

Hwk10 Solution: Polymorphic types; Hoare axioms

CS 421 – Spring 2011

May 3, 2011

1. In the following, Γ_0 is the initial environment (as usual), Γ_1 is $\Gamma_0[f : \forall\alpha.(int \rightarrow \alpha) \rightarrow \alpha]$ and Γ_2 is $\Gamma_1[y : int]$.

$$\begin{aligned}
 \Gamma_0 &\vdash \text{let } f = \text{fun } x \rightarrow x \text{ 0 in } f(\text{fun } y \rightarrow (+) y \text{ 1}) : int \quad (\text{let}) \\
 \Gamma_0 &\vdash \text{fun } x \rightarrow x \text{ 0} : (int \rightarrow \alpha) \rightarrow \alpha \quad (\text{abs}) \\
 \Gamma_0[x : int \rightarrow \alpha] &\vdash x \text{ 0} : \alpha \quad (\text{app}) \\
 \Gamma_0[x : int \rightarrow \alpha] &\vdash x : int \rightarrow \alpha \quad (\text{var}) \\
 \Gamma_0[x : int \rightarrow \alpha] &\vdash \text{0} : int \quad (\text{var}) \\
 \Gamma_1 &\vdash f(\text{fun } y \rightarrow (+) y \text{ 1}) : int \quad (\text{app}) \\
 \Gamma_1 &\vdash f : (int \rightarrow int) \rightarrow int \quad (\text{since } (int \rightarrow int) \rightarrow int \leq \forall\alpha.(int \rightarrow \alpha) \rightarrow \alpha) \quad (\text{var}) \\
 \Gamma_1 &\vdash \text{fun } y \rightarrow (+) y \text{ 1} : int \rightarrow int \quad (\text{abs}) \\
 \Gamma_2 &\vdash (+) y \text{ 1} : int \quad (\text{app}) \\
 \Gamma_2 &\vdash (+) y : int \rightarrow int \quad (\text{app}) \\
 \Gamma_2 &\vdash (+) : int \rightarrow int \rightarrow int \quad (\text{var}) \\
 \Gamma_2 &\vdash y : int \quad (\text{var}) \\
 \Gamma_2 &\vdash \text{1} : int \quad (\text{var})
 \end{aligned}$$

2. In the following, Γ_3 is additionally defined as $\Gamma_1[n : int]$.

$$\begin{aligned}
 \Gamma_0 &\vdash \text{let } f = \text{fun } x \rightarrow x \text{ 0 in } (f(\text{fun } y \rightarrow (+) y \text{ 1}), f(\text{fun } n \rightarrow (::) n [])) : int * int \text{ list} \quad (\text{let}) \\
 \Gamma_0 &\vdash \text{fun } x \rightarrow x \text{ 0} : (int \rightarrow \alpha) \rightarrow \alpha \quad (\text{abs}) \\
 \Gamma_0[x : int \rightarrow \alpha] &\vdash x \text{ 0} : \alpha \quad (\text{app}) \\
 \Gamma_0[x : int \rightarrow \alpha] &\vdash x : int \rightarrow \alpha \quad (\text{var}) \\
 \Gamma_0[x : int \rightarrow \alpha] &\vdash \text{0} : int \quad (\text{var}) \\
 \Gamma_1 &\vdash (f(\text{fun } y \rightarrow (+) y \text{ 1}), f(\text{fun } n \rightarrow (::) n [])) : int * int \text{ list} \quad (\text{tuple}) \\
 \Gamma_1 &\vdash f(\text{fun } y \rightarrow (+) y \text{ 1}) : int \quad (\text{app}) \\
 \Gamma_1 &\vdash f : (int \rightarrow int) \rightarrow int \quad (\text{since } (int \rightarrow int) \rightarrow int \leq \forall\alpha.(int \rightarrow \alpha) \rightarrow \alpha) \quad (\text{var}) \\
 \Gamma_1 &\vdash \text{fun } y \rightarrow (+) y \text{ 1} : int \rightarrow int \quad (\text{abs}) \\
 \Gamma_2 &\vdash (+) y \text{ 1} : int \quad (\text{app}) \\
 \Gamma_2 &\vdash (+) y : int \rightarrow int \quad (\text{app}) \\
 \Gamma_2 &\vdash (+) : int \rightarrow int \rightarrow int \quad (\text{var}) \\
 \Gamma_2 &\vdash y : int \quad (\text{var}) \\
 \Gamma_2 &\vdash \text{1} : int \quad (\text{var}) \\
 \Gamma_1 &\vdash f(\text{fun } n \rightarrow (::) n []) : int \text{ list} \quad (\text{app}) \\
 \Gamma_1 &\vdash f : (int \rightarrow int \text{ list}) \rightarrow int \text{ list}
 \end{aligned}$$

$$\begin{aligned}
& (\text{since } (int \rightarrow int \text{ list}) \rightarrow int \text{ list} \leq \forall \alpha. (int \rightarrow \alpha) \rightarrow \alpha) \text{ (var)} \\
\Gamma_1 \vdash \text{fun } n \rightarrow (:) n [] : int \rightarrow int \text{ list} & \text{ (abs)} \\
\Gamma_3 \vdash (:) n [] : int \text{ list} & \text{ (app)} \\
\Gamma_3 \vdash (:) n : int \text{ list} \rightarrow int \text{ list} & \text{ (app)} \\
\Gamma_3 \vdash (:) : int \rightarrow int \text{ list} \rightarrow int \text{ list} & \text{ (var)} \\
\Gamma_3 \vdash n : int & \text{ (var)} \\
\Gamma_3 \vdash [] : int \text{ list} & \text{ (since } \Gamma_0 \vdash [] : \forall \alpha. \alpha \text{ list and } int \text{ list} \leq \forall \alpha. \alpha \text{ list) (var)}
\end{aligned}$$

3. Pre-condition: $min = 0 \ \& \ i = 1$

Post-condition: $\forall 0 \leq i < |A|. A[min] \leq A[i]$

```
while (i < n) { if (A[i] < A[min]) min = i;
                i = i+1; }
```

Invariant: $\forall 0 \leq j < i. A[min] \leq A[j] \ \& \ i \leq |A|$

4. Pre-condition: $i = 0 \ \& \ n = |A|$

Post-condition: $\forall 0 \leq j < |A| - 1. A[j] \leq A[j+1] \ \& \ A$ has the same elements as A_0

```
while (i < n-1) {
    m = min(A, i); swap(A, i, m); i = i+1;
}
```

Invariant: $\forall 0 \leq j < i. A[j] \leq A[j+1] \ \& \ i < |A| \ \& \ A$ has the same elements as A_0

5. Pre-condition: $lo = 0 \ \& \ hi = |A| - 1$

Post-condition: $\forall 0 \leq i < lo. A[i] \leq x \ \& \ \forall lo \leq i < |A|. A[i] > x$

```
while (lo < hi) {
    if (A[lo] > x) {
        swap(A, lo, hi); hi = hi-1;
    }
    else if (A[hi] <= x) {
        swap(A, lo, hi); lo = lo+1;
    }
    else { lo = lo+1; hi = hi-1; }
}
```

Invariant: $lo \leq hi + 1 \ \& \ \forall 0 \leq i < lo. A[i] \leq x \ \& \ \forall hi < i < |A|. A[i] > x$

6. Pre-condition: $i = 0 \ \& \ j = |A| - 1$

Post-condition: $\forall 0 \leq i < |A|. A[i] = A_0[|A| - i - 1]$

```
while (i < j) { swap(A, i, j); i = i+1; j = j-1; }
```

Invariant: $\forall 0 \leq k < i. (A[k] = A_0[|A| - k - 1] \ \& \ A[|A| - k - 1] = A_0[k]) \ \& \ i \leq \lfloor |A|/2 \rfloor \ \& \ j \geq \lfloor |A|/2 \rfloor$