

Translation from ML AST to JS AST

```
c ::=
    unit
    bool
    int
    float
    char
    string
    bytes

l ::=
    null
    bool
    number
    number
    string

p ::=
    wild
    const
    var
    CTor
    branch
    record
    tuple

[C] = function(x){
    if(x == C)
        return {valid:true, x:y}
    else
        return {valid:false}}

[x] = function(y){
    return {valid:true}}

[C p] = function(e){
    if(e.tag == "C")
        return ([p])(e.value)
    else
        return {valid:false}}

[p] = function(y){
    return {valid:bool, x_1:..., x_2:..., ...}}

[(p_1,..., p_n)] = function(e){
    if(e.tag == "Tuple" && e.arity == n)
        let r_1 = ([p_1])(e.f_1)
        ...
        let r_n = ([p_n])(e.f_n)
        if(r_1.valid && .. &&r_n.valid)
            return {valid:true,
                    x_1 = p_1.x_1,
                    ..,
                    x_n = p_n.x_n}
        else
            return {valid:false}}
```

```

[e_ml] x_js s_js    //x_js -- where we save result of ml-expression translation
                    //s_js -- what we should do next
e ::=
  const                [C] x s = const x = C; s
  var                  [x] y s = var y = x; s
  name
  let                  [let x = e_1 in e_2] y s = [e_1] x ([e_2] y s)
  app                  [f x] y s = var y = f [x]; s
  fun                  [fun x => e] f s = var f = function(x){
                                                                [e] r (return r)}
  match                [match e with |p_i -> e_i] x s =
                        [e] r (
                          let r_1 = [p_1](r)
                          if (r_1.valid){
                            let fv(p_1) = r_1.fv(p_1)
                            [e_1] x None
                          } else ... ); s

  coerce
  CTor
  Seq
  Tuple
  Record
  Proj
  If                    [if e with e_1 else e_2] x s =
                        [e] t (if(t){[e_1] x None} else {[e_2] x None}); s

  Raise
  Try

```

```

[match e with ] = let e = [e]
| p_1 -> e_1      let p_1 = ([p_1])(e)
| p_2 -> e_2      if (p_1.valid){
                  let x = p_1.x
                  return [e_1]
                } else {
                  let p_2 = ([p_2])(e)
                  if (p_2.valid){
                    let y = p_2.y
                    let z = p_2.z
                    return [e_2]
                  } else throw NoMatch
                }

[match e with] = switch ([e].tag)
| C_1 x -> e_1   case "C_1": ...
...
| C_n x -> e_n   case "C_n": ...

```

```

[(e_0, ..., e_(n-1))] =
  {_tag: "Tuple"
   _arity: n
   _f0: [e_0]
   _f1: [e_1]
   ...}

[C p] = {_tag: "C"
         _value: [p]}

```

Types

```
t ::=
  int           [int] = number
  bool          [bool] = bool
  string        [string] = string
  t_1*t_2*...*t_n [(t_1*t_2*...*t_n)] = { _tag: "Tuple",
                                           _arity: 7,
                                           _1: [t_1],
                                           _2: [t_2],
                                           ...}

  C t_1 ... t_n  [C t_1 ... t_n] = C <[t_1], ..., [t_n]>

C ::=
  type C x_1 ... x_n = {f_1:t_1, ..., f_n:t_n}
  ...
  type C x_1 ... x_n = t
  type C x_1 ... x_n =
    | C_1 of t_1
    ...
    | C_n of t_n

  [...] = type C <x_1 ... x_n> = { _tag: "Record",
                                     _f1: [t_1],
                                     ...
                                     _fn: [t_n]}
  [...] = type C <x_1 ... x_n> = [t]
  [...] = type C_1 = {_tag: "C_1", _value: [t_1]}
  ...
  type C_n = {_tag: "C_n", _value: [t_n]}
  type C = C_1 | C_2 | .. | C_n
```