MiniFSharp - A Small Subset of F# Language

1 INTRODUCTION

MiniFSharp is a toy language for the COSE212 course at Korea University. MiniFSharp is inspired by the F# programming language. The name MiniFSharp indicates that it is a minimal subset of the F# language, and it supports the following features:

- number (non-negative integer) values (0, 1, 2, 3, ...)
- boolean values (true and false)
- arithmetic operators: negation (-), addition (+), subtraction (-), multiplication (*), division (/), and modulo (%)
- **logical operators**: conjunction (&&), disjunction (||), and negation (!)
- **comparison operators**: equality (= and <>) and relational (<, >, <=, and >=)
- conditionals (if-then-else)
- lists (:: and [e1, ..., en] where $n \ge 0$)
- **tuples** (() and e1, ..., en where $n \ge 2$)
- **options** (None and Some e)
- immutable variable definitions with patterns (let)
- mutually recursive functions with patterns (let rec)
- first-class functions with patterns (->)
- function applications (f e)
- pattern matching (match-with)

This document is the specification of MiniFSharp. First, Section 2 describes the concrete syntax, and Section 3 describes the abstract syntax with the desugaring rules. Then, Section 4 describes the big-step operational (natural) semantics of MiniFSharp.

2 CONCRETE SYNTAX

The concrete syntax of MiniFSharp is written in a variant of the extended Backus-Naur form (EBNF). The notation <nt> denotes a nonterminal, and "t" denotes a terminal. We use? to denote an optional element and + (or *) to denote one or more (or zero or more) repetitions of the preceding element. We use butnot to denote a set difference to exclude some strings from a producible set of strings. We omit some obvious terminals using the ellipsis (...) notation.

```
// expressions
<expr> ::= <number> | "true" | "false" | <id> | "(" <expr> ")"
```

¹https://fsharp.org/

```
// unary and binary operators
         | <uop> <expr> | <expr> <bop> <expr>
         // conditionals
         | "if" <expr> "then" <expr>
           ["elif" <expr> "then" <expr>]* "else" <expr>
         // lists
         | "[" "]" | "[" <expr> [";" <expr>]* "]" | <expr> "::" <expr>
         // tuples
         | "(" ")" | <expr> ["," <expr>]+
         // immutable variable definitions with patterns
         | "let" <pattern> "=" <expr> "in" <expr>
         | "let" <id> <pattern>+ "=" <expr> "in" <expr>
         // mutually recursive functions with patterns
         | "let" "rec" <named-fun> ["and" <named-fun>]* "in" <expr>
         // first-class functions
         "fun" <pattern>+ "->" <expr>
         // function applications
         <expr> <expr>
         // pattern matching
         | "match" <expr> "with" ["|" <pattern> "->" <expr>]+
// operators
<uop> ::= "-" | "!"
<bop> ::= "+" | "-" | "*" | "/" | "%" | "&&" | "||"
        | "=" | "<>" | "<=" | ">=" | ">="
// patterns
<pattern> ::= <num> | <bool> | <id> | "[" "]"
            | "[" <pattern> [";" <pattern>]* "]" | <pattern> "::" <pattern>
            | "(" ")" | <pattern> ["," <pattern>]+
            | None | "Some" <pattern>
// named functions
<named-fun> ::= <id> <pattern>+ "=" <expr>
```

The precedence and associativity of operators are defined as follows:

Description	Operator	Precedence	Associativity
Unary	-, !	11	right
Function Application	•	10	left
Multiplicative	*, /, %	9	left
Additive	+, -	8	
List Construction	::	7	right
Relational	<, <=, >, >=	6	left
Equality	=, <>	5	
Logical Conjunction	&&	4	
Logical Disjunction	П	3	
Function Definition	->	2	
Let Binding	let	1	

3 ABSTRACT SYNTAX

The abstract syntax of MiniFSharp is defined as follows:

```
(Expr) Expressions \mathbb{E} \ni e := n
                                                 (ENum)
                                                                []
                                                                                             (ENil)
                                                 (EBool)
                                                                | e :: e
                                                                                             (ECons)
                                                 (EId)
                                                                |e,\ldots,e|
                                                                                             (ETuple)
                                    |x|
                                                 (ENeg)
                                                                None
                                                                                             (ENone)
                                                                | Some e
                                                 (EAdd)
                                                                                             (ESome)
                                    |e+e|
                                                                | let \pi = e in e
                                    | e * e
                                                 (EMul)
                                                                                             (ELet)
                                                                | \text{let rec } f \dots f \text{ in } e |
                                    |e|/e
                                                 (EDiv)
                                                                                             (ERec)
                                    | e % e
                                                 (EMod)
                                                                \lambda \pi.e
                                                                                             (EFun)
                                    |e=e|
                                                 (EEq)
                                                                \mid e \mid e \mid
                                                                                             (EApp)
                                    |e < e|
                                                                | match e with \kappa ... \kappa
                                                                                             (EMatch)
                                                 (ELt)
                                    | if e e e (EIf)
```

$$(\mathsf{Pattern}) \quad \mathsf{Patterns} \quad \Pi \ni \pi ::= n \quad (\mathsf{PNum}) \quad | \; [\;] \qquad (\mathsf{PNil}) \qquad | \; \mathsf{None} \qquad (\mathsf{PNone}) \\ | \; b \quad (\mathsf{PBool}) \quad | \; \pi :: \pi \qquad (\mathsf{PCons}) \qquad | \; \mathsf{Some} \; \pi \quad (\mathsf{PSome}) \\ | \; x \quad (\mathsf{PId}) \qquad | \; \pi, \dots, \pi \quad (\mathsf{PTuple}) \\ \end{cases}$$

where

The semantics of the remaining cases are defined with the following desugaring rules:

```
\mathcal{D}[\![!\ e]\!]
                                                                                                                                                                                                                                                                                                                                                                                                    = if \mathcal{D}[e] then false else true
      \mathcal{D}[\![e_1 - e_2]\!]
                                                                                                                                                                                                                                                                                                                                                                                                    = \mathcal{D}[\![e_1]\!] + \mathcal{D}[\![-e_2]\!]
      \mathcal{D}\llbracket e_1 \&\& e_2 \rrbracket
                                                                                                                                                                                                                                                                                                                                                                                                    = if \mathcal{D}[\![e_1]\!] then \mathcal{D}[\![e_2]\!] else false
      \mathcal{D}\llbracket e_1 \mid \mid e_2 \rrbracket
                                                                                                                                                                                                                                                                                                                                                                                                    = if \mathcal{D}[\![e_1]\!] then true else \mathcal{D}[\![e_2]\!]
      \mathcal{D}\llbracket e_1 \Leftrightarrow e_2 \rrbracket
                                                                                                                                                                                                                                                                                                                                                                                                    = \mathcal{D}[\![\![ ! (e_1 = e_2) ]\!]\!]
      \mathcal{D} \bar{\llbracket} e_1 \mathrel{<=} e_2 \bar{\rrbracket}
                                                                                                                                                                                                                                                                                                                                                                                                    = \mathcal{D}[[(e_1 < e_2) \mid | (e_1 = e_2)]]
      \mathcal{D}[\![e_1 > e_2]\!]
                                                                                                                                                                                                                                                                                                                                                                                                 = \mathcal{D}[\![\![ ! (e_1 \leq e_2) ]\!]\!]
      \mathcal{D}[e_1 >= e_2]
                                                                                                                                                                                                                                                                                                                                                                                                 = \mathcal{D}[\![\![\,!\,\,(e_1 < e_2)\,]\!]\!]
                                                                                                                                                                                                                                                                                                                                                                                                    = \mathcal{D}\llbracket e_1 \rrbracket :: \ldots :: \mathcal{D}\llbracket e_n \rrbracket :: []
      \mathcal{D}[[e_1;\ldots;e_n]]
      \mathcal{D}[\![\operatorname{let} x \, \pi_1 \, \dots \, \pi_n = e_1 \, \operatorname{in} e_2]\!] = \operatorname{let} x = \operatorname{fun} \mathcal{D}[\![\pi_1]\!] \to \dots \, \operatorname{fun} \mathcal{D}[\![\pi_n]\!] \to \mathcal{D}[\![e_1]\!] \, \operatorname{in} \mathcal{D}[\![e_2]\!]
     \mathcal{D} \begin{bmatrix} \operatorname{fun} \pi_0 \pi_1 \dots \pi_n -> e \end{bmatrix} = \operatorname{fun} \mathcal{D} \begin{bmatrix} \pi_0 \end{bmatrix} -> \operatorname{fun} \mathcal{D} \begin{bmatrix} \pi_1 \end{bmatrix} -> \dots \operatorname{fun} \mathcal{D} \begin{bmatrix} \pi_n \end{bmatrix} -> \mathcal{D} \begin{bmatrix} e \end{bmatrix} 
 \mathcal{D} \begin{bmatrix} x \pi_0 \pi_1 \dots \pi_n = e \end{bmatrix} = x \mathcal{D} \begin{bmatrix} \pi_0 \end{bmatrix} = \operatorname{fun} \mathcal{D} \begin{bmatrix} \pi_1 \end{bmatrix} -> \dots \operatorname{fun} \mathcal{D} \begin{bmatrix} \pi_n \end{bmatrix} -> \mathcal{D} \begin{bmatrix} e \end{bmatrix} 
 \mathcal{D} \begin{bmatrix} \pi_1 \end{bmatrix} : \dots : \mathcal{D} \begin{bmatrix} \pi_n \end{bmatrix} : \dots : \mathcal{D}
\mathcal{D} \left[ \begin{array}{c} \text{if $e$ then $e'$} \\ \text{elif $e_1$ then $e'_1$} \\ \dots \\ \text{elif $e_n$ then $e'_n$} \end{array} \right] = \text{if $\mathcal{D}[\![e]\!]$ then $\mathcal{D}[\![e']\!]$ else $\mathcal{D}$} \left[ \begin{array}{c} \text{if $e_1$ then $e'_1$} \\ \dots \\ \text{elif $e_n$ then $e'_n$} \\ \text{else $e''$} \end{array} \right]
```

The omitted cases recursively apply the desugaring rule to sub-expressions or sub-patterns.

4 SEMANTICS

We use the following notations in the semantics:

The big-step operational (natural) semantics of MiniFSharp is defined as follows:

with the following auxiliary function eq for checking the equality of two values:

Note that eq is a total function and should return false for the cases not listed above. On the other hand, the following auxiliary function extend is a partial function (defined with \rightarrow) for extending an environment with a pattern and a value only if the pattern matches the value.

where $\sigma_i = \operatorname{extend}(\sigma_{i-1}, \pi_i, v_i)$ for $1 \le i \le n$ and $\sigma_0 = \sigma$.