Fun Facts of Assignment Semantics in C and Java

- C treats assignments as expression, while Java doesn’t

```c
#include <stdio.h>

int main () {
    int a = 1;
    int b = 0;
    if ((a = b)) {
        printf("%d == %d \n", a, b);
    } else {
        printf("%d != %d \n", a, b);
    }
    return 0;
}
```

```java
public class Exp {
    public static void main (String[] args) {
        int a = 1;
        int b = 2;
        if (a = b) {
            //invalid in Java (a == b)
            System.out.printf("%d == %d \n", a, b);
        } else {
            System.out.printf("%d != %d \n", a, b);
        }
    }
}
```

- What are the output of Exp2.c? [a = 2, b = 2, c = 2; a = 0, b = 0, c = 3 ]
  - In assignments a = b = c evaluates c, assigns that to b, then assigns that to a.
  - In expressions c = 3 + (a = b) assigns the value of b to a and then adds 3 to the value and assigns it to c.

```c
#include <stdio.h>

int main () {
    int a = 1;
    int b = 0;
    int c = 2;
    a = b = c;
    printf("a = %d, b = %d, c = %d \n", a, b, c);
    a = 1;
    b = 0;
    c = 2;
    c = 3 + (a = b);
    printf("a = %d, b = %d, c = %d \n", a, b, c);
    return 0;
}
```
Conditional Semantics

- In addition to the assignment statement, conditional statement (if statement) is another type of statement.
- Its meaning function also takes in a state and generates another state.

\[ M : Statement \times State \rightarrow State \]

- A conditional statement has three elements: an expression, then branch statement, and else branch statement.

\[ \text{Conditional} = \text{Expression test; Statement thenbranch, elsebranch} \]

- The meaning of a conditional depends on the meaning of the expression.
  - If the expression is true, the meaning of the conditional is the meaning of the then branch.
  - If the expression is false, the meaning of the conditional is the meaning of the else branch.

\[
M(\text{Conditional } c, \text{State } state) = \begin{cases} 
M(c.\text{thenbranch}, state), & \text{if } M(c.\text{test}, state) \text{ is true} \\
M(c.\text{elsebranch}, state), & \text{otherwise}
\end{cases}
\]

- To extend our simple interpreter for the conditional statement, we need to add conditional class, the meaning function to statements including assignments, conditionals, and extendible to other statement types, the meaning function of conditional, and a main function to test them.

```python
# Conditional has three attribute: condition, thenbranch, and elsebranch
class Conditional:
    def __init__(self, condition, thenbranch, elsebranch):
        self.condition = condition
        self.thenbranch = thenbranch
        self.elsebranch = elsebranch

# Meaning function of Statement
# M(Statement statement, State state)
def M_Statement (statement, state):
    if isinstance(statement, Assignment):
        return M_Assignment(statement, state)
    elif isinstance(statement, Conditional):
        return M_Conditional(statement, state)
    else:
        print("ERROR: wrong type of statement")

# Meaning function of Contional
# M(Statement statement, State state)
def M_Conditional (statement, state):
    if M_Expression(statement.condition, state).value:
        state = M_Statement(statement.thenbranch, state)
    else:
        state = M_Statement(statement.elsebranch, state)
    return state
```
def main3():
    # if (a < b) {
    #   min = a;
    # }  
    # else {
    #   min = b;
    # }
    # {<min, 0>, <a, 3>, <b, 5>}
    varmin = Variable('min')
    vara = Variable('a')
    varb = Variable('b')
    state = State()
    state.setValue(varmin, 0)
    state.setValue(vara, 3)
    state.setValue(varb, 5)
    expr = BinaryExpression(vara, '<', varb)
    thenbranch = Assignment(varmin, M_Expression(vara, state))
    elsebranch = Assignment(varmin, M_Expression(varb, state))
    cond = Conditional(expr, thenbranch, elsebranch)
    newState = M_Statement(cond, state)
    print(newState)

if __name__ == '__main__':
    #main1()
    #main2()
    main3()
- Then, we need to update the meaning function of statement to let it be able to handle Skip.

```python
# Meaning function of Statement
# M(Statement statement, State state)
def M_Statement(statement, state):
    if isinstance(statement, Assignment):
        return M_Assignment(statement, state)
    elif isinstance(statement, Conditional):
        return M_Conditional(statement, state)
    elif isinstance(statement, Skip):
        return M_Skip(statement, state)
    else:
        print("ERROR: wrong type of statement")
```

- We can then implement the main function as

```python
def main4():
    varmin = Variable('min')
    vara = Variable('a')
    varb = Variable('b')
    state = State()
    state.setValue(varmin, 0)
    state.setValue vara, 3
    state.setValue varb, 5
    inexpr = BinaryExpression(varb, '>', Value(3))
    outexpr = BinaryExpression(vara, '<', Value(5))
    inthenbranch = Assignment(varmin, Value(100))
    inelsebranch = Skip()
    outthenbranch = Conditional(inexpr, inthenbranch, inelsebranch)
    outelsebranch = Assignment(varmin, Value(50))
    cond = Conditional(outexpr, outthenbranch, outelsebranch)
    newState = M_Statement(cond, state)
    print(newState)
```

### Block Semantics

- The conditional and skip semantics work well for the above if statement in which each branch only contains one statement. However, it's more common in programs that a branch contains more than one statement, which we call a block.

- A **block** is a set of statements.

\[
\text{Block} = \text{Statement}^* 
\]

- We need a meaning function for a block.
  - If the set is empty, the block has no statement. So the meaning of the program is not changed by the block.
  - Otherwise, the meaning of the block is the aggregated results of all statements in the block.

- The implementation of the meaning function

\[
M(\text{Block } b, \text{State } state) = \begin{cases} 
\text{state}, & \text{if } b = \{} \\
M(b_n, M(b_{n-1}, \ldots, M(b_1, \text{state}) \ldots)) & \text{if } b = \{ b_1, b_2, \ldots, b_n \}
\end{cases}
\]
• If the set is empty, the state does not change.
• If there are n statements in the block, the meaning function of each statement is called. The innermost meaning function is the first statement in the block, and the outermost is the last statement.
• Depending on the type of each statement, different meaning functions are called.

- To extend the simple interpreter, we need a block class, a meaning function for block, a main function to test the code, and extend the meaning function of statement to support blocks.

```python
# Block
class Block:
    def __init__(self, statements):
        self.statements = statements

# Meaning function of Block
# M(Statement block, State state)
def M_Block (block, state):
    if (len(block.statements) == 0):
        return state
    return M_Block(Block(block.statements[1:]), M_Statement(block.statements[0], state))

# Meaning function of Statement
# M(Statement statement, State state)
def M_Statement (statement, state):
    if isinstance(statement, Assignment):
        return M_Assignment(statement, state)
    elif isinstance(statement, Conditional):
        return M_Conditional(statement, state)
    elif isinstance(statement, Skip):
        return M_Skip(statement, state)
    elif isinstance(statement, Block):
        return M_Block(statement, state)
    else:
        print("ERROR: wrong type of statement")

def main5():
    # if (a < 5) {
    #   min = 100;
    #   b = 0;
    # }
    # else {
    #   min = 50;
    #   b = 1;
    # }
    # {<min, 0>, <a, 3>, <b, 5>}
    varmin = Variable('min')
    vara = Variable('a')
    varb = Variable('b')
    state = State()
    state.setValue(varmin, 0)
    state.setValue(vara, 3)
    state.setValue(varb, 5)
    expr = BinaryExpression(vara, '<', Value(5))
    ifblckstatmnt1 = Assignment(varmin, Value(100))
    ifblckstatmnt2 = Assignment(varb, Value(0))
    elsbckstatmnt1 = Assignment(varmin, Value(50))
    elsbckstatmnt2 = Assignment(varb, Value(1))
    ifblck = Block([ifblckstatmnt1, ifblckstatmnt2])
    elsbck = Block([elsbckstatmnt1, elsbckstatmnt2])
    cond = Conditional(expr, ifblck, elsbck)
    newState = M_Statement(cond, state)
    print(newState)
    if __name__ == "__main__":
        main5()
```

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