

COSE312: Compilers

Lecture 12 — Semantic Analysis (2)

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2017 Spring

Operational Semantics

Operational semantics is concerned about how to execute programs and not merely what the execution results are.

- *Big-step operational semantics* describes how the overall results of executions are obtained.
- *Small-step operational semantics* describes how the individual steps of the computations take place.

In both kinds, the semantics is specified by a transition system $(\mathbb{S}, \rightarrow)$ where \mathbb{S} is the set of states with two types:

- $\langle \mathcal{S}, s \rangle$: a nonterminal state (i.e. the statement \mathcal{S} is to be executed from the state s)
- s : a terminal state

The transition relation describes how the execution takes place. The difference between the two approaches are in the definitions of transition relation.

Big-step Operational Semantics

The transition relation specifies the relationship between the initial state and the final state:

$$\langle S, s \rangle \rightarrow s'$$

Transition relation is defined with inference rules of the form: A rule has the general form

$$\frac{\langle S_1, s_1 \rangle \rightarrow s'_1, \dots, \langle S_n, s_n \rangle \rightarrow s'_n}{\langle S, s \rangle \rightarrow s'} \text{ if } \dots$$

- S_1, \dots, S_n are statements that constitute S .
- A rule has a number of premises and one conclusion.
- A rule may also have a number of conditions that have to be fulfilled whenever the rule is applied.
- Rules without premises are called axioms.

Big-step Operational Semantics for **While**

$$\overline{\langle x := a, s \rangle \rightarrow s[x \mapsto \mathcal{A}[\![a]\!](s)]}$$

$$\overline{\langle \text{skip}, s \rangle \rightarrow s}$$

$$\frac{\langle S_1, s \rangle \rightarrow s' \quad \langle S_2, s' \rangle \rightarrow s''}{\langle S_1; S_2, s \rangle \rightarrow s''}$$

$$\frac{\langle S_1, s \rangle \rightarrow s'}{\langle \text{if } b \ S_1 \ S_2, s \rangle \rightarrow s'} \text{ if } \mathcal{B}[\![b]\!](s) = \text{true}$$

$$\frac{\langle S_2, s \rangle \rightarrow s'}{\langle \text{if } b \ S_1 \ S_2, s \rangle \rightarrow s'} \text{ if } \mathcal{B}[\![b]\!](s) = \text{false}$$

$$\frac{\langle S, s \rangle \rightarrow s' \quad \langle \text{while } b \ S, s' \rangle \rightarrow s''}{\langle \text{while } b \ S, s \rangle \rightarrow s''} \text{ if } \mathcal{B}[\![b]\!](s) = \text{true}$$

$$\frac{}{\langle \text{while } b \ S, s \rangle \rightarrow s} \text{ if } \mathcal{B}[\![b]\!](s) = \text{false}$$

Example

Let s be a state with $s(x) = \mathbf{3}$. Then, we have

$$(y:=1; \text{ while } \neg(x=1) \text{ do } (y:=y \star x; x:=x-1), s) \rightarrow s[\mathbf{y} \mapsto \mathbf{6}][\mathbf{x} \mapsto \mathbf{1}]$$

Execution Types

We say the execution of a statement S on a state s

- *terminates* if and only if there is a state s' such that $\langle S, s \rangle \rightarrow s'$ and
- *loops* if and only if there is no state s' such that $\langle S, s \rangle \rightarrow s'$.

We say a statement S always terminates if its execution on a state s terminates for all states s , and always loops if its execution on a state s loops for all states s .

Examples

- `while true do skip`
- `while $\neg(x=1)$ do (y:=y*x; x:=x-1)`

Semantic Equivalence

We say S_1 and S_2 are semantically equivalent, denoted $S_1 \equiv S_2$, if the following is true for all states s and s' :

$$\langle S_1, s \rangle \rightarrow s' \quad \text{if and only if} \quad \langle S_2, s \rangle \rightarrow s'$$

Example

`while b do $S \equiv \text{if } b \text{ then } (S; \text{while } b \text{ do } S) \text{ else skip}$`

Proof.

Semantic Function for Statements

The semantic function for statements is the partial function:

$$\mathcal{S}_b : \text{Stm} \rightarrow (\text{State} \leftrightarrow \text{State})$$

$$\mathcal{S}_b \llbracket S \rrbracket (s) = \begin{cases} s' & \text{if } \langle S, s \rangle \rightarrow s' \\ \mathbf{undef} & \text{otherwise} \end{cases}$$

Examples:

- $\mathcal{S}_b \llbracket y:=1; \text{ while } \neg(x=1) \text{ do } (y:=y*x; x:=x-1) \rrbracket (s[x \mapsto 3])$
- $\mathcal{S}_b \llbracket \text{ while true do skip } \rrbracket (s)$

Summary of **While**

The syntax is defined by the grammar:

$$a \rightarrow n \mid x \mid a_1 + a_2 \mid a_1 \star a_2 \mid a_1 - a_2$$

$$b \rightarrow \text{true} \mid \text{false} \mid a_1 = a_2 \mid a_1 \leq a_2 \mid \neg b \mid b_1 \wedge b_2$$

$$c \rightarrow x := a \mid \text{skip} \mid c_1; c_2 \mid \text{if } b \text{ } c_1 \text{ } c_2 \mid \text{while } b \text{ } c$$

The semantics is defined by the functions:

$$\mathcal{A}[\![a]\!] : \text{State} \rightarrow \mathbb{Z}$$

$$\mathcal{B}[\![b]\!] : \text{State} \rightarrow \mathbf{T}$$

$$\mathcal{S}_b[\![c]\!] : \text{State} \hookrightarrow \text{State}$$

cf) Implementation: Syntax

$a \rightarrow n \mid x \mid a_1 + a_2 \mid a_1 \star a_2 \mid a_1 - a_2$

$b \rightarrow \text{true} \mid \text{false} \mid a_1 = a_2 \mid a_1 \leq a_2 \mid \neg b \mid b_1 \wedge b_2$

$c \rightarrow x := a \mid \text{skip} \mid c_1; c_2 \mid \text{if } b \ c_1 \ c_2 \mid \text{while } b \ c$

type a = Int of int | Var of string | Plus of a * a |
Mult of a * a | Minus of a * a

type b = True | False | Eq of a * a | Le of a * a |
Neg of b | Conj of b * b

type c = Assign of string * a | Skip | Seq of c * c |
If of b * c * c | While of b * c

cf) Implementation: State

```
type state = (string * int) list
let empty_state = []
let bind x v s = (x,v)::s
let rec find x s =
  match s with
  | (x',v')::s' -> if x = x' then v' else find x s'
  | [] -> raise (Failure ("Not found " ^ x))
```

cf) Implementation: Arithmetic Expressions

$$\mathcal{A}[a] : \text{State} \rightarrow \mathbb{Z}$$

$$\mathcal{A}[n](s) = n$$

$$\mathcal{A}[x](s) = s(x)$$

$$\mathcal{A}[a_1 + a_2](s) = \mathcal{A}[a_1](s) + \mathcal{A}[a_2](s)$$

$$\mathcal{A}[a_1 * a_2](s) = \mathcal{A}[a_1](s) \times \mathcal{A}[a_2](s)$$

$$\mathcal{A}[a_1 - a_2](s) = \mathcal{A}[a_1](s) - \mathcal{A}[a_2](s)$$

```
let rec eval_a : a -> state -> int
=fun a s ->
  match a with
  | Int n -> n
  | Var x -> find x s
  | Plus (a1,a2) -> (eval_a a1 s) + (eval_a a2 s)
  | Mult (a1,a2) -> (eval_a a1 s) * (eval_a a2 s)
  | Minus (a1,a2) -> (eval_a a1 s) - (eval_a a2 s)
```

cf) Implementation: Boolean Expressions

$$\mathcal{B}[b] \quad : \quad \text{State} \rightarrow \mathbb{T}$$

$$\mathcal{B}[\text{true}](s) = \text{true}$$

$$\mathcal{B}[\text{false}](s) = \text{false}$$

$$\mathcal{B}[a_1 = a_2](s) = \mathcal{A}[a_1](s) = \mathcal{A}[a_2](s)$$

$$\mathcal{B}[a_1 \leq a_2](s) = \mathcal{A}[a_1](s) \leq \mathcal{A}[a_2](s)$$

$$\mathcal{B}[\neg b](s) = \mathcal{B}[b](s) = \text{false}$$

$$\mathcal{B}[b_1 \wedge b_2](s) = \mathcal{B}[b_1](s) \wedge \mathcal{B}[b_2](s)$$

```
let rec eval_b : b -> state -> bool
```

```
=fun b s ->
```

```
  match b with
```

```
  | True -> true
```

```
  | False -> false
```

```
  | Eq (a1,a2) -> eval_a a1 s = eval_a a2 s
```

```
  | Le (a1,a2) -> eval_a a1 s <= eval_a a2 s
```

```
  | Neg b -> not (eval_b b s)
```

```
  | Conj (b1,b2) -> (eval_b b1 s) && (eval_b b2 s)
```

cf) Implementation: Statements

$$\overline{\langle x := a, s \rangle \rightarrow s[x \mapsto \mathcal{A}[\![a]\!](s)]} \quad \overline{\langle \text{skip}, s \rangle \rightarrow s}$$

$$\frac{\langle S_1, s \rangle \rightarrow s' \quad \langle S_2, s' \rangle \rightarrow s''}{\langle S_1; S_2, s \rangle \rightarrow s''} \quad \frac{\langle S_1, s \rangle \rightarrow s'}{\langle \text{if } b \ S_1 \ S_2, s \rangle \rightarrow s'} \text{ if } \mathcal{B}[\![b]\!](s) = \text{true}$$

$$\frac{\langle S_2, s \rangle \rightarrow s'}{\langle \text{if } b \ S_1 \ S_2, s \rangle \rightarrow s'} \text{ if } \mathcal{B}[\![b]\!](s) = \text{false} \quad \frac{}{\langle \text{while } b \ S, s \rangle \rightarrow s} \text{ if } \mathcal{B}[\![b]\!](s) = \text{false}$$

$$\frac{\langle S, s \rangle \rightarrow s' \quad \langle \text{while } b \ S, s' \rangle \rightarrow s''}{\langle \text{while } b \ S, s \rangle \rightarrow s''} \text{ if } \mathcal{B}[\![b]\!](s) = \text{true}$$

```
let rec eval_c : c -> state -> state
=fun c s -> match c with
| Assign (x,a) -> bind x (eval_a a s) s
| Skip -> s
| Seq (c1,c2) -> eval_c c2 (eval_c c1 s)
| If (b,c1,c2) -> if eval_b b s then eval_c c1 s else eval_c c2 s
| While (b,c) ->
  if eval_b b s then eval_c (While (b,c)) (eval_c c s) else s
```


cf) Implementation: Running Factorial

```
y:=1; while ¬(x=1) do (y:=y*x; x:=x-1)
```

```
let fact =  
  Seq (Assign ("y", Int 1),  
    While (Neg (Eq (Var "x", Int 1)),  
      Seq (Assign ("y", Mult (Var "y", Var "x")),  
        Assign ("x", Minus (Var "x", Int 1))))))
```

```
let state = eval_c fact [("x", 3)]  
let _ = print_int (find "y" state)
```