Extend

Language Reference Manual

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Contents

1	Intr	Introduction to Extend Structure of an Extend Program			
2	Stru				
3	Тур	pes and Literals	7		
	3.1	Primitive Data Types	7		
	3.2	Ranges	8		
		3.2.1 Range Slicing	8		
		3.2.2 The Underscore Symbol	9		
4	Exp	Expressions			
	4.1	Operators	11		
		4.1.1 Multiplication	11		
		4.1.2 Addition	11		
		4.1.3 Unary	11		
	4.2	Booleans	11		
	4.3	Variable Declaration	11		
	4.4	Variable Assignment	11		
	4.5	Conditionals	11		
5	Functions		11		
	5.1	Format	11		
	5.2	Dimension Assignment	11		
	5.3	Application across Dimensions	11		
	5.4	Dependencies Illustrated	11		
6	I/O				
	6.1	File I/O	11		
	6.2	Input Arguments	11		

7	7 Example Program			
	6.2.2	Main function	11	
	0.2.1	now to run a program	11	

1. Introduction to Extend

Extend is a domain-specific programming language used to designate ranges of cells as reusable functions. It abstracts dependencies between cells and builds a dependency graph during compilation. Extend compiles to LLVM in order to take advantage of its extensive garbage collection features.

Extend's syntax is meant to provide clear punctuation and specificity for cell ranges, while maintaining the look of modern functional programming languages. Given Extend's functionality resonates well with spreadsheets, it borrows syntactical elements from programs such as Microsoft Excel.

2. Structure of an Extend Program

Extend is predominantly composed of function declarations. In order to run the program, the main function will be executed. To illustrate the scope of the language, the OCaml grammar is attached below:

```
program:
    func_decls EOF { List.rev $1 }

func_decls:
    /* nothing */ {[]}
    | func_decls func_decl {$2 :: $1}

func_decl:
    ID LPAREN func_param_list RPAREN LBRACE opt_stmt_list ret_stmt RBRACE
```

```
{ ((1,1), $1, $3, $6, $7) }
  | ret_dim ID LPAREN func_param_list RPAREN LBRACE opt_stmt_list ret_stmt RBRACE
    { ($1,
              $2, $4, $7, $8) }
opt_stmt_list:
    /* nothing */ { [] }
  | stmt_list { List.rev $1 }
stmt_list:
    stmt { [$1] }
  | stmt_list stmt { $2 :: $1 }
stmt:
    vardecl { $1 } | assign { $1 }
ret_stmt:
    RETURN expr SEMI {$2}
vardecl:
    ID varassign SEMI {($1, $2)}
  | dim ID varassign SEMI {($1, $2, $3)}
varassign:
    /* nothing */ {}
  | GETS expr {($2)}
assign:
    ID lhs_sel EQ expr SEMI { ($1,$2,$4) }
```

```
expr:
   ID rhs_sel {($1,$2)}
  | op_expr { $1 }
  | ternary_expr { $1 }
  | switch_expr { $1 }
  | func_expr { $1 }
  | LPAREN expr RPAREN { $2 }
  | LIT_INT { $1 }
  | LIT_FLOAT { $1 }
  | EMPTY { Empty }
op_expr:
   expr PLUS expr { ($1, $3) }
  | expr MINUS expr { ($1, $3) }
  | expr TIMES expr { ($1, $3) }
  | expr DIVIDE expr { ($1, $3) }
  | expr MOD expr { ($1, $3) }
ternary_expr:
  /* commented out optional part for now */
    expr QUESTION expr COLON expr %prec QUESTION { ($1, $3, $5) }
switch_expr:
    SWITCH switch_cond LBRACE case_list RBRACE { ($2, List.rev $4) }
switch_cond:
   /* nothing */ { True }
```

```
| expr { $1 }
case_list:
   case_stmt { [$1] }
  | case_list case_stmt { $2 :: $1 }
case_stmt:
   DEFAULT COLON expr SEMI { $3 }
  | CASE case_expr_list COLON expr SEMI { (List.rev $2, $4) }
case_expr_list:
   expr { [$1] }
  | case_expr_list COMMA expr { $3 :: $1 }
func_expr:
   ID LPAREN opt_arg_list RPAREN { $3 }
opt_arg_list:
   /* nothing */ {[]}
  | arg_list { List.rev $1 }
arg_list:
   expr {[$1]}
  | arg_list COMMA expr {$3 :: $1}
lhs_sel:
   /* nothing */ { [0,0] }
  | LSQBRACK 1slice COMMA 1slice RSQBRACK { ($2,$4) }
```

```
| LSQBRACK lslice RSQBRACK { ($2) }
rhs_sel:
    /* nothing */ { [0,0] }
  | LSQBRACK rslice COMMA rslice RSQBRACK { ($2,$4) }
  | LSQBRACK rslice RSQBRACK { ($2) }
lslice:
    /* nothing */ { 0 }
  | lslice_val { $1 }
  | lslice_val COLON lslice_val { ($1,$3) }
rslice:
   /* nothing */ { 0 }
  | rslice_val { $1 }
  | rslice_val COLON rslice_val { ($1,$3) }
lslice_val:
    expr { $1 }
rslice_val:
    expr { $1 }
  | LSQBRACK expr RSQBRACK { ($2) }
func_param_list:
    /* nothing */ { [] }
  | func_param_int_list { List.rev $1 }
```

```
func_param_int_list:
    func_sin_param { [$1] }
  | func_param_int_list COMMA func_sin_param { $3 :: $1 }
func_sin_param:
    ID { ($1) }
  | dim ID { ($1, $2) }
dim:
    LSQBRACK lslice_val RSQBRACK { $2 }
  | LSQBRACK lslice_val COMMA lslice_val RSQBRACK { ($2,$4) }
ret_dim:
  LSQBRACK ret_sin COMMA ret_sin RSQBRACK { ($2,$4) }
ret_sin:
    LIT_INT { $1 }
  | ID { $1 }
  | UNDERSCORE {}
```

3. Types and Literals

3.1. Primitive Data Types

Extend's basic primitives are *integers*, *floats*, *char* literals, and *string* literals. They are all internally represented as numbers or a range of numbers. They are as follows:

A char literal is essentially a size 1 numerical range. At evaluation, the number in the range will be compared with its ASCII equivalent.

A string literal is a range of numbers of size n, where n is the length of the string. The string

'hello' can be represented internally as {42,23,18,27,-3}. A **integer** can be represented as a size 1 numerical range as well. However, it retains its numerical value upon evaluation.

TODO: Get a definition for float

Below is a snippet illustrating programmatic declarations for each of the above types.

```
/* Integer */
num = 5;
/* Char */
chr = 'A'
/* String */
str = 'Hello'
/* Float */
num = 1.5;
```

3.2. Ranges

Ranges are a data type unique to the Extend language. It borrows conceptually from spreadsheets; a range is a group of cells with dimensions represented as rows and columns. Each range is two-dimensional, but if the user wishes to declare a one dimensional range of size n, Extend will convert it to 1 by n. A range is composed of cells, and cells are comprised of functions that can have dependencies on the values of other cells. A range is written as follows:

```
[1,2]foo; /*Range with 1 row and 2 columns */
```

3.2.1. Range Slicing

Extend somewhat mimics Python in its range slicing syntax; however, it offers the ability to slice a range in both absolute and relative terms.

```
foo[1,2]; /* This evaluates to the cell value at row 1, column 2. */
foo[1,] /* Evaluates to the range of cells in row 1. */
foo[,2] /* Evaluates to the range of cells in column 2.*/
```

foo[,[1]] /* The internal brackets denote RELATIVE notation.

In this case, 1 column right of the one currently being operated on. */

foo[5:, 7:] /* 5th row down, and 7th column from the absolute origin.

/*TODO: Using colons. Also, check my definitions for the above. */

3.2.2. The Underscore Symbol

The underscore(_) symbol allows the programmer to keep the one of the dimensions of a range flexible. For example, in function signatures, using the underscore allows the return value to have various possible dimensions. An example is illustrated below:

[1,_]foo;

4. Expressions

- 4.1. Operators
- 4.1.1. Multiplication
- 4.1.2. Addition
- 4.1.3. Unary
- 4.2. Booleans
- 4.3. Variable Declaration
- 4.4. Variable Assignment
- 4.5. Conditionals

5. Functions

- 5.1. Format
- 5.2. Dimension Assignment
- 5.3. Application across Dimensions
- 5.4. Dependencies Illustrated
- 6. I/O
- 6.1. File I/O
- 6.2. Input Arguments
- 6.2.1. How to run a program
- 6.2.2. Main function

7. Example Program