

Dart Kernel Semantics

(draft)

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The small-step operational semantics of Dart Kernel is given by an abstract machine in the style of the CESK machine. The machine is defined by a single step transition function where each step of the machine starts in a configuration and deterministically gives a next configuration.

1 Definitions

1.1 Conventions

- Symbols ":" and \in are used interchangeably.
- Names of variables are italicized.
- Names of variables of syntactic domains start with an upper case letter.
- Names of domains are written in bold (e.g. **Expr**).
- Names of configuration and continuation kinds are written in normal text (e.g. VarSetK).
- Names of meta-functions start with lower case letter (e.g. extend).
- Symbol ":@" is read as "denotes".
- "**List**(**X**)" := domain of meta-lists of elements from domain "**X**". Note that the word "List" here is not in bold, so that it isn't confused with the domain **List** of Dart objects.

1.2 Domains

E, E_i	: Expr	syntactic domain of expressions
Es	: List (Expr)	
S, S_i	: Stmt	syntactic domain of statements
Ss	: List (Stmt)	
κ_E	: ExprCont	domain of expression continuations
κ_A	: ApplCont	domain of application continuations
κ_S	: StmtCont	domain of statement continuations
κ_B	: BreakCont	domain of break continuations
κ_{switch}	: SwitchCont	domain of switch continuations
lbl	: Label	domain of labels
lbl	: List (Label)	
$clbl$: SwitchLabel	domain of switch labels
$clbl$: List (SwitchLabel)	
H	: Handler	syntactic domain of exception handlers
st	: List (Expr)	domain of stack traces
$ce\alpha$: $\emptyset + \mathbf{Value}$	domain of current exception values
cst	: $\emptyset + \mathbf{List}(\mathbf{Expr})$	domain of current exception stack traces
x	: VariableDeclaration	domain of variable declarations
α	: Location	domain of store locations
v	: Value	domain of values
vs	: List (Value)	
ρ	: Env	domain of environments

1.3 Meta-functions

1.3.1 Dereferencing

Function "!" is used to "dereference" items stored in environments. It has an implicit argument which is the store of CESK machine.

$! : \mathbf{Location} \rightarrow \mathbf{Value}$

$!\alpha = v$, with v the value in store at location α

1.3.2 String Concatenation

Function *StringValue* concatenates strings from the given meta-list.

$StringValue : \mathbf{List}(\mathbf{StringValue}) \rightarrow \mathbf{StringValue}$

1.3.3 Updating Environment

$extend : \mathbf{Env} \times \mathbf{FunctionValue} \times \mathbf{List}(\mathbf{Value}) \rightarrow \mathbf{Env}$

1.4 Notations

$[]$:= empty list

$X :: list$:= a meta-list that is constructed by adding element X to the head of the meta-list $list$

1.5 Configurations for the CESK machine

The state space of the CESK machine contains various kinds of configurations, each containing components for applying the appropriate continuation in order to transition to the next configuration.

$\langle E, \rho, st, H \ cex, cst, \kappa_E \rangle_{eval}$: EvalConfiguration
$\langle Es, \rho, st, H \ cex, cst, \kappa_E \rangle_{evalList}$: EvalListConfiguration
$\langle S, \rho, lbls, clbls, st, H, cex, cst, \kappa_E, \kappa_S \rangle_{exec}$: ExecConfiguration
$\langle \kappa_E, v \rangle_{cont}$: ValuePassingConfiguration
$\langle \kappa_A, vs \rangle_{acont}$: ApplicationConfiguration
$\langle \kappa_S, \rho \rangle_{acont}$: ForwardConfiguration
$\langle H, v, st \rangle_{throw}$: ThrowConfiguration
$\langle \kappa_B \rangle_{breakCont}$: BreakConfiguration
$\langle \kappa_{switch} \rangle_{switchCont}$: SwitchConfiguration

1.6 Environment

The environment is a function that maps a variable to a location in the store.

$$\rho \in \mathbf{Env} = \mathbf{VariableDeclaration} \rightarrow \mathbf{Location}$$

1.7 Store

The store, s , maps a location, α , to a value, v . The store is mutable and should not be confused with a function. It is possible to change the transition rules, so that the store is immutable, and right hand side configurations receive an updated copy of it. However, for the sake of simplicity, a global mutable store is assumed.

$$s : \mathbf{Location} \rightarrow \mathbf{Value}$$

Therefore a variable look-up will consist of looking up the address of a variable from the environment with $\alpha = \rho(x)$ and reading the stored value v with $!\alpha$. For definition of "!" see Section 1.3.1

1.8 Continuations

Continuation is the function that represents the rest of the program and is has the information needed to resume the execution of the program. There are various types of continuations depending on the next statement to be executed or next expression to be evaluated.

1.9 Values

1.10 Literal values

$$v \in \text{LiteralValue} = \text{int} + \text{bool} + \text{double} \\ + \text{List} + \text{Map} + \text{String} + \text{Symbol} + \text{Type}$$

1.11 Object values

$$\text{ObjectValue} : \text{Class} \times \text{List}\langle \text{Location} \rangle \\ \text{Class} : \text{superclass} \times \text{interfaces} \times \text{fields} \times \text{getters} \times \text{setters} \times \text{methods}$$

1.12 Function values

$$\text{FunctionValue} : \text{Formals} \times \text{Stmt} \times \text{Env}$$

2 Semantics

2.1 Expression evaluation

2.2 Statement execution