

## Statements

V31

Last time: syntax + semantics of expressions

Today: syntax + semantics of statements

$S ::= x := e \mid a \mid \text{if } c \text{ } \{ S \} \text{ else } \{ S \} \mid \text{while } e \text{ } \{ S \} \mid s \mid \text{skip}$

$s_1; s_2$  sequences statements. Can be nested, right associative

$$s_1; s_2; s_3 \equiv s_1 (s_2; s_3)$$

Remember: As simple as possible.

e.g. no for loops

$x := 0;$   
 $\text{for } (x=0, x < n, x++) \Rightarrow \text{while } (x < n) \{$   
 $\} s \}$   
 $s;$   
 $x := x + 1$   
 $\}$

If without else? Use skip

$r := 1;$   
 $\text{while } (n >= 1)$   
 $\{$   
 $r := r * n;$   
 $n := n - 1$   
 $\}$

At end:  $n \geq 1 \rightarrow r = n!$

Remember: No assignment expressions

$$y = x++; \Rightarrow y := x;  
x := x + 1;$$

Small-step Operational Semantics

What a program means  
How a program executes

Like a computer executing one step at a time

Configuration  $\langle s, o \rangle$

$\stackrel{P}{\rightarrow}$  (current state can change)  
current program

$\langle s_1, o_1 \rangle \rightarrow \langle s_2, o_2 \rangle$  "steps to"

In one step,  $s_1$  in state  $o_1$  changes the state to  $o_2$ , program to  $s_2$ .

When is it done?  $\langle \text{skip}, o \rangle$

Program  $s$  terminates in state  $o'$  if there's a series of steps  
(starting in state  $o$ )  $\langle s, o \rangle \rightarrow \langle s_1, o_1 \rangle \rightarrow \dots \rightarrow \langle s', o' \rangle$ .

Sometimes just say " $s$  terminates" or " $s$  converges".

Not always true: while ( $i > 0$ ) {skip}

Rules tell us how to step programs

( $\geq 1$  rule for each kind of statement)

$\langle x := e, o \rangle \rightarrow \langle \text{skip}, o[x \mapsto o(e)] \rangle$

$\langle a[e_1] := e_2, o \rangle \rightarrow \langle \text{skip}, o[a[e_1] \mapsto o(e_2)] \rangle$

Update an array element.

$$\frac{\sigma(e) = T \quad \text{← premise}}{\text{if } e \text{ then } \{s_1\} \text{ else } \{s_2\}, \sigma \rightarrow \langle s_1, \sigma \rangle} \quad \begin{array}{l} \text{← inference rule} \\ \text{if [premise] then [conclusion]} \end{array}$$

$$\frac{\sigma(e) = F}{\text{if } e \text{ then } \{s_1\} \text{ else } \{s_2\}, \sigma \rightarrow \langle s_2, \sigma \rangle}$$

$$\frac{}{\text{while } e \{s\}, \sigma \rightarrow \langle \text{if } e \{s\}; \text{while } e \{s\} \text{ else skip}, \sigma \rangle} \quad \begin{array}{l} \text{"axiom"} \\ \text{(inference rule w/ no premises)} \end{array}$$

$$\frac{\langle s_1, \sigma \rangle \rightarrow \langle s'_1, \sigma' \rangle}{\langle s_1; s_2, \sigma \rangle \rightarrow \langle s'_1; s_2, \sigma' \rangle}$$

$$\frac{}{\langle \text{skip}; s, \sigma \rangle \rightarrow \langle s, \sigma \rangle}$$

### Examples

$$\begin{aligned} & \langle x := x + 1, \{x=2\} \rangle \rightarrow \langle \text{skip}, \{x=2\}[x \mapsto 3] \rangle \\ & \langle x := x + 1; y := x, \{x=2\} \rangle \xrightarrow{2} \langle y := x, \{x=3\} \rangle \quad \begin{array}{l} \text{← } \\ \{x=3\} \end{array} \\ & \rightarrow \langle \text{skip}, y := x, \{x=3\} \rangle \quad \uparrow \\ & \rightarrow \langle y := x, \{x=3\} \rangle \quad \text{Can use to step over boring steps} \\ & \rightarrow \langle \text{skip}, \{x=3\} \rangle \quad \xrightarrow{?} \text{? steps} \quad \rightarrow^* \text{some } n \geq 0 \# \text{ of steps} \end{aligned}$$

$$\begin{aligned} & \text{let } W = \text{while } x \geq 0 \{x := x - 1\} \\ & \langle W, \{x=1\} \rangle \\ & \rightarrow \langle \text{if } x \geq 0 \{x := x - 1; W\} \text{ else } \{\text{skip}\}, \{x=1\} \rangle \\ & \rightarrow \langle x := x - 1; W, \{x=1\} \rangle \\ & \rightarrow^2 \langle W, \{x=1\}[x \mapsto 0] \rangle \\ & \rightarrow^3 \langle W, \{x=1\}[x \mapsto 0][x \mapsto -1] \rangle \\ & \rightarrow^2 \langle \text{skip}, \{x=-1\} \rangle \end{aligned}$$