Lecture 2 – Syntax and Semantics (1)

COSE212: Programming Languages

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We learn language features of **Scala**:

- Basic Features
 - Built-in Data Types
 - Variables
 - Functions
 - Conditionals
- Object-Oriented Programming (OOP)
 - Case Classes
- Algebraic Data Types (ADTs)
 - Pattern Matching
- Functional Programming (FP)
 - First-class Functions
 - Recursion
- Immutable Collections
 - Lists
 - Options and Pairs
 - Maps and Sets
 - For Comprehensions

Programming Languages



Definition (Programming Language)

A **programming language** is defined by

- Syntax: a grammar that defines the structure of programs
- Semantics: a set of rules that defines the meaning of programs

We will learn how to define the **syntax** and **semantics** of a programming language.

We define a programming language for **arithmetic expressions** (AE) as the running example.

Arithmetic Expressions



Let's consider the arithmetic expressions (AE) supporting **addition** and **multiplication** of integers:

- 4 + 2
- 1 * 24
- -42 + 4 * 10
- \bullet (1 + 2) * (2 + 3)
- ...

There are **infinitely many** AEs.

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How to define all the valid AEs (syntax)?

How to define the expected result of each AE (semantics)?

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Small-Step Operational (Reduction) Semantics

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Backus-Naur Form (BNF)



Backus-Naur Form (BNF) is a notation for context-free grammar:

- A nonterminal has a name and a set of production rules consisting of sequences of terminals and nonterminals.
- A **terminal** is a symbol that appears in the final output.

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- A nonterminal has a name and a set of production rules consisting of sequences of terminals and nonterminals.
- A terminal is a symbol that appears in the final output.

For example, a nonterminal <number> produces all strings representing integers (allowing leading zeros) as follows:

Concrete Syntax



Let's define the **concrete syntax** of AE in BNF:

It is the **surface-level** representation of programs with all the syntactic details to decide whether a given string is a valid AE or not.

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For example, (1+2)*3 is a valid AE:

```
<expr> \Rightarrow <expr>*<expr> \Rightarrow (<expr>)*<expr>
\Rightarrow (<expr>+<expr>)*<expr> \Rightarrow (1+<expr>)*<expr>
\Rightarrow (1+2)*<expr> \Rightarrow (1+2)*
\Rightarrow (1+2)*
\Rightarrow (1+2)*
```

Concrete Syntax



Let's define the **concrete syntax** of AE in BNF:

We need **associativity** and **precedence** rules to disambiguate.

• "+" and "*" are left-associative.

• "*" has higher **precedence** than "+".

Abstract Syntax



Let's define the **abstract syntax** of AE in BNF:

Abstract Syntax



Let's define the **abstract syntax** of AE in BNF:

It captures only the essential structure of AE rather than the details.

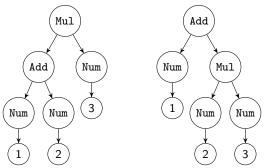
Abstract Syntax



Let's define the abstract syntax of AE in BNF:

It captures only the essential structure of AE rather than the details.

The abstract syntax trees (ASTs) of (1+2)*3 and 1+2*3 are as follows:



Concrete vs. Abstract Syntax



While **concrete syntax** is the **surface-level** representation of programs, **abstract syntax** is the **essential** representation of programs.

Concrete vs. Abstract Syntax



While **concrete syntax** is the **surface-level** representation of programs, **abstract syntax** is the **essential** representation of programs.

There might be **multiple** concrete syntax for the **same** abstract syntax:

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Semantics



There exist diverse ways to define **semantics** of programming languages.

 Axiomatic semantics defines the meaning of a program by specifying the properties that hold after its execution.

$${x = n \land y = m} z := x + y {z = n + m}$$

 Denotational semantics defines the meaning of a program by mapping it to a mathematical object that represents its meaning.

$$[e + e] = [e] + [e]$$

• **Operational semantics** defines the meaning of a program by specifying how it executes on a machine.

$$\frac{\vdash e_1 \Rightarrow n_1 \qquad \vdash e_2 \Rightarrow n_2}{\vdash e_1 + e_2 \Rightarrow n_1 + n_2}$$

Operational Semantics



In this course, we will focus on **operational semantics**, and there are two different representative styles:

 Big-Step Operational (Natural) Semantics defines the meaning of a program by specifying how it executes on a machine in one big step.

$$\frac{\vdash e_1 \Rightarrow n_1 \qquad \vdash e_2 \Rightarrow n_2}{\vdash e_1 + e_2 \Rightarrow n_1 + n_2}$$

 Small-Step Operational (Reduction) Semantics defines the meaning of a program by specifying how it executes on a machine step-by-step.

$$rac{e_1
ightarrow e_1'}{e_1$$
 + $e_2
ightarrow e_1'$ + e_2



Operational semantics is defined by **inference rules**.



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An inference rule consists of multiple premises and one conclusion:

 $\frac{premise_1}{conclusion} \frac{premise_2}{conclusion} \cdots \frac{premise_n}{conclusion}$



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An **inference rule** consists of multiple **premises** and one **conclusion**:

$$\frac{premise_1}{conclusion} \frac{premise_2}{conclusion} \cdots \frac{premise_n}{conclusion}$$

meaning that "if all the premises are true, then the conclusion is true":

$$premise_1 \land premise_2 \land \cdots \land premise_n \implies conclusion$$



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For example,

$$\frac{A \Longrightarrow B \Longrightarrow C}{A \Longrightarrow C}$$

means that "if A implies B, and B implies C, then A implies C".



$$\vdash e \Rightarrow n$$

It means that "the expression e evaluates to the number n".



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Let's define the big-step operational (natural) semantics of AE:

Num
$$\frac{}{\vdash n \Rightarrow n}$$

$$e:=n \qquad ext{(Num)} \ | e+e \quad ext{(Add)} \qquad \Longrightarrow \ | e*e \quad ext{(Mul)}$$

ADD
$$\frac{\vdash e_1 \Rightarrow n_1 \qquad \vdash e_2 \Rightarrow n_2}{\vdash e_1 + e_2 \Rightarrow n_1 + n_2}$$

$$\texttt{MUL} \; \frac{\vdash e_1 \Rightarrow \textit{n}_1 \;\; \vdash e_2 \Rightarrow \textit{n}_2}{\vdash e_1 * e_2 \Rightarrow \textit{n}_1 \times \textit{n}_2}$$



$$Num \frac{}{\vdash n \Rightarrow n}$$

$$\text{NUM} \; \frac{}{\vdash n \Rightarrow n} \qquad \text{ADD} \; \frac{\vdash e_1 \Rightarrow n_1 \quad \vdash e_2 \Rightarrow n_2}{\vdash e_1 + e_2 \Rightarrow n_1 + n_2} \qquad \text{MUL} \; \frac{\vdash e_1 \Rightarrow n_1 \quad \vdash e_2 \Rightarrow n_2}{\vdash e_1 * e_2 \Rightarrow n_1 \times n_2}$$

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Let's prove \vdash (1 + 2) * 3 \Rightarrow 9 by drawing a **derivation tree**:



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$$\begin{array}{c} \text{Num} \ \ \ \, \frac{}{ \ \ \, \vdash 1 \Rightarrow 1 \ \ \, } \ \ \, \frac{\text{Num} \ \ \, \overline{} \ \ \, \vdash 2 \Rightarrow 2 }{ \ \ \, \vdash 1 \ + \ 2 \Rightarrow 3 \ \ \, } \ \ \, \frac{\text{Num} \ \ \, \overline{} \ \ \, \vdash 3 \Rightarrow 3 }{ \ \ \, \vdash (1 \ + \ 2) \ \ * \ 3 \Rightarrow 9 } \end{array}$$



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Let's prove $\vdash 1 + 2 * 3 \Rightarrow 7$ by drawing a **derivation tree**:



$$e_0
ightarrow e_1$$

It means that " e_0 is reduced to e_1 as the result of one-step evaluation".



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It means that " e_0 is reduced to e_1 as the result of one-step evaluation".

Let's define the small-step operational (reduction) semantics of AE:

 $rac{e_1 o e_1'}{e_1 + e_2 o e_1' + e_2} \quad rac{e_1 o e_1'}{e_1 * e_2 o e_1' * e_2}$



Let's prove $(1 + 2) * 3 \rightarrow^* 9$ by showing a **reduction sequence**:

(Note that \rightarrow^* denotes the reflexive-transitive closure of \rightarrow .)



$$\frac{e_1 \to e_1'}{e_1 + e_2 \to e_1' + e_2} \qquad \qquad \frac{e_2 \to e_2'}{n_1 + e_2 \to n_1 + e_2'}$$

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$$\overline{n_1 + n_2 \rightarrow n_1 + n_2}$$

$$rac{e_1
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$$(1 + 2) * 3 \rightarrow 3 * 3 \rightarrow$$

$$\rightarrow$$



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$$\frac{e_1 \to e_1'}{e_1 * e_2 \to e_1' * e_2} \qquad \qquad \frac{e_2 \to e_2'}{n_1 * e_2 \to n_1 * e_2'}$$

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$$(1 + 2) * 3 \rightarrow 3 * 3 \rightarrow$$

$$\rightarrow$$

Let's prove 1 + 2 * 3 \rightarrow * 7 by showing a **reduction sequence**:

$$1 + 2 * 3 \rightarrow$$

Summary



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Next Lecture



• Syntax and Semantics (2)

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