

CSE 505: Concepts of Programming Languages

Dan Grossman

Fall 2003

Lecture 5— Operational Equivalence for IMP

Where are we

Today (Thursday?) is IMP's last day in the sun. Done:

- Abstract Syntax
- Operational Semantics (large-step and small-step)
- “Denotational” Semantics
- Semantic properties of (sets of) programs

Today:

- Program equivalence under operational semantics
- Equivalence of different semantics

Mostly proofs on the board (posted later)

Equivalence motivation

- Program equivalence: code optimizer, code maintainer
- Semantics equivalence: interpreter optimizer, language designer (prove properties for equivalent semantics with easier proof)
- Both: Great practice for strengthening inductive hypothesis (you will do this again in grad school)

Warning: Proofs are easy with the right semantics and lemmas

Note: Small-step operational often harder proofs but models more interesting things

What is equivalence

Equivalence depends on *what is observable!*

- Partial I/O equivalence (if terminates, same *ans*)
 - **while 1 skip** equivalent to everything
- Total I/O (same termination behavior, same *ans*)
- Total heap equivalence (at termination, all (almost all) variables have the same value)
- Equivalence plus complexity bounds
 - Is $O(2^{n^n})$ really equivalent to $O(n)$?
- Syntactic equivalence (perhaps with renaming)
 - too strict to be interesting

Rest of today

Examples of:

- “Local Optimizations”
- Operator properties (sequence is associative)
- “Admissable” rules (additional rules don’t change semantics)
- Equivalence of large-step and small-step expressions

Note: With nondeterminism also have may/must distinction.

We’ll just prove “one direction” of if and only if.

Take-away messages

These arguments are can be tedious but the details expose when semantics isn't like you think it is.

Steps:

- State theorem formally
- Use intuition to strengthen induction hypothesis
- Write out the proof

In reality, there is feedback not just in these steps, but back to the semantics (to get the properties you want). That's a good thing.