

IIT CS440: Programming Languages and Translators

MiniML Language Spec

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The grammar of MiniML is shown below.

```
op    → + | - | * | / | < | ≤ | > | ≥ | = | <> | && | || | ^
τ     → int | string | bool | unit | τ list | τ → τ | τ * τ
e     → var | num | string | true | false | () | [] | e op e | fun var → e | if e then e else e
      | let var = e in e | let var var = e in e
      | let rec var var = e in e | let (var, var) = e in e | e e
      | match e with [] → e | var :: var → e | e, e | e :: e
decl  → let var = e;; | let var var = ekw;; | let rec var var = e;; | e;;
prog  → decl | decl prog
```

You may notice that you can actually write a pretty large subset of OCaml in MiniML without making any changes. In particular, we've gotten rid of MicroOCaml's odd `app e to e` syntax and replaced it with normal OCaml application. One nice result of this is that, while you can't necessarily take any OCaml program and run it in MiniML, you *can* run any MiniML program through OCaml (`ocaml` or `TryOCaml`) to figure out what types it should have or what the result should be. A couple non-obvious restrictions present in MiniML:

1. Pattern matching is limited to using `let` to break apart pairs and using `match` to match on a list (note that we haven't defined `fst` or `snd`: you have to break apart pairs with pattern matching; you can define them yourself though).
2. Functions (both lambdas and let-defined functions) can only take one argument. You can get around this with currying (though that doesn't work well for recursive functions) or having functions take pairs (see `map` in `examples/rec.ml`).
3. As in OCaml, a program consists of one or more top-level declarations, where a declaration can be a `let` declaration or an expression by itself. Unlike in OCaml, these declarations **must** be followed by two semicolons.
4. There are no type annotations (e.g. `e : t`), on patterns or expressions.