

# Language Syntax

## Webpage

We first have the syntax of the body of the webpage `<body>...</body>`,

`bodyexp: anyHtmlCode> (<{exp}> anyHtmlCode)*`

## Expressions

General expressions:

```
exp: e, e', e'', ... ::=
    let <identifier> = e in e'
  | fun <identifier> -> e
  | fixfun <identifier> <identifier> -> e
  | e e'
  | if e then e' else e''
  | e;e'
  | <identifier>
  | <aexp>
  | <bexp>
  | <sexp>
  | <texp>
  | <uexp>
  | <html>
  | (e)
  | begin e end
```

Arithmetic expressions:

```
aexp:
    <exp> + <exp>
  | <exp> - <exp>
  | <exp> * <exp>
  | <exp> / <exp>
  | <exp> ^ <exp>
  | <int literal>
```

Boolean expressions:

```
bexp:
    <exp> < <exp>
  | <exp> > <exp>
  | <exp> <= <exp>
  | <exp> >= <exp>
  | <exp> = <exp>
  | <exp> <> <exp>
  | <exp> && <exp>
  | <exp> || <exp>
  | not <exp>
  | <boolean literal>
```

String expressions:

```
sexp: <exp> ++ <exp> | <fstring literal>
```

Tuple expressions:

```
texp: fst <exp> | snd <exp> | <exp>, <exp>
```

Unit expression:

uexp: ()

HTML:

html: <[ anyHtmlCode ]>

For now, only couples are allowed, and (x1, x2, x3, x4) is parsed as (x1, (x2, (x3, x4))).

## Identifiers (variable and function names)

(\_|[a-z])(\_|'|[0-9]|[a-z]|[A-Z])\*

Examples:

- variable
- my\_function
- \_MyFunction
- myVariable

But not:

- MyFunction
- 01var

## Literals

### Integers

For readability for the programmer, we allow underscores in numbers.

[0-9]([0-9]|\_)\*

Examples:

- 123
- 100\_000
- 1\_2\_\_\_\_\_3\_\_\_\_\_

### Strings

Strings are delimited by quotes: "...".

### Format strings

Format strings are delimited by: f"...". A formatter can be inserted in a format string with %(value)

### Booleans

true, false

## Type system

### Types

<tlit> : int | bool | string | unit | html

$\alpha, \beta, \dots ::= \alpha \rightarrow \beta \mid \alpha \times \beta$

### Typing rules

$$\frac{\Gamma \vdash e : \alpha \quad \Gamma, x : \alpha \vdash e' : \beta}{\Gamma \vdash \text{let } x = e \text{ in } e' : \beta} \quad \frac{\Gamma, x : \alpha \vdash e : \beta}{\Gamma \vdash \text{fun } x \rightarrow e : \alpha \rightarrow \beta} \quad \frac{\Gamma, f : \alpha \rightarrow \beta, x : \alpha \vdash e : \beta}{\Gamma \vdash \text{fixfun } f \ x \rightarrow e : \alpha \rightarrow \beta}$$
$$\frac{\Gamma \vdash e : \alpha \rightarrow \beta \quad \Gamma \vdash e' : \alpha}{\Gamma \vdash e \ e' : \beta} \quad \frac{\Gamma \vdash e : \text{bool} \quad \Gamma \vdash e' : \alpha \quad \Gamma \vdash e'' : \alpha}{\Gamma \vdash \text{if } e \text{ then } e' \text{ else } e'' : \alpha} \quad \frac{\Gamma \vdash e : \text{unit} \quad \Gamma \vdash e' : \alpha}{\Gamma \vdash e; e' : \alpha}$$

$$\begin{array}{c}
\textcircled{\otimes}: +, -, *, /, \text{ or } ^ \frac{\Gamma \vdash e : \text{int} \quad \Gamma \vdash e' : \text{int}}{\Gamma \vdash e \textcircled{\otimes} e' : \text{int}} \quad \textcircled{\otimes}: >, <, >=, <=, = \text{ or } <> \frac{\Gamma \vdash e : \alpha \quad \Gamma \vdash e' : \alpha}{\Gamma \vdash e \textcircled{\otimes} e' : \text{bool}} \\
\textcircled{\otimes}: \&\& \text{ or } || \frac{\Gamma \vdash e : \text{bool} \quad \Gamma \vdash e' : \text{bool}}{\Gamma \vdash e \textcircled{\otimes} e' : \text{bool}} \quad \frac{\Gamma \vdash e : \text{bool}}{\Gamma \vdash \text{not } e : \text{bool}} \quad \frac{\Gamma(x) = \alpha}{\Gamma \vdash x : \alpha} \\
\hline
\frac{}{\Gamma \vdash b : \text{bool}} \quad \frac{}{\Gamma \vdash n : \text{int}} \quad \frac{}{\Gamma \vdash \langle (f) \text{string literal} \rangle : \text{string}} \quad \frac{}{\Gamma \vdash \langle [\text{html code}] \rangle : \text{html}} \\
\frac{\Gamma \vdash e : \alpha \quad \Gamma \vdash e' : \beta}{\Gamma \vdash (e, e') : \alpha \times \beta} \quad \frac{\Gamma \vdash e : \alpha \times \beta}{\Gamma \vdash \text{fst } e : \alpha} \quad \frac{\Gamma \vdash e : \alpha \times \beta}{\Gamma \vdash \text{snd } e : \beta} \quad \frac{}{\Gamma \vdash () : \text{unit}}
\end{array}$$

## Program semantics

### Values

values:  $v, v', \dots ::= \langle E, \langle \text{function} \rangle \rangle \mid n \mid \text{true} \mid \text{false} \mid \langle \text{string literal} \rangle \mid (v, v')$

function:  $\text{fun } x \rightarrow e \mid \text{fixfun } x \rightarrow e$

### Evaluation rules

We implement a big-step call-by-value semantics.

$$\begin{array}{c}
\frac{}{E \vdash n \Downarrow n} \quad \frac{}{E \vdash \text{true} \Downarrow \text{true}} \quad \frac{}{E \vdash \text{false} \Downarrow \text{false}} \quad \frac{}{E \vdash \langle \text{string} \rangle \Downarrow \langle \text{string} \rangle} \\
\hline
\frac{}{E \vdash \text{fun } x \rightarrow e \Downarrow \langle E, \text{fixfun } f \ x \rightarrow e \rangle} \quad \frac{}{E \vdash \text{fixfun } f \ x \rightarrow e \Downarrow \langle E, \text{fun } x \rightarrow e \rangle} \\
\frac{E \vdash e \Downarrow v \quad E \vdash e' \Downarrow v'}{E \vdash (e, e') \Downarrow (v, v')} \quad \frac{E \vdash e \Downarrow n \quad E \vdash e' \Downarrow m}{E \vdash e \textcircled{\otimes} e' \Downarrow n \textcircled{\otimes} m} \quad \frac{E \vdash e \Downarrow n}{E \vdash -e \Downarrow -n} \quad \frac{E \vdash e \Downarrow b \quad E \vdash e' \Downarrow b'}{E \vdash e \textcircled{\otimes} e' \Downarrow b \textcircled{\otimes} b'} \\
\frac{E \vdash e \Downarrow b}{E \vdash \text{not } e \Downarrow \neg b} \quad \frac{E \vdash e \Downarrow s \quad E \vdash e' \Downarrow s'}{E \vdash e \# e' \Downarrow s \# s'} \\
\frac{E \vdash e \Downarrow \langle E', \text{fun } x \rightarrow e_f \rangle \quad E \vdash e' \Downarrow v \quad E', x \mapsto v \vdash e_f \Downarrow v'}{E \vdash e \text{ } e' \Downarrow v'} \quad \frac{E \vdash e' \Downarrow v' \quad E, x \mapsto v' \vdash e' \Downarrow v}{E \vdash \text{let } x = e \text{ in } e' \Downarrow v} \\
\frac{E \vdash e \Downarrow \langle E', \text{fixfun } f \ x \rightarrow e_f \rangle \quad E \vdash e' \Downarrow v \quad E, f \mapsto \text{fixfun } f \ x \rightarrow e_f, x \mapsto v \vdash e_f \Downarrow v'}{E \vdash e \text{ } e' \Downarrow v'} \\
\frac{E \vdash e \Downarrow v \quad E \vdash e' \Downarrow v'}{E \vdash e; e' \Downarrow v'} \quad \frac{E \vdash e \Downarrow \text{true} \quad E \vdash e' \Downarrow v'}{E \vdash \text{if } e \text{ then } e' \text{ else } e'' \Downarrow v'} \quad \frac{E \vdash e \Downarrow \text{false} \quad E \vdash e'' \Downarrow v''}{E \vdash \text{if } e \text{ then } e' \text{ else } e'' \Downarrow v''} \\
\frac{E \vdash e \Downarrow (v, v')}{E \vdash \text{fst } e \Downarrow v} \quad \frac{E \vdash e \Downarrow (v, v')}{E \vdash \text{snd } e \Downarrow v'} \quad E(x) = v \frac{E \vdash e \Downarrow x}{E \vdash e \Downarrow v}
\end{array}$$

## TODO

- ☐ Don't lex ml located in html comment
- ☐ Add syntactic sugar for multiple variables functions.
- ☐ Add t-uples
- ☐ Add pattern-matching
- ☐ Add superglobal variables (e.g. given in argument of the interpreter in a yaml format)
- ☐ Add user-defined global variables

- Add user-defined types
- Once it's done, implement basic types such as list directly within the language.
- Maybe revisit sequence's semantics. We may want `<{ " <tag>"; "hey</tag>" }>` to produce the html code `<tag>hey</tag>` .
- Allow type annotations from the user
- Allow importing other ml files (as modules ?)
- Keep line number information on parsed term for better typing error messages (?)