F1VAE – VAE with First-Order Functions

1 INTRODUCTION

F1VAE is a toy language for the COSE212 course at Korea University. F1VAE stands for an extension of the VAE language with **first-order functions**, and it supports the following features:

- number (integer) values (0, 1, -1, 2, -2, 3, -3, ...)
- arithmetic operators: addition (+) and multiplication (*)
- immutable variable definitions (val)
- first-order functions (def)

This document is the specification of F1VAE. First, Section 2 describes the concrete syntax, and Section 3 describes the abstract syntax. Then, Section 4 describes the big-step operational (natural) semantics of F1VAE.

2 CONCRETE SYNTAX

The concrete syntax of F1VAE 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" | "def"
<id>
         ::= <idstart> <idcont>* butnot <keyword>
// programs
// function definitions
        ::= "def" <id> "(" <id> ")" "=" <expr> ";"
<fdef>
// expressions
          ::= <number> | <expr> "+" <expr> | <expr> "*" <expr>
<expr>
            "(" <expr> ")" | "{" <expr> "}"
            | "val" <id> "=" <expr> ";" <expr> | <id>
            | <id> "(" <expr> ")"
```

The precedence and associativity of operators are defined as follows:

Operator	Associativity	Precedence
*	left	1
+	left	2

3 ABSTRACT SYNTAX

The abstract syntax of F1VAE is defined as follows:

$$\begin{array}{lll} \text{Programs} & \mathbb{P}\ni p::=f^*\ e & (\text{Program}) \\ \text{Function Definitions} & \mathbb{F}\ni f::=\operatorname{def} x(x)=e & (\text{FunDef}) \\ \text{Expressions} & \mathbb{E}\ni e::=n & (\text{Num}) \\ & |\ e+e & (\text{Add}) \\ & |\ e\star e & (\text{Mul}) \\ & |\ val\ x=e;\ e & (\text{Val}) \\ & |\ x & (\text{Id}) \\ & |\ x(e) & (\text{App}) \end{array}$$

where

Numbers
$$n \in \mathbb{Z}$$
 (BigInt)
Identifiers $x \in \mathbb{X}$ (String)

4 SEMANTICS

We use the following notations in the semantics:

Environments
$$\sigma \in \mathbb{X} \xrightarrow{\text{fin}} \mathbb{Z}$$
 (Env)
Function Environments $\Lambda \in \mathbb{X} \xrightarrow{\text{fin}} \mathbb{F}$ (FEnv)

For a given program $p = f^* e$, the initial function environment Λ is constructed from f^* by mapping each function name to its definition. We assume that there is no duplicate function name in f^* . The big-step operational (natural) semantics of F1VAE is defined as follows:

$$\begin{array}{c} \boxed{\sigma, \Lambda \vdash e \Rightarrow n} \\ \\ \text{Num} \ \overline{\sigma, \Lambda \vdash n \Rightarrow n} \\ \\ \text{Add} \ \frac{\sigma, \Lambda \vdash e_1 \Rightarrow n_1 \quad \sigma, \Lambda \vdash e_2 \Rightarrow n_2}{\sigma, \Lambda \vdash e_1 + e_2 \Rightarrow n_1 + n_2} \qquad \text{Mul} \ \frac{\sigma, \Lambda \vdash e_1 \Rightarrow n_1 \quad \sigma, \Lambda \vdash e_2 \Rightarrow n_2}{\sigma, \Lambda \vdash e_1 * e_2 \Rightarrow n_1 \times n_2} \\ \\ \text{Val} \ \frac{\sigma, \Lambda \vdash e_1 \Rightarrow n_1 \quad \sigma[x \mapsto n_1], \Lambda \vdash e_2 \Rightarrow n_2}{\sigma, \Lambda \vdash \text{val} \ x = e_1; \ e_2 \Rightarrow n_2} \qquad \text{Id} \ \frac{x \in \text{Domain}(\sigma)}{\sigma, \Lambda \vdash x \Rightarrow \sigma(x)} \\ \\ \text{App} \ \frac{\sigma, \Lambda \vdash e_1 \Rightarrow n_1 \quad x_0 \in \text{Domain}(\Lambda) \quad \Lambda(x_0) = (\text{def} \ x_0(x_1) = e_2) \quad [x_1 \mapsto n_1], \Lambda \vdash e_2 \Rightarrow n_2}{\sigma, \Lambda \vdash x_0(e_1) \Rightarrow n_2} \\ \end{array}$$

4.1 Dynamic Scoping

The above semantics is defined with **static scoping (or lexical scoping)**. We can augment it with **dynamic scoping** by changing the rule for function application as follows: