

$x = 1$

$\text{let } x = 1 \text{ in } \dots$

$x(1).$

$!x(1)$

$x.\text{set}(1)$

Programming Language Theory

Big-step Operational Semantics (aka Natural Semantics)

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A big-step operational semantics for *While*

Syntactic categories of the *While* language

- numerals

$$n \in \text{Num}$$

- variables

$$x \in \text{Var}$$

- arithmetic expressions

$$a \in \text{Aexp}$$

$$\begin{aligned} a ::= & n \mid x \mid a_1 + a_2 \\ & \mid a_1 * a_2 \mid a_1 - a_2 \end{aligned}$$

- booleans expressions

$$b \in \text{Bexp}$$

$$\begin{aligned} b ::= & \text{true} \mid \text{false} \mid a_1 = a_2 \\ & \mid a_1 \leq a_2 \mid \neg b \mid b_1 \wedge b_2 \end{aligned}$$

- statements

$$S \in \text{Stm}$$

$$\begin{aligned} S ::= & x := a \mid \text{skip} \mid S_1; S_2 \\ & \mid \text{if } b \text{ then } S_1 \text{ else } S_2 \\ & \mid \text{while } b \text{ do } S \end{aligned}$$

Semantic categories of the *While* language

Natural numbers

$$\mathbb{N} = \{0, 1, 2, \dots\}$$

Truth values

$$\mathbb{T} = \{\text{tt, ff}\}$$

States

$$\text{State} = \text{Var} \rightarrow \mathbb{N}$$

Lookup in a state: $s x$

Update a state: $s' = s[y \mapsto v]$

$$s' x = \begin{cases} s x & \text{if } x \neq y \\ v & \text{if } x = y \end{cases}$$

Meanings of syntactic categories

Numerals

$$\mathcal{N} : \text{Num} \rightarrow \mathbb{N}$$

Variables

$$s \in \text{State} = \text{Var} \rightarrow \mathbb{N}$$

Arithmetic expressions

$$\mathcal{A} : \text{Aexp} \rightarrow (\text{State} \rightarrow \mathbb{N})$$

Boolean expressions

$$\mathcal{B} : \text{Bexp} \rightarrow (\text{State} \rightarrow \text{T})$$

Statements

$$\mathcal{S} : \text{Stm} \rightarrow (\text{State} \hookrightarrow \text{State})$$

We do not define all these functions “directly”. Especially the last one is defined as a relation based on rules (with premises and conclusions).

Semantics of arithmetic expressions

$$\mathcal{A}[n]s = \mathcal{N}[n]$$

$$\mathcal{A}[x]s = s\ x$$

$$\mathcal{A}[a_1 + a_2]s = \mathcal{A}[a_1]s + \mathcal{A}[a_2]s$$

$$\mathcal{A}[a_1 * a_2]s = \mathcal{A}[a_1]s * \mathcal{A}[a_2]s$$

$$\mathcal{A}[a_1 - a_2]s = \mathcal{A}[a_1]s - \mathcal{A}[a_2]s$$

Semantics of boolean expressions

$$\mathcal{B}[\text{true}]s = \text{tt}$$

$$\mathcal{B}[\text{false}]s = \text{ff}$$

$$\mathcal{B}[a_1 = a_2]s = \begin{cases} \text{tt} & \text{if } \mathcal{A}[a_1]s = \mathcal{A}[a_2]s \\ \text{ff} & \text{if } \mathcal{A}[a_1]s \neq \mathcal{A}[a_2]s \end{cases}$$

$$\mathcal{B}[a_1 \leq a_2]s = \begin{cases} \text{tt} & \text{if } \mathcal{A}[a_1]s \leq \mathcal{A}[a_2]s \\ \text{ff} & \text{if } \mathcal{A}[a_1]s \not\leq \mathcal{A}[a_2]s \end{cases}$$

$$\mathcal{B}[\neg b]s = \begin{cases} \text{tt} & \text{if } \mathcal{B}[b]s = \text{ff} \\ \text{ff} & \text{if } \mathcal{B}[b]s = \text{tt} \end{cases}$$

$$\mathcal{B}[b_1 \wedge b_2]s = \begin{cases} \text{tt} & \text{if } \mathcal{B}[b_1]s = \text{tt} \\ & \text{and } \mathcal{B}[b_2]s = \text{tt} \\ \text{ff} & \text{if } \mathcal{B}[b_1]s = \text{ff} \\ & \text{or } \mathcal{B}[b_2]s = \text{ff} \end{cases}$$

Semantics of statements

$$[\text{ass}_{\text{ns}}] \quad \langle x := a, s \rangle \rightarrow s[x \mapsto \mathcal{A}[\![a]\!]s]$$

$$[\text{skip}_{\text{ns}}] \quad \langle \text{skip}, s \rangle \rightarrow s$$

$$[\text{comp}_{\text{ns}}] \quad \frac{\langle S_1, s \rangle \rightarrow s', \langle S_2, s' \rangle \rightarrow s''}{\langle S_1; S_2, s \rangle \rightarrow s''}$$

$$[\text{if}_{\text{ns}}^{\text{tt}}] \quad \frac{\langle S_1, s \rangle \rightarrow s'}{\langle \text{if } b \text{ then } S_1 \text{ else } S_2, s \rangle \rightarrow s'} \text{ if } \mathcal{B}[\![b]\!]s = \text{tt}$$

$$[\text{if}_{\text{ns}}^{\text{ff}}] \quad \frac{\langle S_2, s \rangle \rightarrow s'}{\langle \text{if } b \text{ then } S_1 \text{ else } S_2, s \rangle \rightarrow s'} \text{ if } \mathcal{B}[\![b]\!]s = \text{ff}$$

$$[\text{while}_{\text{ns}}^{\text{tt}}] \quad \frac{\langle S, s \rangle \rightarrow s', \langle \text{while } b \text{ do } S, s' \rangle \rightarrow s''}{\langle \text{while } b \text{ do } S, s \rangle \rightarrow s''} \text{ if } \mathcal{B}[\![b]\!]s = \text{tt}$$

$$[\text{while}_{\text{ns}}^{\text{ff}}] \quad \langle \text{while } b \text{ do } S, s \rangle \rightarrow s \text{ if } \mathcal{B}[\![b]\!]s = \text{ff}$$

Derivation trees

$$\langle z:=x, s_0 \rangle \rightarrow s_1$$
$$\langle x:=y, s_1 \rangle \rightarrow s_2$$

$$\langle z:=x; x:=y, s_0 \rangle \rightarrow s_2$$
$$\langle y:=z, s_2 \rangle \rightarrow s_3$$

$$\langle z:=x; x:=y; y:=z, s_0 \rangle \rightarrow s_3$$

Derivation
tree

$$s_0 = [x \mapsto 5, y \mapsto 7, z \mapsto 0]$$

$$s_1 = [x \mapsto 5, y \mapsto 7, z \mapsto 5]$$

$$s_2 = [x \mapsto 7, y \mapsto 7, z \mapsto 5]$$

$$s_3 = [x \mapsto 7, y \mapsto 5, z \mapsto 5]$$

States

Prolog as a sandbox for big-step operational semantics

<https://slps.svn.sourceforge.net/svnroot/slps/topics/NielsonN07/Prolog/While/NS/>

Architecture of the interpreter

- **Makefile**: see “make test”
- **main.pro**: main module to compose all other modules
- **exec.pro**: statement execution
- **eval.pro**: expression evaluation
- **map.pro**: abstract data type for maps (states)
- **test.pro**: framework for unit testing

main.pro

```
:– ['eval.pro'].
:– ['exec.pro'].
:– ['map.pro'].
:– ['test.pro'].
```

% Tests

```
:– test(evala(add(num(21),num(21)),_,42)).
...
:– halt.
```

Tests

```
:– test(evala(add(num(21),num(21)),_,42)).  
:– test(evala(add(num(21),id(x)),[('x',21)],42)).  
:– test(  
    exec(  
        while( not(eq(id(x),num(0))),  
              seq(  
                  assign(y,mul(id(x),id(y))),  
                  assign(x,sub(id(x),num(1))))),  
              [(x,5),(y,1)]),  
              [(x,0),(y,120)])).
```

Run tests

```
$ make test
swipl -f main.pro
% library(swi_hooks) compiled into pce_swi_hooks 0.00 sec, 3,992 bytes
% eval.pro compiled 0.00 sec, 7,008 bytes
% exec.pro compiled 0.00 sec, 2,872 bytes
% map.pro compiled 0.00 sec, 1,744 bytes
% test.pro compiled 0.00 sec, 1,128 bytes
OK: evala(add(num(21),num(21)),_G1199,42)
OK: evala(add(num(21),id(x)),[ (x,21)],42)
OK: exec(while(not(eq(id(x),num(0)))),seq(assign(y,mul(id(x),id(y))),assign(x,sub(id(x),num(1))))),[ (x,5), (y,1)], [ (x,0), (y,120)])
```

Arithmetic expression evaluation

$$\mathcal{A}[n]s = \mathcal{N}[n]$$

$$\mathcal{A}[x]s = s\ x$$

$$\mathcal{A}[a_1 + a_2]s = \mathcal{A}[a_1]s + \mathcal{A}[a_2]s$$

$$\mathcal{A}[a_1 * a_2]s = \mathcal{A}[a_1]s * \mathcal{A}[a_2]s$$

$$\mathcal{A}[a_1 - a_2]s = \mathcal{A}[a_1]s - \mathcal{A}[a_2]s$$

% Number is evaluated to its value

```
evala(num(V),_,V).
```

% Variable reference is evaluated to its current value

```
evala(id(X),M,Y) :- lookup(M,X,Y).
```

Arithmetc expression evaluation cont'd

% Addition

```
evala(add(A1,A2),M,V) :-  
    evala(A1,M,V1),  
    evala(A2,M,V2),  
    V is V1 + V2.
```

$$\begin{aligned}\mathcal{A}[n]s &= \mathcal{N}[n] \\ \mathcal{A}[x]s &= s\ x \\ \mathcal{A}[a_1 + a_2]s &= \mathcal{A}[a_1]s + \mathcal{A}[a_2]s \\ \mathcal{A}[a_1 * a_2]s &= \mathcal{A}[a_1]s * \mathcal{A}[a_2]s \\ \mathcal{A}[a_1 - a_2]s &= \mathcal{A}[a_1]s - \mathcal{A}[a_2]s\end{aligned}$$

% Subtraction

...

% Multiplication

...

Boolean expression evaluation

```
evalb(true,_,tt).
```

```
evalb(false,_,ff).
```

```
evalb(not(B),M,V) :-
```

```
  evalb(B,M,V1),
```

```
  not(V1,V).
```

```
evalb(and(B1,B2),M,V) :-
```

```
  evalb(B1,M,V1),
```

```
  evalb(B2,M,V2),
```

```
  and(V1,V2,V).
```

...

Skip statement

`exec(skip,M,M).`

Sequential composition

```
exec(seq(S1,S2),M1,M3) :-  
    exec(S1,M1,M2),  
    exec(S2,M2,M3).
```

$$[\text{comp}_{\text{ns}}] \quad \frac{\langle S_1, s \rangle \rightarrow s', \langle S_2, s' \rangle \rightarrow s''}{\langle S_1; S_2, s \rangle \rightarrow s''}$$

Assignment

```
exec(assign(X,A),M1,M2) :-  
    evala(A,M1,Y),  
    update(M1,X,Y,M2).
```

Conditional

% Conditional statement with true condition

```
exec(ifthenelse(B,S1,_),M1,M2) :-  
    evalb(B,M1,tt),  
    exec(S1,M1,M2).
```

% Conditional statement with false condition

```
exec(ifthenelse(B,_,S2),M1,M2) :-  
    evalb(B,M1,ff),  
    exec(S2,M1,M2).
```

Loop statement

```
% Loop statement with true condition  
exec(while(B,S),M1,M3) :-  
    evalb(B,M1,tt),  
    exec(S,M1,M2),  
    exec(while(B,S),M2,M3).
```

```
% Loop statement with false condition  
exec(while(B,_),M,M) :-  
    evalb(B,M,ff).
```

Abstract data type for maps (states)

```
% Function lookup (application)
lookup(M,X,Y) :- append(_,[(X,Y)|_],M).

% Function update in one position
update([],X,Y,[(X,Y)]).
update([(X,_)|M],X,Y,[(X,Y)|M]).
update([(X1,Y1)|M1],X2,Y2,[(X1,Y1)|M2]) :-
  \+ X1 = X2,
  update(M1,X2,Y2,M2).
```

Test framework

```
test(G)
```

```
:-
```

```
( G -> P = 'OK'; P = 'FAIL' ),  
format('~-w: ~w~n',[P,G]).
```

Blocks and procedures

$S ::= x := a \mid \text{skip} \mid S_1 ; S_2$

| $\text{if } b \text{ then } S_1 \text{ else } S_2$

| $\text{while } b \text{ do } S$

.....
| $\text{begin } D_V \ D_P \ S \ \text{end}$

| $\text{call } p$

$D_V ::= \text{var } x := a; D_V \mid \varepsilon$

$D_P ::= \text{proc } p \text{ is } S; D_P \mid \varepsilon$

Semantics of var declarations

Extension of semantics of statements:

$$\frac{(D_V, s) \rightarrow_D s', (S, s') \rightarrow s''}{(\text{begin } D_V \ S \ \text{end}, s) \rightarrow s''[\text{DV}(D_V) \longmapsto s]}$$

Semantics of variable declarations:

$$\frac{(D_V, s[x \mapsto \mathcal{A}[a]s]) \rightarrow_D s'}{(\text{var } x := a; D_V, s) \rightarrow_D s'}$$

$$(\varepsilon, s) \rightarrow_D s$$

Scope rules

- Dynamic scope for variables and procedures
- Dynamic scope for variables but static for procedures
- Static scope for variables as well as procedures

```
begin var x := 0;
      proc p is x := x * 2;
      proc q is call p;
      begin var x := 5;
              proc p is x := x + 1;
              call q; y := x
      end
end
```

Dynamic scope for variables and procedures

- Execution
 - ◆ call q
 - ◆ call p (calls inner, say local p)
 - ◆ $x := x + 1$ (affects inner, say local x)
 - ◆ $y := x$ (obviously accesses local x)
- Final value of y = 6

```
begin var x := 0;
proc p is x := x * 2;
proc q is call p;
begin var x := 5;
proc p is x := x + 1;
call q; y := x
end
end
```

[ass _{ns}]	$\text{env}_P \vdash \langle x := a, s \rangle \rightarrow s[x \mapsto \mathcal{A}[a]s]$
[skip _{ns}]	$\text{env}_P \vdash \langle \text{skip}, s \rangle \rightarrow s$
[comp _{ns}]	$\frac{\text{env}_P \vdash \langle S_1, s \rangle \rightarrow s', \text{env}_P \vdash \langle S_2, s' \rangle \rightarrow s''}{\text{env}_P \vdash \langle S_1; S_2, s \rangle \rightarrow s''}$
[if ^{tt} _{ns}]	$\frac{\text{env}_P \vdash \langle S_1, s \rangle \rightarrow s'}{\text{env}_P \vdash \langle \text{if } b \text{ then } S_1 \text{ else } S_2, s \rangle \rightarrow s'}$ if $\mathcal{B}[b]s = \text{tt}$
[if ^{ff} _{ns}]	$\frac{\text{env}_P \vdash \langle S_2, s \rangle \rightarrow s'}{\text{env}_P \vdash \langle \text{if } b \text{ then } S_1 \text{ else } S_2, s \rangle \rightarrow s'}$ if $\mathcal{B}[b]s = \text{ff}$
[while ^{tt} _{ns}]	$\frac{\text{env}_P \vdash \langle S, s \rangle \rightarrow s', \text{env}_P \vdash \langle \text{while } b \text{ do } S, s' \rangle \rightarrow s''}{\text{env}_P \vdash \langle \text{while } b \text{ do } S, s \rangle \rightarrow s''}$ if $\mathcal{B}[b]s = \text{tt}$
[while ^{ff} _{ns}]	$\text{env}_P \vdash \langle \text{while } b \text{ do } S, s \rangle \rightarrow s$ if $\mathcal{B}[b]s = \text{ff}$
[block _{ns}]	$\frac{\langle D_V, s \rangle \rightarrow_D s', \text{upd}_P(D_P, \text{env}_P) \vdash \langle S, s' \rangle \rightarrow s''}{\text{env}_P \vdash \langle \text{begin } D_V \text{ } D_P \text{ } S \text{ end}, s \rangle \rightarrow s''[\text{DV}(D_V) \rightarrow s]}$
[call _{ns} ^{rec}]	$\frac{\text{env}_P \vdash \langle S, s \rangle \rightarrow s'}{\text{env}_P \vdash \langle \text{call } p, s \rangle \rightarrow s'} \text{ where } \text{env}_P p = S$

NS
with
dynamic
scope rules
using an
environment

$\text{Env}_P = \text{Pname} \hookrightarrow \text{Stm}$

$$\text{upd}_P(\text{proc } p \text{ is } S; D_P, \text{env}_P) = \text{upd}_P(D_P, \text{env}_P[p \mapsto S])$$

$$\text{upd}_P(\varepsilon, \text{env}_P) = \text{env}_P$$

Dynamic scope for variables

Static scope for procedures

- Execution

- call q

- call p (calls outer, say global p)

- $x := x * 2$ (affects inner; say local x)

- $y := x$ (obviously accesses local x)

- Final value of $y = 10$

```
begin var x := 0;  
proc p is x := x * 2;  
proc q is call p;  
begin var x := 5;  
proc p is x := x + 1;  
call q; y := x  
end  
end
```

Dynamic scope for variables

Static scope for procedures

- Updated environment

$$\mathbf{Env}_P = \mathbf{Pname} \hookrightarrow \mathbf{Stm} \times \mathbf{Env}_P$$

- Updated environment update

$$\text{upd}_P(\text{proc } p \text{ is } S; D_P, env_P) = \text{upd}_P(D_P, env_P[p \mapsto (S, env_P)])$$

$$\text{upd}_P(\varepsilon, env_P) = env_P$$

- Updated rule for calls

$$\frac{env'_P \vdash \langle S, s \rangle \rightarrow s'}{env_P \vdash \langle \text{call } p, s \rangle \rightarrow s'}$$

where $env_P p = (S, env'_P)$

- Recursive calls

$$\frac{env'_P[p \mapsto (S, env'_P)] \vdash \langle S, s \rangle \rightarrow s'}{env_P \vdash \langle \text{call } p, s \rangle \rightarrow s'}$$

where $env_P p = (S, env'_P)$

Static scope for variables and procedures

- Execution

- ♦ call q
- ♦ call p (calls outer, say global p)
- ♦ **$x := x * 2$ (affects outer, say global x)**
- ♦ $y := x$ (obviously accesses local x)

```
begin var x := 0;  
      proc p is x := x * 2;  
      proc q is call p;  
      begin var x := 5;  
            proc p is x := x + 1;  
            call q; y := x  
      end  
end
```

- Final value of $y = 5$

Formal semantics
omitted here.



GAME OVER

- **Summary:** Big-step operational semantics
 - ◆ Models relations between syntax, states, values.
 - ◆ Rule-based modeling (conclusion, premises).
 - ◆ Computations are derivation trees.
- **Reading:** “Semantics with applications”
 - ◆ Chapter 1, Chapter 2.1, Chapter 2.5
- **Lab:** Operational Semantics in Prolog
- **Outlook:**
 - ◆ Small-step semantics
 - ◆ Semantics-based reasoning