

CS 4110

# Programming Languages & Logics

Lecture 1  
Course Overview

26 August 2014



# Programming Languages

One of the oldest fields in Computer Science...

- $\lambda$ -calculus – Church (1936)
- FORTRAN – Backus (1957)
- LISP – McCarthy (1958)
- ALGOL 60 – Backus, Naur, Perlis, & others (1960)
- Pascal – Wirth (1970)
- C – Ritchie (1972)
- Smalltalk – Kay & others (1972)
- ML – Milner and others (1978)
- C++ – Stroustrup (1982)
- Haskell – Hudak, Peyton Jones, Wadler, & others (1989)
- Java – Gosling (1995)
- C# – Microsoft (2001)
- Scala – Odersky (2003)
- F# – Syme (2005)

# Programming Languages

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...and one of the most vibrant areas today!

PL intersects with many other areas of computing

## Current trends

- Domain-specific languages
- Static analysis and types
- Language-based security
- Verification and model checking
- Concurrency

Both theoretically and practically “meaty”

# Syllabus

# Course Staff

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## Instructor

Nate Foster

Office: Gates 432

Hours: Mon 4-5pm and Friday 11am-12pm

## Teaching Assistant

Fran Mota

Office: Hours: TBA

## Web Page

<http://www.cs.cornell.edu/Courses/cs4110/2014fa>

## Discussion

<http://www.piazza.com>

# Course Goals

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- Techniques for modeling programs\* mathematically
  - ▶ Operational, axiomatic, and denotational semantics
  - ▶ Examples with advanced features
  - ▶ Reasoning principles (induction, co-induction)
- Explore applications of these techniques
  - ▶ Optimization
  - ▶ Type systems
  - ▶ Verification
- Gain experience implementing languages
  - ▶ Interpreters
  - ▶ Program transformations
  - ▶ Analysis tools
- PhD students: cover material for PL qualifying exam
- Have fun :-)

\*and whole languages!

# Prerequisites

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## Mathematical Maturity

- Much of this class will involve formal reasoning
- Set theory, formal proofs, induction
- Most challenging topic: denotational semantics

## Programming Experience

- Comfortable using a functional language
- For undergrads: CS 3110 or equivalent

Interest (having fun is a goal! :-)

If you don't meet these prerequisites, get in touch

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MWF 9:05-9:55

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Date	Topic	Notes	Reading	Assignments
22 August	Introduction	<a href="#">PDF</a>	Winkel 1	
24 August	Small-step semantics	<a href="#">PDF</a>	Winkel 2	HW1 out
27 August	Inductive definitions and proofs	<a href="#">PDF</a>		
29 August	Large-step semantics	<a href="#">PDF</a>		
31 August	IMP	<a href="#">PDF</a>		HW2 out
3 September	No class (Labor Day)			
5 September	IMP properties	<a href="#">PDF</a>		
7 September	Denotational semantics	<a href="#">PDF</a>		HW3 out
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 Program Analyses

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$\lambda$ -calculus

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Preliminary Exam II

Advanced Topics

$\lambda$ -calculus

Preliminary Exam I

Fall Break



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Preliminary Exam II

Advanced Topics

Final Exam



# Course Work

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## Participation (5%)

- Lectures
- Office hours
- Online discussions

## Homework (40%)

- 10 assignments, roughly one per week
- Mix of theory and practice
- Can work with *one* partner
- No late submissions
- Two slip days and lowest score discarded

## Preliminary Exams (15% each)

- October 6th
- November 14th

## Final Exam (25%)

- Date TBD

# Academic Integrity

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## Some simple requests:

1. You are here as members of an academic community. Conduct yourself with integrity.
2. Problem sets must be completed with your partner, and only your partner. You must *not* consult other students, alums, friends, Google, GitHub, StackExchange, Course Hero, etc.!
3. If you aren't sure what is allowed and what isn't, please ask.

# Special Needs and Wellness

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- I will provide reasonable accommodations to students with documented disabilities (e.g., physical, learning, psychiatric, vision, hearing, or systemic).
- If you are experiencing undue personal or academic stress at any time during the semester (or if you notice that a fellow student is), contact me, Engineering Advising, or Gannett.

# Language Specification

# Language Specification

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Formal Semantics: what do programs mean?

## Three Approaches

- Operational
  - ▶ Models program by its execution on abstract machine
  - ▶ Useful for implementing compilers and interpreters
- Axiomatic
  - ▶ Models program by the logical formulas it obeys
  - ▶ Useful for proving program correctness
- Denotational
  - ▶ Models program literally as mathematical objects
  - ▶ Useful for theoretical foundations

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Question: few languages have a formal semantics. Why?



# Formal Semantics

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## Too Hard?

- Modeling a real-world language is hard
- Notation can get very dense
- Sometimes requires developing new mathematics
- Not yet cost-effective for everyday use

## Overly General?

- Explains the behavior of a program on *every* input
- Most programmers are content knowing the behavior of their program on *this* input (or these inputs)

Okay, so who needs semantics?

# A Tricky Example

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Question #1: is the following Java program legal?

Question #2: if yes, what does it do?

```
class A { static int a = B.b + 1; }  
class B { static int b = A.a + 1; }
```

# Who Needs Semantics?

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## Unambiguous Description

- Anyone who wants to design a new feature
- Basis for most formal arguments
- Standard tool in PL research

## Exhaustive Reasoning

- Sometimes have to know behavior on all inputs
- Compilers and interpreters
- Static analysis tools
- Program transformation tools
- Critical software

# Language Design

# Design Desiderata

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Question: What makes a good programming language?

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# Design Desiderata

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**Question:** What makes a good programming language?

**One answer:** “a good language is one people use”

**Wrong!** Are COBOL and JavaScript the best languages?

**Some good features:**

- Simplicity (clean, orthogonal constructs)
- Readability (elegant syntax)
- Safety (guarantees that programs won't “go wrong”)
- Support for programming in the large (modularity)
- Efficiency (good execution model and tools)



# Design Challenges

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Unfortunately these goals almost always conflict.

- Types provide strong guarantees but restrict expressiveness.
- Safety checks eliminate errors but have a cost—either at compile time or run time.
- Some verification tools are so complicated, you essentially need a PhD to use them!

# Design Challenges

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Unfortunately these goals almost always conflict.

- Types provide strong guarantees but restrict expressiveness.
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- Some verification tools are so complicated, you essentially need a PhD to use them!

A lot of research in programming languages is about discovering ways to gain without (too much) pain.

# Story: Unexpected Interactions

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A real story illustrating the perils of language design

Cast of characters includes famous computer scientists

## Timeline:

- 1982: ML is a functional language with type inference, polymorphism (generics), and monomorphic references (pointers)
- 1985: Standard ML innovates by adding polymorphic references  
→ unsoundness
- 1995: The “innovation” fixed

# ML Type System

**Polymorphism:** allows code to be used at different types

**Examples:**

- $\text{List.length} : \forall \alpha. \alpha \text{ list} \rightarrow \text{int}$
- $\text{List.hd} : \forall \alpha. \alpha \text{ list} \rightarrow \alpha$

**Type Inference:**  $e \rightsquigarrow \tau$

- e.g., let  $\text{id}(x) = x \rightsquigarrow \forall \alpha. \alpha \rightarrow \alpha$
- Generalize types not constrained by the program
- Instantiate types at use  $\text{id}(\text{true}) \rightsquigarrow \text{bool}$

# ML References

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By default, values in ML are immutable.

But we can easily extend the language with imperative features.

Add *reference types* of the form  $\tau \text{ ref}$

Add *expressions* of the form

$\text{ref } e : \tau \text{ ref}$	where $e : \tau$	(allocate)
$!e : \tau$	where $e : \tau \text{ ref}$	(dereference)
$e_1 := e_2 : \text{unit}$	where $e_1 : \tau \text{ ref}$ and $e_2 : \tau$	(assign)

Works as you'd expect (like pointers in C).

# Polymorphism + References

Consider the following program

Code	Type Analysis
let id = (fun x -> x)	

# Polymorphism + References

Consider the following program

Code

```
let id = (fun x -> x)
```

```
let p = ref id
```

Type Analysis

# Polymorphism + References

Consider the following program

Code

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let id = (fun x -> x)
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```
let p = ref id
```

```
let inc = (fun n -> n+1)
```

Type Analysis



# Polymorphism + References

Consider the following program

Code

```
let id = (fun x -> x)
let p = ref id
let inc = (fun n -> n+1)
p := inc;
(!p) true
```

Type Analysis

# Polymorphism + References

Consider the following program

Code

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let id = (fun x -> x)
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(!p) true
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Type Analysis

```
id :  $\alpha \rightarrow \alpha$ 
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# Polymorphism + References

Consider the following program

Code

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p := inc;
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```
(!p) true
```

Type Analysis

```
id :  $\alpha \rightarrow \alpha$ 
```

```
p :  $(\alpha \rightarrow \alpha)$  ref
```

# Polymorphism + References

Consider the following program

Code	Type Analysis
let id = (fun x -> x)	id : $\alpha \rightarrow \alpha$
let p = ref id	p : $(\alpha \rightarrow \alpha)$ ref
let inc = (fun n -> n+1)	inc : int $\rightarrow$ int
p := inc;	
(!p) true	

# Polymorphism + References

Consider the following program

Code	Type Analysis
let id = (fun x -> x)	$id : \alpha \rightarrow \alpha$
let p = ref id	$p : (\alpha \rightarrow \alpha) \text{ ref}$
let inc = (fun n -> n+1)	$inc : \text{int} \rightarrow \text{int}$
p := inc;	OK since $p : (\text{int} \rightarrow \text{int}) \text{ ref}$
(!p) true	OK since $p : (\text{bool} \rightarrow \text{bool}) \text{ ref}$

# Polymorphism + References

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## Problem

- Type system is not sound
- Well-typed program  $\rightarrow^*$  type error!

# Polymorphism + References

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## Proposed Solutions

1. “Weak” type variables
  - ▶ Can only be instantiated in restricted ways
  - ▶ But type exposes functional vs. imperative
  - ▶ Difficult to use

# Polymorphism + References

## Problem

- Type system is not sound
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## Proposed Solutions

### 1. "Weak" type variables

- ▶ Can only be instantiated in restricted ways
- ▶ But type exposes functional vs. imperative
- ▶ Difficult to use

### 2. Value restriction

- ▶ Only generalize types of values
- ▶ Most ML programs already obey it
- ▶ Simple proof of type soundness



# Lessons Learned

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- Features often interact in unexpected ways
- The design space is huge
- Good designs are sparse and don't happen by accident
- Simplicity is rare:  $n$  features  $\rightarrow n^2$  interactions
- Most PL researchers work with small languages (e.g.,  $\lambda$ -calculus) to study core issues in isolation
- But must pay attention to whole languages too