# **Formal Semantics**

The structure of a language defines its syntax, but what defines <u>semantics</u> or meaning?

 $\Rightarrow$  Behavior!

The most straight forward way to define semantics is to provide a <u>simple interpreter</u> for the programming language that highlights the behavior of the language,

 $\Rightarrow$  Operational Semantics

Chapter 23

# **Operational Semantics**

Let's develop an operational semantics for a simple programming language called *ONE*;

ONE: <exp>\* ::= <exp> + <mulexp> | <mulexp> <mulexp> ::= <mulexp> \* <rootexp> | <rootexp> <rootexp> ::= (<exp>) | <constant> <constant> ::= all valid integer constants

Note: The grammar is unambiguous, both precedence and associativity rules of "standard" arithmetic are observed.

Do the following sentences belong to L(ONE)? Why? Why not? s = 1 + 2 \* 3 s = (1 + 2) \* 3s = a + 3

# Abstract Syntax Trees

We want to define an operational semantics, i.e., an abstract interpreter for the language, but parse trees are not very convenient, too many non-terminal symbols  $\Rightarrow$  <u>Abstract Syntax Tree</u> (AST)



#### Observations

<u>Definition</u>: An abstract syntax tree is a finite, labeled, directed tree, where the internal nodes are labeled by operators, and the leaf nodes represent the operands of the node operators. -Wikipedia, 2006

Observation: The abstract syntax tree is a simplified form of the parse tree: same order as the parse tree, but no non-terminals.

# **ASTs & Parentheses**

- What happens to parentheses in the AST representation of a program?
- They are <u>not needed</u>!
- ASTs naturally represent associativity and precedence relations.
- Consider: (1 + 2) \* 3
- Parentheses do not contribute to computations, therefore the following tree transformations can be applied:

$$\begin{array}{c} \langle N \rangle & () \\ \uparrow & \uparrow \\ ( T ) & \Rightarrow & | \\ T & T \end{array} \xrightarrow{()} T$$

# Prolog ASTs





plus(const(1),times(const(2),const(3)))

# **ONE:** Prolog Interpreter

A simple interpreter that computes a semantic value for syntactic constructs, the computation of this semantic value can be interpreted as the behavior: val1 / 2, AST input and semantic value as output.

```
val1(plus(X,Y),Value) :-
    val1(X,XValue),
    val1(Y,YValue),
    Value is XValue + YValue.
```

```
val1(times(X,Y),Value) :-
    val1(X,XValue),
    val1(Y,YValue),
    Value is XValue * YValue.
```

val1(const(X),Value) :- Value = X.

```
?- val1(const(1),X).
X = 1
Yes
?- val1(plus(const(1),const(2)),X).
X = 3
Yes
?- val1(plus(const(1),times(const(2),const(3))),X).
X = 7
Yes
```



- Extend the grammar for language ONE with the subtraction operator
- Extend the operational semantics appropriately, e.g.,
  - 6 3 should give the value 3

Assume that the abstract syntax of this operator is sub(x,y).

- Compute the semantic value for the following expressions:
  - sub(3,1)
  - sub(4,2)



- Extend the grammar for language ONE with the '!' factorial operator
- Extend the operational semantics appropriately, e.g.,
  - 3! should give the value 6
     Assume that the abstract syntax of this operator is fact(x).
- Compute the semantic value for the following expressions:
  - fact(3)
  - fact(4)