Course Information

Lectures

Mondays, Wednesdays, and Fridays 11:00–11:50, in Mechanical Engineering 210.

Instructor

Darko Stefanovic, office hours Mondays, Wednesdays, and Fridays 10:00–11:00 in FEC 345C.

Teaching assistant

John Baxter Tuesdays and Thursdays 2:00–3:30 in FEC 349.

Course topics and format

The course is an informal introduction to the theory used to describe and define programming languages and to guide their implementation. Our approach is type-based, in the spirit of our textbook, Pierce’s *Types and Programming Languages* (TAPL). As a prelude, the course offers a brief overview of functional programming techniques and of programming language features found in the purely functional programming language Haskell.

The course is intended for first-year graduate students, but advanced undergraduates are welcome as well. No specific courses are prerequisites, but programming experience and mathematical maturity are necessary. Experience with functional programming (at the level of UNM CS357) is helpful.

The course will provide students with the background they need for CS550 (usually offered in the spring).

Assignments

There will be two *in-class* midterm exams. There will be a final exam covering the entire course. Several short written homework assignments may be given to consolidate lecture material; they may take the form of short algebraic proofs of program fragment equivalence, or consideration of small language extensions. Several programming assignments may be given: in the early part of the course the tasks will be drawn from the general domains of mathematics, science, and engineering, to practice programming skills; in the latter part of the course the tasks will correspond to implementation of programming language theory.

Textbooks


Grading

You are expected to attend class regularly, *read the assigned reading before class*, and participate in class discussion. The grade will be determined as follows:

Homeworks 50%

Exams 50% (15% each midterm exam, 20% final)
Topics

• Topics in functional programming
  – functional programming and Haskell introduction
  – prelude types and classes
  – functions and list comprehensions; unit testing; literate programming; interactive programs
  – recursive and higher-order functions
  – declaring types and classes
  – lists in depth: map, filter, and their algebraic laws
  – lists in depth: foldr, scanr, and their algebraic laws
  – trees with folds, binary heap trees, rose trees
  – efficiency: accumulating parameters, tupling, fusion and deforestation
  – modules and abstract data types
  – lazy evaluation and infinite data structures; approximation ordering; cyclic structures; streams
  – monads

• Topics in programming languages
  – syntax
  – operational semantics
  – lambda calculus syntax and reduction
  – programming in the lambda calculus
  – combinators and combinator reduction
  – types
  – simply typed lambda calculus
  – simple extensions (ascription; let-bindings; records)
  – simple extensions (variants; recursion)
  – references
  – exceptions
  – subtyping
  – recursive types
  – type reconstruction
  – unification
  – universal polymorphism
  – program transformations

Mailing list

A mailing list will be used for class discussion. It may also be used for administrative announcements. See http://www.cs.unm.edu/cgi-bin/mailman/listinfo/cs558.

Wiki

The permanent location for course material, such as assignments and shared files, is the course wiki, https://digamma.cs.unm.edu/wiki/bin/view/UNMCS558Fall2014/WebHome.

UNM statement of compliance with ADA

Qualified students with disabilities needing appropriate academic adjustments should contact the instructor as soon as possible to ensure their needs are met in a timely manner. Handouts are available in alternative accessible formats upon request.