

Pirouette

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1 Concrete Syntax

Locations	ℓ	$\in \mathcal{L}$
Synchronization Labels	d	$::=$ All Variables
Integers	i	$::=$ All Integers
Strings	s	$::=$ All Strings
Boolean	b	$::=$ <i>true</i> <i>false</i>
Variables	x	$::=$ All Variables
Binary Operations	\odot	$::=$ + - * / = <= >= ! = > < &&
Value	val	$::=$ i b s
Local Types	t	$::=$ unit int string bool $t_1 \times t_2$ $t_1 + t_2$
Local Expressions	e	$::=$ () <i>val</i> x $e_1 \text{ binop } e_2$ let $x := e_1$ in e_2 (e_1, e_2) fst e snd e left e right e match e with [$p \rightarrow e_1$]*
Comments	<i>comments</i>	$::=$ - - { - - }
Declarations	D	$::=$ $F : \tau_1 \rightarrow \tau_2$ $X : \tau$ $\ell.x : \ell.t$ type name $:= \tau$
Assignment	A	$::=$ $X := C$ $F \ P_1 \dots P_n := C$ $\ell.x := C$
Declaration Block	<i>decl_block</i>	$::=$ \cdot $D \text{ decl_block}$ $A \text{ decl_block}$
Local Patterns	p	$::=$ - <i>val</i> x (p_1, p_2) <i>left</i> p <i>right</i> p
Patterns	P	$::=$ - x (P_1, P_2) $\ell.p$ <i>left</i> P <i>right</i> P
Choreographic Types	τ	$::=$ unit $\ell.t$ $\tau_1 \rightarrow \tau_2$ $\tau_1 \times \tau_2$ $\tau_1 + \tau_2$
Choreography	C	$::=$ () X $\ell.e$ $\ell_1.e \rightsquigarrow \ell_2.x$; C $C[\ell_1] \rightsquigarrow \ell_2$ if C_1 then C_2 else C_3 $\ell_1[d] \rightsquigarrow \ell_2$; C let <i>decl_block</i> in C fun $X \rightarrow C$ $C_1 \ C_2$ (C_1, C_2) fst C snd C left C right C match C with [$P \rightarrow C_1$]*
Network Types	t_N	$::=$ t $t_{N1} \rightarrow t_{N2}$ $t_{N1} \times t_{N2}$ $t_{N1} + t_{N2}$
Network Expressions	E	$::=$ X () fun $X \rightarrow E$ $E_1 \ E_2$ ret (e) let $\text{ret}(x) := E_1$ in E_2 send e to ℓ ; E receive x from ℓ ; E if E_1 then E_2 else E_3 choose d for ℓ ; E allow ℓ choice [$d \rightarrow E$]* (E_1, E_2) fst E snd E left E right E match E with [$p \rightarrow E_1$]*
Program	ρ	$::=$ <i>decl_block</i>