

# OCaml Types

int

bool

int \* int

int → int

int → int → int

(int → int) → int

int \* int → int

tuple of two ints

fn from one int to another

fn taking two ints giving int

OR fn taking one int giving fn that takes an int and gives an int

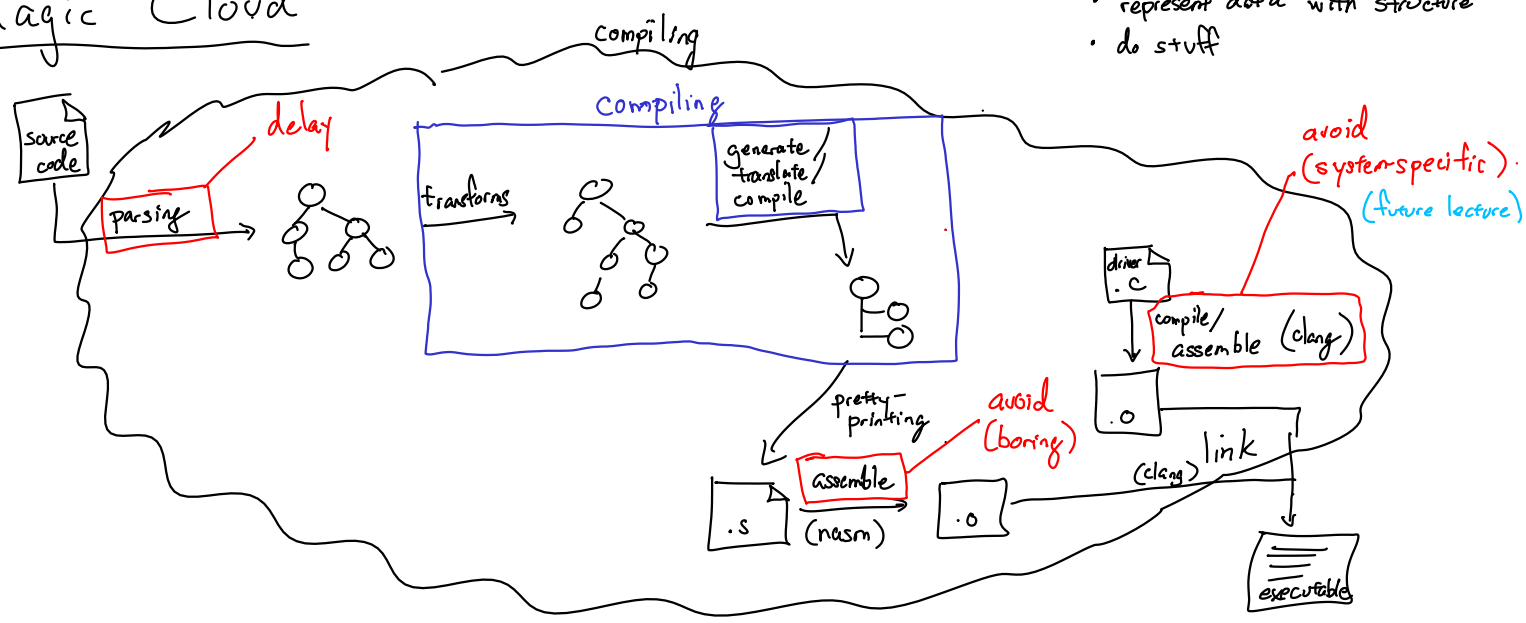
fn taking in another fn from int to int and giving int

fn taking pair of ints giving int

currying

# Magic Cloud

- robust
- represent data with structure
- do stuff



# Auklet

## Step 1

Syntax:

(EBNF)

$\langle \text{expr} \rangle ::= 0 \mid 1 \mid -1 \mid 2 \mid -2 \mid \dots$   
 $\mid \langle \text{expr} \rangle + \langle \text{expr} \rangle \mid \langle \text{expr} \rangle - \langle \text{expr} \rangle \mid \langle \text{expr} \rangle * \langle \text{expr} \rangle$   
 $\mid \text{after}(\langle \text{expr} \rangle) \mid \text{before}(\langle \text{expr} \rangle)$   
 $\mid (\langle \text{expr} \rangle)$

concrete syntax

## Step 2

Semantics:

$2 + 1 \Rightarrow 3$   
 $\text{after}(3) \Rightarrow 4$   
 $\text{before}(2 - 1) \Rightarrow 0$   
 $3 + 2 * 4 \Rightarrow 11$   
 $\text{after}(+) \leftarrow \text{parse error}$   
 $\text{before}(7) + 2$

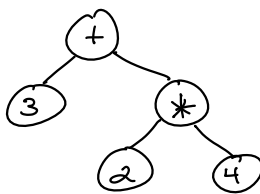
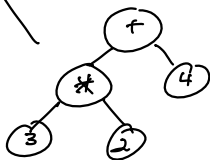
type expr =

$\mid \text{EInt of int}$   
 $\mid \text{EPlus of expr * expr}$   
 $\mid \text{EMinus of expr * expr}$   
 $\mid \text{ETimes of expr * expr}$

abstract syntax

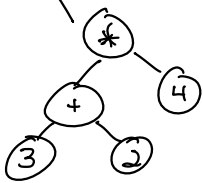
$\text{EPlus}(\text{EInt } 3,$   
 $\text{ETimes}(\text{EInt } 2,$   
 $\text{EInt } 4))$

$3 * 2 + 4$

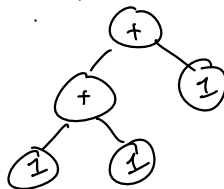


abstract syntax trees (AST)

$(3 + 2) * 4$



$1 + 1 + 1$



type instruction =

$\mid \text{AsmMov arg * arg}$

Intel

`mov rax, 4`

AT&T

`mov $4, %rax`

$\text{AsmMov}(\text{ArgReg } \text{RAX},$   
 $\text{ArgConst } 4)$

type arg =

$\mid \text{ArgReg of register}$   
 $\mid \text{ArgConst of int}$

let compile (e: expr) : instruction list = ← returns a list of assembly instructions that puts the result of the expr into the RAX register

match e with

| EInt n → mov rax, n

[AsmMov (ArgRegister RAX, ArgConst n)]

| EA<sub>fer</sub> e' →

compile e' @ [AsmAdd (ArgRegister RAX, ArgConstant 1)].