

1 Abstract Syntax

This section explains abstract syntax of IR_{ES} .

$n \in \text{FloatingPoint}$
 $d \in \text{Integer}$
 $s \in \text{String}$
 $b \in \text{Boolean}$
 $r \in \text{Reference}$
 $x \in \text{Identifier}$
 $t \in \text{Type}$

Program $p ::= i; \dots; i$

Instruction	$i ::= e$	(expression)
	let $x = e$	(let)
	$r := e$	(assign)
	delete e	(delete)
	append $e \rightarrow e$	(append)
	prepend $e \rightarrow e$	(prepend)
	return e	(return)
	if $e \ i \ i$	(if-then-else)
	while $e \ i$	(while)
	$\{i; \dots i;\}$	(sequence)
	assert e	(assert)
	print e	(print)
	app $x = (e \ e^*)$	(function application)
	access $x = (e \ e)$	(access)
	withcont $x \ (x^*) = i$	(continuation)

Expression	$e ::=$	n	(number)
		i	(integer)
		s	(string)
		b	(boolean)
		r	(reference)
		undefined	(undefined)
		null	(null)
		absent	(absent)
		new s	(symbol)
		new $[e^*]$	(list)
		new $t (e \mapsto e, \dots, e \mapsto e)$	(map)
		pop $e e$	(pop)
		typeof e	(typeof)
		is-instance-of $e s$	(is-instance-of)
		get-elems $e s$	(get-elements)
		get-syntax e	(get-syntax)
		parse-syntax $e e e^*$	(parse-syntax)
		convert $e \triangleright e^*$	(convert)
		contains $e e$	(contains)
		copy-obj e	(copy-object)
		map-keys e	(map-keys)
		!!! s	(not supported)
		$\odot e$	(unary operation)
		$e \oplus e$	(binary operation)
		$(x^*) [\Rightarrow] i$	(continuation)

UnaryOperator	\odot	::=	-	(negation)
			!	(boolean not)
			~	(bitwise not)
BinaryOperator	\oplus	::=	+	(addition)
			-	(subtraction)
			*	(multiplication)
			**	(power)
			/	(division)
			%	(modulo)
			%	(modulo)
			=	(equals)
			&&	(boolean and)
				(boolean or)
			^^	(boolean xor)
			&	(bitwise and)
				(bitwise or)
			^	(bitwise xor)
			<<	(shift left)
			<	(less-than)
			>>>	(unsigned shift right)
			>>	(shift right)
ConvertOperator	\triangleright	::=	str2num	(string to number)
			num2str	(number to string)
			num2int	(number to integer)

2 Operational Semantic

This section explains operational semantic of IR_{ES} .

2.1 Domain

Semantic domain of IR_{ES} .

State	Σ	\in	$Context \times ContextStack \times Global \times Heap$
Context	Δ	\in	$Identifier \times String \times Instruction^* \times Environment$
ContextStack	\sqcup	\in	$Context^*$
Global	\mathbb{G}	\in	$Identifier \rightarrow Value$
Environment	σ	\in	$Identifier \rightarrow Value$
Heap	\mathbb{M}	\in	$Address \rightarrow Object$
Value	v	\in	$Value$
Address	a	\in	$Address$
Object	o	\in	$Object$

Constant $c ::= n \mid d \mid s \mid b \mid \text{undefined} \mid \text{null} \mid \text{absent}$

Address $a ::= s$ (named address)
 $\mid d$ (dynamic address)

Object $o ::= \text{symbol } v$ (symbol)
 $\mid \text{map } t (v \mapsto v, \dots, v \mapsto v)$ (map)
 $\mid \text{list } [v^*]$ (list)
 $\mid \text{not-supported } s$ (not supported)

Value $v ::= a$ (address)
 $\mid c$ (constant)
 $\mid s(x^*) \Rightarrow i$ (function(varparam?))
 $\mid \sigma, \sqcup \vdash (x^*) [\Rightarrow] i$ (continuation)
 $\mid \text{ASTVal?}$ (AST value)
 $\mid \text{ASTMethod?}$ (AST method)

2.2 State Transition

2.2.1 Instruction

$$\boxed{\sigma \vdash e \Rightarrow v} \quad \frac{x \in \text{Domain}(\sigma)}{\sigma \vdash x \Rightarrow \sigma(x)} \quad \sigma \vdash n \Rightarrow n \quad \sigma \vdash b \Rightarrow b$$