# 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.

# **Installing Dickinson**

```
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.

# Program Structure

Dickinson files begin with %-, followed by definitions.

#### Example

```
Here is a simple Dickinson program:
```

```
%-
(:def main
   (:oneof
      (| "heads")
      (| "tails")))
Save this as gambling.dck. Then:
emd run gambling.dck
```

which will display either heads or tails.

The :oneof construct selects one of its branches with equal probability.

In general, when you emd run code, you'll see the result of evaluating main.

#### 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 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))
$ 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:

```
"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}
        '''])))
(:def main
  $ formatQuote quote)
Note the use of the :lambda in formatQuote; we specify the type (text, text).
Tags
Tags can be used to split things based on cases.
tydecl number = Singular | Plural
(:def indefiniteArticle
  (:lambda n number
    (:match n
      [Singular "a"]
      [Plural "some"])))
Note that we specify the type number in (:lambda n number ...).
```

lowercase letter.

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

## Types

### 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
```

### 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}")

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

color.dck contains:
```

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

### Writing Libraries

## 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
    "You will have a ${adjective} day")
```

# Examples

### Cowsay

#### **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) "pes"]
      [(Accusative, Masculine, Singular) "bisne"]
      [(Genitive, (Masculine|Neuter), Singular) "pisses"]
      [(Dative, (Masculine|Neuter), Singular) "bissum"]
      [(Instrumental, (Masculine|Neuter), Singular) "bys"]
      [((Nominative|Accusative), Neuter, Singular) "pis"]
      [(Nominative, Feminine, Singular) "peos"]
      [(Accusative, Feminine, Singular) "bas"]
      [((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)
```