

Semantics (meaning)
of Arithmetic Expressions

Denotational Semantics

Every expression (term) denotes
either a natural number or
a truth value (True or False)

For example the expression
 $\text{succ}(\text{succ}(\text{succ}(\text{zero})))$

denotes the number 3

We use "semantic brackets" $\llbracket - \rrbracket$
for the interpretation:

$$\llbracket \text{succ}(\text{succ}(\text{succ}(\text{zero})) \rrbracket = 3$$

The interpretation is defined
by structural recursion
on the syntax:

$$\llbracket \text{zero} \rrbracket = 0$$

$$\llbracket \text{false} \rrbracket = \text{False}$$

$$\llbracket \text{true} \rrbracket = \text{True}$$

$$\llbracket \text{succ } e \rrbracket = \llbracket e \rrbracket + 1$$

↑ if this is a number

$$\llbracket \text{pred } e \rrbracket = \begin{cases} 0 & \text{if } \llbracket e \rrbracket = 0 \end{cases}$$

$$\llbracket \text{pred } e \rrbracket = \begin{cases} n-1 & \text{if } \llbracket e \rrbracket = n \\ & \text{number} \end{cases}$$

$$\llbracket \text{iszero } e \rrbracket = \begin{cases} \text{True} & \text{if } \llbracket e \rrbracket = 0 \\ \text{False} & \text{otherwise} \end{cases}$$

($\llbracket e \rrbracket$ must be a number)

$$\llbracket \text{if } e_1 \text{ then } e_2 \text{ else } e_3 \rrbracket =$$

$$\begin{cases} \llbracket e_2 \rrbracket & \text{if } \llbracket e_1 \rrbracket = \text{True} \\ \llbracket e_3 \rrbracket & \text{if } \llbracket e_1 \rrbracket = \text{False} \end{cases}$$

($\llbracket e_2 \rrbracket$ and $\llbracket e_3 \rrbracket$ must be

of the same type:

either both numbers

or both truth values)

Some valid expressions
don't have a denotation

if (pred zero) then true
else (succ false)

This seems a meaningless term

We can use the symbol

\perp (read "bottom")

to denote meaningless terms

$$\llbracket \text{succ false} \rrbracket = \perp$$

$$\llbracket \text{if (pred zero) } \dots \rrbracket = \perp$$

(Alternative approach:

give meaningless terms

an arbitrary denotation)

Operational Semantics

The meaning of terms is their computation

We specify how terms/expressions are computed

\rightsquigarrow one-step reduction relation
it tells us how a term can be simplified

\rightsquigarrow^* many-steps reduction

Example: $\text{if } (\text{iszero } (\text{succ zero}))$
 $\text{then } (\text{succ } (\text{succ zero}))$
 $\text{else } (\text{pred } (\text{succ zero}))$
 $\rightsquigarrow^* \text{ zero}$

Reduction Rules

(how we do the reduction steps)

$\text{if true then } e_2 \text{ else } e_3 \rightsquigarrow e_2$

$\text{if false then } e_2 \text{ else } e_3 \rightsquigarrow e_3$

$\text{pred } (\text{succ } e) \rightsquigarrow e$

$\text{pred } \text{zero} \rightsquigarrow \text{zero}$

$\text{iszero zero} \rightsquigarrow \text{true}$

$\text{iszero } (\text{succ } e) \rightsquigarrow \text{false}$

Structural rules:

reductions can be performed

in context:

we can reduce a subterm of a larger term:

Summary of Module Content

You will learn to

- Define the syntax of your own programming language
- Give mathematical meaning to programs (denotational semantics)
- Specify how programs run (operational semantics)
- Use formal logic to reason about programs

$e \rightsquigarrow e'$
 $\text{succ } e \rightsquigarrow \text{succ } e'$

$e_1 \rightsquigarrow e_1'$

$\text{if } e_1 \text{ then } e_2 \text{ else } e_3$
 $\rightsquigarrow \text{if } e_1' \text{ then } e_2 \text{ else } e_3$

and similar rules operating

on e_2 and e_3

... other structural rules

This language is not really useful

To make it more interesting

we must add variables and recursion