

# CS 565

## Programming Languages (graduate) Spring 2024

### Week 6

#### A Core Language - IMP

# Defining a Language

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One “recipe” for defining a language:

**1. Syntax:**

What are the valid sentences?

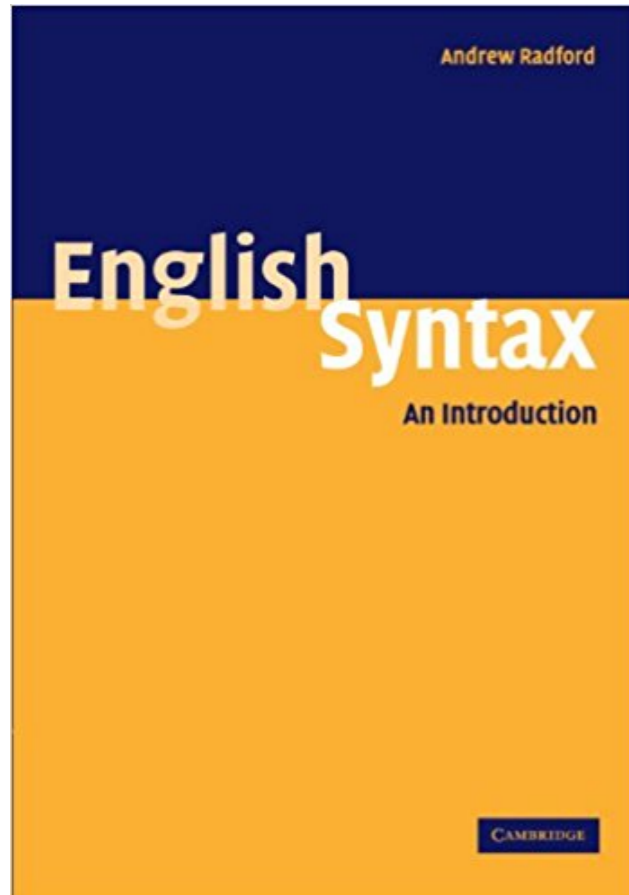
**2. Semantics (Dynamic Semantics):**

How do I evaluate valid sentences?

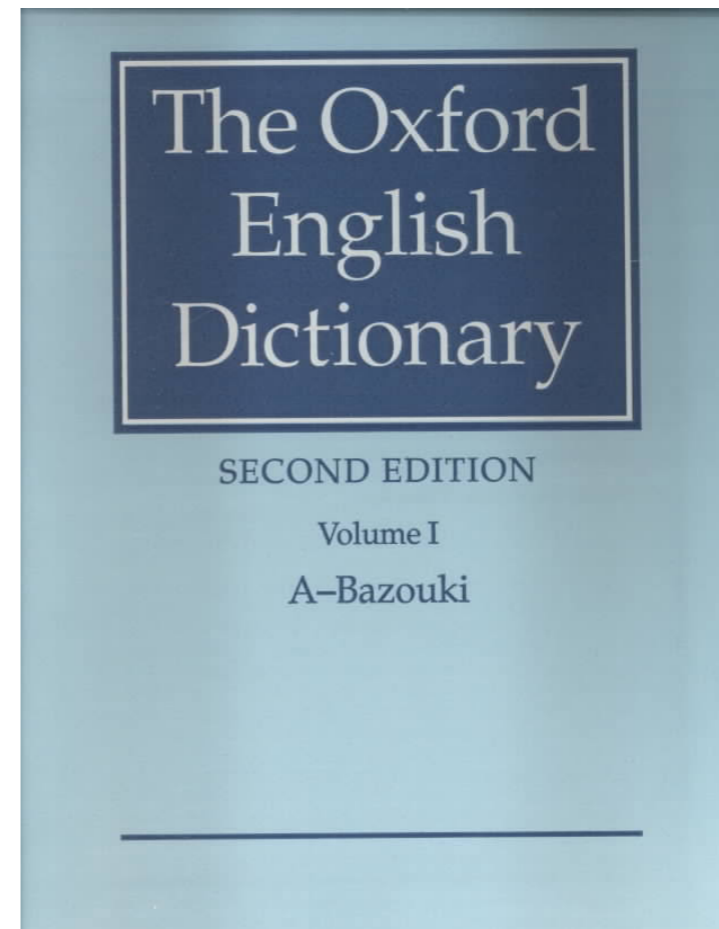
# Defining English

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## 1. Syntax:



## 2. Semantics



# Defining Haskell

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## 1. Syntax:

topdecl  $\rightarrow$  type simpletype = type  
| data [context =>] simpletype [= constrs] [deriving]  
| newtype [context =>] simpletype = newconstr [deriving]  
| class [scontext =>] tycls tyvar [where cdecls]  
| instance [scontext =>] qtycls inst [where idecls]  
| default (type<sub>1</sub> , ... , type<sub>n</sub>) (n  $\geq$  0)  
| foreign fdecl  
| decl  
  
decls  $\rightarrow$  { decl<sub>1</sub> ; ... ; decl<sub>n</sub> } (n  $\geq$  0)  
decl  $\rightarrow$  gendecl  
| (funlhs | pat) rhs  
  
...

## 2. Semantics

$(\Lambda a.e)$	$\rightarrow$	$[\varphi/a]e$
$(\lambda x.e)$	$\rightarrow$	$[e'/x]e$
$\text{case } (K \bar{\sigma} \bar{\varphi} \bar{e}) \text{ of } \dots K \bar{b} \bar{x} \rightarrow e' \dots$	$\rightarrow$	$[\varphi/\bar{b}, e'/\bar{x}]e'$
$(v \blacktriangleright \gamma_1) \blacktriangleright \gamma_2$	$\rightarrow$	$v \blacktriangleright (\gamma_1 \circ \gamma_2)$
$((\Lambda a:\kappa.e) \blacktriangleright \gamma) \varphi$	$\rightarrow$	$(\Lambda a:\kappa.(e \blacktriangleright \gamma@a)) \varphi$ where $\gamma : (\forall a:\kappa.\sigma_1) \sim (\forall b:\kappa.\sigma_2)$
$((\Lambda a:\kappa.e) \blacktriangleright \gamma) \varphi$	$\rightarrow$	$(\Lambda a':\kappa'.([\![a' \blacktriangleright \gamma_1]/a]e) \blacktriangleright \gamma_2)) \varphi$ where $\gamma : (\kappa \Rightarrow \sigma) \sim (\kappa' \Rightarrow \sigma')$ $\gamma_1 = \text{sym (leftc } \gamma)$ – coercion for argument $\gamma_2 = \text{rightc } \gamma$ – coercion for result
$((\lambda x.e) \blacktriangleright \gamma) e'$	$\rightarrow$	$(\lambda y.([\![y \blacktriangleright \gamma_1]/x]e) \blacktriangleright \gamma_2)) e'$ where $\gamma_1 = \text{sym (right (left } \gamma))$ – coercion for argument $\gamma_2 = \text{right } \gamma$ – coercion for result
$\text{case } (K \bar{\sigma} \bar{\varphi} \bar{e} \blacktriangleright \gamma) \text{ of } \overline{p \rightarrow rhs}$	$\rightarrow$	$\text{case } (K \bar{\tau} \bar{\varphi}' \bar{e}') \text{ of } \overline{p \rightarrow rhs}$ where $\gamma : T \bar{\sigma} \sim T \bar{\tau}$ $K : \forall \bar{a}:\kappa. \forall \bar{b}:\iota. \bar{p} \rightarrow T \bar{a}^n$ $\varphi'_i = \begin{cases} \varphi_i \blacktriangleright \theta(v_1 \sim v_2) & \text{if } b_i : v_1 \sim v_2 \\ \varphi_i & \text{otherwise} \end{cases}$ $e'_i = e_i \blacktriangleright \theta(\rho_i)$ $\theta = [\gamma_i/a_i, \varphi_i/b_i]$ $\gamma_i = \text{right (left } \dots \text{ (left } \gamma))$ $\underbrace{\hspace{10em}}_{n-i}$

# Defining IMP

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## 1. Syntax

```
C ::= skip
    | X := A
    | C ; C
    | if B then C
      else C end
    | while B do C end
```

## 2. Semantics

$$\frac{}{\sigma, \text{skip} \Downarrow \sigma} \text{ESKIP}$$
$$\frac{\sigma, a \Downarrow_A v}{\sigma, x := a \Downarrow [x \mapsto v] \sigma} \text{EASSN}$$

### ★ Theorem [IMP IS DETERMINISTIC]:

For any command  $c$ , from any starting state  $\sigma$ ,  $c$  can evaluate to at most one unique final state:

If  $\sigma, c \Downarrow \sigma_1$  and  $\sigma, c \Downarrow \sigma_2$ , then  $\sigma_1 = \sigma_2$ .

# Defining IMP+FLIP

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## 1. Syntax

```
C ::= skip
    | X := A
    | C ; C
    | if B then C
      else C end
    | while B do C end
    | if flip C
```

## 2. Semantics

$$\frac{\sigma, a \Downarrow v}{\sigma, x := a \Downarrow [x \mapsto v] \sigma} \text{EASSN}$$

$$\frac{\sigma_1, C \Downarrow \sigma_2}{\sigma_1, \text{if flip } c \Downarrow \sigma_2} \text{EFLIPT}$$

$$\frac{}{\sigma, \text{if flip } c \Downarrow \sigma} \text{EFLIPF}$$

# Concept Check

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## Theorem [IMP+FLIP IS NOT DETERMINISTIC]:

For some commands  $c$ , from any starting state  $\sigma$ ,  $c$  can evaluate to multiple final states:

$\exists \sigma c \sigma_1 \sigma_2$ . If  $\sigma, c \Downarrow \sigma_1$  and  $\sigma, c \Downarrow \sigma_2$  and  $\sigma_1 \neq \sigma_2$ .

Can you write an IMP+Flip program that evaluates to different final states?

Can you write an IMP+Flip program that evaluates to an infinite number of final states?

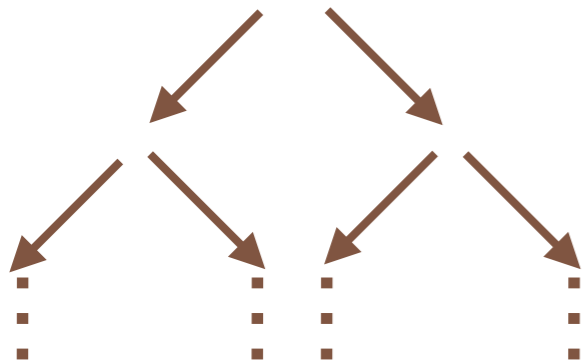
# Defining IMP + RAND

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## 1. Syntax

```
C ::= skip
    | X := A
    | C ; C
    | if B then C
      else C end
    | while B do C end
    | X := Any
```

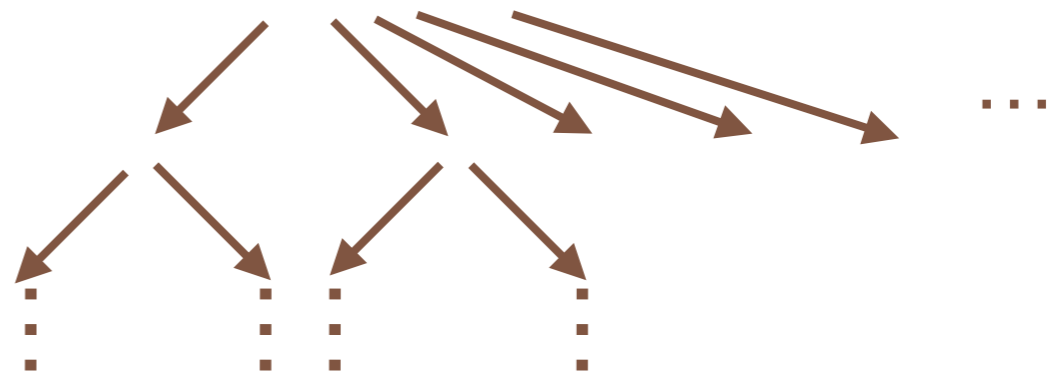
IMP+Flip: finite number of branches  
infinite final states



## 2. Semantics

$v \in \mathbb{N}$	ERAND
$\sigma, X := \text{Any} \Downarrow [X \mapsto v] \sigma$	

IMP+Rand: infinite number of branches  
infinite final states





# Fun IMP

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## 1. Syntax

```
C := skip  
| X := A  
| C ; C  
| if B then C  
  else C end  
| while B do C end  
| X := F(A) —
```

$F \in \mathbb{F}$

$FD := F(X) \{C; \text{return } a\}$

```
Double(Y) {  
  skip;  
  return Y + Y}
```

```
Double(Y) {  
  Z := Y + Y;  
  return Z}
```

```
X := Double(5)
```

```
Y := 5;  
X := Double(Y)
```

# Fun IMP

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```
C := skip
| X := A
| C ; C
| if B then C
  else C end
| while B do C end
| X := F(A)
```

$F \in \mathbb{F}$

$FD := F(X) \{C; \text{return } a\}$

- How to model set of function calls?
- Update the judgement!

$$\Delta \vdash \sigma_1, c \Downarrow \sigma_2$$
$$\Delta : \mathbb{F} \rightarrow FD$$

Read as ‘When run in initial state  $\sigma_1$  and using the function definitions in  $\Delta$ ,  $c$  produces (i.e. evaluates to) final state  $\sigma_2$ ’

# Fun IMP

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$$\frac{\Delta \vdash \sigma, a \Downarrow v}{\Delta \vdash \sigma, x := a \Downarrow [x \mapsto v] \sigma} \text{EASSN}$$

$$\frac{\Delta(F) = F(y) \{c; \text{return } a_2\} \quad \Delta \vdash \sigma_1, \bar{a} \Downarrow \bar{v} \quad \Delta \vdash [\bar{y} \mapsto \bar{v}], c \Downarrow \sigma_2 \quad \Delta \vdash \sigma_2, a_2 \Downarrow v_2}{\Delta \vdash \sigma_1, x := F(\bar{a}) \Downarrow [x \mapsto v_2] \sigma} \text{ECALL}$$