

『プログラム言語論』 演習課題 (5/23 出題分) の解答例

亀山

1 宿題

L_2 に対応する CEK 機械で、以下のものの状態遷移を書きなさい。(計算は $\langle eval, e, [], init \rangle$ という状態からはじめる。また、ステップ数が非常に多い場合は、多少省略して書いててもよい。)

- e が $\text{let } x = 1 \text{ in } x + 2 * 3$ (具体構文での記述) のとき。

答は以下の通り(見やすさのため、抽象構文でなく具体構文で表記している):

[2013/6/20; 昨日までここに置いていた解答ファイルでは、与えられた式の括弧付けを間違えていたので、修正しました。Thanks to 須永君]

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 $\langle eval, \text{let } x = 1 \text{ in } x + 2 * 3, [], init \rangle$ 
→  $\langle eval, 1, [], \text{push}((\text{letin}, x, x + 2 * 3, []), init) \rangle$ 
→  $\langle apply, \text{push}((\text{letin}, x, x + 2 * 3, []), init), 1 \rangle$ 
→  $\langle eval, x + 2 * 3, [] [x = 1], init \rangle$ 
→  $\langle eval, x, [] [x = 1], \text{push}((\text{plus1}, 2 * 3, [] [x = 1]), init) \rangle$ 
→  $\langle apply, \text{push}((\text{plus1}, 2 * 3, [] [x = 1]), init), 1 \rangle$ 
→  $\langle eval, 2 * 3, [] [x = 1], \text{push}((\text{plus2}, 1), init) \rangle$ 
→  $\langle eval, 2, [] [x = 1], \text{push}((\text{times1}, 3, [] [x = 1]), \text{push}((\text{plus2}, 1), init)) \rangle$ 
→  $\langle apply, \text{push}((\text{times1}, 3, [] [x = 1]), \text{push}((\text{plus2}, 1), init)), 2 \rangle$ 
→  $\langle eval, 3, [] [x = 1], \text{push}((\text{times2}, 2), \text{push}((\text{plus2}, 1), init)) \rangle$ 
→  $\langle apply, \text{push}((\text{times2}, 2), \text{push}((\text{plus2}, 1), init)), 3 \rangle$ 
→  $\langle apply, \text{push}((\text{plus2}, 1), init), 6 \rangle$ 
→  $\langle apply, init, 7 \rangle$ 
→ 7
```

- e が $(\text{let } x = 1 \text{ in } \text{let } y = x + 4 \text{ in } x * y) * 3$ (具体構文での記述) のとき。

答は以下の通り(適宜省略。また見やすさのため、抽象構文でなく具体構文で表記している):

```

⟨eval, (let x = 1 in let y = x + 4 in x * y) * 3, [], init⟩
→ ⟨eval, let x = 1 in let y = x + 4 in x * y, [], push((times1, 3, []), init)⟩
→ ⟨eval, 1, [], push((letin, x, let y = x + 4 in x * y, []), push((times1, 3, []), init))⟩
→ ⟨apply, push((letin, x, let y = x + 4 in x * y, []), push((times1, 3, []), init)), 1⟩
→ ⟨eval, let y = x + 4 in x * y, [] [x = 1], push((times1, 3, []), init)⟩
→ ⟨eval, x + 4, [] [x = 1], push((letin, y, x * y, [] [x = 1]), push((times1, 3, []), init))⟩
→ ⋯ → ⟨apply, push((letin, y, x * y, [] [x = 1]), push((times1, 3, []), init)), 5⟩
→ ⟨eval, x * y, [] [x = 1] [y = 5], push((times1, 3, []), init)⟩
→ ⟨eval, x, [] [x = 1] [y = 5], push((times1, y, [] [x = 1] [y = 5]), push((times1, 3, []), init))⟩
→ ⟨apply, push((times1, y, [] [x = 1] [y = 5]), push((times1, 3, []), init)), 1⟩
→ ⟨eval, y, [] [x = 1] [y = 5], push((times2, 1), push((times1, 3, []), init))⟩
→ ⟨apply, push((times2, 1), push((times1, 3, []), init)), 5⟩
→ ⋯ → ⟨apply, push((times1, 3, []), init), 5⟩ → 15

```

- e が $(\text{let } x = 1 \text{ in let } x = x + 4 \text{ in } x * 3) * 3$ (具体構文での記述) のとき。

```

⟨eval, (let x = 1 in let x = x + 4 in x * 3) * 3, [], init⟩
→ ⋯ → ⟨eval, x, [] [x = 1] [x = 5], push((times1, 3, [] [x = 1] [x = 5]), push((times1, 3, []), init))⟩
→ ⟨apply, push((times1, 3, [] [x = 1] [x = 5]), push((times1, 3, []), init)), 5⟩
→ ⋯ → ⟨apply, push((times1, 3, []), init), 15⟩
→ ⋯ → ⟨apply, init, 45⟩ → 45

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