

A Taste of Racket and PLT Redex

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Scheme Basics

Function Abstraction

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```
(λ (x y)  
  (+ x y))
```

Scheme Basics

Function Abstraction

$$(\lambda \ (\textcolor{brown}{x} \ \textcolor{blue}{y}) \\ \quad (+ \ \textcolor{blue}{x} \ \textcolor{blue}{y}) \)$$

Function Application

Scheme Basics

Function Abstraction

```
(λ (x y)  
  (+ x y) )
```

Function Application

```
((λ (x)  
  (+ x 1)) 2)
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Naming

Scheme Basics

Function Abstraction

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(λ (x y)
  (+ x y) )
```

Function Application

```
((λ (x)
  (+ x 1)) 2)
```

Naming

```
(define foo 1)
(define add1
  (λ (x)
    (+ x 1)))
```

Macro System

```
(define-syntax (time-it stx)
  (syntax-parse stx
    [(_ task)
     #'(thunk-time-it (λ () task))]))
(define (thunk-time-it task)
  (define before (cim))
  (define answer (task))
  (define delta (- (cim) before))
  (printf "time: ~a ms\n" delta)
  answer)
(define cim current-inexact-milliseconds)
```

Macro System

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(define cim current-inexact-milliseconds)
```

Run it

```
(time-it (add1 2))
```

What is PLT Redex

- A tool to explore and experiment with languages
- It can formalize a language and more powerful than prolog
- It can test whether your judgment holds or not
- It can draw the derivation tree for your examples
- It can generate random terms according to your specified constraints
- Thus it can test the property of your language instead of proving it

STLC Syntax

```
(define-language L
  (x ::= variable-not-otherwise-mentioned)
  (e ::= x (λ (x : τ) e) (e e)
        false true (if e then e else e))
  (τ ::= bool (τ -> τ)))
  (Γ ::= ((x τ) ...))
  (v ::= true false (λ (x : τ) e)))
  (E ::= hole (E e) (v E) (if E then e else e)))
# :binding-forms
(λ (x : τ) e #:refers-to x))
```

STLC Typing Judgment

```
(define-judgment-form L
  #:mode (typeof I I I O)
  #:contract (typeof Γ e : τ)
  [(lookup Γ x τ)
   ----- "t-var"
   (typeof Γ x : τ)]
  [(typeof (ext Γ (x1 τ1)) e : τ)
   ----- "t-abs"
   (typeof Γ (λ (x1 τ1) e) : (τ1 → τ))]
  [(typeof Γ e1 : (τ1 → τ2))
   (typeof Γ e2 : τ1)
   ----- "t-app"
   (typeof Γ (e1 e2) : τ2)]
  [----- "t-true"
   (typeof Γ true : bool)]
  [----- "t-false"
   (typeof Γ false : bool)]
  [(typeof Γ e1 : bool)
   (typeof Γ e2 : τ)
   (typeof Γ e3 : τ)
   ----- "t-if"
   (typeof Γ (if e1 then e2 else e3) : τ)])]
```

Test whether a judgment holds or not

```
(test-equal (judgment-holds
  (typeof () true : τ) τ)
  (list (term bool)))
(test-equal (judgment-holds
  (typeof ((y bool)) y : τ) τ)
  (list (term bool))))
```

Draw a derivation tree

```
(show-derivations  
  (build-derivations  
    (typeof ((y bool)) y : bool)))
```

Generate terms

```
(redex-check
  L v
  (redex-match? L e (term v))
  #:attempts 1000)
```