

# Hybrid Programming

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Overview

Semantics

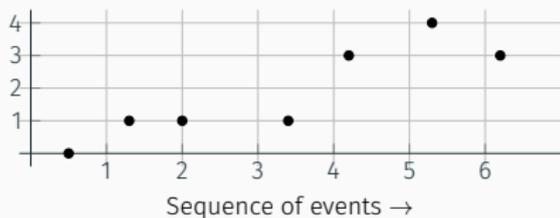
Explored a simple language (ccs) and its semantics

Used it in the design of **communicating** systems

Expanded this study to the **timed** setting

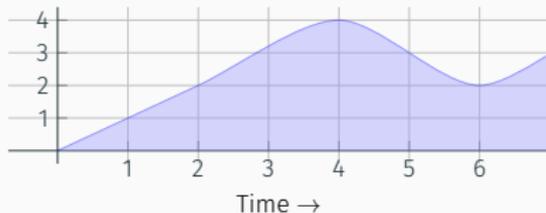
Used results to save us all from zombies !!!

# Going beyond the timed setting



Described via classical methods of computation

+



Described via differential equations

Computational devices now interact with **arbitrary** physical processes (and not just time)

# Which language ?

This time we explore a simple, **imperative** language

No concurrency and no communication

... languages with such features are still underdeveloped

Perhaps some of you would like to improve them ;-)

# The hybrid while-Language

## Linear Terms

$\text{LTerm} ::= r \mid r \cdot t \mid x \mid t + s$

 real number       variable

## Atomic Programs

$\text{At} ::= x := t \mid x'_1 = t_1, \dots, x'_n = t_n \text{ for } t$

  
"run" the system of differential equations for  $t$  seconds

## Programs

$\text{Prog} ::= a \mid p ; q \mid \text{if } b \text{ then } p \text{ else } q \mid \text{while } b \text{ do } \{ p \}$

We study a while-language without differential equations

Then move to the hybrid case and see how semantics aids in the analysis of hybrid programs

Throughout this journey, we will:

- write implementations in HASKELL
- do analyses in LINCE

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Semantics

# A language of linear terms and its semantics

## Linear terms

LTerm ::= r | r · t | x | t + s

$\sigma : X \rightarrow \mathbb{R}$  denote a **memory**

$\langle t, \sigma \rangle \Downarrow r$  means that  $t$  outputs  $r$  if current memory is  $\sigma$

$$\frac{}{\langle x, \sigma \rangle \Downarrow \sigma(x)} \text{ (var)}$$

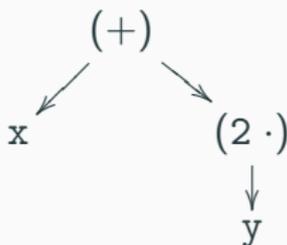
$$\frac{}{\langle r, \sigma \rangle \Downarrow r} \text{ (con)}$$

$$\frac{\langle t, \sigma \rangle \Downarrow r}{\langle s \cdot t, \sigma \rangle \Downarrow s \cdot r} \text{ (scl)}$$

$$\frac{\langle t_1, \sigma \rangle \Downarrow r_1 \quad \langle t_2, \sigma \rangle \Downarrow r_2}{\langle t_1 + t_2, \sigma \rangle \Downarrow r_1 + r_2} \text{ (add)}$$

# The semantics at work

$x + 2 \cdot y$  corresponds to the **syntax** tree



$\sigma(x) = 3$  and  $\sigma(y) = 4$  yield the "**semantic** tree"

$$\frac{\langle x, \sigma \rangle \Downarrow 3 \quad \frac{\langle y, \sigma \rangle \Downarrow 4}{\langle 2 \cdot y, \sigma \rangle \Downarrow 8}}{\langle x + 2 \cdot y, \sigma \rangle \Downarrow 11}$$

Write down the corresponding derivation trees for

- $2 \cdot x + 2 \cdot y$

- $3 \cdot (2 \cdot x) + 2 \cdot (y + z)$

Write down the corresponding derivation trees for

- $2 \cdot x + 2 \cdot y$

- $3 \cdot (2 \cdot x) + 2 \cdot (y + z)$

Boring computations? If so why not implement the semantics?

# A language of Boolean terms and its semantics

## Boolean terms

BTerm ::=  $t \leq t \mid b \wedge b \mid \neg b$

$\langle b, \sigma \rangle \Downarrow v$  tells that  $b$  outputs  $v$  if the memory is  $\sigma$

$$\frac{\langle t_1, \sigma \rangle \Downarrow r_1 \quad \langle t_2, \sigma \rangle \Downarrow r_2 \quad r_1 \leq r_2}{\langle t_1 \leq t_2, \sigma \rangle \Downarrow tt} \text{ (leq)}$$

$$\frac{\langle t_1, \sigma \rangle \Downarrow r_1 \quad \langle t_2, \sigma \rangle \Downarrow r_2 \quad r_1 \not\leq r_2}{\langle t_1 \leq t_2, \sigma \rangle \Downarrow ff} \text{ (gtr)}$$

$$\frac{\langle b, \sigma \rangle \Downarrow v}{\langle \neg b, \sigma \rangle \Downarrow \neg v} \text{ (not)}$$

$$\frac{\langle b_1, \sigma \rangle \Downarrow v_1 \quad \langle b_2, \sigma \rangle \Downarrow v_2}{\langle b_1 \wedge b_2, \sigma \rangle \Downarrow v_1 \wedge v_2} \text{ (and)}$$

# A while-language and its semantics

## Programs

$\text{Prog} \ni x := t \mid p ; p \mid \text{if } b \text{ then } p \text{ else } p \mid \text{while } b \text{ do } \{ p \}$

$$\frac{\langle t, \sigma \rangle \Downarrow r}{\langle x := t, \sigma \rangle \Downarrow \sigma[r/x]} \text{ (asg)}$$

$$\frac{\langle p, \sigma \rangle \Downarrow \sigma' \quad \langle q, \sigma' \rangle \Downarrow \sigma''}{\langle p ; q, \sigma \rangle \Downarrow \sigma''} \text{ (seq)}$$

$$\frac{\langle b, \sigma \rangle \Downarrow \text{tt} \quad \langle p, \sigma \rangle \Downarrow \sigma'}{\langle \text{if } b \text{ then } p \text{ else } q, \sigma \rangle \Downarrow \sigma'} \text{ (if1)}$$

$$\frac{\langle b, \sigma \rangle \Downarrow \text{ff} \quad \langle q, \sigma \rangle \Downarrow \sigma'}{\langle \text{if } b \text{ then } p \text{ else } q, \sigma \rangle \Downarrow \sigma'} \text{ (if2)}$$

$$\frac{\langle b, \sigma \rangle \Downarrow \text{tt} \quad \langle p, \sigma \rangle \Downarrow \sigma' \quad \langle \text{while } b \text{ do } \{ p \}, \sigma' \rangle \Downarrow \sigma''}{\langle \text{while } b \text{ do } \{ p \}, \sigma \rangle \Downarrow \sigma''} \text{ (wh1)}$$

$$\frac{\langle b, \sigma \rangle \Downarrow \text{ff}}{\langle \text{while } b \text{ do } \{ p \}, \sigma \rangle \Downarrow \sigma} \text{ (wh2)}$$

# The semantics at work

$x := x + 1 ; x := x + 2$  corresponds to the 'syntax tree'



Memory  $\sigma = x \mapsto 3$  yields the 'semantic tree'

$$\frac{\frac{\langle x + 1, x \mapsto 3 \rangle \Downarrow 4}{\langle x := x + 1, x \mapsto 3 \rangle \Downarrow x \mapsto 4} \quad \frac{\langle x + 2, x \mapsto 4 \rangle \Downarrow 6}{\langle x := x + 2, x \mapsto 4 \rangle \Downarrow x \mapsto 6}}{\langle x := x + 1 ; x := x + 2, x \mapsto 3 \rangle \Downarrow x \mapsto 6}$$