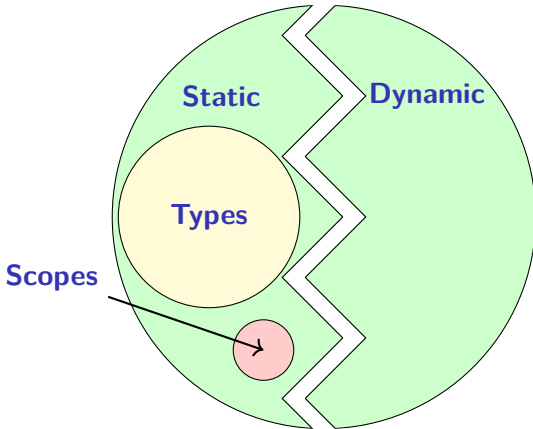


Semantics

Thomas Sewell
UNSW
Term 3 2025

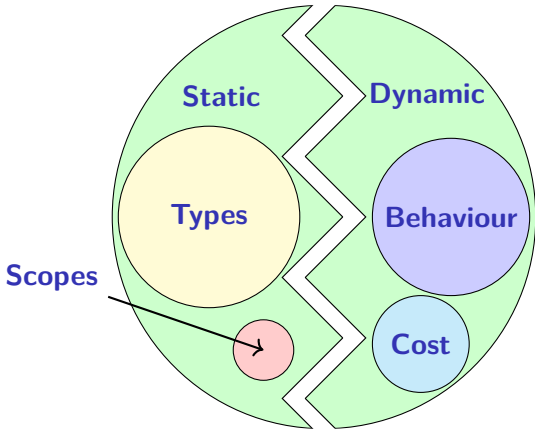
Semantics

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Static Semantics

Definition

The *static semantics* of a program is those significant aspects of the meaning of P that can be determined by the compiler (or an external lint tool) **without running the program**.

Recall our language of arithmetic expressions and let-bindings. What properties might we derive **statically** about those terms?

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The *static semantics* of a program is those significant aspects of the meaning of P that can be determined by the compiler (or an external lint tool) **without running the program**.

Recall our language of arithmetic expressions and let-bindings. What properties might we derive **statically** about those terms? The only thing we can check is that the program is **well-scoped** (assuming FOAS).

Scope-Checking

$$\frac{}{(\text{Num } n) \text{ ok}} \quad \frac{e_1 \text{ ok} \quad e_2 \text{ ok}}{(\text{Times } e_1 \ e_2) \text{ ok}} \quad \frac{e_1 \text{ ok} \quad e_2 \text{ ok}}{(\text{Plus } e_1 \ e_2) \text{ ok}}$$

$$\frac{}{\Gamma \vdash (\text{Var } x) \text{ ok}}$$

Key Idea

We keep a *context* Γ , a set of assumptions, on the LHS of our judgement, indicating what is required in order for e to be *well-scoped*.

This could be read as *hypothetical derivations* for the judgement $e \text{ ok}$ or as a *binary judgement* $\Gamma \vdash e \text{ ok}$; whichever you prefer.

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In this course

We focus mostly on *operational semantics*. We will use *axiomatic semantics* (Hoare Logic) briefly in the imperative programming topic. *Denotational semantics* are mostly an extension topic, except for the very next slide.

Denotational Semantics

$\llbracket \cdot \rrbracket : \mathbf{AST} \rightarrow$

$\llbracket \text{Num } n \rrbracket =$

$\llbracket \text{Var } x \rrbracket =$

$\llbracket \text{Plus } e_1 e_2 \rrbracket =$

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$$\llbracket \cdot \rrbracket : \mathbf{AST} \rightarrow (\mathbf{Var} \rightarrow \mathbb{Z}) \rightarrow \mathbb{Z}$$

Our **denotation** for arithmetic expressions is functions from **environments** (mapping from variables to their values) to values.

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Where $E[x := n]$ is a new environment just like E , except the variable x now maps to n .

Aside: The Problem of ∞

Note programming-language type and the denotational type of a program can't be the same because of non-termination.

```
find_root_2 :: Integer → Integer
find_root_2 i = if (i × i) == 2
  then i
  else find_root_2 (i + 1)
```


Operational Semantics

There are two main kinds of operational semantics.



Small Step

Big Step

- Also called *natural* or *evaluation* semantics.
- One big judgement relating expressions to their values:

$$e \Downarrow v$$

Operational Semantics

There are two main kinds of operational semantics.

Small Step

- Also called *structural operational semantics (SOS)*.
- A judgement that specifies transitions between *states*:

$$e \mapsto e'$$



Big Step

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Big-Step Semantics

We need:

- A set of **evaluable expressions** E
- A set of **values** V
- A relation $\Downarrow \subseteq E \times V$

Example (Arithmetic Expressions)

E is the set of all closed expressions $\{e \mid e \text{ ok}\}$. V is the set of integers \mathbb{Z} .

$$\frac{}{(\text{Num } n) \Downarrow n}$$
$$\frac{e_1 \Downarrow v_1 \quad e_2 \Downarrow v_2}{(\text{Plus } e_1 \ e_2) \Downarrow (v_1 + v_2)} \quad \frac{e_1 \Downarrow v_1 \quad e_2 \Downarrow v_2}{(\text{Times } e_1 \ e_2) \Downarrow (v_1 \times v_2)}$$

To Code Let's do it in Haskell!

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The above is called *call-by-value* or *strict* evaluation. Below we have *call-by-name*:

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This can be computationally very expensive, for example:

`let x = ⟨very expensive computation⟩ in x + x + x + x`

In *confluent* languages like this or λ -calculus, this only matters for performance. In other languages, this is not so. *Why?*

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Haskell uses *call-by-need* or *lazy* evaluation, which optimises cases like this.

Small Step Semantics

For small step semantics, we need:

- A set of **states** Σ
- A set of **initial states** $I \subseteq \Sigma$
- A set of **final states** $F \subseteq \Sigma$
- A relation $\mapsto \subseteq \Sigma \times \Sigma$, which specifies only “one step” of the execution.

An **execution** or **trace** $\sigma_1 \mapsto \sigma_2 \mapsto \sigma_3 \mapsto \dots \mapsto \sigma_n$ is called **maximal** if there exists no σ_{n+1} such that $\sigma_n \mapsto \sigma_{n+1}$; and is called **complete** if it is maximal and $\sigma_n \in F$.

Example

Example (Arithmetic Expressions)

Σ and I are the set of all closed expressions $\{e \mid e \text{ ok}\}$, F is the set of evaluated expressions $\{(\text{Num } n) \mid n \in \mathbb{Z}\}$.

$$\frac{e_1 \mapsto e'_1}{(\text{Plus } e_1 \ e_2) \mapsto}$$

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To Code Let's do it in Haskell!

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∞ in Small-Step and Big-Step

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Big step: for some e , the judgement $e \Downarrow v$ is false for every v .

Equivalence

Comparing small step and big step

Small step semantics are **lower-level**, they clearly specify the **order of evaluation**. Big step semantics give us a **result** without telling us explicitly **how it was computed**.

Having specified the dynamic semantics in these two ways, it becomes desirable to show they are **equivalent**, that is:

If there exists a trace $e \mapsto \dots \mapsto (\text{Num } n)$, then $e \Downarrow n$, and vice versa.

We will need to define some notation to remove those blasted **magic dots**.

Notation

Let \mapsto^* be the *reflexive, transitive closure* of \mapsto .

$$\frac{}{e \mapsto^* e} \quad \frac{e_1 \mapsto e_2 \quad e_2 \mapsto^* e_n}{e_1 \mapsto^* e_n}$$

We can now state our property formally as:

$$e \mapsto^* (\text{Num } n) \iff e \Downarrow n$$

Doing the Proof

The proof will be done on the “board”, with typeset versions uploaded later.

The big-step to small-step direction can be proven by reasonably straightforward rule induction:

$$\frac{e \Downarrow n}{e \mapsto^* (\text{Num } n)}$$

The other direction requires the lemma:

$$\frac{e \mapsto e' \quad e' \Downarrow n}{e \Downarrow n}$$

The abridged proof is presented in this lecture, with all cases left for the course website.

Big and small (eliding some small-step rules)

$$\begin{array}{c}
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 \\
 \frac{}{(\text{Num } n) \Downarrow n} \quad \frac{e_1 \Downarrow v_1 \quad e_2[x := (\text{Num } v_1)] \Downarrow v_2}{(\text{Let } e_1 \ (x. \ e_2)) \Downarrow v_2} \\
 \\
 \frac{e_1 \Downarrow v_1 \quad e_2 \Downarrow v_2}{(\text{Plus } e_1 \ e_2) \Downarrow (v_1 + v_2)} \quad \frac{e_1 \Downarrow v_1 \quad e_2 \Downarrow v_2}{(\text{Times } e_1 \ e_2) \Downarrow (v_1 \times v_2)}
 \end{array}$$