Dickinson User Guide

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Introduction

Dickinson is a text-generation language for generative literature. Each time you run your code, you get back randomly generated text.

It provides a language to define random texts like the Magical Realism Bot or fortune program.

Installing Dickinson

Distributions

Distributions for some platforms are available on the releases page.

Un-tar the package, then:

make install

Source

First, install cabal and GHC. Then:

```
cabal install language-dickinson
```

This provides emd, the command-line interface to the Dickinson language.

You may also wish to install manpages for reference information about emd. Manpages are installed at

emd man

Editor Integration

A vim plugin is available.

To install with vim-plug:

```
Plug 'vmchale/dickinson' , { 'rtp' : 'vim' }
```

Program Structure

Dickinson files begin with %-, followed by definitions.

Example

Comments

Comments are indicated with a ; at the beginning of the line. Anything to the right of the ; is ignored. So

```
%-
```

```
; This returns one of 'heads' or 'tails'
(:def main
  (:oneof
    (| "heads")
    (| "tails")))
```

is perfectly valid code and is functionally the same as the above.

Definitions & Names

```
We can define names and reference them later:
```

```
%-
(:def gambling
```

```
(:oneof
   (| "heads")
    (| "tails")))
(:def main
   gambling)
```

We can emd run this and it will give the same results as above.

Branching

When you use :oneof, Dickinson picks one of the branches with equal probability. If this is not what you want, you can use :branch:

```
%-
(:def unfairCoin
  (:branch
      (| 1.0 "heads")
      (| 1.1 "tails")))
(:def main
    unfairCoin)
```

This will scale things so that picking "tails" is a little more likely.

Interpolation

We can recombine past definitions via string interpolation:

```
%-
(:def adjective
  (:oneof
    (| "beautiful")
    (| "auspicious")
    (| "cold")))
(:def main
    "What a ${adjective}, ${adjective} day!")
```

Multi-Line Strings

For large blocks of text, we can use multi-line strings.

```
(:def twain
    '''
    Truth is the most valuable thing we have - so let us economize it.
    - Mark Twain
    ''')
```

Multiline strings begin and end with '''.

Expressions

Branches, strings, and interpolations are expressions. A :def can attach an expression to a name.

```
%-
(:def color
   (:oneof
        (| "yellow")
        (| "blue")))

(:def adjective
   (:oneof
        (| "beautiful")
        (| "auspicious")
        (| color)))

(:def main
   "What a ${adjective}, ${adjective} day!")
```

Branches can contain any expression, including names that have been defined previously (such as color in the example above).

Lambdas

Lambdas are how we introduce functions in Dickinson.

```
(:def sayHello
  (:lambda name text
    "Hello, ${name}."))
```

Note that we have to specify the type of name - here, it stands in for some string, so it is of type text.

```
We can use sayHello with $ (pronounced "apply").
```

```
(:def name
   (:oneof
```

```
(| "Alice")
    (| "Bob")))
(:def main
  ($ sayHello name))
We can emd run this:
Hello, Bob.
$ f x corresponds to f x in ML.
Matches & Tuples
Suppose we want to randomly pick quotes. First we define a function to return
a quote by Fiona Apple:
(:def fionaAppleQuote
  (:oneof
    "You're more likely to get cut with a dull tool than a sharp one."
    (|
      "You forgot the difference between equanimity and passivity."
      ''')))
Then we can define quote, which returns a quote as well as the person who said
(:def quote
  (:oneof
    (| ("« Le beau est ce qu'on désire sans vouloir le manger. »", "Simone Weil"))
    (| (fionaAppleQuote, "Fiona Apple"))))
Each branch returns a tuple.
We can use the :match construct to format the result of quote, viz.
(:def formatQuote
  (:lambda q (text, text)
    (:match q
      [(quote, name)
        ${quote}
            - ${name}
```

'''])))

Tags themselves must begin with a capital letter while types begin with a

Tags are a restricted form of sum types.

Types

lowercase letter.

REPL

```
To enter a REPL:

emd repl

This will show a prompt

emd>

If we have

%-

(:def gambling
  (:oneof
    (| "heads")
    (| "tails")))
```

```
in a file gambling.dck as above, we can load it with
emd> :1 gambling.dck
We can then evaluate gambling if we like
emd> gambling
or manipulate names that are in scope like so:
emd> "The result of the coin toss is: ${gambling}"
We can also create new definitions:
emd> (:def announcer "RESULT: ${gambling}")
emd> announcer
Inspect the type of an expression with :type:
emd> :type announcer
text
We can define types in the REPL:
emd> tydecl case = Nominative | Oblique | Possessive
emd> :type Nominative
case
```

Saving & Restoring States

We can save the REPL state, including any definitions we've declared during the session.

```
emd> :save replSt.emdi
If we exit the session we can restore the save definitions with
emd> :r replSt.emdi
emd> announcer
For reference information about the Dickinson REPL:
:help
```

Builtins

Dickinson has several builtin functions. You can see all names in scope (including builtins) with :list, viz.

```
emd> :list
oulipo
allCaps
```

```
capitalize
titleCase
We can inspect the type like defined names:
emd> :type allCaps
(-> text text)
Try it out:
emd> $ allCaps "Guilt and self-laceration are indulgences"
GUILT AND SELF-LACERATION ARE INDULGENCES
```

Lints

emd has a linter which can make suggestions based on probable mistakes. We can invoke it with emd lint:

```
emd lint silly.dck
```

Libraries

Dickinson allows pulling in definitions from other files with :include.

Using Libraries

Example

```
The color module is bundled by default:

(:include color)

%-

(:def main
   "Today's mood is ${color}")

Which gives:

Today's mood is citron

The :include must come before the %-; definitions come after the %-.

color.dck contains:
```

```
%-
(:def color
    (:oneof
          (| "aubergine")
          (| "cerulean")
          (| "azure")
          ...
```

Third-Party Libraries

Upon encountering :include animals.mammal, Dickinson looks for a file animals/mammal.dck.

When invoking emd, we can use the --include flag to add directories to search.

Writing Libraries

Libraries can contain definitions and type declarations.

You can run emd check on a library file to validate it.

"You will have a \${adjective} day")

Scripting

```
emd ignores any lines staring with #!; put
#!/usr/bin/env emd
and the top of a file to use emd as an interpreter. As an example, here is an implementation of the Unix fortune program as a script:
#!/usr/bin/env emd
%-
(:def adjective
  (:oneof
    (| "good")
     (| "bad")))
(:def main
```

Examples

Cowsay

```
Here is a variation on cowsay:

(:def cowsay
(:lambda txt text

'''

${txt}
-----
\ (oo)\_____
(__)\ )\/\
||----w |
|| ||
```

Noun Declension

```
We can use tuples and tags to model nouns and noun declension.
tydecl case = Nominative | Accusative | Dative | Genitive | Instrumental
tydecl gender = Masculine | Feminine | Neuter
tydecl number = Singular | Plural
; demonstrative pronouns
; "this" or "these"
(:def decline
  (:lambda x (case, gender, number)
    (:match x
      [(Nominative, Masculine, Singular) "bes"]
      [(Accusative, Masculine, Singular) "pisne"]
      [(Genitive, (Masculine|Neuter), Singular) "bisses"]
      [(Dative, (Masculine|Neuter), Singular) "bissum"]
      [(Instrumental, (Masculine|Neuter), Singular) "bys"]
      [((Nominative|Accusative), Neuter, Singular) "pis"]
      [(Nominative, Feminine, Singular) "peos"]
      [(Accusative, Feminine, Singular) "pas"]
      [((Genitive|Dative|Instrumental), Feminine, Singular) "pisse"]
      [((Nominative|Accusative), _, Plural) "pas"]
      [(Genitive, _, Plural) "pissa"]
```

```
[(Dative, _, Plural) "pissum"]
)))
In the REPL:
emd> $ decline (Nominative, Feminine, Singular)
peos
```

This actually has no element of randomness but such capabilities are important for agreement in longer generative texts.

For guidance:

```
emd> :type decline
(-> (case, gender, number) text)
```

Shakespearean Insult Generator

Inspired by the Shakespeare Insult Kit's insult table, we can generate our own insults.

```
%-
(:def adjective
  (:oneof
    (| "artless")
    (| "base-court")
    (| "bawdy")
    (| "bat-fowling")
(:def noun
  (:oneof
    (| "apple-john")
    (| "baggage")
    (| "barnacle")
    (| "bladder")
    . . .
(:def main
  ("Thou ${adjective} ${adjective} ${noun}!"))
Run it get something like:
Thou beslubbering clouted hedge-pig!
```

See the full example in examples/shakespeare.dck.

Lyrics Bot

Lyrics bots sample lyrics from some particular artist; see the africa by toto bot for an example.

We can make our own Fiona Apple bot, viz.

See the full example in examples/fionaBot.dck

Magical Realism Bot

(:include profession)

We can write our own minimal magical realism bot using builtin libraries:

```
[power
            (:oneof
              (| "comfort animals")
              (| "practice bilocation"))]
          (:oneof
            (| "discovers a ${txt} that allows her to ${power}"))))
      (|
        (:let
          [topic
            (:oneof
              (| "balneology")
              (| "nephrology")
              (| "orgonomy"))]
          "writes a monograph on ${topic}"))
      (|
        (:let
          [secret
            (:oneof
              (| "immortality")
              (| "happiness"))]
        "discovers the secret to ${secret}")
    ))]
"A ${profession} in ${bigCity} ${accomplishment}"))))
```

This reuses the bigCity definition from the geography library and profession from the proffesion library.

This is not as sophisticated as the twitter bot but it is quite concise thanks to the libraries we used.