

# Programming Languages and Compilers (CS 421)

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https://courses.grainger.illinois.edu/cs421/fa2023/

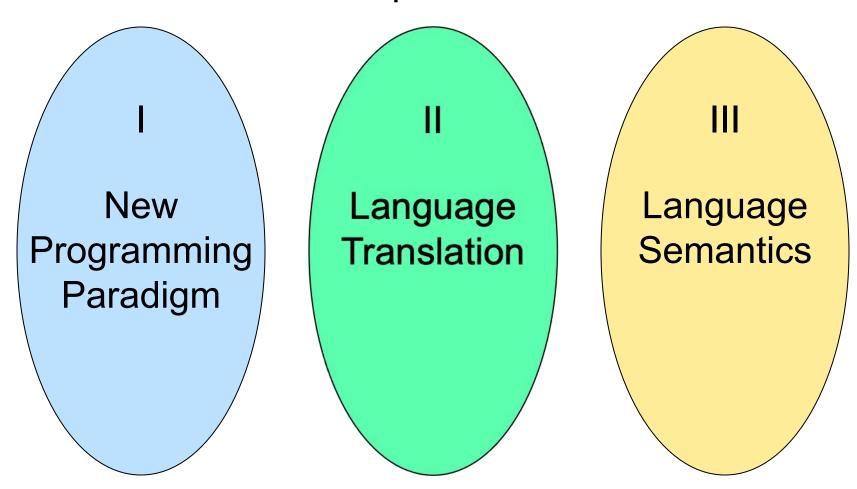
Based heavily on slides by Elsa Gunter, which were based in part on slides by Mattox Beckman, as updated by Vikram Adve and Gul Agha



# Midterm Study Guide

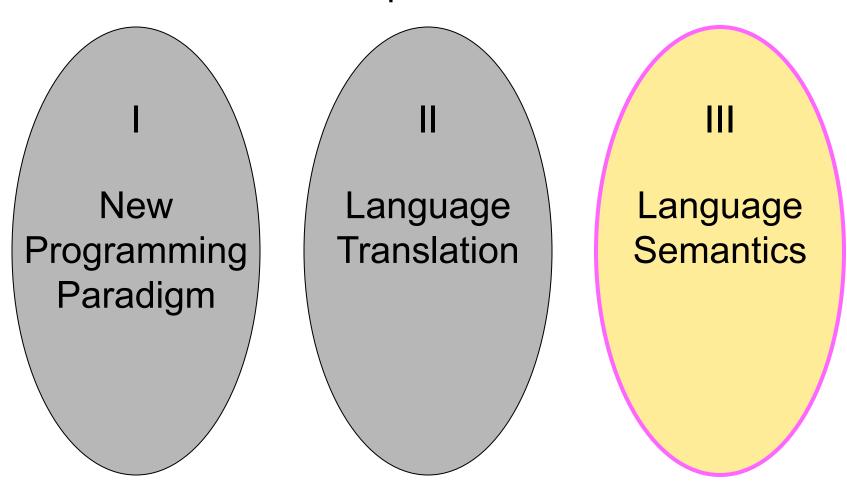


Three Main Topics of the Course



## **Objectives for Today**

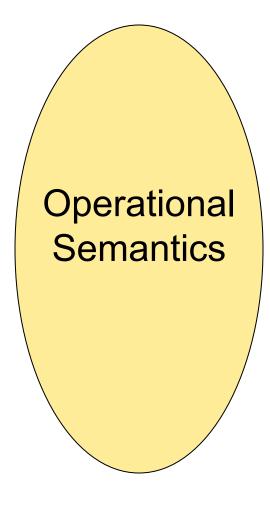
#### Three Main Topics of the Course





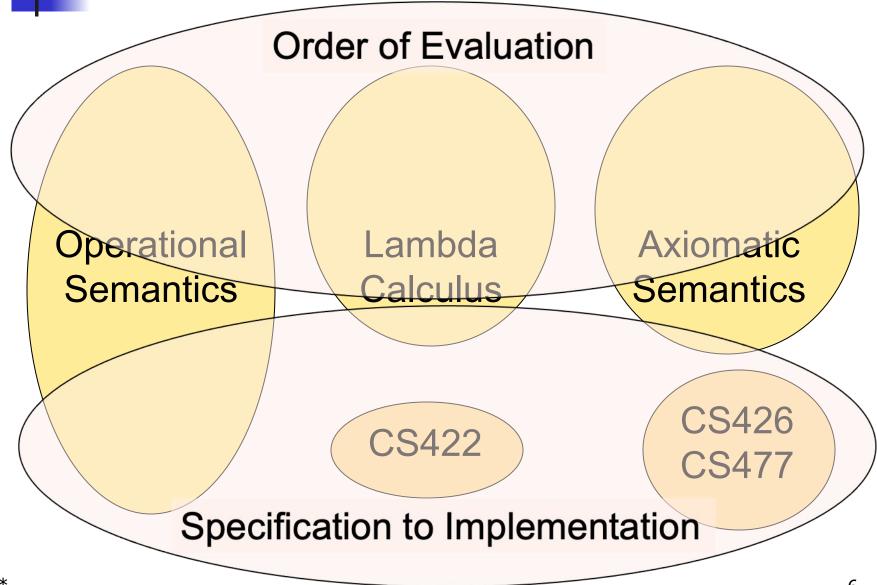
## Objectives for Today

#### III: Language Semantics



Lambda Calculus Axiomatic Semantics







# Questions before we start?



- Expresses the **meaning** of syntax
- Static semantics:
  - Meaning based only on the form of the expression without executing it
  - Usually restricted to type checking / type inference
- Dynamic semantics:
  - Describes meaning of executing a program
  - Kinds: operational, axiomatic, denotational

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## **Dynamic Semantics**

- Why so many kinds of dynamic semantics?
  - Different languages better suited to different kinds of semantics
  - Different kinds serve different purposes
  - Common to have multiple kinds and show how they relate to each other
- Dynamic semantics:
  - Describes meaning of executing a program
  - Kinds: operational, axiomatic, denotational

# **Operational** Semantics

#### What it is:

- Describe how to execute (implement) programs of language on a virtual machine, by describing how to execute each program statement (i.e., following the structure of the program)
- Meaning of program is how its execution changes the state of the machine

- Easy to implement
- Hard to reason about abstractly (without thinking about implementation details)

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#### What it is:

- Also called a Program Logic
  - Commonly Floyd-Hoare logic
  - These days, also separation logic
- Logical system built from axioms and inference rules
- Often written as pre-conditions and post-conditions on programs

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- Used to formally prove a post-condition (property) of the state (the values of the program variables) after the execution of program, assuming a pre-condition (another property) holds before execution
- Written: {Precondition} Program {Postcondition}
- Source of idea of loop invariant

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#### What it is:

- Construct function M assigning mathematical meaning to each program construct
  - via category theory, algebra, probability theory, topology, lambda calculus, ...
- Meaning function is compositional: meaning of construct built from meaning of parts

- Useful for proving properties of programs
- Doesn't help much with implementation

# **Denotational** Semantics

#### What it is:

- Construct function M assigning mathematical meaning to each program construct
  - via category theory, algebra, probability theory, topology, lambda calculus, ...
- Meaning function is compositional: meaning of construct built from meaning of parts

- Useful for **proving** properties of programs
- Doesn't help much with implementation

# **Operational** Semantics

#### What it is:

- Describe how to execute (implement) programs of language on a virtual machine, by describing how to execute each program statement (i.e., following the structure of the program)
- Meaning of program is how its execution changes the state of the machine

#### Tradeoffs:

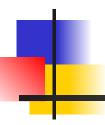
- Easy to implement
- Hard to reason about abstractly (without thinking about implementation details)



- Can be small step or big step
  - Small step: define meaning of one step of execution of a program statement at a time
  - Big step: define meaning in terms of value of execution of whole program statement
- Common to have both and relate them

# **Operational** Semantics

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  - Small step: define meaning of one step of execution of a program statement at a time
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# Natural (Big Step) Semantics

### **Natural** Semantics

- Also known as Structural Operational
   Semantics or Big Step Semantics
- Provide value for a program by rules and derivations, similar to type derivations
- Rule conclusions look like:

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- Rule conclusions look like:

```
(C, m) ↓ m'
or
(E, m) ↓ v
```



```
I ∈ Identifiers
```

 $N \in Numerals$ 

```
    B ::= true | false | B & B | B or B | not B | E < E | E = E</li>
    E ::= N | I | E + E | E * E | E - E | - E | (E)
    C ::= skip | C; C | I := E | if B then C else C fi | while B do C od
```



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### Simple Imperative Language Semantics

Look up identifiers

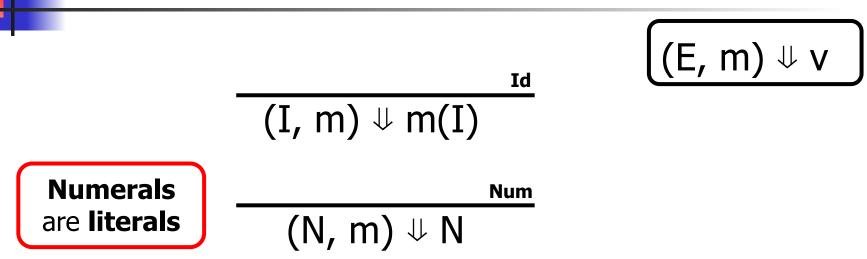
$$\frac{\text{Id}}{(I, m) \Downarrow m(I)}$$

(N, m) ↓ N

Num



### Simple Imperative Language Semantics





### Simple Imperative Language Semantics

$$(I, m) \Downarrow m(I)$$

$$\frac{Num}{(N, m) \Downarrow N}$$

$$(B, m) \Downarrow v$$

$$(B, m) \Downarrow v$$

$$(true, m) \Downarrow true$$

$$(false, m) \Downarrow false$$

**Boolean atoms** are **literals** too

**Natural Semantics** 



### Questions so far?



(B, m) ↓ v

(B, m) 
$$\lor$$
 false  $_{And-F}$  (B, m)  $\lor$  true (B', m)  $\lor$  b  $_{And-T}$  (B & B', m)  $\lor$  b (B & B', m)  $\lor$  b

**Boolean combinators** have the **standard** meaning



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 true Not-T (B, m)  $\Downarrow$  false Not-F (not B, m)  $\Downarrow$  false (not B, m)  $\Downarrow$  true

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**Boolean combinators** have the **standard** meaning



(E, m) ↓ v

$$(E, m) \downarrow U$$
  $(E', m) \downarrow V$   $U \sim V = b$  <sub>Rel</sub>  $(E \sim E', m) \downarrow b$ 

- By  $U \sim V = b$ , we mean: does (the meaning of) the relation  $\sim$  hold on the meaning of U and V?
- May be specified by a mathematical expression/equation or rules matching U and V



(E, m) ↓ v

$$(E, m) \cup U$$
  $(E', m) \cup V$   $U \sim V = b$  <sub>Rel</sub>  $(E \sim E', m) \cup b$ 

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(E, m) ↓ v

$$(E, m) \downarrow U \quad (E', m) \downarrow V \quad U \text{ op } V = N$$

$$(E \text{ op } E', m) \downarrow N$$

where N is the specified value for U op V

**Arithmetic expressions** are defined **similarly** 



(E, m) ↓ v

$$(E, m) \cup U$$
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**Arithmetic expressions** are defined **similarly** 



### Questions so far?



(C, m) **⊎m'** 

(skip, m) ↓ m

**Commands** evaluate to maps of variables (environments or stacks) rather than to values

$$(E, m) \downarrow V$$

$$(I := E, m) \downarrow m[I < -V]$$

$$\frac{(\mathsf{C},\,\mathsf{m})\, \Downarrow\, \mathsf{m}'\, \,\,\, (\mathsf{C}',\,\mathsf{m}')\, \Downarrow\, \mathsf{m}''}{(\mathsf{C};\,\mathsf{C}',\,\mathsf{m})\, \Downarrow\, \mathsf{m}''}$$



Skip doesn't change the state

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**Assign updates** the state with a **new** mapping of identifier I to value v

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**Sequencing** has the usual meaning

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(C, m) ↓ m'

**If then else** is split into two cases, one for **true** and one for **false** 

(B, m) 
$$\Downarrow$$
 true (C, m)  $\Downarrow$  m' (if B then C else C' fi, m)  $\Downarrow$  m'

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(C, m) ↓ m'

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(while B do C od, m')  $\Downarrow$  m"  
while-T  
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**While** is likewise split into two cases, one for **true** and one for **false** 



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# Questions so far?



## **Example Derivation**

# Example

Want to determine the **semantics** of this command, using the **natural semantics** for the language that we just defined.

(if 
$$x > 5$$
 then  $y := 2 + 3$  else  $y := 3 + 4$  fi,  $\{x -> 7\}$ )  $\downarrow$  ??

# Example

First, **if-then-else rule**, but we don't know if the guard is **true** or **false** yet.

If-??

(if 
$$x > 5$$
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# Example

First, **if-then-else rule**, but we don't know if the guard is **true** or **false** yet.

$$(x > 5, \{x -> 7\}) \downarrow ??$$
  
(if  $x > 5$  then  $y := 2 + 3$  else  $y := 3 + 4$  fi,  $\{x -> 7\}) \downarrow ??$ 

**Example Derivation** 



The guard is a **relation**.



The guard is a **relation**.

$$(x, \{x->7\}) \cup ??$$
  $(5, \{x->7\}) \cup ??$   $?? > ?? = ??$  Rel  $(x > 5, \{x -> 7\}) \cup ??$   $(if x > 5 then y := 2 + 3 else y := 3 + 4 fi,  $\{x -> 7\}) \cup ??$$ 

So we determine the meaning of **each side** of the **relation** ...

$$(\mathbf{x}, \{x->7\}) \cup ??$$
  $(\mathbf{5}, \{x->7\}) \cup ??$   $?? > ?? = ??$  Rel  $(\mathbf{x} > \mathbf{5}, \{x -> 7\}) \cup ??$  (if  $x > 5$  then  $y := 2 + 3$  else  $y := 3 + 4$  fi,  $\{x -> 7\}) \cup ??$ 

So we determine the meaning of **each side** of the **relation** ...

$$\frac{\mathbf{x}, \{x->7\}) \cup \mathbf{7}}{(\mathbf{x}, \{x->7\}) \cup \mathbf{7}} (\mathbf{5}, \{x->7\}) \cup \mathbf{7} > \mathbf{??} = \mathbf{??} \\
\underline{(\mathbf{x} > \mathbf{5}, \{x -> 7\}) \cup \mathbf{??}} \\
\underline{(\mathbf{f} x > 5 \text{ then } y := 2 + 3 \text{ else } y := 3 + 4 \text{ fi,} \\
\{x -> 7\}) \cup \mathbf{??}$$

So we determine the meaning of **each side** of the **relation** ...

$$\frac{\text{Id}}{(\mathbf{x}, \{x->7\}) \cup \mathbf{7}} (\mathbf{5}, \{x->7\}) \cup \mathbf{5} \qquad \mathbf{7} > \mathbf{5} = \mathbf{??}$$

$$\frac{(\mathbf{x} > \mathbf{5}, \{x -> 7\}) \cup \mathbf{??}}{(\text{if } x > 5 \text{ then } y := 2 + 3 \text{ else } y := 3 + 4 \text{ fi,}}{(x -> 7) \cup \mathbf{??}}$$

Then we use the **primitive** meaning of the **> relation** 

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$$\frac{(\mathbf{x} > \mathbf{5}, \{x -> 7\}) \cup \mathbf{??}}{(\text{if } x > 5 \text{ then } y := 2 + 3 \text{ else } y := 3 + 4 \text{ fi,}}$$

$$\{x -> 7\}) \cup \mathbf{??}$$

Now, for the **if-then-else rule**, we know that the guard is **true**.

$$\frac{\text{Num}}{(x, \{x->7\}) \lor 7} (5, \{x->7\}) \lor 5 = \textbf{true} \quad \text{Rel}$$

$$\frac{(x > 5, \{x -> 7\}) \lor ??}{(\text{if } x > 5 \text{ then } y := 2 + 3 \text{ else } y := 3 + 4 \text{ fi,}}{(x -> 7)} \lor ??$$

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$$\{x -> 7\}) \lor ??$$

We are low on slide room, so let's squish what we're done with

$$\frac{\text{Num}}{(x, \{x->7\}) \lor 7} (5, \{x->7\}) \lor 5 = \text{true} \quad \text{Rel}$$

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We are low on slide room, so let's squish what we're done with



#### Now what?



#### Now what?

We need the meaning of the **if** branch, not the **else** branch



#### This is an **assignment**

$$(2+3, \{x->7\}) \downarrow ??$$
Assign
$$(y := 2 + 3, \{x -> 7\})$$

$$(x > 5, \{x -> 7\}) \downarrow \text{ true} \qquad \downarrow ??$$

$$(if x > 5 \text{ then } y := 2 + 3 \text{ else } y := 3 + 4 \text{ fi,}$$

$$\{x -> 7\}) \downarrow ??$$

The body is an **arithmetic** expression

$$(2, \{x->7\}) \Downarrow ?? \quad (3, \{x->7\}) \Downarrow ?? \quad ?? + ?? = ?? \\ \underbrace{(2+3, \{x->7\}) \Downarrow ??}_{Assign}$$

$$(y := 2 + 3, \{x -> 7\})$$

$$(x > 5, \{x -> 7\}) \Downarrow true \qquad \Downarrow ??$$

$$(if x > 5 then y := 2 + 3 else y := 3 + 4 fi, \\ \{x -> 7\}) \Downarrow ??$$

Determine meaning of **each side** 

Then use the **primitive** meaning of the operation



#### Questions so far?



#### **Awkward Example**



#### Let in Command

$$(E, m) \lor v (C, m[I < -v]) \lor m'$$

$$(let I = E in C, m) \lor m'$$

Where m''(y) = m'(y) for  $y \ne I$  and m''(I) = m(I) if m(I) is defined, and m''(I) is undefined otherwise

#### Let in Command

$$(x,\{x->5\}) \downarrow 5 \quad (3,\{x->5\}) \downarrow 3$$

$$(x+3,\{x->5\}) \downarrow 8$$

$$(5,\{x->17\}) \downarrow 5 \quad (x:=x+3,\{x->5\}) \downarrow \{x->8\}$$

$$(\text{let } x = 5 \text{ in } (x:=x+3), \{x->17\}) \downarrow ??$$

### Let in Command

$$(x,\{x->5\}) \downarrow 5 \quad (3,\{x->5\}) \downarrow 3$$

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$$(5,\{x->17\}) \downarrow 5 \quad (x:=x+3,\{x->5\}) \downarrow \{x->8\}$$

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### Comment

- Simple Imperative Programming Language introduces variables **implicitly** through assignment
- The let-in command introduces scoped variables explictly
- Clash of constructs apparent in awkward semantics



#### Questions so far?



#### **Implementing Semantics**



- A compiler from language L1 to language L2 is a program that takes an L1 program and for each piece of code in L1 generates a piece of code in L2 of same meaning
- An interpreter of L1 in L2 is an L2 program that executes the meaning of a given L1 program
- Compiler would examine the body of a loop once; an interpreter would examine it every time the loop was executed

#### Interpretation Versus Compilation

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- Compiler would examine the body of a loop once; an interpreter would examine it every time the loop was executed

#### Interpreter

- An Interpreter represents the operational semantics of a language L1 (source language) in the language of implementation L2 (target language)
- Built incrementally
  - Start with literals
  - Variables
  - Primitive operations
  - Evaluation of expressions
  - Evaluation of commands/declarations

#### Interpreter

- Takes abstract syntax trees as input
  - In simple cases could be just strings
- One procedure for each syntactic category (nonterminal)
  - e.g., one for expressions, another for commands
- From semantics to implementation:
  - If Natural Semantics used, tells how to compute final value from code
  - If Transition Semantics used, tells how to compute next "state"
    - To get final value, put in a loop

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#### Natural Semantics Example

- compute\_exp (Var(v), m) = look\_up v m
- compute\_exp (Int(n), \_) = Num (n)
- **...**
- compute\_com(IfExp(b,c1,c2),m) =
   if compute\_exp (b,m) = Bool(true)
   then compute\_com (c1,m)
   else compute\_com (c2,m)

#### Natural Semantics Example

```
compute_com(While(b,c), m) =
  if compute_exp (b,m) = Bool(false)
  then m
  else compute_com
    (While(b,c), compute_com(c,m))
```

- May fail to terminate exceed stack limits
- Returns no useful information then



#### Questions?



#### No Class Thursday for Midterm!