

Exercise: simple expression evaluation

```
type exp = Operation of exp * binary_operation * exp  
          | Id of string | Integer of int  
and binary_operation = Equal | LessThan | Plus
```

```
type value = Int of int | Bool of bool
```

```
let rec eval e dict =
```

*(see midterm 1
answer sheet)*

```
and apply bop v1 v2 =
```

eval for MJ

```
type value = IntV of int | StringV of string | BoolV of bool | NullV
and state = (varname * value) list
and varname = string
```

```
let rec eval (e:exp) (sigma:state) (prog:program) : value = match e with
```

```
  Null -> NullV
```

```
| True -> BoolV true
```

```
| False -> BoolV false
```

```
| Integer i -> IntV i
```

```
| String s -> StringV s
```

```
(* assume id is in state sigma *)
```

```
| Id id -> lookup id sigma
```

applyOp for MJ (cont.)

```
type value = IntV of int | StringV of string | BoolV of bool | NullV
```

```
| Operation(e1, bop, e2) -> (* for non-boolean operations *)  
    applyOp bop (eval e1 sigma prog) (eval e2 sigma prog)
```

```
let applyOp (bop:binary_operation) (v1:value) (v2:value) : value =
```

```
match bop with
```

```
Multiplication -> match (v1, v2) with
```

```
(IntV i1, IntV i2) -> IntV (i1 * i2)
```

```
Plus -> match (v1, v2) with
```

```
(IntV i1, IntV i2) -> IntV (i1 + i2)
```

```
| (StringV s1, StringV s2) -> StringV (s1 ^ s2)
```

```
|  
  :  
  ,
```

eval for MJ, with exceptions

```
type value = IntV of int | StringV of string | BoolV of bool | NullV
and state = (varname * value) list
and varname = string
exception TypeError of string
exception RuntimeError of string
```

```
| Id id -> if isin id sigma
            then lookup id sigma
            else raise TypeError
```

```
| Not e -> match (eval e sigma prog) with
```

```
    BoolV b -> BoolV (not b)
```

```
    | _ -> raise TypeError
```

Ex: SOS for binary operations

$$\begin{aligned} \text{(BINOPINT)} \quad e_1 + e_2, \sigma, \pi \Downarrow \text{IntV } (i_1 + i_2) \\ e_1, \sigma, \pi \Downarrow \text{IntV } i_1 \\ e_2, \sigma, \pi \Downarrow \text{IntV } i_2 \end{aligned}$$

$$\begin{aligned} \text{(BINOPINT)} \quad e_1 * e_2, \sigma, \pi \Downarrow \text{IntV } (i_1 * i_2) \\ e_1, \sigma, \pi \Downarrow \text{IntV } i_1 \\ e_2, \sigma, \pi \Downarrow \text{IntV } i_2 \end{aligned}$$

$$\begin{aligned} \text{(LESSTHAN)} \quad e_1 < e_2, \sigma, \pi \Downarrow \text{BoolV } (i_1 < i_2) \\ e_1, \sigma, \pi \Downarrow \text{IntV } i_1 \\ e_2, \sigma, \pi \Downarrow \text{IntV } i_2 \end{aligned}$$

Ex: SOS for boolean operations

(ORTRUE) $e_1 || e_2, \sigma, \pi \Downarrow \text{BoolV true}$
 $e_1, \sigma, \pi \Downarrow \text{BoolV true}$

(ORFALSE) $e_1 || e_2, \sigma, \pi \Downarrow \text{BoolV } t$
 $e_1, \sigma, \pi \Downarrow \text{BoolV false}$
 $e_2, \sigma, \pi \Downarrow \text{BoolV } t$

(ANDFALSE) $e_1 \& \& e_2, \sigma, \pi \Downarrow \text{BoolV false}$

$e_1, \sigma, \pi \Downarrow \text{BoolV false}$

(ANDTRUE) $e_1 \& \& e_2, \sigma, \pi \Downarrow \text{BoolV } t$

$e_1, \sigma, \pi \Downarrow \text{BoolV true}$
 $e_2, \sigma, \pi \Downarrow \text{BoolV } t$

(NOT) $!e, \sigma, \pi \Downarrow \text{BoolV (not } b)$

$e, \sigma, \pi \Downarrow \text{BoolV } b$

Statements

- You will also need to write function `exec: statement → state → program → state` to execute some simple statements:

```
statement = Block of (statement list)
           | If of exp * statement * statement
           | Assignment of id * exp
```

```
let rec exec s sigma prog = match s with
  Assignment(s, e) ->
```

assign s (eval e sigma prog) sigma

| If(e,s1,s2) -> match (eval e sigma prog) with
Bool V b -> if b then exec s1 sigma prog
else exec s2 sigma prog

| _ -> raise Type Error

Method calls

eval clause for method call: argument list

1 Method Call ($-$, m , $[e_1; \dots; e_n]$)

① Look up m ; suppose it is:

```
t m (x1, ..., xn) {  
  y1; ...; ym; // local vars  
  S1; ...; Sn;  
  return ei; }
```

② Evaluate: eval e_1 sigma prog,
eval e_2 sigma prog, ..., yielding
values v_1, \dots, v_n

③ Create state pairing x_1 with v_1 , x_2 with v_2 , etc.,
and pairing y_1 with NullV, y_2 with NullV, etc.
Call this state σ

④ Execute statements S_1, \dots, S_n , starting in
state σ , yielding state σ'

⑤ Evaluate e in σ' and return its value