

# CMSC330: Operational Semantics

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# Logistics

## Reading

TBD

## Goals

- ▶ Notation and Mechanics of Operational Semantics
- ▶ A few Applications
- ▶ Practice Problems

## OCaml Practicum

Time permitting, may post a video of solving a practical problem in OCaml. Though there are other, Rusty, fish to fry...

## Assignments

- ▶ Project 6 Posted: Lambda Calculus
  - ▶ Lexer / Parser
  - ▶ Evaluator with...
  - ▶ Eager + Lazy Reductions
- ▶ Exam 2 Thursday

# Announcements

Guest lecturer swinging by today to help with the presentation

# Semantics Informally and Formally

*semantics (noun): The branch of linguistics and logic concerned with meaning. There are a number of branches and subbranches of semantics, including formal semantics, which studies the logical aspects of meaning,*

## Natural Languages

- ▶ Populations of humans ascribe a shared meaning to words
- ▶ Meanings vary according to population and period

# Programming Language Semantics

*What does the following syntax DO in language X?*

## Informal Semantics

- ▶ Creator of Language X describes in words what its syntax does
- ▶ Write a parser + interpreter / compiler that reflects that meaning
- ▶ May add features, update, alter semantics

*Python 2005: `print "Hello!"` prints Hello!*

*Python 2009: `print "Hello!"` prints Syntax Error*

## Formal Semantics

- ▶ Attempts to describe with some mathematical rigor the meaning of Programming language statements
- ▶ Comes in several flavors, equipped with jargon / notation
- ▶ Useful to quickly describe to humans small features of languages for comparison
- ▶ Used by some in proofs about properties of languages and programs in those languages, also to guide development of language interpreters

# Operational Semantics

- ▶ Several flavors of Formal Semantics exist of which **Operational Semantics (OpSem)** is one
- ▶ OpSem focuses on relating syntax of language to behavior of an abstract machine
- ▶ High variance on which machine to target, how machine operations are described, etc.
  - ▶ Provide actual assembly instructions
  - ▶ Describe instructions in an abstract machine
  - ▶ Describe what would happen in another PL
  - ▶ Describe in English sentences what is happening
- ▶ Referred to as the **Meta-Language**: description of what the target language does
- ▶ The persistent character is usually the **notation** used which is new and takes some getting used to

# OpSem Notation

- ▶ Specifics of notation for OpSem vary
- ▶ Will turn to some standing slides for CMSC330 for the moment to ensure compatibility with Prof Bakalian's treatment
- ▶ Posted as “Reference Slides”, come from Spring 2021 Offering of CMSC330 with other materials here:  
<https://www.cs.umd.edu/class/spring2021/cmsc330/>

# L'Maco: Practice with OpSem

L'Maco has familiar ideas with slightly unfamiliar syntax

## Sample Expressions

add 5 and 2

with 7 as z  
add z and 2

with add 1 and 2 as x  
with add x and 7 as y  
add x and y

## CFG for L'Maco

$W \rightarrow \text{with } E \text{ as } V \ W$

$E \rightarrow C \mid V \mid \text{add } E \text{ and } E$

$V \rightarrow \text{variable name}$

$C \rightarrow \text{constant number}$



# L'Maco with Environments

The following (with) and (add) rules specify the semantics of L'Maco using Environments;

$$\frac{A; E1 \Rightarrow N1 \quad A, V:N1; E2 \Rightarrow N2}{A; \text{ with } E1 \text{ as } V \text{ } E2 \Rightarrow N2} \quad (\text{with})$$
$$\frac{A(x) \Rightarrow v}{A; x \Rightarrow v} \quad (\text{var-lookup})$$
$$\frac{A; E1 \Rightarrow N1 \quad A; E2 \Rightarrow N2 \quad N1 + N2 \text{ is } N3}{A; \text{ add } E1 \text{ and } E2 \Rightarrow N3} \quad (\text{add})$$
$$\frac{}{C \Rightarrow C} \quad (\text{constants})$$

Note use of environments: (with) rule allows extension of environments with new bindings

## Exercise: L'Maco Big Derivation

Fill in the first step in this derivation

*Hint: work left to right...*

```

      ?????????      ???????????????????
=====
[]; with add 1 and 2 as x with add x and 7 as y add x and y =>13

```

### Reference Rules

$\frac{A; E1 \Rightarrow N1 \quad A, V:N1; E2 \Rightarrow N2}{A; \text{ with } E1 \text{ as } V \text{ E2} \Rightarrow N2} \text{ (with)}$	$\frac{A; E1 \Rightarrow N1 \quad A; E2 \Rightarrow N2 \quad N1+N2 \text{ is } N3}{A; \text{ add } E1 \text{ and } E2 \Rightarrow N3} \text{ (add)}$
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# Answers: L'Maco Big Derivation

- ▶ According to the CFG syntax, the (with)-rule is applicable first
- ▶ Matches the general idea of “bind name, use name”
- ▶ Leads to the first steps in the derivation tree

```
[ ]; add 1 and 2=>3                                [x:3]; with add x and 7 as y add x and y =>13
=====
[ ]; with add 1 and 2 as x with add x and 7 as y add x and y =>13
```

Complete the Left Branch with the (add) rule

## Reference Rules

$\frac{A; E1 \Rightarrow N1 \quad A, V:N1; E2 \Rightarrow N2}{A; \text{with } E1 \text{ as } V \text{ } E2 \Rightarrow N2} \quad (\text{with})$	$\frac{A; E1 \Rightarrow N1 \quad A; E2 \Rightarrow N2 \quad N1+N2 \text{ is } N3}{A; \text{add } E1 \text{ and } E2 \Rightarrow N3} \quad (\text{add})$
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# Answers: L'Maco Big Derivation Left Branch

====

1=>1 2=>2 3 is 1+2

=====

[]; add 1 and 2=>3

[x:3]; with add x and 7 as y add x and y =>13

=====

[]; with add 1 and 2 as x with add x and 7 as y add x and y =>13

## Complete the Right Branch

It's of some girth but starts with another (with)

## Reference Rules

$$\frac{A; E1 \Rightarrow N1 \quad A, V:N1; E2 \Rightarrow N2}{A; \text{with } E1 \text{ as } V \text{ } E2 \Rightarrow N2} \text{ (with)}$$
$$\frac{A; E1 \Rightarrow N1 \quad A; E2 \Rightarrow N2 \quad N1+N2 \text{ is } N3}{A; \text{add } E1 \text{ and } E2 \Rightarrow N3} \text{ (add)}$$

## Answers: L'Maco Big Derivation

```
=====
1=>1 2=>2 3 is 1+2
=====
[]; add 1 and 2=>3
=====
[x:3] x=>3 7=>7 10 is 3+7
=====
[x:3] add x and 7=>10
=====
[x:3]; with add x and 7 as y add x and y =>13
=====
[x:3,y:10] x=>3 [x:3,y:10] y=>10 13 is 3+10
=====
[x:3,y:10]; add x and y=>13
=====
[x:3]; with add x and 7 as y add x and y =>13
=====
```