Programming Languages 2nd edition Tucker and Noonan

Chapter 8
Semantic Interpretation

To understand a program you must become both the machine and the program.

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Dynamically Typed Languages

Scripting: Perl, Python, PHP

Object-oriented: Smalltalk, Ruby

Functional: Scheme, ML, Haskel

Logic: Prolog

Our example: dynamically typed C++Lite

```
int main( ) {
n = 3; i = 1; f = 1.0;
while (i < n) {
    i = i + 1;
    f = f * float(i);
```

Step	Stmt	n	i	f
1	3			
2	4	3		
3	5	3	1	
4	6	3	1	1.0
5	7	3	1	1.0
6	8	3	2	1.0
7	6	3	2	2.0
8	7	3	2	2.0

 Step Stmt
 n
 i
 f

 9
 8
 3
 3
 2.0

 10
 6
 3
 3
 6.0

 11
 10
 3
 3
 6.0

Perl vs. Python

Perl: implicit conversions, distinct operators

- "2" < "10": true numeric comparison
- "2" lt "10": false string comparison
- 2 lt "10": false 2 converted to "2"

Python: explicit conversions required

- "2" < "10": false string comparison
- -2 < "10" : error

The meaning of a Program is the meaning of its body when given an empty initial state.

- Variables declared as encountered
- Type of a variable is type of is value
- *In factorial:*
 - i, n int
 - f-float

C++Dynamic

Statement = Skip | Block | Assignment | Conditional | *Loop*

- Skip, Block unchanged
- Conditional, Loop check that test is bool
- Assignment
 - add *target* variable to state, if needed
 - no assignment compatibility check needed
 - ???

The meaning of an expression in the current state is a value defied as follows:

- If the expression is a value, then the value itself
- *If the expression is a Variable:*
 - If the Variable occurs in the current state, then its associated value.
 - Otherwise the program is meaningless

- *If the expression is a binary:*
 - Determine the value of term1, term2 in current state
 - Apply Rule 4.12 to the operator and values
- *If the expression is a unary:*
 - Determine the value of term in current state
 - Apply Rule 4.13 to the operator and value

See dynamic-expr.java

The meaning of a Binary Expression is a Value:

If operator is arithmetic:

- If either operand is an int, both operands must be int;
 perform int addition for +, int subtraction for -, etc.
- If either operand is a float, both operands must be float;
 perform float addition for +, float subtraction for -, etc.

• • •

```
Value M (Expression e, State sigma) {
  if (e instanceof Value)
    return (Value)e;
  if (e instanceof Variable) {
     StaticTypeCheck.check( sigma.containsKey(e),
       "reference to undefined variable");
    return (Value)(sigma.get(e));
```

```
if (e instanceof Binary) {
    Binary b = (Binary)e;
    return applyBinary (b.op,
           M(b.term1, sigma), M(b.term2, sigma));
  if (e instanceof Unary) {
     Unary u = (Unary)e;
    return applyUnary(u.op, M(u.term, sigma));
  throw new IllegalArgumentException(
          "should never reach here");
```

```
Value applyBinary (Operator op, Value v1, Value v2)
  StaticTypeCheck.check(v1.type() == v2.type(),
                "mismatched types");
  if (op.ArithmeticOp()) {
    if (v1.type() = Type.INT) {
       if (op.val.equals(Operator.PLUS))
         return new IntValue(
              v1.intValue() + v2.intValue());
       if (op.val.equals(Operator.MINUS))
         return new IntValue(
              v1.intValue() - v2.intValue());
```