## 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

Runtime Syntax:	$\sigma \in Store = variable \rightarrow v$
Evaluation Rules: $e, \sigma \rightarrow$	$e',\sigma'$
[BS-VAR]	$\frac{x \in domain(\sigma) \qquad \sigma(x) = v}{x, \sigma \Downarrow v, \sigma}$
[BS-VAL]	$\overline{v,\sigma \downarrow v,\sigma}$
[BS-ASSIGN]	$\frac{e_1, \sigma \downarrow v_1, \sigma_1}{x := e_1, \sigma \downarrow v_1, \sigma_1[x := v_1]}$
[BS-OP]	$\frac{e_1, \sigma \Downarrow v_1, \sigma_1}{e_2, \sigma_1 \Downarrow v_2, \sigma_2}$ $e_1 op e_2, \sigma \Downarrow v_1 op v_2, \sigma_2$
[BS-SEQ]	$\frac{e_1, \sigma \downarrow v_1, \sigma_1}{e_2, \sigma_1 \downarrow v_2, \sigma_2}$ $\frac{e_2, \sigma_1 \downarrow v_2, \sigma_2}{e_1; e_2, \sigma \downarrow v_2, \sigma_2}$
[BS-IFTRUE]	$e_1, \sigma \Downarrow true, \sigma \ e_2, \sigma \Downarrow v, \sigma \ $ if $e_1$ then $e_2$ else $e_3, \sigma \Downarrow v, \sigma \ $
[BS-IFFALSE]	$e_1, \sigma \Downarrow \mathtt{false}, \sigma \ e_3, \sigma \Downarrow v, \sigma \ $ if $e_1$ then $e_2$ else $e_3, \sigma \Downarrow v, \sigma \ $
[BS-WHILE]	$\frac{\text{while } (e_1) \ e_2, \sigma_2 \Downarrow v_1, \sigma_1}{e_2, \sigma \Downarrow v_2, \sigma_2} \\ \frac{e_2, \sigma \Downarrow v_2, \sigma_2}{\text{while } (e_1) \ e_2, \sigma \Downarrow \text{if } e_1 \text{ then } v_1, \sigma_1 \text{ else false}, \sigma}$
[BS-AND-TRUE]	$\frac{e_1,\sigma \Downarrow true,\sigma \qquad e_2,\sigma \Downarrow true,\sigma \qquad or\ e_1\ e_2,\sigma \Downarrow true,\sigma}{and\ e_1\ e_2,\sigma \Downarrow true,\sigma}$
[BS-AND-FALSE]	$\begin{array}{c} e_1, \sigma \Downarrow \mathtt{false}, \sigma \\ \underline{e_2, \sigma \Downarrow \mathtt{false}, \sigma} \\ \overline{\mathtt{and}\ e_1\ e_2, \sigma \Downarrow \mathtt{false}, \sigma} \end{array}$
[BS-OR-TRUE]	$e_1, \sigma \Downarrow \mathtt{true}, \sigma \ e_2, \sigma \Downarrow \mathtt{true}, \sigma \ or \ e_1 \ e_2, \sigma \Downarrow \mathtt{true}, \sigma$
[BS-OR-FALSE]	$\frac{e_1,\sigma \Downarrow \mathtt{false},\sigma \qquad e_2,\sigma \Downarrow \mathtt{false},\sigma \qquad \mathtt{and} \ e_1 \ e_2,\sigma \Downarrow \mathtt{false},\sigma}{\mathtt{or} \ e_1 \ e_2,\sigma \Downarrow \mathtt{false},\sigma}$
[BS-NOT-TRUE]	$rac{e_1,\sigma \Downarrow \mathtt{false},\sigma}{\mathtt{not}\;e_1,\sigma \Downarrow \mathtt{true},\sigma}$
[BS-NOT-FALSE]	$\frac{e_1,\sigma \Downarrow \mathtt{true},\sigma}{\mathtt{not}\; e_1,\sigma \Downarrow \mathtt{false},\sigma}$
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Figure 3: Big-step semantics for WHILE