

Operational Semantics

Mooly Sagiv

Winskel: The Formal Semantics of Programming Languages
Chapter 2

Recap Lambda Calculus

- An abstraction for functional programming
- Other abstractions
 - Pi-calculus [Milner'93] abstracts concurrent computations
 - Cryptographic protocols
 - Molecular biology
 - Business process

Modern Programming Languages

- Imperative
 - Pascal
 - C
- Object Oriented
 - C++, Java, C#
 - Smalltalk
 - Javascript, Scala, Python
- Functional
 - Lisp/Scheme
 - ML/Haskell
- Logic
 - Prolog

Programming Languages

- Syntax
 - Which string is a legal program?
 - Usually defined using context free grammar+ contextual constraints
- Semantics
 - What does a program mean?
 - What is the output of the program on a given run?
 - When does a runtime error occur?
 - **A formal definition**

Benefits of Formal Semantics

- Programming language design
 - hard- to-define= hard-to-implement=hard-to-use
 - Avoid design mistakes
- Programming language implementation
 - Compiler Correctness
 - Correctness of program optimizations
 - Design of Static Analysis
- Programming language understanding
- Program correctness
- Program equivalence
- Automatic generation of interpreter
- Techniques used in software engineering

Desired Features of PL Semantics

- Tractable
 - as simple as possible without losing the ability to express behavior accurately
- **Abstract**
 - uncluttered by irrelevant detail
- Computational
 - an accurate abstraction from runtime behavior
- **Compositional**
 - The meaning of compound language construct is defined using the meaning of subconstructs
 - Supports modular reasoning

Alternative Formal Semantics

- Operational Semantics [Plotkin]
 - The **meaning** of the program is described “operationally”
 - Structural Operational Semantics
- Denotational Semantics [Strachey, Scott]
 - The **meaning** of the program is an input/output relation
- Axiomatic Semantics [Floyd, Hoare]
 - The **meaning** of the program is observed properties
 - Proof rules to show that the program is correct
- Complement each other

Tentative Plan

- A simple programming language IMP
 - Structural operational Semantics of IMP
 - Inductive Definitions
 - Denotational Semantics of IMP
 - Axiomatic Semantics of IMP
 - Non-Determinism and Parallelism
- Advanced programming languages
 - Java byte code
 - Memory Models (Lahav)

Chapter 2

Introduction to Operational Semantics

IMP: A Simple Imperative Language

- numbers \mathbf{N}
 - Positive and negative numbers
 - $n, m \in \mathbf{N}$
- truth values $\mathbf{T} = \{\text{true}, \text{false}\}$
- locations \mathbf{Loc}
 - $X, Y \in \mathbf{Loc}$
- arithmetic \mathbf{Aexp}
 - $a \in \mathbf{Aexp}$
- boolean expressions \mathbf{Bexp}
 - $b \in \mathbf{Bexp}$
- commands \mathbf{Com}
 - $c \in \mathbf{Com}$

Abstract Syntax for Aexp

- Aexp

- $a ::= n \mid X \mid a_0 + a_1 \mid a_0 - a_1 \mid a_0 \times a_1$

- Haskell

- data Aexp = Number(Int) | Var(String) |
 Plus(Aexp, Aexp) |
 Minus(Aexp, Aexp) |
 Times(Aexp, Aexp)

Abstract Syntax for Bexp

- Bexp
 - $b ::= \text{true} \mid \text{false} \mid a_0 = a_1 \mid a_0 \leq a_1 \mid \neg b \mid b_0 \wedge b_1$
 $\mid b_0 \vee b_1$
- Haskell
 - `data Bexp = TT | FF | Eq(Aexp, Aexp) |`
`Leq(Aexp, Aexp) |`
`Not(Bexp) |`
`Land(Bexp, Bexp) |`
`Lor(Bexp, Bexp)`

Abstract Syntax for Com

- Com
 - $c ::= \text{skip} \mid X := a \mid c_0 ; c_1 \mid \text{if } b \text{ then } c_0 \text{ else } c_1$
| $\text{while } b \text{ do } c$
 - data Comm = Skip | Ass(String, Bexp) |
If(Bexp, Comm, Comm) |
Loop(Bexp, Aexp)

Abstract Syntax for IMP

- **Aexp**
 - $a ::= n \mid X \mid a_0 + a_1 \mid a_0 - a_1 \mid a_0 \times a_1$
- **Bexp**
 - $b ::= \text{true} \mid \text{false} \mid a_0 = a_1 \mid a_0 \leq a_1 \mid \neg b \mid b_0 \wedge b_1$
 $\mid b_0 \vee b_1$
- **Com**
 - $c ::= \text{skip} \mid X := a \mid c_0 ; c_1 \mid \text{if } b \text{ then } c_0 \text{ else } c_1$
 $\mid \text{while } b \text{ do } c$

$2+3 \times 4-5$

$(3+5) \equiv 3 + 5$

$(2+(3 \times 4))-5$

$((2+3) \times 4)-5$

$3 + 5 \not\equiv 5 + 3$

Example Program

$Y := 1;$

while $\neg(X=1)$ do

$Y := Y * X;$

$X := X - 1$

Another Example

while $\neg(X=Y)$ do

 if $X > Y$ then

$X := X - Y$

 else

$Y := Y - X$

But what about semantics

Expression Evaluation

- States

- Mapping locations to values
- Σ - The set of states
 - $\sigma : \text{Loc} \rightarrow \mathbb{N}$
 - $\sigma(X) = \sigma X = \text{value of } X \text{ in } \sigma$
 - $\sigma = [X \mapsto 5, Y \mapsto 7]$
 - The value of X is 5
 - The value of Y is 7
 - The value of Z is undefined
- For $a \in A_{\text{exp}}$, $\sigma \in \Sigma$, $n \in \mathbb{N}$,
 - $\langle a, \sigma \rangle \rightarrow n$
 - a is evaluated in σ to n

Evaluating $(a_0 + a_1)$ at σ

- Evaluate a_0 to get a number n_0 at σ
- Evaluate a_1 to get a number n_1 at σ
- Add n_0 and n_1

Expression Evaluation Rules

Axioms

- Numbers

$$- \langle n, \sigma \rangle \rightarrow n$$

- Locations

$$- \langle X, \sigma \rangle \rightarrow \sigma(X)$$

- Sums

$$\frac{\langle a_0, \sigma \rangle \rightarrow n_0, \langle a_1, \sigma \rangle \rightarrow n_1}{\langle a_0 + a_1, \sigma \rangle \rightarrow n} \text{ where } n = n_0 + n_1$$

- Subtractions

$$\frac{\langle a_0, \sigma \rangle \rightarrow n_0, \langle a_1, \sigma \rangle \rightarrow n_1}{\langle a_0 - a_1, \sigma \rangle \rightarrow n} \text{ where } n = n_0 - n_1$$

- Products

$$\frac{\langle a_0, \sigma \rangle \rightarrow n_0, \langle a_1, \sigma \rangle \rightarrow n_1}{\langle a_0 \times a_1, \sigma \rangle \rightarrow n} \text{ where } n = n_0 \times n_1$$

Derivations

- A rule instance
 - Instantiating meta variables with corresponding values

$$\frac{\langle 2, \sigma_0 \rangle \rightarrow 2, \langle 3, \sigma_0 \rangle \rightarrow 3}{\langle 2 \times 3, \sigma \rangle \rightarrow 6}$$

$$\frac{\langle 2, \sigma_0 \rangle \rightarrow 3, \langle 3, \sigma_0 \rangle \rightarrow 4}{\langle 2 \times 3, \sigma \rangle \rightarrow 12}$$

Derivation (Tree)

- Axioms in the leafs
- Rule instances at internal nodes

$$\overline{\langle \text{Init}, \sigma_0 \rangle \rightarrow 0} \quad \overline{\langle 5, \sigma_0 \rangle \rightarrow 5} \quad \overline{\langle 7, \sigma_0 \rangle \rightarrow 7} \quad \overline{\langle 9, \sigma_0 \rangle \rightarrow 9}$$

$$\overline{\langle (\text{Init} + 5), \sigma_0 \rangle \rightarrow 5}$$

$$\overline{\langle 7 + 9, \sigma_0 \rangle \rightarrow 16}$$

$$\overline{\langle (\text{Init} + 5) + (7 + 9), \sigma_0 \rangle \rightarrow 21}$$

Computing a derivation

- We write $\langle a, \sigma \rangle \rightarrow n$ when there exists a derivation tree whose root is $\langle a, \sigma \rangle$ → Can be computed in a top-down manner
- At every node try all derivations “in parallel”

$$\overline{\langle \text{Init}, \sigma_0 \rangle \rightarrow 0}$$

$$\overline{\langle 5, \sigma_0 \rangle \rightarrow 5}$$

$$\overline{\langle 7, \sigma_0 \rangle \rightarrow 7}$$

$$\overline{\langle 9, \sigma_0 \rangle \rightarrow 9}$$

$$\overline{\langle (\text{Init} + 5), \sigma_0 \rangle \rightarrow 5}$$

$$\overline{\langle 7 + 9, \sigma_0 \rangle \rightarrow 16}$$

$$\overline{\langle (\text{Init} + 5) + (7 + 9), \sigma_0 \rangle \rightarrow 21}$$

Haskell Code

```
retrieve env id = case env of
    [] -> 0
    (id1, v) : t -> if id1 == id then v
                    else retrieve t id
```

```
eval exp env =
    case exp of
        Number(n) -> n
        Variable(v) -> retrieve env v
        Plus(e1, e2) -> let n1 = eval e1 env in
                        let n2 = eval e2 env in
                        n1 + n2
```

...

Recap

- **Operational Semantics**
 - The rules can be implemented easily
 - Define interpreter
- **Structural Operational Semantics**
 - Syntax directed
- **Natural semantics**

Equivalence of IMP expressions

$a_0 \sim a_1$ iff

$$\forall n \in \mathcal{N} \forall \sigma \in \Sigma. \langle a_0, \sigma \rangle \rightarrow n \Leftrightarrow \langle a_1, \sigma \rangle \rightarrow n$$

Boolean Expression Evaluation Rules

- $\langle \mathbf{true}, \sigma \rangle \rightarrow \mathbf{true}$
- $\langle \mathbf{false}, \sigma \rangle \rightarrow \mathbf{false}$
- $$\frac{\langle a_0, \sigma \rangle \rightarrow n, \langle a_1, \sigma \rangle \rightarrow m}{\langle a_0 = a_1, \sigma \rangle \rightarrow \mathbf{true}} \text{ if } n = m$$
- $$\frac{\langle a_0, \sigma \rangle \rightarrow n, \langle a_1, \sigma \rangle \rightarrow m}{\langle a_0 = a_1, \sigma \rangle \rightarrow \mathbf{false}} \text{ if } n \neq m$$
- $$\frac{\langle a_0, \sigma \rangle \rightarrow n, \langle a_1, \sigma \rangle \rightarrow m}{\langle a_0 \leq a_1, \sigma \rangle \rightarrow \mathbf{true}} \text{ if } n \leq m$$
- $$\frac{\langle a_0, \sigma \rangle \rightarrow n, \langle a_1, \sigma \rangle \rightarrow m}{\langle a_0 \leq a_1, \sigma \rangle \rightarrow \mathbf{true}} \text{ if } \text{not } n \leq m$$

Boolean Expression Evaluation Rules(cont)

- $$\frac{\langle b, \sigma \rangle \rightarrow \mathbf{true}}{\langle \neg b, \sigma \rangle \rightarrow \mathbf{false}}$$
- $$\frac{\langle b, \sigma \rangle \rightarrow \mathbf{false}}{\langle \neg b, \sigma \rangle \rightarrow \mathbf{true}}$$
- $$\frac{\langle b_0, \sigma \rangle \rightarrow t_0, \langle b_1, \sigma \rangle \rightarrow t_1}{\langle b_0 \wedge b_1, \sigma \rangle \rightarrow t}$$
 where $t = \mathbf{true}$ when $t_0 = t_1 = \mathbf{true}$
and $t = \mathbf{false}$ otherwise
- $$\frac{\langle b_0, \sigma \rangle \rightarrow t_0, \langle b_1, \sigma \rangle \rightarrow t_1}{\langle b_0 \vee b_1, \sigma \rangle \rightarrow t}$$
 where $t = \mathbf{false}$ when $t_0 = t_1 = \mathbf{false}$
and $t = \mathbf{true}$ otherwise

Equivalence of Boolean expressions

$b_0 \sim b_1$ iff

$$\forall t \in T \forall \sigma \in \Sigma. \langle b_0, \sigma \rangle \rightarrow t \Leftrightarrow \langle b_1, \sigma \rangle \rightarrow t$$

Extensions

- Shortcut evaluation of Boolean expressions
- “Parallel” evaluation of Boolean expressions
- Other data types

Haskell Code

```
beval exp env =  
  case exp of  tt -> true  
              ff -> false  
              Eq(e1, e2) -> eval(e1, e) = eval(e2, e)  
              Leq(e1, e2) -> eval(e1, e) = eval(e2, e)  
              Land(e1, e2)-> let b1 = beval e1 env in  
                               let b2 = eval e2 env in  
                               b1 and b2
```

...

The execution of commands

- $\langle c, \sigma \rangle \rightarrow \sigma'$
 - c terminates on σ in a final state σ'
- Initial state σ_0
 - $\sigma_0(X)=0$ for all X
- Handling assignments $\langle X:=5, \sigma \rangle \rightarrow \sigma'$
-

$$\sigma[m/X](Y) = \begin{cases} m & \text{if } Y = X \\ \sigma(Y) & \text{if } Y \neq X \end{cases}$$

$$\bullet \langle X:=5, \sigma \rangle \rightarrow \sigma[5/X]$$

Rules for commands

Atomic

- $\langle \mathbf{skip}, \sigma \rangle \rightarrow \sigma$

- $$\frac{\langle a, \sigma \rangle \rightarrow n}{\langle X := a, \sigma \rangle \rightarrow \sigma[n/X]}$$

- Sequencing:
$$\frac{\langle c_0, \sigma \rangle \rightarrow \sigma'' \quad \langle c_1, \sigma'' \rangle \rightarrow \sigma'}{\langle c_0 ; c_1, \sigma \rangle \rightarrow \sigma'}$$

- Conditionals:
$$\frac{\langle b, \sigma \rangle \rightarrow \mathbf{true} \quad \langle c_0, \sigma \rangle \rightarrow \sigma'}{\langle \mathbf{if } b \mathbf{ then } c_0 \mathbf{ else } c_1, \sigma \rangle \rightarrow \sigma'}$$

$$\frac{\langle b, \sigma \rangle \rightarrow \mathbf{false} \quad \langle c_1, \sigma \rangle \rightarrow \sigma'}{\langle \mathbf{if } b \mathbf{ then } c_0 \mathbf{ else } c_1, \sigma \rangle \rightarrow \sigma'}$$

Rules for commands (while)

$$\frac{\langle b, \sigma \rangle \rightarrow \text{false}}{\langle \text{while } b \text{ do } c, \sigma \rangle \rightarrow \sigma}$$

$$\frac{\langle b, \sigma \rangle \rightarrow \text{true} \quad \langle c, \sigma \rangle \rightarrow \sigma'' \quad \langle \text{while } b \text{ do } c, \sigma'' \rangle \rightarrow \sigma'}{\langle \text{while } b \text{ do } c, \sigma \rangle \rightarrow \sigma'}$$

Example Program

$Y := 1;$

while $\neg(X=1)$ do

$Y := Y * X;$

$X := X - 1$

Equivalence of commands

$c_0 \sim c_1$ iff

$$\forall \sigma, \sigma' \in \Sigma \forall . \langle c_0, \sigma \rangle \rightarrow \sigma' \Leftrightarrow \langle c_1, \sigma \rangle \rightarrow \sigma'$$

Proposition 2.8

$\text{while } b \text{ do } c \sim \text{if } b \text{ then } (c; \text{while } b \text{ do } c) \text{ else skip}$

Haskell Code

Extensions to IMP

- Abort
- Non-determinism
- Procedure
- Parallelism

Small Step Operational Semantics

- The natural semantics define evaluation in large steps
 - Abstracts “computation time”
- It is possible to define a small step operational semantics
 - $\langle a, \sigma \rangle \rightarrow_1 \langle a', \sigma' \rangle$
 - “one” step of executing a in a state σ yields a' in a state σ'

Small Step Semantics for Additions

$$\frac{\langle a_0, \sigma \rangle \rightarrow_1 \langle a'_0, \sigma \rangle}{\langle a_0 + a_1, \sigma \rangle \rightarrow_1 \langle a'_0 + a_1, \sigma \rangle}$$

$$\frac{\langle a_1, \sigma \rangle \rightarrow_1 \langle a'_1, \sigma \rangle}{\langle n + a_1, \sigma \rangle \rightarrow_1 \langle n + a'_1, \sigma \rangle}$$

$$\frac{}{\langle n + m, \sigma \rangle \rightarrow_1 \langle p, \sigma \rangle} \text{ where } p = n + m$$

Summary

- Operational semantics enables to naturally express program behavior
- Can handle
 - Non determinism
 - Concurrency
 - Procedures
 - Object oriented
 - Pointers and dynamically allocated structures
- But remains very closed to the implementation
 - Two programs which compute the same functions are not necessarily equivalent