

# Structural Operational Semantics

[Specifications of operational semantics via abstract machines] “have a tendency to pull the syntax to pieces or at any rate to wander around the syntax creating various complex symbolic structures which do not seem particularly forced by the demands of the language itself”

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popularised use of rule-based inductive definitions (of various kinds of relation), where the rules are “syntax-directed”

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Contrasting, but related styles of SOS:

- ▶ Milner, Kahn: evaluation relations (“big-step” SOS)
- ▶ Plotkin: transition relations (“small step” SOS)
- ▶ Felleisen: transitions using evaluation-contexts (“frame stacks”)

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We will use a fragment of ML to illustrate this [OS&PE, Appendix A] — it features:  
recursively defined, higher-order, call-by-value functions  
+ dynamically created mutable state.

# Syntax of types (A1) & expressions (A2)

Types	$ty ::=$	bool	booleans
		int	integers
		unit	unit
		int ref	integer storage locations
		$ty \times ty$	pairs
		$ty \rightarrow ty$	functions

# Syntax of types (A1) & expressions (A2)

## Expressions $e ::=$

$x$   $f$  value identifiers ( $x, f \in \text{Var}$ )  
true false booleans  
if  $e$  then  $e$  else  $e$  conditional  
 $n$  integer constant ( $n \in \mathbb{Z}$ )  
 $e$  op  $e$  arithmetic (op  $\in \{=, +, -, \dots\}$ )  
( ) unit value  
 $e, e$  pair  
 $f$  st  $e$  snd  $e$  projections  
 $\text{fun } (x:ty) \rightarrow e$  function  
 $\text{fun } f = (x:ty) \rightarrow e$  recursive fn  
 $e$   $e$  function application  
  
let  $x = e$  in  $e$  local definition

!  $e$  look-up  
 $e := e$  assignment  
ref  $e$  storage creation  
 $e == e$  location equality  
 $l$  storage locations ( $l \in \text{Loc}$ )  
 $e ; e$  sequencing

## Syntax of types (A1) & expressions (A2)

- abstract syntax trees modulo  $\alpha$ -equivalence
  - binding forms & free variables

$$\begin{aligned}fv(\text{fun}(x:ty) \rightarrow e) &\triangleq fv(e) - \{x\} \\fv(\text{fun } f = (x:ty) \rightarrow e) &\triangleq fv(e) - \{f, x\} \\fv(\text{let } x = e \text{ in } e') &\triangleq fv(e) \cup (fv(e') - \{x\})\end{aligned}$$

- Environment-free formulation
  - so storage locations (aka "addresses") occur explicitly in expressions

$$\text{loc}(e) \triangleq \text{locations occurring in } e$$

## Evaluation to canonical form

Canonical forms  $\subseteq$  expressions :

$$\begin{aligned}v ::= & \quad x \quad f & (x, f \in \text{Var}) \\ & \text{true} \\ & \text{false} \\ & n & (n \in \mathbb{Z}) \\ & () \\ & v, v \\ & \text{fun } (x:ty) \rightarrow e \\ & \text{fun } f = (x:ty) \rightarrow e \\ & l & (l \in \text{Loc})\end{aligned}$$

## ML Evaluation Semantics (simplified, environment-free form)

Evaluation relation  $\boxed{s, e \Rightarrow v, s'}$

$$\begin{cases} s & = \text{initial state} \\ e & = \text{closed expression to be evaluated} \\ v & = \text{resulting closed canonical form} \\ s' & = \text{final state} \end{cases}$$

is inductively generated by rules *following the structure* of  $e$ , for example:

$$\frac{s, e_1 \Rightarrow v_1, s' \quad s', e_2[v_1/x] \Rightarrow v_2, s''}{s, \text{let } x = e_1 \text{ in } e_2 \Rightarrow v_2, s''}$$

Evaluation semantics is also known as *big-step* (anon), *natural* (Kahn 1987), or *relational* (Milner) semantics.

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finite function from locations to integers

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$fv(e) = \emptyset = fv(v)$

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invariant:  $loc(e) \subseteq dom(s) \ \& \ loc(v) \subseteq dom(s')$

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look-up :

$$\frac{s, e \Rightarrow l, s' \quad (l \mapsto n) \in s'}{s, !e \Rightarrow n, s'}$$

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assignment :

$$\frac{s, e_1 \Rightarrow l, s' \quad s', e_2 \Rightarrow n, s''}{s, e_1 := e_2 \Rightarrow (), s''[l \mapsto n]}$$

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storage creation :

$$\frac{s, e \Rightarrow n, s' \quad l \notin \text{dom}(s')}{s, \text{ref } e \Rightarrow l, s'[l \mapsto n]}$$

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function application (I) :

$$s, e_1 \Rightarrow v_1, s' \quad s', e_2 \Rightarrow v_2, s''$$

$$v_1 = \text{fun } (x: ty) \rightarrow e$$

$$s'', e[v_2/x] \Rightarrow v_3, s'''$$

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$$s, e_1 e_2 \Rightarrow v_3, s'''$$

## function application (II):

$$s, e_1 \Rightarrow v_1, s' \quad s', e_2 \Rightarrow v_2, s''$$

$$v_1 = \text{fun } f = (x:ty) \rightarrow e$$

$$s'', e[v_1/f, v_2/x] \Rightarrow v_3, s'''$$

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$$s, e_1 e_2 \Rightarrow v_3, s'''$$

E.g. for  $\text{fact} \triangleq \text{fun } f = (x: \text{int}) \rightarrow \text{if } x=0 \text{ then } 1 \text{ else } x * f(x-1)$   
have:

$$s, \text{fact } 3 \Rightarrow 6, s$$

$$' \text{cos } s, \text{if } 3=0 \text{ then } 1 \text{ else } 3 * \text{fact}(3-1) \Rightarrow 6, s$$

$$' \text{cos } s, 3 * \text{fact}(3-1) \Rightarrow 6, s$$

'cos ... (etc)

## Properties of evaluation relation

- if  $s, e \Rightarrow v, s'$ , then  $\text{dom}(s) \subseteq \text{dom}(s')$

- [essentially] deterministic:

$$\text{If } s, e \Rightarrow v_1, s_1 \text{ and } s, e \Rightarrow v_2, s_2,$$

then  $v_1, s_1$  and  $v_2, s_2$  only differ up to permutation of the freshly created locations, i.e. there is a permutation  $\pi: \text{Loc} \cong \text{Loc}$  fixing  $\text{dom}(s)$  [ $\pi(l) = l$  for  $l \in \text{dom}(s)$ ] and with

$$\pi \cdot v_1 = v_2 \quad \pi \cdot s_1 = s_2$$

[proof: ...]

Proof strategy for showing  $\Rightarrow$  is deterministic :

Consider

$$H \triangleq \left\{ (s, e, v_1, s_1) \mid s, e \Rightarrow v_1, s_1 \ \& \right. \\ \left. \begin{array}{l} \forall v_2, s_2. s, e \Rightarrow v_2, s_2 \supset \\ \exists \pi \in \text{Perm}(\text{Loc}). \forall l \in \text{dom}(s). \pi(l) = l \ \& \\ \pi \cdot v_1 = v_2 \ \& \ \pi \cdot s_1 = s_2 \end{array} \right\}$$

and show that  $H$  is closed under the axioms & rules inductively defining  $\Rightarrow$ .

(E.g. show

$$(s, e, n, s_1) \in H \ \& \ l \notin \text{dom}(s) \supset (s, \text{ref } e, l, s[l \mapsto n]) \in H \\ \text{etc.})$$

## Properties of evaluation relation

- non-termination: given  $s, e$  (with  $\text{loc}(e) \subseteq \text{dom}(s)$ ), there can be no  $v, s'$  with  $s, e \Rightarrow v, s'$ .

The non-termination of

$$(\text{fun } f = (x: \text{unit}) \rightarrow f\ x)() \quad [\text{divergence}]$$

is qualitatively different from that for

$$\exists () \quad [\text{type error}]$$

→ we use a type system to statically check for the latter kind of non-termination...