

The CBS Framework

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CBS: Component-Based Semantics

Main goal:

Make formal semantics as popular as BNF !

Encourage language developers to use formal semantics:

- ▶ *documentation* of language features, design decisions
- ▶ *generation* of (prototype) implementations

CBS: Component-Based Semantics

Reusable components: 'funcons'

- ▶ specifications of *fundamental programming constructs*
- ▶ independent of particular programming languages

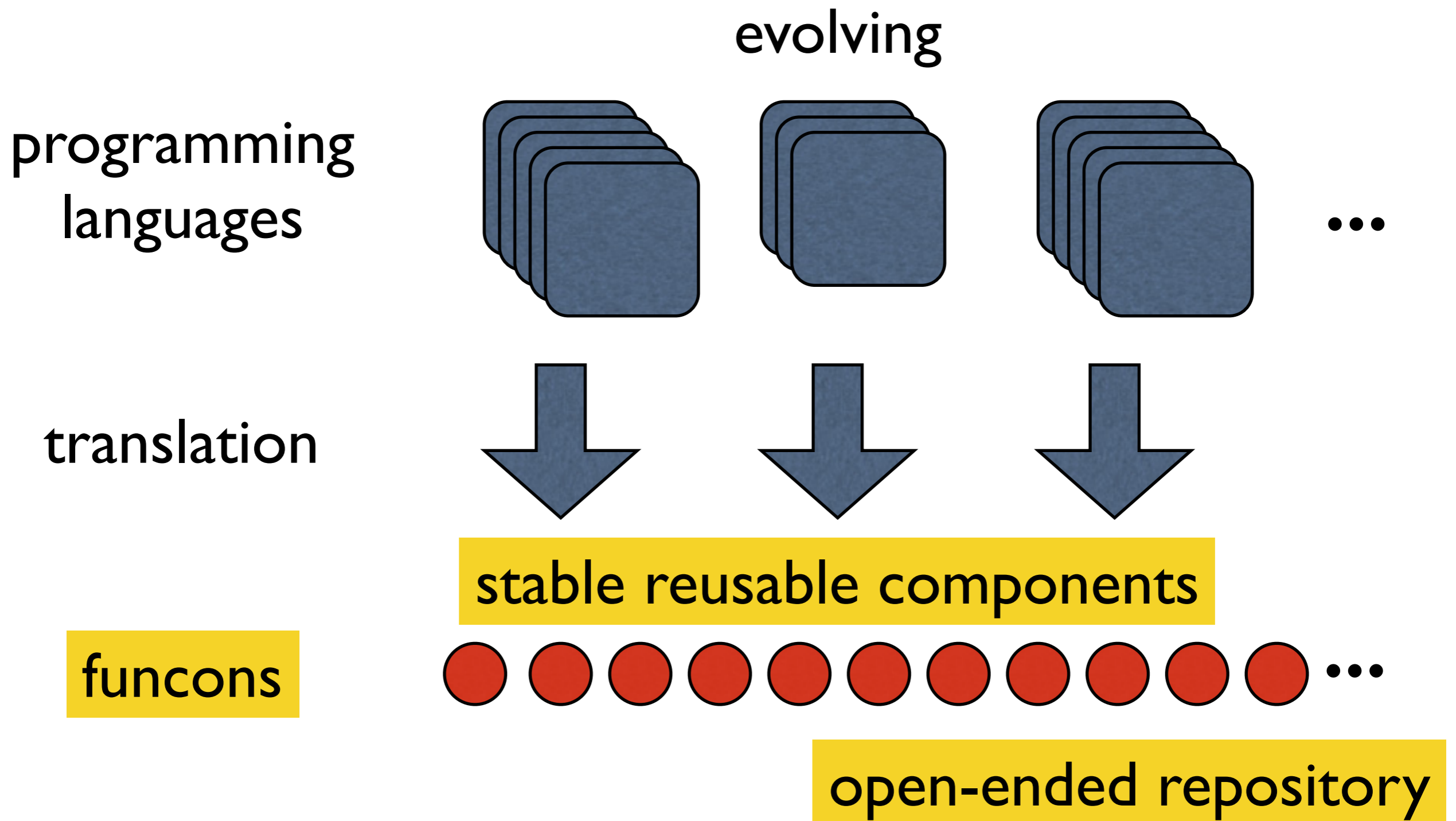
Language semantics

- ▶ *translation* from language constructs to funcon terms
- ▶ language semantics *derived* from funcon semantics

Conjecture

Using ***component-based*** semantics can significantly reduce the effort of language specification

Component-based semantics



Language specification in CBS

Syntax

$E : \text{exp} ::= \dots \mid \text{'let' id '=' exp 'in' exp} \mid \dots$

Semantics

$\text{eval}[[_ : \text{exp}]] : \Rightarrow \text{exp-values}$

Rule

$\text{eval}[[\text{'let' } I \text{'=' } E1 \text{'in' } E2]] =$
 $\text{scope} (\text{bind-value} (I, \text{eval}[[E1]]), \text{eval}[[E2]])$

Language specification in CBS

co-evolution

Syntax

$S : \text{stm} ::= \dots \mid \text{'while' ' (' exp ')' stm} \mid \dots$

Semantics

$\text{exec}[[_ : \text{stm}]] : \Rightarrow \text{null-type}$

Rule

$\text{exec}[[\text{'while' ' (' E ')' S }]] =$
 $\text{while-true} (\text{eval}[[E]] , \text{exec}[[S]])$

Language specification in CBS

co-evolution

Syntax

$S : \text{stm} ::= \dots \mid \text{'while' ' (' exp ')' stm} \mid \dots$

Semantics

$\text{exec}[[_ : \text{stm}]] : \Rightarrow \text{null-type}$

Rule

$\text{exec}[[\text{'while' ' (' E ')' S }]] =$
 $\text{while-true} (\text{not is-eq} (\emptyset, \text{eval}[[E]]) , \text{exec}[[S]])$

Language specification in CBS

co-evolution

Syntax

$S : \text{stm} ::= \dots \mid \text{'while' ' (' exp ') ' stm} \mid \text{'break'} \mid \dots$

Semantics

$\text{exec}[[_ : \text{stm}]] : \Rightarrow \text{null-type}$

Rule

$\text{exec}[[\text{'while' ' (' E ') ' S }]] =$
 $\text{handle-break (while-true (eval[[E]], exec[[S]]))}$

Rule

$\text{exec}[[\text{'break'}]] = \text{break}$

Funcons

Funcons

Fundamental programming constructs

- ▶ language-*independent*
- ▶ (mostly) *specified independently*
- ▶ have *fixed behaviour*
- ▶ *extensible*

Funcons

Computations

- ▶ **Normal:** flowing, giving, binding, storing, linking, generating, interacting, ...
- ▶ **Abnormal:** failing, throwing, breaking, continuing, returning, controlling, ...
- ▶ (Concurrent: not yet specified)

Funcons

Values (some types are built-in)

- ▶ **Primitive:** atoms, booleans, integers, floats, characters, null, ...
- ▶ **Composite:** algebraic datatypes, tuples, lists, vectors, sets, multisets, maps, pointers, references, variants, ...
- ▶ **Abstractions:** closures, thunks, functions, patterns, ...

Funcon specification in CBS

Normal computation: **flowing**

Funcon

```
while-true ( _: =>booleans, _: =>null-type ) : =>null-type
```

Rule

```
while-true ( X, Y )  
  ~> if-true-else ( X,  
    sequential ( Y, while-true ( X, Y ) ),  
    null-value )
```

Funcon specification in CBS

Normal computation: **flowing**

Funcon

if-true-else ($_ : \text{booleans}$, $_ : \Rightarrow T$, $_ : \Rightarrow T$) : $\Rightarrow T$

Rule

if-true-else (**true**, X , Y) $\sim \rightarrow X$

Rule

if-true-else (**false**, X , Y) $\sim \rightarrow Y$

Funcon specification in CBS

Normal computation: **flowing**

Funcon

sequential ($_ : \text{null-type}, _ : \Rightarrow T$) : $\Rightarrow T$

Rule

sequential ($\text{null-value}, Y$) $\sim \> Y$

Funcon specification in CBS

Normal computation: **binding**

Type

envs $\sim>$ **maps(ids, values?)**

Funcon

bind-value (**_**: **ids**, **_**: **values**) : **=>envs**

Rule

bind-value (**I**: **ids**, **V**: **values**) $\sim>$ { **I** | **->** **V** }

Funcon specification in CBS

Normal computation: **binding**

Entity

$\text{env}(_ : \text{envs}) \mid - _ \dashrightarrow _$

Funcon

$\text{scope}(_ : \text{envs}, _ : \Rightarrow T) : \Rightarrow T$

Rule

$\text{env}(\text{map-override}(Rho1, Rho0)) \mid - X \dashrightarrow X'$

 $\text{env}(Rho0) \mid - \text{scope}(Rho1 : \text{envs}, X) \dashrightarrow \text{scope}(Rho1, X')$

Rule

$\text{scope}(_ : \text{envs}, V : T) \rightsquigarrow V$

CBS foundations

main features

- ▶ ***I-MSOS***: SOS notation, but interpreted as *Modular SOS*
- ▶ ***strictness annotations*** in signatures ($_ : T$ vs $_ : \Rightarrow T$)
- ▶ ***value-computation systems***
 - transitions (\longrightarrow) and rewriting ($\sim\>$)
- ▶ ***bisimulation congruence format*** for rules
- ▶ ***bisimulation preserved*** by disjoint extension

CBS beta-release

plancomps.github.io/CBS-beta

Funcons-beta made available **for review**

- ▶ *changes possible until final release (autumn 2018)*

Languages-beta illustrates CBS using Funcons-beta

- ▶ *simple languages: IMP, SIMPLE, SL*
- ▶ *sub-languages: MiniJava, OCaml Light*
- ▶ *may need to change before final release*

CBS beta-release

plancomps.github.io/CBS-beta

Demonstrated:

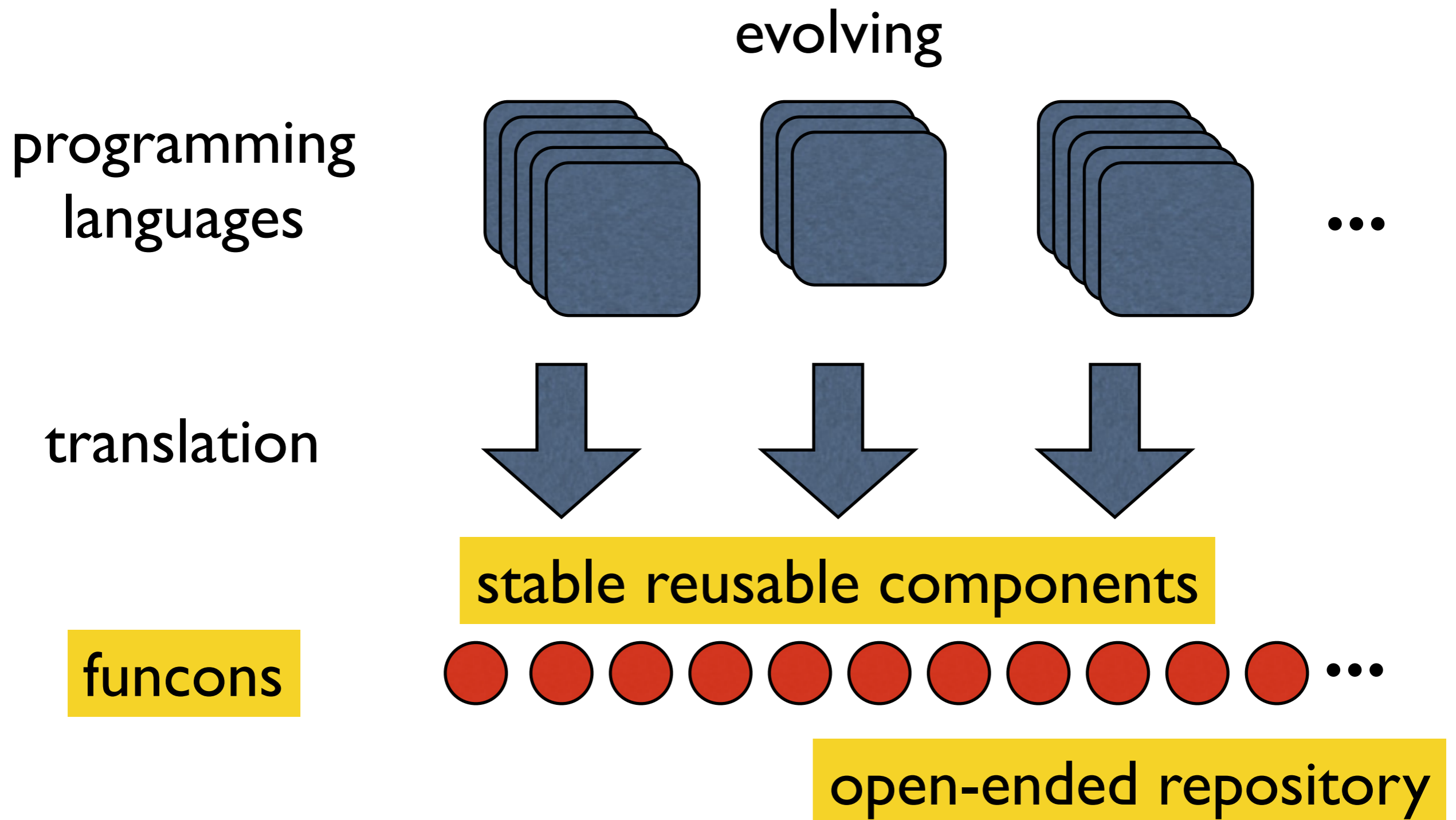
- ▶ benefits of funcons: reuse, simplicity
- ▶ generation of editors, prototype interpreters

Not yet demonstrated:

- ▶ co-evolution, scaling-up, DSLs, modeling languages
- ▶ funcon algebra

Conclusion

Language specification in CBS



Conjecture

Using ***component-based semantics*** can significantly reduce the effort of language specification

Static semantics questions

- ▶ ***modular static semantics*** for funcons?
 - unrestricted effects, co-effects
- ▶ ***type-directed translation*** of language constructs?
 - separate conventional static semantics?
 - exploitation of scope graphs?

PLANCOMPS

plancomps.org

“Programming Language Components and Specifications”

Funded project 2011–16: 
Engineering and Physical Sciences
Research Council

- ▶ at Swansea, Royal Holloway (RHUL), City, Newcastle

Current participants:

- ▶ A. Johnstone, E.A. Scott, L.T. van Binsbergen (RHUL)
N. Sculthorpe (NTU), C. Bach Poulsen, PDM (Delft)

New participants are welcome !