

The Language Normal

BNF-converter

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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 Normal

Identifiers

Identifiers $\langle Ident \rangle$ are unquoted strings beginning with a letter, followed by any combination of letters, digits, and the characters `_` `'`, reserved words excluded.

Literals

Integer literals $\langle Int \rangle$ are nonempty sequences of digits.

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 Normal are the following:

Bool	Nat	Ref
Unit	else	false
fun	if	iszero
pred	ref	return
succ	then	true
unit		

The symbols used in Normal are the following:

```
(  :  )
{  }  :=
;  !  0
#  =  ->
```

Comments

Single-line comments begin with `//`.

Multiple-line comments are enclosed with `/*` and `*/`.

The syntactic structure of Normal

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.

```
 $\langle Program \rangle ::= \langle Expr \rangle$ 

 $\langle Expr \rangle ::= \langle ListExpr0 \rangle$ 
           |  $\langle Expr0 \rangle$ 

 $\langle Expr0 \rangle ::=$  if  $\langle Expr0 \rangle$  then  $\langle Expr0 \rangle$  else  $\langle Expr0 \rangle$ 
           | fun (  $\langle Ident \rangle$  :  $\langle Type \rangle$  ) { return  $\langle Expr0 \rangle$  }
           |  $\langle Expr1 \rangle := \langle Expr0 \rangle$ 
           |  $\langle Expr1 \rangle$ 

 $\langle ListExpr0 \rangle ::= \epsilon$ 
                |  $\langle Expr0 \rangle$ 
                |  $\langle Expr0 \rangle ; \langle ListExpr0 \rangle$ 

 $\langle Expr1 \rangle ::= \langle Expr1 \rangle \langle Expr2 \rangle$ 
            |  $\langle Expr2 \rangle$ 

 $\langle Expr2 \rangle ::=$  ref  $\langle Expr3 \rangle$ 
            | !  $\langle Expr3 \rangle$ 
            | succ  $\langle Expr3 \rangle$ 
            | pred  $\langle Expr3 \rangle$ 
            | iszero  $\langle Expr3 \rangle$ 
            |  $\langle Expr3 \rangle$ 
```

$$\begin{aligned}
\langle \text{Expr3} \rangle &::= \text{unit} \\
&| \text{true} \\
&| \text{false} \\
&| 0 \\
&| \langle \text{Ident} \rangle \\
&| \# \langle \text{Integer} \rangle \\
&| (\langle \text{Expr} \rangle) \\
\langle \text{Store} \rangle &::= \{ \langle \text{ListAssignment} \rangle \} \\
\langle \text{Assignment} \rangle &::= \# \langle \text{Integer} \rangle = \langle \text{Expr} \rangle \\
\langle \text{ListAssignment} \rangle &::= \epsilon \\
&| \langle \text{Assignment} \rangle \\
&| \langle \text{Assignment} \rangle ; \langle \text{ListAssignment} \rangle \\
\langle \text{StoreTyping} \rangle &::= \{ \langle \text{ListLocationTyping} \rangle \} \\
\langle \text{LocationTyping} \rangle &::= \# \langle \text{Integer} \rangle : \langle \text{Type} \rangle \\
\langle \text{ListLocationTyping} \rangle &::= \epsilon \\
&| \langle \text{LocationTyping} \rangle \\
&| \langle \text{LocationTyping} \rangle ; \langle \text{ListLocationTyping} \rangle \\
\langle \text{Type} \rangle &::= \langle \text{Type1} \rangle \rightarrow \langle \text{Type} \rangle \\
&| \langle \text{Type1} \rangle \\
\langle \text{Type1} \rangle &::= \text{Ref } \langle \text{Type2} \rangle \\
&| \langle \text{Type2} \rangle \\
\langle \text{Type2} \rangle &::= \text{Bool} \\
&| \text{Nat} \\
&| \text{Unit} \\
&| (\langle \text{Type} \rangle) \\
\langle \text{Typing} \rangle &::= \langle \text{Expr} \rangle : \langle \text{Type} \rangle
\end{aligned}$$