Structural Operational Semantics of Program

Giuseppe De Giacomo

SAPIENZA
UNIVERSITÀ DI ROMA

Programs

We will consider a very simple programming language that we call "**while**".

while-programs

a	atomic action
$skip$	empty action
$\delta_1 ; \delta_2$	sequence
if ϕ **then** δ_1**else** δ_2	if-then-else
while ϕ **do** δ	while-loop

As atomic action we will typically consider assignments:

$$x := v$$

As test any boolean condition on the current state of the memory.

Note that our considerations extend to full-fledged programming language (as Java).

Program semantics

Programs are syntactic objects.

How do we assign a formal semantics to them?

Any idea of what the semantics should talk about?

Evaluation semantics

Idea: describe the overall result of the evaluation of the program.

Evaluation semantics

Given a program δ and a memory state s **compute the memory state s' obtained by executing δ in s**.

More formally: define the **relation**:

$$(\delta, s) \longrightarrow s'$$

where δ is a program, s is the memory state in which the program is evaluated, and s' is the memory state obtained by the evaluation.

Such a relation can be defined inductively in a standard way using the so called **evaluation (structural) rules**

Evaluation semantics: references

The general approach we follows is is the *structural operational semantics* approach [Plotkin81, Nielson&Nielson99].

This whole-computation semantics is often call: *evaluation semantics* or *natural semantics* or *computation semantic*.

Evaluation rules for **while**-programs

Evaluation rules for **while**-programs

Act : $\dfrac{(a,\, s) \longrightarrow s'}{true}$ if $s \models Pre(a)$ and $s' = Post(a,\, s)$

special case: assignment $\dfrac{(x := v,\, s) \longrightarrow s'}{true}$ if $s' = s[x = v]$

Skip : $\dfrac{(skip,\, s) \longrightarrow s}{true}$

Seq : $\dfrac{(\delta_1 ;\, \delta_2 ,\, s) \longrightarrow s'}{(\delta_1 ,\, s) \longrightarrow s'' \ \wedge\ (\delta_2 ,\, s'') \longrightarrow s'}$

if : $\dfrac{(\textbf{if } \phi \textbf{ then } \delta_1 \textbf{ else } \delta_2 ,\, s) \longrightarrow s'}{(\delta_1 ,\, s) \longrightarrow s'}$ if $s \models \phi$ $\quad \dfrac{(\textbf{if } \phi \textbf{ then } \delta_1 \textbf{ else } \delta_2 ,\, s) \longrightarrow s'}{(\delta_2 ,\, s) \longrightarrow s'}$ if $s \models \neg\phi$

while : $\dfrac{(\textbf{while } \phi \textbf{ do } \delta,\, s) \longrightarrow s}{true}$ if $s \models \neg\phi$ $\quad \dfrac{(\textbf{while } \phi \textbf{ do } \delta,\, s) \longrightarrow s'}{(\delta,\, s) \longrightarrow s'' \ \wedge\ (\textbf{while } \phi \textbf{ do } \delta,\, s'') \longrightarrow s'}$ if $s \models \phi$

Structural rules

The structural rules have the following schema:

$$\frac{\text{CONSEQUENT}}{\text{ANTECEDENT}} \quad \text{if SIDE-CONDITION}$$

which is to be interpreted logically as:

$$\forall(\text{ANTECEDENT} \wedge \text{SIDE-CONDITION} \supset \text{CONSEQUENT})$$

where $\forall Q$ stands for the universal closure of all free variables occurring in Q, and, typically, ANTECEDENT, SIDE-CONDITION and CONSEQUENT share free variables.

The structural rules define inductively a relation, namely: **the smallest relation satisfying the rules**.

Examples

Example (evaluation semantics)

Compute s_f in the following cases, assuming that in the memory state S_0 we have $x = 10$ and $y = 0$:

- $(x := x + 1; x := x * 2,\ S_0) \longrightarrow s_f$ (22, 0)
- $($ $x := x + 1;$

  if $(x < 10)$ **then** $x := 0$ **else** $x := 1;$

  $x := x + 1,\ S_0\ ) \longrightarrow s_f$ (2, 0)
- $(y := 0;$ **while** $(y < 4)$ **do** $\{x := x * 2; y := y + 1\},\ S_0) \longrightarrow s_f$

20 1
40 2
80 3
160 4

Transition semantics

Idea: describe the result of executing a **single step** of the program.

Transition semantics

- *Given a program δ and a memory state s* **compute the memory state s' and the program δ' that remains to be executed obtained by executing a single step of δ in s**.
- *Assert when a program δ can be considered* **successfully terminated** *in a memory state s*.

Transition semantics

More formally:

Transition semantics

- Define the **relation** "$Trans$" denoted by "$\longrightarrow$":

$$(\delta, s) \longrightarrow (\delta', s')$$

where δ is a program, s is the memory state in which the program is executed, and s' is the memory state obtained by executing a single step of δ and δ' is what remains to be executed of δ after such a single step.

- Define a **predicate** "$Final$" and denoted by "$\surd$":

$$(\delta, s)^{\surd}$$

where δ is a program that can be considered (successfully) terminated in the memory state s.

Such a relation and predicate can be defined inductively in a standard way, using the so called **transition (structural) rules**

Transition semantics: references

The general approach we follows is is the *structural operational semantics* approach [Plotkin81, Nielson&Nielson99].

This single-step semantics is often call: *transition semantics* or *computation semantics*.

Transition rules for **while**-programs

Transition rules for **while**-programs

$$Act: \quad \frac{(a, s) \longrightarrow (\epsilon, s')}{true} \quad \text{if } s \models Pre(a) \text{ and } s' = Post(a, s)$$

special case: assignment $$\frac{(x := v, s) \longrightarrow (\epsilon, s')}{true} \quad \text{if } s' = s[x = v]$$

$$Skip: \quad \frac{(skip, s) \longrightarrow (\epsilon, s)}{true}$$

$$Seq: \quad \frac{(\delta_1 ; \delta_2, s) \longrightarrow (\delta_1' ; \delta_2, s')}{(\delta_1, s) \longrightarrow (\delta_1', s')} \qquad \frac{(\delta_1 ; \delta_2, s) \longrightarrow (\delta_2', s')}{(\delta_2, s) \longrightarrow (\delta_2', s')} \quad \text{if } (\delta_1, s)\checkmark$$

$$if: \quad \frac{(\textbf{if } \phi \textbf{ then } \delta_1 \textbf{ else } \delta_2, s) \longrightarrow (\delta_1', s')}{(\delta_1, s) \longrightarrow (\delta_1', s')} \quad \text{if } s \models \phi \qquad \frac{(\textbf{if } \phi \textbf{ then } \delta_1 \textbf{ else } \delta_2, s) \longrightarrow (\delta_2', s')}{(\delta_2, s) \longrightarrow (\delta_2', s')} \quad \text{if } s \models \neg\phi$$

$$while: \quad \frac{(\textbf{while } \phi \textbf{ do } \delta, s) \longrightarrow (\delta' ; \textbf{while } \phi \textbf{ do } \delta, s')}{(\delta, s) \longrightarrow (\delta', s')} \quad \text{if } s \models \phi$$

ϵ is the empty program.

Termination rules for **while**-programs

Termination rules for **while**-programs

$$\epsilon : \quad \frac{(\epsilon, s)\checkmark}{true}$$

$$Seq : \quad \frac{(\delta_1 ; \delta_2 , s)\checkmark}{(\delta_1 , s)\checkmark \ \wedge \ (\delta_2 ; s)\checkmark}$$

$$if : \quad \frac{(\textbf{if } \phi \textbf{ then } \delta_1 \textbf{ else } \delta_2 , s)\checkmark}{(\delta_1 , s)\checkmark} \ \text{if } s \models \phi \qquad \frac{(\textbf{if } \phi \textbf{ then } \delta_1 \textbf{ else } \delta_2 , s)\checkmark}{(\delta_2 , s)\checkmark} \ \text{if } s \models \neg\phi$$

$$while : \quad \frac{(\textbf{while } \phi \textbf{ do } \delta, s)\checkmark}{true} \ \text{if } s \models \neg\phi \qquad \frac{(\textbf{while } \phi \textbf{ do } \delta, s)\checkmark}{(\delta, s)\checkmark} \ \text{if } s \models \phi$$

Structural rules (as before)

The structural rules have the following schema:

$$\frac{\text{CONSEQUENT}}{\text{ANTECEDENT}} \ \text{if SIDE-CONDITION}$$

which is to be interpreted logically as:

$$\forall(\text{ANTECEDENT} \wedge \text{SIDE-CONDITION} \supset \text{CONSEQUENT})$$

where $\forall Q$ stands for the universal closure of all free variables occurring in Q, and, typically, ANTECEDENT, SIDE-CONDITION and CONSEQUENT share free variables.

The structural rules define inductively a relation, namely: **the smallest relation satisfying the rules**.

Example

Example (transition semantics)

Compute δ', s' in the following cases, assuming that in the memory state S_0 we have $x = 10$ and $y = 0$:

- $(x := x + 1; x := x * 2,\ S_0) \longrightarrow (\delta',\ s')$
- $($ $x := x + 1;$

  if $(x < 10)$ **then** $x := 0$ **else** $x := 1;$

  $x := x + 1,\ S_0\ ) \longrightarrow (\delta',\ s')$
- $(y := 0;$ **while** $(y < 4)$ **do** $\{x := x * 2; y := y + 1\},\ S_0) \longrightarrow (\delta',\ s')$

Evaluation vs. transition semantics

How do we characterize a whole computation using single steps?

First we define the relation, named $Trans^*$, denoted by $\longrightarrow^*$ by the following rules:

Reflexive-transitive closure of single steps: "$\longrightarrow^*$"

$$0\ step: \quad \frac{(\delta, s) \longrightarrow^* (\delta, s)}{true}$$

$$n\ step: \quad \frac{(\delta, s) \longrightarrow^* (\delta'', s'')}{(\delta, s) \longrightarrow (\delta', s') \ \wedge\ (\delta', s') \longrightarrow^* (\delta'', s'')} \quad \text{(for some } \delta', s'\text{)}$$

Notice that such relation is the **reflexive-transitive closure** of (single step) $\longrightarrow$.

Then it can be shown that:

Theorem

For every **while**-*program* δ *and states* s *and* s_f*:*

$$(\delta, s_0) \longrightarrow s_f \quad \equiv \quad (\delta, s_0) \longrightarrow^* (\delta_f, s_f) \ \wedge\ (\delta_f, s_f)^{\surd} \quad \text{for some } \delta_f$$

Example

Example (Computing evaluation through repeated transitions)

Compute s_f, using the definition based on $\longrightarrow^*$, in the following cases, assuming that in the memory state S_0 we have $x = 10$ and $y = 0$:

- $(x := x + 1; x := x * 2,\ S_0) \longrightarrow s_f$
- $($ $x := x + 1;$

  if $(x < 10)$ **then** $x := 0$ **else** $x := 1;$

  $x := x + 1,\ S_0\ ) \longrightarrow s_f$
- $(y := 0;$ **while** $(y < 4)$ **do** $\{x := x * 2; y := y + 1\},\ S_0) \longrightarrow s_f$

Concurrency

The transition semantics extends immediately to constructs for concurrency: The evaluation semantics can still be defined but only in terms of the transition semantics (as above).
We model concurrent processes by **interleaving**: *A concurrent execution of two processes is one where the primitive actions in both processes occur, interleaved in some fashion.*
It is OK for a process to remain **blocked** for a while, the other processes will continue and eventually unblock it.

Additional constructs for concurrency

Constructs for concurrency

$(\delta_1 \parallel \delta_2)$	concurrent execution
if ϕ **then** δ_1 **else** δ_2	synchronized conditional
while ϕ **do** δ	synchronized loop

For the latter, we observe that our transition rules for **if** and **while** enforce already synchronization': *testing the condition ϕ does not involve a transition per se, the evaluation of the condition and the first action of the branch chosen are executed as an atomic unit.*

*Note: synchronized **if** and **while** are similar to test-and-set atomic instructions used to build semaphores in concurrent programming.*

Additional transition and termination rules for concurrency

The construct $\delta_1 \parallel \delta_2$ is genuinely new.

It represents concurrency by interleaving:

Transition and termination rules for concurrency

transition : $\dfrac{(\delta_1 \parallel \delta_2, s) \longrightarrow (\delta_1' \parallel \delta_2, s')}{(\delta_1, s) \longrightarrow (\delta_1', s')} \qquad \dfrac{(\delta_1 \parallel \delta_2, s) \longrightarrow (\delta_1 \parallel \delta_2', s')}{(\delta_2, s) \longrightarrow (\delta_2', s')}$

termination : $\dfrac{(\delta_1 \parallel \delta_2, s)\checkmark}{(\delta_1, s)\checkmark \;\wedge\; (\delta_2, s)\checkmark}$

The presence of $\delta_1 \parallel \delta_2$ makes the transition relation **nondeterministic** (NB: "devilish nondeteminism").