

YuchiKaml

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1 Introduction

YuchiKaml is a toy language. and YuchiKaml interpreter is an implementation of interpreter of YuchiKaml. Both are created in order to get accustomed to Sprache, a C#Parser Combinator Library. In this article, I introduce both the language and the interpreter.

2 YuchiKaml Language

YuchiKaml is a dynamic typed language with-ML like surface grammar.

2.1 Syntax

Expressions of YuchiKaml are defined by the following BNF equations:

$$\begin{aligned} e ::= & () \mid x \mid n \mid \text{true} \mid \text{false} \mid s \mid (e) \\ & \mid e \ e \mid !e \\ & \mid e * e \mid e / e \\ & \mid e + e \mid e - e \\ & \mid e \leq e \mid e < e \mid e \geq e \mid e > e \\ & \mid e = e \mid e \neq e \\ & \mid e \ \& \ e \\ & \mid e \parallel e \\ & \mid e \triangleright e \mid e \gg e \\ & \mid \text{if } e \text{ then } e \text{ else } e \mid \text{let}(\text{rec})x \ \tilde{a} = e \text{ in } e \mid \text{let rec } x \ a_1 \ \tilde{a} = e \text{ in } e \mid \lambda x \rightarrow e \end{aligned}$$

The operators defined in earlier rows have stronger precedences than the operators defined in later rows. For example, $1 + 2 * 3$ is not parsed as $(1 + 2) * 3$, but $1 + (2 * 3)$.

In real source codes, the symbols above are notated as follows:

\leq	<code><=</code>
\geq	<code>>=</code>
\neq	<code>!=</code>
<code>&&</code>	<code>&&</code>
<code> </code>	<code> </code>
<code>▷</code>	<code> ></code>
<code>>></code>	<code>>></code>
λ	<code>\</code>
\rightarrow	<code>- ></code>

2.2 Semantics

Then we define the semantics of the expressions.

2.2.1 Value

Values of YuchiKaml is listed as below:

$$\begin{aligned}
 v(\text{value}) &::= \text{VInt } n \mid \text{VBool } b \mid \text{VString } s \mid \text{VClos}(x, e, \Gamma) \mid \text{VBClos } f_b \\
 \Gamma(\text{environment}) &\in \text{Var} \not\rightarrow \text{Val} \\
 f_b(\text{built-in function}) &\in \text{Val} \not\rightarrow \text{Val}
 \end{aligned}$$

Here Var is the set of the variables and Val is the set of the values.

2.2.2

3 YuchiKaml Interpreter

3.1 Usage

3.2 Preprocess