

Oat₀ Scoping Rules

February 18, 2013

1 Syntactic Definitions

<i>exp</i>	$::=$	expressions
	<i>x</i>	
	<i>int32</i>	
	<i>exp</i> ₁ <i>bop</i> <i>exp</i> ₂	
	0	M
<i>stmt</i>	$::=$	statements
	<i>x</i> = <i>exp</i> ;	
	if (<i>exp</i>) <i>stmt</i> ₁ else <i>stmt</i> ₂	
	{ <i>block</i> }	
<i>stmts</i>	$::=$	
	<i>stmt</i> <i>stmts</i>	
<i>vdecl</i>	$::=$	variable declaration
	int <i>x</i> = <i>exp</i> ;	
<i>vdecls</i>	$::=$	vdecls
	<i>vdecl</i> <i>vdecls</i>	
<i>block</i>	$::=$	blocks
	<i>vdecls</i> <i>stmts</i>	
<i>prog</i>	$::=$	programs
	<i>block</i> return (<i>exp</i>);	

2 Scope Checking

G	$::=$		contexts
		$\square$	
		$x::G$	
$Scoping$	$::=$		
		$G \vdash exp$	Expressions
		$G \vdash stmt$	Statements
		$G \vdash stmts$	Sequences
		$G_1 \vdash vdecls \Rightarrow G_2$	Declaration lists
		$G_1 \vdash block \Rightarrow G_2$	Blocks
		$\vdash prog$	Programs

2.1 Inference Rules

$G \vdash exp$ Expressions

$$\frac{}{G \vdash int32} \text{INT}$$

$$\frac{x \in G}{G \vdash x} \text{VAR}$$

$$\frac{G \vdash exp_1 \quad G \vdash exp_2}{G \vdash exp_1 \text{ bop } exp_2} \text{BOP}$$

$G \vdash stmt$ Statements

$$\frac{x \in G \quad G \vdash exp}{G \vdash x = exp;} \text{ASSIGN}$$

$$\frac{G \vdash exp \quad G \vdash stmt_1 \quad G \vdash stmt_2}{G \vdash \text{if}(exp)stmt_1 \text{ else } stmt_2} \text{IFELSE}$$

$$\frac{G_1 \vdash block \Rightarrow G_2}{G_1 \vdash \{block\}} \text{SBLOCK}$$

$G \vdash stmts$ Sequences

$$\frac{}{G \vdash} \text{EMPTY}$$

$$\frac{G \vdash stmt \quad G \vdash stmts}{G \vdash stmt \text{ stmts}} \text{SEQ}$$

$G_1 \vdash vdecls \Rightarrow G_2$ Declaration lists

$$\frac{}{G \vdash \Rightarrow G} \text{DONE}$$

$$\frac{G_1 \vdash exp \quad x::G_1 \vdash vdecls \Rightarrow G_2}{G_1 \vdash \text{int } x = exp; vdecls \Rightarrow G_2} \text{DECLS}$$

$G_1 \vdash block \Rightarrow G_2$ Blocks

$$\frac{G_1 \vdash vdecls \Rightarrow G_2 \quad G_2 \vdash stmts}{G_1 \vdash vdecls \text{ } stmts \Rightarrow G_2} \quad \text{BLOCK}$$

$\boxed{\vdash prog}$ Programs

$$\frac{\boxed{} \vdash block \Rightarrow G \quad G \vdash exp}{\vdash block \text{ } \mathbf{return}(exp);} \quad \text{PROG}$$

Example of a successful scope checking derivation. Note how the structure of this is isomorphic to the structure of the recursive calls in the equivalent OCaml implementation.

$$\frac{\frac{\frac{x_1 \in x_1::\boxed{} \quad x_1 \in x_1::\boxed{} \quad \overline{x_1::\boxed{} \vdash x_1 \quad x_1::\boxed{} \vdash x_1}}{x_1::\boxed{} \vdash x_1 + x_1} \quad \overline{x_2::x_1::\boxed{} \vdash \Rightarrow x_2::x_1::\boxed{}}}{\boxed{} \vdash 0 \quad \overline{x_1::\boxed{} \vdash \mathbf{int} \, x_2 = x_1 + x_1; \Rightarrow x_2::x_1::\boxed{}}} \quad \frac{\frac{x_1 \in x_2::x_1::\boxed{} \quad \overline{x_2::x_1::\boxed{} \vdash x_1 \quad x_2::x_1::\boxed{} \vdash x_2}}{x_2::x_1::\boxed{} \vdash x_1 - x_2} \quad \overline{x_2::x_1::\boxed{} \vdash x_1 = x_1 - x_2;}} \quad \frac{x_1 \in x_2::x_1::\boxed{} \quad \overline{x_2::x_1::\boxed{} \vdash x_1}}{\overline{x_2::x_1::\boxed{} \vdash x_1 = x_1 - x_2;}} \quad \overline{x_2::x_1::\boxed{} \vdash x_1}$$

$$\frac{\boxed{} \vdash \mathbf{int} \, x_1 = 0; \mathbf{int} \, x_2 = x_1 + x_1; \Rightarrow x_2::x_1::\boxed{} \quad \overline{x_2::x_1::\boxed{} \vdash x_1 = x_1 - x_2;}}{\vdash \mathbf{int} \, x_1 = 0; \mathbf{int} \, x_2 = x_1 + x_1; x_1 = x_1 - x_2; \mathbf{return}(x_1);}$$

Example of an unsuccessful scope checking derivation—the check $x_1 \in \boxed{} \text{ } !!FAILS$ fails, which corresponds to the `lookup` function raising an exception:

$$\frac{\frac{\frac{x_1 \in \boxed{} \quad !!FAILS}{\boxed{} \vdash x_1}}{\boxed{} \vdash x_1 + x_1}}{\boxed{} \vdash \mathbf{int} \, x_2 = x_1 + x_1; \Rightarrow x_2::\boxed{}} \quad \overline{\vdash \mathbf{int} \, x_2 = x_1 + x_1; \mathbf{return}(x_2);}$$