



Compilers

Cool Semantics I

$$\text{so, } E, S \vdash \text{true} : \text{Bool}(\text{true}), S$$

$$\text{so, } E, S \vdash \text{false} : \text{Bool}(\text{false}), S$$

i is an integer literal

$$\text{so, } E, S \vdash i : \text{Int}(i), S$$

s is a string literal

n is the length of s

$$\text{so, } E, S \vdash s : \text{String}(n,s), S$$

$$\frac{\begin{array}{l} E(\text{id}) = l_{\text{id}} \\ S(l_{\text{id}}) = v \end{array}}{so, E, S \vdash \text{id} : v, S}$$

$$so, E, S \vdash \text{self} : so, S$$

$$\frac{\begin{array}{l} \text{so, } E, S \vdash e : v, S_1 \\ E(\text{id}) = l_{\text{id}} \\ S_2 = S_1[v/l_{\text{id}}] \end{array}}{\text{so, } E, S \vdash \text{id} \leftarrow e : v, S_2}$$

$$\frac{\begin{array}{l} \text{so, } E, S \vdash e_1 : v_1, S_1 \\ \text{so, } E, S_1 \vdash e_2 : v_2, S_2 \end{array}}{\text{so, } E, S \vdash e_1 + e_2 : v_1 + v_2, S_2}$$

$$\frac{\begin{array}{c} \text{so, E, } S \vdash e_1 : v_1, S_1 \\ \text{so, E, } S_1 \vdash e_2 : v_2, S_2 \\ \dots \\ \text{so, E, } S_{n-1} \vdash e_n : v_n, S_n \end{array}}{\text{so, E, } S \vdash \{ e_1; \dots e_n; \} : v_n, S_n}$$

- Consider the expression
 - $\{ X \leftarrow 7 + 5; 4; \}$

$$\frac{\begin{array}{c} \text{so, } E, S \vdash e_1 : \text{Bool}(\text{true}), S_1 \\ \text{so, } E, S_1 \vdash e_2 : v, S_2 \end{array}}{\text{so, } E, S \vdash \text{if } e_1 \text{ then } e_2 \text{ else } e_3 : v, S_2}$$

$$\frac{\text{so, } E, S \vdash e_1 : \text{Bool}(\text{false}), S_1}{\text{so, } E, S \vdash \text{while } e_1 \text{ loop } e_2 \text{ pool} : \text{void}, S_1}$$

$$\frac{\begin{array}{c} \text{so, } E, S \vdash e_1 : \text{Bool}(\text{true}), S_1 \\ \text{so, } E, S_1 \vdash e_2 : v, S_2 \end{array}}{\text{so, } E, S \vdash \text{while } e_1 \text{ loop } e_2 \text{ pool} : \text{void}, S_3}$$

$$\frac{\text{so, } E, S \vdash e_1 : v_1, S_1 \quad \text{so, } ?, ? \vdash e_2 : v, S_2}{\text{so, } E, S \vdash \text{let id} : T \leftarrow e_1 \text{ in } e_2 : v_2, S_2}$$

- In what context should e_2 be evaluated?
 - Environment like E but with a new binding of id to a fresh location l_{new}
 - Store like S_1 but with l_{new} mapped to v_1

- We write $l_{\text{new}} = \text{newloc}(S)$ to say that l_{new} is a location not already used in S
 - newloc is like the memory allocation function

$$\begin{array}{c}
 \text{so, } E, S \vdash e_1 : v_1, S_1 \\
 l_{\text{new}} = \text{newloc}(S_1) \\
 \hline
 \text{so, } E[l_{\text{new}}/\text{id}], S_1[v_1/l_{\text{new}}] \vdash e_2 : v_2, S_2 \\
 \text{so, } E, S \vdash \text{let id : T} \leftarrow e_1 \text{ in } e_2 : v_2, S_2
 \end{array}$$

Fill in the missing store value for the derivation of $(x \leftarrow 6) < x + 1$.

Cool Semantics I

$so, [x:l], S_1 \vdash 6 : \text{Int}(6), S_2$

$S_3 = S_2[6/l]$

$so, [x:l], S_1 \vdash x \leftarrow 6 : 6, S_3$

$so, [x:l], [l \leftarrow 3] \vdash (x \leftarrow 6) < x + 1 : \text{Bool}(\text{true}), S_5$

$so, [x:l], S_3 \vdash 1 : \text{Int}(1), S_4$

$so, [x:l], S_4 \vdash x : 6, S_5$

$so, [x:l], S_3 \vdash x + 1 : 7, S_5$

- | | <u>S_2</u> | <u>S_3</u> | <u>S_4</u> | <u>S_5</u> |
|-----------------------|-------------------------|-------------------------|-------------------------|-------------------------|
| <input type="radio"/> | $[l \leftarrow 3]$ | $[l \leftarrow 3]$ | $[l \leftarrow 6]$ | $[l \leftarrow 7]$ |
| <input type="radio"/> | $[l \leftarrow 6]$ | $[l \leftarrow 6]$ | $[l \leftarrow 7]$ | $[l \leftarrow 7]$ |
| <input type="radio"/> | $[l \leftarrow 3]$ | $[l \leftarrow 3]$ | $[l \leftarrow 6]$ | $[l \leftarrow 6]$ |
| <input type="radio"/> | $[l \leftarrow 3]$ | $[l \leftarrow 6]$ | $[l \leftarrow 6]$ | $[l \leftarrow 6]$ |