Algebraic Semantics

Algebraic semantics involves the algebraic specification of data and language constructs.

Foundations based on abstract algebras.

Basic idea

• Name the sorts of objects and the operations on the objects.
• Use algebraic axioms to describe their characteristic properties.

An algebraic specification contains two parts: signature and equations

A signature $\Sigma$ of an algebraic specification is a pair $\langle$Sorts, Operations$\rangle$ where

• Sorts is a set containing names of sorts.
• Operations is a family of function symbols indexed by the functionalities of the operations represented by the function symbols.

Abstract type whose values are lists of integers:

Sorts = { Integer, Boolean, List }.

Function symbols with their signatures:

- zero : Integer
- one : Integer
- plus (_ , _) : Integer, Integer $\rightarrow$ Integer
- minus (_ , _) : Integer, Integer $\rightarrow$ Integer
- true : Boolean
- false : Boolean
- emptyList : List
- cons (_ , _) : Integer, List $\rightarrow$ List
- head (_) : List $\rightarrow$ Integer
- tail (_) : List $\rightarrow$ List
- empty? (_) : List $\rightarrow$ Boolean
- length (_) : List $\rightarrow$ Integer

Family of operations decomposes:

$\text{Opr Boolean} = \{ \text{true}, \text{false} \}$
$\text{Opr Integer, Integer }\rightarrow\text{Integer} = \{ \text{plus}, \text{minus} \}$
$\text{Opr List }\rightarrow\text{Integer} = \{ \text{head}, \text{length} \}$

Equations constrain the operations to indicate the appropriate behavior for the operations.

\[
\begin{align*}
\text{head (cons (m, s))} & = m, \\
\text{empty? (emptyList)} & = \text{true} \\
\text{empty? (cons (m, s))} & = \text{false}.
\end{align*}
\]

Each stands for a closed assertion:

$\forall m:\text{Integer}, \forall s:\text{List} [\text{head (cons (m, s))} = m].$
$\text{empty? (emptyList)} = \text{true}$
$\forall m:\text{Integer}, \forall s:\text{List} [\text{empty? (cons (m, s))} = \text{false}].$

Module Representation

• Decompose definitions into relatively small components.

• Import the signature and equations of one module into another.

• Define sorts and functions to be either exported or hidden.

• Modules can be parameterized to define generic abstract data types.
A Module for Truth Values

module Booleans

exports

sorts Boolean

operations

true : Boolean
false : Boolean
errorBoolean : Boolean
not (_ ) : Boolean → Boolean
and ( _ , _ ) : Boolean, Boolean → Boolean
or ( _ , _ ) : Boolean, Boolean → Boolean
implies ( _ , _ ) : Boolean, Boolean → Boolean
eq? ( _ , _ ) : Boolean, Boolean → Boolean

end exports

operations

xor ( _ , _ ) : Boolean, Boolean → Boolean

end

variables

b, b1, b2 : Boolean

equations

[B1] and (true, b) = b
[B2] and (false, true) = false
[B3] and (false, false) = false
[B4] not (true) = false
[B5] not (false) = true
[B6] or (b1, b2) = not (and (not (b1), not (b2)))
[B7] implies (b1, b2) = or (not (b1), b2)
[B8] xor (b1, b2) = and (or (b1, b2), not (and (b1, b2)))
[B9] eq? (b1, b2) = not (xor (b1, b2))

end Boolean

Note module syntax

A conditional equation has the form

lhs=rhs
when lhs1=rhs1, lhs2=rhs2, ..., lhsn=rhsn.

A Module for Natural Numbers

module Naturals

imports Booleans

exports

sorts Natural

operations

0 : Natural
1 : Natural
10 : Natural
errorNatural : Natural
succ ( _ ) : Natural → Natural
add ( _ , _ ) : Natural, Natural → Natural
sub ( _ , _ ) : Natural, Natural → Natural
mul ( _ , _ ) : Natural, Natural → Natural
div ( _ , _ ) : Natural, Natural → Natural
eq? ( _ , _ ) : Natural, Natural → Boolean
less? ( _ , _ ) : Natural, Natural → Boolean
greater?( _ , _ ) : Natural, Natural → Boolean

end exports

variables

m, n : Natural

equations

[N1] 1 = succ (0)
[N2] 10 = succ (succ (succ (succ (succ (succ (succ (succ (succ (succ (0))))))))))
[N3] add (m, 0) = m
[N4] add (m, succ (n)) = succ (add (m, n))
[N5] sub (0, succ (n)) = errorNatural
[N6] sub (m, 0) = m
[N7] sub(succ(m),succ(n)) = sub(m,n)
[N8] mul (m, 0) = 0 when m≠errorNatural
[N9] mul (m, 1) = m
[N10] mul (m, succ (n)) = add (m, mul (m, n))
[N11] div (m, 0) = errorNatural
[N12] div (0, succ (n)) = 0 when n≠errorNatural
[N13] div (m, succ (n)) = if ( less? (m, succ (n)), 0, succ(div(sub(m,succ(n)),succ(n))))
[N14] eq? (0, 0) = true
[N15] eq? (0, succ(n)) = false
    when n # errorNatural
[N16] eq? (succ(m), 0) = false
    when m # errorNatural
[N17] eq? (succ(m), succ(n)) = eq? (m, n)
[N18] less? (0, succ(m)) = true
    when m # errorNatural
[N19] less? (m, 0) = false
    when m # errorNatural
[N20] less? (succ(m), succ(n)) = less? (m, n)
[N21] greater? (m, n) = less? (n, m)
end Naturals

All operations propagate errors
  succ (errorNatural) = errorNatural,
  sub (div(0,0), succ(0)) = errorNatural,
  not (errorBoolean) = errorBoolean, and
  eq? (0, succ (errorNatural)) = errorBoolean.

Conditions are Necessary

Use [N8] and ignore the condition:
  0 = mul(succ(errorNatural),0)
  = mul(errorNatural,0)
  = errorNatural.

and
  succ(0) = succ(errorNatural) = errorNatural,
  succ(succ(0)) = succ(errorNatural) = errorNatural,
  and so on.

Conditions are needed when variable(s) on
the left disappear on the right.

Constructors

• No equations for 0 and succ
• Terms 0, succ(0), succ(succ(0)), ... not equal
• These plus errorNatural can be viewed as
  characterizing the natural numbers, the
  individuals defined by the module.
• Initial algebraic semantics
• No confusion property
• No junk property

A Module for Characters

module Characters
  imports Booleans, Naturals
  exports
    sorts Char
  operations
    eq? (_, _) : Char, Char → Boolean
    letter? (_, ) : Char → Boolean
    digit? (_, ) : Char → Boolean
    ord (_, ) : Char → Natural
    char-0 : Char
    char-1 : Char
    : :
    char-9 : Char
    char-a : Char
    : :
    char-z : Char
    errorChar : Char
end exports
variables  
\[ c, c_1, c_2 : \text{Char} \]

equations  
\[ \begin{align*}  
\text{[C1]} \quad \text{ord (char-0)} &= 0 \\
\text{[C2]} \quad \text{ord (char-1)} &= \text{succ (ord (char-0))} \\
\text{[C3]} \quad \text{ord (char-2)} &= \text{succ (ord (char-1))} \\
& \vdots \\
\text{[C11]} \quad \text{ord (char-a)} &= \text{succ (ord (char-9))} \\
\text{[C12]} \quad \text{ord (char-b)} &= \text{succ (ord (char-a))} \\
& \vdots \\
\text{[C36]} \quad \text{ord (char-z)} &= \text{succ (ord (char-y))} \\
\text{[C37]} \quad \text{eq? (c_1, c_2)} &= \text{eq? (ord (c_1), ord (c_2))} \\
\text{[C38]} \quad \text{letter? (c)} &= \\
& \quad \text{and (not (greater? (ord (char-a), ord (c))),} \\
& \quad \text{\quad not (greater? (ord (c), ord (char-z)))}) \\
\text{[C39]} \quad \text{digit? (c)} &= \\
& \quad \text{and (not (greater? (ord (char-0), ord (c))),} \\
& \quad \text{\quad not (greater? (ord (c) ord (char-9)))}) 
\end{align*} \]

end Characters

Parameterized Module and Instantiations

module Lists

imports Booleans, Naturals

parameters Items

sorts Item

operations
\[
\text{errorItem} : \text{Item} \\
\text{eq?} : \text{Item, Item} \to \text{Boolean}
\]

variables  
\[ a, b, c : \text{Item} \]

equations  
\[
\begin{align*}
\text{eq? (a,a)} &= \text{true} \quad \text{when } a \neq \text{errorItem} \\
\text{eq? (a,b)} &= \text{eq? (b,a)} \\
& \quad \text{implies (and (eq?(a,b), eq?(b,c)), eq?(a,c)) = true} \\
& \quad \text{when } a \neq \text{errorItem,} \\
& \quad \quad b \neq \text{errorItem,} \\
& \quad \quad c \neq \text{errorItem}
\end{align*}
\]

end Items

exports

sorts List

operations
\[
\begin{align*}
\text{null} & : \text{List} \\
\text{errorList} & : \text{List} \\
\text{cons} (\_ , \_ ) & : \text{Item, List} \to \text{List} \\
\text{concat} (\_ , \_ ) & : \text{List, List} \to \text{List} \\
\text{length} (\_ ) & : \text{List} \to \text{Natural} \\
\text{equal?} (\_ , \_ ) & : \text{List, List} \to \text{Boolean} \\
\text{mkList} (\_ ) & : \text{Item} \to \text{List}
\end{align*}
\]

end exports

variables  
\[ i, i_1, i_2 : \text{Item} \\
i, s, s_1, s_2 : \text{List} \]

equations  
\[
\begin{align*}
\text{[S1]} \quad \text{concat (null, s)} &= s \\
\text{[S2]} \quad \text{concat(cons(i,s_1),s_2)} &= \text{cons(i,concat(s_1, s_2))} \\
\text{[S3]} \quad \text{equal? (null, null)} &= \text{true} \\
\text{[S4]} \quad \text{equal? (null, cons (i, s))} &= \text{false} \\
& \quad \text{when } s \neq \text{errorList, } i \neq \text{errorItem} \\
\text{[S5]} \quad \text{equal? (cons (i, s), null)} &= \text{false} \\
& \quad \text{when } s \neq \text{errorList, } i \neq \text{errorItem} \\
\text{[S6]} \quad \text{equal? (cons (i_1, s_1), cons (i_2, s_2))} &= \\
& \quad \quad \text{and (eq?(i_1, i_2), equal?(s_1, s_2))} \\
\text{[S7]} \quad \text{length (null)} &= 0 \\
\text{[S8]} \quad \text{length (cons (i, s))} &= \text{succ (length (s))} \\
& \quad \text{when } i \neq \text{errorItem} \\
\text{[S9]} \quad \text{mkList} (i) &= \text{cons (i, null)} 
\end{align*}
\]

end Lists
Instantiations

module Files
imports Booleans, Naturals, instantiation of Lists
bind Items using Natural for Item
    using errorNatural for errorItem
    using eq? for eq?
rename using File for List
    using emptyFile for null
    using mkFile for mkList
    using errorFile for errorList
exports
    sorts File
    operations
        empty? ( _ ): File → Boolean
end exports
variables f : File
equations
    [F1] empty? (f) = equal? (f, emptyFile)
end Files

module Strings
imports Booleans, Naturals, Characters, instantiation of Lists
bind Items using Char for Item
    using errorChar for errorItem
    using eq? for eq?
rename using String for List
    using nullString for null
    using mkString for mkList
    using strEqual for equal?
    using errorString for errorList
exports
    sorts String
    operations
        string-to-natural ( _ ) :
            String → Boolean, Natural
end exports

variables c : Char b : Boolean n : Natural s : String
equations
    [Str1] string-to-natural (nullString) = <true, 0>
    [Str2] string-to-natural (cons (c, s)) =
        if ( and (digit? (c), b),
            <true, add(mul(sub(ord(c), ord(char-0)), exp(10, length (s))), n)>,
            <false, 0>)
            when <b, n> = string-to-natural (s)
end Strings

Expression in [Str2]:
((ord(c) – ord(char-0)) • 10^length (s)) + n

A Module for Finite Mappings
module Mappings
imports Booleans
parameters Entries
    sorts Domain, Range
    operations
        equals ( _ , _ ) : Domain, Domain → Boolean
        errorDomain : Domain
        errorRange : Range
variables a,b,c : Domain
equations
    equals (a,a) = true when a ≠ errorDomain
    equals (a,b) = equals (b,a)
    implies (and (equals (a,b), equals (b,c)),
        equals (a,c)) = true
    when a, b, and c ≠ errorDomain
end Entries
exports
  sorts Mapping
  operations
    emptyMap : Mapping
    errorMapping : Mapping
    update( _, _, _ ) :
      Mapping, Domain, Range → Mapping
    apply ( _, _ ) : Mapping, Domain → Range
  fi
end exports

variables
  m : Mapping
  d, d1, d2 : Domain
  r : Range

equations
  [M1] apply (emptyMap, d) = errorRange
  [M2] apply (update(m, d1, r), d2) = r
    when equals(d1, d2) = true, m≠errorMapping
  [M3] apply (update(m, d1, r), d2) = apply(m, d2)
    when equals(d1, d2) = false, r≠errorRange
end Mappings

A Store Structure

module Stores
  imports Strings, Naturals,
  instantiation of Mappings
    bind Entries
      using String for Domain
      using Natural for Range
      using strEqual for equals
      using errorString for errorDomain
      using errorNatural for errorRange
    rename using Store for Mapping
      using emptySto for emptyMap
      using updateSto for update
      using applySto for apply
  end Stores

Mathematical Foundations

Simplify modules.

module Bools
  exports
    sorts Boolean
    operations
      true : Boolean
      false : Boolean
      not ( _ ) : Boolean → Boolean
  end exports

  equations
    [B1] not (true) = false
    [B2] not (false) = true
  end Bools

module Nats
  imports Bools
  exports
    sorts Natural
    operations
      0 : Natural
      succ ( _ ) : Natural → Natural
      add ( _ , _ ) : Natural, Natural → Natural
  end exports

  variables
    m, n : Natural

  equations
    [N1] add (m, 0) = m
    [N2] add (m, succ (n)) = succ (add (m, n))
  end Nats
Ground Terms

Function symbols used to construct terms that stand for the objects of the sorts in the signature.

**Defn**
For a given signature \( \Sigma = <\text{Sorts}, \text{Operations}> \), the set of **ground terms** \( T_\Sigma \) of sort \( S \) is defined inductively:

1. All constants of sort \( S \) in Operations are ground terms (in \( T_\Sigma \)).
2. For every function symbol \( f : S_1, \ldots, S_n \rightarrow S \) in Operations, if \( t_1, \ldots, t_n \) are ground terms of sorts \( S_1, \ldots, S_n \), respectively, then \( f(t_1, \ldots, t_n) \) is a ground term of sort \( S \) where \( S_1, \ldots, S_n, S \in \text{Sorts} \).

**Example**
Ground terms of sort Boolean in \( \text{Bools} \):

true, \ not(true), \ not(not(true)), \ not(not(not(true))), \ ...
false, \ not(false), \ not(not(false)), \ ...

Ground terms of sort Natural in \( \text{Nats} \):

0, \ succ(0), \ succ(succ(0)), \ ...
add(0,0), \ add(0,succ(0)), \ ...
add(succ(0),0), \ add(succ(0),succ(0)), \ ...
add(succ(succ(0)),0), \ ...

On the basis of the signature only (no equations), the ground terms must be mutually distinct.

\( \Sigma \)-Algebras

Algebraic specifications deal with syntax.

Semantics is provided by defining algebras that serve as models of the specifications.

**Heterogeneous or Many-sorted Algebras:**
A set of operations acting on a collection of sets.

**Defn**
For a given signature \( \Sigma \), an algebra \( \Lambda \) is a **\( \Sigma \)-algebra** under the following circumstances:

- There is a one-to-one correspondence between the carrier sets of \( \Lambda \) and the sorts of \( \Sigma \).
- There is a one-to-one correspondence between the constants and functions of \( \Lambda \) and the operation symbols of \( \Sigma \) so that those constants and functions are of the appropriate sorts and functionalities.

Let \( \Sigma = <\text{Sorts}, \text{Operations}> \) be a signature where

- Sorts is a set of sort names and
- Operations is a set of function symbols of the form \( f : S_1, \ldots, S_m \rightarrow S_{m+1} \) where each \( S_i \in \text{Sorts} \).

A **\( \Sigma \)-algebra** \( \Lambda \) consists of:

1. A collection of sets \( \{ S_\Lambda | S \in \text{Sorts} \} \), the **carrier sets**
2. A collection of functions \( \{ f_\Lambda | f \in \text{Operations} \} \) with the functionality \( f_\Lambda : (S_1)_\Lambda, \ldots, (S_m)_\Lambda \rightarrow S_\Lambda \)
   for each \( f : S_1, \ldots, S_m \rightarrow S \) in Operations.

**\( \Sigma \)-algebras** are called heterogeneous or many-sorted algebras because they may contain objects of more than one sort.
**Defn:** The term algebra $T_{\Sigma}$ for a signature $\Sigma = <\text{Sorts}, \text{Operations}>$ is constructed as follows. Carrier sets $\{ S_{T_{\Sigma}} | S \in \text{Sorts} \}$ are defined by:

1. For each constant $c$ of sort $S$ in $\Sigma$ we have a corresponding constant “c” in $S_{T_{\Sigma}}$.
2. For each function symbol $f : S_1, ..., S_n \rightarrow S$ in $\Sigma$ and any $n$ elements $t_1 \in (S_1)_{T_{\Sigma}}, ..., t_n \in (S_n)_{T_{\Sigma}}$, the term “$f(t_1, ..., t_n)$” belongs to the carrier set $S_{T_{\Sigma}}$.

For each function symbol $f : S_1, ..., S_n \rightarrow S$ in $\Sigma$ and any $n$ elements $t_1 \in (S_1)_{T_{\Sigma}}, ..., t_n \in (S_n)_{T_{\Sigma}}$, define $f_{T_{\Sigma}}$ by $f_{T_{\Sigma}}(t_1, ..., t_n) = "f(t_1, ..., t_n)"$.

The elements of the carrier sets of $T_{\Sigma}$ consist of strings of symbols chosen from a set containing the constants and function symbols of $\Sigma$ together with the special symbols “(”, “)”, and “,”.

**Example**

The carrier set for the term algebra $T_{\Sigma}$ constructed from the module Bools contains all the ground terms from the signature, including “true”, “not(true)”, “not(not(true))”, ...

“false”, “not(false)”, “not(not(false))”, ....

The function not$_{T_{\Sigma}}$ maps “true” to “not(true)”, maps “not(true)” to “not(not(true))”, and so forth.

The carrier set is infinite.

Also, “false” ≠ “not(true)"

We have not accounted for the equations and what properties they enforce in an algebra.

**Defn:** For a signature $\Sigma$ and a $\Sigma$-algebra $A$, the evaluation function $\text{eval}_A : T_{\Sigma} \rightarrow A$ from ground terms to values in $A$ is defined as:

- $\text{eval}_A("c") = c_A$ for constants $c$, and
- $\text{eval}_A("f(t_1, ..., t_n)") = f_A(\text{eval}_A(t_1), ..., \text{eval}_A(t_n))$ where each term $t_i$ is of sort $S_i$ for the symbol $f : S_1, ..., S_m \rightarrow S$ in Operations.

**Definition** Let Spec = $<\Sigma, E>$ be a specification with signature $\Sigma$ and equations $E$.

The congruence $\equiv_E$ determined by $E$ on $T_{\Sigma}$ is the smallest relation satisfying the properties:

1. **Variable Assignment** Given an equation $\text{lhs} = \text{rhs}$ in $E$ that contains variables $v_1, ..., v_n$ and given any ground terms $t_1, ..., t_n$ from $T_{\Sigma}$ of the same sorts as the respective variables, $\text{lhs}[v_1 \mapsto t_1, ..., v_n \mapsto t_n] \equiv_E \text{rhs}[v_1 \mapsto t_1, ..., v_n \mapsto t_n]$ where $v_i \mapsto t_i$ indicates substituting the ground term $t_i$ for the variable $v_i$.

If equation is conditional, the condition must be valid after variable assignment is carried out on it.

2. **Reflexive** For every ground term $t \in T_{\Sigma}$, $t \equiv_E t$.

3. **Symmetric** For any ground terms $t_1, t_2 \in T_{\Sigma}$, $t_1 \equiv_E t_2$ implies $t_2 \equiv_E t_1$.
4. **Transitive** For any terms $t_1$, $t_2$, $t_3 \in T_\Sigma$, 
   
   $(t_1 \equiv_E t_2 \text{ and } t_2 \equiv_E t_3) \implies t_1 \equiv_E t_3$.

5. **Substitution Property** If $t_1 \equiv_E t_1', \ldots, t_n \equiv_E t_n'$ and $f : S_1, \ldots, S_n \rightarrow S$ is any function symbol in $\Sigma$, then $f(t_1, \ldots, t_n) \equiv_E f(t_1', \ldots, t_n')$.

Generate an equivalence relation from equations:

- Take every ground instance of all the equations as a basis.
- Allow any derivation using properties reflexive, symmetric, and transitive and the substitution rule that each function symbol preserves equivalence when building ground terms.

Ground terms for Bools module:

- $true \equiv not(false) \equiv not(not(true))$
- $false \equiv not(true) \equiv not(not(false))$

Sample Proof

$add(succ(0), succ(0))$

$\equiv succ(add(succ(0), 0))$ using [N2] and $[m \rightarrow succ(0), n \rightarrow 0]$

$\equiv succ(succ(0))$ using [N1] and $[m \rightarrow succ(0)]$.

**Defn** If Spec $= <\Sigma, E>$, a $\Sigma$-algebra $A$ is a **model** of Spec if for all ground terms $t_1$ and $t_2$, $t_1 \equiv_E t_2$ implies $\text{eval}_A(t_1) = \text{eval}_A(t_2)$.

**Example** $A = \langle \{ \text{off, on} \} \rangle$, $\{ \text{off, on, switch} \}$ where off and on are constants and switch is defined by

$switch(\text{off}) = \text{on}$

$switch(\text{on}) = \text{off}$.

Let $\Sigma$ be the signature of Bools.

A $\Sigma$-algebra $A$:

Boolean $A = \{ \text{off, on} \}$ is the carrier set

**Operation of** $\Sigma$ **Functions of** $A$

- $\text{true} : \text{Boolean}$
  - $\text{true}_A = \text{on} : \text{Boolean}_A$
- $\text{false} : \text{Boolean}$
  - $\text{false}_A = \text{off} : \text{Boolean}_A$
- $\text{not} : \text{Boolean} \rightarrow \text{Boolean}$
  - $\text{not}_A : \text{Boolean}_A \rightarrow \text{Boolean}_A$

For example,

$\text{not(true)} \equiv \text{false}$ and

$\text{eval}_A("\text{not(true)}") = \text{not}_A(\text{eval}_A("\text{true}")$)

$= \text{not}_A(\text{true}_A) = \text{switch}_A(\text{on}) = \text{off}$

and $\text{eval}_A("\text{false}") = \text{off}$.

Construct a particular $\Sigma$-algebra, called the **initial algebra** that is guaranteed to exist, and take it to be the meaning of the specification Spec.

**Quotient Algebra**

Build the **quotient algebra** from the term algebra $T_\Sigma$ of a specification $<S, E>$ by factoring out congruences.

**Defn** Let $<\Sigma, E>$ be a specification with $\Sigma = <\text{Sorts, Operations}>$.

If $t$ is a term in $T_\Sigma$, we represent its congruence class as $[t] = \{ t' \mid t \equiv_E t' \}$.

So $[t] = [t']$ if and only if $t \equiv_E t'$.

Carrier sets $= \{ (S)_{T_\Sigma} \mid S \in \text{Sorts} \}$.
A constant $c$ becomes the congruence class $[c]$. Functions in the term algebra define functions in the quotient algebra:

Given a function symbol $f : S_1, ..., S_n \rightarrow S$ in $\Sigma$, $f_Q([t_1], ..., [t_n]) = [f(t_1, ..., t_n)]$ for any terms $t_i : S_i$, with $1 \leq i \leq n$, from the appropriate carrier sets.

The function $f_Q$ is well-defined:

$t_1 \equiv_E t_1', ..., t_n \equiv_E t_n'$

implies $f_Q(t_1, ..., t_n) \equiv_E f_Q(t_1', ..., t_n')$

by the Substitution Property for congruences.

For Bools:

$true_Q = [true]$ and $false_Q = [false]$.

The congruence class $[true]$ contains

"true", "not(false)"", "not(not(true))", ...

The congruence class $[false]$ contains

"false", "not(true)", "not(not(false))", ....

The function $not_Q$:

$not_Q ([false]) = [not(false)] = [true]$, and

$not_Q ([true]) = [not(true)] = [false]$.

This quotient algebra is an initial algebra for Bools. Initial algebras are not necessarily unique.

For example, the algebra

$A = \{ \text{off, on} \}, \{ \text{off, on, switch} \}$

is also an initial algebra for Bools.

An initial algebra is finest-grained: It equates only those terms required to be equated, and so its carrier sets contain as many elements as possible.

Using this procedure for developing the term algebra and then the quotient algebra, we can always guarantee that at least one initial algebra exists for any specification.

**Homomorphisms**

Functions between $\Sigma$-algebras that preserve the operations are called $\Sigma$-homomorphisms.

Used to compare and contrast algebras that act as models of specifications.

**Defn**: Suppose that $A$ and $B$ are $\Sigma$-algebras for a given signature $\Sigma = \langle \text{Sorts, Operations} \rangle$.

$h$ is a $\Sigma$-homomorphism if it maps carrier sets of $A$ to carrier sets of $B$ and constants and functions of $A$ to constants and functions of $B$, so that the behavior of constants and functions is preserved.

$h$ consists of a collection $\{ h_S | S \in \text{Sorts} \}$ of functions $h_S : S_A \rightarrow S_B$ for $S \in \text{Sorts}$ such that

$h_S(c_A) = c_B$ for each constant symbol $c : S$, and

$h_S(f_A(a_1, ..., a_n)) = f_B(h_{S_1}(a_1), ..., h_{S_n}(a_n))$

for each function symbol $f : S_1, ..., S_n \rightarrow S$ in $\Sigma$ and any $n$ elements $a_1 \in (S_1)_A, ..., a_n \in (S_n)_A$.

$h$ is an isomorphism

If $h$ is a $\Sigma$-homomorphism from $A$ to $B$ and the inverse of $h$ is a $\Sigma$-homomorphism from $B$ to $A$.

Apart from renaming carrier sets, constants, and functions, the two algebras are exactly the same.

**Defn**: A $\Sigma$-algebra $I$ in the class of all $\Sigma$-algebras serving as models of a specification with signature $\Sigma$ is called initial if for any $\Sigma$-algebra $A$ in the class, there is a unique homomorphism $h : I \rightarrow A$. 


The quotient algebra $Q$ for a specification is an initial algebra.

For any $\Sigma$-algebra $A$ that acts as a model of the specification, there is a unique $\Sigma$-homomorphism from $Q$ to $A$.

The function $\text{eval}_A : T_\Sigma \rightarrow A$ induces a $\Sigma$-homomorphism $h$ from $Q$ to $A$ using the definition:

$$h([t]) = \text{eval}_A(t) \text{ for each } t \in T_\Sigma.$$ 

Any algebra isomorphic to $Q$ is also an initial algebra.

So since the quotient algebra $Q$ and the algebra $A = \langle \{\text{off, on}\}, \{\text{off, on, switch}\} \rangle$ are isomorphic, $A$ is also an initial algebra for Bools.

**Defn** Let $<\Sigma,E>$ be a specification, let $Q$ be the quotient algebra for $<\Sigma,E>$, and let $B$ be an arbitrary model of the specification.

1. If homomorphism from $Q$ to a $\Sigma$-algebra $B$ is not onto, then $B$ contains junk (values that do not correspond to terms constructed from signature).

2. If homomorphism from $Q$ to $B$ is not one-to-one, then $B$ exhibits confusion (two different values in quotient algebra correspond to same term in $B$).

**Example**

Consider the quotient algebra for Nats with the infinite carrier set

$[0], [\text{succ}(0)], [\text{succ}(\text{succ}(0))], \ldots$.

Suppose that we have a 16-bit computer for which the integers consist of the following set of values:

$\{-32768, -32767, \ldots, -1, 0, 1, 2, \ldots, 32766, 32767\}$.

The negative integers are junk with respect to Nats since they cannot be images of any of the natural numbers.

The positive integers above 32767 must be confusion.

When mapping an infinite carrier set onto a finite machine, confusion must occur.

**Consistency and Completeness**

Suppose we want to add a predecessor operation to naturals by importing Naturals (original version) and defining a predecessor function $\text{pred}$.

```ml
module Predecessor1
imports Boolean, Naturals
exports operations
  pred ( _ ) : Natural → Natural
end exports
variables
  n : Natural
equations
  [P1] pred ( succ (n) ) = n
end Predecessor1
```

Naturals is a subspecification of Predecessor1 since the signature and equations of Predecessor1 include the signature and equations of Naturals.
The new congruence class \([\text{pred}(0)]\) is not congruent to 0 or any of the successors of 0. We say that \([\text{pred}(0)]\) is junk and that Predecessor\(_1\) is not a **complete extension** of Naturals.

We can resolve this problem by adding the equation \([P2]\) \(\text{pred}(0) = 0\) (or \([P2]\) \(\text{pred}(0) = \text{errorNatural}\)).

Suppose that we define another predecessor module in the following way:

```
module Predecessor\(_2\)
  imports Boolean, Naturals
  exports
    operations
      pred ( _ ) : Natural → Natural
    end exports
  variables
    n : Natural
  equations
    [P1] pred (n) = sub (n, succ (0))
    [P2] pred (0) = 0
  end
```

The first equation specifies the predecessor by subtracting one, and the second equation is carried over from the “fix” for Predecessor\(_1\).

In the module Naturals, we have the congruence classes:

\([\text{errorNatural}], [0], [\text{succ}(0)], [\text{succ}(\text{succ}(0))], \ldots\)

With the new module Predecessor\(_2\),

\[
\text{pred}(0) = \text{sub}(0,\text{succ}(0)) = \text{errorNatural} \text{ by } [P1] \text{ and } [N5], \text{ and }
\]

\[
\text{pred}(0) = 0 \text{ by } [P2].
\]

So we have reduced the number of congruence classes, since \([0] = [\text{errorNatural}]\).

Because this has introduced confusion, we say that Predecessor\(_2\) is **not a consistent extension** of Naturals.

---

**Defn**

Let Spec be a specification with signature \(\Sigma = \langle \text{Sorts}, \text{Operations}\rangle\) and equations \(E\).

Suppose SubSpec is a subspecification of Spec with sorts SubSorts (a subset of Sorts) and equations SubE (a subset of E).

Let \(T\) and \(\text{Sub}T\) represent the terms of Sorts and SubSorts, respectively.

- Spec is a **complete extension** of SubSpec if for every sort \(S\) in SubSorts and every term \(t_1\) in \(T\), there exists a term \(t_2\) in Sub\(T\) such that \(t_1\) and \(t_2\) are congruent with respect to \(E\).

- Spec is a **consistent extension** of SubSpec if for every sort sub\(S\) in SubSorts and all terms \(t_1\) and \(t_2\) in \(T\), \(t_1\) and \(t_2\) are congruent with respect to \(E\) if and only if \(t_1\) and \(t_2\) are congruent with respect to SubE.

---

**Using Algebraic Specifications**

**Data Abstraction**

1. **Information Hiding**: Compiler should ensure that the user of an ADT does not have access to the representation (of values) and implementation (of operations) of an ADT.

   Examples: Ada package Modula module Classes in OOP

2. **Encapsulation**: All aspects of specification and implementation of an ADT should be contain in one or two syntactic unit(s) with a well-defined interface to the users of the ADT.

3. **Generic types** (parameterized modules): A way of defining an ADT as a template without specifying the nature of all its components.

   A generic type is instantiated when the properties of its missing component values are provided.
A Module for Unbounded Queues

Start by giving the signature of a specification of queues of natural numbers.

```plaintext
module Queues
  imports Booleans, Naturals
  exports
    sorts Queue
    operations
      newQ : Queue
      errorQueue : Queue
      addQ (_, _) : Queue, Natural -> Queue
      deleteQ (_, ) : Queue -> Queue
      frontQ (_, ) : Queue -> Nature
      isEmptyQ (_, ) : Queue -> Boolean
    end exports
end Queues
```

Cannot assume any properties of the operations other than their basic syntax.

This module could be specifying stacks instead of queues.

Properties of Queues

Define the characteristic properties of the queue ADT by describing informally what each operation does, for example:

- The function `isEmptyQ(q)` returns true if and only if the queue `q` is empty.
- The function `frontQ(q)` returns the natural number in the queue that was added earliest without being deleted yet.
- If `q` is an empty queue, `frontQ(q)` is an error value.

The descriptions are ambiguous, depending on terms that have not been defined—for example, “empty” and “earliest”.

One may be tempted to define the meaning of the operations in terms of an implementation, but this defeats the whole intent of data abstraction, which is to separate logical properties of data objects from their concrete realization.

A more formal approach to specifying the properties of an ADT is through a set of axioms in the form of module equations that relate the operations to each other.

```plaintext
variables
  q : Queue
  m : Natural

equations
  [Q1] isEmptyQ (newQ) = true
  [Q2] isEmptyQ (addQ (q,m)) = false
      when q=errorQueue, m=errorNatural
  [Q3] delete (newQ) = newQ
  [Q4] deleteQ (addQ (q,m)) =
      if ( isEmptyQ (q),
          newQ, addQ (deleteQ (q),m))
      when m=errorNatural
  [Q5] frontQ (newQ) = errorNatural
  [Q6] frontQ (addQ (q,m)) =
      if ( isEmptyQ (q), m, frontQ (q) )
      when m=errorNatural
```

Implementing Queues as Unbounded Arrays

Assuming that the axioms correctly specify the concept of a queue, use them to verify that an implementation is correct.

Realization of an abstract data type:

- a representation of the objects of the type
- implementations of the operations
- representation function \( \Phi \) that maps terms in the model onto the abstract objects so that the axioms are satisfied.

Plan

Represent queues as arrays with two pointers, one to the front of the queue and one to the end.
A Module for Unbounded Arrays

module Arrays
  imports Booleans, Naturals
  exports
    sorts Array
    operations
      newArray : Array
      errorArray : Array
      assign(_,_,_) : Array,Natural,Natural→Array
      access (_,_) : Array, Natural → Natural
    end exports
  variables
    arr: Array
    i, j, m : Natural
  equations
    [A1] access (newArray, i) = errorNatural
    [A2] access (assign (arr, i, m), j) =
      if ( i = j, m, access (arr, j) )
      when m # errorNatural
    end Arrays

Implementation of the ADT Queue using the ADT Array has the following set of triples as its objects:

\[
\text{ArrayQ} = \{ <\text{arr},f,e> \mid \text{arr: Array, f,e:Natural, and } f \leq e \}.
\]

Operations over ArrayQ are defined as follows:

[AQ1] newAQ= <newArray,0,0>
[AQ2] addAQ (<arr,f,e>, m) =
      <assign(arr,e,m),f,e+1>
[AQ3] deleteAQ (<arr,f,e>) =
      if ( f = e, <arr,f,e>, <arr,f+1,e> )
[AQ4] frontAQ (<arr,f,e>) =
      if ( f = e, errorNatural, access(arr,f))
[AQ5] isEmptyAQ (<arr,f,e>) = (f = e)

Array queues are related to the abstract queues by a homomorphism

\( \Phi : \{\text{ArrayQ, Natural, Boolean}\} \rightarrow \{\text{Queue, Natural, Boolean}\} \),
defined on the objects and operations of the sorts.

Use symbolic terms “\( \Phi(\text{arr},f,e) \)” to represent abstract queue objects in Queue.

For \(<\text{arr},f,e> : \text{ArrayQ, m : Natural, and } b : \text{Boolean,} \)

\( \Phi (<\text{arr},f,e>) = \Phi(\text{arr},f,e) \) when \( f \leq e \)
\( \Phi (<\text{arr},f,e>) = \text{errorQueue} \) when \( f > e \)
\( \Phi (m) = m \)
\( \Phi (b) = b \)
\( \Phi (\text{newAQ}) = \text{newQ} \)
\( \Phi (\text{addAQ}) = \text{addQ} \)
\( \Phi (\text{deleteAQ}) = \text{deleteQ} \)
\( \Phi (\text{frontAQ}) = \text{frontQ} \)
\( \Phi (\text{isEmptyAQ}) = \text{isEmptyQ} \)

Under the homomorphism, the five equations that define operations for the array queues map into five equations describing properties of abstract queues.

[D1] newQ  = \( \Phi(\text{newArray},0,0) \)
[D2] addQ (\( \Phi(\text{arr},f,e), m \)) =
      \( \Phi(\text{assign(\text{arr},e,m),f,e+1}) \)
[D3] deleteQ (\( \Phi(\text{arr},f,e) \)) =
      if ( \( f = e, \Phi(\text{arr},f,e), \Phi(\text{arr},f+1,e) \) )
[D4] frontQ (\( \Phi(\text{arr},f,e) \)) =
      if ( \( f = e, \text{errorNatural, access(\text{arr},f}) \)
[D5] isEmptyQ (\( \Phi(\text{arr},f,e) \)) = (f = e)
Consider the image of [AQ2] under \( \Phi \).
Assume [AQ2]
\[
\text{addAQ} (<\text{arr},f,e>,m) = <\text{assign} (\text{arr},e,m),f,e+1>
\]
Then \( \text{addQ} (\Phi(\text{arr},f,e),m) \)
\[
= \Phi(\text{addAQ}) (\Phi(<\text{arr},f,e>),\Phi(m)>)
= \Phi(\text{addAQ} (<\text{arr},f,e>,m))
= \Phi(\text{assign}(\text{arr},e,m),f,e+1),
\]
which is [D2].

The implementation is correct if its objects can be shown to satisfy the queue axioms [Q1] to [Q6] for arbitrary queues of the form \( q = \Phi(\text{arr},f,e) \) with \( f \leq e \) and arbitrary elements \( m \) of Natural, given the definitions [D1] to [D5] and the equations for arrays.

**Lemma** For any queue \( \Phi(a,f,e) \) constructed using the operations of the implementation, \( f \leq e \).
Proof: The only operations that produce queues are newQ, addQ, and deleteQ, the constructors in the signature. The proof is by induction on the number of applications of these operations.

**Basis** Since newQ = \( \Phi(\text{newArray},0,0) \), \( f \leq e \).

**Induction Step** Suppose that \( \Phi(a,f,e) \) has been constructed with \( n \) applications of the operations and that \( f \leq e \).
Consider a queue constructed with one more application of these functions, for a total of \( n+1 \).

\textbf{Case 1} The \( n+1 \)st operation is addQ.
But \( \text{addQ} (\Phi(\text{arr},f,e),m) = \Phi(\text{assign} (\text{arr},f,m),f,e+1) \) has \( f \leq e+1 \).

\textbf{Case 2} The \( n+1 \)st operation is deleteQ.
But \( \text{deleteQ} (\Phi(a,f,e)) = \)
\[
\text{if } (f = e, \Phi(\text{arr},f,e), \Phi(\text{arr},f+1,e)).
\]
If \( f=e \), then \( f \leq e \), and if \( f<e \), then \( f+1 \leq e \).

The proof is an example of **structural induction**, induction that covers all of the ways in which the objects of the data type may be constructed.

### Structural Induction
Suppose \( f_1, f_2, \ldots, f_n \) are the operations that act as constructors for an abstract data type \( S \), and \( P \) is a property of values of sort \( S \).
If the truth of \( P \) for all arguments of sort \( S \) for each \( f_i \) implies the truth of \( P \) for the results of all applications of \( f_i \) that satisfy the syntactic specification of \( S \), it follows that \( P \) is true of all values of the data type.

The basis case results from those constructors with no arguments.

For the verification of [Q4] as part of proving the validity of this queue implementation, extend \( \Phi \) for the following values:
For any \( f : \text{Natural} \) and \( \text{arr} : \text{Array} \),
\[
\Phi(\text{arr},f,f) = \text{newQ}.
\]
This extension is consistent with definition [D1].
[Q4] \( \text{deleteQ} (\Phi(arr,f,e), m) \)
\[= \text{deleteQ} (\Phi(\text{assign}(arr,e,m),f,e+1)) \text{ by } [D2] \]
\[= \Phi(\text{assign}(arr,e,m),f+1,e+1) \text{ by } [D4]. \]

Case 1: \( f = e \),
that is, \( \text{isEmptyQ} (\Phi(arr,f,e)) = \text{true} \).
Then \( \Phi(\text{assign}(a,e,m),f+1,e+1) = \text{newQ} \) by [D1].

Case 2: \( f < e \),
that is, \( \text{isEmptyQ} (\Phi(arr,f,e)) = \text{false} \).
Then \( \Phi(\text{assign}(arr,e,m),f+1,e+1) \)
\[= \text{addQ} (\Phi(arr,f+1,e), m) \text{ by } [D2] \]
\[= \text{addQ} (\text{deleteQ} (\Phi(arr,f,e)), m) \text{ by } [D3]. \]

[Q5] \( \text{frontQ} (\text{newQ}) \)
\[= \text{frontQ} (\Phi(\text{newArray},f,f)) \text{ by } [D1] \]
\[= \text{errorNatural} \text{ since } f = f \text{ by } [D4]. \]

[Q6] \( \text{frontQ} (\text{addQ} (\Phi(arr,f,e), m)) \)
\[= \text{frontQ} (\Phi(\text{assign}(arr,e,m),f,e+1)) \text{ by } [D2] \]
\[= \text{access} (\text{assign}(arr,e,m), f) \text{ by } [D4]. \]

Case 1: \( f = e \),
that is, \( \text{isEmptyQ} (\Phi(arr,f,e)) = \text{true} \).
Then \( \text{access} (\text{assign}(arr,e,m), f) \)
\[= \text{access} (\text{assign}(arr,e,m), e) = m \text{ by } [A2]. \]

Case 2: \( f < e \),
that is, \( \text{isEmptyQ} (\Phi(arr,f,e)) = \text{false} \).
Then \( \text{access} (\text{assign}(arr,e,m), f) \)
\[= \text{access} (arr,f) \]
\[= \text{frontQ} (\Phi(arr,f,e)) \text{ by } [A2] \text{ and } [D4]. \]

Since the six axioms for the unbounded queue ADT have been verified, the implementation via the unbounded arrays is correct.

---

**ADTs As Algebras**

Recall that any signature \( \Sigma \) defines a \( \Sigma \)-algebra \( T_\Sigma \) of all the terms over the signature, and that by taking the quotient algebra \( Q \) defined by the congruence based on the equations \( E \) of a specification, we get an initial algebra that serves as the finest-grained model of a specification \( <\Sigma,E> \).

**Example** An instance of the Queue ADT has operations involving three sorts of objects—namely, Natural, Boolean, and the type being defined, Queue. Some authors designate the type being defined as the **type of interest** in this context, a graphical notation has been suggested to define the **signature** of the operations of the algebra.

The signature of the Queue ADT defines a term algebra \( T_\Sigma \), sometimes called a **free word algebra** formed by taking all legal combinations of operations that produce Queue objects.

The values in the sort Queue are those produced by the constructor operations.

Example of terms in \( T_\Sigma \):
- newQ,
- addQ (newQ,5), and
- deleteQ (addQ (deleteQ (newQ),9),15)).
The term **free** for such an algebra means that the operations are combined in any way satisfying the syntactic constraints, and that all such terms are distinct objects in the algebra.

The properties of an ADT are given by a set $E$ of equations or axioms that define identities among the terms of $T_{\Sigma}$.

So the Queue ADT is not a free algebra, since the axioms recognize certain terms as being equal.

For example:
\[
deleteQ (\text{newQ}) = \text{newQ} \quad \text{and} \quad \deleteQ (\addQ (\addQ (\deleteQ (\text{newQ}), 9), 15)) = \addQ (\text{newQ}, 15).
\]

The equations define a congruence $\equiv_{E}$ on the free algebra of terms as described in section 12.2. That equivalence relation defines a set of equivalence classes that partitions $T_{\Sigma}$.

\[ [t]_{E} = \{ u \in T_{\Sigma} \mid u \equiv_{E} t \} \]

For example, $[\text{newQ}]_{E} = \{ \text{newQ}, \deleteQ(\text{newQ}), \deleteQ(\deleteQ(\text{newQ})) \ldots \}$.

**Induction Step**

Consider a queue term $t$ with more than one application of the constructors ($\text{newQ}, \addQ, \deleteQ$), and assume that any term with fewer applications of the constructors can be put into normal form.

**Case 1** $t = \addQ(q,m)$ will be in normal form when $q$, which has fewer constructors than $t$, is in normal form.

**Case 2** Consider $t = \deleteQ(q)$ where $q$ is in normal form.

Subcase a: $q = \text{newQ}$. Then $\deleteQ(q) = \text{newQ}$ is in normal form.

Subcase b: $q = \addQ(p,m)$ where $p$ is in normal form.

Then $\deleteQ(\addQ(p,m)) = \text{if} (\text{isEmptyQ}(p), \text{newQ}, \addQ(\deleteQ(p),m))$

If $p$ is empty, $\deleteQ(q) = \text{newQ}$ is in normal form.

If $p$ is not empty, $\deleteQ(q) = \addQ(\deleteQ(p),m)$. Since $\deleteQ(p)$ has fewer constructors than $t$, it can be put into normal form, so that $\deleteQ(q)$ is in normal form.

A canonical form for a ADT can be thought of as an “abstract implementation” of the type.

John Guttag [Guttag78b] calls this a **direct implementation** and represents it graphically as shown below.

The canonical form for an ADT provides an effective tool for proving properties about the type.
Lemma The representation function $\Phi$ that implements queues as arrays is an onto function.

Proof: Since any queue can be written as newQ or as addQ(q,m), we need to handle only these two forms. By [D1], $\Phi$(newArray,0,0) = newQ. Assume as an induction hypothesis that $q = \Phi$(arr,f,e) for some array. Then by [D2], $\Phi$(assign(arr,e,m),f,e+1) = addQ ($\Phi$(arr,f,e),m).

Therefore, any queue is the image of some triple under the representation function $\Phi$.

Given an ADT with signature S, operations in S that produce element of the type of interest have already been called constructors. Those operations in S whose range is an already defined type of “basic” values are called selectors. The operations of S are partitioned into two disjoint sets, Con the set of constructors and Sel the set of selectors. The selectors for Queues are frontQ and isEmptyQ.

Definition A set of equations for an ADT is **sufficiently complete** for each ground term $f(t_1,t_2,\ldots,t_n)$ where $f \in$ Sel, the set of selectors, there is an element $u$ of a predefined type such that $f(t_1,t_2,\ldots,t_n) \equiv_E u$. This condition means there are sufficient axioms to make the derivation to $u$.

Theorem The equations in the module Queues are sufficiently complete.

Proof:
1. Every queue can be written in normal form as newQ or as addQ(q,m).
2. isEmptyQ(newQ) = true, isEmptyQ(addQ(q,m)) = false, frontQ(newQ) = errorNatural, and frontQ(addQ(q,m)) = m or frontQ(q) (use induction).

Abstract Syntax and Algebraic Specifications

Points about abstract syntax:
- Only need to specify the meaning of the syntactic forms given by the abstract syntax, since this formalism furnishes all the essential syntactic constructs in the language.
- No harm arises from an ambiguous abstract syntax since its purpose is not syntactic analysis.
- The abstract syntax of a programming language may take many different forms, depending on the semantic techniques that are applied to it.

These points raise questions concerning the nature of abstract syntax and its relation to the language defined by the concrete syntax.

Example Expressions

Concrete Syntax:

```
<expr> ::= <term>
<expr> ::= <expr> + <term>
<expr> ::= <expr> - <term>
<term> ::= <element>
<term> ::= <term> * <element>
<element> ::= <identifier>
<element> ::= ( <expr> )
```

Define a signature $\Sigma$ that corresponds exactly to the BNF definition.

Each nonterminal becomes a sort in $\Sigma$, and each production becomes a function symbol whose syntax captures the essence of the production.
The signature of the concrete syntax is given in the module Expressions.

```asciidoc
module Expressions
exports
sorts Expression, Term, Element, Identifier
operations
  expr (_ ) : Term → Expression
  add (_ , _) : Expression, Term → Expression
  sub (_ , _) : Expression, Term → Expression
  term (_ ) : Element → Term
  mul (_ , _) : Term, Element → Term
  elem (_ ) : Identifier → Element
  paren (_ ) : Expression → Element
end exports
end Expressions
```

The terminal symbols in the grammar are “forgotten” in the signature since they are embodied in unique names of the function symbols.

Consider the collection of $\Sigma$-algebras following this signature.

The term algebra $T_{\Sigma}$ is initial in the collection of all $\Sigma$-algebras, meaning that for any $\Sigma$-algebra $A$, there is a unique homomorphism $h : T_{\Sigma} \rightarrow A$.

The elements of $T_{\Sigma}$ are terms constructed using the function symbols in $\Sigma$.

Since this signature has no constants, assume a set of constants of sort Identifier and represent them as structures of the form ide($x$) containing atoms as the identifiers.

Think of these structures as the tokens produced by a scanner.

The expression “$x \ast (y + z)$” corresponds to the following term in $T_{\Sigma}$:

\[
  t = \text{expr} (\text{mul} (\text{term} (\text{elem} (\text{ide}(x))),
                    \text{paren} (\text{add} (\text{expr} (\text{term} (\text{elem} (\text{ide}(y)))),
                                  \text{term} (\text{elem} (\text{ide}(z))))))).
\]

Constructing such a term corresponds to parsing the expression.
The concrete syntax of a programming language coincides with the initial term algebra of a specification with signature $\Sigma$.

What does its abstract syntax correspond to?

Consider the following algebraic specification of abstract syntax for the expression language.

```plaintext
module AbstractExpressions
exports
  sorts AbsExpr, Symbol
  operations
    plus ( _, _ ) : AbsExpr, AbsExpr → AbsExpr
    minus ( _, _ ) : AbsExpr, AbsExpr → AbsExpr
    times ( _, _ ) : AbsExpr, AbsExpr → AbsExpr
    ide ( _ ) : Symbol → AbsExpr
end exports
end AbstractExpressions
```

Use set Symbol of symbolic atoms as identifiers.

Construct terms with the constructor function symbols in the AbstractExpressions module to represent the abstract syntax trees.

These freely constructed terms form term algebra $\Lambda$ according to signature of AbstractExpressions.

$\Lambda$ also serves as a model of the specification in the Expressions module; that is, $\Lambda$ is a $\Sigma$-algebra:

- $\text{Expression}_\Lambda = \text{Term}_\Lambda = \text{Element}_\Lambda = \text{AbsExpr}$

- $\text{Identifier}_\Lambda = \{ \text{ide}(x) \mid x : \text{Symbol} \}$

- Operations:
  - $\text{expr}_\Lambda : \text{AbsExpr} → \text{AbsExpr}$
    - defined by $\text{expr}_\Lambda (e) = e$
  - $\text{add}_\Lambda : \text{AbsExpr}, \text{AbsExpr} → \text{AbsExpr}$
    - defined by $\text{add}_\Lambda (e_1, e_2) = \text{plus}(e_1, e_2)$
  - $\text{sub}_\Lambda : \text{AbsExpr}, \text{AbsExpr} → \text{AbsExpr}$
    - defined by $\text{sub}_\Lambda (e_1, e_2) = \text{minus}(e_1, e_2)$

Under this interpretation of the symbols in $\Sigma$, this term $t$ becomes a value in the $\Sigma$-algebra $\Lambda$:

- $t_\Lambda = (\text{expr} (\text{mul} (\text{term} (\text{elem} (\text{ide}(x)))),$
- $\text{paren} (\text{add} (\text{expr} (\text{term} (\text{elem} (\text{ide}(y)))),$
- $\text{term} (\text{elem} (\text{ide}(z))))))\Lambda$

- $t_\Lambda = \text{expr}_\Lambda (\text{mul}_\Lambda (\text{term}_\Lambda (\text{ide}(x)),$
- $\text{paren}_\Lambda (\text{add}_\Lambda (\text{expr}_\Lambda (\text{term}_\Lambda (\text{ide}(y))),$
- $\text{term}_\Lambda (\text{ide}(z))))))$

- $t_\Lambda = \text{expr}_\Lambda (\text{mul}_\Lambda (\text{ide}(x), \text{paren}_\Lambda$
- $\text{add}_\Lambda (\text{expr}_\Lambda (\text{ide}(y)), \text{ide}(z))))$

- $t_\Lambda = \text{mul}_\Lambda (\text{ide}(x), \text{add}_\Lambda (\text{ide}(y), \text{ide}(z)))$

- $t_\Lambda = \text{times} (\text{ide}(x), \text{plus} (\text{ide}(y), \text{ide}(z)))$

which represents the abstract syntax tree in $\Lambda$ that corresponds to the original expression “$x \ast (y + z)$”.

Each version of abstract syntax is a $\Sigma$-algebra for the signature associated with the grammar that forms the concrete syntax of the language.

Any $\Sigma$-algebra serving as an abstract syntax is a homomorphic image of $T_\Sigma$, the initial algebra for the specification with signature $\Sigma$.  

Confusion
Generally, $\Sigma$-algebras acting as abstract syntax will contain confusion; the homomorphism from $T_\Sigma$ will not be one-to-one.

This confusion reflects the abstracting process:
By confusing elements in the algebra, we are suppressing details in the syntax.

The expressions “$x+y$” and “$\text{(x+y)}$”, although distinct in the concrete syntax and in $T_\Sigma$, are the same when mapped to $\text{plus(ide(x),ide(y))}$ in $A$.

Any $\Sigma$-algebra for the signature resulting from the concrete syntax can serve as the abstract syntax for some semantic specification of the language, but many such algebras will be so confused that the associated semantics will be trivial or absurd.

The task of the semanticist is to choose an appropriate $\Sigma$-algebra that captures the organization of the language in such a way that appropriate semantics can be attributed to it.

Algebraic Semantics for Wren

```wren
module WrenTypes
  imports Booleans
  exports
    sorts WrenType
    operations
      naturalType, booleanType : WrenType
      programType, errorType : WrenType
      eq?( _ , _ ) : WrenType,WrenType → Boolean
end exports
variables
  t1, t2 : WrenType
equations
  [Wt1] eq? (t1,t1) = true when t1≠errorType
  [Wt2] eq? (t1, t2) = eq? (t2,t1)
  [Wt3] eq? (naturalType, booleanType) = false
  [Wt4] eq? (naturalType, programType) = false
  [Wt5] eq? (naturalType, errorType) = false
  [Wt6] eq? (booleanType, programType) = false
  [Wt7] eq? (booleanType, errorType) = false
  [Wt8] eq? (programType, errorType) = false
end WrenTypes
```

```wren
module WrenValues
  imports Booleans, Naturals
  exports
    sorts WrenValue
    operations
      wrenValue ( _ ) : Natural → WrenValue
      errorValue : WrenValue
      eq?( _ , _ ) : WrenValue,WrenValue→Boolean
end exports
variables
  x, y : WrenValue
  m, n : Natural
  b, b1, b2 : Boolean
equations
  [Wv1] eq? (x, x) = true when x≠errorValue
  [Wv2] eq? (x, y) = eq? (y,x)
  [Wv3] eq? (wrenValue(m), wrenValue(n)) = eq? (m,n)
  [Wv4] eq? (wrenValue(b1), wrenValue(b2)) = eq? (b1,b2)
  [Wv5] eq? (wrenValue(m), wrenValue(b)) = false when m≠errorNatural, b≠errorBoolean
  [Wv6] eq? (wrenValue(m), errorValue) = false when m ≠ errorNatural
  [Wv7] eq? (wrenValue(b), errorValue) = false when b ≠ errorBoolean
end WrenValues
```
Abstract Syntax for Wren

module WrenASTs
imports Naturals, Strings, WrenTypes
exports sorts WrenProgram, Block, DecSeq, Declaration, CmdSeq, Cmd, Expr, Ident
operations
astWrenProg (_ , _ ) : Ident, Block → WrenProg
astBlock (_ , _ ) : DecSeq, CmdSeq → Block
astDecs (_ , _ ) : Declaration, DecSeq → DecSeq
astEmptyDecs : DecSeq
astDec (_ , _ ) : Ident, WrenType → Declaration
astCmds (_ , _ ) : Cmd, CmdSeq → CmdSeq
astOneCmd (_ ) : Command
astRead (_ ) : Ident → Command
astWrite (_ ) : Expr → Command
astAssign (_ , _ ) : Ident, Expr → Command
astSkip : Command
astWhile (_ , _ ) : Expr, CmdSeq → Command
end exports
end WrenASTs

A Type Checker for Wren

module WrenTypeChecker
imports Booleans, WrenTypes, WrenASTs, instantiation of Mappings
bind Entries using String for Domain
using WrenType for Range
using eq? for equals
using errorString for errorDomain
using errorType for errorRange
rename using SymbolTable for Mapping
using nullSymTab for emptyMap
exports operations
check (_ ) : WrenProgram → Bool
check (_ , _ ) : Block, SymTab → Bool
check (_ , _ ) : DecSeq, SymTab → Bool, SymTab
check(_ , _ ) : Declaration, SymTab → Bool, SymTab
check (_ , _ ) : CmdSeq, SymTab → Bool
check (_ , _ ) : Command, SymTab → Bool
end exports

operations

A Type Checker for Wren

module WrenTypeChecker
imports Booleans, WrenTypes, WrenASTs, instantiation of Mappings
bind Entries using String for Domain
using WrenType for Range
using eq? for equals
using errorString for errorDomain
using errorType for errorRange
rename using SymbolTable for Mapping
using nullSymTab for emptyMap
exports operations
check (_ ) : WrenProgram → Bool
check (_ , _ ) : Block, SymTab → Bool
check (_ , _ ) : DecSeq, SymTab → Bool, SymTab
check(_ , _ ) : Declaration, SymTab → Bool, SymTab
check (_ , _ ) : CmdSeq, SymTab → Bool
check (_ , _ ) : Command, SymTab → Bool
end exports

operations
typeExpr : Expr, SymTab → WrenType
variables
block : Block
decs : DecSeq
dec : Declaration
cmds, cmds1, cmds2 : CmdSeq
cmd : Command
expr, expr1, expr2 : Expr
type : WrenType
symtab, symtab1 : SymbolTable
m : Natural
name : String
b, b1, b2 : Boolean
equations

[Tc1]  
check (astWrenProgram (astIdent (name), block))  
= check(block,  
  update(nullSymTab, name, progType))

[Tc2]  
check (astBlock (decs, cmds), symtab)  
= and (b₁, b₂)  
when <b₁, symtab₁> = check (decs, symtab)  
  b₂ = check (cmds, symtab₁)

[Tc3]  
check (astDecs (dec, decs), symtab)  
= <and (b₁, b₂), symtab₂>  
when <b₁, symtab₁> = check (dec, symtab)  
  <b₂, symtab₂> = check (decs, symtab₁)

[Tc4]  
check (astEmptyDecs, symtab)  
= <true, symtab>

[Tc5]  
check (astDec (astIdent (name), type), symtab)  
= if (apply (symtab, name) = errorType,  
  <true, update(symtab, name, type)>,  
  <false, symtab>)

[Tc6]  
check (astCmds (cmd, cmds), symtab)  
= and (check (cmd, symtab),  
  check (cmds, symtab))

[Tc7]  
check (astOneCmd (cmd), symtab)  
= check (cmd, symtab)

[Tc8]  
check (astRead (astIdent (name)), symtab)  
= eq? (apply (symtab, name), naturalType)

[Tc9]  
check (astWrite (expr, symtab)  
= eq? (typeExpr (expr, symtab),  
  naturalType)

[Tc10]  
check (astAssign (astIdent (name), expr), symtab)  
= eq? (apply (symtab, name),  
  typeExpr (expr, symtab))

[Tc11]  
check (astSkip, symtab)  
= true

[Tc12]  
check (astWhile (expr, cmds), symtab)  
= if (eq? (typeExpr (expr, symtab), booleanType),  
  check (cmds, symtab),  
  false)

[Tc13]  
check (astIfThen (expr, cmds), symtab)  
= if (eq? (typeExpr (expr, symtab), booleanType),  
  check (cmds, symtab),  
  false)

[Tc14]  
check (astIfElse (expr, cmds₁, cmds₂), symtab)  
= if (eq? (typeExpr (expr, symtab), booleanType),  
  and (check (cmds₁, symtab), check (cmds₂, symtab)),  
  false)

[Tc15]  
typeExpr (astAddition (expr₁, expr₂), symtab)  
= if (and (eq? (typeExpr (expr₁, symtab), natType),  
  eq? (typeExpr (expr₂, symtab), natType)),  
  natType,  
  errorType)

[Tc19]  
typeExpr (astEqual (expr₁, expr₂), symtab)  
= if (and (eq? (typeExpr (expr₁, symtab), natType),  
  eq? (typeExpr (expr₂, symtab), natType)),  
  booleanType,  
  errorType)

[Tc21]  
typeExpr (astLessThan (expr₁, expr₂), symtab)  
= if (and (eq? (typeExpr (expr₁, symtab), natType),  
  eq? (typeExpr (expr₂, symtab), natType)),  
  booleanType,  
  errorType)

[Tc25]  
typeExpr (astNaturalConstant (m), symtab)  
= naturalType

[Tc26]  
typeExpr (astVariable (astIdent (name)), symtab)  
= apply (symtab, name)

end WrenTypeChecker
The following equations perform the actual type checking:

[Tc8] The variable in a read command has naturalType

[Tc9] The expression in a write command has naturalType

[Tc10] The assignment target variable and expression have the same type

[Tc15-18] Arithmetic operations involve expressions of naturalType

[Tc19-24] Comparisons involve expressions of naturalType.

An Interpreter for Wren

module WrenEvaluator
imports Booleans, Naturals, Strings, Files, WrenValues, WrenASTs,
instantiation of Mappings
bind Entries using String for Domain
using Wren-Value for Range
using eq? for equals
using errorString for errDomain
using errorValue for errorRange
rename using Store for Mapping
using emptySto for emptyMap
using updateSto for update
using applySto for apply

exports operations
meaning ( _ , _ ) : WrenProgram, File → File
perform ( _ , _ ) : Block, File → File
elaborate ( _ , _ ) : DecSeq, Store → Store
evaluate ( _ , _ ) : Relation, Store → Boolean
end exports

variables
input, input1, input2 : File
output, output1, output2 : File
block : Block
decs : DecSeq
cmds, cmds1, cmds2 : CmdSeq
cmd : Command
eqr, expr1, expr2 : Expr
sto, sto1, sto2 : Store
value : WrenValue
m, n : Natural
name : String
b : Boolean

execute ( _ , _ , _ , _ , _ ) :
CmdSeq, Store, File, File → Store, File, File
execute ( _ , _ , _ , _ , _ , _ , _ ) :
Cmd, Store, File, File → Store, File, File
evaluate ( _ , _ ) : Relation, Store → Boolean
evaluate ( _ , _ ) : Expr, Store → WrenValue

equations
[Ev1]
meaning(astWrenProgram(astIdent(name),block),input) = perform (block, input)
[Ev2]
perform (astBlock (decs,cmds), input) = execute (cmds, elaborate (decs, emptySto), input, emptyFile)
[Ev3]
elaborate (astDecs (dec, decs), sto) = elaborate (decs, elaborate (dec, sto))
[Ev4]
elaborate (astEmptyDecs, sto) = sto
[Ev5]
elaborate (astDec(astIdent(name), natType), sto) = updateSto (sto, name, wrenValue(0))
[Ev6]
elaborate (astDec(astIdent(name), booleanType), sto) = updateSto (sto, name, wrenValue(false))
elaborate (astEmptyDecs, sto) = sto

execute(astCmds(cmd,cmds),sto1, input1, output1) = execute (cmds, sto2, input2, output2)
  when <sto2, input2, output2> =
      execute (cmd, sto1, input1, output1)

execute (astOneCmd (cmd), sto, input, output) = execute (cmd, sto, input, output)

execute (astSkip, sto, input, output) = <sto, input, output>

execute (astRead(astIdent(name)), sto, input, output) = if (empty? (input),
  need error case here
  <updateSto(sto,name,first), rest, output>)
  when cons(first,rest) = input

execute (astWrite (expr), sto, input, output) = <sto,input,
  concat(output,mkFile(evaluate(expr,sto)))>

evaluate (astAddition (expr 1 , expr 2 ), sto) = wrenValue(add (m,n))
  when wrenValue(m) = evaluate (expr 1 , sto),
  wrenValue(n) = evaluate (expr 2 , sto)

evaluate (astEqual (expr 1 , expr 2 ), sto) = wrenValue(eq? (m,n))
  when wrenValue(m) = evaluate (expr 1 , sto),
  wrenValue(n) = evaluate (expr 2 , sto)

evaluate (astLessThan (expr 1 , expr 2 ), sto) = wrenValue(less? (m,n))
  when wrenValue(m) = evaluate (expr 1 , sto),
  wrenValue(n) = evaluate (expr 2 , sto)

evaluate (astNaturalConstant (m), sto) = wrenValue(m)

evaluate (astVariable (astIdent (name)), sto) = applySto (sto, name)

A Wren System

module WrenSystem

imports WrenTypeChecker, WrenEvaluator

exports

operations
  runWren : WrenProgram, File → File

end exports

variables
  input : File
  program : WrenProgram

equations

[Ws1] runWren (program, input) = if ( check (program),
  eval (program, input),
  emptyFile)
  -- return an empty file if context violation,
  otherwise run program

end WrenSystem
Implementing Algebraic Semantics

We show the implementation of three modules: Booleans, Naturals, and WrenEvaluator.

Expected behavior of the system:

>>> Interpreting Wren via Algebraic Semantics <<<

Enter name of source file: frombinary.wren

program frombinary is
  var sum, n : integer;
  begin
    sum := 0; read n;
    while n<2 do
      sum := 2*sum+n; read n
    end while;
    write sum
  end

Scan successful
Parse successful
Enter an input list followed by a period: [1,0,1,0,1,1,2].

Output = [43]
yes

Module Booleans

boolean(true).
boolean(false).

bnot(true, false).
bnot(false, true).

and(true, P, P).
and(false, true, false).
and(false, false, false).

or(false,P,P).
or(true,P,true) :- boolean(P).

xor(P, Q, R) :- or(P,Q,PorQ), and(P,Q,PandQ), bnot(PandQ,NotPandQ), and(PorQ,NotPandQ, R).

beq(P, Q, R) :- xor(P,Q,PxorQ), bnot(PxorQ,R).

Module Naturals

The predicate natural succeeds with arguments of the form

zero, succ(zero), succ(succ(zero)), ....

Calling this predicate with a variable, such as natural(M), generates the natural numbers in this form if repeated solutions are requested by entering semicolons.

natural(zero).
natural(succ(M)) :- natural(M).

The arithmetic functions follow the algebraic specification closely.

Rather than return an error value for subtraction of a larger number from a smaller number or for division by zero, we print an appropriate error message and abort the program execution.

add(M, zero, M) :- natural(M).
add(M, succ(N), succ(R)) :- add(M,N,R).

sub(zero, succ(N), R) :-
  write('Fatal Error: Result of subtraction is negative'), nl, abort.
sub(M, zero, M) :- natural(M).
sub(succ(M), succ(N), R) :- sub(M,N,R).

mul(M, zero, zero) :- natural(M).
mul(M, succ(zero), M) :- natural(M).
mul(M, succ(succ(N)), R) :-
  mul(M,succ(N),R1), add(M,R1,R).

div(M, zero, R) :-
  write('Fatal Error: Division by zero'), nl, nl, abort.
div(M, succ(N), zero) :- less(M,succ(N),true).
div(M,succ(N),succ(Quotient)) :-
  less(M,succ(N),false),
  sub(M,succ(N),Dividend),
  div(Dividend,succ(N),Quotient).

exp(M, zero, succ(zero)) :- natural(M).
exp(M, succ(N), R) :- exp(M,N,MexpN),
  mul(M, MexpN, R).

eq(zero,zero,true).
eq(zero,succ(N),false) :- natural(N).
eq(succ(M),zero,false) :- natural(M).
eq(succ(M),succ(N),BoolValue) :-
  eq(M,N,BoolValue).

less(zero,succ(N),true) :- natural(N).
less(M,zero,false) :- natural(M).
less(succ(M),succ(N),BoolValue) :-
  less(M,N,BoolValue).

lesseq(M,N,BoolValue) :-
  less(M,N,B1),
  eq(M,N,B2),
  or(B1,B2,BoolValue).

greatereq(M,N,BoolValue) :-
  greater(M,N,B1),
  eq(M,N,B2),
  or(B1,B2,BoolValue).

Declarations
The clauses for elaborate are used to build a store
with numeric variables initialized to zero and
Boolean variables initialized to false.
elaborate([Dec|Decs],StoIn,StoOut) :- % Ev3
  elaborate(Dec,StoIn,Sto),
  elaborate(Decs,Sto,StoOut).
elaborate([],Sto,Sto). % Ev4

elaborate(dec(integer,[Var]),StoIn,StoOut) :-
  updateSto(StoIn,Var,zero,StoOut). % Ev5

elaborate(dec(boolean,[Var]),StoIn,StoOut) :-
  updateSto(StoIn,Var,false,StoOut). % Ev6

Commands
For a sequence of commands, the commands
following the first command are evaluated with the
store produced by the first command.
evaluate([Cmd|Cmds],StoIn,InputIn,OutputIn,
StoOut,InputOut,OutputOut) :- % Ev8
  evaluate(Cmd,StoIn,InputIn,OutputIn,
  Sto,Input,Output),
  evaluate(Cmds,Sto,Input,Output,
  StoOut,InputOut,OutputOut).
evaluate([],Sto,Input,Output,Sto,Input,Output). % Ev9
The read command removes the first item from the
input file, converts it to the natural number notation,
and places the result in the store.
evaluate(read(Var),StoIn,emptyFile,Output,
StoOut,_,Output) :- % Ev11
  write('Fatal Error: Reading an empty file'),
  nl, abort.

evaluate(read(Var),[FirstIn|RestIn],Output,
StoOut,RestIn,Output) :- % Ev11
  toNat(FirstIn,Value),
  updateSto(StoIn,Var,Value,StoOut).

Two operations not specified in Naturals module.
toNat converts a numeral to natural notation

toNum converts a natural number to a base-ten

For example,
toNat(4,Num) returns
  Num = succ(succ(succ(succ(zero))))

toNat(0,zero).
toNat(Num, succ(M)) :-
  Num > 0, NumMinus1 is Num-1,
  toNat(NumMinus1, M).
toNat(0,zero,0).
toNat(succ(M),Num) :-
  toNat(M,Num1), Num is Num1+1.
The **write** command evaluates the expression, converts the resulting value from natural number notation to a numeric value, and appends the result to the end of the output file.

```prolog
execute(write(Expr), Sto, Input, OutputIn, Sto, Input, OutputOut) :-
    evaluate(Expr, StoIn, ExprValue),
    toNum(ExprValue, Value),
    mkFile(Value, ValueOut),
    concat(OutputIn, ValueOut, OutputOut).
```

Assignment evaluates the expression using the current store and then updates that store to reflect the new binding. The **skip** command makes no changes to the store or to the files.

```prolog
execute(assign(Var, Expr), StoIn, Input, Output, StoOut, Input, Output) :-
    evaluate(Expr, StoIn, Value),
    updateSto(StoIn, Var, Value, StoOut).
execute(skip, Sto, Input, Output, Sto, Input, Output). % Ev10
```

Two forms of **if** test Boolean expressions and let a predicate “select” perform actions.

```prolog
execute(if(Expr, Cmds), StoIn, InputIn, OutputIn, StoOut, InputOut, OutputOut) :-
    evaluate(Expr, StoIn, BoolVal),
    select(BoolVal, Cmds, [], StoIn, InputIn, OutputIn, StoOut, InputOut, OutputOut).
execute(if(Expr, Cmds1, Cmds2), StoIn, Input, OutputIn, StoOut, InputOut, OutputOut) :-
    evaluate(Expr, StoIn, BoolVal),
    select(BoolVal, Cmds1, Cmds2, StoIn, InputIn, OutputIn, StoOut, InputOut, OutputOut).
select(true, Cmds1, Cmds2, StoIn, InputIn, OutputIn, StoOut, InputOut, OutputOut) :-
    execute(Cmds1, StoIn, InputIn, OutputIn, StoOut, InputOut, OutputOut).
select(false, Cmds1, Cmds2, StoIn, InputIn, OutputIn, StoOut, InputOut, OutputOut) :-
    execute(Cmds2, StoIn, InputIn, OutputIn, StoOut, InputOut, OutputOut).
```

If the comparison in the **while** command is false, the store and files are returned unchanged. If the comparison is true, the **while** command is reevaluated with the store and files resulting from the execution of the while loop body.

```prolog
execute(while(Expr, Cmds), StoIn, InputIn, OutputIn, StoOut, InputOut, OutputOut) :-
    evaluate(Expr, StoIn, BoolVal),
    iterate(BoolVal, Expr, Cmds, StoIn, InputIn, OutputIn, StoOut, InputOut, OutputOut).
iterate(false, Expr, Cmds, StoIn, Input, Output, Sto, Input, Output).
iterate(true, Expr, Cmds, StoIn, InputIn, OutputIn, StoOut, InputOut, OutputOut) :-
    execute(Cmds, StoIn, InputIn, OutputIn, Sto, Input, Output),
execute(while(Expr, Cmds), Sto, Input, Output, StoOut, InputOut, OutputOut).
```

**Expressions**

The evaluation of arithmetic expressions is straightforward.

Evaluating a variable involves looking up the value in the store.

A numeric constant is converted to natural number notation and returned.

```prolog
evaluate(exp(plus, Expr1, Expr2), Sto, Result) :-
    evaluate(Expr1, Sto, Val1), % Ev17
    evaluate(Expr2, Sto, Val2),
    add(Val1, Val2, Result).
evaluate(num(Constant), Sto, Value) :-
    toNat(Constant, Value). % Ev27
evaluate(ide(Var), Sto, Value) :-
    applySto(Sto, Var, Value). % Ev28
```
Evaluation of comparisons is similar to arithmetic expressions: the equal comparison is given below, and the five others are left as an exercise.

\[
\text{evaluate}(\text{exp}(\text{equal}, \text{Expr1}, \text{Expr2}), \text{Sto}, \text{Bool}) :-
\text{evaluate}(
\text{Expr1}, \text{Sto}, \text{Val1}), \quad \% \text{Ev21}
\text{evaluate}(
\text{Expr2}, \text{Sto}, \text{Val2}),
\text{eq}(\text{Val1}, \text{Val2}, \text{Bool}).
\]

Prolog implementation of algebraic semantics is similar to the denotational interpreter with respect to command and expression evaluation.

Biggest difference:
- Ignore native arithmetic in Prolog
- Naturals module performs arithmetic based solely on a number system derived from applying a successor operation to an initial value zero.