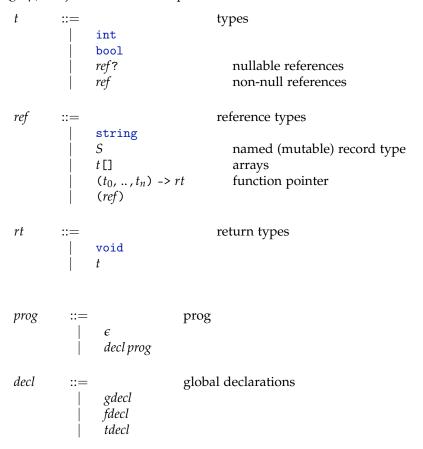
Oat v. 2 Language Specification

CS 516 – Spring 2022 April 2, 2022

1 Grammar

The following grammar defines the Oat syntax. All binary operations are *left associative* with precedence levels indicated numerically. Higher precedence operators bind tighter than lower precedence ones. Here *id* ranges over lower-case identifiers and *S* indicates an upper-case "struct name." The parts of the grammar marked with M are not part of the abstract syntax, but are included for parsing purposes (e.g. parentheses) or for use in explaining the typing judgments. Note that left-hand-sides (*lhs*) and global expressions (*gexp*) are just a subsets of expressions.



```
gdecl
                                                    global value declarations
           ::=
                  global id = gexp;
arg
                                                    arg
                  t id
args
           ::=
                                                    args
                  arg_1, \dots, arg_n
fdecl
                                                    function declaration
           ::=
                  rt id(args) block
field
                                                    field declarations
                  t x
                                                    fields
fields
           ::=
                  field_1; ..; field_n
                  fields; t_{n+1} x_{n+1}; ...; t_m x_m
tdecl
                                                    struct declaration
           ::=
                  struct S{ fields }
                                                        expressions
exp
                  ref null
                                                          type-annotated null value
                  true
                  false
                                                           64-bit integer literals
                  integer
                                                          C-style strings
                 string
                                                          global or local variable
                 new t[]{exp_1, ..., exp_n}
                                                          array literal value
                  new t [exp]
                                                          array with default inititalizer
                  new t [exp_1] \{id \rightarrow exp_2\}
                                                          array with explicit initializer
                 exp_1[exp_2]
                                                          array index
                  length (exp)
                                                          built-in polymorphic length operation
                  \mathtt{new}\,S\{x_1 = exp_1; ...; x_n = exp_n\}
                                                           struct initialization
                                                          field projection
                 exp.id
                 exp(exp_1, .., exp_n)
                                                          function call
                  иор ехр
                                                          unary operation
                 exp_1 bop exp_2
                                                          binary operation
                  (exp)
lhs
                                                       left-hand-sides for assignment
           ::=
                  id
                 exp_1[exp_2]
                 exp.id
                                                        global initializers
gexp
                                                          64-bit integer literals
                  integer
```

```
C-style strings
                     string
                     ref null
                     true
                     false
                    new t[]{gexp_1, .., gexp_n}
                    new S\{x_1=gexp_1; ...; x_n=gexp_n\}
block
              ::=
                                                             blocks
                     \{stmt_1 .. stmt_n\}
vdecl
              ::=
                                                             local variable declarations
                     var id = exp
stmt
              ::=
                                                             statements
                     lhs = exp;
                                                                assignment statement
                     vdecl;
                                                                variable declaration
                                                                return with value
                     return exp;
                     return;
                                                                return (void)
                     exp(exp_1, .., exp_n);
                                                                call a void-returning function
                     if\_stmt
                                                                conditionals
                     for (vdecls; exp_{opt}; stmt_{opt}) block
                     while(exp) block
if\_stmt
              ::=
                                                             if statements
                     if(exp) block else_stmt
                                                                standard boolean if
                     if?(ref id = exp) block else_stmt
                                                                possibly-null checked downcast
else_stmt
                                                             else
                     else block
                     {\tt else}\ if\_stmt
```

```
bop
                       (left associative) binary operations
        ::=
                          multiplication (precedence 100)
                          addition (precedence 90)
                          subtraction (precedence 90)
                          shift left (precedence 80)
              <<
                          shift right logical (precedence 80)
                          shift right arithmetic (precedence 80)
              >>>
              <
                          less-than (precedence 70)
              <=
                          less-than or equal (precedence 70)
                          greater-than (precedence 70)
                          greater-than or equal (precedence 70)
                          equal (precedence 60)
                          not equal (precedence 60)
              !=
              &
                          logical and (precedence 50)
                          logical or (precedence 40)
              [&]
                          bit-wise and (precedence 30)
              [1]
                          bit-wise or (precedence 20)
                       unary operations
иор
```

Subtyping Rules

$$H \vdash t_1 \leq t_2$$

$$\overline{H \vdash \text{int}} \leq \text{int} \qquad \text{SUB_SUB_INT}$$

$$\overline{H \vdash \text{bool}} \leq \text{bool} \qquad \text{SUB_SUB_BOOL}$$

$$\frac{H \vdash_r ref_1 \leq ref_2}{H \vdash ref_1?} \leq ref_2? \qquad \text{SUB_SUB_NREF}$$

$$\frac{H \vdash_r ref_1 \leq ref_2}{H \vdash ref_1 \leq ref_2} \qquad \text{SUB_SUB_REF}$$

$$\frac{H \vdash_r ref_1 \leq ref_2}{H \vdash ref_1 \leq ref_2?} \qquad \text{SUB_SUB_NRREF}$$

$$\overline{H \vdash_r ref_1 \leq ref_2} \qquad \text{SUB_SUB_NRREF}$$

$$\overline{H \vdash_r tef_1 \leq ref_2?} \qquad \text{SUB_SUBR_ARRAY}$$

$$\overline{H \vdash_r t \vdash_l \leq t \vdash_l} \qquad \text{SUB_SUBR_ARRAY}$$

$$\overline{H \vdash_r t \vdash_r t \vdash_l \leq t \vdash_l} \qquad \text{SUB_SUBR_ARRAY}$$

$$\overline{H \vdash_r t \vdash_r t \vdash_l \leq t \vdash_l} \qquad \text{SUB_SUBR_ARRAY}$$

$$\overline{H \vdash_r t \vdash_r t \vdash_l \leq t \vdash_l} \qquad \text{SUB_SUBR_STRUCT}$$

$$\overline{H \vdash_r t \vdash_l \leq t \vdash_l \qquad H \vdash_r t \vdash_l \leq t \vdash_l} \qquad \text{SUB_SUBR_STRUCT}$$

$$\overline{H \vdash_r t \vdash_r t \vdash_l \leq t \vdash_l \qquad H \vdash_r t \vdash_l \leq t \vdash_l} \qquad \text{SUB_SUBR_FUNT}$$

 $H \vdash_{rt} rt_1 \leq rt_2$

 $H \vdash_r ref_1 \leq ref_2$

$$\begin{aligned} & \frac{H \vdash_{rt} \texttt{void} \leq \texttt{void}}{H \vdash_{rt} t_1 \leq t_2} & \text{sub_subret_rttyp} \\ & \frac{H \vdash_{rt} t_1 \leq t_2}{H \vdash_{rt} t_1 \leq t_2} & \text{sub_subret_rttyp} \end{aligned}$$

3 Well-formed types

 $H \vdash t$

 $H \vdash_r ref$

 $H \vdash_{rt} rt$

$$\frac{H \vdash_{\mathit{rt}} \mathtt{void}}{H \vdash_{\mathit{rt}} t} \quad \text{wf_rtypokvoidok}$$

4 Typing Rules

```
\vdash bop_1, \dots, bop_i \colon\! t

  ⊢ &, |: (bool, bool) -> bool
  TYP_BOOLOPS

 \vdash uop:t
                                                                    TYP_LOGNOT
                                          ⊢ !:(bool) -> bool
                                                                     TYP_BITNEG
                                           ⊢~ :(int) -> int
                                                                     TYP_NEG
                                              ⊢ -: (int) -> int
 H;G;L\vdash exp:t
                                         \frac{H \vdash ref}{H; G; L \vdash ref \text{ null } : ref?}
                                                                     TYP_BOOL_TRUE
                                       H;G;L\vdash true : bool
                                                                      {\tt TYP\_BOOL\_FALSE}
                                      \overline{H;G;L\vdash \texttt{false}: \texttt{bool}}
                                                                         TYP_INT
                                           \overline{H;G;L\vdash integer: int}
                                       \overline{H;G;L \vdash string : string} TYP_STRING
                                                   id: t \in L
                                             \frac{--}{H;G;L\vdash id:t} \quad \texttt{TYP\_LOCAL}
                                            id \notin L \quad id:t \in G
                                           H;G;L \vdash id : t TYP_GLOBAL
                             H \vdash t
                             H;G;L \vdash exp_1 : t_1 ... H;G;L \vdash exp_n : t_n
                            H \vdash t_1 \leq t .. H \vdash t_n \leq t
                                H; G; L \vdash \text{new } t[]\{exp_1, ..., exp_n\} : t[]
                                        H \vdash t
                                        H;G;L\vdash exp_1: int
                                        t \in \{\text{int,bool}, r?\}
                                    \frac{1}{H;G;L \vdash \text{new}\,t\,[exp_1]} : t[] \quad \text{TYP\_NEWARRAY}
                      H \vdash t
                      H;G;L \vdash exp_1 : int
                     x \notin L H;G;L,x:int \vdash exp_2: t' H \vdash t' \leq t H;G;L,x:int \vdash exp_2: t' H \vdash t' \leq t TYP_NEWARRAYINIT
                          H;G;L \vdash \text{new } t[exp_1]\{x \rightarrow exp_2\} : t[]
```

```
H;G;L \vdash exp_1 : t  H;G;L \vdash exp_2 : int TYP_INDEX
              H;G;L\vdash exp_1[exp_2]:t
                H;G;L\vdash exp:t[]
                                               TYP_LENGTH
          H;G;L\vdash length (exp) : int
struct S\{t_1 x_1; ...; t_n x_n\} \in H
H;G;L\vdash exp_1:t_1' .. H;G;L\vdash exp_n:t_n'
H \vdash t_1' \leq t_1 .. H \vdash t_n' \leq t_n
fields may be permuted under new
                                                       TYP_STRUCTEX
 H;G;L \vdash \text{new } S\{x_1=exp_1; ..; x_n=exp_n\} : S
        H;G;L\vdash exp:S
       \frac{S\{fields\} \in H \quad t \ x \in fields}{}
                 H;G;L\vdash exp.x:t
   H;G;L \vdash exp : (t_1,...,t_n) \rightarrow t
   H;G;L\vdash exp_1:t_1' .. H;G;L\vdash exp_n:t_n'
  H \vdash t_1' \leq t_1 \quad .. \quad H \vdash t_n' \leq t_n
                                                   TYP_CALL
          H;G;L\vdash exp(exp_1,..,exp_n):t
      \vdash bop: (t_1, t_2) \rightarrow t
     H;G;L \vdash exp_1 : \underbrace{t_1 \quad H;G;L \vdash exp_2 : t_2}_{\text{TYP\_BOP}}
              H;G;L\vdash exp_1 bop exp_2 : t
       H;G;L\vdash exp_1: t_1 \quad H;G;L\vdash exp_2: t_2
      H \vdash t_1 \leq t_2 \quad H \vdash t_2 \leq t_1
                                                        — TYP_EQ
             H;G;L \vdash exp_1 == exp_2 : bool
     H;G;L \vdash exp_1 : t_1 \quad H;G;L \vdash exp_2 : t_2
     H \vdash t_1 \leq t_2 \quad H \vdash t_2 \leq t_1
           H;G;L \vdash exp_1 != exp_2 : bool
         \vdash uop:(t) \xrightarrow{-> t} H; G; L \vdash exp:t TYP_UOP
                 H;G;L\vdash uopexp:t
```

```
H;G;L_1 \vdash vdecl \Rightarrow L_2
                                                   \frac{H;G;L \vdash exp : t \quad x \not\in L}{H;G;L \vdash var \ x = exp \Rightarrow L,x:t} \quad \texttt{TYP\_DECL}
H;G;L_0 \vdash vdecls \Rightarrow L_i
                           \frac{H;G;L_0 \vdash vdecl_1 \Rightarrow L_1 \quad \dots \quad H;G;L_{n-1} \vdash vdecl_i \Rightarrow L_n}{H;G;L_0 \vdash vdecl_1, \dots, vdecl_n \Rightarrow L_n} \quad \text{TYP\_VDECLS}
H;G;L_1;rt \vdash stmt \Rightarrow L_2;returns
                                                        lhs not a global function id
                                                        H;G;L\vdash lhs:t
                                                        H;G;L\vdash exp:t'
                                                        H \vdash t' \leq t
                                                  H;G;L;rt \vdash lhs = exp; \Rightarrow L; \bot TYP_ASSN
                                               \frac{H;G;L_1 \vdash vdecl \Rightarrow L_2}{H;G;L_1;rt \vdash vdecl; \Rightarrow L_2;\bot} \quad \texttt{TYP\_STMTDECL}
                                      H;G;L \vdash exp : (t_1,..,t_n) \rightarrow void
                                      H;G;L\vdash exp_1:t_1' .. H;G;L\vdash exp_n:t_n'
                                     \frac{H \vdash t_1' \leq t_1 \quad .. \quad H \vdash t_n' \leq t_n}{H; G; L; rt \vdash exp(exp_1, ..., exp_n); \Rightarrow L; \bot} \quad \text{TYP\_SCALL}
                                                             H;G;L \vdash exp : bool
                                                             H;G;L;rt \vdash block_1;r_1
                                                             H;G;L;rt \vdash block_2;r_2
                                   H; \overline{G; L; rt \vdash if(exp) \ block_1 \ else \ block_2} \Rightarrow L; r_1 \wedge r_2
                                   H;G;L \vdash exp : ref'?
                                   H \vdash ref' \leq ref
                                   H;G;L,x:ref;rt \vdash block_1;r_1 \quad H;G;L;rt \vdash block_2;r_2
                           \overline{H;G;L;rt \vdash \text{if?}(ref \ x = exp) \ block_1 \ \text{else} \ block_2 \ \Rightarrow \ L;r_1 \land r_2}
                                                          H;G;L \vdash exp : bool
                                                          H;G;L;rt \vdash block;r
                                           \overline{H;G;L;rt} \vdash \text{while}(exp) \ block \Rightarrow L;\bot TYP_WHILE
                                                      H;G;L_1 \vdash vdecls \Rightarrow L_2
                                                      H;G;L_2 \vdash exp : bool
                                                      H;G;L_2;rt \vdash stmt \Rightarrow L_3;\bot
                                                      H;G;L<sub>2</sub>;rt \vdash block;r
                              \overline{H;G;L_1;rt \vdash for(vdecls; exp_{opt}; stmt_{opt}) block \Rightarrow L_1; \bot}
                                                \frac{H; G; L \vdash exp : t' \quad H \vdash t' \leq t}{H; G; L; t \vdash return \ exp; \Rightarrow L; \top} \quad \texttt{TYP\_RETT}
                                              \overline{H;G;L;void}\vdash return; \Rightarrow L;\top TYP_RETVOID
```

H;G;L; $rt \vdash block$;returns

$$\frac{H;G;L_0;rt \vdash_{ss} stmt_1..stmt_n \Rightarrow L_n;r}{H;G;L_0;rt \vdash \{stmt_1..stmt_n\};r} \quad \text{TYP_BLOCK}$$

H; G; L_0 ; $rt \vdash_{ss} stmt_1 ... stmt_n \Rightarrow L_n$; returns

$$\begin{array}{c} H;G;L_{0};rt \vdash stmt_{1} \Rightarrow L_{1};\bot\\ \dots\\ H;G;L_{n-2};rt \vdash stmt_{n-1} \Rightarrow L_{n-1};\bot\\ H;G;L_{n-1};rt \vdash stmt_{n} \Rightarrow L_{n};r\\ \hline H;G;L_{0};rt \vdash_{ss} stmt_{1}..stmt_{n-1} stmt_{n} \Rightarrow L_{n};r \end{array} \ \ \ {\tt TYP_STMTS}$$

H; $G \vdash_s tdecl$

$$\frac{H \vdash t_1 \quad ... \quad H \vdash t_i \quad x_1 ... x_i \, \mathbf{distinct}}{H; G \vdash_{S} \, \mathbf{struct} \, S\{ \, t_1 \, x_1 \, ; \, .. \, ; t_i \, x_i \, \}} \quad \mathsf{TYP_TDECLOK}$$

H; $G \vdash_f fdecl$

$$\frac{H;G;x_1:t_1,...,x_i:t_i;rt\vdash block;\top x_1..x_i \mathbf{distinct}}{H;G\vdash_f rtf(t_1x_1,...,t_ix_i) \ block}$$
 TYP_FDECLOK

H; $G \vdash prog$

$$\frac{H;G \vdash \epsilon}{H;G \vdash prog} \quad \text{TYP_DEMPTY}$$

$$\frac{H;G \vdash prog}{H;G \vdash gdecl \ prog} \quad \text{TYP_DGDECL}$$

$$\frac{H;G \vdash_f fdecl \quad H;G \vdash prog}{H;G \vdash fdecl \ prog} \quad \text{TYP_DFDECL}$$

$$\frac{H;G \vdash_s \ tdecl \quad H;G \vdash prog}{H;G \vdash tdecl \ prog} \quad \text{TYP_DTDECL}$$

 $H; G_1 \vdash_g prog \Rightarrow G_2$

$$\overline{H;G\vdash_{g}\varepsilon\Rightarrow G} \quad \text{TYP_GEMPTY}$$

$$\frac{H;G_{1}\vdash_{g}prog\Rightarrow G_{2}}{H;G_{1}\vdash_{g}tdecl\,prog\Rightarrow G_{2}} \quad \text{TYP_GTDECL}$$

$$\frac{H;G_{1};\vdash_{g}tdecl\,prog\Rightarrow G_{2}}{X\notin G_{1}\quad H;G_{1},x:t\vdash_{g}prog\Rightarrow G_{2}} \quad \text{TYP_GGDECL}$$

$$\frac{H;G_{1}\vdash_{g}global\,x=gexp\,;\,prog\Rightarrow G_{2}}{H;G_{1}\vdash_{g}fdecl\,prog\Rightarrow G_{2}} \quad \text{TYP_GFDECL}$$

 $H \vdash fdecl \Rightarrow id:t$

$$\frac{H \vdash_{rt} rt \quad H \vdash t_1 \quad .. \quad H \vdash t_n}{H \vdash rt f(t_1 x_1, .., t_n x_n) \ block \Rightarrow f: (t_1, ..., t_n) \rightarrow rt} \quad \text{TYP_FTYF}$$

$$H; G_1 \vdash_f prog \Rightarrow G_2$$

$$\begin{array}{c} \overline{H;G\vdash_f \epsilon\Rightarrow G} & \text{TYP_FEMPTY} \\ \\ \overline{H;G_1\vdash_f prog\Rightarrow G_2} \\ \overline{H;G_1\vdash_f tdecl\,prog\Rightarrow G_2} & \text{TYP_FTDECL} \\ \\ \overline{H;G_1\vdash_f prog\Rightarrow G_2} \\ \overline{H;G_1\vdash_f gdecl\,prog\Rightarrow G_2} & \text{TYP_FGDECL} \\ \\ H\vdash fdecl\Rightarrow f:t \\ f\not\in G_1 & H;G_1,f:t\vdash_f prog\Rightarrow G_2 \\ \hline H;G_1\vdash_f fdecl\,prog\Rightarrow G_2 & \text{TYP_FFDECL} \\ \end{array}$$

 $H_1 \vdash_s prog \Rightarrow H_2$

$$\overline{H \vdash_s \epsilon \Rightarrow H} \quad \text{TYP_SEMPTY}$$

$$\underline{S \not\in H_1 \quad H_1, \text{struct } S\{ \text{ fields } \} \quad \vdash_s prog \Rightarrow H_2} \quad \text{TYP_STDECL}$$

$$\underline{H_1 \vdash_s prog \Rightarrow H_2} \quad \text{TYP_SGDECL}$$

$$\underline{H_1 \vdash_s prog \Rightarrow H_2} \quad \text{TYP_SGDECL}$$

$$\underline{H_1 \vdash_s prog \Rightarrow H_2} \quad \text{TYP_SFDECL}$$

$$\underline{H_1 \vdash_s prog \Rightarrow H_2} \quad \text{TYP_SFDECL}$$

⊢ prog

$$\frac{\cdot \vdash_{s} prog \Rightarrow H \quad H; G_{0} \vdash_{f} prog \Rightarrow G_{1} \quad H; G_{1} \vdash_{g} prog \Rightarrow G_{2} \quad H; G_{2} \vdash prog}{\vdash prog} \quad \text{TYP_PROG}$$

Notes:

- The context G_0 mentioned in the rule for typechecking a complete, top-level program is the "initial context" which should contain bindings for all of the OAT built-in functions.
- The type system processes the program in several passes: (1) collect up all the structure type definitions and make sure their names don't clash using the \vdash_s rules, (2) add all the function identifiers and their types to the global context using the \vdash_f rules, again ensuring no name clashes, (3) type-check the global value declarations and add them to the context using the \vdash_g rules, and (4) process all the declarations one more time to examine all the struct fields to make sure their types are well formed and to typecheck the function bodies.

The rules therefore allow the types of structs to be mutually recursive, and for global values to mention function pointers as constants.

• We use ⊥ to indicate that a statement might not return, and ⊤ to indicate that a statement definitely returns. When typechecking the list of statements that make up a block, only the last statement is allowed to definitely return (all the others must possibly not return). Note that TYP_FDECLOK requires that the block making up a function body definitely return.