## Comp 317: Semantics of Programming Languages

## Sixth Tutorial Sheet

1. Recall the module NUMERAL-EXPRESSION from the Fifth Problem Sheet:

```
fmod NUMERAL-EXPRESSION is

sorts Digit NumeralExp .
subsort Digit < NumeralExp .

ops 0 1 : -> Digit .

op _ _ : NumeralExp Digit -> NumeralExp .

op _+_ : NumeralExp NumeralExp -> NumeralExp .
endfm
```

Add equations to this module that define addition (cf. Exercise 5 from Problem Sheet 1).

- 2. Play Spot the Model with these equations. You might like to use this model:
  - $B_{\texttt{Digit}} = \{true, false\}$
  - $B_{\texttt{NumeralExp}} = \{true, false\}$
  - $B_0 = false$
  - $B_1 = true$
  - $B_{-}(x,y) = x \text{ and } y$
  - $B_{+}(x,y) = x \text{ or } y$

from Problem Sheet 5, but make up your own model as well.

Continued...

- 3. Simplify the following (use Maude to check your answers):
  - (a) [[ 'x + 1 ]](initial)
  - (b) [[ 2 \* 'x ]](initial)
  - (c) [[ 2 \* 'x ]]([[ 'x := 1 ]](initial))
  - (d) [[ 2 \* 'x ]]([[ 'y := 1 ]](initial))
  - (e) [[ 2 \* 'x ]]([[ 'x := 'x + 1 ]](initial))
- 4. Simplify the following, where  ${\tt s}$  is an arbitrary store:
  - (a) [[ 'x + 1 ]](s)
  - (b) [[ 2 \* 'x ]]([[ 'x := 1 ]](s))
  - (c) [[ 2 \* 'x ]]([[ 'y := 1 ; 'x := 'y + 1 ]] (s))
  - (d) [[ 'x ]]([[ 'x := 'x + 'y ; 'y := 'x 'y ; 'x := 'x 'y ]](s))

You can check your answers in Maude by adding an arbitrary store as follows:

```
th SOME-STORE is
  including STORE .
  op s : -> Store .
endth
```

and then doing the reductions.