Todo list

0.1 Syntax

0.1.1 Current

An idealized version of the current syntax.

Type	τ	::=	`Integer`	$\mathbb{Z}$	Integer numbers
		|	`Real`	$\mathbb{R}$	Real numbers
		|	`String`	$String$	Text
		|	`Bool`	$\mathbb{B}$	Truth values (true/false)*
		|	$\texttt{Vector(}\tau\texttt{, } n\texttt{)}$	$[\tau]_n$	Vectors (single element type, fixed length)*
		|	$\texttt{Tuple(}\tau_1 ... \tau_n\texttt{)}$	$\tau_1 \times \tau_2 \times ... \times \tau_n$	Alternative vectors/tuples (fixed len+diff typed e
Literal	l	::=	$\texttt{Integer[}n\texttt{]}$	n	Integer number
		|	$\texttt{Real[}r\texttt{]}$	r	Real number
		|	$\texttt{String[}s\texttt{]}$	"s"	Text
		|	$\texttt{Bool[}b\texttt{]}$	b	Boolean value
		|	$\texttt{Vector(}l_1 ... l_n\texttt{)}$	$< l_1, ..., l_n >$	Vectors*
		|	$\texttt{Tuple(}l_1 ... l_n\texttt{)}$	$(l_1, ..., l_n)$	Tuples*
UnaryOp	$\ominus$	::=	`Not`	$\neg \_$	Logical negation
		|	`Neg`	$- \_$	Numeric negation
		|	`...`		omitted for brevity
BinaryOp	$\oplus$	::=	`Sub`	$\_ - \_$	Subtraction
		|	`Pow`	$\_^{\_}$	Powers
		|	`...`		omitted for brevity
AssocBinOp	$\otimes$	::=	`Add`	$\_ + \_$	Addition
		|	`Mul`	$\_ \times \_$	Multiplication
		|	`...`		omitted for brevity
UID	u	::=	`UID(s)`	`UID ''s''`	UIDs
Expr	e	::=	$\texttt{Literal(}l\texttt{)}$	l	Literal values
		|	$\texttt{Vector(}e_1 ... e_n\texttt{)}$	$< e_1, ..., e_n >$	Vectors
		|	$\texttt{Var(}u\texttt{)}$	u	Variable (QuantityDict Chunk)
		|	$\texttt{FuncCall(}f, e_1 ... e_n\texttt{)}$	$f(e_1 ... e_n)$	"Complete" function application
		|	$\texttt{UnaryOp(}\ominus\texttt{,}e\texttt{)}$	$\ominus\ e$	Unary operations
		|	$\texttt{BinaryOp(}\oplus\texttt{,}e_1\texttt{,}e_2\texttt{)}$	$e_1 \oplus e_2$	Binary operations
		|	$\texttt{AssocOp(}\otimes\texttt{, } e_1 ... e_n\texttt{)}$	$e_1 \otimes ... \otimes e_n$	Associative binary operations
		|	$\texttt{Case(}e_{1c} e_{1e} ... e_{nc} e_{ne}\texttt{)}$	$if\ e_{1c}\ then\ e_{2e}\ elif\ e_{2c}\ ...$	If-then-else-if-then-else (Switch-like)
		|	$\texttt{BigAsBinOp(}\otimes, e_1, e_2\texttt{)}$	$\bigotimes_{i=e_1}^{e_2} i$	Apply a "big" op to a discrete range
		|	$\texttt{IsInRlItrvl(}u, e_1, e_2\texttt{)}$	$u \in [e_1, e_2]$	Variable in range

$*$: does not currently appear in the code at the moment, but would be needed/desired

0.2 Typing Rules

0.2.1 Literal

1. Integers:

$$\frac{i : \texttt{Integer}}{Integer[i] : \texttt{Literal Integer}} \tag{1}$$

2. Strings (Text):

$$\frac{s : \texttt{String}}{Str[s] : \texttt{Literal String}} \tag{2}$$

3. Real numbers:

$$\frac{d : \texttt{Double}}{Dbl[d] : \texttt{Literal Real}} \tag{3}$$

4. Whole numbered reals ($\mathbb{Z} \subset \mathbb{R}$):

$$\frac{d : \texttt{Integer}}{\mathit{ExactDbl}[d] : \texttt{Literal Real}} \tag{4}$$

5. Percentages:

$$\frac{n : \texttt{Integer} \quad d : \texttt{Integer}}{\mathit{Perc}[n, d] : \texttt{Literal Real}} \tag{5}$$

0.2.2 Miscellaneous

Sorts Legend		
	Numerics(T)	: any numeric type
	NumericsWithNegation(T)	: any signed numeric type

Vectors

As of right now, Drasil/GOOL only supports lists and arrays as "code types", which would be the representations used for representing "vectors" in Drasil.

For now, the below type rules define vectors with Haskell lists. We can choose to create our own type with the length of the vector as a parameter – likely going "too far into Haskell".

Functions

Presently, functions are defined through "QDefinitions", where a list of UIDs used in an expression are marked as the parameters of the function. Function "calls"/applications are captured in "Expr" (the expression language) by providing a list of input expressions and a list of named inputs (expressions) – $f(x, y, z, a = "b")$.

A few solutions:

1. Leave expressions in general untyped in Haskell, and rely on calculating the "space" of an expression dynamically to ensure that expressions are well-formed. If runtime (drasil's compiling-knowledge-time) type analysis is ever needed, this will prove much easier to use in general.
2. Push the typing rules into Haskell via Generalized Algebraic Data Types (GADTs). Here, a larger question appears regarding functions – how should we handle function creation, application, and typing?
   (a) Currying and applying arguments (allowing partial function applications): This would work well if we only generated functional languages, but it might prove problematic for GOOL if expressions are left with partial function applications.

Type Rules

1. Completeness:

$$\frac{}{\mathit{Complete}[] : \texttt{Completeness}} \tag{6}$$

$$\frac{}{\mathit{Incomplete}[] : \texttt{Completeness}} \tag{7}$$

2. AssocOp:

   (a) Numerics:

$$\frac{x : \texttt{Numerics(T)}}{\mathit{Add}[] : \texttt{AssocOp x}} \tag{8}$$

$$\frac{x : \texttt{Numerics(T)}}{\mathit{Mul}[] : \texttt{AssocOp x}} \tag{9}$$

   (b) Bool:

$$\frac{}{\mathit{And}[] : \texttt{AssocOp Bool}} \tag{10}$$

$$\frac{}{\mathit{Or}[] : \texttt{AssocOp Bool}} \tag{11}$$

3. UnaryOp:

   (a) Numerics:

$$\frac{x : \texttt{NumericsWithNegation(T)}}{\mathit{Neg}[] : \texttt{UnaryOp x x}} \tag{12}$$

$$\frac{x : \texttt{NumericsWithNegation(T)}}{\mathit{Abs}[] : \texttt{UnaryOp x x}} \tag{13}$$

$$\frac{x : \texttt{Numerics(T)}}{Exp[] : \texttt{UnaryOp x Real}} \tag{14}$$

For Log, Ln, Sin, Cos, Tan, Sec, Csc, Cot, Arcsin, Arccos, Arctan, and Sqrt, please use the following template, replacing "$\$TRG$" with the desired operator:

$$\frac{}{\$TRG[] : \texttt{UnaryOp Real Real}} \tag{15}$$

$$\frac{}{RtoI[] : \texttt{UnaryOp Real Integer}} \tag{16}$$

$$\frac{}{ItoR[] : \texttt{UnaryOp Integer Real}} \tag{17}$$

$$\frac{}{Floor[] : \texttt{UnaryOp Real Integer}} \tag{18}$$

$$\frac{}{Ceil[] : \texttt{UnaryOp Real Integer}} \tag{19}$$

$$\frac{}{Round[] : \texttt{UnaryOp Real Integer}} \tag{20}$$

$$\frac{}{Trunc[] : \texttt{UnaryOp Real Integer}} \tag{21}$$

(b) Vectors:

$$\frac{x : \texttt{NumericsWithNegation(T)}}{NegV[] : \texttt{UnaryOp [x] [x]}} \tag{22}$$

$$\frac{x : \texttt{Numerics(T)}}{Norm[] : \texttt{UnaryOp [x] Real}} \tag{23}$$

$$\frac{\texttt{x} : \tau}{Dim[] : \texttt{UnaryOp [x] Integer}} \tag{24}$$

(c) Booleans:

$$\frac{}{Not[] : \texttt{UnaryOp Bool Bool}} \tag{25}$$

4. BinaryOp:

(a) Arithmetic:

$$\frac{}{FracI[] : \texttt{BinaryOp Integer Integer Integer}} \tag{26}$$

$$\frac{}{FracR[] : \texttt{BinaryOp Real Real Real}} \tag{27}$$

(b) Bool:

$$\frac{}{Impl[] : \texttt{BinaryOp Bool Bool Bool}} \tag{28}$$

$$\frac{}{Iff[] : \texttt{BinaryOp Bool Bool Bool}} \tag{29}$$

(c) Equality:

$$\frac{\texttt{x} : \tau}{Eq[] : \texttt{BinaryOp x x Bool}} \tag{30}$$

$$\frac{\texttt{x} : \tau}{NEq[] : \texttt{BinaryOp x x Bool}} \tag{31}$$

(d) Ordering:

$$\frac{x : \texttt{Numerics(T)}}{Lt[\,] : \texttt{BinaryOp x x Bool}} \tag{32}$$

$$\frac{x : \texttt{Numerics(T)}}{Gt[\,] : \texttt{BinaryOp x x Bool}} \tag{33}$$

$$\frac{x : \texttt{Numerics(T)}}{LEq[\,] : \texttt{BinaryOp x x Bool}} \tag{34}$$

$$\frac{x : \texttt{Numerics(T)}}{GEq[\,] : \texttt{BinaryOp x x Bool}} \tag{35}$$

(e) Indexing:

$$\frac{\texttt{x} : \tau}{Index[\,] : \texttt{BinaryOp [x] Integer x}} \tag{36}$$

(f) Vectors:

disc

$$\frac{x : \texttt{Numerics(T)}}{Cross[\,] : \texttt{BinaryOp [x] [x] [x]}} \tag{37}$$

$$\frac{x : \texttt{Numerics(T)}}{Dot[\,] : \texttt{BinaryOp [x] [x] x}} \tag{38}$$

$$\frac{x : \texttt{Numerics(T)}}{Scale[\,] : \texttt{BinaryOp [x] x [x]}} \tag{39}$$

5. RTopology:

$$\frac{}{Discrete[\,] : \texttt{RTopology}} \tag{40}$$

$$\frac{}{Continuous[\,] : \texttt{RTopology}} \tag{41}$$

6. DomainDesc:

oddi
as a
sign
desy
mov

$$\frac{top : \tau_1 \quad bot : \tau_2 \quad s : \texttt{Symbol} \quad rtop : \texttt{RTopology}}{BoundedDD[s, rtop, top, bot] : \texttt{DomainDesc Discrete } \tau_1 \ \tau_2} \tag{42}$$

$$\frac{\texttt{topT} : \tau \quad \texttt{botT} : \tau \quad s : \texttt{Symbol} \quad rtop : \texttt{RTopology}}{AllDD[s, rtop] : \texttt{DomainDesc Continuous topT botT}} \tag{43}$$

7. Inclusive:

$$\frac{}{Inc[\,] : \texttt{Inclusive}} \tag{44}$$

$$\frac{}{Exc[\,] : \texttt{Inclusive}} \tag{45}$$

8. RealInterval:

$$\frac{\texttt{a} : \tau \quad \texttt{b} : \tau \quad top : \texttt{(Inclusive, a)} \quad bot : \texttt{(Inclusive, b)}}{Bounded[top, bot] : \texttt{RealInterval a b}} \tag{46}$$

$$\frac{\texttt{a} : \tau \quad \texttt{b} : \tau \quad top : \texttt{(Inclusive, a)}}{UpTo[top] : \texttt{RealInterval a b}} \tag{47}$$

$$\frac{\texttt{a} : \tau \quad \texttt{b} : \tau \quad bot : \texttt{(Inclusive, b)}}{UpFrom[bot] : \texttt{RealInterval a b}} \tag{48}$$

0.2.3 Expr

1. Literals:
$$\frac{\texttt{x} : \tau \quad l : \texttt{Literal x}}{\mathit{Lit}[l] : \texttt{Expr x}} \tag{49}$$

2. Associative Operations:
$$\frac{\texttt{x} : \tau \quad op : \texttt{AssocOp x} \quad args : \texttt{[Expr x]}}{\mathit{Assoc}[op, args] : \texttt{Expr x}} \tag{50}$$

3. Symbols:
$$\frac{\texttt{x} : \tau \quad u : \texttt{UID}}{C[u] : \texttt{Expr x}} \tag{51}$$

c-

4. Function Call:

5. Case:
$$\frac{\texttt{x} : \tau \quad c : \texttt{Completeness} \quad ces : \texttt{[(Expr Bool, Expr x)]}}{\mathit{Case}[c, ces] : \texttt{Expr x}} \tag{52}$$

6. Matrices:
$$\frac{\texttt{x} : \tau \quad es : \texttt{[[Expr x]]}}{\mathit{Matrix}[es] : \texttt{Expr x}} \tag{53}$$

7. Unary Operations:
$$\frac{\texttt{x} : \tau \quad \texttt{y} : \tau \quad op : \texttt{UnaryOp x y} \quad e : \texttt{Expr x}}{\mathit{Unary}[op, e] : \texttt{Expr y}} \tag{54}$$

8. Binary Operations:
$$\frac{\texttt{x} : \tau \quad \texttt{y} : \tau \quad \texttt{z} : \tau \quad op : \texttt{BinaryOp x y z} \quad l : \texttt{Expr x} \quad r : \texttt{Expr y}}{\mathit{Binary}[op, l, r] : \texttt{Expr z}} \tag{55}$$

9. "Big" Operations:
$$\frac{\texttt{x} : \tau \quad op : \texttt{AssocOp x} \quad dom : \texttt{DomainDesc Discrete (Expr x) (Expr x)}}{\mathit{BigOp}[op, dom] : \texttt{Expr x}} \tag{56}$$

10. "Is in interval" operator:
$$\frac{\texttt{x} : \tau \quad u : \texttt{UID} \quad itvl : \texttt{RealInterval (Expr x) (Expr x)}}{\mathit{RealI}[u, itvl] : \texttt{Expr x}} \tag{57}$$

0.2.4 ModelExpr

1.
$$\frac{B \quad C}{A}$$

0.2.5 CodeExpr

1.
$$\frac{B \quad C}{A}$$