Homework 2: Operational Semantics for WHILE

CS 252: Advanced Programming Languages Prof. Thomas H. Austin San José State University

1 Introduction

For this assignment, you will implement the semantics for a small imperative language, named WHILE.

The language for WHILE is given in Figure 1. Unlike the Bool* language we discussed previously, WHILE supports *mutable references*. The state of these references is maintained in a *store*, a mapping of references to values. ("Store" can be thought of as a synonym for heap.) Once we have mutable references, other language constructs become more useful, such as sequencing operations $(e_1; e_2)$.

2 Small-step semantics

The small-step semantics for WHILE are given in Figure 3. For the sake of brevity, these rules use *evaluation* contexts (C), which specify which redex will be evaluated next. The evaluation rules then apply to the "hole" (\bullet) in this context.

Most of these rules are fairly straightforward, but there are a couple of points to note with the [SS-WHILE] rule. First of all, this is the only rule that makes a more complex expression when it has finished. (This rule is much cleaner when specified with the big-step operational semantics.)

Secondly, note the final value of this expression once the while loop completes. It will *always* be false when it completes. We could have created a special value, such as null, or we could have made the while loop a statement that returns no value. Both choices, however, would complicate our language needlessly.

3 YOUR ASSIGNMENT

Part 1: Rewrite the operational semantic rules for WHILE in LATEX to use big-step operational semantics instead. Submit both your LATEX source and the generated PDF file.

Extend your semantics with features to handle boolean values. **Do not treat these a binary operators.** Specifically, add support for:

- \bullet and
- or
- not

The exact behavior of these new features is up to you, but should seem reasonable to most programmers.

Part 2: Once you have your semantics defined, download WhileInterp.hs and implement the evaluate function, as well as any additional functions you need. Your implementation must be consistent with your operational semantics, *including your extensions for* and, or, *and* not. Also, you may not change any type signatures provided in the file.

Finally, implement the interpreter to match your semantics.

Zip all files together into hw2.zip and submit to Canvas.

```
Expressions
e ::=
                                                             variables/addresses
            x
                                                                           values
            v
                                                                      assignment
            x := e
                                                          sequential expressions
            e; e
                                                               binary operations
            e op e
            \mathtt{if}\ e\ \mathtt{then}\ e\ \mathtt{else}\ e
                                                         conditional expressions
            while (e) e
                                                               while expressions
                                                                           Values
v ::=
                                                                   integer values
                                                                  boolean values
            + | - | * | / | > | >= | < | <=
                                                                Binary operators
op ::=
```

Figure 1: The WHILE language

```
Runtime Syntax:
                  C \ \in \ Context
                                                                     C; e \mid C \text{ op } e \mid v \text{ op } C \mid x := C \mid \text{if } C \text{ then } e_1 \text{ else } e_2 \mid ullet
                                                       ::=
                                                                     variable \rightarrow v
                        \in Store
                                           e, \sigma \to e', \sigma'
Evaluation Rules:
                                                     \frac{x \in domain(\sigma) \quad \sigma(x) = v}{C[x], \sigma \to C[v], \sigma}
                      [SS-VAR]
                 [SS-ASSIGN]
                                                     \overline{C[x := v], \sigma \to C[v], \sigma[x := v]}
                                                     \frac{v = v_1 \text{ op } v_2}{C[v_1 \text{ op } v_2], \sigma \to C[v], \sigma}
                        [SS-OP]
                      [SS-SEQ]
                                                     \overline{C[v;e],\sigma \to C[e],\sigma}
                [SS-IFTRUE]
                                                     \overline{C[	ext{if true then }e_1	ext{ else }e_2],\sigma	o C[e_1],\sigma}
               [SS-IFFALSE]
                                                      \overline{C[\text{if false then } e_1 \text{ else } e_2], \sigma \to C[e_2], \sigma}
                 [SS-WHILE]
                                                      \overline{C[\mathtt{while}\;(e_1)\;e_2],\sigma	o C[\mathtt{if}\;e_1\;\mathtt{then}\;e_2;\mathtt{while}\;(e_1)\;e_2\;\mathtt{else}\;\mathtt{false}],\sigma}
```

Figure 2: Small-step semantics for WHILE

Figure 3: Big-step semantics for WHILE