

Compiling Exceptions Correctly

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Abstract

An exception compilation scheme that dynamically creates and removes exception handler entries on the stack. A formalization of an article of the same name by Hutton and Wright [1].

1 Compiling exception handling

```
theory Exceptions
imports Main
begin
```

1.1 The source language

```
datatype expr = Val int | Add expr expr | Throw | Catch expr expr

primrec eval :: "expr ⇒ int option"
where
  "eval (Val i) = Some i"
| "eval (Add x y) =
  (case eval x of None ⇒ None
   | Some i ⇒ (case eval y of None ⇒ None
                | Some j ⇒ Some(i+j)))"
| "eval Throw = None"
| "eval (Catch x h) = (case eval x of None ⇒ eval h | Some i ⇒ Some i)"
```

1.2 The target language

```
datatype instr =
  Push int | ADD | THROW | Mark nat | Unmark | Label nat | Jump nat

datatype item = VAL int | HAN nat

type_synonym code = "instr list"
type_synonym stack = "item list"

fun jump where
  "jump l [] = []"
```

```

| "jump l (Label l' # cs) = (if l = l' then cs else jump l cs)"
| "jump l (c # cs) = jump l cs"

lemma size_jump1: "size (jump l cs) < Suc (size cs)"
apply(induct cs)
  apply simp
apply(case_tac a)
apply auto
done

lemma size_jump2: "size (jump l cs) < size cs ∨ jump l cs = cs"
apply(induct cs)
  apply simp
apply(case_tac a)
apply auto
done

function (sequential) exec2 :: "bool ⇒ code ⇒ stack ⇒ stack" where
  "exec2 True [] s = s"
| "exec2 True (Push i#cs) s = exec2 True cs (VAL i # s)"
| "exec2 True (ADD#cs) (VAL j # VAL i # s) = exec2 True cs (VAL(i+j) # s)"
| "exec2 True (THROW#cs) s = exec2 False cs s"
| "exec2 True (Mark l#cs) s = exec2 True cs (HAN l # s)"
| "exec2 True (Unmark#cs) (v # HAN l # s) = exec2 True cs (v # s)"
| "exec2 True (Label l#cs) s = exec2 True cs s"
| "exec2 True (Jump l#cs) s = exec2 True (jump l cs) s"

| "exec2 False cs [] = []"
| "exec2 False cs (VAL i # s) = exec2 False cs s"
| "exec2 False cs (HAN l # s) = exec2 True (jump l cs) s"
by pat_completeness auto

termination by (relation
  "inv_image (measure(%cs. size cs) <*lex*> measure(%s. size s)) (%(b,cs,s). (cs,s))")
  (auto simp add: size_jump1 size_jump2)

abbreviation "exec ≡ exec2 True"
abbreviation "unwind ≡ exec2 False"

```

1.3 The compiler

```

primrec compile :: "nat ⇒ expr ⇒ code * nat"
where
  "compile l (Val i) = ([Push i], l)"
| "compile l (Add x y) = (let (xs,m) = compile l x; (ys,n) = compile l y
  in (xs @ ys @ [ADD], n))"
| "compile l Throw = ([THROW],l)"
| "compile l (Catch x h) =
  (let (xs,m) = compile (l+2) x; (hs,n) = compile l h

```

```
in (Mark l # xs @ [Unmark, Jump (l+1), Label l] @ hs @ [Label(l+1)], n))"
```

abbreviation

```
cmp :: "nat  $\Rightarrow$  expr  $\Rightarrow$  code" where
  "cmp l e == fst(compile l e)"
```

```
primrec isFresh :: "nat  $\Rightarrow$  stack  $\Rightarrow$  bool"
```

```
where
```

```
  "isFresh l [] = True"
| "isFresh l (it#s) = (case it of VAL i  $\Rightarrow$  isFresh l s
  | HAN l'  $\Rightarrow$  l' < l  $\wedge$  isFresh l s)"
```

definition

```
conv :: "code  $\Rightarrow$  stack  $\Rightarrow$  int option  $\Rightarrow$  stack" where
  "conv cs s io = (case io of None  $\Rightarrow$  unwind cs s
  | Some i  $\Rightarrow$  exec cs (VAL i # s))"
```

1.4 The proofs

Lemma numbers are the same as in the paper.

```
declare
```

```
conv_def[simp] option.splits[split] Let_def[simp]
```

```
lemma 3:
```

```
"( $\wedge$ l. c = Label l  $\Rightarrow$  isFresh l s)  $\Rightarrow$  unwind (c#cs) s = unwind cs s"
```

```
apply(induct s)
```

```
  apply simp
```

```
apply(auto)
```

```
apply(case_tac a)
```

```
apply auto
```

```
apply(case_tac c)
```

```
apply auto
```

```
done
```

```
corollary [simp]:
```

```
"(!l. c  $\neq$  Label l)  $\Rightarrow$  unwind (c#cs) s = unwind cs s"
```

```
by(blast intro: 3)
```

```
corollary [simp]:
```

```
"isFresh l s  $\Rightarrow$  unwind (Label l#cs) s = unwind cs s"
```

```
by(blast intro: 3)
```

```
lemma 5: "[ isFresh l s; l  $\leq$  m ]  $\Rightarrow$  isFresh m s"
```

```
apply(induct s)
```

```
  apply simp
```

```
apply(auto split:item.split)
```

```
done
```

```

corollary [simp]: "isFresh l s  $\implies$  isFresh (Suc l) s"
by(auto intro:5)

```

```

lemma 6: " $\wedge l. l \leq \text{snd}(\text{compile } l \ e)$ "
proof(induct e)
  case Val thus ?case by simp
next
  case (Add x y)
  from <l  $\leq$  snd (compile l x)>
  and <snd (compile l x)  $\leq$  snd (compile (snd (compile l x)) y)>
  show ?case by(simp_all add:split_def)
next
  case Throw thus ?case by simp
next
  case (Catch x h)
  from <l+2  $\leq$  snd (compile (l+2) x)>
  and <snd (compile (l+2) x)  $\leq$  snd (compile (snd (compile (l+2) x)) h)>
  show ?case by(simp_all add:split_def)
qed

```

```

corollary [simp]: "l < m  $\implies$  l < snd(compile m e)"
using 6[where l = m and e = e] by auto

```

```

corollary [simp]: "isFresh l s  $\implies$  isFresh (snd(compile l e)) s"
using 5 6 by blast

```

Contrary to what the paper says, the proof of lemma 4 does not just need lemma 3 but also the above corollary of 5 and 6. Hence the strange order of the lemmas in our proof.

```

lemma 4 [simp]: " $\wedge l \ cs. \text{isFresh } l \ s \implies \text{unwind } (\text{cmp } l \ e \ @ \ cs) \ s = \text{unwind } cs \ s$ "
by (induct e) (auto simp add:split_def)

```

```

lemma 7 [simp]: "l < m  $\implies$  jump l (cmp m e @ cs) = jump l cs"
by (induct e arbitrary: m cs) (simp_all add:split_def)

```

The compiler correctness theorem:

```

theorem comp_corr:
  " $\wedge l \ s \ cs. \text{isFresh } l \ s \implies \text{exec } (\text{cmp } l \ e \ @ \ cs) \ s = \text{conv } cs \ s \ (\text{eval } e)$ "
by(induct e)(auto simp add:split_def)

```

The specialized and more readable version (omitted in the paper):

```

corollary "exec (cmp l e) [] = (case eval e of None  $\implies$  [] | Some n  $\implies$  [VAL n])"
by (simp add: comp_corr[where cs = "[]", simplified])

```

end

References

- [1] G. Hutton and J. Wright. Compiling exceptions correctly. In *Proc. Conf. Mathematics of Program Construction*, LNCS, 2004.