(*

CS51 Lab 9 Substitution Semantics

Objective:

In this lab, you'll gain practice with understanding and generating substitution semantic derivations, along with the formal definitions of free variables and substitution.

Part 1: Substitution semantics derivation

In this part of the lab, you'll work out the formal derivation of the substitution semantics for the expression

let x = 3 + 5 in (fun x -> x * x) (x - 2)

according to the semantic rules presented in Chapter 13.

Before beginning, what should this expression evaluate to? Test out your prediction in the OCaml REPL. *)

(* The exercises will take you through the derivation stepwise, so that you can use the results from earlier exercises in the later exercises.

By way of example, we do the first couple of exercises for you to give you the idea.

(* SOLUTION:

(We try to mimic the notation for semantic rules and derivations from the textbook, but the appearance is imperfect.)

This derivation was actually given in the reading in Section 13.1. We've annotated each line with the semantic rule that it

to the definition in Figure 13.4?

```
(x * x) [x \hat{a} 206 | 6]
.....*)
(*.....
Exercise 7. The set of 11 equations defining substitution in Figure
13.4 has an equation for function application. You'll need this
equation in some exercises below. Without looking at Figure 13.4,
what do you think such an equation should look like? Check your
understanding against Figure 13.4.
.....*)
   (Q R)[x \hat{a} \ 206 | P] = ???? *)
(*....
Exercise 8. What is the result of the following substitution according
to the definition in Figure 13.4?
   ((fun x -> x * x) (x - 2)) [x \hat{a} \ 206 | 8]
.....*)
(*.....
Exercise 9. Carry out the derivation for the semantics of the
expression
   (fun x -> x * x) (8 - 2)
using the semantics rules in Figure 13.5.
.....*)
Exercise 10. Finally, carry out the derivation for the semantics of
the expression
  let x = 3 + 5 in (fun x -> x * x) (x - 2)
using the semantics rules in Figure 13.5.
.....*)
Part 2: Pen and paper exercises with the free variables and
substitution definitions
In this part, you'll get more practice using the definitions of FV and
substitution from the textbook (Figure 13.4). Feel free to jump ahead
to later problems if you "get it" and are finding the exercises
tedious. *)
(*....
Exercise 11: Use the definition of FV to derive the set of free
variables in the expressions below. Show all steps using pen and
paper. (You can see an example derivation for
    FV(fun y \rightarrow f (x + y))
in Section 13.3.2 of the textbook.)
1. let x = 3 in let y = x in f \times y
2. let x = x in let y = x in f x y
3. let x = y in let y = x in f \times y
4. let x = \text{fun } y \rightarrow x \text{ in } x
*)
```

```
(*.....
Exercise 12: What expressions are specified by the following
substitutions? Show all the steps as per the definition of
substitution given in the textbook, Figure 13.4.
1. (x + 1)[x \hat{a} \times 206 \mid 50]
2. (x + 1)[y \hat{a} \setminus 206 \mid 50]
3. (x * x)[x \hat{a} 206 | 2]
4. (let x = y * y in x + x)[x a^206| 3]
5. (let x = y * y in x + x)[y a^206| 3]
(*.....
Exercise 13: For each of the following expressions, derive its final
value using the evaluation rules in the textbook. Show all steps using
pen and paper, and label them with the name of the evaluation rule
used. Where an expression makes use of the evaluation of an earlier
expression, you don't need to rederive the earlier expression's value;
just use it directly.
1. 2 * 25
2. let x = 2 * 25 in x + 1
3. let x = 2 in x * x
4. let x = 51 in let x = 124 in x
Part 3: Implementing a simple arithmetic language.
You will now implement a simple language for evaluating 'let' bindings
and arithmetic expressions. Recall the following syntax for such a
language from the textbook.
<binop> ::= + | - | *
<var> ::= x | y | z | ...
<expr> ::= <integer>
          <var>
          <expr1> <binop> <expr>
         let <var> = <expr_def> in <expr_body>
Exercise 14: We've provided below type definitions that allow for
expressions implementing this syntax. Augment the type definitions to
allow for other binary operations (at least 'Minus' and 'Times') and
for unary operations (at least Negate). Hint: Don't forget to extend
the type definition of 'expr' to support unary operations as well.
When you're done, you should be able to specify expressions such as
the following:
```

Int 3 ;;
- : expr = Int 3
Binop (Plus, Int 3, Var "x") ;;
- : expr = Binop (Plus, Int 3, Var "x")

```
# Unop (Negate, Int 3) ;;
   - : expr = Unop (Negate, Int 3)
   # Let ("x", Int 3, Binop (Plus, Int 3, Var "x")) ;;
   - : expr = Let ("x", Int 3, Binop (Plus, Int 3, Var "x"))
type varspec = string ;;
type binop =
   Plus
   Divide ;;
type unop =
  NotYetImplemented ;;
type expr =
   Int of int
   Var of varspec
   Binop of binop * expr * expr
   Let of varspec * expr * expr ;;
(*....
Exercise 15: Write a function 'free_vars : expr -> varspec Set.t' that
returns a set of 'varspec's corresponding to the free variables in the
expression.
The free variable rules in this simple language are a subset of those
found in Figure 13.4, but we encourage you to first try to determine
the rules on your own, consulting the textbook only as necessary.
To handle all of the set processing in the free variable rules --
unions and differences and so on -- we've provided a 'VarSet' module
built using OCaml's 'Set.Make' functor. (More documentation on the
'Set.Make' functor can be found at
<https://v2.ocaml.org/api/Set.Make.html>.)
You should get behavior such as this, in calculating the free
variables in the expression
   let x = x + y in z * 3
   # VarSet.elements
       (free_vars (Let ("x",
                      Binop (Plus, Var "x", Var "y"),
                      Binop (Times, Var "z", Int 3)))) ;;
   - : Lab9.VarSet.elt list = ["x"; "y"; "z"]
.....*)
module VarSet = Set.Make (struct
                         type t = varspec
                         let compare = String.compare
                       end) ;;
let free_vars (exp : expr) =
 failwith "free_vars not implemented"
Exercise 16: Write a function 'subst : expr -> varspec -> expr ->
expr' that performs substitution, that is, 'subst p x q' returns the
expression that is the result of substituting 'q' for the variable 'x'
in the expression 'p'.
```

The necessary substitution rules for this simple language are as follows:

```
lab9.ml
           Mon Jan 27 18:53:36 2025
m[x \hat{a} \setminus 206 \mid P] = m
                                    (where m is some integer value)
x[x \hat{a} \ 206 \mid P] = P
y[x \hat{a} \setminus 206 \mid P] = y
                              (where x and y are distinct variables)
(^{-}Q)[x \hat{a} 206| P] = ^{-}Q[x \hat{a} 206| P]
                                    (and similarly for other unary ops)
(Q + R)[x \hat{a} 206| P] = Q[x \hat{a} 206| P] + R[x \hat{a} 206| P]
                            (and similarly for other binary ops)
(where x and y are distinct variables)
You should get the following behavior:
   # let example = Let ("x", Binop (Plus, Var "x", Var "y"),
                       Binop (Times, Var "z", Var "x")) ;;
   val example : Lab9.expr =
    Let ("x", Binop (Plus, Var "x", Var "y"), Binop (Times, Var "z", Var "x"))
   # subst example "x" (Int 42) ;;
   - : Lab9.expr =
   Let ("x", Binop (Plus, Int 42, Var "y"), Binop (Times, Var "z", Var "x"))
   # subst example "y" (Int 42) ;;
   - : Lab9.expr =
   Let ("x", Binop (Plus, Var "x", Int 42), Binop (Times, Var "z", Var "x"))
let subst (exp : expr) (var_name : varspec) (repl : expr) : expr =
 failwith "subst not implemented" ;;
(*....
Exercise 17: Complete the 'eval' function below. Try to implement
these functions from scratch. If you get stuck, however, a good
(though incomplete) start can be found in section 13.4.2 of the
textbook.
(* Please use the provided exceptions as appropriate. *)
exception UnboundVariable of string ;;
exception IllFormed of string ;;
let eval (e : expr) : expr =
 failwith "eval not implemented"
(*.....
Go ahead and test 'eval' by evaluating some arithmetic expressions and
let bindings.
For instance, try the following expression, which is essentially
     let x = 6 in let y = 3 in x * y
\# eval (Let ("x", Int 6,
              Let ("y", Int 3,
                       Binop (Times, Var "x", Var "y")))) ;;
- : expr = Int 18
You now have a good start on the final project!
.....*)
```