Structure of Programming Languages, Write a Technical Perspective
Due: End of week 10

All three stages should be submitted through Bitbucket, placing files in a directory named “paper” in your repository.

Introduction: In recent years, the magazine Communications of the ACM (http://cacm.acm.org/magazines/) has republished two computer-science research articles in each issue. It can be difficult for a typical computer scientist to appreciate cutting-edge research because it may use unusual terminology/notation or rely on other results that are not widely known. Therefore, each paper is preceded by a “Technical Perspective,” which is written by an expert other than the authors. This short summary explains the importance of the research and the particular contributions of the paper.

We are going to simulate this experience, with you in the role of the Technical Perspective author. This assignment will involve three stages, each of which is more challenging than it may appear:

• Stage 1: Choose an appropriate research paper
• Stage 2: Understand the paper and identify the paper’s contributions over previous research
• Stage 3: Write a 1–3 page technical perspective

The complete assignment (all stages) will contribute 10% to your final grade. Stage 1 is worth 20 points, Stage 2 is worth 30 points, and Stage 3 is worth 50 points for a total of 100.

Stage 1: Choosing a Paper
Due Thursday of Week 8 (earlier encouraged)

This assignment includes a list of papers from which you can choose. Most students will probably select from this list, but doing so is not required. This list has the following significant biases:

1. Concepts and technical machinery from class are necessary to understand them.
2. Concepts and technical machinery from class are not sufficient to understand them. That is, you will likely need to learn additional concepts on your own via additional reading.
3. Recent papers (the last few years) on topics of increasing importance (concurrency, scripting languages) are over-represented.

There are many other papers that could have been included even given these biases.

Choose a paper by reading the abstracts and skimming or reading papers that sound interesting. Do not panic if most of a paper is impenetrable on first reading — see Stage 2.

You may choose a paper not on the list, with instructor permission before the due date. You can either find a paper on your own, by skimming the proceedings of programming-languages research conferences, or you can work with the instructor to find a paper on a topic that interests you. Note, however, that biases 1 and 2 above are essential — you need a paper that at least indirectly relies on formal semantics, type systems, or some other topic in the course. In short, pick a paper that needs some knowledge from the course.

What if your friend wants the same paper: This is an individual assignment. If multiple class members choose the same paper, that’s fine, but then you cannot work together or discuss the paper. On the other hand, if your friend chooses a different paper, then you are allowed to discuss your papers together and
even proofread and provide suggestions for your technical perspectives. Therefore, there is some incentive to coordinate with a friend or two to avoid picking the same paper.

**Turn-in / Grading:** Submit your paper choice by creating `stage1.txt` in the `paper` subdirectory in your Bitbucket repository containing the complete title and authors of the paper you have selected. If you change your choice later, your grade for the assignment will be multiplied by 0.9, i.e., there is a 10% penalty. This policy is to motivate you to start early and to choose a paper that you have looked at enough to have some confidence that you will not regret your selection.

### Stage 2 (optional): Understanding Your Paper and Its Contributions Due Thursday of Week 9 (earlier encouraged)

You have two goals in this stage:

- Thoroughly understand the paper
- Understand what this paper contributed to human knowledge

While the course has given you a solid foundation in programming-language semantics, a gap remains between the classic concepts you have learned and the state-of-the-art. In short, you are unlikely to be able to read your paper front-to-back. To find appropriate background reading, consider several strategies:

- Your paper cites previous papers. Identify which of those are most likely to provide the background you need. Continue following references transitively until you find what you need.
- Search the web for tutorials and explanations.

**Turn-in / Grading:** Submit whatever you want (in a file whose name starts with `stage2`) provided that:

- It is approximately one page, and definitely not more than two.
- It makes a convincing case that you have read the paper and understand the vast majority of it.

An outline of the paper and list of contributions is a natural approach. It is not necessary to use complete sentences. You might also list what other papers and references you found most useful. The outline will be worth 30 points.

### Stage 3: Write Your Technical Perspective

**Due Friday of Week 10**

The technical perspective must be more than 1 and at most 3 pages, single-spaced, single-column. Writing concisely should be more difficult than writing a longer paper. Treasure your reader’s time, with each sentence being interesting and essential. Convey all the main ideas and contributions of the paper.

The pretend audience is a senior studying computer science who has not taken the course. That is, you can assume your audience is a decent programmer with a good education, but you should be very wary of jargon or technology that would be known only to programming-languages experts. In contrast, the paper you are writing about does make such assumptions, since it was written for a more expert audience. Hence your technical perspective is providing real value by making the ideas in the work more accessible.

The actual audience is the instructor and your classmates. They should be able to see that the course has given you the ability (1) to learn more about programming-languages research and (2) to communicate what you learn to others.

**Turn-in / Grading:** Submit your paper, preferably as a PDF document (e.g., named `stage3.pdf`) in the `paper` subdirectory in your Bitbucket repository. All papers will be made available to the class as they are submitted.
1. Virtual values for language extension
   Thomas H. Austin, Tim Disney, Cormac Flanagan
   http://dx.doi.org/10.1145/2048066.2048136

2. A Type and Effect System for Deterministic Parallel Java
   Robert L. Bocchino, Jr., Vikram S. Adve, Danny Dig, Sarita V. Adve, Stephen Heumann, Rakesh Komuravelli, Jeffrey Overbey, Patrick Simmons, Hyojin Sung, Mohsen Vakilian
   ACM Conference on Object-Oriented Programming Systems, Languages, and Applications, 2009
   http://dx.doi.org/10.1145/1640089.1640097

3. MultiJava: Modular Open Classes and Symmetric Multiple Dispatch for Java
   Curtis Clifton, Gary T. Leavens, Craig Chambers, Todd Millstein
   http://dx.doi.org/10.1145/354222.353181

4. Transactional Events
   Kevin Donnelly, Matthew Fluet
   ACM International Conference on Functional Programming, 2006
   http://dx.doi.org/10.1145/1160074.1159821

5. A Type and Effect System for Atomicity
   Cormac Flanagan, Shaz Qadeer
   ACM Conference on Programming Language Design and Implementation, 2003
   http://dx.doi.org/10.1145/780822.781169

6. Phantom Types and Subtyping
   Matthew Fluet, Riccardo Pucella
   http://dx.doi.org/10.1017/S0956796806006046

7. The Essence of JavaScript
   Arjun Guha, Claudiu Saftoiu, Shriram Krishnamurthi
   European Conference on Object-Oriented Programming, 2010
   http://www.cs.brown.edu/~sk/Publications/Papers/Published/gsk-essence-javascript/

8. K-Java: A Complete Semantics of Java
   Denis Bogdanas and Grigore Rou, 2015
   http://dx.doi.org/10.1145/2676726.2676982

9. Automatically Restructuring Programs for the Web
   Jacob Matthews, Robert Bruce Findler, Paul T. Graunke, Shriram Krishnamurthi, Matthias Felleisen
   Automated Software Engineering Journal, 2004
   http://www.cs.brown.edu/~sk/Publications/Papers/Published/mfgkf-web-restructuring-cps-journal/

10. A compiler and run-time system for network programming languages
    Christopher Monsanto, Nate Foster, Rob Harrison, David Walker
    ACM Symposium on the Principles of Programming Languages, 2012
    http://dx.doi.org/10.1145/2103656.2103685

11. High-Level Small-Step Operational Semantics for Transactions
    Katherine F. Moore, Dan Grossman
    ACM Symposium on the Principles of Programming Languages, 2008
    http://dx.doi.org/10.1145/1328438.1328448
12. Fault-Tolerant Typed Assembly Language
Frances Perry, Lester Mackey, George A. Reis, Jay Ligatti, David I. August, David Walker
ACM Conference on Programming Language Design and Implementation, 2007
http://dx.doi.org/10.1145/1250734.1250741

13. The F# Asynchronous Programming Model
Tomas Petricek, Dmitry Lomov, Don Syme
International Symposium on Practical Aspects of Declarative Languages, 2011
http://blogs.msdn.com/cfs-file.ashx/__key/CommunityServer-Components-PostAttachments/00-10-07-89-59/async_2D00_padl.pdf

14. Formal Verification of Object Layout for C++ Multiple Inheritance
Tahina Ramananandro, Gabriel Dos Reis, Xavier Leroy
ACM Symposium on the Principles of Programming Languages, 2011
http://dx.doi.org/10.1145/1925844.1926395

15. Addressing covert termination and timing channels in concurrent information flow systems
Deian Stefan, Alejandro Russo, Pablo Buiras, Amit Levy, John C. Mitchell, David Mazires
ACM International Conference on Functional Programming, 2012
http://dx.doi.org/10.1145/2364527.2364557

16. Extensible Pattern Matching via a Lightweight Language Extension
Don Syme, Gregory Neverov, James Margetson
ACM International Conference on Functional Programming, 2007
http://dx.doi.org/10.1145/1291151.1291159

17. The Design and Implementation of Typed Scheme
Sam Tobin-Hochstadt, Matthias Felleisen
ACM Symposium on the Principles of Programming Languages, 2008
http://dx.doi.org/10.1145/1328438.1328486

18. Practical Affine Types
Jesse A. Tov, Riccardo Pucella
ACM Symposium on the Principles of Programming Languages, 2011
http://dx.doi.org/10.1145/1926385.1926436

19. Integrating Typed And Untyped Code in a Scripting Language
Tobias Wrigstad, Francesco Zappa Nardelli, Sylvain Lebresne, Johan Östlund, Jan Vitek
ACM Symposium on the Principles of Programming Languages, 2010
http://dx.doi.org/10.1145/1706299.1706343

20. A language for automatically enforcing privacy policies
Jean Yang, Kuat Yessenov, Armando Solar-Lezama
ACM Symposium on the Principles of Programming Languages, 2012
http://dx.doi.org/10.1145/2103656.2103669

21. Safe & Efficient Gradual Typing for TypeScript
Aseem Rastogi, Nikhil Swamy, Cedric Fournet, Gavin Bierman, and Panagiotis Vekris. 2015
http://dx.doi.org/10.1145/2676726.2676971

22. Manifest Contracts for Datatypes
Taro Sekiyama, Yuki Nishida, and Atsushi Igarashi, 2015
http://dx.doi.org/10.1145/2676726.2676996