

Semantics of Programming Languages

Exercise Sheet 3

Homework 3.1 Extending arithmetic expressions

Submission until Tuesday, November 7, 10:00am.

We define a new type for arithmetic expressions with two changes from *aexp*:

- variables carry an additional constant factor
- a new constructor for negation

```
datatype mexp =  
  N int | Plus mexp mexp |  
  Neg mexp |  
  V int vname
```

First, define a function *mval*, analogously to *aval*.

```
fun mval :: "mexp ⇒ state ⇒ val"  
value "mval (V 3 \"x\") <\"x\":=3> = 9"  
value "mval (Neg (N 3)) <> = -3"
```

We now want to optimize these expressions in multiple different ways.

Simplification Adapt the *asimp* function from the lecture that evaluates constant subexpressions and eliminates all occurrences of *mexp.N 0* in additions. Prove correctness!

Accumulating variables In an expression that contains multiple occurrences of a particular variable, all occurrences can be replaced by a single one. For example, the expression *mexp.Plus (mexp.V 3 \"x\") (mexp.V 2 \"x\")* is equivalent to *mexp.V 5 \"x\"*. Define a function *optimize* that performs this optimization for one variable and prove its correctness. Furthermore, prove that *optimize* only contains one single occurrence of the specified variable.

Hints:

- Start with a function that accumulates all constant factors for the variable.
- For the last lemma, you need to define an auxiliary function that counts occurrences of variables.
- You may need more auxiliary functions.
- For your proofs, you may need some additional arithmetic facts, that you can pass to the simplifier as follows: **apply** (*auto simp add: algebra_simps*)

fun *optimize* :: "*mexp* \Rightarrow *vname* \Rightarrow *mexp*"

Elimination of negation The *Neg* constructor is unneeded. Provide a function *un_neg* that removes negation and prove that it does. Also prove correctness.

Hint: You have to define a function *no_negs* that checks that an expression contains no negation.

fun *un_neg* :: "*mexp* \Rightarrow *mexp*"