Proof Assistants

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Chapter 7

Semantics of IMP: A Simple Imperative Language

1. IMP Commands
2. Big-Step Semantics
3. Small-Step Semantics

Commands

Concrete syntax:

$$com \ ::= \ \texttt{SKIP}$$

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& | & \texttt{WHILE } bexp \texttt{ DO } com
\end{array}
$$

Commands

Abstract syntax:

$$\begin{array}{rcl} \textbf{datatype}\ com & = & SKIP \\ & | & Assign\ string\ aexp \\ & | & Seq\ com\ com \\ & | & If\ bexp\ com\ com \\ & | & While\ bexp\ com \end{array}$$

Com.thy

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Big-step semantics

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"$\Rightarrow$" here not type!

Big-step rules

$$(SKIP,\ s) \Rightarrow\ s$$

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$$\frac{(c_1,\ s_1) \Rightarrow s_2 \qquad (c_2,\ s_2) \Rightarrow s_3}{(c_1;;\ c_2,\ s_1) \Rightarrow s_3}$$

Big-step rules

$$\frac{bval\ b\ s \qquad (c_1,\ s) \Rightarrow t}{(IF\ b\ THEN\ c_1\ ELSE\ c_2,\ s) \Rightarrow t}$$

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Logically speaking

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is just infix syntax for

$$big\_step\ (c,s)\ t$$

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$$big\_step\ (c,s)\ t$$

where

$$big\_step :: com \times state \Rightarrow state \Rightarrow bool$$

is an inductively defined predicate.

Big_Step.thy

Semantics

Rule inversion

What can we deduce from

- $(SKIP,\ s) \Rightarrow t$?

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- $(w,\ s) \Rightarrow t$ where $w = WHILE\ b\ DO\ c$?

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- $(w,\ s) \Rightarrow t$ where $w = WHILE\ b\ DO\ c$?
  $\neg\ bval\ b\ s \wedge t = s\ \vee$
  $bval\ b\ s \wedge (\exists\, s'.\ (c,\ s) \Rightarrow s' \wedge (w,\ s') \Rightarrow t)$

Automating rule inversion

Isabelle command **inductive_cases** produces theorems that perform rule inversions automatically.

We reformulate the inverted rules. Example:

$$\frac{\big(c_1;;\ c_2,\ s_1\big) \Rightarrow\ s_3}{\exists\, s_2.\ \big(c_1,\ s_1\big) \Rightarrow\ s_2\ \wedge\ \big(c_2,\ s_2\big) \Rightarrow\ s_3}$$

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$$\frac{(c_1;;\ c_2,\ s_1) \Rightarrow s_3}{\exists\, s_2.\ (c_1,\ s_1) \Rightarrow s_2 \wedge (c_2,\ s_2) \Rightarrow s_3}$$

is logically equivalent to

$$\frac{\begin{array}{c}(c_1;;\ c_2,\ s_1) \Rightarrow s_3 \\ \bigwedge s_2.\ [\![(c_1,\ s_1) \Rightarrow s_2;\ (c_2,\ s_2) \Rightarrow s_3]\!] \Longrightarrow P\end{array}}{P}$$

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Replaces assm $(c_1;;\ c_2,\ s_1) \Rightarrow s_3$ by two assms $(c_1,\ s_1) \Rightarrow s_2$ and $(c_2,\ s_2) \Rightarrow s_3$

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No $\exists$ and $\wedge$!

The general format: *elimination rules*

$$\frac{asm \quad asm_1 \Longrightarrow P \quad \ldots \quad asm_n \Longrightarrow P}{P}$$

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To prove a goal P with assumption asm,
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Reading:

To prove a goal P with assumption asm, prove all $asm_i \Longrightarrow P$

Example:

$$\frac{F \vee G \quad F \Longrightarrow P \quad G \Longrightarrow P}{P}$$

elim attribute

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- Can also be added locally, eg (*blast elim:* ...)
- Variant: *elim!* applies elim-rules eagerly.

Big_Step.thy

Rule inversion

Command equivalence

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Example

$$w \sim w'$$

where $w = WHILE\ b\ DO\ c$

$w' = IF\ b\ THEN\ c;;\ w\ ELSE\ SKIP$

Equivalence proof

$$(w,\ s) \Rightarrow\ t$$

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$$\longleftrightarrow$$

$$bval\ b\ s \wedge (\exists\, s'.\ (c,\ s) \Rightarrow s' \wedge (w,\ s') \Rightarrow t)$$

$$\vee$$

$$\neg\ bval\ b\ s \wedge t = s$$

Equivalence proof

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Using the rules and rule inversions for $\Rightarrow$.

Big_Step.thy

Command equivalence

Execution is deterministic

Any two executions of the same command in the same start state lead to the same final state:

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Proof by rule induction, for arbitrary t'.

Big_Step.thy

Execution is deterministic

The boon and bane of big steps

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The boon and bane of big steps

We cannot observe intermediate states/steps

Example problem:

(c,s) does not terminate iff $\nexists\, t.\ (c,\ s) \Rightarrow\ t$?

Needs a formal notion of nontermination to prove it.
Could be wrong if we have forgotten a $\Rightarrow$ rule.

Big-step semantics cannot directly describe

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We need a finer grained semantics!

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Concrete syntax:

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Intended meaning of $(c,\ s) \rightarrow (c',\ s')$:

Small-step semantics

Concrete syntax:

$$(com, state) \to (com, state)$$

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> *The first step in the execution of c in state s leaves a "remainder" command c' to be executed in state s'.*

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Execution as finite or infinite reduction:

$$(c_1,s_1) \to (c_2,s_2) \to (c_3,s_3) \to \ldots$$

Terminology

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- A pair (c,s) is called a *configuration*.
- If $cs \rightarrow cs'$ we say that cs *reduces* to cs'.
- A configuration cs is *final* iff $\nexists\, cs'.\ cs \rightarrow cs'$

The intention:

$(SKIP,\ s)$ is final

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Why?

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Why?

$SKIP$ is the empty program. Nothing more to be done.

Small-step rules

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$$(WHILE\ b\ DO\ c,\ s)\ \rightarrow$$
$$(IF\ b\ THEN\ c;;\ WHILE\ b\ DO\ c\ ELSE\ SKIP,\ s)$$

Small-step rules

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$$(WHILE\ b\ DO\ c,\ s)\ \rightarrow$$
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Fact $(SKIP, s)$ is a final configuration.

Small_Step.thy

Semantics

Are big and small-step semantics equivalent?

From $\Rightarrow$ to $\rightarrow*$

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Theorem $cs \Rightarrow t \implies cs \rightarrow* (SKIP, t)$

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Lemma
$(c_1, s) \rightarrow* (c_1', s') \implies (c_1;; c_2, s) \rightarrow* (c_1';; c_2, s')$

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Proof by rule induction on $cs \rightarrow* (SKIP,\ t)$.
In the induction step a lemma is needed:

Lemma $cs \rightarrow cs' \implies cs' \Rightarrow t \implies cs \Rightarrow t$

Proof by rule induction on $cs \rightarrow cs'$.

Equivalence

Corollary $cs \Rightarrow t \iff cs \rightarrow* (SKIP, t)$

Small_Step.thy

Equivalence of big and small

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We prove the contrapositive

$c \neq SKIP \Longrightarrow \neg\ final(c,s)$

by induction on c.

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That is, are there any final configs except $(SKIP,s)$?

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- Remaining cases: trivial or easy

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Together:

$$\textbf{Corollary}\ final\ (c,\ s) = (c = SKIP)$$

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Equivalent:

$\Rightarrow$ does not yield final state iff $\rightarrow$ does not terminate

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Therefore: $\Rightarrow$ correctly reflects termination behaviour.

With nondeterminism: may have both $cs \Rightarrow t$ and a nonterminating reduction $cs \rightarrow cs' \rightarrow \ldots$