TFAE - FAE with Type System

1 INTRODUCTION

TFAE is a toy language for the COSE212 course at Korea University. TFAE stands for an extension of the FAE language with a **type system**, and it supports the following features:

- number (integer) values
- basic arithmetic operators: addition (+) and multiplication (*)
- first-class functions
- immutable variables (val)
- static type checking

This document is the specification of TFAE. First, Section 2 describes the concrete syntax, and Section 3 describes the abstract syntax. Then, Section 4 describes the type system. Finally, Section 5 describes the big-step operational (natural) semantics of TFAE.

2 CONCRETE SYNTAX

The concrete syntax of TFAE 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.

```
// basic elements
<digit> ::= "0" | "1" | "2" | ... | "9"
<number> ::= "-"? <digit>+
<alphabet> ::= "A" | "B" | "C" | ... | "Z" | "a" | "b" | "c" | ... | "z"
<idstart> ::= <alphabet> | "_"
<idcont> ::= <alphabet> | "_" | <digit>
<keyword> ::= "val"
< id >
         ::= <idstart> <idcont>* butnot <keyword>
// expressions
           ::= <number> | <expr> "+" <expr> | <expr> "*" <expr>
<expr>
             | "(" <expr> ")" | "{" <expr> "}"
             | "val" <id> "=" <expr> ";" <expr> | <id>
             | "(" <id> ":" <type> ")" "=>" <expr> | <expr> "(" <expr> ")"
// types
<type>
           ::= "Num" | <type> "=>" <type>
```

For types, the arrow (=>) operator is right-associative. For expressions, the precedence and associativity of operators are defined as follows:

Operator	Associativity	Precedence
*	left	1
+	left	2

3 ABSTRACT SYNTAX

The abstract syntax of TFAE is defined as follows:

Expressions
$$\mathbb{E} \ni e ::= n$$
 (Num) Numbers $n \in \mathbb{Z}$ (BigInt) $\mid e + e \pmod{4d}$ $\mid e \times e \pmod{4d}$ Identifiers $x \in \mathbb{X}$ (String) $\mid val \ x=e; \ e \pmod{4d}$ $\mid x \pmod{4d}$ Types $\mathbb{T} \ni \tau ::= \mathsf{Number} \pmod{4}$ $\mid \lambda x : \tau . e \pmod{4}$ $\mid e(e) \pmod{4}$

4 TYPE SYSTEM

This section explains type system of TFAE, and we use the following notations:

Type Environments
$$\Gamma \in \mathbb{X} \xrightarrow{\text{fin}} \mathbb{T}$$
 (TypeEnv)

In the type system, type checking is defined with the following typing rules:

5 SEMANTICS

We use the following notations in the semantics:

Values
$$\mathbb{V} \ni v ::= n$$
 (NumV) Environments $\sigma \in \mathbb{X} \xrightarrow{\text{fin}} \mathbb{V}$ (Env) $|\langle \lambda x.e, \sigma \rangle$ (CloV)

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

Num
$$\frac{\sigma \vdash e \Rightarrow v}{\sigma \vdash n \Rightarrow n}$$
 Add $\frac{\sigma \vdash e_1 \Rightarrow n_1}{\sigma \vdash e_1 \Rightarrow e_1 \Rightarrow n_2}$ And $\frac{\sigma \vdash e_1 \Rightarrow n_1}{\sigma \vdash e_1 \Rightarrow e_2 \Rightarrow n_2}$ And $\frac{\sigma \vdash e_1 \Rightarrow n_1}{\sigma \vdash e_1 \Rightarrow e_2 \Rightarrow n_1 \times n_2}$ And $\frac{\sigma \vdash e_1 \Rightarrow v_1}{\sigma \vdash e_1 \Rightarrow v_1}$ Fun $\frac{\sigma \vdash e_1 \Rightarrow v_1}{\sigma \vdash \lambda x : \tau . e \Rightarrow \langle \lambda x . e, \sigma \rangle}$ Id $\frac{x \in \text{Domain}(\sigma)}{\sigma \vdash x \Rightarrow \sigma(x)}$ App $\frac{\sigma \vdash e_0 \Rightarrow \langle \lambda x . e_2, \sigma' \rangle}{\sigma \vdash e_0 \Rightarrow \langle \lambda x . e_2, \sigma' \rangle}$ $\frac{\sigma \vdash e_1 \Rightarrow v_1}{\sigma \vdash e_2 \Rightarrow v_2}$ $\frac{\sigma \vdash e_0 \Rightarrow \langle \lambda x . e_2, \sigma' \rangle}{\sigma \vdash e_1 \Rightarrow v_1}$ $\frac{\sigma'[x \mapsto v_1] \vdash e_2 \Rightarrow v_2}{\sigma \vdash e_0(e_1) \Rightarrow v_2}$