

Syntax for VOSENID

Julien Lange

(based on the documentation generated by the BNF-Converter)

September 23, 2010

This document presents the syntax accepted by VOSENID as *Global Types*, *Process* and *Local Types*. Section 1 gives the common syntax, used in the three languages (i.e. reserved words, expressions, etc). Section 2 gives the syntax for global types, Section 3 the syntax for processes and Section 4 the syntax for local types¹.

1 Common Syntax

1.1 Reserved words and symbols

The set of reserved words is the set of terminals appearing in the grammar. Those reserved words that consist of non-letter characters are called symbols, and they are treated in a different way from those that are similar to identifiers. The lexer follows rules familiar from languages like Haskell, C, and Java, including longest match and spacing conventions.

The reserved words used in VOSENID are the following:

Exists	False	Forall
Global	Process	True
and	bool	date
else	end	if
init	int	join
mu	not	nu
or	string	then

The symbols used in VOSENID are the following:

```
: [ ]
{ } |
-> ( )
· :: ,
! ; ((
)) ? $
& - /
== != >
< <= >=
=> _|_ @
```

1.2 Comments

Single-line comments begin with `//`, `--`.

There are no multiple-line comments in the grammar.

¹One may have to give local types as input when write protocols in which participants delegate their session to others.

1.3 Objects

Identifiers $\langle Ident \rangle$ are unquoted strings beginning with a letter, followed by any combination of letters, digits, and the characters `_` `'`, reserved words excluded. In the following, $\langle NonTerm+ \rangle$ means a list of object *NonTerm*, separated by “,” and containing at least one element. $\langle NonTerm* \rangle$ is similar but may be empty.

$\langle Label \rangle ::= \langle Ident \rangle$

$\langle Variable \rangle ::= \langle Ident \rangle$

$\langle VarDecl \rangle ::= \langle Variable \rangle : \langle Typ \rangle$

$\langle Participant \rangle ::= \langle Ident \rangle$

$\langle BranchId \rangle ::= \langle Ident \rangle$

$\langle Channel \rangle ::= \langle Ident \rangle$

$\langle DelegDecl \rangle ::= [\langle Channel+ \rangle] : \langle LocalType \rangle @ \langle Participant \rangle$

$\langle Typ \rangle ::=$
| `int`
| `bool`
| `string`
| `date`

1.4 Expressions

Integer literals $\langle Int \rangle$ are nonempty sequences of digits.

String literals $\langle String \rangle$ have the form “*x*”, where *x* is any sequence of any characters except “” unless preceded by `\`.

$\langle Exp \rangle ::=$
| $\langle Integer \rangle$
| $\langle Variable \rangle$
| $\langle String \rangle$
| $\langle Integer \rangle / \langle Integer \rangle / \langle Integer \rangle$
| `True`
| `False`
| `not` $\langle Exp1 \rangle$
| $(\langle Exp \rangle)$
| $\langle Exp \rangle \langle BinOp \rangle \langle Exp1 \rangle$
| `Exists` $\langle VarDecl+ \rangle (\langle Exp \rangle)$
| `Forall` $\langle VarDecl+ \rangle (\langle Exp \rangle)$

$\langle BinOp \rangle ::=$
| `or`
| `and`
| `==`
| `!=`
| `>`
| `<`
| `<=`
| `>=`
| `=>`

$\langle Assertion \rangle ::=$
| $\langle Exp \rangle$
| `-`

2 Syntax of Global Types

Non-terminals are enclosed between \langle and \rangle . The symbols $::=$ (production), $|$ (union) and ϵ (empty rule) belong to the BNF notation. All other symbols are terminals.

$$\begin{aligned}
\langle \text{Program} \rangle & ::= \langle \text{GlobalSpecification+} \rangle \\
& | \quad \text{Process} : \langle \text{Process} \rangle \\
& | \quad \langle \text{GlobalSpecification+} \rangle \text{Process} : \langle \text{Process} \rangle \\
\langle \text{GlobalSpecification} \rangle & ::= \text{Global} [\langle \text{Channel} \rangle] : \langle \text{DistributedInteraction} \rangle \\
\langle \text{DistributedInteraction} \rangle & ::= \langle \text{Interaction} \rangle \\
& | \quad \{ \langle \text{ListConcurInteraction} \rangle \} \\
\langle \text{ListConcurInteraction} \rangle & ::= \langle \text{DistributedInteraction} \rangle | \langle \text{ListConcurInteraction} \rangle \\
& | \quad \langle \text{DistributedInteraction} \rangle \\
\langle \text{Interaction} \rangle & ::= \\
& | \quad \langle \text{Participant} \rangle \rightarrow \langle \text{Participant} \rangle : \langle \text{Channel} \rangle (\langle \text{VarDecl+} \rangle) [\langle \text{Assertion} \rangle] . \langle \text{DistributedInteraction} \rangle \\
& | \quad \langle \text{Participant} \rangle \rightarrow \langle \text{Participant} \rangle : \langle \text{Channel} \rangle (\langle \text{DelegDecl} \rangle) [\langle \text{Assertion} \rangle] . \langle \text{DistributedInteraction} \rangle \\
& | \quad \langle \text{Participant} \rangle \rightarrow \langle \text{Participant} \rangle : \langle \text{Channel} \rangle :: \langle \text{BranchId} \rangle \{ \langle \text{BranchElmt+} \rangle \} \\
& | \quad \text{end} \\
& | \quad \text{mu} \langle \text{Variable} \rangle (\langle \text{Exp*} \rangle) (\langle \text{VarDeclLoc*} \rangle) [\langle \text{Assertion} \rangle] . \langle \text{DistributedInteraction} \rangle \\
& | \quad \langle \text{Variable} \rangle (\langle \text{Exp*} \rangle) \\
\langle \text{BranchElmt} \rangle & ::= [\langle \text{Assertion} \rangle] \langle \text{Label} \rangle : \langle \text{DistributedInteraction} \rangle \\
\langle \text{VarDeclLoc} \rangle & ::= \langle \text{VarDecl} \rangle @ \langle \text{Location} \rangle \\
\langle \text{Location} \rangle & ::= \{ \langle \text{Participant} \rangle , \langle \text{Participant} \rangle \}
\end{aligned}$$

3 Syntax of Processes

$$\begin{aligned}
\langle \text{Process} \rangle & ::= \langle \text{Primitive} \rangle \\
& | \quad \{ \langle \text{ListConcurProcess} \rangle \} \\
\langle \text{ListConcurProcess} \rangle & ::= \langle \text{Process} \rangle | \langle \text{ListConcurProcess} \rangle \\
& | \quad \langle \text{Process} \rangle \\
\langle \text{Primitive} \rangle & ::= \text{init} : \langle \text{Channel} \rangle [\langle \text{Participant} \rangle , \langle \text{Participant+} \rangle] (\langle \text{Channel+} \rangle) . \langle \text{Process} \rangle \\
& | \quad \text{join} : \langle \text{Channel} \rangle [\langle \text{Participant} \rangle] (\langle \text{Channel+} \rangle) . \langle \text{Process} \rangle \\
& | \quad \langle \text{Channel} \rangle ! (\langle \text{Exp+} \rangle) (\langle \text{VarDecl+} \rangle) [\langle \text{Assertion} \rangle] ; \langle \text{Process} \rangle \\
& | \quad \langle \text{Channel} \rangle ! ((\langle \text{Channel+} \rangle)) (\langle \text{DelegDecl} \rangle) [\langle \text{Assertion} \rangle] ; \langle \text{Process} \rangle \\
& | \quad \langle \text{Channel} \rangle ? (\langle \text{VarDecl+} \rangle) [\langle \text{Assertion} \rangle] ; \langle \text{Process} \rangle \\
& | \quad \langle \text{Channel} \rangle ? ((\langle \text{DelegDecl} \rangle)) [\langle \text{Assertion} \rangle] ; \langle \text{Process} \rangle \\
& | \quad \langle \text{Channel} \rangle \$ [\langle \text{Assertion} \rangle] \langle \text{BranchId} \rangle . \langle \text{Label} \rangle ; \langle \text{Process} \rangle \\
& | \quad \langle \text{Channel} \rangle \& \langle \text{BranchId} \rangle \{ \langle \text{PBranchElmt+} \rangle \} \\
& | \quad \text{end} \\
& | \quad \text{if} \langle \text{Exp} \rangle \text{ then} \langle \text{Process} \rangle \text{ else} \langle \text{Process} \rangle \\
& | \quad (\text{nu} \langle \text{Channel} \rangle) \langle \text{Process} \rangle \\
& | \quad \text{mu} \langle \text{Variable} \rangle (\langle \text{Exp*} \rangle ; \langle \text{LLChannel} \rangle) (\langle \text{VarDecl*} \rangle ; \langle \text{ChannelList} \rangle) . \langle \text{Process} \rangle \\
& | \quad \langle \text{Variable} \rangle (\langle \text{Exp*} \rangle ; \langle \text{LLChannel} \rangle) \\
\langle \text{PBranchElmt} \rangle & ::= [\langle \text{Assertion} \rangle] \langle \text{Label} \rangle : \langle \text{Process} \rangle
\end{aligned}$$

$$\langle LLChannel \rangle ::= \langle Channel+ \rangle ; \langle LLChannel \rangle$$

$$| \langle Channel+ \rangle$$

4 Syntax for Local Types

$$\langle LocalType \rangle ::= \langle Channel \rangle ! < \langle VarDecl+ \rangle > [\langle Assertion \rangle] ; \langle LocalType \rangle$$

$$| \langle Channel \rangle ! < \langle DelegDecl \rangle > [\langle Assertion \rangle] ; \langle LocalType \rangle$$

$$| \langle Channel \rangle ? < \langle VarDecl+ \rangle > [\langle Assertion \rangle] ; \langle LocalType \rangle$$

$$| \langle Channel \rangle ? < \langle DelegDecl \rangle > [\langle Assertion \rangle] ; \langle LocalType \rangle$$

$$| \langle Channel \rangle \& \langle BranchId \rangle \{ \langle LabelElmt+ \rangle \}$$

$$| \langle Channel \rangle \$ \langle BranchId \rangle \{ \langle LabelElmt+ \rangle \}$$

$$| \text{mu } \langle Variable \rangle (\langle Exp^* \rangle) (\langle VarDecl^* \rangle) [\langle Assertion \rangle] . \langle LocalType \rangle$$

$$| \langle Variable \rangle (\langle Exp^* \rangle)$$

$$| \text{end}$$

$$| _ | _$$

$$\langle LabelElmt \rangle ::= [\langle Assertion \rangle] \langle Label \rangle : \langle LocalType \rangle$$