# The Language Core

#### BNF-converter

February 19, 2023

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 Core

#### 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

Character literals  $\langle Char \rangle$  have the form 'c', where c is any single character. Double-precision float literals  $\langle Double \rangle$  have the structure indicated by the regular expression  $\langle digit \rangle +$  '.' $\langle digit \rangle +$  ('e''-'? $\langle digit \rangle +$ )? i.e. two sequences of digits separated by a decimal point, optionally followed by an unsigned or negative exponent.

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

String literals  $\langle String \rangle$  have the form "x", where x is any sequence of any characters except "unless preceded by \.

#### 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 Core are the following:

There are no reserved words in Core.

The symbols used in Core are the following:

```
%module
           %data
{
                    %newtype
           }
           %rec
                    ::
                    ->
%let
           %in
                    %case
%of
           %coerce
                    %note
%external
           (
                    )
%_
           %forall
```

#### Comments

There are no single-line comments in the grammar. There are no multiple-line comments in the grammar.

## The syntactic structure of Core

Non-terminals are enclosed between  $\langle$  and  $\rangle$ . The symbols ::= (production), | (union) and  $\epsilon$  (empty rule) belong to the BNF notation. All other symbols are terminals.

```
\langle Tyt \rangle ::= \langle Ty2 \rangle
\langle ListCdef \rangle ::= \langle Cdef \rangle
                             | \langle Cdef \rangle; \langle ListCdef \rangle
\langle Vdefg \rangle ::= %rec { \langle ListVdef \rangle }
                     | \langle Vdef \rangle
\langle ListVdefg \rangle ::= \epsilon
                            |\langle Vdefg \rangle ; \langle ListVdefg \rangle
\langle Vdef \rangle ::= \langle QualIdent \rangle :: \langle Ty \rangle = \langle Exp \rangle
                    \langle Ident \rangle :: \langle Ty \rangle = \langle Exp \rangle
\langle ListVdef \rangle ::= \langle Vdef \rangle
                            \langle Vdef \rangle; \langle ListVdef \rangle
\langle Exp2 \rangle ::= \langle Ident \rangle
                                \langle QualIdent \rangle
                     \langle Lit \rangle \langle Exp \rangle
\langle Exp1 \rangle ::= \langle Exp1 \rangle \langle Exp2 \rangle
                              \langle Exp1 \rangle @ \langle Ty2 \rangle
                              \langle Exp2 \rangle
\langle Exp \rangle ::= \langle ListBind \rangle -> \langle Exp \rangle
                               \langle Vdefg \rangle \langle Vdefg \rangle
                               \langle Exp2 \rangle \langle Vbind \rangle \{ \langle ListAlt \rangle \}
                               %coerce \langle Ty2 \rangle \langle Exp \rangle
                               \langle String \rangle \langle Exp \rangle
                               %external \langle String \rangle \langle Ty \rangle
                               \langle Exp1 \rangle
\langle Bind \rangle ::= \langle Vbind \rangle
                     | \quad (Tbind)
\langle ListBind \rangle ::= \langle Bind \rangle
                             |\langle Bind \rangle \langle ListBind \rangle|
 \begin{array}{ll} \langle Alt \rangle & ::= & \langle QualIdent \rangle \; \langle ListATbind \rangle \; \langle ListVbind \rangle \; -> \langle Exp \rangle \\ & | & \langle Lit \rangle \; -> \langle Exp \rangle \\ & | & \%\_ \; -> \langle Exp \rangle \end{array} 
 \begin{array}{ccc} \langle ListAlt \, \rangle & ::= & \langle Alt \, \rangle \\ & | & \langle Alt \, \rangle \text{ ; } \langle ListAlt \, \rangle \\ \end{array} 
\langle Vbind \rangle ::= (\langle Ident \rangle :: \langle Ty \rangle)
```

```
\langle ListVbind \rangle ::= \epsilon
                        |\langle Vbind\rangle \langle ListVbind\rangle
\langle Tbind \rangle ::= (\langle Ident \rangle:: \langle Kind1 \rangle)
                 | \langle Ident \rangle
\langle ListTbind \rangle ::= \epsilon
                         \langle Tbind \rangle \langle ListTbind \rangle
\langle ListATbind \rangle ::= \epsilon
                                       \langle ATbind \rangle \langle ListATbind \rangle
\langle Ty2 \rangle ::= \langle Ident \rangle
                         \langle QualIdent \rangle
                          (\langle Ty \rangle)
\langle Ty1 \rangle ::= \langle Ty1 \rangle \langle Ty2 \rangle
                        \langle Ty2 \rangle
\langle Ty \rangle ::= \langle Ty1 \rangle -> \langle Ty \rangle
                       \langle ListTbind \rangle . \langle Ty \rangle
                       \langle Ty1 \rangle
\langle Kind1 \rangle ::= *
                             (\langle Kind \rangle)
\langle Kind \rangle ::= \langle Kind1 \rangle -> \langle Kind \rangle
                           \langle Kind1 \rangle
\langle Lit \rangle ::= (\langle Integer \rangle :: \langle Ty2 \rangle)
                       (\langle Double \rangle :: \langle Ty2 \rangle)
                        (\langle Char \rangle :: \langle Ty2 \rangle)
                        ( \langle String \rangle :: \langle Ty2 \rangle )
\langle QualIdent \rangle ::= \langle Ident \rangle . \langle Ident \rangle
```