

# CS 476 – Programming Language Design

William Mansky

# Class Project

- Work alone or in group of 2-3
- Project ideas:
  - Write syntax, typing rules, and/or operational semantics for some language or feature we won't cover in class
  - Design and implement a small domain-specific language
  - Find an existing language definition (CompCert C semantics, WebAssembly interpreter, etc.) and extend it/use it for something
- Project proposal first submission due 10/5
- If you're not sure what to do, come by office hours and we can discuss!

## Questions

Nobody has responded yet.

Hang tight! Responses are coming in.

# Expressions and Commands: Syntax

$E ::= \langle \# \rangle \mid \langle \text{ident} \rangle$   
 $\mid E + E \mid E - E \mid E * E$   
 $\mid \langle \text{bool} \rangle$   
 $\mid E \text{ and } E \mid E \text{ or } E$   
 $\mid \text{not } E$   
 $\mid E = E$   
 $\mid \text{if } E \text{ then } E \text{ else } E$

$C ::= \langle \text{ident} \rangle := E$   
 $\mid C; C$   
 $\mid \text{skip}$   
 $\mid \text{if}(E)\{ C \} \text{ else } \{ C \}$   
 $\mid \text{while}(E) \{ C \}$

# Adding Control Flow

- With variables, assignment, and sequencing, we can write lists of computations:

`x := 0; x := x + 1; y := x; x := x + 1`

- Control flow lets us write more complicated patterns:
  - Branching gives us commands that only happen sometimes
  - Loops let us write variable-length programs

`x := if 1+2=3 then 4 else 5` (had before)

`if(1+2=3) { x := 4 } else { y := 5 }` (need to add)

# IMP: Syntax

$E ::= \langle \# \rangle \mid \langle \text{ident} \rangle$   
 $\mid E + E \mid E - E \mid E * E$   
 $\mid \langle \text{bool} \rangle$   
 $\mid E \text{ and } E \mid E \text{ or } E$   
 $\mid \text{not } E$   
 $\mid E = E$

$C ::= \langle \text{ident} \rangle := E$   
 $\mid C; C$   
 $\mid \text{skip}$   
 $\mid \text{if}(E)\{ C \} \text{ else } \{ C \}$   
 $\mid \text{while}(E) \{ C \}$

# IMP: Syntactic Sugar

<code>if(e){ c }</code>	$\Rightarrow$	<code>C ::= &lt;ident&gt; := E</code>
<code>if(e){ c } else { skip }</code>		<code>C; C</code>
<code>do{ c } while(e)</code>	$\Rightarrow$	<code>skip</code>
<code>c; while(e){ c }</code>		<code>if(E){ C } else { C }</code>
<code>for(i = e; cond; incr) c</code>	$\Rightarrow$	<code>while(E) { C }</code>
<code>i := e; while(cond){</code>		
<code>  c; incr }</code>		

# IMP: Types

$$\frac{\Gamma \vdash e : \tau \quad \Gamma(x) = \tau}{\Gamma \vdash x := e : \text{ok}}$$

$$\frac{\Gamma \vdash c_1 : \text{ok} \quad \Gamma \vdash c_2 : \text{ok}}{\Gamma \vdash c_1 ; c_2 : \text{ok}}$$

$$\frac{\Gamma \vdash e : \text{bool} \quad \Gamma \vdash c_1 : \text{ok} \quad \Gamma \vdash c_2 : \text{ok}}{\Gamma \vdash \text{if}(e)\{c_1\} \text{ else } \{c_2\} : \text{ok}}$$

$$\frac{\Gamma \vdash e : \text{bool} \quad \Gamma \vdash c : \text{ok}}{\Gamma \vdash \text{while}(e)\{c\} : \text{ok}}$$



## Questions

Nobody has responded yet.

Hang tight! Responses are coming in.

# Expressions: Small-Step Semantics

- Structural rule:

$$\frac{e \rightarrow e'}{\text{if } e \text{ then } e_1 \text{ else } e_2 \rightarrow \text{if } e' \text{ then } e_1 \text{ else } e_2}$$

- Computation rules:

$$\frac{}{\text{if true then } e_1 \text{ else } e_2 \rightarrow e_1}$$

$$\frac{}{\text{if false then } e_1 \text{ else } e_2 \rightarrow e_2}$$

# IMP: Small-Step Semantics

- Structural rule:

$$(e, \rho) \rightarrow (e', \rho)$$

---

$$(\text{if}(e)\{c_1\} \text{ else } \{c_2\}, \rho) \rightarrow (\text{if}(e')\{c_1\} \text{ else } \{c_2\}, \rho)$$

- Computation rules:

---

$$(\text{if}(\text{true})\{c_1\} \text{ else } \{c_2\}, \rho) \rightarrow (c_1, \rho)$$

---

$$(\text{if}(\text{false})\{c_1\} \text{ else } \{c_2\}, \rho) \rightarrow (c_2, \rho)$$

# IMP: Small-Step Semantics of Loops

$\overline{(\text{repeat } c, \rho) \rightarrow ?}$

- Exercise: Try writing small-step semantic rules for the repeat command, an infinite loop.

# IMP: Small-Step Semantics of Loops

---

$(\text{repeat } c, \rho) \rightarrow (\text{repeat } c, \rho)$

# IMP: Small-Step Semantics of Loops

$$\frac{(c, \rho) \rightarrow (c', \rho')}{(\text{repeat } c, \rho) \rightarrow (\text{repeat } c', \rho')}$$

$$\frac{}{(\text{repeat skip}, \rho) \rightarrow \text{repeat } c}$$

But where do we get the  $c$ ?

# IMP: Small-Step Semantics of Loops

$$\overline{(\text{repeat } c, \rho) \rightarrow (c; \text{repeat } c, \rho)}$$
$$\frac{(c_1, \rho) \rightarrow (c'_1, \rho')}{(c_1; c_2, \rho) \rightarrow (c'_1; c_2, \rho')}$$
$$\overline{(\text{skip}; c_2, \rho) \rightarrow (c_2, \rho)}$$

## Questions

Nobody has responded yet.

Hang tight! Responses are coming in.



# IMP: Small-Step Semantics of While

- Start with repeat:

$$\overline{(\text{while}(e)\{c\}, \rho) \rightarrow (c; \text{while}(e)\{c\}, \rho)}$$

- Need to check the condition before each iteration

# IMP: Small-Step Semantics of While

---

$(\text{while}(e)\{c\}, \rho) \rightarrow (\text{if}(e)\{c; \text{while}(e)\{c\}\} \text{else skip}, \rho)$

$(\text{while}(\text{not}(x = 0))\{x := x - 1\}, \{x = 2\}) \rightarrow$

$(\text{if}(\text{not}(x = 0))\{x := x - 1; \text{while } \dots\} \text{else skip}, \{x = 2\}) \rightarrow \dots \rightarrow$

$(x := x - 1; \text{while } \dots, \{x = 2\}) \rightarrow \dots \rightarrow$

$(\text{while}(\text{not}(x = 0))\{x := x - 1; \text{while } \dots\}, \{x = 1\}) \rightarrow$

$(\text{if}(\text{not}(x = 0))\{x := x - 1; \text{while } \dots\} \text{else skip}, \{x = 1\}) \rightarrow \dots \rightarrow$

$(\text{while}(\text{not}(x = 0))\{ \dots \}, \{x = 0\}) \rightarrow \dots \rightarrow (\text{skip}, \{x = 0\})$

# IMP: Big-Step Semantics

$$\frac{(e, \rho) \Downarrow \text{true} \quad (c_1, \rho) \Downarrow \rho'}{(\text{if}(e)\{c_1\} \text{ else } \{c_2\}, \rho) \Downarrow \rho'} \quad \frac{(e, \rho) \Downarrow \text{false} \quad (c_2, \rho) \Downarrow \rho'}{(\text{if}(e)\{c_1\} \text{ else } \{c_2\}, \rho) \Downarrow \rho'}$$

$$\frac{(e, \rho) \Downarrow \text{true} \quad (c, \rho) \Downarrow \rho' \quad (\text{while}(e)\{c\}, \rho') \Downarrow \rho''}{(\text{while}(e)\{c\}, \rho) \Downarrow \rho''}$$

$$\frac{(e, \rho) \Downarrow \text{false}}{(\text{while}(e)\{c\}, \rho) \Downarrow \rho}$$

# IMP: Interpreter

let rec eval\_cmd (c : cmd) (s : state) =

match c with

| While (e, c) ->

$$\frac{(e, \rho) \Downarrow \text{true} \quad (c, \rho) \Downarrow \rho' \quad (\text{while}(e)\{c\}, \rho') \Downarrow \rho''}{(\text{while}(e)\{c\}, \rho) \Downarrow \rho'}$$

(match eval\_exp e s with

| Some (BoolVal true) ->

(match eval\_cmd c s with

| Some s' -> eval\_cmd (While (e, c)) s')

# IMP: Infinite Loops

$$\frac{(e, \rho) \Downarrow \text{true} \quad (c, \rho) \Downarrow \rho' \quad (\text{while}(e)\{c\}, \rho') \Downarrow \rho''}{(\text{while}(e)\{c\}, \rho) \Downarrow \rho''}$$

$$\frac{?}{(\text{while}(\text{true})\{ \text{skip } \}, \{\}) \Downarrow ?}$$

# IMP: Infinite Loops

$$\frac{(e, \rho) \Downarrow \text{true} \quad (c, \rho) \Downarrow \rho' \quad (\text{while}(e)\{c\}, \rho') \Downarrow \rho''}{(\text{while}(e)\{c\}, \rho) \Downarrow \rho''}$$

$$\frac{(\text{true}, \{\}) \Downarrow \text{true} \quad (\text{skip}, \{\}) \Downarrow \{\} \quad (\text{while}(\text{true})\{ \text{skip} \}, \{\}) \Downarrow ?}{(\text{while}(\text{true})\{ \text{skip} \}, \{\}) \Downarrow ?}$$

# IMP: Infinite Loops

$$\frac{(e, \rho) \Downarrow \text{true} \quad (c, \rho) \Downarrow \rho' \quad (\text{while}(e)\{c\}, \rho') \Downarrow \rho''}{(\text{while}(e)\{c\}, \rho) \Downarrow \rho''}$$

$$\frac{(\text{true}, \{\}) \Downarrow \text{true} \quad (\text{skip}, \{\}) \Downarrow \{\} \quad \overline{\text{while}(\text{true})\{\text{skip}\}, \{\}) \Downarrow ?}{(\text{while}(\text{true})\{\text{skip}\}, \{\}) \Downarrow ?}$$

- So we can never prove it evaluates to anything!

## Questions

Nobody has responded yet.

Hang tight! Responses are coming in.