

CAOS

A Reusable Scala Web Animator of Operational Semantics

José Proença & Luc Edixhoven

(Polytechnic Institute of Porto, Portugal)

(Open University and CWI, the Netherlands)

Tool paper – 20 June – COORDINATION 2023



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A Reusable Scala Web Animator of Operational Semantics

Computer-Aided design of Operational Semantics

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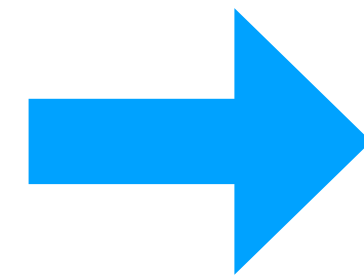


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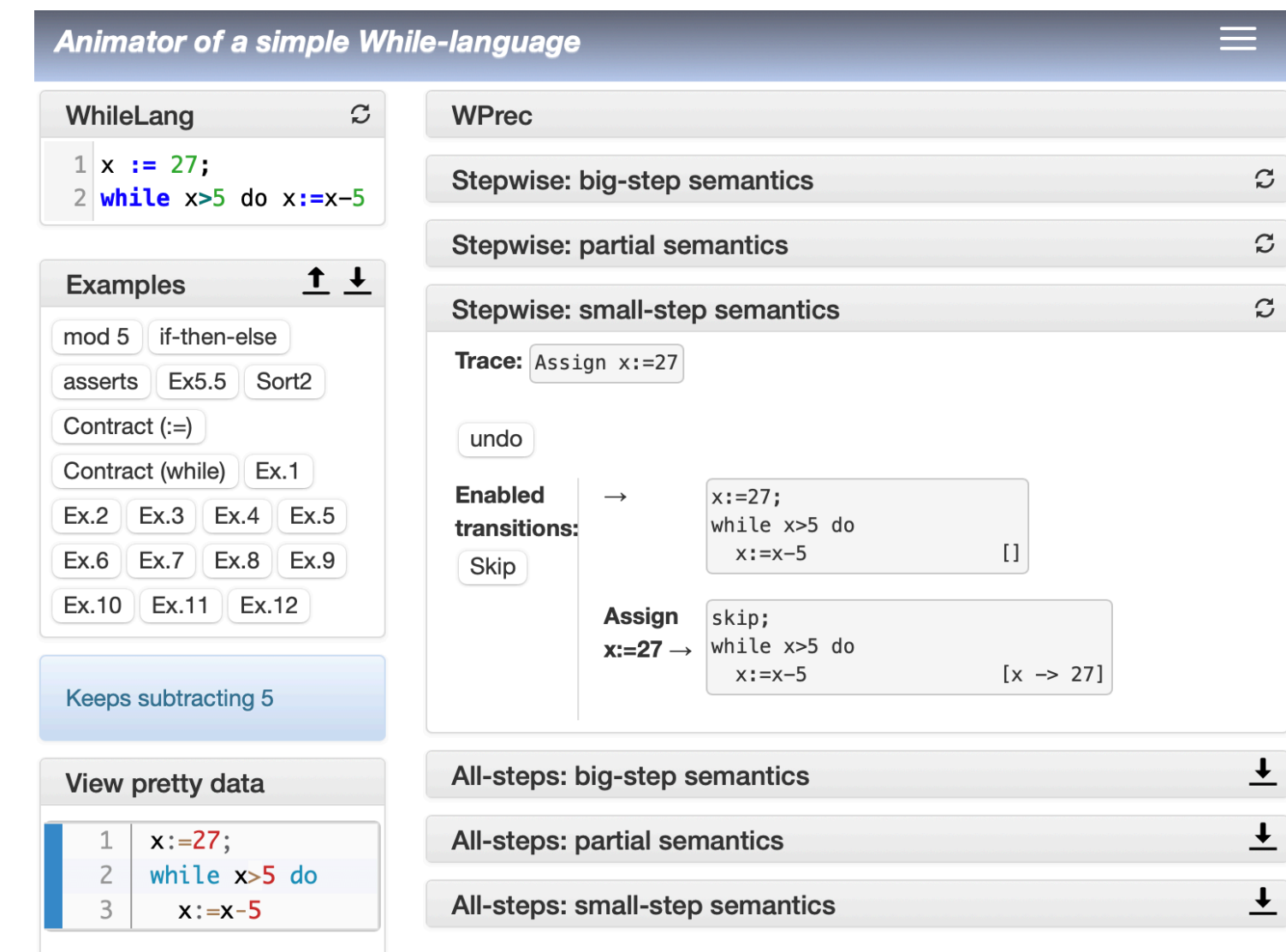


CAOS framework

My program structure
+
Analysis of my program
+
How to evolve my program



Interactive
Web
Frontend



CAOS framework

AST + parser

My program structure

+

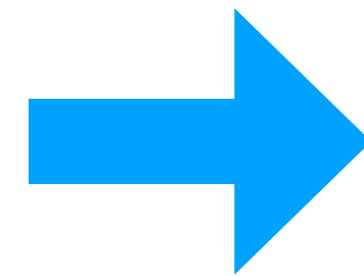
AST \Rightarrow Text/Diagram

Analysis of my program

+

State \Rightarrow Next[State]

How to evolve my program



Interactive
Web
Frontend



Animator of a simple While-language

WhileLang

```
1 x := 27;  
2 while x>5 do x:=x-5
```

Examples

mod 5 if-then-else
asserts Ex5.5 Sort2
Contract (:=)
Contract (while) Ex.1
Ex.2 Ex.3 Ex.4 Ex.5
Ex.6 Ex.7 Ex.8 Ex.9
Ex.10 Ex.11 Ex.12

Keeps subtracting 5

View pretty data

```
1 x:=27;  
2 while x>5 do  
3   x:=x-5
```

WPre

Stepwise: big-step semantics

Stepwise: partial semantics

Stepwise: small-step semantics

Trace: Assign x:=27

undo

Enabled transitions:

Skip

Assign
x:=27 →

x:=27;
while x>5 do
 x:=x-5
[]

skip;
while x>5 do
 x:=x-5
[x -> 27]

All-steps: big-step semantics

All-steps: partial semantics

All-steps: small-step semantics

Is CAOS for me?

Know:

Scala (or Java)

Investigating:

a **Program** or a **Data Structure**

Want to:

- experiment with **new analysis**
- have quick/intuitive **feedback**
- **Explain/teach** ideas to others (e.g., build companion prototypes)

Appreciate help to:

- build **visual representations** (UML-like)
- animate **reduction rules** (also of interacting systems)
- **compare** program behaviours

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(UML-like)
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(also of interacting systems)
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Examples

<https://github.com/arcalab/CAOS>

How do I use CAOS?

1. Check examples : <https://github.com/arcalab/CAOS>
2. Get CAOS source code (e.g., git submodule)
3. Set SBT to use a compiler to JS
4. Create a **configuration** object for CAOS
5. Compile to JS
6. Open a provided CAOS/tools/index.html

A glimpse at the code

Animator of a simple lambda calculus language

Lambda Calculus with addition

```
1 // Example with infinite beta
2 // reductions inside a reduceable
3 // term
4 (\n -> if0 n 1
5   ((\x -> (x x)) (\x -> (x x))))
6 ) (2+2)
```

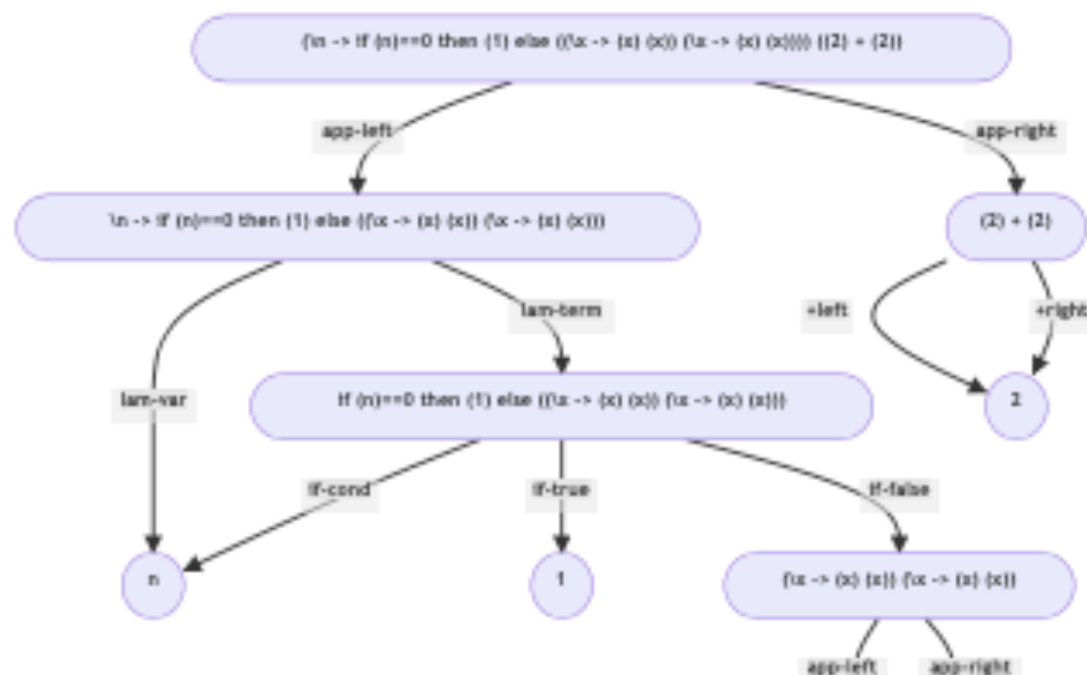
Examples

succ omega non-determ if0 triangle

View parsed data

View pretty data

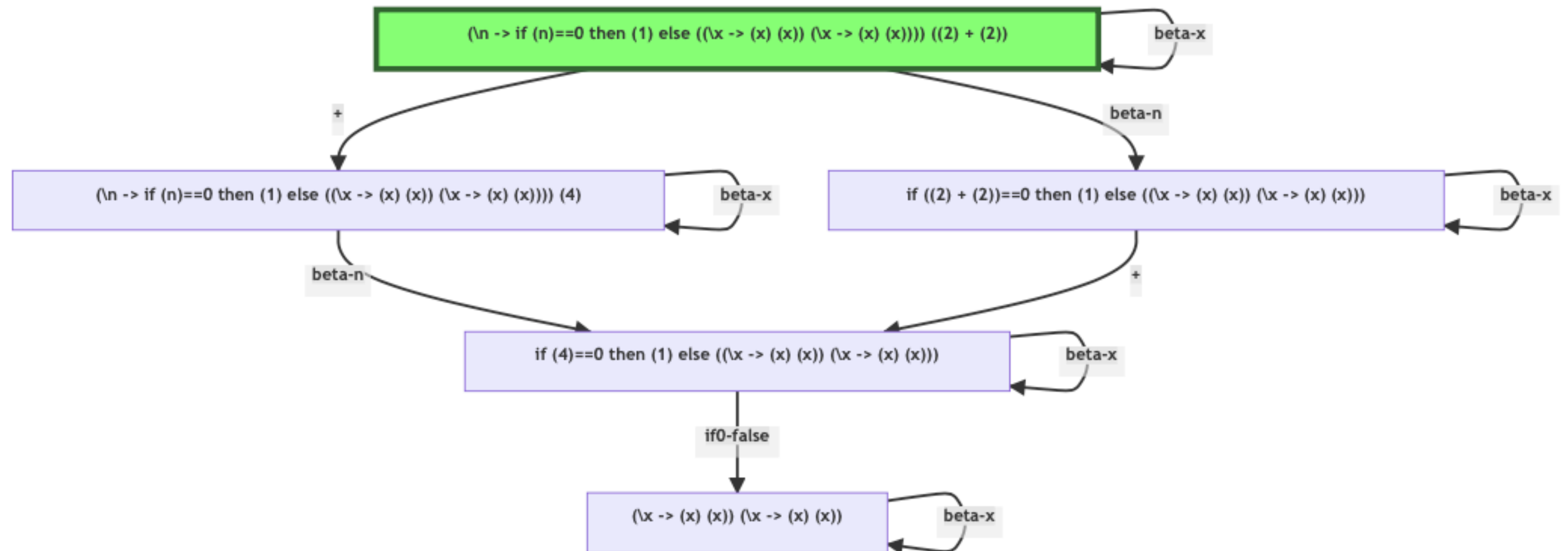
Diagram of the structure



Run semantics

Run semantics (with diagrams)

Build LTS



Build LTS - Lazy Evaluation

Build LTS - Strict Evaluation

I. Configure SBT (build tool)

```
val Caos = project.in(file("lib/Caos"))
  .enablePlugins(ScalaJSPlugin)
  .settings(scalaVersion := "3.1.1")

val iLambda = project.in(file("."))
  .enablePlugins(ScalaJSPlugin)
  .settings(
    name := "iLambda",
    version := "0.1.0",
    scalaVersion := "3.1.1",
    scalaJSUseMainModuleInitializer := true,
    Compile / mainClass := Some("iLambda.frontend.Main"),
    Compile / fastLinkJS / scalaJSLinkerOutputDirectory :=
      baseDirectory.value / "lib" / "Caos" /
        "tool" / "js" / "gen",
    libraryDependencies += "org.typelevel" %%
      "cats-parse" % "0.3.4"
  )
  .dependsOn(Caos)
```

build.sbt

```
addSbtPlugin(
  "org.scala-js" %
  "sbt-scalajs" %
  "1.7.1"
)
```

project/plugin.sbt

I. Configure SBT (build tool)

Compile to JS

Where:
Main class

Where:
to compiled JS

```
val Caos = project.in(file("lib/Caos"))  
  .enablePlugins(ScalaJSPlugin)  
  .settings(scalaVersion := "3.1.1")  
  
val iLambda = project.in(file("."))  
  .enablePlugins(ScalaJSPlugin)  
  .settings(  
    name := "iLambda",  
    version := "0.1.0",  
    scalaVersion := "3.1.1",  
    scalaJSUseMainModuleInitializer := true,  
    Compile / mainClass := Some("iLambda.frontend.Main"),  
    Compile / fastLinkJS / scalaJSLinkerOutputDirectory :=  
      baseDirectory.value / "lib" / "Caos" /  
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    libraryDependencies += "org.typelevel" %%  
      "cats-parse" % "0.3.4"  
  )  
  .dependsOn(Caos)
```

build.sbt

```
addSbtPlugin(  
  "org.scala-js" %  
    "sbt-scalajs" %  
      "1.7.1"  
)
```

project/plugin.sbt

2. Internal representation (AST)

```
enum Term:  
  case Var(x:String)  
  case App(e1:Term, e2:Term)  
  case Lam(x:String, e:Term)  
  case Val(n:Int)  
  case Add(e1:Term, e2:Term)  
  case If0(e1:Term, e2:Term, e3:Term)
```

3. Main file (set up widgets)

```
def main(args: Array[String]):Unit =  
  Chaos.frontend.Site.initSite[Term](MyConfig)  
  
object MyConfig extends Configurator[Term]:  
  val name = "Animator of a simple lambda calculus language"  
  override val languageName: String = "Lambda Calculus with addition"  
  
  val parser = iLambda.syntax.Parser.parseProgram  
  
  val examples = List(  
    "succ" → "(\x → x + 1) 2" → "Adds 1 to nu  
    ...)
```

```
val widgets = List(  
  "View parsed data" → view(_.toString, Text),  
  "View pretty data" → view>Show(_), Code("haskell")),  
  "Diagram of the structure" → view>Show.mermaid, Mermaid),  
  "Run semantics" → steps(e ⇒ e, Semantics, Show(_), Text),  
  "Run semantics (with diagrams)" →  
    steps(e ⇒ e, Semantics, Show.mermaid, Mermaid),  
  "Build LTS" → lts(e ⇒ e, Semantics, Show(_)),  
  "Build LTS - Lazy Evaluation" → lts(e ⇒ e, LazySemantics, Show(_)),  
  "Build LTS - Strict Evaluation" → lts(e ⇒ e, StrictSemantics, Show(_))  
  "Find bisimulation: given 'A B', check if 'A ~ B'" →  
    compareBranchBisim(Semantics, Semantics,  
      getApp(_).e1, getApp(_).e2, Show(_), Show(_)),  
)
```

4. Define SOS semantics

```
object LazySemantics extends SOS[String,Term] {  
  /** What are the set of possible evolutions (label and new state) */  
  def next[A>:String](t: Term): Set[(A, Term)] = t match {  
    // Cannot evolve variables  
    case Var(_) => Set()  
    // Evolve body of a lambda abstraction  
    case Lam(x, e) =>  
      for (by, to) <- next(e) yield by -> Lam(x, to)  
    // Apply a lambda abstraction  
    case App(Lam(x,e1),e2) => Set(s"beta-$x" -> Semantics.subst(e1,x,e2))  
    // Try to evolve the left of an application first  
    case App(e1, e2) =>  
      next(e1).headOption match  
        case Some(head) => Set(head._1 -> App(head._2,e2))  
        case None => for (by,to) <- next(e2) yield by -> App(e1,to)  
    // Remaning cases...  
  }  
}
```

Non-det.
Labelled
Trans. System

4. Define SOS semantics

```
object LazySemantics extends SOS[String,Term] {  
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    // Apply a lambda abstraction  
    case App(Lam(x,e1),e2) => Set(s"beta-$x" -> Semantics.subst(e1,x,e2))  
    // Try to evolve the left of an application first  
    case App(e1, e2) =>  
      val networkSOS = Network.sos(sync, relabel, localSOS)  
  
      where  
        sync: (List[Set[LocalAct]], NetSt) => Set[(List[Option[LocalAct]], NetSt)]  
        relabel: List[Option[LocalAct]] => NetAct  
        localSOS: SOS[LocalAct, LocalSt]
```

CAOS framework

AST + parser

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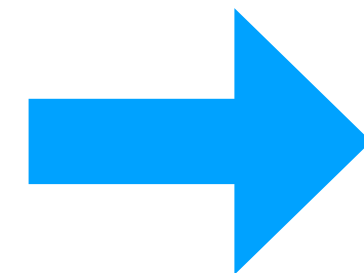
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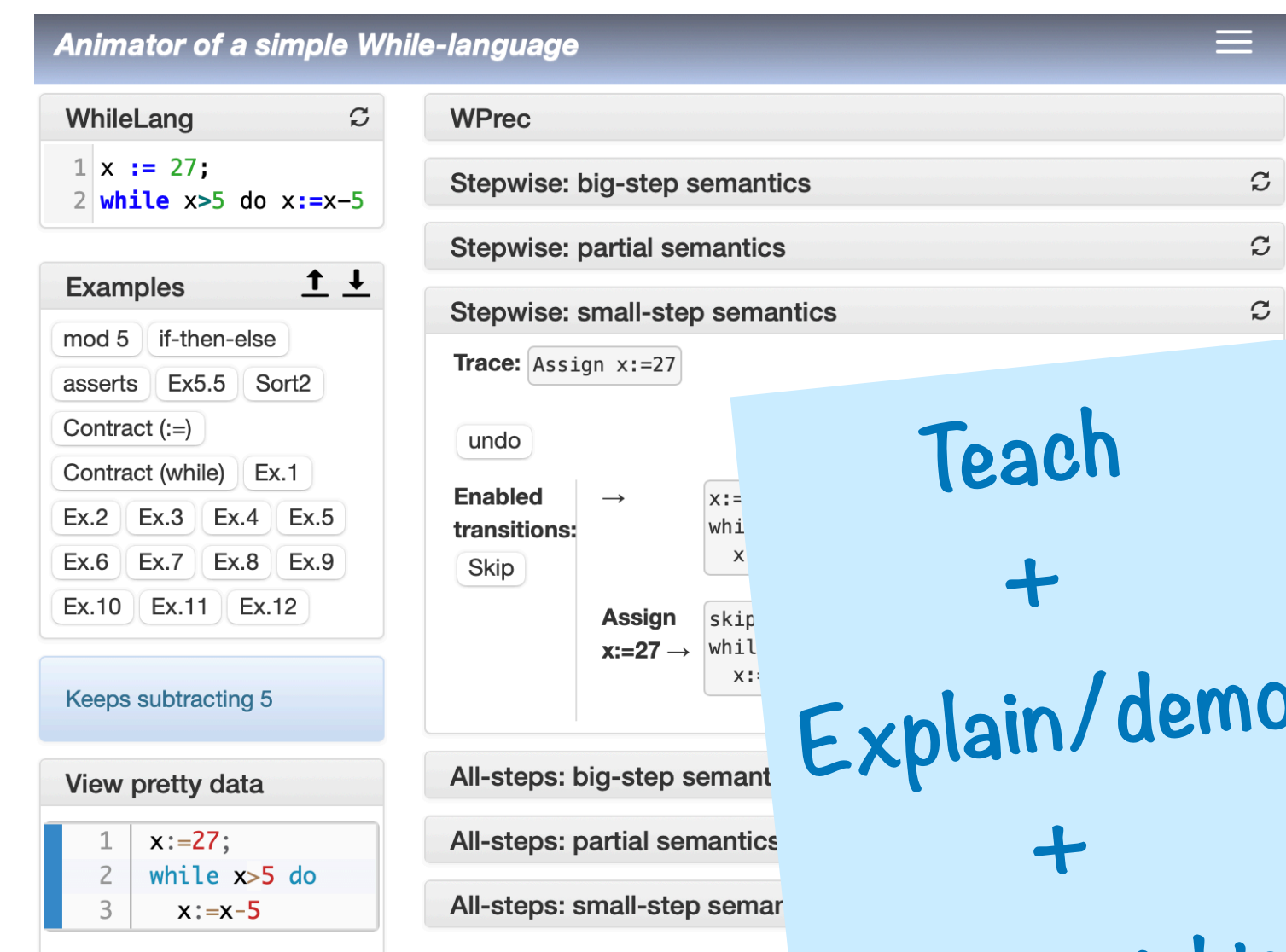
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State \Rightarrow Next[State]

How to evolve my program



Interactive
Web
Frontend



Teach
+
Explain/demo
+
Gain insights