

Ligo Formal Description

Syntax

The following describe the syntax of the simplify AST which is an internal of LIGO. The concrete syntax will be different depending of the choosen one but all the caterogies are present and the corresponding evaluation are the same

A LIGO program is a succession of declarations and expressions. Declarations add bindings to the environment while expressions are evaluated and yield values

variables (x)

label (l)

constructor (c)

declaration (d) =

<i>type</i> x <i>is</i> te	(Type declaration)
<i>const</i> x ($:$ te)? = e	(Constant declaration)
<i>var</i> x ($:$ te)? = e	(Variable declaration)

expression (e) =

<i>value</i>	(values)
<i>built_in</i>	(built-in function)
x	(variables)
$\lambda x . expr$	(lambda)
$e1\ e2$	(application)
<i>let</i> x = $e1$ <i>in</i> $e2$	(let in)
(e_i)	(tuple)
$c\ e$	(constructor)
{ $l_i = e_i$ }	(record)
[$e1_i = e2_i$]	(map)
[[$e1_i = e2_i$]]	(big map)
[e_i]	(list)
{ e_i }	(set)
$e.a_i$	(accessor)
$e1[e2]$	(look up)
<i>match</i> e <i>with</i> <i>matching</i>	(matching)
$e1; e2$	(sequence)
<i>while</i> $e1$ <i>do</i> $e2$	(loop)
$x.a_i = e$	(assign)
<i>SKIP</i>	(skip)
e <i>as</i> T	(ascription)

<i>type expression</i> (<i>te</i>) =	
<i>te</i> (* <i>te_i</i>) +	(type of tuple)
(<i>l_i</i> of <i>te_i</i>)	(type of sum)
{ <i>l_i</i> : <i>te_i</i> }	(type of record)
<i>te1</i> → <i>te2</i>	(type of function)
<i>l</i>	(type of variable)
<i>l</i> (<i>te_i</i>)	(type of built in function)

<i>value</i> (<i>v</i>) =	
<i>literal</i>	(values of built-in types)
<i>c v</i>	(values of construct types)
<i>λx . expr</i>	(lambda)

<i>literal</i> =	
<i>unit</i>	()
<i>bool</i>	()
<i>int</i>	()
<i>nat</i>	()
<i>mutez</i>	()
<i>string</i>	()
<i>bytes</i>	()
<i>address</i>	()
<i>timestamp</i>	()
<i>operation</i>	()

<i>access</i> (<i>a</i>) =	
<i>int</i>	(for tuples)
<i>string</i>	(for record)
<i>e</i>	(for map)

<i>matching</i> (<i>m</i>) =	
{ <i>true</i> => <i>e</i> ; <i>false</i> => <i>e</i> ; }	(match bool)
{ <i>nil</i> => <i>e</i> ; <i>cons</i> (<i>hd</i> :: <i>tl</i>) => <i>e</i> ; }	(match list)
{ <i>none</i> => <i>e</i> ; <i>some</i> (<i>x</i>) => <i>e</i> ; }	(match option)
(<i>x_i</i>) => <i>e</i>	(match tuple)
(<i>const_i</i> (<i>x_i</i>) => <i>e_i</i>)	(match variant)

<i>matching value</i> (<i>mv</i>) =	
{ <i>true</i> => <i>v</i> ; <i>false</i> => <i>v</i> ; }	(match bool value)
{ <i>nil</i> => <i>v</i> ; <i>cons</i> (<i>hd</i> :: <i>tl</i>) => <i>v</i> ; }	(match list value)
{ <i>none</i> => <i>v</i> ; <i>some</i> (<i>x</i>) => <i>v</i> ; }	(match option value)
(<i>x_i</i>) => <i>v</i>	(match tuple value)
(<i>const_i</i> (<i>x_i</i>) => <i>v_i</i>)	(match variant value)

Evaluation of expression

The following describe how expression are evaluated to yield expressions

base

$x \rightarrow v$ (<i>corresponding value in the environment</i>)	(E-VARIABLE)
$\text{built in } (e_i) \rightarrow \text{built in result } (* \text{ evaluated depending on each case } *)$	(E-BUILTIN)
$(\lambda x.e) v \rightarrow [x \rightarrow v] e$	(E-LAMBDA)
$\frac{e1 \rightarrow e1'}{e1 \ e2 \rightarrow e1' \ e2}$	(E-APP1)
$\frac{e2 \rightarrow e2'}{v1 \ e2 \rightarrow v1 \ e2'}$	(E-APP2)
$\frac{e1 \rightarrow e1'}{\text{let } x = e1 \text{ in } e2 \rightarrow \text{let } x = e1' \text{ in } e2}$	(E-LET)
$\text{let } x = v1 \text{ in } e2 \rightarrow [x \rightarrow v1] e2$	(E-LETIN)
$\frac{e1 \rightarrow e1'}{e1; e2 \rightarrow e1'; e2}$	(E-SEQ)
$\text{unit}; e2 \rightarrow e2$	(E-SEQNEXT)
$\frac{e1 \rightarrow e1'}{\text{while } e1 \text{ then } e2 \rightarrow \text{while } e1' \text{ then } e2}$	(E-LOOP)
$\text{while true}(= e1) \text{ then } e2 \rightarrow e2; \text{ while } e1 \text{ then } e2$	(E-LOOPTRUE)
$\text{while false then } e2 \rightarrow \text{unit}$	(E-LOOPFALSE)
$\text{SKIP} \rightarrow \text{unit}$	(E-SKIP)
$\frac{e \rightarrow e'}{e \text{ as } T \rightarrow e' \text{ as } T}$	(E-ASCR1)
$v \text{ as } T \rightarrow v$	(E-ASCR2)

data structure

$\frac{e \rightarrow e'}{c \ e \rightarrow c \ e'}$	(E-CONST)
$\frac{e_j \rightarrow e'_j}{(v_i, e_j, e_k) \rightarrow (v_i, e'_j, e_k)}$	(E-TUPLES)
$\frac{e_j \rightarrow e'_j}{\{l_i = v_i, l_j = e_j, l_k = e_k\} \rightarrow \{l_i = v_i, l_j = e'_j, l_k = e_k\}}$	(E-RECORDS)
$\frac{e2_j \rightarrow e2'_j}{[e1_i = v_i, e1_j = e2_j, e1_k = e2_k] \rightarrow [e1_i = v_i, e1_j = e2'_j, e1_k = e2_k]}$	(E-MAP)
$\frac{e2_j \rightarrow e2'_j}{[[e1_i = v_i, e1_j = e2_j, e1_k = e2_k]] \rightarrow [[e1_i = v_i, e1_j = e2'_j, e1_k = e2_k]]}$	(E-BIGMAP)
$\frac{e_j \rightarrow e'_j}{[v_i, e_j, e_k] \rightarrow [v_i, e'_j, e_k]}$	(E-LIST)
$\frac{e_j \rightarrow e'_j}{\{v_i, e_j, e_k\} \rightarrow \{v_i, e'_j, e_k\}}$	(E-SET)
$\frac{e \rightarrow e'}{e(.a_i) \rightarrow e'(.a_i)}$	(E-ACCESS)

look up

$(v_i)[j] \rightarrow v_j$	(E-LUPTUPLE)
$\{l_i = v_i\}[lj] \rightarrow v_j$	(E-LUPRECORD)
$[e_i = v_i][ej] \rightarrow v_j$	(E-LUPMAP)
$[[e_i = v_i]][ej] \rightarrow v_j$	(E-LUPBIGMAP)
$[v_i][j] \rightarrow v_j$	(E-LUPLIST)
$\{v_i\}[j] \rightarrow v_j$	(E-LUPSET)
$\frac{e \rightarrow e'}{x(.a_i) = e \rightarrow x(.a_i) = e'}$	(E-ASSIGN)
$x(.a_i) = v \rightarrow x'(.a_i) \text{ with } x' \text{ as } x \text{ with field } (.a_i) \text{ replace by } v$	(E-ASSIGN2)

matching

$\frac{e \rightarrow e'}{\text{match } e \text{ with } m \rightarrow \text{match } e' \text{ with } m}$	(E-MATCH1)
$\frac{m \rightarrow m'}{\text{match } v \text{ with } m \rightarrow \text{match } v \text{ with } m'}$	(E-MATCH2)
$\text{match } v \text{ with } mv \rightarrow v' \text{ if } v \Rightarrow v' \text{ in } mv$	(E-MATCH)
$\frac{e1 \rightarrow e1'}{\{ \text{true} \Rightarrow e1; \text{false} \Rightarrow e2; \} \rightarrow \{ \text{true} \Rightarrow e1'; \text{false} \Rightarrow e2; \}}$	(E-MAcTHBOOL1)
$\frac{e2 \rightarrow e2'}{\{ \text{true} \Rightarrow v1; \text{false} \Rightarrow e2; \} \rightarrow \{ \text{true} \Rightarrow v1; \text{false} \Rightarrow e2'; \}}$	(E-MAcTHBOOL2)
$\frac{e1 \rightarrow e1'}{\{ \text{nil} \Rightarrow e1; \text{cons}(hd :: tl) \Rightarrow e2; \} \rightarrow \{ \text{nil} \Rightarrow e1'; \text{cons}(hd :: tl) \Rightarrow e2; \}}$	(E-MATCHLIST1)
$\frac{e2 \rightarrow e2'}{\{ \text{nil} \Rightarrow v1; \text{cons}(hd :: tl) \Rightarrow e2; \} \rightarrow \{ \text{nil} \Rightarrow v1; \text{cons}(hd :: tl) \Rightarrow e2'; \}}$	(E-MATCHLIST2)
$\frac{e1 \rightarrow e1'}{\{ \text{none} \Rightarrow e1; \text{some}(x) \Rightarrow e2; \} \rightarrow \{ \text{none} \Rightarrow e1'; \text{some}(x) \Rightarrow e2; \}}$	(E-MATCHOPT1)
$\frac{e2 \rightarrow e2'}{\{ \text{none} \Rightarrow v1; \text{some}(x) \Rightarrow e2; \} \rightarrow \{ \text{none} \Rightarrow v1'; \text{some}(x) \Rightarrow e2'; \}}$	(E-MATCHOPT2)
$\frac{e \rightarrow e'}{(x_i) \Rightarrow e \rightarrow (x_i) \Rightarrow e'}$	(E-MATCHTUPLE)
$\frac{e_j \rightarrow e'_j}{(c_i(x_i) \Rightarrow v_i, c_j(x_j) \Rightarrow e_j, c_k(x_k) \Rightarrow e_k) \rightarrow (c_i(x_i) \Rightarrow v_i, c_j(x_j) \Rightarrow e'_j, c_k(x_k) \Rightarrow e_k)}$	(E-MATCHVARIANT)

Derive form

The following describe equivalent notation. Meaning one could be drop for the AST without change the CSTs

$$e1; e2 \iff (\lambda x : \text{Unit}.e1) e2 \text{ with } x \text{ not a free variable in } e1$$

$$\text{let } x = e1 \text{ in } e2 \iff (\lambda x : T1.e2) e1$$