

# Programming Language Qualifying Exam

## Spring 2013

Answer the following five problems.

### 1. Language and Compilation

- (a) (4 pts) Explain the difference between interpreted, compiled, and byte-code languages. Give an example of each.
- (b) (4 pts) Give the pros and cons of using mutable vs immutable data structures for software that will run on a machine with a large number of cores.
- (c) (4 pts) Give the pros and cons of static typing vs dynamic typing when designing a programming language.
- (d) (4 pts) Give the pros and cons of call-by-value vs call-by-reference, from the point of the user of a language.
- (e) (4 pts) Give the pros and cons of having vs not having closures in a programming language, both from the point of view of a user of the language and the point of view of an implementor of a translator or compiler for the language.

### 2. Abstraction

- (a) (5 pts) What is an abstract data-type?
- (b) (5 pts) Suppose we add cast operators to C so that you can cast a pointer to its underlying integer memory address and vice versa. For example, say  $x$  is stored at location  $0x0000AB00$  and  $p$  is an `int *` that contains the address  $0x0000AB00$ ; then `(int) p` would evaluate to the integer  $0x0000AB00$  and `p = (int *) 0x0000AB00`; would leave  $p$  unchanged. Argue for or against the claim that this would radically change how one writes programs in C.

### 3. Grammars

Consider the following grammar:

$$\begin{array}{l} S \rightarrow S y \\ \quad | T \\ T \rightarrow a T b T \\ \quad | a \end{array}$$

- (a) (5 pts) Construct the Characteristic Finite State Machine for the above grammar. You must show the LR tables (i.e., Action and Go To tables) for credit.

- (b) (5 pts) Convert the above grammar to an LL grammar (or explain why it is already LL).
- (c) (5 pts) What advantage results from a grammar being LL?
- (d) (5 pts) Is the above grammar ambiguous? Give a proof with your answer.

#### 4. Weakest Precondition

- (a) (5 pts) Define *weakest precondition* and *weakest liberal precondition*.
- (b) (5 pts) Let  $S$  be a program and let  $T$  and  $F$  stand for true and false respectively. In English, explain what  $WLP(S, T) \wedge \neg WP(S, T) \not\Rightarrow F$  indicates. (Note: “explain,” not simply “translate.”)
- (c) (10 pts) Consider the following program  $S$ . Let the postcondition  $R \equiv x = y$ . determine formally the conditions (if any) under which this program returns the correct answer. For full credit, logically simplify the precondition as much as possible.

```

x := y - x;
x := x + y;
if x > y then y := y + 1
    else y := x + 1
fi

```

#### 5. Loop Verification

- (a) (5 pts) In order to verify the correct operation of a loop, you need to check five formulas. What are they?
- (b) (10 pts) The following program is incomplete. The precondition is that  $A[0 \dots n-1]$  represents an unsigned number in base  $b$  ( $b \geq 2$ ,  $n \geq 1$ , and each  $A[i]$  is  $\geq 0$  and  $< b$ ). The postcondition is that  $v$  is the number that  $A$  represents. E.g., if  $b = 2$  and  $A = (1, 0, 0)$ , then we should terminate with  $v = 4$ .

```

v := A[0];
K := 0;
while (K < n-1) do
...
od

```

You will need to determine the loop invariant and loop body. Formally prove your result by giving a valid annotation of your program.