

Simple Configuration

CONFIGURATION:

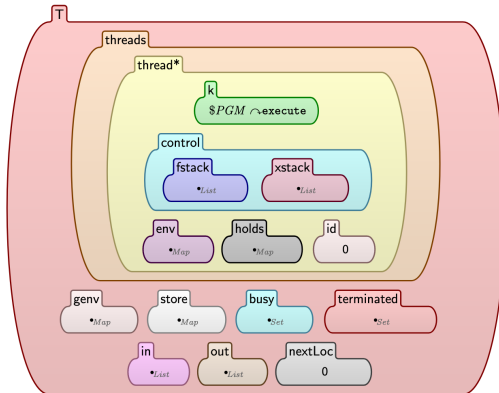
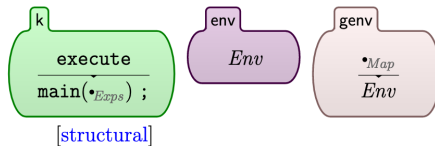


Fig. 1. The \mathbb{K} configuration of SIMPLE

Starting execution

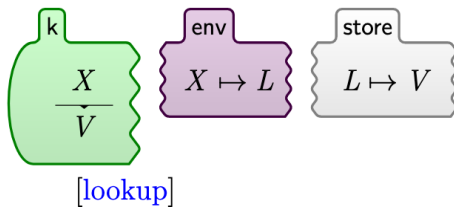
SYNTAX $K ::= \text{execute}$

RULE

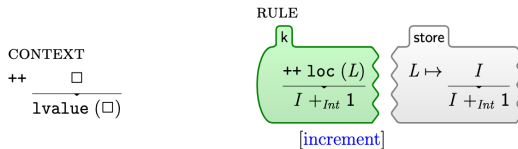


Lookup

RULE

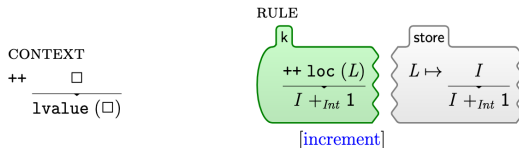


Increment



- lvalue described in the next slide

Increment



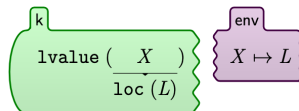
- lvalue described in the next slide
- Wrap *increment Exp* into an auxiliary lvalue construct.
- Once lvalue evaluates to *location* loc(L), perform increment.

Increment (contd.)

SYNTAX $Exp ::= lvalue (K)$

SYNTAX $Val ::= loc (Int)$

RULE



[structural]

Arithmetic Operators

$$\text{RULE} \quad \frac{I1 + I2}{I1 +_{Int} I2}$$

$$\text{RULE} \quad \frac{Str1 + Str2}{Str1 +_{String} Str2}$$

$$\text{RULE} \quad \frac{I1 - I2}{I1 -_{Int} I2}$$

$$\text{RULE} \quad \frac{I1 * I2}{I1 *_{Int} I2}$$

$$\text{RULE} \quad \frac{I1 / I2}{I1 \div_{Int} I2} \quad \text{when } I2 \neq_{Int} 0$$

$$\text{RULE} \quad \frac{I1 \% I2}{I1 \%_{Int} I2} \quad \text{when } I2 \neq_{Int} 0$$

$$\text{RULE} \quad \frac{- I}{0 -_{Int} I}$$

$$\text{RULE} \quad \frac{I1 < I2}{I1 <_{Int} I2}$$

$$\text{RULE} \quad \frac{I1 \leq I2}{I1 \leq_{Int} I2}$$

$$\text{RULE} \quad \frac{I1 > I2}{I1 >_{Int} I2}$$

$$\text{RULE} \quad \frac{I1 \geq I2}{I1 \geq_{Int} I2}$$

$$\text{RULE} \quad \frac{V1 == V2}{V1 =_K V2}$$

$$\text{RULE} \quad \frac{V1 != V2}{V1 \neq_K V2}$$

Boolean Operators

$$\text{RULE} \quad \frac{! T}{\neg_{Bool} T}$$

$$\text{RULE} \quad \frac{\text{true} \mid \mid \text{—}}{\text{true}}$$

$$\text{RULE} \quad \frac{\text{true} \&\& E}{E}$$

$$\text{RULE} \quad \frac{\text{false} \mid \mid E}{E}$$

$$\text{RULE} \quad \frac{\text{false} \&\& \text{—}}{\text{false}}$$

Array Lookup

RULE

$$\frac{V[N1, N2, Vs]}{V[N1][N2, Vs]}$$

[structural, anywhere]

RULE

$$\frac{\text{array}(L, _)[N]}{\text{lookup}(L +_{Int} N)}$$

[structural, anywhere]

Array Lookup

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[structural, anywhere]

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$$\frac{\text{array}(L, _)[N]}{\text{lookup}(L +_{Int} N)}$$

[structural, anywhere]

- Lookup in an array - how are expressions handled in array offset?

Array Lookup

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[structural, anywhere]

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[structural, anywhere]

- Lookup in an array - how are expressions handled in array offset?
- what is anywhere?

Array Lookup

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[structural, anywhere]

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[structural, anywhere]

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[structural, anywhere]

- Lookup in an array - how are expressions handled in array offset?
- what is anywhere?

Array Lookup (contd.)

SYNTAX $Exp ::= Int \mid Bool \mid String \mid Id$
 $\mid (Exp) \text{ [bracket]}$
 $\mid ++ Exp$
 $\mid Exp[Exps] \text{ [strict]}$

Array Lookup (contd.)

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SYNTAX $Exps ::= List\{Exp, \text{“}, \text{”}\} \text{ [strict]}$

Array Lookup (contd.)

SYNTAX $Exp ::= Int \mid Bool \mid String \mid Id$
 $\quad \mid (Exp) \text{ [bracket]}$
 $\quad \mid ++ Exp$
 $\quad \mid Exp[Exps] \text{ [strict]}$

SYNTAX $Exps ::= List\{Exp, \text{"}, \text{"}\} \text{ [strict]}$

RULE

$$\frac{\text{lvalue}(\text{lookup}(L))}{\text{loc}(L)} \text{ [structural]}$$

Array Size

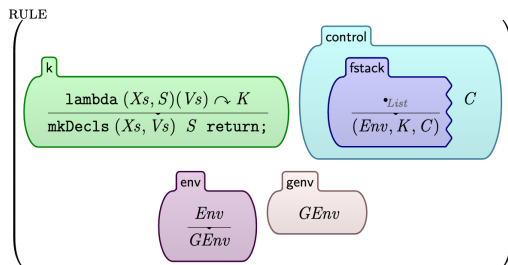
Size of an array

The size of the array is stored in the array reference value, and the `sizeof` construct was declared strict, so:

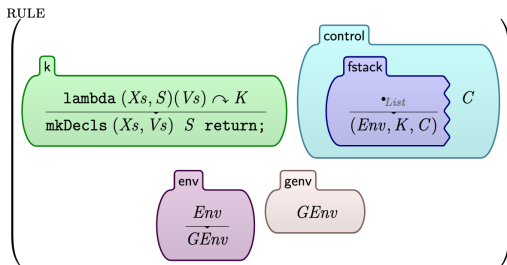
RULE

$$\frac{\text{sizeof}(\text{array}(_, N))}{N}$$

Function Calls

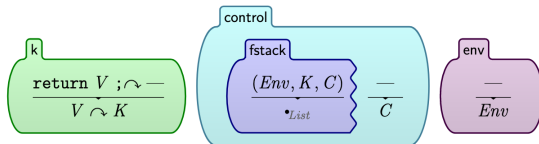


Function Calls



- Switch to *global environment*, where free variables in function are looked up.

Function Calls



SYNTAX $Val ::= \text{nothing}$

RULE

$$\frac{\text{return;} \downarrow}{\text{return nothing ;}}$$

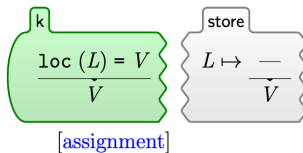
[macro]

Assignments & Reads

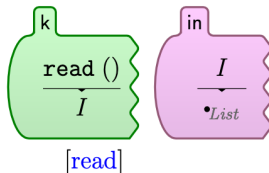
CONTEXT

$$\frac{\square}{\text{lvalue}(\square)} = \text{---}$$

RULE



RULE



Sequential Composition, Expressions & Conditionals

RULE

$$\frac{S1 \quad S2}{S1 \curvearrowright S2}$$

[structural]

RULE

$$\frac{V ;}{\bullet K}$$

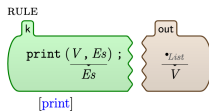
RULE

$$\frac{\text{if (true)}S \text{ else } \text{---}}{S}$$

RULE

$$\frac{\text{if (false)}\text{---} \text{ else } S}{S}$$

While & Print



RULE

$\text{print } (*_{Vals}) ;$
 $\frac{}{*K}$
 $[structural]$

RULE

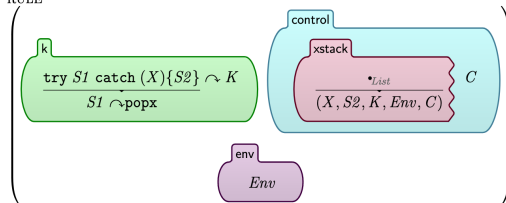
$\text{while } (E) S$
 $\frac{}{\text{if } (E) \{ S \text{ while } (E) S \}}$
 $[structural]$

Exception Handling

SYNTAX $ListItem ::= (Id, Stmt, K, Map, Bag)$

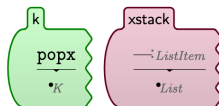
SYNTAX $K ::= \text{popx}$

RULE

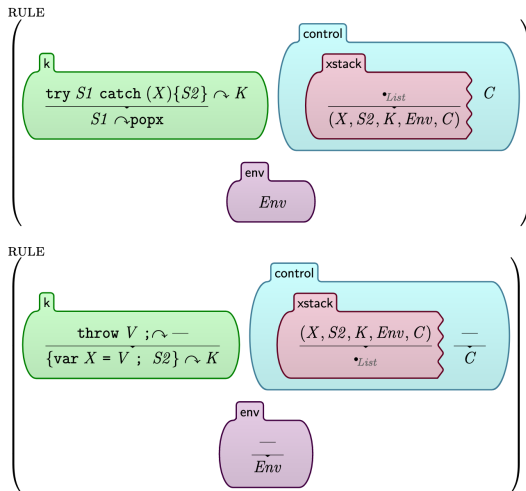


RULE

RULE



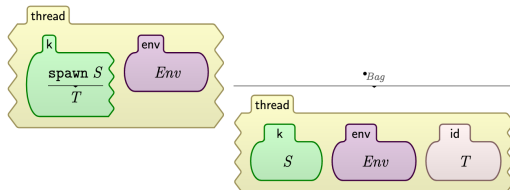
Exception Handling (contd.)



Concurrency

Spawn

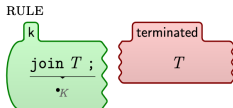
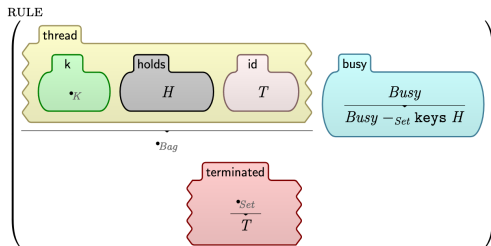
RULE



when **fresh** (T)

Concurrency

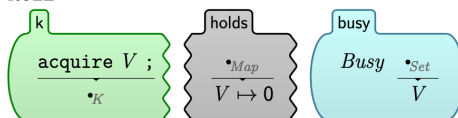
Termination & Joining



Concurrency

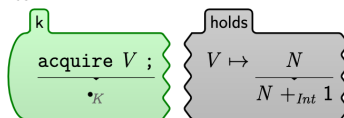
Acquire Locks

RULE



when $\neg_{Bool} V$ in *Busy*
`[acquire]`

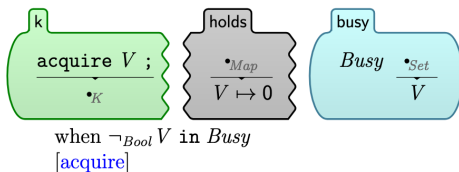
RULE



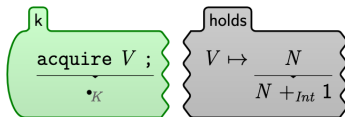
Concurrency

Acquire Locks

RULE



RULE

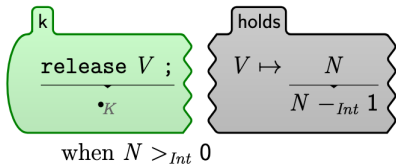


- Assume re-entrance. Same thread can acquire a lock again.

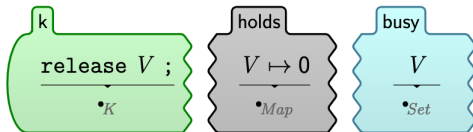
Concurrency

Release Locks

RULE



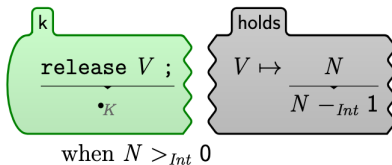
RULE



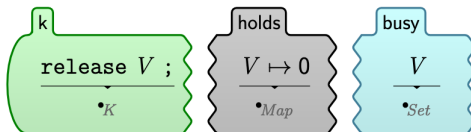
Concurrency

Release Locks

RULE



RULE

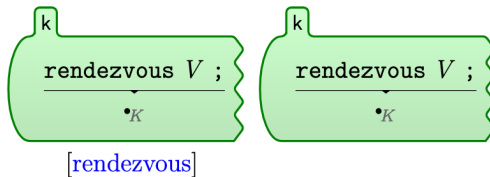


- A lock is considered release only when n release calls match with n -acquires calls.

Concurrency

Rendezvous

RULE



Auxilliary Constructs

Declarations, Lookups & Restoring Environments

SYNTAX $Decl ::= \text{mkDecls } (Ids, Vals) \text{ [function]}$

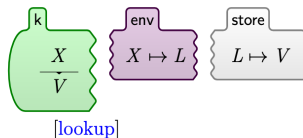
RULE

$$\frac{\text{mkDecls } ((X, Xs), (V, Vs))}{\text{var } X = V ; \text{mkDecls } (Xs, Vs)}$$

RULE

$$\frac{\text{mkDecls } (\star_{ids}, \star_{vals})}{\{\}}$$

RULE



Auxilliary Constructs

Restoring Environments

SYNTAX $K ::= \text{env } (Map)$

RULE

