

## 5.0 EBNF (Extended BNF) and Syntax Diagrams

EBNF is the same as BNF, with three additional meta-symbols:

- $\{ \}$  which indicates *0 or more*
- $[ ]$  which indicates *optional*
- $( \dots | \dots | \dots )$  which indicates sub-alternatives

EBNF has exactly the same expressive power as BNF.

But it is more convenient for many applications.

Converting from BNF to EBNF must be done precisely:

BNF	EBNF
$\langle N \rangle ::= A \mid AB$	$\langle N \rangle ::= A [B]$
$\langle Q \rangle ::= -\langle \text{num} \rangle \mid \langle \text{num} \rangle$	$\langle Q \rangle ::= [-] \langle \text{num} \rangle$
$\langle P \rangle ::= \langle P \rangle A \mid A$	$\langle P \rangle ::= A \{ A \}$
$\langle X \rangle ::= \langle X \rangle A \mid \epsilon$	$\langle X \rangle ::= \{ A \}$
$\langle \text{blk} \rangle ::= \text{begin } \langle \text{sts} \rangle \text{ end}$ $\langle \text{sts} \rangle ::= \langle \text{cmd} \rangle \mid \langle \text{cmd} \rangle ; \langle \text{sts} \rangle$	$\langle \text{blk} \rangle ::= \text{begin } \langle \text{cmd} \rangle \{ ; \langle \text{cmd} \rangle \} \text{ end}$
$\langle \text{nws} \rangle ::= +\langle \text{num} \rangle \mid -\langle \text{num} \rangle$	$\langle \text{nws} \rangle ::= (+ -) \langle \text{num} \rangle$
$\langle \text{SN} \rangle ::= +\langle \text{num} \rangle \mid -\langle \text{num} \rangle \mid \langle \text{num} \rangle$	$\langle \text{SN} \rangle ::= [(+ -)] \langle \text{num} \rangle$

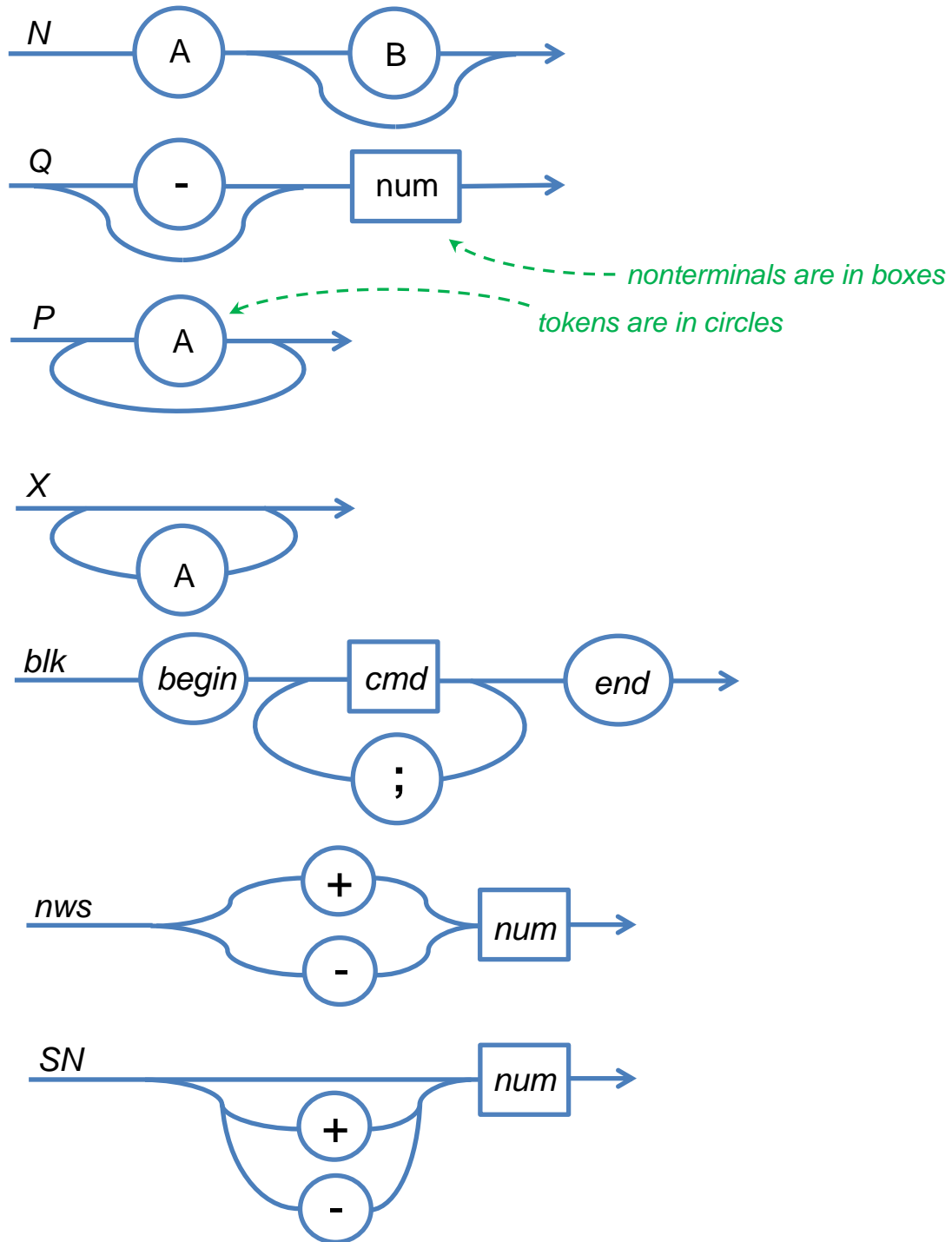
Some things to notice about the conversions to EBNF:

- most “or”s (  $|$  ) have been removed, reducing the number of rules,
- redundant items are removed when all they do is specify options,
- most recursion has been removed and replaced with  $\{ \}$  loops, and
- occurrences of the null string (  $\epsilon$  ) have been removed.

Conversion to EBNF makes it easier to draw Syntax Diagrams.

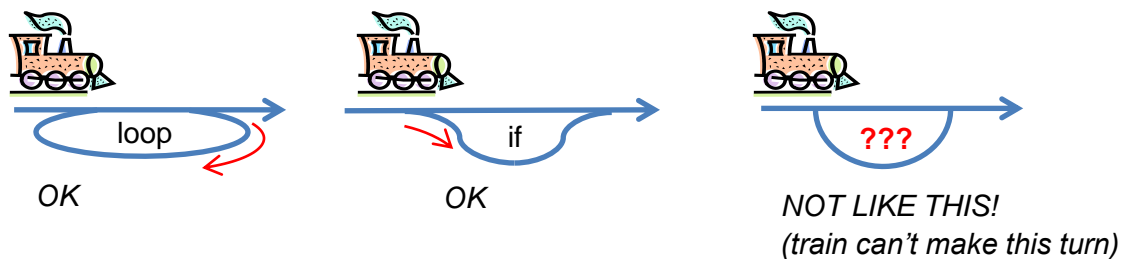
Later, we will use the Syntax Diagrams to write a recursive-descent parser.

Syntax Diagrams, sometimes called “Railroad Tracks”, are graphical representations of EBNF production rules. Here are syntax diagrams for each of the examples on the previous page:

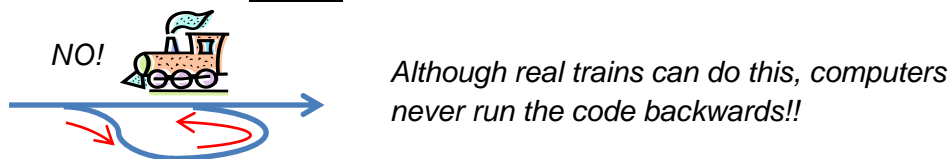


It can be helpful to imagine train tracks, to help in drawing them correctly:

- Control structures (curves and switches) should be very clear:



- The train must never “reverse directions”:



There are some common structures in programming languages.

Here is the correct way to draw them in BNF, EBNF, and Syntax Diagrams:

	BNF	EBNF	Syntax Diagram
<i>A is optional</i>	$M ::= xxAxx \mid xxxx$	$M ::= xx[A]xx$	
<i>A is required</i>	$M ::= xxAxx$	$M ::= xxAxx$	
<i>1 or more of A</i>	$M ::= MA \mid A$	$M ::= A \{ A \}$	
<i>0 or more of A</i>	$M ::= MA \mid \epsilon$	$M ::= \{ A \}$	
<i>1 or more of A with separators</i>	$M ::= M ; A \mid A$	$M ::= A \{ ; A \}$	
<i>1 or more of A with terminators</i>	$M ::= MA ; \mid A ;$	$M ::= A \{ ; A ; \}$	
<i>0 or more of A with separators</i>	$M ::= H \mid \epsilon$ $H ::= H ; A \mid A$	$M ::= [ A \{ ; A \} ]$	
<i>0 or more of A with terminators</i>	$M ::= MA ; \mid \epsilon$	$M ::= \{ A ; \}$	