literals
 - preincrements (`++x`) and postincrements (`x++`) of identifiers (`x`)
 - less-than comparison of integer expressions (`<`)
 - boolean conjunction (`&&`)

Comparison is non-associative and binds stronger than the left-associative conjunction.

- Types: `int` and `bool`

Lines starting with `#` or `//` are comments. An example program is:

```
#include <stdio.h>
#define printInt(i) printf("%d\n",i)
int main ()
{ int n = 0;  int k = 0;
  while (k++ < 10) { int i = 0;  while (i++ < k) n++; }
  // printInt(n);
}
```

You can use the standard BNFC categories `Integer` and `Ident` and the `coercions`, `comment`, `terminator` and `separator` pragmas.

(10p)

Question 2 (Lexing): You roll a dice until you get a six three times in a row. Let $L \subseteq \Sigma^*$ be the language of such roll sequences. You can work with the alphabet $\Sigma = \{S, N\}$ where S stands for a six and N for a non-six (one to five).

1. Give a regular expression for language L .
2. Give a non-deterministic finite automation for L .
3. Give a *minimal* deterministic finite automaton for L .

(6p)

Question 3 (LR Parsing): Consider the following labeled BNF-Grammar (written in `bnfc` syntax). The starting non-terminal is `D`.

```

D1.    D ::= D "|" C    ;
D2.    D ::= C          ;

C1.    C ::= C "&" L    ;
C2.    C ::= L          ;

LA.    L ::= "A"        ;
LB.    L ::= "B"        ;
LN.    L ::= "~" L      ;
LP.    L ::= "(" D ")"  ;

```

Step by step, trace the shift-reduce parsing of the expression

```
~ A & ~ ~ B | A
```

showing how the stack and the input evolves and which actions are performed. (8p)

Question 4 (Type checking and evaluation):

1. Write syntax-directed *type checking* rules for the *expression* forms of Question 1. Alternatively, you can write the type checker in pseudo code or Haskell. (E.g., Java is *not* pseudo code!) In any case, the typing environment must be made explicit. (6p)
2. Write syntax-directed *interpretation* rules for the *expressions* of Question 1. Alternatively, you can write the interpreter in pseudo code or Haskell. In any case, the environment must be made explicit. (7p)

Question 5 (Compilation):

1. *Statement by statement*, translate the function `main` of the example program of Question 1 to Jasmin. (Do not optimize the program before translation!)

Make clear which instructions come from which statement, and determine the stack and local variable limits. Please remember that JVM methods must end in a return instruction. (7p)

2. Give the small-step semantics of the JVM instructions you used in the Jasmin code in part 1 (except for `return` instructions). Write the semantics in the form

$$i : (P, V, S) \longrightarrow (P', V', S')$$

where (P, V, S) is the program counter, variable store, and stack before execution of instruction i , and (P', V', S') are the respective values after the execution. For adjusting the program counter, assume that each instruction has size 1. (6p)

Question 6 (Functional languages):

1. The following grammar describes a tiny simply-typed sub language of Haskell.

x		identifier
$n ::= 0 \mid 1 \mid -1 \mid 2 \mid -2 \mid \dots$		numeral
$e ::= n \mid e + e \mid x \mid \lambda x \rightarrow e \mid ee$		expression
$t ::= \text{Int} \mid t \rightarrow t$		type

Application $e_1 e_2$ is left-associative, the arrow $t_1 \rightarrow t_2$ is right-associative. Application binds strongest, then addition, then λ -abstraction.

For the following typing judgements $\Gamma \vdash e : t$, decide whether they are valid or not. Your answer can be just “valid” or “not valid”, but you may also provide a justification why some judgement is invalid.

- (a) $k : (\text{Int} \rightarrow \text{Int}) \rightarrow \text{Int} \quad \vdash k (\lambda f \rightarrow f) + 1 \quad : \text{Int}$
- (b) $x : \text{Int} \rightarrow \text{Int}, g : \text{Int} \quad \vdash x (y + 1) \quad : \text{Int}$
- (c) $f : (\text{Int} \rightarrow \text{Int}) \rightarrow (\text{Int} \rightarrow \text{Int}) \vdash (\lambda i \rightarrow f i) (\lambda y \rightarrow f (\lambda h \rightarrow h) y) : \text{Int} \rightarrow \text{Int}$
- (d) $h : \text{Int} \rightarrow \text{Int} \quad \vdash \lambda y \rightarrow \lambda h \rightarrow (h + 1) + y \quad : \text{Int} \rightarrow (\text{Int} \rightarrow \text{Int})$
- (e) $x : \text{Int} \rightarrow \text{Int} \quad \vdash \lambda f \rightarrow f (1 + f (f x)) \quad : (\text{Int} \rightarrow \text{Int}) \rightarrow \text{Int}$

The usual rules for multiple-choice questions apply: For a correct answer you get 1 point for a wrong answer -1 points. If you choose not to give an answer for a judgement, you get 0 points for that judgement. Your final score will be between 0 and 5 points, a negative sum is rounded up to 0. (5p)

2. For each of the following terms, decide whether it evaluates more efficiently (in the sense of fewer reductions) in call-by-name or call-by-value. Your answer can be just “call-by-name” or “call-by-value”, but you can also add a justification why you think so. *Same rules for multiple choice as in part 1. (5p)*

- (a) $(\lambda x \rightarrow \lambda y \rightarrow y + y) (\lambda u \rightarrow (\lambda z \rightarrow z z)(\lambda z \rightarrow z z)) (1 + 2 + 3 + 4)$
- (b) $(\lambda x \rightarrow \lambda y \rightarrow x + x) (1 + 2 + 3 + 4) (5 + 6)$
- (c) $(\lambda x \rightarrow x + x) ((\lambda y \rightarrow \lambda z \rightarrow z + z) (1 + 2 + 3) (4 + 5 + 6))$
- (d) $(\lambda x \rightarrow \lambda y \rightarrow y + y) ((\lambda z \rightarrow z z)(\lambda z \rightarrow z z)) (1 + 2 + 3)$
- (e) $(\lambda x \rightarrow \lambda y \rightarrow x + x) (1 + 2) (3 + 4 + 5 + 6)$