Languages-beta: OC-L-02-Values *

The PLanCompS Project

`OC-L-02-Values.cbs` | PLAIN | PRETTY

OUTLINE

Language "OCaml Light"

2 Values

The comments below are excerpts from section 7.2 of The OCaml System, release 4.06.

Type implemented-values
  ⇝ null-type
    | booleans
    | implemented-integers
    | implemented-floats
    | implemented-characters
    | implemented-strings
    | implemented-tuples
    | implemented-lists
    | implemented-records
    | implemented-references
    | implemented-vectors
    | implemented-variants
    | implemented-functions

*Suggestions for improvement: `plancomps@gmail.com`.
Reports of issues: `https://github.com/plancomps/CBS-beta/issues`.

Base values

Integer numbers

Integer values are integer numbers from -2^{30} to 2^{30}-1, that is -1073741824 to 1073741823. The implementation may support a wider range of integer values (. . .).

Type implemented-integers
⇝ integers

Funcon implemented-integer(*I* : integers) : ⇒ implemented-integers
⇝ *I*

Assert is-equal(
null,
implemented-integer(*N* : bounded-integers(−1073741824, 1073741823)))
== false

Funcon implemented-integers-width : ⇒ natural-numbers
⇝ 31

Funcon implemented-integer-literal(*IL* : strings) : ⇒ implemented-integers
⇝ implemented-integer decimal-natural(*IL*)

Funcon implemented-bit-vector(*I* : implemented-integers)
: ⇒ bit-vectors(implemented-integers-width)
⇝ integer-to-bit-vector(*I*, implemented-integers-width)

Floating-point numbers

Floating-point values are numbers in floating-point representation. The current implementation uses double-precision floating-point numbers conforming to the IEEE 754 standard, with 53 bits of mantissa and an exponent ranging from -1022 to 1023.

Type implemented-floats

Funcon implemented-floats-format : ⇒ float-formats
⇝ binary64

Funcon implemented-float-literal(*FL* : strings) : ⇒ implemented-floats

Characters

Character values are represented as 8-bit integers between 0 and 255. Character codes between 0 and 127 are interpreted following the ASCII standard. The current implementation interprets character codes between 128 and 255 following the ISO 8859-1 standard.

Type implemented-characters <: characters

Type implemented-character-points
⇝ bounded-integers(0, 255)

Funcon implemented-character(*C* : characters) : ⇒ implemented-characters?
⇝ ascii-character [*C*]

Character strings

String values are finite sequences of characters. The current implementation supports strings containing up to 2^24 - 5 characters (16777211 characters); (. . .)

Type implemented-strings <: lists(implemented-characters)

Funcon implemented-string(L : lists(implemented-characters)) : ⇒ implemented-strings?
⇝ when-true(is-less-or-equal(length list-elements L, 16777211), L)

Tuples

Tuples of values are written (v_1, . . . , v_n), standing for the n-tuple of values v_1 to v_n. The current implementation supports tuples of up to 2^22 - 1 elements (4194303 elements).

Type implemented-tuples <: tuples(implemented-values*)
⇝ tuples(values*)

Funcon implemented-tuple(T : tuples(values*)) : ⇒ implemented-tuples?
⇝ when-true(is-less-or-equal(length tuple-elements T, 4194303), T)

In OCaml Light, the unit value is represented by tuple( ).

In OCaml Light, lists are written [v_1; . . . ; v_n], and their values are represented by list values in CBS.

Type implemented-lists <: lists(implemented-values)
⇝ lists(values)

Funcon implemented-list(L : lists(values)) : ⇒ implemented-lists?
⇝ when-true(is-less-or-equal(length list-elements L, 4194303), L)

Records

Record values are labeled tuples of values. The record value written { field_1 = v_1; . . . ; field_n = v_n } associates the value v_i to the record field field_i, for i = 1 . . . n. The current implementation supports records with up to 2^22 - 1 fields (4194303 fields).

Type implemented-records <: records(implemented-values)
⇝ records(values)

Funcon implemented-record(R : records(implemented-values)) : ⇒ implemented-records?
⇝ when-true(is-less-or-equal(length map-elements record-map R, 4194303), R)

In OCaml Light, records are non-mutable, and references are represented by mutable variables.

Type implemented-references ⇝ variables

Arrays

Arrays are finite, variable-sized sequences of values of the same type. The current implementation supports arrays containing up to 2^22 - 1 elements (4194303 elements) unless the elements are floating-point numbers (2097151 elements in this case); (. . .)

Type implemented-vectors <: vectors(implemented-values)
⇝ vectors(values)

Funcon implemented-vector(*V* : vectors(implemented-values)) : ⇒ implemented-vectors?
⇝ when-true(is-less-or-equal(length vector-elements *V*, 4194303), *V*)

Variant values

Variant values are either a constant constructor, or a pair of a non-constant constructor and a value. The former case is written constr; the latter case is written (v1, . . . , vn), where the vi are said to be the arguments of the non-constant constructor constr. The parentheses may be omitted if there is only one argument. (. . .) The current implementation limits each variant type to have at most 246 non-constant constructors and 2^30-1 constant constructors.

Type implemented-variants <: variants(implemented-values)
⇝ variants(values)

Funcon implemented-variant(*V* : variants(implemented-values)) : ⇒ implemented-variants
⇝ *V*

Functions

Functional values are mappings from values to values.

Type implemented-functions <: functions(implemented-values, implemented-values)
⇝ functions(values, values)

Funcon implemented-function(*F* : functions(implemented-values, implemented-values))
: ⇒ implemented-functions
⇝ *F*