

Concrete model of computation

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Lecture topics

- We discuss a formal way to define computation
- We discuss the fundamental elements of a concrete computer
- We bridge what we have seen in the previous lecture with concrete descriptions

Semantics

- Any language has **semantics**
- **Semantics** describe the *meaning* of sentences in the language
- Programming languages have **formal semantics**
- **Formal semantics** are expressed in a very logical, unambiguous format

Consider this program from the previous lecture:

```
1 take 3 steps forward
2 sit on the chair
3 turn left
4 slide 3 steps forward
```

What do you implicitly assume by performing each of the instructions? **Try to guess and discuss!**

Semantics of stdNt

- We start with a *current instruction* and a *student state*:
 - The current instruction (often called *instruction pointer* (IP) or *program counter* (PC)) is just the index of the current instruction;
 - the student state (usually just called *state*, or S , or σ) is whatever relevant attributes we track about the student (for example, his position and orientation in the room and whether or not he is sitting).
- Each instruction changes the PC and the S .

PC	S.Pose	S.Orientation	S.Position
1	Standing	Forward	(0,0)

```
1 take 3 steps forward
2 sit on the chair
3 turn left
4 slide 3 steps forward
```

what changes while running the current instruction? **Try to guess and discuss!**

PC	S.Pose	S.Orientation	S.Position
2	Standing	Forward	(0, 3)

- 1 take 3 steps forward
- 2 sit on the chair
- 3 turn left
- 4 slide 3 steps forward

what changes while running the current instruction? **Try to guess and discuss!**

PC	S.Pose	S.Orientation	S.Position
3	Sitting	Forward	(0,3)

```
1 take 3 steps forward
2 sit on the chair
3 turn left
4 slide 3 steps forward
```

what changes while running the current instruction? **Try to guess and discuss!**

PC	S.Pose	S.Orientation	S.Position
4	Sitting	Left	(0,3)

```
1 take 3 steps forward
2 sit on the chair
3 turn left
4 slide 3 steps forward
```

what changes while running the current instruction? **Try to guess and discuss!**

PC	S.Pose	S.Orientation	S.Position
END	Sitting	Left	(-3 ,3)

- 1 take 3 steps forward
- 2 sit on the chair
- 3 turn left
- 4 slide 3 steps forward

what do we do now? **Try to guess and discuss!**

A slight formalization

- We say that an instruction I is a *function* that, given a pair of PC and S, returns a new pair of PC and S

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- We say that an instruction I is a *function* that, given a pair of PC and S, returns a new pair of PC and S
- Do not panic now, math..y symbols incoming!
- $(PC, S) \xrightarrow{Instr} (PC', S')$

A slight formalization

- Consider instruction `sit` on the chair (we will shorten it to `sit`)
- *How do we change the current instruction?*
- *How do we change the position of the resulting state depending on the orientation of the input state?*

A slight formalization

- Consider instruction `sit` on the chair (we will shorten it to `sit`)
 - $(PC, S) \xrightarrow{sit} (PC + 1, S[Pose \mapsto Sitting])$
- We increment the current instruction index by one
- We change the pose of the resulting state independent on the input state
 - $S[Pose \mapsto Sitting]$ is read as “*S, where pose is sitting*”

A slight formalization

- Consider instruction `stand up` (we will shorten it to `stand`)
- *How do we change the current instruction?*
- *How do we change the position of the resulting state depending on the orientation of the input state?*

A slight formalization

- Consider instruction `stand up` (we will shorten it to `stand`)

A slight formalization

- Consider instruction `stand` up (we will shorten it to `stand`)
 - $(PC, S) \xrightarrow{stand} (PC + 1, S[Pose \mapsto Standing])$
- We increment the current instruction index by one
- We change the pose of the resulting state independent on the input state

A slight formalization

- Consider instruction take 3 steps forward (we will shorten it to fwd 3)
- *How do we determine the next instruction index?*
- *How do we change the position of the resulting state?*
 - Are there dependencies from the input state?

```
103 ...  
104 take 3 steps forward  
105 ...
```

PC	S.Pose	S.Orientation	S.Position
104	Standing	Left	(10,20)

PC	S.Pose	S.Orientation	S.Position
105	Standing	Left	(7 ,20)

```
103 ...  
104 take 3 steps forward  
105 ...
```

PC	S.Pose	S.Orientation	S.Position
104	Standing	Right	(10,20)

PC	S.Pose	S.Orientation	S.Position
105	Standing	Right	(13 ,20)

A slight formalization

- Consider instruction take 3 steps forward (we will shorten it to fwd 3)

$$\left\{ \begin{array}{l} (PC, S) \xrightarrow{fwd3} (PC + 1, S[Position \mapsto S.Position + (0, 3)]) \\ \text{when } S.Orientation = Forward \\ (PC, S) \xrightarrow{fwd3} (PC + 1, S[Position \mapsto S.Position - (0, 3)]) \\ \text{when } S.Orientation = Backward \\ (PC, S) \xrightarrow{fwd3} (PC + 1, S[Position \mapsto S.Position + (3, 0)]) \\ \text{when } S.Orientation = Right \\ (PC, S) \xrightarrow{fwd3} (PC + 1, S[Position \mapsto S.Position - (3, 0)]) \\ \text{when } S.Orientation = Left \end{array} \right.$$

- We always increment the instruction by one
- We change the position of the resulting state depending on the orientation of the input state

A slight formalization

- Consider instruction `if A then B else C`
- *How do we determine the next instruction index?*
- *How do we change the state?*

PC	S.Pose	S.Orientation	S.Position
24	Standing	Right	(10,20)

```

23 ...
24 if A is 'black' then
25     turn left by 90 * B degrees
26 otherwise
27     turn left by 90 * C degrees
28 ...

```

PC	S.Pose	S.Orientation	S.Position
25 ¹	Standing	Right	(10,20)

¹Assuming student's shirt is black


```

23 ...
24 if A is 'black' then
25     turn left by 90 * B degrees
26 otherwise
27     turn left by 90 * C degrees
28 ...

```

PC	S.Pose	S.Orientation	S.Position
27 ²	Standing	Right	(10,20)

²Assuming student's shirt is not black

A slight formalization

- Consider instruction `if A then B else C` (shortened by as if_{ABC})

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- Consider instruction `if A then B else C` (shortened by as if_{ABC})
- We jump to the first instruction of the B block if the condition evaluates to TRUE
- We jump to the first instruction of the C block if the condition evaluates to FALSE
- We leave the state unchanged

A slight formalization

- Consider instruction `if A then B else C` (shortened by as if_{ABC})
- We jump to the first instruction of the B block if the condition evaluates to TRUE
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$$\begin{cases} (PC, S) \xrightarrow{if_{ABC}} (loc(B), S) & \text{when } (PC, S) \xrightarrow{A} \text{TRUE} \\ (PC, S) \xrightarrow{if_{ABC}} (loc(C), S) & \text{when } (PC, S) \xrightarrow{A} \text{FALSE} \end{cases}$$

A slight formalization

- Consider instruction `while A do B`
- *How do we determine the next instruction index?*
- *How do we change the state?*

```

23 ...
24 while A is ‘‘sunny’’ do
25     order another beer
26     enjoy the day for another hour
27 go back to work
28 ...

```

PC	S.Pose	S.Orientation	S.Position
25 ³	Standing	Right	(10,20)

³As long as it is sunny

PC	S.Pose	S.Orientation	S.Position
24	Standing	Right	(10,20)

```
23 ...  
24 while A is ‘‘sunny’’ do  
25     order another beer  
26     enjoy the day for another hour  
27 go back to work  
28 ...
```

PC	S.Pose	S.Orientation	S.Position
27 ⁴	Standing	Right	(10,20)

⁴When it stops being sunny

A slight formalization

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- We jump to the first instruction of the B block if the condition evaluates to TRUE
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- Consider instruction `while A do B` (shortened by as $while_{AB}$)
- We jump to the first instruction of the B block if the condition evaluates to TRUE
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A slight formalization

- Consider instruction `while A do B` (shortened by as $while_{AB}$)
- We jump to the first instruction of the B block if the condition evaluates to TRUE
- We jump to after the last instruction of the B block if the condition evaluates to FALSE
- We leave the state unchanged

$$\left\{ \begin{array}{l} (PC, S) \xrightarrow{while_{AB}} (loc(B), S) \text{ when } (PC, S) \xrightarrow{A} \text{TRUE} \\ (PC, S) \xrightarrow{while_{AB}} (lastloc(B) + 1, S) \text{ when } (PC, S) \xrightarrow{A} \text{FALSE} \end{array} \right.$$

This is it!

Concrete
model of
computation

Development
Team

Introduction

The best of luck, and thanks for the
attention!