

# SmallC Formal Operational Semantics

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## 1 Introduction

This document presents a formal semantics of Small C. It has two main parts. The first part is the *expression semantics*. It corresponds to the implementation of your `eval_expr` function. The second part is the *statement semantics*. It corresponds to the implementation of your `eval_stmt` function.

## 2 Preliminaries

**2.1. Environments.** Both parts define judgments that make use of environments  $A$ . The rules show two operations on environments:

- $A(x)$  means to look up the value of  $x$  maps to in the environment  $A$ . This operation is undefined if there is no mapping for  $x$  in  $A$ . We write  $\cdot$  for the empty environment. Lookup on this environment is always undefined; i.e.,  $\cdot(x)$  is undefined for all  $x$ .
- The second operation is written  $A[x \mapsto v]$ . It defines a new environment that is the same as  $A$  but maps  $x$  to  $v$ . It thus overrides any prior mapping for  $x$  in  $A$ . This is similar to the “concatenation” of environments shown in the lecture notes from Feb. 28. So,  $\cdot[x \mapsto 1]$  is an environment that maps  $x$  to 1 but is undefined for all other variables. The environment  $\cdot[x \mapsto 1][y \mapsto 2]$  is an environment that maps  $x$  to 1 and  $y$  to 2. As such, if  $A = \cdot[x \mapsto 1][y \mapsto 2]$  then  $A(x) = 1$ . That is, looking up  $x$  in the second example environment produces its mapped-to value, 1.

**2.2. Syntax.** In this document, we have simplified the presentation of the syntax, so it may not correspond exactly to the files that your interpreter will read in. For example, we write `while  $e$   $s$`  to represent the syntax of a while-loop, where  $e$  is the guard and  $s$  is the body. This corresponds to `While of expr * stmt` in the `types.ml` file. Hopefully the connection between what we show here at that file is clear enough from context.

**2.3. Error conditions.** The semantics here defines only *correct* evaluations. It says nothing about what happens when, say, you have a type error. For example, for the rules below there is no value  $v$  for which you can prove the judgment  $; 1 + \mathbf{true} \longrightarrow v$ . In your actual implementation, erroneous programs will cause an exception to be raised, as indicated in the project README.

### 3 Expression Semantics

This part of the formal semantics corresponds to the implementation of your `eval_expr` function. That function has type `environment -> expr -> value`. In the semantics, we write the judgment  $A; e \longrightarrow v$ , where  $A$  represents the environment,  $e$  represents the expression, and  $v$  represents the final value. This follows the same format as the lecture notes from February 28.

**3.1. Abstract syntax grammar.** Expressions and values are defined by the following grammar:

Integers	$n$	is	any integer
Booleans	$b$	::=	$\mathbf{true} \mid \mathbf{false}$
Values	$v$	::=	$n \mid b$
Expressions	$e$	::=	$v \mid !e \mid e \oplus e \mid e \odot e \mid e == e \mid e != e$

Here, we write  $\oplus$  to represent any operator involving a pair of integers. This could be addition ( $+$ ), comparison ( $\leq$ ), multiplication ( $\times$ ), etc. We write  $\odot$  to represent any operator involving a pair of booleans. This could be boolean-and ( $\&\&$ ), boolean-or ( $\|\|$ ), etc. We do not go into specifics here about what these actually do; they should match your intuition.

**3.2. Rules.** Here are the axioms.

$$\begin{array}{c}
 \text{Id} \frac{A(x) = v}{A; x \longrightarrow v} \qquad \text{Int} \frac{}{A; n \longrightarrow n} \\
 \\
 \text{Bool-True} \frac{}{A; \mathbf{true} \longrightarrow \mathbf{true}} \qquad \text{Bool-False} \frac{}{A; \mathbf{false} \longrightarrow \mathbf{false}}
 \end{array}$$

Here are the rest of the rules for expressions.

$$\begin{array}{c}
\text{Eq-True} \frac{A; e_1 \longrightarrow v \quad A; e_2 \longrightarrow v}{A; e_1 == e_2 \longrightarrow \mathbf{true}} \qquad \text{Eq-False} \frac{A; e_1 \longrightarrow v_1 \quad A; e_2 \longrightarrow v_2 \quad v_1 \text{ is different than } v_2}{A; e_1 == e_2 \longrightarrow \mathbf{false}} \\
\\
\text{NotEq-True} \frac{A; e_1 \longrightarrow v_1 \quad A; e_2 \longrightarrow v_2 \quad v_1 \text{ is different than } v_2}{A; e_1 != e_2 \longrightarrow \mathbf{true}} \qquad \text{NotEq-False} \frac{A; e_1 \longrightarrow v \quad A; e_2 \longrightarrow v}{A; e_1 != e_2 \longrightarrow \mathbf{false}} \\
\\
\text{BinOp-Int} \frac{A; e_1 \longrightarrow n_1 \quad A; e_2 \longrightarrow n_2 \quad v \text{ is } n_1 \oplus n_2}{A; e_1 \oplus e_2 \longrightarrow v} \qquad \text{BinOp-Bool} \frac{A; e_1 \longrightarrow b_1 \quad A; e_2 \longrightarrow b_2 \quad b_3 \text{ is } b_1 \odot b_2}{A; e_1 \odot e_2 \longrightarrow b_3} \\
\\
\text{Unary-Not} \frac{A; e_1 \longrightarrow b_1 \quad b_2 \text{ is } \neg b_1}{A; !e_1 \longrightarrow b_2}
\end{array}$$

## 4 Statement Semantics

This part of the formal semantics corresponds to the implementation of your `eval_stmt` function. That function has type `environment -> stmt -> environment`. In the semantics, we write the judgment  $A; s \longrightarrow A'$ , where  $A$  represents the input environment,  $s$  represents the statement to execute, and  $A'$  represents the final output environment. Statements are different from expressions in that they do not “return” anything themselves; instead, their impact occurs by modifying the environment (by assigning to variables).

**4.1. Abstract syntax grammar.** Statements are defined by the following grammar:

Statements  $s ::= \text{skip} \mid s; s \mid \text{if } e \text{ s s} \mid \text{while } e \text{ s} \mid \text{int } x \mid \text{bool } x \mid x = e$

In the project itself there is also a statement form for printing; we leave that out of the formal semantics.

### 4.2. Rules.

**Variables.** In Small C, you have to declare a variable, with its type, before you use it. When declared, it will be initialized to a default value. You cannot declare the same variable twice.

$$\text{Declare-Int} \frac{A(x) \text{ is not defined}}{A; \text{int } x \longrightarrow A[x \mapsto 0]} \quad \text{Declare-Bool} \frac{A(x) \text{ is not defined}}{A; \text{bool } x \longrightarrow A[x \mapsto \text{false}]}$$

Assigning to variables must respect their declared type. In particular, you cannot assign to a variable you have not declared, and you cannot write a boolean to a variable declared as an int, or vice versa.

$$\text{Assign-Int} \frac{A(x) = n \text{ (for some } n) \quad A; e \longrightarrow n_1}{A; x = e \longrightarrow A[x \mapsto n_1]} \quad \text{Assign-Bool} \frac{A(x) = b \text{ (for some } b) \quad A; e \longrightarrow b_1}{A; x = e \longrightarrow A[x \mapsto b_1]}$$

**Control Flow.** Here are the rules for the different control flow constructs.

$$\begin{array}{c} \text{Nop} \frac{}{A; \text{skip} \longrightarrow A} \quad \text{Sequence} \frac{A; s_1 \longrightarrow A_1 \quad A_1; s_2 \longrightarrow A_2}{A; s_1; s_2 \longrightarrow A_2} \\[10pt] \text{If-True} \frac{A; e \longrightarrow \text{true} \quad A; s_1 \longrightarrow A_1}{A; \text{if } e \text{ } s_1 \text{ } s_2 \longrightarrow A_1} \quad \text{If-False} \frac{A; e \longrightarrow \text{false} \quad A; s_2 \longrightarrow A_2}{A; \text{if } e \text{ } s_1 \text{ } s_2 \longrightarrow A_2} \\[10pt] \text{While-True} \frac{A; e \longrightarrow \text{true} \quad A; s \longrightarrow A_1 \quad A_1; \text{while } e \text{ } s \longrightarrow A_2}{A; \text{while } e \text{ } s \longrightarrow A_2} \quad \text{While-False} \frac{A; e \longrightarrow \text{false}}{A; \text{while } e \text{ } s \longrightarrow A} \end{array}$$