## **Definitive Semantic Descriptions**

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**Abstract syntax (fragment)** 

Expressions  $e \in Exp$   $e ::= con | x | e_0 bop e_1 | \sim e | \dots$ Commands  $c \in Com$  $c ::= x := e | c_0; c_1 | \text{ if } e \text{ then } c | \dots$ 

**Auxiliary entities (fragment)** 

. . .

 $\begin{array}{lll} {\sf Environments} & \rho \in {\it Env} = {\it Var} \to {\it BV} \\ {\sf Stores} & \sigma \in {\it S} = {\it Loc} \to {\it SV} \ldots \end{array}$ 

**Semantics (SOS fragment)** 

**Expressions** 

$$ho dash \langle e, \sigma 
angle \longrightarrow \langle e', \sigma' 
angle$$

$$\frac{\rho(x) = l, \quad \sigma(l) = v}{\rho \vdash \langle x, \sigma \rangle \longrightarrow \langle v, \sigma \rangle}$$
(1)

**Semantics (SOS fragment)** 

Commands

$$\rho \vdash \langle c, \sigma \rangle \longrightarrow \langle c', \sigma' \rangle$$

$$\frac{\rho \vdash \langle e, \sigma \rangle \longrightarrow \langle e', \sigma' \rangle}{\rho \vdash \langle \text{if } e \text{ then } c, \sigma \rangle \longrightarrow \langle \text{if } e' \text{ then } c, \sigma' \rangle}$$
(2)  
$$\rho \vdash \langle \text{if true then } c, \sigma \rangle \longrightarrow \langle c, \sigma \rangle$$
(3)

 $\rho \vdash \langle \text{if false then } c, \sigma \rangle \longrightarrow \langle nil, \sigma \rangle$  (4)

### Possibility of reuse of parts of descriptions?

- usually cut-and-paste, edit, ...
- explicit modules don't help much . . .

# Best chance for reuse with descriptions of individual constructs

(or of a few closely-related constructs)

#### **Conventional descriptions of constructs**

Commands

 $c \in Com$  $\rho \in Env, \sigma \in S, \dots$  $\rho \vdash \langle c, \sigma \rangle \longrightarrow \langle c', \sigma' \rangle$ 

#### **Conventional descriptions of constructs**

**Commands: Conditional** 

c ::= if e then c $V \supseteq \{\text{true}, \text{false}\}$ 

$$\frac{\rho \vdash \langle e, \sigma \rangle \longrightarrow \langle e', \sigma' \rangle}{\rho \vdash \langle \text{if } e \text{ then } c, \sigma \rangle \longrightarrow \langle \text{if } e' \text{ then } c, \sigma' \rangle}$$
(5)

#### **Possibility of reuse of parts of descriptions!**

- a language description is the collection of the descriptions of its individual constructs
- need to develop libraries of descriptions of individual constructs and auxiliary entities
- Unfortunately, there's a major problem:

combining constructs sometimes requires reformulation of their descriptions

We need definitive descriptions of constructs!

- conventional SOS and denotational semantics don't support definitive descriptions
- modular SOS [see the proceedings] and action semantics definitely do
- does monadic denotational semantics?

Commands

 $c \in Com$ 

 $c \xrightarrow{X} c'$ 

*Final*  $\supseteq$  {**nil**}

**Commands: Conditional** 

c ::= if e then c $V \supseteq \{\text{true}, \text{false}\}$ 

$$e \xrightarrow{X} e'$$
  
if *e* then  $c \xrightarrow{X}$  if *e'* then *c*

(6)

**Expressions** 

 $e \in Exp$ 

 $e \xrightarrow{X} e'$ 

*Final*  $\supseteq$  *Con* 

**Expressions: Constant Identifier** 

$$e ::= x$$
  
 $\rho : Env$ 

$$\frac{U = \{\rho, \ldots\}, \quad \rho(x) = con}{x \xrightarrow{U} con}$$

(7)

#### **Status**

- Libraries of definitive descriptions of constructs (and auxiliary entities) are being developed for MSOS and action semantics
- A language-independent abstract syntax is being developed
- Bisimulation proofs can be languageindependent too, based on the definitive descriptions of the constructs involved

### Conclusion

- Describe individual constructs definitively
- Contribute to libraries
- Refer to libraries