

# K Framework

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## Lesson I - Introduction

November 3, 2017



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# Formal semantics

Consider a generic language  $L$

- Syntax of  $L$ : always given
- Semantics of  $L$ : always skipped, considered useless

# C

```
int main(void) {  
    int x = 0;  
    return (x = 1) + (x = 2);  
}
```

According to the C standard, it is undefined

**GCC3, clang**

**3**

**GCC4**

**4**

# PHP

```
if ($p == 0)  
    echo $p;
```



May print any string!  
(that does not start with a number)

# Of course, Javascript

```
var f = function () {
    if (true)
        function g() { return 1; } ← SpiderMonkey
    else
        function g() { return 2; } ← JScript
                                   (... MicroSoft)

    function g() { return 3; }
    return g;
    function g() { return 4; } ← Rhino
                                Safari
}

f();
```

**Programming languages must have  
formal semantics**

**Reference manual are too informal and  
not sufficient**

# K Framework

Semantic framework which makes it easy  
and fun (?) to define programming  
languages **design** and **semantics**

A language to implement languages

# K Framework





# Language of expressions

$$e \in \text{Exp} ::= n \mid e + e \mid e * e \mid e - e$$

# $\mathbb{K}$ Introduction

Some syntactic classes are builtin in  $\mathbb{K}$

Int, Float, Bool, String...

# Evaluation strategies

```
syntax Exp ::= Int
              | Exp "*" Exp      [seqstrict]
              | Exp "/" Exp      [seqstrict]
              > Exp "+" Exp      [seqstrict]
              | Exp "-" Exp      [seqstrict]
              | "(" Exp ")"      [bracket]
```

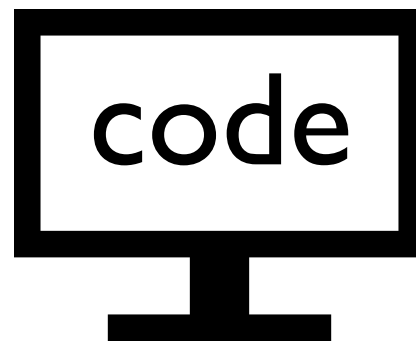
`[seqstrict]`: left-to-right evaluation up to a KResult

`[strict]`: *random* evaluation up to a KResult

`[strict(n)]`: first it evaluates the expression in the *n* position then search for a semantic rule to apply, without evaluating the other expressions

# Language of expressions

$e \in \text{Exp} ::= \dots \mid \text{if } (e) \text{ } e1 \text{ else } e2 \mid \text{Bool}$



# Exercise I

Extend the Exp language with:

$$e \ni \text{Exp} ::= \dots \mid +(e) \mid -(e)$$
$$e \ni \text{Exp} ::= \dots \mid e1 ? e2 : e3$$

# Dynamic and static semantics

The semantics defined so far is the dynamic semantics

$$\frac{\rho \vdash_{\Delta} \langle e, \sigma \rangle \rightarrow_e \langle e_0, \sigma \rangle}{\rho \vdash_{\Delta} \langle e \text{ bop } e', \sigma \rangle \rightarrow_e \langle e_0 \text{ bop } e', \sigma \rangle}$$
$$\frac{\rho \vdash_{\Delta} \langle e', \sigma \rangle \rightarrow_e \langle e_1, \sigma \rangle}{\rho \vdash_{\Delta} \langle k \text{ bop } e', \sigma \rangle \rightarrow_e \langle k \text{ bop } e_1, \sigma \rangle}$$
$$\rho \vdash_{\Delta} \langle k \text{ bop } k', \sigma \rangle \rightarrow_e \langle k'', \sigma \rangle, k'' = k \text{ bop } k'$$

Any ideas about how to define the static one?

$$\frac{\Delta \vdash_I e : \tau_0, e' : \tau_1}{\Delta \vdash_I e \text{ bop } e' : \tau_{bop}(\tau_0, \tau_1)}$$

# Static semantics

We can replace the KResult of the dynamic semantics

```
syntax KResult ::= Int | Bool
```

with the types

```
syntax Type ::= "int" | "bool"  
syntax KResult ::= Type
```

# Exercise 2

Write the static semantics of `Exp` for:

$$e \ni \text{Exp} ::= \dots \mid \text{if } (e) \text{ } e1 \text{ else } e2 \mid \text{Bool}$$



# Exercise 3

Extend Exp with

$e \ni \text{Exp} ::= \dots \mid e1 \leq e2 \mid e1 \geq e2 \mid e1 > e2 \mid e1 < e2$

giving the static and the dynamic semantics

# Exercise 4

## Extend Exp with String

$$e \ni \text{Exp} ::= \dots \mid \text{String}$$

Then, overload the  $+$  semantics in order to perform the string concatenation. Define the static and the dynamic semantics.

# K Framework

<http://www.kframework.org/>