Operational Semantics for My While Language

Swapnil Mohan Patil San José State University

1 Introduction

In this Project, I have implemented the semantics for a small imperative language, named WHILE.

The language for WHILE is given in Figure 2. 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 2. 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.

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.

```
e ::=
                                                                        Expressions
                                                               variables/addresses
             \boldsymbol{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 ::=
            i
                                                                      integer values
            b
                                                                     boolean values
            + | - | * | / | > | >= | < | <=
                                                                  Binary operators
op ::=
```

Figure 1: The WHILE language

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

Figure 2: Small-step semantics for WHILE