CONVENTIONAL EXECUTABLE SEMANTICS

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CS522 – Programming Language Semantics
Conventional Semantic Approaches

A language designer should understand the existing design approaches, techniques and tools, to know what is possible and how, or to come up with better ones. This part of the course will cover the major PL semantic approaches, such as:

- Big-step structural operational semantics (Big-step SOS)
- Small-step structural operational semantics (Small-step SOS)
- Modular structural operational semantics (Modular SOS)
- Reduction semantics with evaluation contexts
- The chemical abstract machine
- Denotational semantics
IMP

A simple imperative language
We will exemplify the conventional semantic approaches by means of IMP, a very simple non-procedural imperative language, with

- Arithmetic expressions
- Boolean expressions
- Conditional statements
- While loop statements
Suppose that, for demonstration purposes, we want “+” and “/” to be nondeterministically strict, “<=“ to be sequentially strict, and “and” to be short-circuited.
IMP Syntax in Maude

For the remaining details, see the files in `imp.zip`

mod IMP-SYNTAX is including PL-INT + PL-BOOL + PL-ID.

--- AExp
  sort AExp . subsorts Int Id < AExp .
  op _+_ : AExp AExp -> AExp [prec 33 gather (E e) format (d b o d)] .
  op _/\_ : AExp AExp -> AExp [prec 31 gather (E e) format (d b o d)] .

--- BExp
  sort BExp . subsorts Bool < BExp .
  op _\<\_ : AExp AExp -> BExp [prec 37 format (d b o d)] .
  op not_ : BExp -> BExp [prec 53 format (b o d)] .
  op _and_ : BExp BExp -> BExp [prec 55 format (d b o d)] .

--- Stmt
  sort Stmt .
  op skip : -> Stmt [format (b o)] .
  op _-_ : Id AExp -> Stmt [prec 40 format (d b o d)] .
  op _-_ : Stmt Stmt -> Stmt [prec 60 gather (e E) format (d b no i d)] .
  op if_then_else_ : BExp Stmt Stmt -> Stmt [prec 59 format (b o bni n+i bn--i n+i --)] .
  op while_do_ : BExp Stmt -> Stmt [prec 59 format (b o d n+i --)] .

--- Pgm
  sort Pgm .
  op var_;_ : List{Id} Stmt -> Pgm [prec 70 format (nb o d ni d)] .
endm
Most semantics need some notion of state.

A state holds all the semantic ingredients to fully define the meaning of a given program or fragment of program.

For IMP, a state is simply a partial finite-domain function from identifiers to integer values, written

\[ \sigma : Id \rightarrow \text{Int} \]

We write the domain of such functions, say State, as

\[ \left[ Id \rightarrow \text{Int} \right]_{\text{finite}} \]

or

\[ \text{Map} \{ Id \mapsto \text{Int} \} \]
We may write states by enumerating each identifier binding. For example, the following state binds $x$ to 8 and $y$ to 0:

$$\sigma = x \mapsto 8, y \mapsto 0$$

Typical state operations are lookup, update and initialization.

- **Lookup**
  $$\_\_\_ : \text{State} \times \text{Id} \to \text{Int}$$

- **Update**
  $$\_[ \_ / \_ ] : \text{State} \times \text{Int} \times \text{Id} \to \text{State}$$

- **Initialization**
  $$\_ \leftrightarrow \_ : \text{List}\{\text{Id}\} \times \text{Int} \to \text{State}$$
IMP State in Maude

See file `state.maude`

```plaintext
mod STATE is including PL-INT + PL-ID .
  sort State .

  op _|->_ : List{Id} Int -> State [prec 0] .
  op .State : -> State .
  op _&_ : State State -> State [assoc comm id: .State format(d s s d)] .

  op _(_) : State Id -> Int [prec 0] . --- lookup
  op _[/_] : State Int Id -> State [prec 0] . --- update

  var Sigma : State . var I I' : Int . var X X' : Id . var Xl : List{Id} .

  eq X |-> undefined = .State . --- "undefine" a state in a variable

  eq (Sigma & X |-> I)(X) = I .
  eq Sigma(X) = undefined [owise] .

  eq (Sigma & X |-> I)[I' / X ] = (Sigma & X |-> I') .
  eq Sigma[I / X] = (Sigma & X |-> I) [owise] .

  eq (X,X',Xl) |-> I = X |-> I & X' |-> I & Xl |-> I .
  eq .List{Id} |-> I = .State .
endm
```
BIG-STEP SOS
Big-Step Structural Operational Semantics (Big-Step SOS)

- Gilles Kahn (1987), under the name *natural semantics*
- Also known as *relational semantics*, or *evaluation semantics*
- One can regard a big-step SOS as a recursive interpreter, telling for a fragment of code and state what it evaluates to

**Configuration**: tuple containing code and semantic ingredients
- E.g., \( \langle a_1, \sigma \rangle \quad \langle a_1 + a_2, \sigma \rangle \quad \langle i_1 \rangle \quad \langle i_1 +_{\text{Int}} i_2 \rangle \quad \langle \sigma \rangle \)

**Sequent**: Pair of configurations, to be *derived* or *proved*
- E.g., \( \langle a_1, \sigma \rangle \downarrow \langle i_1 \rangle \quad \langle a_1 + a_2, \sigma \rangle \downarrow \langle i_1 +_{\text{Int}} i_2 \rangle \)

**Rule**: Tells how to derive a sequent from others
- E.g.,

\[
\frac{\langle a_1, \sigma \rangle \downarrow \langle i_1 \rangle \quad \langle a_2, \sigma \rangle \downarrow \langle i_2 \rangle}{\langle a_1 + a_2, \sigma \rangle \downarrow \langle i_1 +_{\text{Int}} i_2 \rangle}
\]
Big-Step SOS of IMP - Arithmetic

\[
\begin{align*}
\langle i, \sigma \rangle & \downarrow \langle i \rangle \\
\langle x, \sigma \rangle & \downarrow \langle \sigma(x) \rangle \quad \text{if } \sigma(x) \neq \bot \\
\langle a_1, \sigma \rangle & \downarrow \langle i_1 \rangle \quad \langle a_2, \sigma \rangle \downarrow \langle i_2 \rangle \\
\frac{\langle a_1 + a_2, \sigma \rangle \downarrow \langle i_1 +_{\text{Int}} i_2 \rangle}{\langle a_1 + a_2, \sigma \rangle \downarrow \langle i_1 +_{\text{Int}} i_2 \rangle} \\
\langle a_1, \sigma \rangle & \downarrow \langle i_1 \rangle \quad \langle a_2, \sigma \rangle \downarrow \langle i_2 \rangle \\
\frac{\langle a_1 / a_2, \sigma \rangle \downarrow \langle i_1 /_{\text{Int}} i_2 \rangle}{\langle a_1 / a_2, \sigma \rangle \downarrow \langle i_1 /_{\text{Int}} i_2 \rangle} \quad \text{if } i_2 \neq 0
\end{align*}
\]
Big-Step SOS of IMP - Boolean

\[
\begin{align*}
\langle t, \sigma \rangle & \Downarrow \langle t \rangle \\
\langle a_1, \sigma \rangle & \Downarrow \langle i_1 \rangle \quad \langle a_2, \sigma \rangle & \Downarrow \langle i_2 \rangle \\
\langle a_1 \leq a_2, \sigma \rangle & \Downarrow \langle i_1 \leq_{\text{Int}} i_2 \rangle \\
\langle b, \sigma \rangle & \Downarrow \langle \text{true} \rangle \\
\langle \text{not } b, \sigma \rangle & \Downarrow \langle \text{false} \rangle \\
\langle b, \sigma \rangle & \Downarrow \langle \text{false} \rangle \\
\langle \text{not } b, \sigma \rangle & \Downarrow \langle \text{true} \rangle \\
\langle b_1, \sigma \rangle & \Downarrow \langle \text{false} \rangle \\
\langle b_1 \text{ and } b_2, \sigma \rangle & \Downarrow \langle \text{false} \rangle \\
\langle b_1, \sigma \rangle & \Downarrow \langle \text{true} \rangle \\
\langle b_2, \sigma \rangle & \Downarrow \langle t \rangle \\
\langle b_1 \text{ and } b_2, \sigma \rangle & \Downarrow \langle t \rangle
\end{align*}
\]
Big-Step SOS of IMP - Statements

\[
\langle \text{skip, } \sigma \rangle \Downarrow \langle \sigma \rangle
\]

\[
\langle a, \sigma \rangle \Downarrow \langle i \rangle \quad \text{if } \sigma(x) \neq \bot
\]

\[
\langle x := a, \sigma \rangle \Downarrow \langle \sigma[i/x] \rangle
\]

\[
\frac{\langle s_1, \sigma \rangle \Downarrow \langle \sigma_1 \rangle \quad \langle s_2, \sigma_1 \rangle \Downarrow \langle \sigma_2 \rangle}{\langle s_1; s_2, \sigma \rangle \Downarrow \langle \sigma_2 \rangle}
\]

\[
\langle b, \sigma \rangle \Downarrow \langle \text{true} \rangle \quad \langle s_1, \sigma \rangle \Downarrow \langle \sigma_1 \rangle
\]

\[
\langle \text{if } b \text{ then } s_1 \text{ else } s_2, \sigma \rangle \Downarrow \langle \sigma_1 \rangle
\]

\[
\langle b, \sigma \rangle \Downarrow \langle \text{false} \rangle \quad \langle s_2, \sigma \rangle \Downarrow \langle \sigma_2 \rangle
\]

\[
\langle \text{if } b \text{ then } s_1 \text{ else } s_2, \sigma \rangle \Downarrow \langle \sigma_2 \rangle
\]

\[
\frac{\langle b, \sigma \rangle \Downarrow \langle \text{false} \rangle}{\langle \text{while } b \text{ do } s, \sigma \rangle \Downarrow \langle \sigma \rangle}
\]

\[
\langle b, \sigma \rangle \Downarrow \langle \text{true} \rangle \quad \langle s; \text{while } b \text{ do } s, \sigma \rangle \Downarrow \langle \sigma' \rangle
\]

\[
\langle \text{while } b \text{ do } s, \sigma \rangle \Downarrow \langle \sigma' \rangle
\]
Big-Step SOS of IMP - Programs

State initialization

\[
\frac{\langle s, x_l \rightarrow 0 \rangle \downarrow \langle \sigma \rangle}{\langle \text{var } x_l \ ; \ s \rangle \downarrow \langle \sigma \rangle}
\]
Rules are schemas, allowing recursively enumerable many instances; side conditions filter out instances

E.g., these are correct instances of the rule for division

\[
\frac{\langle x, (x \mapsto 8, y \mapsto 0) \rangle \downarrow \langle 8 \rangle \quad \langle 2, (x \mapsto 8, y \mapsto 0) \rangle \downarrow \langle 2 \rangle}{\langle x/2, (x \mapsto 8, y \mapsto 0) \rangle \downarrow \langle 4 \rangle}
\]

\[
\frac{\langle x, (x \mapsto 8, y \mapsto 0) \rangle \downarrow \langle 8 \rangle \quad \langle 2, (x \mapsto 8, y \mapsto 0) \rangle \downarrow \langle 4 \rangle}{\langle x/2, (x \mapsto 8, y \mapsto 0) \rangle \downarrow \langle 2 \rangle}
\]

The second may look suspicious, but it is not. Normally, one should never be able to apply it, because one cannot prove its hypotheses

However, the following is not a correct instance (no matter what ? is):

\[
\frac{\langle x, (x \mapsto 8, y \mapsto 0) \rangle \downarrow \langle 8 \rangle \quad \langle y, (x \mapsto 8, y \mapsto 0) \rangle \downarrow \langle 0 \rangle}{\langle x/y, (x \mapsto 8, y \mapsto 0) \rangle \downarrow \langle ? \rangle}
\]
The following is a valid proof derivation, or proof tree, using the big-step SOS proof system of IMP above. Suppose that $x$ and $y$ are identifiers and $\sigma(x) = 8$ and $\sigma(y) = 0$. 

\[
\begin{align*}
\langle x, \sigma \rangle & \downarrow \langle 8 \rangle \\
\langle y, \sigma \rangle & \downarrow \langle 0 \rangle & \langle x, \sigma \rangle & \downarrow \langle 8 \rangle \\
\langle y/x, \sigma \rangle & \downarrow \langle 0 \rangle & \langle 2, \sigma \rangle & \downarrow \langle 2 \rangle \\
\langle x/\langle y/x + 2 \rangle, \sigma \rangle & \downarrow \langle 4 \rangle
\end{align*}
\]
Big-Step SOS routinely used to define type systems for programming languages.

The idea is that a fragment of code $c$, in a given type environment $\Gamma$, can be assigned a certain type $\tau$. We typically write

$$\Gamma \vdash c : \tau$$

instead of

$$\langle c, \Gamma \rangle \Downarrow \langle \tau \rangle$$

Since all variables in IMP have integer type, $\Gamma$ can be replaced by a list of untyped variables in our case. In general, however, a type environment $\Gamma$ contains typed variables, that is, pairs “$x : \tau$”.
Typing Arithmetic Expressions

\[
\begin{align*}
&\text{\texttt{xl} } \leftarrow \text{i : int} \\
&(\text{\texttt{xl}, x, xl'}}) \leftarrow x : \text{int} \\
&\frac{\text{\texttt{xl} } \leftarrow a_1 : \text{int} \quad \text{\texttt{xl} } \leftarrow a_2 : \text{int}}{\text{\texttt{xl} } \leftarrow a_1 + a_2 : \text{int}} \\
&\frac{\text{\texttt{xl} } \leftarrow a_1 : \text{int} \quad \text{\texttt{xl} } \leftarrow a_2 : \text{int}}{\text{\texttt{xl} } \leftarrow a_1 / a_2 : \text{int}} \\
&\text{(BigStepTypeSystem-Int)} \\
&\text{(BigStepTypeSystem-Lookup)} \\
&\text{(BigStepTypeSystem-Add)} \\
&\text{(BigStepTypeSystem-Div)}
\end{align*}
\]
Typing Boolean Expressions

\[
xl \leftarrow t : bool
\]
\[
xl \leftarrow a_1 : int \quad xl \leftarrow a_2 : int
\]
\[
xl \leftarrow a_1 \leq a_2 : bool
\]
\[
xl \leftarrow b : bool
\]
\[
xl \leftarrow \text{not} \ b : bool
\]
\[
xl \leftarrow b_1 : bool \quad xl \leftarrow b_2 : bool
\]
\[
xl \leftarrow b_1 \ \text{and} \ b_2 : bool
\]

(\text{BigStepTypeSystem-Bool})

(\text{BigStepTypeSystem-Leq})

(\text{BigStepTypeSystem-Not})

(\text{BigStepTypeSystem-And})
Typing Statements

\[
xl \leftarrow \text{skip} : \text{stmt}
\]
\[
\frac{(xl, x, xl') \vdash a : \text{int}}{(xl, x, xl') \vdash (x := a) : \text{stmt}}
\]
\[
\frac{xl \vdash s_1 : \text{stmt} \quad xl \vdash s_2 : \text{stmt}}{xl \vdash s_1 ; s_2 : \text{stmt}}
\]
\[
\frac{xl \vdash b : \text{bool} \quad xl \vdash s_1 : \text{stmt} \quad xl \vdash s_2 : \text{stmt}}{xl \vdash \text{if } b \text{ then } s_1 \text{ else } s_2 : \text{stmt}}
\]
\[
\frac{xl \vdash b : \text{bool} \quad xl \vdash s : \text{stmt}}{xl \vdash \text{while } b \text{ do } s : \text{stmt}}
\]

\[(\text{BigStepTypeSystem-Skip})\]
\[(\text{BigStepTypeSystem-Asgn})\]
\[(\text{BigStepTypeSystem-Seq})\]
\[(\text{BigStepTypeSystem-If})\]
\[(\text{BigStepTypeSystem-While})\]
Typing Programs

\[

dx \vdash s : stmt \\
\vdash \text{vars } dx ; s : prog \\
\]

(BigStepTypeSystem-Vars)
Big-Step SOS Type Derivation

Like the big-step rules for the concrete semantics of IMP, the ones for its type system are also rule schemas. We next show a proof derivation for the well-typeness of an IMP program that adds all the numbers from 1 to 100:

$$
\frac{\text{tree}_1}{\text{n,s} \vdash \text{stmt} (\text{while not}(n<0) \text{ do } (s := s+n; \text{n} := \text{n}+1))} \\
\frac{\text{tree}_2 \quad \text{tree}_3}{\text{stmt}} \\
\text{n,s} \vdash (\text{stmt}) (\text{n} := 100; \text{s} := 0; \text{while not}(n<0) \text{ do } (s := s+n; \text{n} := \text{n}+1)) \\
\vdash (\text{pgm}) (\text{vars n,s; n} := 100; \text{s} := 0; \text{while not}(n<0) \text{ do } (s := s+n; \text{n} := \text{n}+1))
$$

where
Big-Step SOS Type Derivation

\[
\text{tree}_1 = \left\{ \begin{array}{c}
\cdot \\
\ddash线
\begin{array}{c}
\frac{n,s \vdash 100 : \text{int}}{n,s \vdash (n:=100) : \text{stmt}}
\frac{n,s \vdash 0 : \text{int}}{n,s \vdash (s:=0) : \text{stmt}}
\hline
\frac{n,s \vdash (n:=100; s:=0) : \text{stmt}}{}
\end{array}
\end{array}\right. \\
\right. \\
\]

\[
\text{tree}_2 = \left\{ \begin{array}{c}
\cdot \\
\ddash线
\begin{array}{c}
\frac{n,s \vdash n : \text{int}}{n,s \vdash (n<=0) : \text{bool}}
\frac{n,s \vdash 0 : \text{int}}{n,s \vdash (\text{not}(n<=0)) : \text{bool}}
\hline
\end{array}
\end{array}\right. \\
\right. \\
\]
\[
\text{tree}_3 = \begin{cases} \\
\quad \frac{n,s \vdash s : \text{int}}{n,s \vdash (s+n) : \text{int}} \quad \frac{n,s \vdash n : \text{int}}{n,s \vdash (n+1) : \text{int}} \\
\quad \frac{n,s \vdash (s := s+n) : \text{stmt}}{n,s \vdash (n := n+1) : \text{stmt}} \\
\quad \frac{n,s \vdash (s := s+n; n := n+1) : \text{stmt}}{} \\
\end{cases}
\]
Big-Step SOS in Rewriting Logic

- Any big-step SOS can be associated a rewrite logic theory (or, equivalently, a Maude module)
- The idea is to associate to each big-step SOS rule a rewrite rule

\[
\frac{C_1 \Downarrow R_1 \quad C_2 \Downarrow R_2 \quad \ldots \quad C_n \Downarrow R_n}{C \Downarrow R} \quad \text{[if condition]}
\]

a rewrite rule

\[
\overline{C} \rightarrow \overline{R} \quad \text{if} \quad \overline{C_1} \rightarrow \overline{R_1} \wedge \overline{C_2} \rightarrow \overline{R_2} \wedge \ldots \wedge \overline{C_n} \rightarrow \overline{R_n} \quad \text{[\wedge condition]}
\]

(over-lining means “algebraization”)
Big-Step SOS of IMP in Maude

- See file
  - imp-semantics-bigstep.maude

- See file
  - imp-type-system-bigstep.maude
SMALL-STEP SOS
**Small-Step Structural Operational Semantics (Small-Step SOS)**

- Gordon Plotkin (1981), under the name *natural semantics*
- Also known as *transitional semantics*, or *reduction semantics*
- One can regard a small-step SOS as a device capable of executing a program step-by-step

- **Configuration**: tuple containing code and semantic ingredients
  - E.g., \( \langle a, \sigma \rangle \quad \langle b, \sigma \rangle \quad \langle s, \sigma \rangle \quad \langle p \rangle \)

- **Sequent (transition)**: Pair of configurations, to be derived (proved)
  - E.g., \( \langle a_1, \sigma \rangle \rightarrow \langle a'_1, \sigma \rangle \quad \langle a_1 + a_2, \sigma \rangle \rightarrow \langle a'_1 + a_2, \sigma \rangle \)

- **Rule**: Tells how to derive a sequent from others
  - E.g.,

\[
\frac{\langle a_1, \sigma \rangle \rightarrow \langle a'_1, \sigma \rangle}{\langle a_1 + a_2, \sigma \rangle \rightarrow \langle a'_1 + a_2, \sigma \rangle}
\]
Small-Step SOS of IMP - Arithmetic

\[
\langle x, \sigma \rangle \rightarrow \langle \sigma(x), \sigma \rangle \quad \text{if } \sigma(x) \neq \bot
\]

\[
\frac{\langle a_1, \sigma \rangle \rightarrow \langle a'_1, \sigma \rangle}{\langle a_1 + a_2, \sigma \rangle \rightarrow \langle a'_1 + a_2, \sigma \rangle}
\]

\[
\frac{\langle a_2, \sigma \rangle \rightarrow \langle a'_2, \sigma \rangle}{\langle a_1 + a_2, \sigma \rangle \rightarrow \langle a_1 + a'_2, \sigma \rangle}
\]

\[
\langle i_1 + i_2, \sigma \rangle \rightarrow \langle i_1 + \text{Int } i_2, \sigma \rangle
\]

(State lookup)

(SMALLSTEP-LOOKUP)

(SMALLSTEP-ADD-ARG1)

(SMALLSTEP-ADD-ARG2)

(SMALLSTEP-ADD)
Small-Step SOS of IMP - Arithmetic

\[
\begin{align*}
\langle a_1, \sigma \rangle &\rightarrow \langle a'_1, \sigma \rangle \\
\langle a_1 / a_2, \sigma \rangle &\rightarrow \langle a'_1 / a_2, \sigma \rangle  \\
\langle a_2, \sigma \rangle &\rightarrow \langle a'_2, \sigma \rangle \\
\langle a_1 / a_2, \sigma \rangle &\rightarrow \langle a_1 / a'_2, \sigma \rangle
\end{align*}
\]

\( \text{(SmallStep-Div-Arg1)} \)

\( \text{(SmallStep-Div-Arg2)} \)

\[
\langle i_1 / i_2, \sigma \rangle \rightarrow \langle i_1 \text{ /} \text{Int } i_2, \sigma \rangle \text{ if } i_2 \neq 0
\]

\( \text{(SmallStep-Div)} \)
Small-Step SOS of IMP - Boolean

\[
\begin{align*}
\langle a_1, \sigma \rangle & \rightarrow \langle a'_1, \sigma \rangle \\
\langle a_1 \leq a_2, \sigma \rangle & \rightarrow \langle a'_1 \leq a_2, \sigma \rangle \\
\langle a_2, \sigma \rangle & \rightarrow \langle a'_2, \sigma \rangle \\
\langle i_1 \leq a_2, \sigma \rangle & \rightarrow \langle i_1 \leq a'_2, \sigma \rangle \\
\langle i_1 \leq i_2, \sigma \rangle & \rightarrow \langle i_1 \leq_{\text{Int}} i_2, \sigma \rangle
\end{align*}
\]

(SMALLSTEP-LEQ-ARG1)  
(SMALLSTEP-LEQ-ARG2)  
(SMALLSTEP-LEQ)
Small-Step SOS of IMP - Boolean

\[
\begin{align*}
\langle b, \sigma \rangle &\rightarrow \langle b', \sigma \rangle \\
\langle \text{not } b, \sigma \rangle &\rightarrow \langle \text{not } b', \sigma \rangle \\
\langle \text{not true}, \sigma \rangle &\rightarrow \langle \text{false}, \sigma \rangle \\
\langle \text{not false}, \sigma \rangle &\rightarrow \langle \text{true}, \sigma \rangle \\
\langle b_1, \sigma \rangle &\rightarrow \langle b'_1, \sigma \rangle \\
\langle b_1 \text{ and } b_2, \sigma \rangle &\rightarrow \langle b'_1 \text{ and } b_2, \sigma \rangle \\
\langle \text{false and } b_2, \sigma \rangle &\rightarrow \langle \text{false}, \sigma \rangle \\
\langle \text{true and } b_2, \sigma \rangle &\rightarrow \langle b_2, \sigma \rangle
\end{align*}
\]
Small-Step SOS Derivation

The following is a valid proof derivation, or proof tree, using the small-step SOS proof system for expressions of IMP above. Suppose that $x$ and $y$ are identifiers and $\sigma(x) = 1$. 

\[
\begin{align*}
\langle x, \sigma \rangle \rightarrow \langle 1, \sigma \rangle \\
\langle y/x, \sigma \rangle \rightarrow \langle y/1, \sigma \rangle \\
\langle x + (y/x), \sigma \rangle \rightarrow \langle x + (y/1), \sigma \rangle \\
\langle (x + (y/x)) \leq x, \sigma \rangle \rightarrow \langle (x + (y/1)) \leq x, \sigma \rangle
\end{align*}
\]
Small-Step SOS of IMP - Statements

\[
\langle a, \sigma \rangle \rightarrow \langle a', \sigma \rangle \\
\langle x := a, \sigma \rangle \rightarrow \langle x := a', \sigma \rangle
\]

State update

\[
\langle x := i, \sigma \rangle \rightarrow \langle \text{skip}, \sigma[i/x] \rangle \text{ if } \sigma(x) \neq 1
\]

(SMALLSTEP-ASGN-ARG2)

(SMALLSTEP-ASGN)

\[
\langle s_1, \sigma \rangle \rightarrow \langle s'_1, \sigma' \rangle \\
\langle s_1 ; s_2, \sigma \rangle \rightarrow \langle s'_1 ; s_2, \sigma' \rangle
\]

(SMALLSTEP-SEQ-ARG1)

(SMALLSTEP-SEQ-SKIP)

\[
\langle \text{skip} ; s_2, \sigma \rangle \rightarrow \langle s_2, \sigma \rangle
\]
Small-Step SOS of IMP - Statements

\[ \langle b, \sigma \rangle \rightarrow \langle b', \sigma \rangle \]
\[ \langle \text{if } b \text{ then } s_1 \text{ else } s_2, \sigma \rangle \rightarrow \langle \text{if } b' \text{ then } s_1 \text{ else } s_2, \sigma \rangle \]  (SMALLSTEP-IF-ARG1)

\[ \langle \text{if true then } s_1 \text{ else } s_2, \sigma \rangle \rightarrow \langle s_1, \sigma \rangle \]  (SMALLSTEP-IF-TRUE)

\[ \langle \text{if false then } s_1 \text{ else } s_2, \sigma \rangle \rightarrow \langle s_2, \sigma \rangle \]  (SMALLSTEP-IF-FALSE)

\[ \langle \text{while } b \text{ do } s, \sigma \rangle \rightarrow \langle \text{if } b \text{ then } (s ; \text{while } b \text{ do } s) \text{ else } \text{skip}, \sigma \rangle \]  (SMALLSTEP-WHILE)

\[ \langle \text{var } x_l ; s \rangle \rightarrow \langle s, (x_l \rightarrow 0) \rangle \]  (SMALLSTEP-VAR)

State initialization
Any small-step SOS can be associated a rewrite logic theory (or, equivalently, a Maude module)

The idea is to associate to each small-step SOS rule

\[
\begin{align*}
C_1 &\rightarrow C_1' \\
C_2 &\rightarrow C_2' \\
&\vdots \\
C_n &\rightarrow C_n'
\end{align*}
\]

\[
\Rightarrow C \rightarrow C'
\]

[if condition]

a rewrite rule

\[
\text{oC} \rightarrow \text{C}' \quad \text{if} \quad \text{oC}_1 \rightarrow \text{C}_1' \land \text{oC}_2 \rightarrow \text{C}_2' \land \cdots \land \text{oC}_n \rightarrow \text{C}_n' \quad [\land \text{condition}]
\]

(the circle means “ready for one step”)

Small-Step SOS in Rewriting Logic
Small-Step SOS of IMP in Maude

- See file
  - `imp-semantics-smallstep.maude`
MSOS

Modular structural operational semantics
Modular Structural Operational Semantics (Modular SOS, or MSOS)

- Peter Mosses (1999)
- Addresses the non-modularity aspects of SOS
  - A definitional framework is non-modular when, in order to add a new feature to an existing language, one needs to revisit and change some of the already defined, unrelated language features
  - The non-modularity of SOS will become clear when we define IMP++
- Why modularity is important
  - Modifying existing rules when new rules are added is error prone
  - When experimenting with language design, one needs to make changes quickly; having to do unrelated changes slows us down
  - Rapid language development, e.g., domain-specific languages
Philosophy of MSOS

- Separate the syntax from configurations and treat it differently
- Transitions go from syntax to syntax, hiding the other configuration components into transition labels
- Labels encode all the non-syntactic configuration changes
- Specialized notation in transition labels, to
  - Say that certain configuration components stay unchanged
  - Say that certain configuration changes are propagated from the premise to the conclusion of a rule
An MSOS transition has the form

\[ P \xrightarrow{\Delta} P' \]

- \( P \) and \( P' \) are programs or fragments of program
- \( \Delta \) is a label describing the changes in the configuration components, defined as a record; primed fields stay for “after” the transition

**Example:**

\[
\begin{align*}
x := i & \quad \{ \text{state}=\sigma, \text{state'}=\sigma[i/x], \ldots \} \\
\rightarrow & \quad \text{skip} \quad \text{if } \sigma(x) \neq \bot
\end{align*}
\]

This rule can be automatically “desugared” into the SOS rule

\[
\langle x := i, \sigma \rangle \rightarrow \langle \text{skip}, \sigma[i/x] \rangle \quad \text{if } \sigma(x) \neq \bot
\]

But also into (if the configuration contains more components, like in IMP++)

\[
\langle x := i, \sigma, \omega \rangle \rightarrow \langle \text{skip}, \sigma[i/x], \omega \rangle \quad \text{if } \sigma(x) \neq \bot
\]
MSOS Labels

- Labels are field assignments, or records, and can use “…” for “and so on”, called record comprehension.

- Fields can be primed or not.
  - Unprimed = configuration component before the transition is applied.
  - Primed = configuration component after the transition is applied.

- Some fields appear both unprimed and primed (called read-write), while others appear only primed (called write-only) or only unprimed (called read-only).
MSOS Labels

- **Field types**
  - Read/write = fields which appear both unprimed and unprimed
    \[
    x := i \frac{\{\text{state} = \sigma, \text{state}' = \sigma[i/x], \ldots\}}{} \rightarrow \text{skip} \quad \text{if } \sigma(x) \neq \bot
    \]
  - Write-only = fields which appear only primed
    \[
    \text{print } i \frac{\{\text{output}' = i, \ldots\}}{} \rightarrow \text{skip}
    \]
  - Read-only = fields which appear only unprimed
    \[
    e_2 \frac{\{\text{env} = \rho[v_1/x], \ldots\}}{} \rightarrow e_2'
    \]
    \[
    \text{let } x = v_1 \text{ in } e_2 \frac{\{\text{env} = \rho, \ldots\}}{} \rightarrow \text{let } x = v_1 \text{ in } e_2'
    \]
Like in SOS, but using MSOS transitions as sequents

Same labels or parts of them can be used multiple times in a rule

Example:

\[
\begin{array}{c}
\frac{\Delta}{s_1 \rightarrow s_1'} \\
\frac{\Delta}{s_1 ; s_2 \rightarrow s_1' ; s_2}
\end{array}
\]

Same \( \Delta \) means that changes propagate from premise to conclusion

The author of MSOS now promotes a simplifying notation

If the premise and the conclusion repeat the same label or part of it, simply drop that label or part of it. For example:

\[
\begin{array}{c}
\frac{s_1 \rightarrow s_1'}{s_1 ; s_2 \rightarrow s_1' ; s_2}
\end{array}
\]
**MSOS of IMP - Arithmetic**

\[ x \xrightarrow{\{\text{state} = \sigma, \ldots\}} \sigma(x) \text{ if } \sigma(x) \neq \bot \]

- **(MSOS-Lookup)**

- **(MSOS-Add-Arg1)**

\[ a_1 \rightarrow a'_1 \]
\[ a_1 + a_2 \rightarrow a'_1 + a_2 \]

- **(MSOS-Add-Arg2)**

\[ a_2 \rightarrow a'_2 \]
\[ a_1 + a_2 \rightarrow a_1 + a'_2 \]

- **(MSOS-Add)**

\[ i_1 + i_2 \rightarrow i_1 + \text{Int} \ i_2 \]
\[
\begin{align*}
\frac{a_1}{a_2} &\rightarrow a_1' / a_2' \\
\frac{a_2}{a_2} &\rightarrow a_2' \\
\frac{a_1}{a_2} &\rightarrow a_1 / a_2'
\end{align*}
\]

(MSOS-Div-Arg1)

(MSOS-Div-Arg2)

\[i_1 / i_2 \rightarrow i_1 / \text{Int} i_2 \quad \text{if } i_2 \neq 0\]

(MSOS-Div)
MSOS of IMP - Boolean

\[ a_1 \rightarrow a'_1 \]
\[ a_1 \leq a_2 \rightarrow a'_1 \leq a_2 \]  

\( (\text{MSOS-Leq-Arg1}) \)

\[ a_2 \rightarrow a'_2 \]
\[ i_1 \leq a_2 \rightarrow i'_1 \leq a'_2 \]

\( (\text{MSOS-Leq-Arg2}) \)

\[ i_1 \leq i_2 \rightarrow i_1 \leq_{\text{Int}} i_2 \]

\( (\text{MSOS-Leq}) \)
MSOS of IMP - Boolean

\[
b \rightarrow b' \\
\frac{\text{not } b \rightarrow \text{not } b'}{(\text{MSOS-Not-Arg})}
\]

not true \rightarrow false

not false \rightarrow true

\[
b_1 \rightarrow b'_1 \\
\frac{b_1 \text{ and } b_2 \rightarrow b'_1 \text{ and } b_2}{(\text{MSOS-And-Arg1})}
\]

false and \(b_2\) \rightarrow false

true and \(b_2\) \rightarrow \(b_2\)

(\text{MSOS-And-False})

(\text{MSOS-And-True})
MSOS of IMP - Statements

\[
\frac{a \rightarrow a'}{x := a \rightarrow x := a'} \quad \text{(MSOS-Asgn-Arg2)}
\]

\[
x := i \quad \{ \text{state} = \sigma, \text{state'} = \sigma[i/x], \ldots \} \quad \rightarrow \quad \text{skip} \quad \text{if } \sigma(x) \neq 1 \quad \text{(MSOS-Asgn)}
\]

\[
\frac{s_1 \rightarrow s'_1}{s_1 ; s_2 \rightarrow s'_1 ; s_2} \quad \text{(MSOS-Seq-Arg1)}
\]

\[
\text{skip} ; s_2 \rightarrow s_2 \quad \text{(MSOS-Seq-Skip)}
\]
MSOS of IMP - Statements

\[
\begin{align*}
  b &\rightarrow b' \\
  \text{if } b \text{ then } s_1 \text{ else } s_2 &\rightarrow \text{if } b' \text{ then } s_1 \text{ else } s_2 \\
  \text{if true then } s_1 \text{ else } s_2 &\rightarrow s_1 \\
  \text{if false then } s_1 \text{ else } s_2 &\rightarrow s_2 \\
  \text{while } b \text{ do } s &\rightarrow \text{if } b \text{ then } (s ; \text{while } b \text{ do } s) \text{ else skip} \\
  \text{var } xl ; s &\xrightarrow{\{\text{state'}=xl\rightarrow0,\ldots\}} s
\end{align*}
\]
MSOS in Rewriting Logic

- Any MSOS can be associated a rewrite logic theory (or, equivalently, a Maude module)

- Idea:
  - Desugar MSOS into SOS
  - Apply the SOS-to-rewriting-logic representation, but
  - Hold the non-syntactic configuration components in an ACI-data-structure, so that we can use ACI matching to retrieve only the fields of interest (which need to be read or written to)
MSOS of IMP in Maude

- See file
  - imp-semantics-msos.maude
RSEC

Reduction semantics with evaluation contexts
Reduction Semantics with Evaluation Contexts (RSEC)

- Matthias Felleisen and collaborators (1992)
- Previous approaches encoded the program execution context as a proof context, by means of rule conditions or premises
  - This has a series of advantages, but makes it hard to define control intensive features, such as abrupt termination, exceptions, call/cc, etc.
- We would like to have the execution context explicit, so that we can easily save it, change it, or even delete it
- Reduction semantics with evaluation contexts does precisely that
  - It allows to formally define evaluation contexts
  - Rules become mostly unconditional
  - Reductions can only happen “in context”
Splitting and Plugging

- RSEC relies on reversible implicit mechanisms to
  - Split syntax into an evaluation context and a redex
  - Plug a redex into an evaluation contexts and obtain syntax again

\[ p = c[e] \]
Evaluation Contexts

- Evaluation contexts are typically defined by the same means that we use to define the language syntax, that is, grammars.
- The `hole □` represents the place where redex is to be plugged.
- Example:

```latex
Context ::= □
  Context <= AExp
  Int <= Context
  Id := Context
  Context ; Stmt
  if Context then Stmt else Stmt
  ...
```
Correct Evaluation Contexts

\[
\begin{align*}
&\square
\\
&3 \leq \square
\\
&\square \leq 3
\\
&\square ; x := 5
\\
&\text{if } \square \text{ then } s_1 \text{ else } s_2
\end{align*}
\]
Wrong Evaluation Contexts

□ \leq □

x \leq 3

x \leq □

x := 5 ; □

□ := 5

if x \leq 7 then □ else x := 5
Splitting/Plugging of Syntax

$7 = (\square)[7]$

$3 \leq x = (3 \leq \square)[x] = (\square \leq x)[3]$
$= (\square)[3 \leq x]$

$3 \leq (2 + x) + 7 = (3 \leq \square + 7)[2 + x]$
$= (\square \leq (2 + x) + 7)[3]$
$= \ldots$
The characteristic rule of RSEC allows us to only define semantic rules stating how redexes are reduced

- This significantly reduces the number of rules
- The semantic rules are mostly unconditional (no premises)
- The overall result is a semantics which is compact and easy to read and understand
## RSEC of IMP — Evaluation Contexts

<table>
<thead>
<tr>
<th>Context ::=</th>
<th>AExp ::=</th>
</tr>
</thead>
<tbody>
<tr>
<td>□</td>
<td>Int</td>
</tr>
<tr>
<td>Context + AExp</td>
<td>AExp + Context</td>
</tr>
<tr>
<td>Context / AExp</td>
<td>AExp / Context</td>
</tr>
<tr>
<td>Context &lt;= AExp</td>
<td>Int &lt;= Cxt</td>
</tr>
<tr>
<td>not Context</td>
<td></td>
</tr>
<tr>
<td>Context and BExp</td>
<td></td>
</tr>
<tr>
<td>Id := Context</td>
<td></td>
</tr>
<tr>
<td>Context ; Stmt</td>
<td></td>
</tr>
<tr>
<td>if Context then Stmt else Stmt</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>BExp ::=</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bool</td>
</tr>
<tr>
<td>AExp &lt;= AExp</td>
</tr>
<tr>
<td>not BExp</td>
</tr>
<tr>
<td>BExp and BExp</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Stmt ::=</th>
</tr>
</thead>
<tbody>
<tr>
<td>Id := AExp</td>
</tr>
<tr>
<td>Stmt ; Stmt</td>
</tr>
<tr>
<td>if BExp then Stmt else Stmt</td>
</tr>
<tr>
<td>while BExp do Stmt</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Pgm ::=</th>
</tr>
</thead>
<tbody>
<tr>
<td>var List{Id} ; Stmt</td>
</tr>
</tbody>
</table>
RSEC of IMP — Rules

\[
\text{Context ::= } \ldots \mid \langle \text{Context, State} \rangle \\
\frac{e \rightarrow e'}{c[e] \rightarrow c[e']} \\
\]

\[
\begin{align*}
\langle c, \sigma \rangle[x] & \rightarrow \langle c, \sigma \rangle[\sigma(x)] \quad \text{if } \sigma(x) \neq \bot \\
i_1 + i_2 & \rightarrow i_1 + \text{Int} i_2 \\
i_1 / i_2 & \rightarrow i_1 / \text{Int} i_2 \quad \text{if } i_2 \neq 0 \\
i_1 \leq \text{Int} i_2 & \rightarrow i_1 \leq \text{Int} i_2 \\
\text{not true} & \rightarrow \text{false} \\
\text{not false} & \rightarrow \text{true} \\
\text{true and } b_2 & \rightarrow b_2 \\
\text{false and } b_2 & \rightarrow \text{false} \\
\langle c, \sigma \rangle[x := i] & \rightarrow \langle c, \sigma[i/x] \rangle[\text{skip}] \quad \text{if } \sigma(x) \neq \bot \\
\text{skip } ; s_2 & \rightarrow s_2 \\
\text{if true then } s_1 \text{ else } s_2 & \rightarrow s_1 \\
\text{if false then } s_1 \text{ else } s_2 & \rightarrow s_2 \\
\text{while } b \text{ do } s & \rightarrow \text{if } b \text{ then } (s ; \text{while } b \text{ do } s) \text{ else } \text{skip} \\
\langle \text{var } x l ; s \rangle & \rightarrow \langle s, (x l \mapsto 0) \rangle
\end{align*}
\]
RSEC Derivation

\[
\begin{align*}
\langle x := 1; y := 2; \text{if } x \leq y \text{ then } x := 0 \text{ else } y := 0, (x \leftrightarrow 0, y \leftrightarrow 0) \rangle \\
\rightarrow \langle \text{skip}; y := 2; \text{if } x \leq y \text{ then } x := 0 \text{ else } y := 0, (x \leftrightarrow 1, y \leftrightarrow 0) \rangle \\
\rightarrow \langle y := 2; \text{if } x \leq y \text{ then } x := 0 \text{ else } y := 0, (x \leftrightarrow 1, y \leftrightarrow 0) \rangle \\
\rightarrow \langle \text{skip}; \text{if } x \leq y \text{ then } x := 0 \text{ else } y := 0, (x \leftrightarrow 1, y \leftrightarrow 2) \rangle \\
\rightarrow \langle \text{if } x \leq y \text{ then } x := 0 \text{ else } y := 0, (x \leftrightarrow 1, y \leftrightarrow 2) \rangle \\
\rightarrow \langle \text{if } 1 \leq y \text{ then } x := 0 \text{ else } y := 0, (x \leftrightarrow 1, y \leftrightarrow 2) \rangle \\
\rightarrow \langle \text{if } 1 \leq 2 \text{ then } x := 0 \text{ else } y := 0, (x \leftrightarrow 1, y \leftrightarrow 2) \rangle \\
\rightarrow \langle \text{if } \text{true} \text{ then } x := 0 \text{ else } y := 0, (x \leftrightarrow 1, y \leftrightarrow 2) \rangle \\
\rightarrow \langle x := 0, (x \leftrightarrow 1, y \leftrightarrow 2) \rangle \\
\rightarrow \langle \text{skip}, (x \leftrightarrow 0, y \leftrightarrow 2) \rangle
\end{align*}
\]
Like with the other styles, RSEC can also be faithfully represented in rewriting logic and, implicitly, in Maude.

However, RSEC is context sensitive, while rewriting logic is not (rewriting logic allows rewriting strategies, but one can still not match and modify the context, as we can do in RSEC).

We therefore need:
- A mechanism to achieve context sensitivity (the splitting/plugging) in rewriting logic.
- Use that mechanism to represent the characteristic rule of RSEC.
Evaluation Contexts in Rewriting Logic

- An evaluation context CFG production in RSEC has the form

\[
\text{Context} ::= \pi(N_1, \ldots, N_n, \text{Context})
\]

- Associate to each such production one rule and one equation:

\[
\begin{align*}
\text{split}(\pi(T_1, \ldots, T_n, T)) & \rightarrow \pi(T_1, \ldots, T_n, C)[\text{Syn}] \quad \text{if} \quad \text{split}(T) \rightarrow C[\text{Syn}] \\
\text{plug}(\pi(T_1, \ldots, T_n, C)[\text{Syn}]) &= \pi(T_1, \ldots, T_n, \text{plug}(C[\text{Syn}]))
\end{align*}
\]

- Plus, we add one generic rule and one generic equation:

\[
\begin{align*}
\text{split}(\text{Syn}) & \rightarrow \Box[\text{Syn}] \\
\text{plug}(\Box[\text{Syn}]) &= \text{Syn}
\end{align*}
\]
IMP Examples:

- For productions

\[
Context ::= \begin{array}{c}
\text{Context} \subseteq AExp \\
\mid \text{Int} \subseteq \text{Context} \\
\mid \text{Id} \colon= \text{Context}
\end{array}
\]

we add the following rewrite logic rules and equations:

\[
split(A_1 \subseteq A_2) \rightarrow (C \subseteq A_2)[\text{Syn}] \quad \text{if} \quad split(A_1) \rightarrow C[\text{Syn}]
\]

\[
\text{plug}((C \subseteq A_2)[\text{Syn}]) = \text{plug}(C[\text{Syn}]) \subseteq A_2
\]

\[
split(I_1 \subseteq A_2) \rightarrow (I_1 \subseteq C)[\text{Syn}] \quad \text{if} \quad split(A_2) \rightarrow C[\text{Syn}]
\]

\[
\text{plug}((I_1 \subseteq C)[\text{Syn}]) = I_1 \subseteq \text{plug}(C[\text{Syn}])
\]

\[
split(X := A) \rightarrow (X := C)[\text{Syn}] \quad \text{if} \quad split(A) \rightarrow C[\text{Syn}]
\]

\[
\text{plug}((X := C)[\text{Syn}]) = X := \text{plug}(C[\text{Syn}])
\]
RSEC Reduction Rules in Rewriting Logic

// for each term \( l \) that appears as the left-hand side of a reduction rule
// “\( l(c_1[l_1], \ldots, c_n[l_n]) \rightarrow \ldots \)”, add the following conditional
// rewrite rule (there could be one \( l \) for many reduction rules):

\[
\circ \bar{l}(T_1, \ldots, T_n) \rightarrow T \quad \text{if} \quad \text{plug}(\circ \bar{l}(\text{split}(T_1), \ldots, \text{split}(T_n))) \rightarrow T
\]

// for each non-identity term \( r \) appearing as right-hand side in a reduction rule
// “\( \ldots \rightarrow r(c_1[r_1], \ldots, c_n[r_n]) \)”, add the following equation
// (there could be one \( r \) for many reduction rules):

\[
\text{plug}(\bar{r}(\text{Syn}_1, \ldots, \text{Syn}_n)) = \bar{r}(\text{plug}(\text{Syn}_1), \ldots, \text{plug}(\text{Syn}_n))
\]

// for each reduction semantics rule “\( l(c_1[l_1], \ldots, c_n[l_n]) \rightarrow r(c'_1[r_1], \ldots, c'_{n'}[r'_{n'}]) \)”
// add the following “semantic” rewrite rule:

\[
\circ \bar{l}(\overline{c_1[l_1]}, \ldots, \overline{c_n[l_n]}) \rightarrow \bar{r}(\overline{c'_1[r_1]}, \ldots, \overline{c'_{n'}[r'_{n'}]})
\]
IMP Examples

- One rule of first kind

\[ Cfg \rightarrow Cfg' \text{ if plug} (\circ \text{split} (Cfg)) \rightarrow Cfg' \]

- No need for equations of second kind

- Characteristic rule of RSEC:

\[ C[Syn] \rightarrow C[Syn'] \text{ if } C \neq \square \land \circ Syn \rightarrow Syn' \]

- The remaining rules are as natural as can be:

\[ I_1 \leq I_2 \rightarrow I_1 \leq_{\text{Int}} I_2 \]
\[ \text{skip} ; S_2 \rightarrow S_2 \]
\[ \text{if true then } S_1 \text{ else } S_2 \rightarrow S_1 \]
RSEC of IMP in Maude

- See file
  - imp-split-plug.maude

- See files
  - imp-semantics-evaluation-contexts-1.maude
  - imp-semantics-evaluation-contexts-2.maude
  - imp-semantics-evaluation-contexts-3.maude
CHAM

The chemical abstract machine
The Chemical Abstract Machine (CHAM)

- Berry and Boudol (1992)
- Both a model of concurrency and a specific semantic style
- Chemical metaphor
  - States regarded as chemical solutions containing floating molecules
  - Molecules can interact with each other by means of reactions
  - Reactions take place concurrently, unrestricted by context
  - Solutions are encapsulated within new molecules, using membranes
    - The following is a solution containing $k$ molecules:
      $$\{m_1, m_2, \ldots, m_k\}$$
CHAM Syntax and Rules

\[ \text{Molecule} ::= \text{Solution} \]
\[ \| \quad \text{Molecule} \triangleleft \text{Solution} \]

\[ \text{Solution} ::= \{ \text{Bag}\{\text{Molecule}\}\} \]
CHAM Rules

- Ordinary rewrite rules between solution terms:
  \[ m_1 \ m_2 \ldots \ m_k \rightarrow m'_1 \ m'_2 \ldots m'_l \]

- Rewriting takes place only within solutions

- Three (metaphoric) kinds of rules
  - *Heating* rules using \( \rightarrow \) : structurally rearrange solution
  - *Cooling* rules using \( \rightarrow \) : clean up solution after reactions
  - *Reaction* rules using \( \rightarrow \) : change solution irreversibly
CHAM Airlock

- Allows to extract molecules from encapsulated solutions
- Governed by two rules coming in a heating/cooling pair:

\[
\{m_1, m_2, \ldots, m_k\} \Leftrightarrow \{m_1 \triangleleft \{m_2, \ldots, m_k\}\}
\]
CHAM Molecule Configuration for IMP

- A top-level solution containing two subsolution molecules
  - One for holding the syntax
  - Another for holding the state

```
{{ Syntax }}  {{ State }}
```

- Example:

```
{{ x := (3 / (x + 2)) }} {{ x → 1  y → 0 }}
```
Airlock can be Problematic

- Airlock cannot be used to encode evaluation strategies; heating/cooling rules of the form

\[
\begin{align*}
x &:= a \quad \iff \quad a \triangleleft \{ x := \Box \} \\
a_1 + a_2 &\iff a_1 \triangleleft \{ \Box + a_2 \} \\
a_1 + a_2 &\iff a_2 \triangleleft \{ a_1 + \Box \}
\end{align*}
\]

are problematic, because they yield ambiguity, e.g.,

\[
\{ x := (3 / (x + 2)) \} \quad \iff \quad x := ((3 / x) + 2)
\]

\[
\begin{align*}
\{ x := (3 / (x + 2)) \} &\iff \{ (3 / (x + 2)) \triangleleft \{ x := \Box \} \} \\
&\iff \{ ((3 / (x + 2)) (x := \Box)) \} \\
&\iff \{ (x + 2) (3 / \Box) (x := \Box) \} \\
&\iff \{ x (\Box + 2) (3 / \Box) (x := \Box) \}
\end{align*}
\]
Correct Representation of Syntax

- Other attempts fail, too (see the lecture notes)
- We need some mechanism which is not based on airlocks
- We borrow the representation approach of K
  - Term $x := (3 / (x + 2))$ represented as
    $$x \leadsto (\square + 2) \leadsto (3 / \square) \leadsto (x := \square) \leadsto \square$$
- Can be achieved using heating/cooling rules of the form
  
  \[
  \begin{align*}
  (x := a) & \leadsto c \quad \Rightarrow \quad a \leadsto (x := \square) \leadsto c \\
  (a_1 / a_2) & \leadsto c \quad \Rightarrow \quad a_2 \leadsto (a_1 / \square) \leadsto c \\
  (a_1 + a_2) & \leadsto c \quad \Rightarrow \quad a_1 \leadsto (\square + a_2) \leadsto c \\
  s & \Rightarrow \quad s \leadsto \square
  \end{align*}
  \]
CHAM Heating-Cooling Rules for IMP

\[
\begin{align*}
    \textit{CHAM Rules} & : & \\
    a_1 + a_2 & \sim c & \iff & a_1 \sim \Box + a_2 \sim c \\
    a_1 + a_2 & \sim c & \iff & a_2 \sim a_1 + \Box \sim c \\
    a_1 / a_2 & \sim c & \iff & a_1 \sim \Box / a_2 \sim c \\
    a_1 / a_2 & \sim c & \iff & a_2 \sim a_1 / \Box \sim c \\
    a_1 \leq a_2 & \sim c & \iff & a_1 \sim \Box \leq a_2 \sim c \\
    \text{\textit{not}} b & \sim c & \iff & b \sim \text{\textit{not}} \Box \sim c \\
    b_1 \text{ and } b_2 & \sim c & \iff & b_1 \sim \Box \text{ and } b_2 \sim c \\
    x := a & \sim c & \iff & a \sim \text{\textit{not}} x := \Box \sim c \\
    s_1 ; s_2 & \sim c & \iff & s_1 \sim \Box ; s_2 \sim c \\
    s & \Rightarrow & s \sim \Box \\
    \text{\textit{if}} b \text{ then } s_1 \text{ else } s_2 & \sim c & \iff & b \sim \text{\textit{if}} \Box \text{ then } s_1 \text{ else } s_2 \sim c
\end{align*}
\]
Examples of Syntax Heating/Cooling

The following is **correct** heating/cooling of syntax:

\[
\{x := 1 ; x := (3 / (x + 2))\} \Leftrightarrow^* \\
\{x := 1 \sim (\Box ; x := (3 / (x + 2))) \sim \Box\}
\]

The following is **incorrect** heating/cooling of syntax:

\[
\{x := 1 ; x := (3 / (x + 2))\} \Leftrightarrow^* \\
\{x := 1 ; (x \sim (\Box + 2) \sim (3 / \Box) \sim (x := \Box) \sim \Box)\}
\]
CHAM Reaction Rules for IMP

\[
\begin{align*}
\{x \sim c\} \{x \mapsto i \triangleright \sigma\} & \rightarrow \{i \sim c\} \{x \mapsto i \triangleright \sigma\} \\
& \quad \text{if } i_1 + i_2 \sim c \rightarrow \ i_1 +_{\text{Int}} i_2 \sim c \\
& \quad \text{if } i_1 / i_2 \sim c \rightarrow \ i_1 /_{\text{Int}} i_2 \sim c \quad \text{when } i_2 \neq 0 \\
& \quad \text{if } i_1 \leq i_2 \sim c \rightarrow \ i_1 \leq_{\text{Int}} i_2 \sim c \\
\text{not true} \sim c & \rightarrow \ \text{false} \sim c \\
\text{not false} \sim c & \rightarrow \ \text{true} \sim c \\
\text{true and} \ b_2 \sim c & \rightarrow \ b_2 \sim c \\
\text{false and} \ b_2 \sim c & \rightarrow \ \text{false} \sim c \\
\{x := i \sim c\} \{x \mapsto j \triangleright \sigma\} & \rightarrow \ \{\text{skip} \sim c\} \{x \mapsto i \triangleright \sigma\} \\
\text{skip} ; \ s_2 \sim c & \rightarrow \ s_2 \sim c \\
\text{if true then} \ s_1 \ \text{else} \ s_2 \sim c & \rightarrow \ s_1 \sim c \\
\text{if false then} \ s_1 \ \text{else} \ s_2 \sim c & \rightarrow \ s_2 \sim c \\
\text{while} \ b \ \text{do} \ s \sim c & \rightarrow \ \text{if} \ b \ \text{then} (s ; \ \text{while} \ b \ \text{do} \ s) \ \text{else} \ \text{skip} \sim c \\
\text{var} \ \text{x} \ ; \ s & \rightarrow \ \{s\} \ \{\text{x} \mapsto 0\} \\
(x, xl) \rightarrow i & \rightarrow \ x \rightarrow i \triangleright \{xl \mapsto i\}
\end{align*}
\]
Sample CHAM Rewriting

\{
\{\text{var } x, y ; x := 1 ; x := (3 / (x + 2))\} \rightarrow
\}
\{
\{\{x := 1 ; x := (3 / (x + 2))\} \rightarrow \{x, y \mapsto 0\}\}
\}
\{
\{\{x := 1 ; x := (3 / (x + 2)) \sim \Box\} \rightarrow \{x \mapsto 0 \land y \mapsto 0\}\}
\}
\{
\{\{x := 1 \sim \Box ; x := (3 / (x + 2)) \sim \Box\} \rightarrow \{x \mapsto 0 \land y \mapsto 0\}\}
\}
\{
\{\{\text{skip} \sim \Box ; x := (3 / (x + 2)) \sim \Box\} \rightarrow \{x \mapsto 1 \land y \mapsto 0\}\}
\}
\{
\{\{\text{skip} ; x := (3 / (x + 2)) \sim \Box\} \rightarrow \{x \mapsto 1 \land y \mapsto 0\}\}
\}
\{
\{\{x := (3 / (x + 2)) \sim \Box\} \rightarrow \{x \mapsto 1 \land y \mapsto 0\}\}
\}
\{
\{\{x \sim \Box + 2 \sim 3 / \Box \sim x := \Box \sim \Box\} \rightarrow \{x \mapsto 1 \land y \mapsto 0\}\}
\}
\{
\{\{1 \sim \Box + 2 \sim 3 / \Box \sim x := \Box \sim \Box\} \rightarrow \{x \mapsto 1 \land y \mapsto 0\}\}
\}
\{
\{\{1 + 2 \sim 3 / \Box \sim x := \Box \sim \Box\} \rightarrow \{x \mapsto 1 \land y \mapsto 0\}\}
\}
\{
\{\{3 \sim 3 / \Box \sim x := \Box \sim \Box\} \rightarrow \{x \mapsto 1 \land y \mapsto 0\}\}
\}
\{
\{\{x := 1 \sim \Box\} \rightarrow \{x \mapsto 1 \land y \mapsto 0\}\}
\}
\{
\{\{\text{skip} \sim \Box\} \rightarrow \{x \mapsto 1 \land y \mapsto 0\}\}
\}
\{
\{\{\text{skip}\} \rightarrow \{x \mapsto 1 \land y \mapsto 0\}\}
\}
CHAM in Rewriting Logic

- CHAM rules cannot be used unchanged as rewrite rules
  - They need to only apply in solutions, not anywhere they match
- We represent each CHAM rule
  \[
  m_1 \ m_2 \ \ldots \ m_k \to m'_1 \ m'_2 \ \ldots \ m'_l
  \]

  into a rewrite logic rule

  \[
  \{\overline{m_1} \ \overline{m_2} \ \ldots \ \overline{m_k} \ Ms\} \to \{\overline{m'_1} \ \overline{m'_2} \ \ldots \ \overline{m'_l} \ Ms\}
  \]

  where Ms is a fresh bag-of-molecule variable and the overlined molecules are the algebraic variants of the original ones, replacing in particular their meta-variables by variables
CHAM of IMP in Maude

- See file
  - imp-heating-cooling.maude

- See file
  - imp-.semantics-cham.maude
Denotational or fixed-point semantics
Denotational Semantics

- Christopher Strachey and Dana Scott (1970)
- Associate *denotation*, or meaning, to (fragments of) programs into *mathematical domains*; for example,
  - The denotation of an arithmetic expression in IMP is a *partial function from states to integer numbers*
    \[
    [\_] : \text{AExp} \rightarrow (\text{State} \rightarrow \text{Int})
    \]
  - The denotation of a statement in IMP is a *partial function from states to states*
    \[
    [\_] : \text{Stmt} \rightarrow (\text{State} \rightarrow \text{State})
    \]
Denotational Semantics

Strachey and Dana Scott associate denotation, or meaning, to (fragments of) programs into mathematical domains; for example,

- The denotation of an arithmetic expression in IMP is a partial function from states to integer numbers:
  \[
  [-] : \text{AExp} \rightarrow (\text{State} \rightarrow \text{Int})
  \]

- The denotation of a statement in IMP is a partial function from states to states:
  \[
  [-] : \text{Stmt} \rightarrow (\text{State} \rightarrow \text{State})
  \]
Denotational Semantics - Terminology

Denotation (function)

Fragment of program

Mathematical domain

\[[\_]\] : AExp \rightarrow (\text{State} \rightarrow \text{Int})

\[[\_]\] : Stmt \rightarrow (\text{State} \rightarrow \text{State})
Once the right mathematical domains are chosen, giving a denotational semantics to a language should be a straightforward and compositional process; e.g.

\[
[a_1 + a_2] \sigma = [a_1] \sigma + \text{Int} \; [a_2] \sigma
\]

\[
[a_1 / a_2] \sigma = \begin{cases} 
[a_1] \sigma / \text{Int} \; [a_2] \sigma & \text{if } [a_2] \sigma \neq 0 \\
\bot & \text{if } [a_2] \sigma = 0 
\end{cases}
\]

The hardest part is to give semantics to recursion. This is done using fixed-points.
Mathematical Domains

- Mathematical domains can be anything; it is common though that they are organized as complete partial orders with bottom element.

- The partial order structure captures the intuition of informativeness: \( a \leq b \) means \( a \) is less informative than \( b \). E.g., as a loop is executed, we get more and more information about its semantics.

- Completeness means that chains of more and more informative elements have a limit.

- The bottom element, written \( \perp \), stands for undefined, or no information at all.
Partial Orders

- Partial order \((D, \sqsubseteq)\) is set \(D\) and binary rel. \(\sqsubseteq\) which is
  - Reflexive: \(x \sqsubseteq x\)
  - Transitive: \(x \sqsubseteq y\) and \(y \sqsubseteq z\) imply \(x \sqsubseteq z\)
  - Anti-symmetric: \(x \sqsubseteq y\) and \(y \sqsubseteq x\) imply \(x = y\)
- Total order = partial order with \(x \sqsubseteq y\) or \(y \sqsubseteq x\)
- Important example: domains of partial functions

\[(A \to B, \leq)\]

\[f \leq g \iff g\ \text{defined everywhere} \ f\ \text{is defined and} \ f(a) = g(a) \ \text{whenever} \ f(a) \ \text{is defined}\]
An upper bound (u.b.) of $X \subseteq D$ is any element $p \in D$ such that $x \subseteq p$ for any $x \in X$.

The least upper bound (l.u.b.) of $X \subseteq D$, written $\sqcup X$, is an upper bound with $\sqcup X \subseteq q$ for any u.b. $q$.

When they exist, least upper bounds are unique.

The domains of partial functions, $(A \rightarrow B, \leq)$, admit upper bounds and least upper bounds if and only if all the partial functions in the considered set are compatible: any two agree on any element in which both are defined.
Complete Partial Orders (CPO)

- A chain in $(D, \sqsubseteq)$ is an infinite sequence
  \[ d_0 \sqsubseteq d_1 \sqsubseteq d_2 \sqsubseteq \cdots \sqsubseteq d_n \sqsubseteq \cdots \]
  also written
  \[ \{d_n \mid n \in \mathbb{N}\} \]

- Partial order $(D, \sqsubseteq)$ is a complete partial order (CPO) iff any of its chains admits a least upper bound

- $(D, \sqsubseteq, \bot)$ is a bottomed CPO (BCPO) iff $\bot$ is a minimal element of $D$, also called its bottom

- The domain of partial functions $(A \rightarrow B, \leq, \bot)$ is a BCPO, where $\bot$ is the partial function undefined everywhere
Monotone and Continuous Functions

- \( \mathcal{F} : (D, \sqsubseteq) \to (D', \sqsubseteq') \) monotone iff
  \[ x \sqsubseteq y \quad \text{implies} \quad \mathcal{F}(x) \sqsubseteq' \mathcal{F}(y) \]

- Monotone functions preserve chains:
  \[ \{d_n \mid n \in \mathbb{N}\} \text{ chain implies } \{\mathcal{F}(d_n) \mid n \in \mathbb{N}\} \text{ chain} \]
  However, they do not always preserve l.u.b. of chains

- \( \mathcal{F} : (D, \sqsubseteq) \to (D', \sqsubseteq') \) continuous iff monotone and preserves l.u.b. of chains:
  \[ \sqcup \mathcal{F}(d_n) = \mathcal{F}(\sqcup d_n) \]

- \( \text{Cont}((D, \sqsubseteq, \bot), (D', \sqsubseteq', \bot')) \), the domain of continuous functions between two BCPOs, is itself a BCPO
Fixed-Point Theorem

□ Let \((D, \sqsubseteq, \bot)\) be a BCPO and \(\mathcal{F} : (D, \sqsubseteq, \bot) \to (D, \sqsubseteq, \bot)\) be a continuous function. Then the l.u.b. of the chain \(\{\mathcal{F}^n(\bot) \mid n \in \mathbb{N}\}\) is the least fixed-point of \(\mathcal{F}\)

□ Typically written \(\text{fix}(\mathcal{F})\)

□ Proof sketch:

\[
\mathcal{F}(\text{fix}(\mathcal{F})) = \mathcal{F}(\bigsqcup_{n \in \mathbb{N}} \mathcal{F}^n(\bot)) \\
= \bigsqcup_{n \in \mathbb{N}} \mathcal{F}^{n+1}(\bot) \\
= \bigsqcup_{n \in \mathbb{N}} \mathcal{F}^n(\bot) \\
= \text{fix}(\mathcal{F}).
\]
Applications of Fixed-Point Theorem

- Consider the following “definition” of the factorial:

\[
f(n) = \begin{cases} 
1 & \text{if } n = 0 \\
n \times f(n - 1) & \text{if } n > 0 
\end{cases}
\]

- This is a recursive definition

  - Is it well-defined? Why?
  - Yes. Because it is the least fixed-point of the following continuous (prove it!) function from \( \mathbb{N} \rightarrow \mathbb{N} \) to itself

\[
F(g)(n) = \begin{cases} 
1 & \text{if } n = 0 \\
n \times g(n - 1) & \text{if } n > 0 \text{ and } g(n - 1) \text{ defined} \\
\text{undefined} & \text{if } n > 0 \text{ and } g(n - 1) \text{ undefined}
\end{cases}
\]
Denotational Semantics of IMP

Arithmetic Expressions

\[ [-] : AExp \rightarrow (\text{State} \rightarrow \text{Int}) \]

\[ [i]_{\sigma} = i \]

\[ [x]_{\sigma} = \sigma(x) \]

\[ [a_1 + a_2]_{\sigma} = [a_1]_{\sigma} +_{\text{Int}} [a_2]_{\sigma} \]

\[ [a_1 / a_2]_{\sigma} = \begin{cases} 
[a_1]_{\sigma} /_{\text{Int}} [a_2]_{\sigma} & \text{if } [a_2]_{\sigma} \neq 0 \\
\bot & \text{if } [a_2]_{\sigma} = 0 
\end{cases} \]
Denotational Semantics of IMP

Boolean Expressions

\[ [\cdot] : BExp \rightarrow (\text{State} \rightarrow \text{Bool}) \]

\[ [t] \sigma = t \]

\[ [a_1 <= a_2] \sigma = [a_1] \sigma \leq_{\text{Int}} [a_2] \sigma \]

\[ [\text{not } b] \sigma = \neg_{\text{Bool}}([b] \sigma) \]

\[ [b_1 \text{ and } b_2] \sigma = \begin{cases} [b_2] \sigma & \text{if } [b_1] \sigma = \text{true} \\ \text{false} & \text{if } [b_1] \sigma = \text{false} \\ \bot & \text{if } [b_1] \sigma = \bot \end{cases} \]
\begin{align*}
\text{Denotational Semantics of IMP Statements (without loops)}

\lbrack_- \rbrack : Stmt \to (State \to State)

\lbrack \text{skip} \rbrack \sigma &= \sigma \\
\lbrack x := a \rbrack \sigma &= \begin{cases} 
\sigma \lbrack [a] \sigma / x \rbrack & \text{if } \sigma(x) \neq \bot \\
\bot & \text{if } \sigma(x) = \bot 
\end{cases} \\
\lbrack s_1 ; s_2 \rbrack \sigma &= \lbrack s_2 \rbrack \lbrack s_1 \rbrack \sigma \\
\lbrack \text{if } b \text{ then } s_1 \text{ else } s_2 \rbrack \sigma &= \begin{cases} 
\lbrack s_1 \rbrack \sigma & \text{if } \lbrack b \rbrack \sigma = \text{true} \\
\lbrack s_2 \rbrack \sigma & \text{if } \lbrack b \rbrack \sigma = \text{false} \\
\bot & \text{if } \lbrack b \rbrack \sigma = \bot 
\end{cases}
\end{align*}
Denotational Semantics of IMP

While

- We first define a continuous function as follows

\[ \mathcal{F} : (\text{State} \rightarrow \text{State}) \rightarrow (\text{State} \rightarrow \text{State}) \]

\[ \mathcal{F}(\alpha)(\sigma) = \begin{cases} 
\alpha([s]\sigma) & \text{if } [b]\sigma = \text{true} \\
\sigma & \text{if } [b]\sigma = \text{false} \\
\bot & \text{if } [b]\sigma = \bot 
\end{cases} \]

- Then we define the denotational semantics of while

\[ [\text{while } b \text{ do } s] = \text{fix}(\mathcal{F}) \]
Formalizing Denotational Semantics

- A denotational semantics is like a “compiler” of the defined programming language into mathematics.
- Formalizing denotational semantics in RL reduces to formalizing the needed mathematical domains:
  - Integers, Booleans, etc.
  - Functions (with cases) and function applications
  - Fixed-points
- Such mathematics is already available in functional programming languages, which makes them excellent candidates for denotational semantics!
Rewriting/equational logics do not have built-in functions and fixed-points, so they need be defined. They are, however, easy to define using rewriting. In fact, we do not need rewrite rules, all we need is equations to define these simple domains. See next slide.
Functional CPO Domain

sorts:
\[ \text{Var}_{\text{CPO}}, \ CPO \]

subsorts:
\[ \text{Var}_{\text{CPO}}, \ \text{Bool} \ < \ CPO \]

operations:
\[
\bot : \{\ast\} \rightarrow [CPO] \quad \text{// “undefined” constant of kind \([CPO]\)}
\]
\[
\text{fun}_{\text{CPO} \rightarrow} : \text{Var}_{\text{CPO}} \times [CPO] \rightarrow [CPO]
\]
\[
\text{app}_{\text{CPO}} : [CPO] \times [CPO] \rightarrow [CPO]
\]
\[
\text{fix}_{\text{CPO}} : [CPO] \rightarrow [CPO]
\]
\[
\text{if}_{\text{CPO}} : [CPO] \times [CPO] \times [CPO] \rightarrow [CPO]
\]

equations:
\[
\text{app}_{\text{CPO}}(\text{fun}_{\text{CPO}}V \rightarrow C, \ C') = C[C'/V]
\]
\[
\text{fix}_{\text{CPO}}(\text{fun}_{\text{CPO}}V \rightarrow C) = C[\text{fix}_{\text{CPO}}(\text{fun}_{\text{CPO}}V \rightarrow C)/V]
\]
\[
\text{if}_{\text{CPO}}(\text{true}, C, C') = C
\]
\[
\text{if}_{\text{CPO}}(\text{false}, C, C') = C'
\]
Denotational Semantics of IMP in RL

Signature

sort:

Syntax

// generic sort for syntax

subsorts:

AExp, BExp, Stmt, Pgm < Syntax

Int, Bool, State < CPO

// syntactic categories fall under Syntax

// basic domains are regarded as CPOs

operation:

\([-]\) : Syntax \rightarrow [CPO]

// denotation of syntax
Denotational Semantics of IMP in RL
Arithmetic Expressions

\[
[I] = \text{fun}_{CPO} \sigma \rightarrow I
\]
\[
[X] = \text{fun}_{CPO} \sigma \rightarrow \sigma(X)
\]
\[
[A_1 + A_2] = \text{fun}_{CPO} \sigma \rightarrow (\text{app}_{CPO}(A_1, \sigma) +_{Int} \text{app}_{CPO}(A_2, \sigma))
\]
\[
[A_1 / A_2] = \text{fun}_{CPO} \sigma \rightarrow \text{if}_{CPO}(\text{app}_{CPO}(A_2, \sigma) =/\neq_{Bool} 0, \text{app}_{CPO}(A_1, \sigma) /_{Int} \text{app}_{CPO}(A_2, \sigma), \bot)
\]
Denotational Semantics of IMP in RL

Boolean Expressions

\[ [T] = \text{fun}_{\text{CPO}} \sigma \rightarrow T \]
\[ [A_1 \leq A_2] = \text{fun}_{\text{CPO}} \sigma \rightarrow (\text{app}_{\text{CPO}}([A_1], \sigma) \leq_{\text{Int}} \text{app}_{\text{CPO}}([A_2], \sigma)) \]
\[ [\text{not } B] = \text{fun}_{\text{CPO}} \sigma \rightarrow (\text{not}_{\text{Bool}} \text{app}_{\text{CPO}}([B], \sigma)) \]
\[ [B_1 \text{ and } B_2] = \text{fun}_{\text{CPO}} \sigma \rightarrow \text{if}_{\text{CPO}}(\text{app}_{\text{CPO}}([B_1], \sigma), \text{app}_{\text{CPO}}([B_2], \sigma), \text{false}) \]
Denotational Semantics of IMP in RL

Statements and Programs

\[
\begin{align*}
\llbracket \text{skip} \rrbracket &= \text{fun}_{CPO}(\sigma) \rightarrow \sigma \\
\llbracket X := A \rrbracket &= \text{fun}_{CPO}(\sigma) \rightarrow \text{if}_{CPO}(\sigma(X) \neq \bot, \sigma[\text{app}_{CPO}(\llbracket A \rrbracket, \sigma)/X], \bot) \\
\llbracket S_1 ; S_2 \rrbracket &= \text{fun}_{CPO}(\sigma) \rightarrow \text{app}_{CPO}(\llbracket S_2 \rrbracket, \text{app}_{CPO}(\llbracket S_1 \rrbracket, \sigma)) \\
\llbracket \text{if } B \text{ then } S_1 \text{ else } S_2 \rrbracket &= \text{fun}_{CPO}(\sigma) \rightarrow \text{if}_{CPO}(\text{app}_{CPO}(\llbracket B \rrbracket, \sigma), \\
& \quad \text{app}_{CPO}(\llbracket S_1 \rrbracket, \sigma), \text{app}_{CPO}(\llbracket S_2 \rrbracket, \sigma)) \\
\llbracket \text{while } B \text{ do } S \rrbracket &= \text{fix}_{CPO}(\text{fun}_{CPO}(\alpha) \rightarrow \text{fun}_{CPO}(\sigma) \rightarrow \\
& \quad \text{if}_{CPO}(\text{app}_{CPO}(\llbracket B \rrbracket, \sigma), \text{app}_{CPO}(\alpha, \text{app}_{CPO}(\llbracket S \rrbracket, \sigma)), \sigma)) \\
\llbracket \text{var } X_l ; S \rrbracket &= \text{app}_{CPO}(\llbracket S \rrbracket, (X_l \mapsto 0))
\end{align*}
\]
COMPARING CONVENTIONAL EXECUTABLE SEMANTICS

How good are the various semantic approaches?
We next discuss the conventional executable semantics approaches in depth, aiming at understanding their pros and cons.

Our approach is to extend each semantics of IMP with various common features (we call the resulting language IMP++):

- **Variable increment** – this will add side effects to expressions
- **Output** – this will require changes in the configuration
- **Abrupt termination** – this requires explicit handling of control
- **Dynamic threads** – this requires handling concurrency and sharing
- **Local variables** – this requires handling environments

We will first treat each extension of IMP independently, i.e., we do not pro-actively take semantic decisions when defining a feature that will help the definition of other features later on. Then, we will put all features together into our IMP++ final language.
**IMP++ Variable Increment**

- **Syntax:**

  \[
  AExp ::= \ldots \mid ++ \textit{Id}
  \]

- Variable increment is very common (C, C++, Java, etc.)
  - We only consider pre-increment (first increment, then return value)

- The problem with increment in some semantic approaches is that it adds side effects to expressions. Therefore, if one did not pro-actively account for that then one needs to change many existing and unrelated semantics rules, if not all.
IMP++ Variable Increment

Big-Step SOS

- Previous big-step SOS rules had the form:

\[
\frac{\langle a_1, \sigma \rangle \Downarrow \langle i_1 \rangle}{\langle a_1 / a_2, \sigma \rangle \Downarrow \langle i_1 / \text{Int } i_2 \rangle}, \quad \text{where } i_2 \neq 0
\]

- Big-step SOS is the most affected by side effects
  
  - Needs to change its sequents from \( \langle a, \sigma \rangle \Downarrow \langle i \rangle \) to \( \langle a, \sigma \rangle \Downarrow \langle i, \sigma' \rangle \)

  - And all the existing rules accordingly, e.g.:

\[
\frac{\langle a_1, \sigma \rangle \Downarrow \langle i_1, \sigma_1 \rangle, \langle a_2, \sigma_1 \rangle \Downarrow \langle i_2, \sigma_2 \rangle}{\langle a_1 / a_2, \sigma \rangle \Downarrow \langle i_1 / \text{Int } i_2, \sigma_2 \rangle}, \quad \text{where } i_2 \neq 0
\]
IMP++ Variable Increment

Big-Step SOS

- Recall IMP operators like `/` were non-deterministically strict. Here is an attempt to achieve that with big-step SOS

\[
\begin{align*}
\langle a_1, \sigma \rangle \downarrow \langle i_1, \sigma_1 \rangle, \quad & \langle a_2, \sigma_1 \rangle \downarrow \langle i_2, \sigma_2 \rangle \\
\langle a_1 / a_2, \sigma \rangle \downarrow \langle i_1 / \text{Int}i_2, \sigma_2 \rangle, & \quad \text{where } i_2 \neq 0
\end{align*}
\]

\[
\begin{align*}
\langle a_1, \sigma_2 \rangle \downarrow \langle i_1, \sigma_1 \rangle, \quad & \langle a_2, \sigma \rangle \downarrow \langle i_2, \sigma_2 \rangle \\
\langle a_1 / a_2, \sigma \rangle \downarrow \langle i_1 / \text{Int}i_2, \sigma_1 \rangle, & \quad \text{where } i_2 \neq 0
\end{align*}
\]

- All we got is “non-deterministic choice” strictness: choose an order, then evaluate the arguments in that order
  - Some behaviors are thus lost, but this is relatively acceptable in practice since programmers should not rely on those behaviors in their programs anyway (the loss of behaviors when we add threads is going to be much worse)
We are now ready to add the big-step SOS for variable increment (this is easy now, the hard part was to get here):

\[
\langle \texttt{++ } x, \sigma \rangle \downarrow \langle \sigma(x) +_{\text{Int}} 1, \sigma[(\sigma(x) +_{\text{Int}} 1)/x] \rangle
\]

Example:

- How many values can the following expression possibly evaluate to under the big-step SOS of IMP++ above (assume \(x\) is initially 1)?

\[
\texttt{++ } x / (\texttt{++ } x / x)
\]

- Can it evaluate to 0 or even be undefined under a fully non-deterministic evaluation strategy?
IMP++ Variable Increment
Small-Step SOS

- Previous small-step SOS rules had the form:

$$
\langle a_1, \sigma \rangle \rightarrow \langle a'_1, \sigma \rangle
$$

$$
\langle a_1 / a_2, \sigma \rangle \rightarrow \langle a'_1 / a_2, \sigma \rangle
$$

- Small-step SOS less affected than big-step SOS, but still requires many rule changes to account for the side effects:

$$
\langle a_1, \sigma \rangle \rightarrow \langle a'_1, \sigma_1 \rangle
$$

$$
\langle a_1 / a_2, \sigma \rangle \rightarrow \langle a'_1 / a_2, \sigma_1 \rangle
$$
IMP++ Variable Increment
Small-Step SOS

- Since small-step SOS “gets back to the top” at each step, it actually does not lose any non-deterministic behaviors
  - We get fully non-deterministic evaluation strategies for all the IMP constructs instead of “non-deterministic choice” ones
- The semantics of variable increment almost the same as in big-step SOS (indeed, variable increment is an atomic operation):

\[
\langle \text{++} x, \sigma \rangle \rightarrow \langle \sigma(x) +_{\text{Int}} 1, \sigma[\sigma(x) +_{\text{Int}} 1] / x \rangle
\]
IMP++ Variable Increment

MSOS

- Previous MSOS rules had the form:

\[
\frac{a_1 \rightarrow a_1'}{a_1 / a_2 \rightarrow a_1' / a_2}
\]

- All semantic changes are hidden within labels, which are implicitly propagated through the general MSOS mechanism.

- Consequently, the MSOS of IMP only needs the following rule to accommodate variable updates; nothing else changes!

\[
++x \quad \{\text{state}=\sigma, \text{state}'=\sigma[(\sigma(x)+\text{Int}\,1)/x], \ldots\} \quad \rightarrow \quad \sigma(x) +_{\text{Int}} 1
\]
IMP++ Variable Increment
Reduction Semantics with Eval. Contexts

- Previous RSEC evaluation contexts and rules had the form:

\[
\text{Context} ::= \square \mid \text{Context} / AExp \mid AExp / \text{Context}
\]

\[
i_1/i_2 \rightarrow i_1/\text{Int}i_2, \quad \text{when } i_2 \neq 0
\]

\[
\langle c, \sigma \rangle[x] \rightarrow \langle c, \sigma \rangle[\sigma(x)]
\]

- Evaluation contexts, together with the characteristic rule of RSEC, allows for compact unconditional rules, mentioning only what is needed from the entire configuration.

- Consequently, the RSED of IMP only needs the following rule to accommodate variable updates; nothing else changes!

\[
\langle c, \sigma \rangle[\text{++ } x] \rightarrow \langle c, \sigma\left(\sigma(x) + \text{Int} 1\right)/x \rangle[\sigma(x) + \text{Int} 1]
\]
IMP++ Variable Increment

CHAM

- Previous CHAM heating/cooling/reaction rules had the form:

  \[
  \frac{a_1 \land a_2}{c} \quad \Rightarrow \quad \frac{a_1}{\Box} \land \frac{a_2}{c} \\
  \frac{a_1 \land a_2}{c} \quad \Rightarrow \quad \frac{a_2}{a_1} \land \frac{\Box}{c} \\
  \frac{i_1 \land i_2}{c} \quad \Rightarrow \quad \frac{i_1}{Int} \land \frac{i_2}{c} \quad \text{when } i_2 \neq 0 
  \]

  \[[x \sim c] \quad [x \mapsto i \downarrow \sigma] \quad \Rightarrow \quad [i \sim c] \quad [x \mapsto i \downarrow \sigma]

- Since the heating/cooling rules achieve the role of the evaluation contexts and since one can only mention the necessary molecules in each rule, one does not need to change anything either!

- All one needs to do is to add the following rule:

  \[[++x \sim c] \quad [x \mapsto i \downarrow \sigma] \quad \Rightarrow \quad [i + \text{Int} 1 \sim c] \quad [x \mapsto i + \text{Int} 1 \downarrow \sigma]\]
Where is the rest?

- We discussed the remaining features in class, using the whiteboard and colors.
- The lecture notes contain the complete information, even more than we discussed in class.