CS 456

Programming Languages Fall 2024

Week 10
Introduction to Semantics, IMP

Propositions

A proposition is a factual claim.

Have seen a couple of propositions:

equalities: 0 + n = n

implications: P -> Q

universally quantified propositions: forall x, P

A proof is some evidence for the truth of a proposition

A proof system is a formalization of particular kinds of evidence.

Propositions

Example:

Proposition

• forall n, m: int, n = 0 / m = 0 -> n + m = 0

Evidence

 Assume n = 0 and m = 0. Substitute 0 for n and m in n + m = 0. By reflexivity of equality, the proposition is proven.

Propositions

Propositions can be polymorphic and make claims about objects of arbitrary type, including functions:

Example:

```
forall A,B: Type, f: A->B,
forall x, y: A, f x = f y -> x = y
```

Proofs and Judgements

A judgement is a claim of a proof system

The judgement $\Gamma \vdash A$ is read as: "assuming the propositions in Γ are true, A is true".

Inference Rules

Proof systems construct evidence of judgements via inference rules:



$$\begin{array}{c|c}
\Gamma, A \vdash B & \downarrow \\
\Gamma \vdash A \to B & \Gamma \vdash A \\
\hline
\Gamma \vdash B
\end{array}$$
Inference Rules

Example Proof

Want a proof of:

$$\vdash (A \to (B \to C)) \to ((A \to B) \to (A \to C))$$

$$\frac{A \to (B \to C) \in \Gamma}{\Gamma \vdash A \to (B \to C)} \xrightarrow{A \in \Gamma} \xrightarrow{A \in \Gamma} \xrightarrow{A \to B \in \Gamma} \xrightarrow{A \in \Gamma} \xrightarrow{A \in \Gamma}$$

$$\frac{A \to B \in \Gamma}{\Gamma \vdash A \to B} \xrightarrow{\Gamma \vdash A} \xrightarrow{\Gamma \vdash A}$$

$$\frac{\Gamma \vdash B \to C}{\Gamma \vdash B}$$

$$\Gamma = A \to (B \to C), A \to B, A \vdash C$$

$$A \to (B \to C), A \to B \vdash A \to C$$

$$A \to (B \to C) \vdash (A \to B) \to (A \to C)$$

$$\vdash (A \to (B \to C)) \to ((A \to B) \to (A \to C))$$

Symbol Pushing

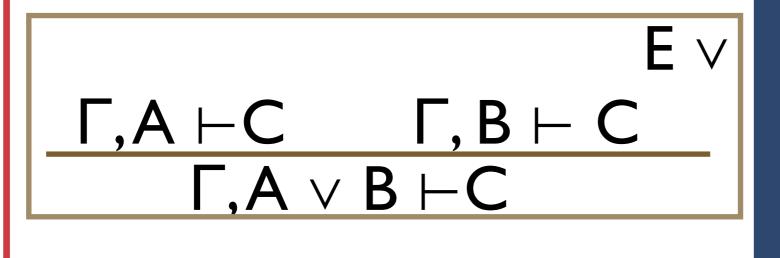


$$\frac{\Gamma \vdash A \quad \Gamma \vdash B}{\Gamma \vdash A \land B} \stackrel{\blacksquare \land}{\wedge}$$

 $\begin{array}{c} \textbf{E}_{\textbf{R}} \land \\ \Gamma \vdash \textbf{A} \land \textbf{B} \\ \Gamma \vdash \textbf{B} \end{array}$

Inference Rules for A

Example



Introduction Rules for Or?

Inference Rules for V

Example

Ι_L ∨ <u>Γ⊢Α</u> Γ⊢Α ∨Β

Ε ∨ Γ, Α ⊢ C Γ, Β ⊢ C Γ, Α ∨ Β ⊢ C

 $\begin{array}{c|c} & I_R \lor \\ \hline \Gamma \vdash B \\ \hline \Gamma \vdash A \lor B \end{array}$

Inference Rules for v

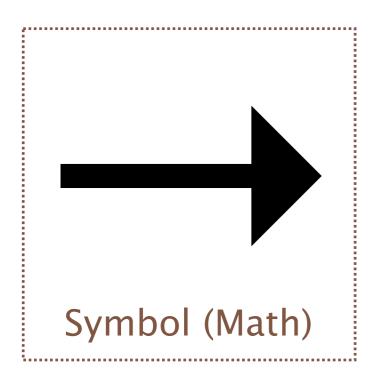
Example

Can you derive:

$$\vdash A \rightarrow B \rightarrow B \land A$$

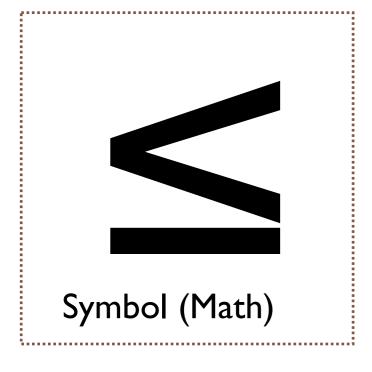
$$\begin{array}{ccc}
\Gamma, A \vdash B & & & \\
\Gamma \vdash A \to B & & \\
\end{array}$$

Implication



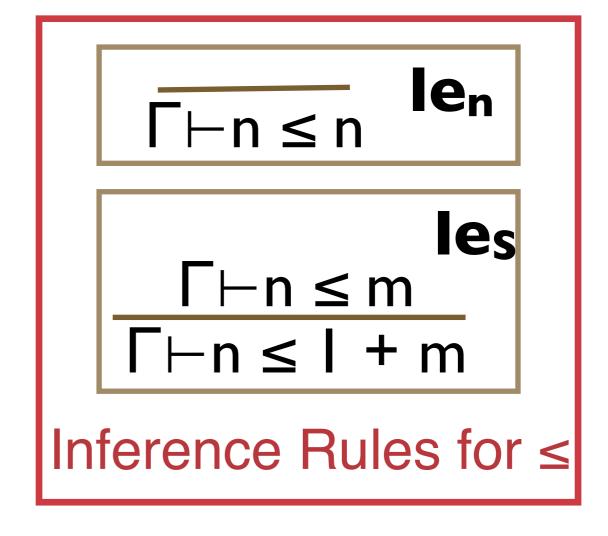
Inference Rules for →

Less Than



$$n \le m = \exists k. n+k = m$$

Definition of \le



Eveness

EvenR

Symbol (Math)

EvenR $n = \exists k. n = k + k$ Definition of EvenR

 $\begin{array}{c|c} \hline & \textbf{ev_0} \\ \hline \Gamma \vdash EvenR \ 0 \\ \hline \hline \Gamma \vdash EvenR \ n \\ \hline \Gamma \vdash EvenR \ (2+n) \\ \hline \\ \textbf{Inference Rules for EvenR} \end{array}$



(OF ARITHMETIC + BOOLEAN EXPRESSIONS)

Backus-Naur Form (BNF) Definitions:

```
A := N
A + A
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```

B ::= true I false I A = A $I A \le A$ I not B I B and B

Syntax

(OF IMP COMMANDS)

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

★ Key Feature: State*

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

★ Key Feature: Control Flow

```
C := skip
I x := A
I C ; C
I if B then C
else C end
I while B do C end
```

```
X := 2;

if (X ≤ 1)

then Y := 3;

X := 5 - Y

else Z := 4

end;

Y := 4
```

★ Key Feature: Control Flow

```
C := skip
I x := A
I C ; C
I if B then C
else C end
I while B do C end
```

```
X := 2;
Z := Y;
while (0 \le X) do
X := X - 1;
Y := Y + Z
end
```

★ Key Feature: Control Flow

```
C := skip
I x := A
I C ; C
I if B then C
else C end
I while B do C end
```

```
X := 2;
Z := Y;
while (0 \le Y) do
X := X - 1;
Y := Y + Z
end
```

```
let rec aeval (a : aexp) (st : var -> int): int =
  match a with
  | ANum n => n
  | APlus a1 a2 => (aeval a1) + (aeval a2)
  | AMinus a1 a2 => (aeval a1) - (aeval a2)
  | AMult a1 a2 => (aeval a1) * (aeval a2)
  | AId x => st x
```

Could equivalently have written this definition as a set of inference rules

Not so clear what to do here: suppose the while loop does not terminate. Then, our formulation of the semantics as an interpreter won't be well-defined either

AS A RELATION

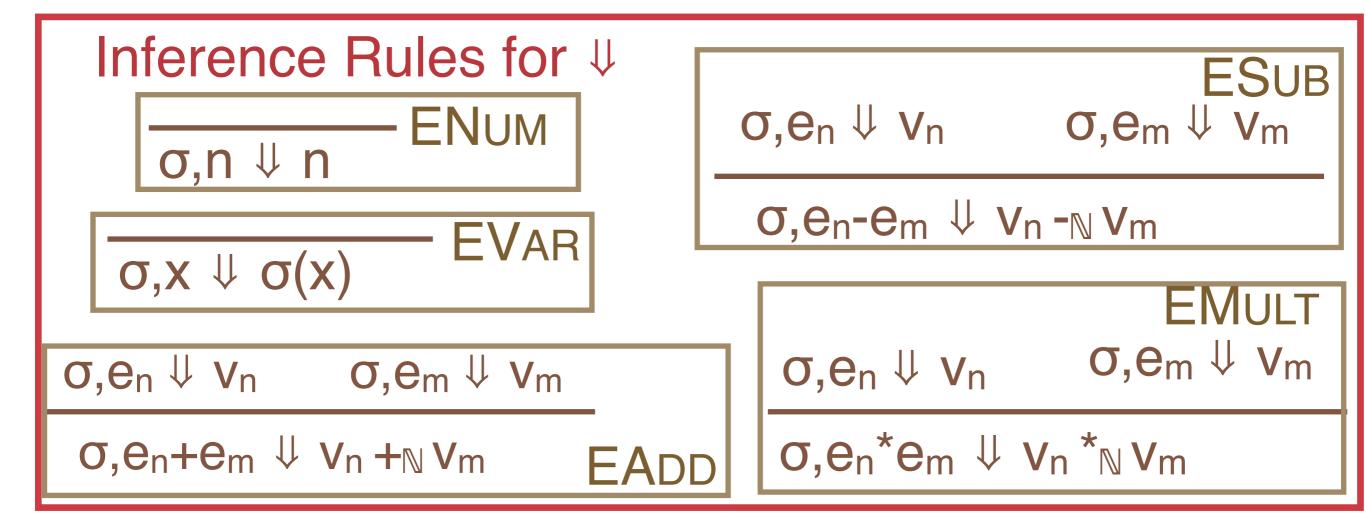
Key Idea: Define evaluation as a Inductive Relation

aevalR: total_map $\rightarrow A \rightarrow \mathbb{N} \rightarrow Proposition$

- ★ Ternary relation on states, expressions and values
- ★ Read 'σ, a ↓ n' as 'a evaluates to n in state σ'
- Relation precisely spells out what values program can evaluate to
- ★ Put another way, rules define an 'abstract machine' for executing expression

AS A RELATION

Key Idea: Define evaluation as a Inductive Relation (↓)



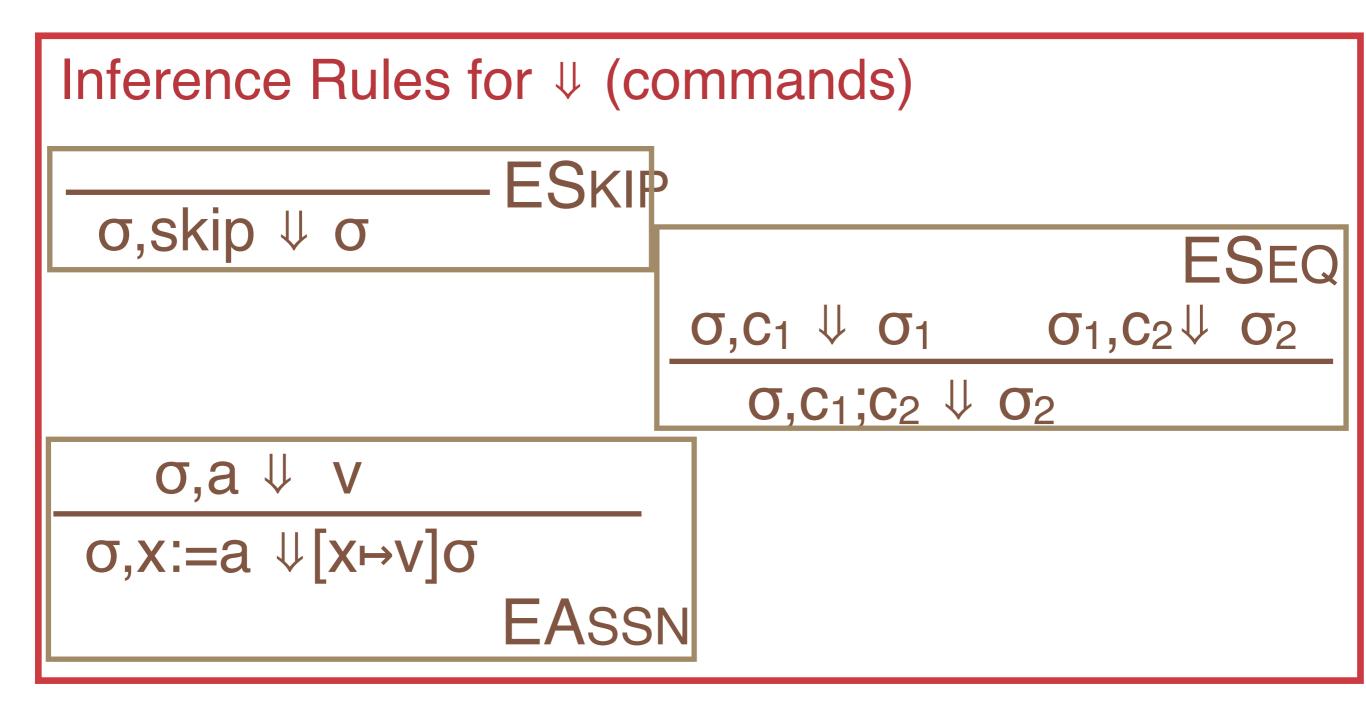
Reduction

<u>ENum</u>	_ENUM		
σ , $5 \Downarrow 5$ σ , $2 \Downarrow 2$ σ , $5-2 \Downarrow 5-82$	-ESUB	σ, 3 ↓ 3	-ENUM
σ, 5	5-2+3 ↓ 6		-EADD

cevalR: (Id $\rightarrow \mathbb{N}$) $\rightarrow \mathbb{C} \rightarrow (Id \rightarrow \mathbb{N}) \rightarrow \mathbb{C} \rightarrow \mathbb{N}$

- ★ Ternary relation on initial states, commands and final state
- ★ Read 'σ, c ↓ σ' as 'when run in initial state σ, c produces (i.e. evaluates to) final state σ'

Operational Semantics



σ,b ∜ false

Operational Semantics

Inference Rules for \$\psi\$ (commands)				
			EIFT	
σ,b ↓	true	σ,C ₁ ↓ σ ₁		
σ , if b then c_1 else $c_2 \Downarrow \sigma_1$				

 σ , if b then c_1 else $c_2 \Downarrow \sigma_1$

 $\sigma, c_2 \downarrow \sigma_1$

Inference Rules for ↓ (commands)

EWHILET

 $\sigma_1,b \downarrow true \qquad \sigma_1,c \downarrow \sigma_2$

 σ_2 , while b do c end ψ σ_3

 σ_1 , while b do c end ψ σ_3

EWHILEF

σ,b ∜ false

 σ , while b do c end ψ σ

Why is this a better formulation than the definition of ceval?

$$X := 5;$$
 $Z := X;$
 $Z := 3;$
 $Y := 1$

$$\Downarrow [Y \mapsto 1][Z \mapsto 3][Z \mapsto 5][X \mapsto 5]\sigma$$

```
X := 2;
  if (X \leq 1)
\sigma, then Y := 3 \forall [X \mapsto 2] \sigma
     else Z := 4
   end
```

```
X := 2;

Z := Y;

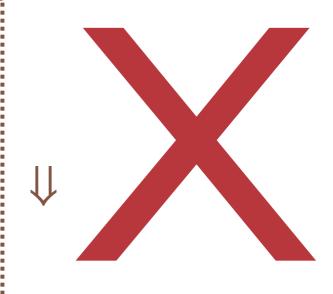
while (0 \le X) do

X := X - 1;

Y := Y + Z

end
```

X := 2; Z := Y;while $(0 \le Y)$ do X := X - 1; Y := Y + Zend



Defining IMP+FLIP

1. Syntax

2. Semantics

$$\begin{array}{c|c} \sigma_{1,C} \downarrow \sigma_{2} \\ \hline \sigma_{1,if} \ \text{flip c} \downarrow \sigma_{2} \end{array} \qquad \text{EFLIPT}$$

Concept Check

Theorem [IMP+FLIP IS NOT DETERMINISTIC]:

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

 $\exists \sigma c \sigma_1 \sigma_2$. If σ , $c \psi \sigma_1$ and σ , $c \psi \sigma_2$ 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

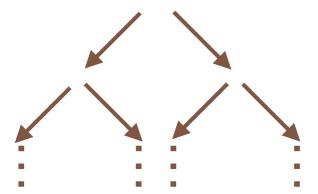
1. Syntax

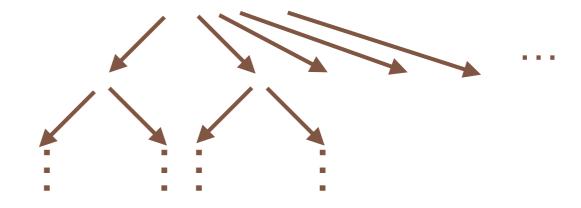
2. Semantics

$$v \in \mathbb{N}$$
 ERAND $\sigma, x := Any \downarrow [x \mapsto v]\sigma$

IMP+Rand: infinite number of branches infinite final states

IMP+Flip: finite number of branches infinite final states





Fun IMP

1. Syntax

```
C := skip
I X := A
I C ; C
I if B then C
    else C end
I while B do C end
I X := F(A)  
F ∈ F
FD := F(X) {C; 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

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

$$\Delta \vdash \sigma_1, c \Downarrow \sigma_2$$

 $\Delta : F \rightarrow FD$

Read as 'When run in initial state σ I and using the function definitions in Δ , c produces (i.e. evaluates to) final state σ 2"

Fun IMP