

2006 Paper 9 Question 8

Optimising Compilers

Consider the ML-like language given by abstract syntax

$$e ::= x \mid n \mid \lambda x. e \mid e_1 e_2 \mid \text{if } e_1 \text{ then } e_2 \text{ else } e_3 \mid \text{store } e \text{ in } r \mid \text{load } e \text{ from } r$$

where x ranges over variable names, n over integer constants, and r over global names for disjoint areas of memory known as *regions*. This language allows values to be stored inside regions: *store e in r* writes the value of e at some newly allocated memory location within region r and returns a pointer to this new location; the complementary operation *load e from r* reads the value which e points to (provided e is indeed a pointer into region r , otherwise the operation fails without accessing r).

Types have syntax

$$\tau ::= \text{int} \mid \tau \rightarrow \tau \mid * \tau \text{ in } r$$

where $*\tau \text{ in } r$ is the type of a pointer to a τ -typed value stored in region r . Note that there is no polymorphism and that *if-then-else* uses an integer (rather than boolean) condition.

- (a) Give an *effect system* (also known as an annotated type system) in which we can derive judgements of the form

$$\Gamma \vdash e : t, \varphi$$

where t is an extended form of τ and Γ is a set of assumptions of the form $x : t$. Effects φ are sets of region names representing the regions which e may need to access (i.e. write into or read from) during its execution.

[12 marks]

- (b) Give types and effects for the following expressions, commenting briefly on any problems your scheme encounters and how they may be resolved. (Assume that r and s are region names, x is a variable of type $*\text{int in } r$, and p is a variable of type $*\text{int in } s$.)

(i) *if load x from r then store 42 in s else p* [2 marks]

(ii) *λy . if load x from r then store y in s else p* [2 marks]

(iii) *if load x from r then λy . store y in s else λy . p* [4 marks]