

Coursework 1

Submission deadline: 1 March 2019

ANSWER ALL THE QUESTIONS

Question 1:

The abstract syntax of an imperative language has been defined using the grammar:

$$\begin{aligned}
 C &::= \text{skip} \mid l := E \mid C; C \mid \text{if } B \text{ then } C \text{ else } C \mid \text{while } B \text{ do } C \mid \text{do } E \text{ times } C \\
 E &::= !l \mid n \mid E \text{ op } E \\
 \text{op} &::= + \mid - \mid * \mid / \\
 B &::= \text{True} \mid \text{False} \mid E \text{ bop } E \mid \neg B \mid B \wedge B \\
 \text{bop} &::= > \mid < \mid =
 \end{aligned}$$

The commands are similar to those of **SIMP**, with the addition of the command

$$\text{do } E \text{ times } C$$

The following rules define the big step semantics for this new command.

$$\begin{aligned}
 &\frac{\langle E, s \rangle \Downarrow \langle 0, s' \rangle}{\langle \text{do } E \text{ times } C, s \rangle \Downarrow \langle \text{skip}, s' \rangle} \\
 &\frac{\langle E, s \rangle \Downarrow \langle n, s_1 \rangle \quad \langle C, s_1 \rangle \Downarrow \langle \text{skip}, s_2 \rangle \quad \langle \text{do } (n-1) \text{ times } C, s_2 \rangle \Downarrow \langle \text{skip}, s_3 \rangle}{\langle \text{do } E \text{ times } C, s \rangle \Downarrow \langle \text{skip}, s_3 \rangle} \text{ if } n \neq 0
 \end{aligned}$$

1. Consider the program P :

$$\text{do } (!x - 1) \text{ times } y := !y + 1$$

- (a) Assume s is a memory where x and y have both the value 100. What are the values of x and y after the execution of the program P defined above?
 - (b) Now assume that, in the memory s , x has the value 0 and y has the value 100. Describe the behaviour of the program P when executed in s .
2. Write a **SIMP** program equivalent to the program P defined above. Your program can use more variables, but should produce the same results for all the variables mentioned in P . Justify your answer.

Question 2:

We add to the language **SIMP**, studied in the course, a new class of expressions that will be used to represent lists of numbers. The abstract syntax of list expressions is defined by the grammar:

$$L ::= \text{nil} \mid \text{cons}(E, L) \mid \text{concat}(L_1, L_2)$$

where **nil** denotes an empty list and **cons**(E,L) represents a list where the first element is the result of evaluating the expression *E* and the rest of the list is defined by *L*. For example, the list containing the numbers 1, 2, and 3 is represented by **cons**(1, **cons**(2, **cons**(3, **nil**))). The operator **concat** concatenates two lists, so the expression **concat**(L,S) represents the concatenation of the lists denoted by *L* and *S*.

In addition, a new selector command is included in the language to discriminate between an empty list and a non-empty one:

```
case L
  empty:  C1
  nonempty: C2
```

where the list expression *L* will be evaluated, and if the result is an empty list then *C*₁ will be executed otherwise *C*₂ will be executed.

1. Give a formal definition of the semantics of this command (you can give transition rules for the abstract machine, or rules to extend the small-step semantics or the big-step semantics of **SIMP**).
2. A compiler for this language has been optimised so that the machine code produced for commands of the form

```
case nil
  empty:  C1
  nonempty: C2
```

is identical to the machine code generated for *C*₁. Is this correct? Justify your answer.