

FUN — Untyped — Substitution

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Abstract

This is the substitution-based definition of FUN. For additional explanations regarding the semantics of the various FUN constructs, the reader should consult the environment-based definition of FUN.

Syntax

MODULE FUN-UNTYPED-SYNTAX

The Syntactic Constructs

SYNTAX

Name ::= `[notInRules(notInRules())]`

SYNTAX

Names ::= `List{Name, “,”}`

SYNTAX

Exp ::= `Int`
`Bool`
`String`
`Name`
`(Exp) [bracket(bracket())]`

SYNTAX

Exps ::= `List{Exp, “,”}` `[strict(strict())]`

SYNTAX

Exp ::= `Exp * Exp [arith(arith()), strict(strict())]`
`Exp / Exp [arith(arith()), strict(strict())]`
`Exp % Exp [arith(arith()), strict(strict())]`
`Exp + Exp [arith(arith()), strict(strict())]`
`Exp - Exp [arith(arith()), strict(strict())]`
`Exp < Exp [arith(arith()), prefer(prefer()), strict(strict())]`
`Exp <= Exp [arith(arith()), strict(strict())]`
`Exp <= Exp [arith(arith()), strict(strict())]`
`Exp > Exp [arith(arith()), strict(strict())]`
`Exp >= Exp [arith(arith()), strict(strict())]`
`Exp == Exp [arith(arith()), strict(strict())]`
`Exp != Exp [arith(arith()), strict(strict())]`
`! Exp [arith(arith()), strict(strict())]`
`Exp && Exp [arith(arith()), strict(strict(1))]`
`Exp || Exp [arith(arith()), strict(strict(1))]`

SYNTAX

Exp ::= `if Exp then Exp else Exp [strict(strict(1))]`

SYNTAX

Exp ::= `[Exps] [strict(strict())]`
`cons`
`head`
`tail`
`null?`
`[Exps | Exp]`

SYNTAX

ConstructorName ::= `[notInRules(notInRules())]`

SYNTAX

Exp ::= *ConstructorName*
`ConstructorName(Exps) [prefer(prefer()), strict(strict(2))]`

SYNTAX

Exp ::= `fun Cases`
`Exp Exp [strict(strict())]`

SYNTAX

Case ::= `Exp -> Exp [binder(binder())]`

SYNTAX

Cases ::= `List{Case, “|”}`

SYNTAX

Exp ::= `let Bindings in Exp`
`letrec Bindings in Exp [prefer(prefer())]`

SYNTAX

Binding ::= `Exp = Exp`

SYNTAX

Bindings ::= `List{Binding, “and”}`

SYNTAX

Exp ::= `ref`
`&Name`
`@ Exp [strict(strict())]`
`Exp := Exp [strict(strict())]`
`Exp ; Exp [strict(strict(1))]`

SYNTAX

Exp ::= `callcc`
`try Exp catch (Name)Exp`

SYNTAX

Name ::= `throw`

SYNTAX

Exp ::= `datatype Type = TypeCases Exp`

SYNTAX

TypeVar ::= `[notInRules(notInRules())]`

SYNTAX

TypeVars ::= `List{TypeVar, “,”}`

SYNTAX

TypeName ::= `[notInRules(notInRules())]`

SYNTAX

Type ::= `int`
`bool`
`string`
`Type -> Type`
`((Type) [bracket(bracket())])`
TypeVar
`TypeName [klabel(klabel(TypeName), onlyLabel(onlyLabel()))]`
`Type TypeName [klabel(klabel(Type-TypeName), onlyLabel(onlyLabel()))]`
`(Types)TypeName [prefer(prefer())]`

SYNTAX

Types ::= `List{Type, “,”}`

SYNTAX

TestCase ::= *ConstructorName*
`ConstructorName(Types)`

SYNTAX

TypeCases ::= `List{TestCase, “|”}`

Additional Priorities

END MODULE

MODULE FUN-UNTYPED-MACROS

Desugaring macros

RULE

$$\frac{P1 \ P2 \rightarrow E}{P1 \rightarrow \text{fun } P2 \rightarrow E}$$

[macro(macro())]

RULE

$$\frac{F \ P = E}{F = \text{fun } P \rightarrow E}$$

[macro(macro())]

RULE

$$\frac{[E:Exp, Es \mid T]}{[E \mid [Es \mid T]]} \quad \text{requires } Es \neq_K \bullet_{exp}$$

[macro(macro())]

RULE

$$\frac{'TypeName(Tn:TypeName)}{(\bullet_{TypeVar})Tn}$$

[macro(macro())]

RULE

$$\frac{'Type - T_{Type}Name(T;Type, Tn:TypeName)}{(T)Tn}$$

[macro(macro())]

SYNTAX

Name ::= `$h`
`$t`

RULE

$$\frac{\text{head}}{\text{fun } [\$h \mid \$t] \rightarrow \$h}$$

[macro(macro())]

RULE

$$\frac{\text{tail}}{\text{fun } [\$h \mid \$t] \rightarrow \$t}$$

[macro(macro())]

RULE

$$\frac{\text{null?}}{\text{fun } [\bullet_{exp}] \rightarrow \text{true} \mid [\$h \mid \$t] \rightarrow \text{false}}$$

[macro(macro())]

SYNTAX

Name ::= `$k`
`$v`

RULE

$$\frac{\text{try } E \text{ catch } (X)E'}{\text{callcc } (\text{fun } \$k \rightarrow (\text{fun throw } \rightarrow E) \ (\text{fun } X \rightarrow \$k \ E'))}$$

[macro(macro())]

RULE

$$\frac{\text{datatype } T = TCs \ E}{\tilde{E}}$$

[macro(macro())]

mu needed for letrec, but we put it here so we can also write programs with mu in them, which is particularly useful for testing.

SYNTAX

Exp ::= `mu Case`

END MODULE

Semantics

MODULE FUN-UNTYPED

CONFIGURATION:

SYNTAX

Val ::= `Int`
`Bool`
`String`
`Name`

SYNTAX

Vals ::= `List{Val, “,”}`

SYNTAX

Exp ::= *Val*

SYNTAX

KResult ::= *Val*

RULE

$$\frac{I1:Int \mid I2:Int}{I1 \mid_{Int} I2}$$

RULE

$$\frac{I1:Int \mid I2:Int}{I1 \div_{Int} I2} \quad \text{requires } I2 \neq_K 0$$

RULE

$$\frac{I1:Int \mid I2:Int}{I1 \times_{Int} I2} \quad \text{requires } I2 \neq_K 0$$

RULE

$$\frac{I1:Int \mid I2:Int}{I1 \div_{Int} I2}$$

RULE

$$\frac{S1:String \mid S2:String}{S1 \mid_{String} S2}$$

RULE

$$\frac{I1:Int \mid I2:Int}{I1 -_{Int} I2}$$

RULE

$$\frac{I1:Int \mid I2:Int}{I1 <_{Int} I2}$$

RULE

$$\frac{I1:Int \mid I2:Int}{I1 <=_{Int} I2}$$

RULE

$$\frac{I1:Int \mid I2:Int}{I1 >_{Int} I2}$$

RULE

$$\frac{I1:Int \mid I2:Int}{I1 \geq_{Int} I2}$$

RULE

$$\frac{V1:Val = V2:Val}{V1 =_K V2}$$

RULE

$$\frac{V1:Val \neq V2:Val}{V1 \neq_K V2}$$

RULE

$$\frac{!T:Bool}{\neg Bool(T)}$$

RULE

$$\frac{\text{true} \ \&\& \ E}{\tilde{E}}$$

RULE

$$\frac{\text{false} \ \&\& \ \text{false}}{\text{false}}$$

RULE

$$\frac{\text{true} \ || \ \text{true}}{\text{true}}$$

RULE

$$\frac{\text{false} \ || \ E}{\tilde{E}}$$

RULE

$$\frac{\text{if true then } E \text{ else } \text{---}}{\tilde{E}}$$

RULE

$$\frac{\text{if false then } \text{---} \text{ else } E}{\tilde{E}}$$

SYNTAX

Val ::= `cons`
`[Vals]`

RULE

$$\frac{\text{isVal(cons } V:Val)}{\text{true}}$$

RULE

$$\frac{\text{cons } V:Val \ [Vs:Vals]}{[V, Vs]}$$

SYNTAX

Val ::= *ConstructorName*
`ConstructorName(Vals)`

SYNTAX

Val ::= `fun Cases`

SYNTAX

Variable ::= *Name*

SYNTAX

Name ::= `freshName (Int) [freshGenerator(freshGenerator()), function(function()), klabel(klabel('freshName))]`

RULE

$$\frac{\text{freshName } (I:Int)}{\text{\#parseToken("Name", "\#" + String Int2String (I))}}$$

RULE

$$\frac{(\text{fun } P \rightarrow E \mid \text{---}) \ V:Val}{E[\text{getMatching } (P, V)]} \quad \text{requires isMatching } (P, V)$$

RULE

$$\frac{(\text{fun } P \rightarrow \text{---} \mid C:Cases)}{Cs} \ V:Val \quad \text{requires } \neg_{Bool} \text{isMatching } (P, V)$$

RULE

$$\text{decomposeMatching } ([H:Exp \mid T:Exp], [V:Val, Vs:Vals])$$

$$H, T \quad V, [Vs]$$

We can reduce multiple bindings to one list binding, and then apply the usual desugaring of let into function application. It is important that the rule below is a macro, so let is eliminated immediately, otherwise it may interfere in ugly ways with substitution.

RULE

$$\frac{\text{let } Bs \text{ in } E}{((\text{fun } [names (Bs)] \rightarrow E) \mid \text{exps } (Bs))}$$

[macro(macro())]

We only give the semantics of one-binding letrec. Multi bindings are left as an exercise.

RULE

$$\frac{\text{mu } X:Name \rightarrow E}{E[(\text{mu } X \rightarrow E) / X]}$$

RULE

$$\frac{\text{letrec } F:Name = E \text{ in } E'}{\text{let } F = (\text{mu } F \rightarrow E) \text{ in } E'}$$

[macro(macro())]

We cannot have & anymore, but we can give direct semantics to ref. We also have to declare ref to be a value, so that we will never heat on it.

SYNTAX

Val ::= `ref`

RULE

$$\frac{\text{ref } V:Val \mid L:Int}{\text{store } \{ \text{.Map } L \mapsto V \}}$$

RULE

$$\frac{\text{@ } L:Int \mid V:Val}{\text{store } \{ L \mapsto V \}}$$

RULE

$$\frac{L:Int := V:Val \mid V}{\text{store } \{ L \mapsto \text{---} \mid V \}}$$

RULE

$$\frac{V:Val ; E}{\tilde{E}}$$

SYNTAX

Val ::= `callcc`
`cc (K) [klabel(klabel('cc))]`

RULE

$$\frac{\text{callcc } V:Val \curvearrowright K}{V \text{ cc } (K)}$$

RULE

$$\frac{\text{cc } (K) \ V:Val \curvearrowright \text{---}}{V \curvearrowright K}$$

Auxiliary getters

SYNTAX

Names ::= `names (Bindings) [function(function()), klabel(klabel('names))]`

RULE

$$\frac{\text{names } (\bullet_{bindings})}{\bullet_{names}}$$

RULE

$$\frac{\text{names } (X:Name = \text{---} \text{ and } Bs)}{X, \text{names } (Bs)}$$

SYNTAX

Exps ::= `exps (Bindings) [function(function()), klabel(klabel('exps))]`

RULE

$$\frac{\text{exps } (\bullet_{bindings})}{\bullet_{exps}}$$

RULE

$$\frac{\text{exps } (\text{---};Name = E \text{ and } Bs)}{E, \text{exps } (Bs)}$$

END MODULE