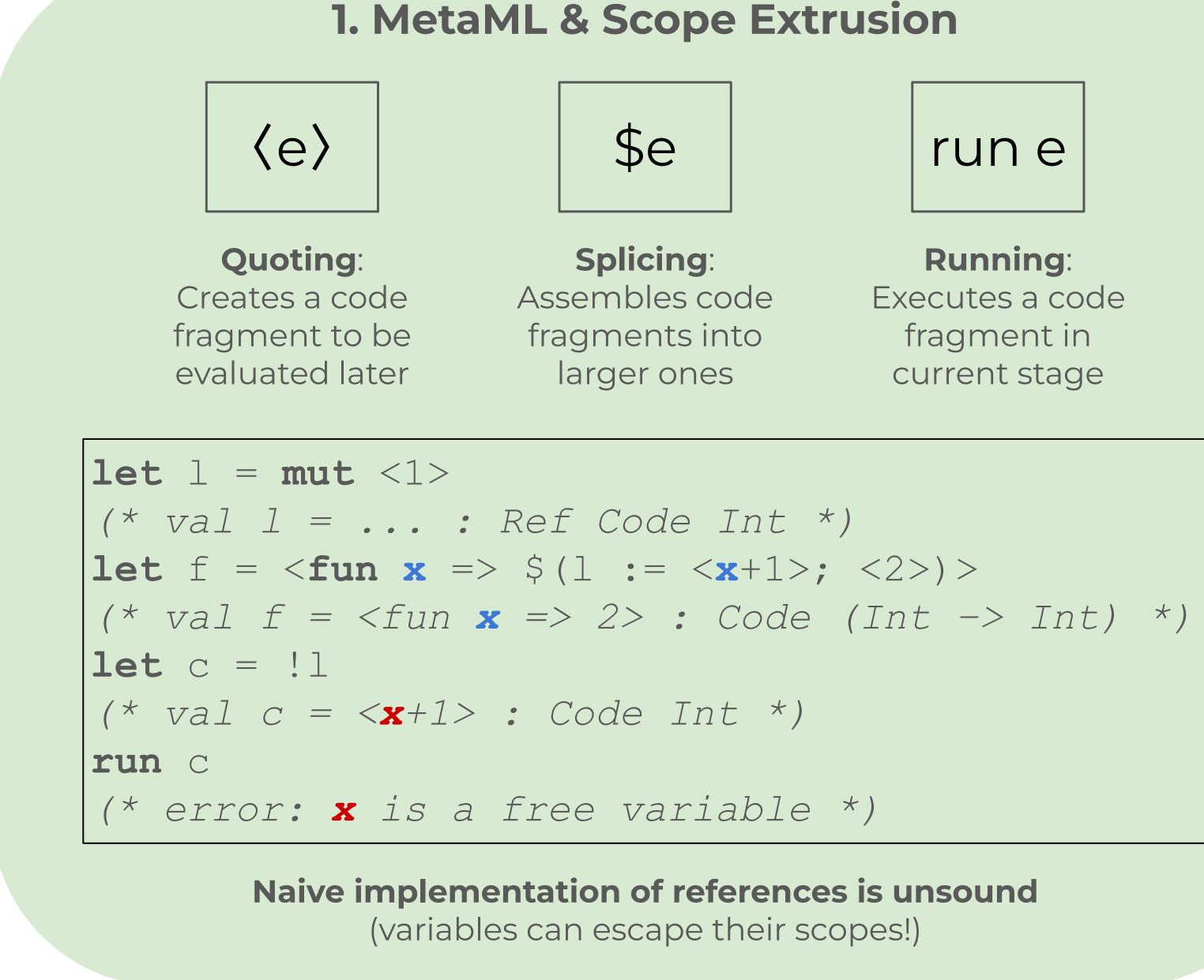


# Safe Imperative Metaprogramming with Contextual Linear References



## 2. How can this be prevented?

<u>BER MetaOCaml:</u> "Thou shalt be very careful about putting code fragments into references, as this may cause errors."

<u>Calcagno et al. (2003):</u> "Thou shalt not put non-dead code fragments containing dynamic variables into a reference."

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### This Abstract:

"Thou shalt not access a reference containing a code fragment until its surrounding scope returns it to you."

## Why

- Linearity helps us model a kind of ownership.
- Once a reference is altered, the linear type system only allows us to interact it with it again when that scope is evaluated (no extrusion!).
- Note we still need a way to track open code references.

## 4. Contextualizing

Our semantics tracks context, stage, and variable store:

 $(S;\Gamma;e) \stackrel{n}{\longrightarrow} (S';\Gamma;e')$ 

While **S** represents concrete values at stage 0,  $\Gamma$  tracks the higher-staged typing data for binders we pass under.

## $S ::= \emptyset \mid S, x_{\sigma} \mapsto v[\Gamma]$

- 1. References carry a context to type higher-staged bindings.
- 2. Substitutions on a reference are deferred in  $\sigma$  to avoid mutation inside the heap.



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## **3. Linearity**

### How

- We believe we are the first to combine a MetaML-style system with linear types!
- We adapt our system from Taha et al. and Walker.
- Rather than separate read and write operations, we follow Walker and Morissett et al. in using a 'swap.'

## **5. Putting it Together**

- 1. We propose a novel combination of MetaML style MSP with linear types.
- 2. This can statically forbid scope extrusion, but requires additional theoretical machinery.
- 3. MSP + linearity can help programmers write code that bridges the gap between abstract and performant.