

# Funcons-beta: Failing \*

The P<sub>L</sub>anCompS Project

Failing.cbs | PLAIN | PRETTY

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## Failing

```
[ Datatype failing
  Funcon failed
  Funcon finalise-failing
  Funcon fail
  Funcon else
  Funcon else-choice
  Funcon checked
  Funcon check-true ]
```

Meta-variables  $T <: \text{values}$

Datatype `failing ::= failed`

`failed` is a reason for abrupt termination.

```
Funcon finalise-failing( $X : \Rightarrow T$ ) :  $\Rightarrow T$  | null-type
       $\rightsquigarrow$  finalise-abrupting( $X$ )
```

`finalise-failing( $X$ )` handles abrupt termination of  $X$  due to executing `fail`.

```
Funcon fail :  $\Rightarrow$  empty-type
       $\rightsquigarrow$  abrupt(failed)
```

`fail` abruptly terminates all enclosing computations until it is handled.

```
Funcon else( $_ : \Rightarrow T, _ : (\Rightarrow T)^+$ ) :  $\Rightarrow T$ 
```

`else( $X_1, X_2, \dots$ )` executes the arguments in turn until either some  $X_i$  does *not* fail, or all arguments  $X_i$  have been executed. The last argument executed determines the result. `else( $X, Y$ )` is associative, with unit `fail`.

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\*Suggestions for improvement: [plancomps@gmail.com](mailto:plancomps@gmail.com).  
Reports of issues: <https://github.com/plancomps/CBS-beta/issues>.

$$\text{Rule } \frac{X \xrightarrow{\text{abrupted}(\cdot)} X'}{\text{else}(X, Y) \xrightarrow{\text{abrupted}(\cdot)} \text{else}(X', Y)}$$

$$\text{Rule } \frac{X \xrightarrow{\text{abrupted}(\text{failed})} -}{\text{else}(X, Y) \xrightarrow{\text{abrupted}(\cdot)} Y}$$

$$\text{Rule } \frac{X \xrightarrow{\text{abrupted}(V:\sim \text{failing})} X'}{\text{else}(X, Y) \xrightarrow{\text{abrupted}(V)} \text{else}(X', Y)}$$

$$\text{Rule } \text{else}(V : T, Y) \rightsquigarrow V$$

$$\text{Rule } \text{else}(X, Y, Z^+) \rightsquigarrow \text{else}(X, \text{else}(Y, Z^+))$$

*Funcon* `else-choice`( $_- : (\Rightarrow T)^+$ ) :  $\Rightarrow T$

`else-choice`( $X, \dots$ ) executes the arguments in any order until either some  $X_i$  does *not* fail, or all arguments  $X_i$  have been executed. The last argument executed determines the result. `else`( $X, Y$ ) is associative and commutative, with unit `fail`.

$$\text{Rule } \text{else-choice}(W^*, X, Y, Z^*) \rightsquigarrow \text{choice}(\text{else}(X, \text{else-choice}(W^*, Y, Z^*), \text{else}(Y, \text{else-choice}(W^*, X, Z^*))))$$

$$\text{Rule } \text{else-choice}(X) \rightsquigarrow X$$

*Funcon* `check-true`( $_- : \text{booleans}$ ) :  $\Rightarrow \text{null-type}$

*Alias* `check` = `check-true`

`check-true`( $X$ ) terminates normally if the value computed by  $X$  is `true`, and fails if it is `false`.

$$\text{Rule } \text{check-true}(\text{true}) \rightsquigarrow \text{null-value}$$

$$\text{Rule } \text{check-true}(\text{false}) \rightsquigarrow \text{fail}$$

*Funcon* `checked`( $_- : (T)?$ ) :  $\Rightarrow T$

`checked`( $X$ ) fails when  $X$  gives the empty sequence of values `()`, representing that an optional value has not been computed. It otherwise computes the same as  $X$ .

$$\text{Rule } \text{checked}(V : T) \rightsquigarrow V$$

$$\text{Rule } \text{checked}(\cdot) \rightsquigarrow \text{fail}$$