Same thing as "theory of programming languages": the mathematical study of the *meaning* of programs.

Finding ways to describe program behaviors that are both precise and abstract.

- To prove specific properties of a particular program.

of future languages.

- To develop intuitions for *informal* reasoning about programs.
- To prove general facts about all the programs of a given language (e.g., "Java is secure").
- language (*e.g.*, "Java is secure").

   To deeply understand language features for the betterment

- Denotational semantics and domain theory.
- Program logics (*e.g.*, Hoare logic, dependent type theories).
- Operational semantics.
  Process calculi.
- Type systems.

An approach to formalizing the meanings of programs by constructing mathematical objects (called *denotations*) which describe the meanings of expressions from the languages. Flow of control is abstracted away, in preference of an input-output view.

A branch of mathematics that studies special kinds of posets commonly called *domains*. It is used to specify denotational semantics.

Approaches to formalizing the meanings of programs that focus on logical rules for reasoning about programs.

An approach to formalizing the meanings of programs by

means of abstract machines. It is low-level but flexible.

Approaches to formalizing the meanings of programs that focus on communication and synchronization behaviors of complex concurrent systems.

Tractable syntactic methods for proving the absence of certain program behaviors by classifying phrases according to the kinds of values they compute. They only describe approximations of program behaviors, concentrating on the shapes of the values passed between parts of the program.

An indisputable argument for the truth of some mathematical assertion.

- Automatic theorem proving. Successful in only limited domains. Not feasible in the general case.
- Proof checkers. Simply *verify* proofs that are given in extremely low-level forms.
- Proof assistants. A hybrid of the two. It fills in the "easy parts" while the "hard parts" are done by a human.