The Language Grammar

BNF-converter

April 3, 2023

This document was automatically generated by the *BNF-Converter*. It was generated together with the lexer, the parser, and the abstract syntax module, which guarantees that the document matches with the implementation of the language (provided no hand-hacking has taken place).

The lexical structure of Grammar

Literals

Character literals $\langle Char \rangle$ have the form 'c', where c is any single character. Integer literals $\langle Int \rangle$ are nonempty sequences of digits.

UIdent literals are recognized by the regular expression $\langle upper \rangle$ ('_' | $\langle digit \rangle$ | $\langle letter \rangle$)*

LIdent literals are recognized by the regular expression $\langle lower \rangle$ ('_' | $\langle digit \rangle$ | $\langle letter \rangle$)*

Reserved words and symbols

The set of reserved words is the set of terminals appearing in the grammar. Those reserved words that consist of non-letter characters are called symbols, and they are treated in a different way from those that are similar to identifiers. The lexer follows rules familiar from languages like Haskell, C, and Java, including longest match and spacing conventions.

The reserved words used in Grammar are the following:

```
case data forall
in let of
where
```

The symbols used in Grammar are the following:

```
: = (
) -> .
{ } +
\ => _
```

Comments

Single-line comments begin with --. Multiple-line comments are enclosed with $\{-\text{ and }-\}$.

The syntactic structure of Grammar

Non-terminals are enclosed between \langle and \rangle . The symbols ::= (production), | (union) and ϵ (empty rule) belong to the BNF notation. All other symbols are terminals.

```
 \langle Program \rangle \  ::= \  \langle ListDef \rangle 
 \langle Def \rangle \  ::= \  \langle Bind \rangle 
 | \  \langle Sig \rangle 
 | \  \langle Data \rangle 
 \langle Sig \rangle \  ::= \  \langle LIdent \rangle : \langle Type \rangle 
 \langle Bind \rangle \  ::= \  \langle LIdent \rangle \  \langle ListLIdent \rangle = \langle Exp \rangle 
 \langle Type1 \rangle \  ::= \  \langle UIdent \rangle 
 | \  \langle TVar \rangle 
 | \  \langle UIdent \rangle \  (\  \langle ListType \rangle \  ) 
 | \  \langle Type \rangle \  ::= \  \langle Type1 \rangle -> \langle Type \rangle 
 | \  forall \  \langle TVar \rangle \  . \  \langle Type1 \rangle 
 \langle TVar \rangle \  ::= \  \langle LIdent \rangle 
 \langle TVar \rangle \  ::= \  \langle LIdent \rangle 
 \langle Data \rangle \  ::= \  \langle LIdent \rangle : \langle Type \rangle 
 \langle ListInj \rangle \  \} 
 \langle Inj \rangle \  ::= \  \langle UIdent \rangle : \langle Type \rangle
```

```
\langle Exp4 \rangle ::= (\langle Exp \rangle : \langle Type \rangle)
                                (\langle Exp \rangle)
\langle Exp3 \rangle ::= \langle LIdent \rangle
                                \langle UIdent \rangle
                                \langle Lit \rangle
                                \langle Exp4 \rangle
\langle Exp2 \rangle
                                \langle Exp2 \rangle \langle Exp3 \rangle
                                \langle Exp3 \rangle
\langle Exp1 \rangle
                              \langle Exp1 \rangle + \langle Exp2 \rangle
                                \langle Exp2 \rangle
\langle Exp \rangle ::= let \langle Bind \rangle in \langle Exp \rangle
                             \ \ \ \langle LIdent \rangle \ . \ \langle Exp \rangle
                             case \langle Exp \rangle of { \langle ListBranch \rangle }
                             \langle Exp1 \rangle
\langle Lit \rangle ::= \langle Integer \rangle
                           \langle Char \rangle
\langle Branch \rangle ::= \langle Pattern \rangle => \langle Exp \rangle
\langle Pattern1 \rangle ::= \langle LIdent \rangle
                                       \langle Lit \rangle
                                       \langle UIdent \rangle
                                       (\langle Pattern \rangle)
⟨Pattern⟩
                       ::= \langle UIdent \rangle \langle ListPattern1 \rangle
                                     ⟨Pattern1⟩
\langle ListDef \rangle
                                    \langle Def \rangle
                                    \langle Def \rangle ; \langle ListDef \rangle
\langle ListBranch \rangle ::= \epsilon
                                            \langle Branch \rangle
                                            \langle Branch \rangle; \langle ListBranch \rangle
\langle ListInj \rangle ::= \epsilon
                                 \langle Inj \rangle
                                  \langle Inj \rangle; \langle ListInj \rangle
\langle ListLIdent \rangle ::= \epsilon
                               \langle LIdent \rangle \langle ListLIdent \rangle
\langle ListType \rangle ::= \epsilon
                                 \langle Type \rangle \langle ListType \rangle
```

```
 \begin{array}{lll} \langle ListTVar \rangle & ::= & \epsilon \\ & | & \langle TVar \rangle \; \langle ListTVar \rangle \\ \\ \langle ListPattern1 \rangle & ::= & \langle Pattern1 \rangle \\ & | & \langle Pattern1 \rangle \; \langle ListPattern1 \rangle \end{array}
```