

# Language Semantics and Interpretation

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# Which language is this?

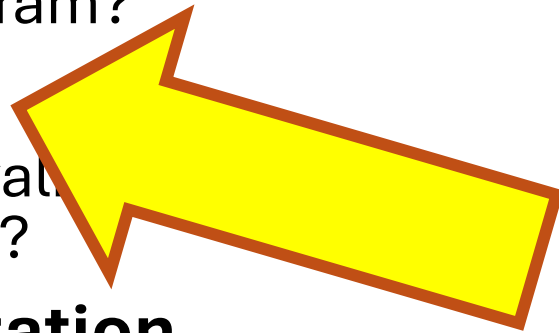
```
print (1/2)
```

- Valid in
  - Python
  - Ruby
- What does this fragment print?
  - Python → 0.5
  - Ruby → 0

# Talking About Languages

A programming language is:

- **Syntax**
  - What may be recognized as a valid program?
- **Semantics**
  - How is a value evaluated?
- **Implementation**
  - Which C++ compiler do you use?
  - GCC, MinGW, MSVC...



# A Tiny Arithmetic Language

$e ::= \text{num}[n] \quad n \in \mathbb{Z}$   
 $\quad \mid e + e$

Abstract syntax

$$\frac{}{\text{num}[n] \Downarrow \text{num}[n]} \quad (\text{num})$$

$$\frac{e_1 \Downarrow \text{num}[n] \quad e_2 \Downarrow \text{num}[m]}{e_1 + e_2 \Downarrow \text{num}[n + m]} \quad (\text{add})$$

Judgment form =  $\frac{\text{Premise}}{\text{Judgment}}$

# Operational Semantics

- “How to evaluate a program”
- We do **evaluation semantics**
  - “big-step”
  - “natural”
  - Invented by Khan
- Structural semantics
  - “small-step”
  - Invented by Plotkin
- Reduction semantics
  - Invented by Felleisen & Hieb

**A transition system  
between  
expressions.**

# Evaluation via Derivation

Algorithm: for each expression, apply a rule that matches.

$$\begin{array}{l} e ::= \text{num}[n] \quad n \in \mathbb{Z} \\ \quad \mid e + e \end{array}$$

$$\begin{array}{c} \frac{}{\text{num}[n] \Downarrow \text{num}[n]} \quad (num) \\[1em] \frac{e_1 \Downarrow \text{num}[n] \quad e_2 \Downarrow \text{num}[m]}{e_1 + e_2 \Downarrow \text{num}[n + m]} \quad (add) \end{array}$$

$$\text{num}[42] + \text{num}[21] + \text{num}[23] \Downarrow$$

Evaluation  
order is under-  
specified!

# Semantics Is Not An Algorithm!

- Operational semantics may be under-specified
  - Different evaluation orders may be allowed
  - Especially useful for automatic parallelization
- Semantics specifies an interpreter!
  - May require some choices to evaluation order
  - As long as the interpreter lives up to the semantics, it is a good interpreter.
- There are other ways of specification: english!
  - ECMA standard
  - Java Language and Virtual Machine Specifications
  - C++ language specification
  - ...

# TAL + conditionals + functions

$e ::= \text{num}[n]$   
|  $x$   
|  $e + e$   
|  $\text{if } e \text{ then } e \text{ else } e$   
|  $\lambda x. e$   
|  $e(e)$

“Lambda calculus with numbers, addition and conditionals.”

$\lambda x. e = x \Rightarrow e$

$$\frac{e_1 \Downarrow \text{num}[0]}{\text{if } e_1 \text{ then } e_2 \text{ else } e_3 \Downarrow e_3} (ff)$$
  
$$\frac{e_1 \Downarrow \text{num}[n]}{\text{if } e_1 \text{ then } e_2 \text{ else } e_3 \Downarrow e_2} n \neq 0 (tt)$$
  
$$\frac{e_0 \Downarrow \text{num}[n]}{\lambda x. e(e_0) \Downarrow e[x/\text{num}[n]]} (app)$$

Side-condition

Substitute all occurrences of  $x$  for  $\text{num}[n]$  in  $e$ .



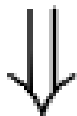
# Derivations!!

$$\frac{e_1 \Downarrow \text{num}[0]}{\text{if } e_1 \text{ then } e_2 \text{ else } e_3 \Downarrow e_3} (ff) \qquad \frac{e_0 \Downarrow \text{num}[n]}{\lambda x. e(e_0) \Downarrow e[x/\text{num}[n]]} (app)$$
$$\frac{e_1 \Downarrow \text{num}[n]}{\text{if } e_1 \text{ then } e_2 \text{ else } e_3 \Downarrow e_2} n \neq 0 (tt)$$

$(\lambda x. (\lambda y. \text{if } x + y \text{ then } x \text{ else } y))(\text{num}[1])(\text{num}[-1])$

- Five minutes (or more?)
- Write a derivation for this tree (by hand, in your favorite text editor, Latex...)
- What is the result? Which rules do you apply (write down!)

# Intermission – Summary!

- Evaluation semantics define transition systems
- Really, we are defining a relation (or function) called 
- This is a **specification** of the language
- It can map one-to-one to an implementation
- And that is what we do now!

# TAL in Scala

```
e ::= num[n]  
      | x  
      | e + e  
      | if e then e else e  
      | λ x. e  
      | e(e)
```

```
enum E:
```

```
  case Num(value : Int)  
  case Var(name : String)  
  case Add(lhs : E, rhs : E)  
  case If (cond : E, tt : E, ff : E)  
  case Fun(param : String, body : E)  
  case App(fun : E, arg : E)
```

# Evaluating TAL in Scala

```
def eval (e : E) : E = e match
  case Add(lhs, rhs) =>
    (eval(lhs), eval(rhs)) match
      case (Num(n), Num(m)) => Num(n + m)
      case _ => throw Exception("Expected number")
  case If(cond, tt, ff) =>
    eval(cond) match
      case Num(0) => eval(ff)
      case Num(_) => eval(tt)
      case _ => throw Exception("Expected number")
  case App(fun, arg) =>
    eval(fun) match
      case Fun(param, body) => eval(subst(arg, param, body))
      case _ => throw Exception("Expected fun")
  case e => e
```

$$\frac{e_1 \Downarrow \text{num}[n] \quad e_2 \Downarrow \text{num}[m]}{e_1 + e_2 \Downarrow \text{num}[n + m]} \quad (add)$$

$$\frac{e_1 \Downarrow \text{num}[0]}{\text{if } e_1 \text{ then } e_2 \text{ else } e_3 \Downarrow e_3} \quad (ff)$$

$$\frac{e_1 \Downarrow \text{num}[n]}{\text{if } e_1 \text{ then } e_2 \text{ else } e_3 \Downarrow e_2} \quad n \neq 0 \quad (tt)$$

$$\frac{e_0 \Downarrow \text{num}[n]}{\lambda x. e(e_0) \Downarrow e[x/\text{num}[n]]} \quad (app)$$

An alternative to  
throwing?

# Extending TAL with division (and exceptions)

$e ::= \dots$   
|  $e / e$   
| fail!

Signals a  
program error .

$$\frac{e_1 \Downarrow \text{num}[n] \quad e_2 \Downarrow \text{num}[d]}{e_1/e_2 \Downarrow \text{num}[\frac{n}{d}]} \quad d \neq 0 \quad (div)$$

$$\frac{e_2 \Downarrow \text{num}[0]}{e_1/e_2 \Downarrow \text{fail!}} \quad (div_0)$$

Can we recover from an  
exception?

# TAL with exceptions: finally some monads

```
def eval (e : E) : M[E] = e match
...
case Div(lhs, rhs) =>
  eval(lhs).flatMap(lhs =>
    eval(rhs).flatMap(rhs =>
      (lhs, rhs) match
        case (Num(n), Num(0)) => M.fail ()
        case (Num(n), Num(d)) => M.unit (Num(n/d))
        case _ => throw Exception("Expected number"))))
```

# Summary

- Operational semantics describe:
  - what a program evaluates to;
  - not how it evaluates!
- Very research-y, but lots of practical applications, too.
- You will see this again in other courses.

- Interpreters follow operational semantics closely:
  - especially in purely functional languages;
  - but you can do the same thing in OOP.
- Interpreters implemented with monads – this week's exercise!

