

# Percent as a First-Class Type with Explicit Operator Semantics

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The percent symbol (%) is widely taught as “divide by 100,” yet calculators, spreadsheets, and programming languages implement it in mutually incompatible ways. Consumer calculators and spreadsheets interpret % context-dependently (e.g.,  $8+25\% \rightarrow 10$  but  $8 \times 25\% \rightarrow 2$ ), while most programming languages reserve % for modulus and force explicit division by 100. We present a design used in the Goblin programming language that reconciles these worlds by: (1) introducing *percent* as a first-class, dimensionless type with literal and cast forms; (2) defining an explicit family of percent operators that eliminates context magic while preserving familiar use-cases; and (3) retaining standard modulus via whitespace disambiguation. Our design follows long-standing guidance in programming language semantics regarding operator well-definedness and context independence [Pierce 2002; Harper 2016] and aligns with findings on error patterns in spreadsheet percentage usage [Panko 2008; Hermans et al. 2012]. We formalize the semantics, give worked examples for auditability, compare behavior across systems, and prove a simple well-definedness property.

CCS Concepts: • **Software and its engineering** → **General programming languages**; • **Theory of computation** → **Semantics and reasoning**.

Additional Key Words and Phrases: operator semantics, percent operator, formal definition, programming languages, calculators, spreadsheets, Goblin

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## 1 INTRODUCTION

In everyday arithmetic, % is colloquially understood as “divide by 100.” In practice, computational systems disagree on its meaning. Consumer calculators and spreadsheets use context-dependent rules for % (e.g.,  $a+p\%$  adds  $p\%$  of  $a$ , while  $a \times p\%$  multiplies by  $p/100$ ), creating hidden semantics that many users learn only by rote. By contrast, most programming languages avoid the ambiguity by reserving % for modulus and requiring explicit division by 100 for percentage math.

This paper presents a semantics used in the Goblin programming language that makes percent both *convenient* and *sound*: percent is a *first-class type* with clear, explicit operators. The design is intentionally conservative with respect to programming language principles of well-definedness and compositionality [Pierce 2002; Harper 2016], while offering calculator-style behavior on demand.

### *Contributions.*

- We introduce **percent as a type**, with literal form `25%` and cast/constructor `pct(25)` (arguments in percentage points).
- We define an explicit operator family:
  - (1) % (postfix, no spaces): *percent of 1* (programmer-style default).
  - (2) %s (postfix): *percent of the left operand* (calculator-style).

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(3) % of  $E$ : percent of explicit base  $E$ .

(4) % (with spaces): standard modulus.

- We formalize parsing, desugaring, and precedence; prove a simple well-definedness property; and provide step-by-step worked examples for auditability.

## 2 BACKGROUND AND PROBLEM

Calculators and spreadsheets implement % with context-sensitive rules:  $a+p\% \rightarrow a + (p/100) \cdot a$ ;  $a-p\% \rightarrow a - (p/100) \cdot a$ ;  $a \times p\% \rightarrow a \cdot (p/100)$ ;  $a \div p\% \rightarrow a \div (p/100)$ . The identical token  $p\%$  thus has different denotations depending solely on the surrounding operator, which violates the spirit of operator well-definedness and compositionality emphasized in mainstream PL texts [Pierce 2002; Harper 2016]. Spreadsheet error literature further documents that percentages are a frequent source of user mistakes, often due to unclear bases and implicit context [Panko 2008; Hermans et al. 2012].

Programming languages typically dodge the issue by reserving % for modulus, forcing explicit division by 100 (e.g.,  $p/100$ ). While consistent, this is verbose and discourages natural expressions that users expect when working with percentages.

## 3 DESIGN OVERVIEW

### 3.1 Percent as a First-Class Type

Goblin introduces a dimensionless numeric type **percent**. It has:

- **Literal**:  $25\%$  (coerces to 0.25 in numeric contexts).
- **Cast/constructor**:  $\text{pct}(25)$  (arguments in percentage points). Thus  $\text{pct}(5) \equiv 5\%$  and  $\text{pct}(0.5) \equiv 0.5\%$ .

Percent values coerce to their fractional numeric value when passed to math functions or mixed with numeric types:

$$\sin(50\%) \equiv \sin(0.5), \quad \text{sqrt}(25\%) \equiv \sqrt{0.25} = 0.5.$$

When combined with **of**, the result inherits the unit of the base (e.g., money).

### 3.2 Operator Family and Intuition

We make all interpretations explicit:

**% (percent of 1)**. Postfix without spaces means “of 1”:  $p\% \rightsquigarrow p/100$ . This matches programmer expectations:  $8 * 25\% = 2$ ,  $100 / 25\% = 400$ ,  $8 + 25\% = 8.25$ .

**%s (percent of self)**. Postfix %s means “of the left operand” (calculator-style):

$$A \circ p\%s \equiv A \circ ((p/100) \cdot A), \quad \circ \in \{+, -, \times, \div\}.$$

Examples:  $8 + 25\%s = 10$ ,  $8 - 25\%s = 6$ ,  $8 * 25\%s = 16$ ,  $8 / 25\%s = 4$ .

**% of  $E$  (explicit base)**.  $p\%$  of  $E$  means  $(p/100) \cdot E$ , e.g.,  $8 + (25\% \text{ of } 50) = 20.5$ .

**% (with spaces): modulus**.  $8 \% 3 = 2$ .

### 3.3 Why This Mapping?

This design decouples concerns:

- **Type-level clarity**: percentages are values ( $25\%$ ,  $\text{pct}(25)$ ), not mere notation.
- **Operator-level clarity**: the “percent of what?” question is always answered explicitly by %s or of, never implicitly by outer syntax.
- **Compatibility**: the default % keeps programmer-style semantics; %s recovers calculator-style addition/subtraction when desired; modulus is preserved via whitespace.

This adheres to established PL principles about operator meaning, context independence, and compositionality [Pierce 2002; Harper 2016].

## 4 FORMALIZATION

### 4.1 Grammar (EBNF Sketch)

```

expr      ::= term (("+" | "-") term)*
term      ::= factor (("*" | "/" ) factor)*
factor    ::= primary | percent_form | modulus
primary   ::= number | "(" expr ")" | pct_call

pct_call  ::= "pct" "(" expr ")" # returns a percent
percent_form ::= pct_lit ["of" expr] # p% [of E] or p%s
pct_lit   ::= number "%" ["s"] # 's' denotes self

modulus   ::= factor " %" factor # spaces required around %

```

*Tokenization notes.* 25%s is a single postfix token. % with spaces is modulus; % without spaces is a percent literal.

### 4.2 Desugaring (Operational)

```

desugar(E):
  case A (p%s):      return A      ((p/100) * A)
  case p%:           return (p / 100)
  case (p% of B):    return (p / 100) * desugar(B)
  case pct(X):       return (desugar(X) / 100) # a percent value
  case (A % B) [spaced]: return Mod(A, B)
  otherwise:         recurse

```

### 4.3 Precedence and Associativity

Highest: parentheses, function calls.

Then: primaries (n%, n%s, pct(E), n% of E) as atomic numeric factors.

Then: unary +/-.

Then: \*, /, and spaced modulus %.

Lowest: +, -.

```

x + 25%s * 2
= x + ((25% of x) * 2)

```

### 4.4 Well-Definedness

**DEFINITION 1 (PERCENT BASE MAPPING).** Let  $p \in \mathbb{R}$  be percentage points. Define three base mappings:

$$\text{of1}(p) = p/100, \quad \text{ofself}(p, a) = (p/100) \cdot a, \quad \text{of}(p, b) = (p/100) \cdot b.$$

**THEOREM 1 (OPERATOR WELL-DEFINEDNESS).** For any  $a, b \in \mathbb{R}$  and  $p \in \mathbb{R}$ , each of the forms  $p\%$ ,  $p\%s$ , and  $p\%$  of  $b$  desugars to a unique numeric value prior to participation in any outer arithmetic operator.

PROOF. By cases on the operator form using the desugaring rules above:

$$p\% \rightsquigarrow p/100; \quad p\%s \rightsquigarrow (p/100) \cdot a; \quad p\% \text{ of } b \rightsquigarrow (p/100) \cdot b.$$

Each is a closed numeric term independent of the outer operator. Hence well-definedness holds.  $\square$

## 5 WORKED EXAMPLES (SHOW YOUR WORK)

We expand each example to eliminate ambiguity.

$$\begin{aligned} 8 * 25\% \\ &= 8 * 0.25 \\ &= 2 \end{aligned}$$

$$\begin{aligned} 100 / 25\% \\ &= 100 / 0.25 \\ &= 400 \end{aligned}$$

$$\begin{aligned} 8 + 25\% \\ &= 8 + 0.25 \\ &= 8.25 \end{aligned}$$

$$\begin{aligned} 8 - 25\% \\ &= 8 - 0.25 \\ &= 7.75 \end{aligned}$$

$$\begin{aligned} 8 + 25\%s \\ &= 8 + (0.25 * 8) \\ &= 8 + 2 \\ &= 10 \end{aligned}$$

$$\begin{aligned} 8 - 25\%s \\ &= 8 - (0.25 * 8) \\ &= 8 - 2 \\ &= 6 \end{aligned}$$

$$\begin{aligned} 8 * 25\%s \\ &= 8 * (0.25 * 8) \\ &= 8 * 2 \\ &= 16 \end{aligned}$$

$$\begin{aligned} 8 / 25\%s \\ &= 8 / (0.25 * 8) \\ &= 8 / 2 \\ &= 4 \end{aligned}$$

```

8 + (25% of 50)
= 8 + (0.25 * 50)
= 8 + 12.5
= 20.5

```

```

8 % 3
= remainder of 8 / 3
= 2

```

```

sqrt(25%)
= sqrt(0.25)
= 0.5

```

```

(25%) ^2
= (0.25) ^2
= 0.0625

```

```

sin(50%)
= sin(0.5)

```

## 6 COMPARATIVE ANALYSIS

### 6.1 “Percent of what?” for 8 + 25%

Table 1. Cross-system behavior for 8 + 25%.

System	Percent of what?	Result
Calculator/Sheets	8 (self)	10
Python/JS (no %)	n/a (must use 25/100)	8.25
Goblin %	1	8.25
Goblin %s	8 (self)	10

### 6.2 Full operator comparison (base used)

Table 2. Bases used by different systems for 8 ◦ 25%.

Operation	Calc	Sheets	Python/JS	Goblin %	Goblin %s
8 + 25%	8	8	(n/a)	1	8
8 − 25%	8	8	(n/a)	1	8
8 × 25%	1	1	(n/a)	1	8
8 ÷ 25%	1	1	(n/a)	1	8

## 7 PRACTICAL SYNTAX EXAMPLES

```
# Pseudocode illustrating Goblin-like behavior

price = $80

# Percent as type/literal
tip = 15%           # equals 0.15 (dimensionless)
also_tip = pct(15) # identical to 15%

# Default: percent of 1
two_dollars = 8 * 25%      # 2

# Calculator-style: percent of self (left)
with_tip = price + 15%s    # $80 + (0.15 * $80) = $92

# Explicit base
fee = 2% of price         # (0.02 * $80) = $1.60

# Functions
half = sqrt(25%)         # 0.5

# Modulus (spaced)
r = 8 % 3                # 2
```

## 8 RELATED WORK

Our approach follows mainstream PL guidance that operators should be context independent and semantically well-defined [Pierce 2002; Harper 2016]. Pierce stresses the importance of clear typing and compositional meaning for language constructs, while Harper warns against context-sensitive overloading that obscures denotation. We treat percent as a proper value with explicit operators, rather than an overloaded token whose meaning varies by surrounding syntax.

On the end-user side, spreadsheet research repeatedly documents percentage-related errors and ambiguous formula intent [Panko 2008; Hermans et al. 2012]. By making the base explicit (%s or of) and by showing algebraic desugarings, Goblin’s design targets these pitfalls directly: it provides the convenience that users expect, while retaining the formal clarity that languages require.

## 9 DISCUSSION AND LIMITATIONS

Our choice of defaulting bare % to “percent of 1” favors programming language conventions over calculator expectations. We recover calculator-style semantics explicitly via %s and of. This split keeps the type/operator model simple, avoids implicit context rules, and preserves standard modulus via whitespace disambiguation. Alternative defaults are possible, but they tend to reintroduce context dependence or sacrifice programmer expectations.

## 10 CONCLUSION

We presented a principled semantics for percent in Goblin: a first-class *percent* type ( $n\%$ ,  $\text{pct}(n)$ ) and an explicit operator family ( $\%$ ,  $\%s$ ,  $\%$  of  $E$ , and spaced  $\%$  for modulus). The design is simple, compositional, and audit-friendly (with worked examples), and it aligns with established principles

for operator design [Pierce 2002; Harper 2016] while acknowledging real-world user expectations documented in spreadsheet research [Panko 2008; Hermans et al. 2012]. We believe this strikes a practical balance between clarity and convenience, and we offer it as a template for languages that want unambiguous percentage semantics without giving up usability.

## REFERENCES

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