On the Relevance of Programming Language Theory

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What programming language researchers do

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- We understand well what the programs mean.
- Meaningless programs are rejected.
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Researchers use *mathematics* to define meaning, and study programs as mathematical objects.
They write papers about:

- how to better define some programming constructs
- how to reject more meaningless programs
- how to express more meanings as programs
- how to prove that all the above works (better proof techniques)

Motivation of this talk

Unfortunately, programming language research is often considered disconnected from the industrial practice. Does it really help people that we write papers about formal toy languages?

- Technology can change fast, research moves slowly.
- Researchers are not interested in design patterns, agile programming or XML.
- Who cares about typed λ-calculi?

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Thesis of this talk

Programming Language Theory (PLT) is relevant to real world practices.

What we cannot do

Produce industrial-strengh programming languages to sweep industrial practices. It is not a research problem: you need tools, libraries, good documentation, marketing/buzz efforts, etc. etc.

> " Social factors influence language adoption decisions more than intrinsic features do. Libraries, legacy code, and developer familiarity are the most important factors. "
>
> Leo Meyerovitch and Ariel Rabkin, "Social Influences on Language Adoption"

> " We are not fashion designers. "
>
> Tony Hoare

What can we do?

Not sure if there really is a link between our maths and your programming?

Just look at the (cool?) things we can do:

- Explain mistakes
  breaking mathematical properties also hurts usability
- Inspire new features
  once a concept is expressed in elegant maths, it Just Works

Variable scoping examples

Functions are a central concept to most programming language.

They allow to define a meaning somewhere, and use it somewhere else.

Transforming a complex expression in a call to a function (defined in the same environment) is a valid transformation.

Conversely, we can replace such a function by its definition to understand the program.

Getting scope wrong

```
def sum(seq):
    result = 0
    for x in seq:
        result = result + x
    return result
```

```
def sum(seq):
    result = 0
    def handle(x):
        result = result + x
    for x in seq:
        handle(x)
    return result
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" [The well-known, elegant solution] yields a simple and consistent model, but it would be incompatible with all existing Python code. "

Ka-Ping Yee, PEP 3104

```
    def handle(x):
      nonlocal result
      result = result + x
```

Getting scope wrong again

```
def fact(m):
    result = 1
    for i in range(1,m+1):
        result = result * i
    return result

def sum_facts(n):
    result = 0
    def handle(x):
        nonlocal result
        result = result + x
    for i in range(1,n+1):
        handle(fact(i))
    return result
```

Getting scope wrong again

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def fact(m):
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    for i in range(1,m+1):
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    return result

def sum_facts(n):
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        result = 1
        for i in range(1,m+1):
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        handle(result)
    return result
```

Failure: no way to define local variables.

Inclusion (subtyping)

Natural refinement relation: $A \subseteq B$ when

- all values at type A also have type B
- you can always use an A when a B is expected

```
class Animal:
  get_older: time -> Animal
class Snake:
  get_older: time -> Snake
```

```
Animal a = new Bear
a.get_older(5 years)
Animal a = new Snake
a.get_older(5 years)
```

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class Animal:                          Animal a = new Bear
  get_older: time -> Animal            a.get_older(5 years)
class Snake:                           Animal a = new Snake
  get_older: time -> Snake             a.get_older(5 years)
```

```
class Animal:                          Animal a = new Bear
  meet: Animal -> Reaction             react = a.meet(new Mouse)
class Snake:                           Animal a = new Snake
  meet: Snake -> Reaction              react = a.meet(new Mouse)
```

Another example: numerical hierarchies

$$\mathbb{N} \subseteq \mathbb{R}$$

All functions $\mathbb{N} \to \mathbb{N}$ are also functions $\mathbb{N} \to \mathbb{R}$. You may safely *widen* the return type of a function.

But all functions $\mathbb{N} \to \mathbb{R}$ are not functions $\mathbb{R} \to \mathbb{R}$. It's the other way around. You can only *narrow* the input type of a function.

Variance

Argument type inclusion goes "in the other direction". This is *contravariance*. Well-understood in the research community since the eighties.

Programming language designers repeatedly got this wrong: they assume that everythings can be widened.

Java (199x) made this mistake for mutable arrays. This lead to user bugs and performance issues.

Still considered too complex for practitioners. Dart (2011) willingly gives up on (generics) variance.

More positive interactions

Programming language researchers hired by the industry to work on:

- specifying the *meaning* of language constructs
- improving performance
- adding important but complex features (eg. generics/templates)
- language evolution: evolve an ugly language into something reasonable – while preserving compatibility

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Prominent examples:

- Java (Sun/Oracle)
- C♯ (Microsoft)
- JavaScript (Mozilla, Google...)

Promising research/community/industry interaction: Rust at Mozilla.

Introduction to my own PhD topic

Programming in the large: language support for big software systems?

```
#ifndef FOO_H
#define FOO_H
#include "foo.h"
#endif
```

We can do better than that!

Checking component interfaces. Abstracting components over components. Integrating them with the base language.
Recursive dependencies? Runtime configuration?

No clear idea how to do that. ML modules, object-oriented approaches, concurrent calculi...

Theoretical difficulties remaining.

Thanks!

Bonus Slide: Some success stories of research ideas

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We're actually getting better!

Bonus Slide: Examples of challenges ahead

Constant push for static typing and analyses to be more expressive and simpler, less invasive at the same time.

Theoretical difficulties with modularity (we don't really know how to build large-scale systems).

Subtle cohabitation of proofs, static analyses and dynamic checks.

Lack of understanding of the long-term tradeoffs of concurrency models.

Under-represented areas: tooling, live programming/prototyping...