

# Operational Semantics

# Outline

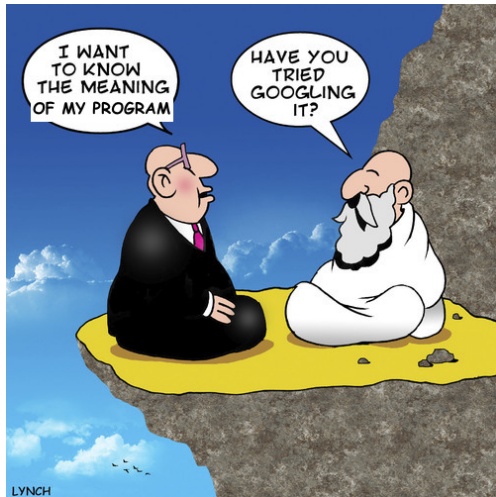
What is semantics?

Operational Semantics

# What is the meaning of a program?

Recall: aspects of a language

- **syntax**: the structure of its programs
- **semantics**: the meaning of its programs



# How to define the meaning of a program?

## Formal specifications

- **denotational semantics**: relates terms directly to values
- **operational semantics**: describes how to evaluate a term
- **axiomatic semantics**: describes the effects of evaluating a term
- ...

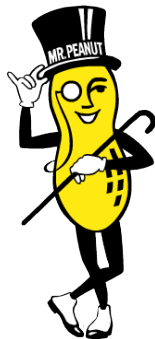
## Informal/non-specifications

- **reference implementation**: execute/compile program in some implementation
- **community/designer intuition**: how people “think” a program should behave

# Advantages of a formal semantics

A formal semantics ...

- is **simpler** than an implementation, **more precise** than intuition
  - can answer: is this implementation correct?
- supports the definition of analyses and transformations
  - prove properties about the language
  - prove properties about programs written in the language
- promotes better language design
  - better understand impact of design decisions
  - apply semantic insights to improve the language design (e.g. *compositionality*)



# Outline

What is semantics?

Operational Semantics

# What is operational semantics?

Defines the meaning of a program by describing **how it is evaluated**

## General strategy

1. identify **machine state**: the state of evaluation
  - sometimes just the term being evaluated
2. define the **machine transitions**: relates old states to new states
  - typically using *inference rules*
3. define semantics in terms of machine transitions (this part is trivial)

# Two styles of operational semantics

## Natural semantics (a.k.a. big-step semantics)

- define transition relation ( $\Downarrow$ ) representing evaluation to a **final state**
- semantics is this relation directly

## Structural operational semantics (a.k.a. small-step semantics)

- define transition relation ( $\mapsto$ ) representing **one step** of evaluation
- semantics is the **reflexive, transitive closure** of this relation ( $\mapsto^*$ )

Argument for structural operational semantics:

- + reason about intermediate steps
- + systematic type soundness proof
- + reason about incomplete derivations
- a bit more complicated



# Natural semantics example

$$\begin{array}{lcl} e \in \text{Exp} & ::= & \mathbf{true} \\ & & \mathbf{false} \\ & & \mathbf{not} \ e \\ & & \mathbf{if} \ e \ e \ e \end{array}$$

Define one-step evaluation relation

Step 1. identify final state:  $Bool$

Step 2. define evaluation relation:

$e \Downarrow b \subseteq \text{Exp} \times Bool$

Definition:  $e \Downarrow b \subseteq \text{Exp} \times Bool$

$\mathbf{true} \Downarrow \mathbf{true}$

$\mathbf{false} \Downarrow \mathbf{false}$

Not-T  $\frac{e \Downarrow \mathbf{true}}{\mathbf{not} \ e \Downarrow \mathbf{false}}$

Not-F  $\frac{e \Downarrow \mathbf{false}}{\mathbf{not} \ e \Downarrow \mathbf{true}}$

If-T  $\frac{e_1 \Downarrow \mathbf{true} \quad e_2 \Downarrow b}{\mathbf{if} \ e_1 \ e_2 \ e_3 \Downarrow b}$

If-F  $\frac{e_1 \Downarrow \mathbf{false} \quad e_3 \Downarrow b}{\mathbf{if} \ e_1 \ e_2 \ e_3 \Downarrow b}$

# Structural operational semantics example

$$\begin{array}{lcl} e \in \text{Exp} & ::= & \mathbf{true} \\ & & \mathbf{false} \\ & & \mathbf{not} \ e \\ & & \mathbf{if} \ e \ e \ e \end{array}$$

Define one-step evaluation relation

Step 1. identify machine state:  $\text{Exp}$

Step 2. define transition relation:

$$e \mapsto e' \subseteq \text{Exp} \times \text{Exp}$$

Definition:  $e \mapsto e' \subseteq \text{Exp} \times \text{Exp}$

$\mathbf{not} \ \mathbf{true} \mapsto \mathbf{false}$

$\mathbf{not} \ \mathbf{false} \mapsto \mathbf{true}$

$\mathbf{if} \ \mathbf{true} \ e_2 \ e_3 \mapsto e_2$

$\mathbf{if} \ \mathbf{false} \ e_2 \ e_3 \mapsto e_3$

Not  $\frac{e \mapsto e'}{\mathbf{not} \ e \mapsto \mathbf{not} \ e'}$

If  $\frac{e \mapsto e'}{\mathbf{if} \ e \ e_2 \ e_3 \mapsto \mathbf{if} \ e' \ e_2 \ e_3}$

} **reduction rules**  
how to evaluate

} **congruence rules**  
where to evaluate

# Defining the one-step transition

## Terminology:

- **reduction rule**: replaces an expression by a “simpler” expression
- **redex** (reducible expression): an expression that matches a reduction rule
- **congruence rule**: describes where to find the next redex
- **value**: a final state, has no more redexes (e.g. **true** or **false**)

## Observations:

- No rules for values – nothing left to do!
- Congruence rules define the **order of evaluation**
- The **meaning** of a term is the **sequence of steps** that reduce it to a final state

# Completion of the semantics

**Semantics:** the **reflexive, transitive closure** of the one-step transition judgment

Step 3. Define the judgment  $(\mapsto^*)$  as follows

- just replace *state* by your machine state
- this last step is the same for any structural operational semantics!

Definition:  $s \mapsto^* s' \subseteq \text{state} \times \text{state}$

$$\begin{array}{c} \text{Refl} \frac{}{s \mapsto^* s} \qquad \text{Trans} \frac{s \mapsto s' \quad s' \mapsto^* s''}{s \mapsto^* s''} \end{array}$$

# Full definition of the Boolean language

$$e \in \text{Exp} ::= \begin{array}{l} \text{true} \\ | \\ \text{false} \\ | \\ \text{not } e \\ | \\ \text{if } e \ e \ e \end{array}$$

Definition:  $e \mapsto e' \subseteq \text{Exp} \times \text{Exp}$

**not true**  $\mapsto$  **false**

**not false**  $\mapsto$  **true**

**if true**  $e_2 \ e_3 \mapsto e_2$

**if false**  $e_2 \ e_3 \mapsto e_3$

Not  $\frac{e \mapsto e'}{\text{not } e \mapsto \text{not } e'}$

If  $\frac{e \mapsto e'}{\text{if } e \ e_2 \ e_3 \mapsto \text{if } e' \ e_2 \ e_3}$

Definition:  $e \mapsto^* e' \subseteq \text{Exp} \times \text{Exp}$

Refl  $\frac{}{e \mapsto^* e}$

Trans  $\frac{e \mapsto e' \quad e' \mapsto^* e''}{e \mapsto^* e''}$

# Reduction sequences

## Reduction sequence

Shows the sequence of states after each application of a **reduction rule**

- congruence rules indicate **where** to find next redex (underline)
- reduction rules indicate **how** to reduce it

## Example reduction sequence

```
    if (not true) (not false) (if true (not true) false)
  ↪ if false (not false) (if true (not true) false)
  ↪ if true (not true) false
  ↪ not true
  ↪ false
```