A proposal of a formal grammar for a subset of PDF

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This document describes a grammar for a restricted subset of the Portable Document Format, which excludes – among others – incremental updates, object streams and linearization. The grammar is presented in BNF, in a top-down order – from the file structure to the character set.

1 File structure

The following rules describe the overall file structure.

```
 \langle PDF \rangle ::= \langle header \rangle \langle body \rangle \langle xref \rangle \langle trailer \rangle \langle eof-marker \rangle 
 \langle header \rangle ::= \langle version \rangle \langle non-ascii-marker \rangle? \langle spaces \rangle 
 \langle version \rangle ::= \text{``%PDF-1.'} \langle version\text{-}digit \rangle \langle eol \rangle 
 \langle non-ascii-marker \rangle ::= \text{``%'} \langle non-ascii\text{-}char \rangle \langle non-ascii\text{-}char \rangle \langle non-ascii\text{-}char \rangle \langle eol \rangle 
 \langle body \rangle ::= \langle empty \rangle 
 | \langle body \rangle \langle indirect\text{-}object \rangle \langle spaces \rangle 
 \langle xref \rangle ::= \langle xref\text{-}header \rangle \langle xref\text{-}section \rangle 
 \langle xref\text{-}header \rangle ::= \text{``xref'} \langle eol \rangle \langle unsigned\text{-}int \rangle \langle space \rangle \langle unsigned\text{-}int \rangle \langle eol \rangle 
 \langle xref\text{-}section \rangle ::= \langle empty \rangle 
 | \langle xref\text{-}section \rangle \langle unsigned\text{-}int\text{-}10 \rangle \langle space \rangle \langle unsigned\text{-}int\text{-}5 \rangle \langle space \rangle (\text{`f'} | \text{`n'}) \langle xref\text{-}eol \rangle 
 \langle trailer \rangle ::= \text{``trailer'} \langle spaces \rangle \langle dictionary \rangle \langle eol \rangle \text{``startxref'} \langle eol \rangle \langle unsigned\text{-}int \rangle \langle eol \rangle 
 \langle eof\text{-}marker \rangle ::= \text{``%EOF'} \langle eol \rangle?
```

2 Objects

The following rules describe the syntax of direct and indirect objects.

```
\langle indirect\text{-}object \rangle ::= \langle indirect\text{-}object\text{-}header \rangle \langle direct\text{-}object \rangle \langle spaces \rangle \text{ `endobj'}
| \langle indirect\text{-}object\text{-}header \rangle \langle dictionary \rangle \langle spaces \rangle \langle stream \rangle \langle spaces \rangle \text{ `endobj'}
\langle indirect\text{-}object\text{-}header \rangle ::= \langle unsigned\text{-}int \rangle \langle spaces \rangle \langle unsigned\text{-}int \rangle \langle spaces \rangle \text{ `obj'} \langle spaces \rangle
```

```
\langle direct - object \rangle ::= \langle null \rangle
         \langle bool \rangle
          \langle int \rangle
          \langle real \rangle
          \langle string \rangle
          \langle name \rangle
          \langle reference \rangle
          \langle array \rangle
          \langle dictionary \rangle
\langle reference \rangle ::= \langle unsigned\text{-}int \rangle \langle spaces \rangle \langle unsigned\text{-}int \rangle \langle spaces \rangle \text{ 'R'}
\langle array \rangle ::= `[' \langle spaces \rangle \langle array\text{-}content \rangle `]'
\langle array\text{-}content \rangle ::= \langle empty \rangle
   \langle direct\text{-}object \rangle \langle spaces \rangle \langle array\text{-}content \rangle
\langle dictionary \rangle ::= ``<` \langle spaces \rangle \langle dictionary-content \rangle ``>>`
\langle dictionary\text{-}content \rangle ::= \langle empty \rangle
   \langle dictionary-content \rangle \langle key-value \rangle
\langle key\text{-}value \rangle ::= \langle name \rangle \langle spaces \rangle \langle direct\text{-}object \rangle \langle spaces \rangle
```

3 Complex tokens

The following rules describe the syntax of complex tokens such as strings, names and streams.

```
\langle string \rangle ::= \langle string\text{-}literal \rangle \mid \langle string\text{-}hexa \rangle
\langle string\text{-}literal \rangle ::= '(' \langle string\text{-}content \rangle ')'
\langle string\text{-}content \rangle ::= \langle empty \rangle
\mid \langle string\text{-}content \rangle ::= \langle string\text{-}regular \rangle
\mid '\' ('n' \mid 'r' \mid 't' \mid 'b' \mid 'f' \mid '(' \mid ')' \mid ' \mid ' \mid \langle eol \rangle)
\mid '\' \langle four\text{-}digit \rangle \langle octal\text{-}digit \rangle \langle octal\text{-}digit \rangle
\mid \langle string\text{-}literal \rangle
\langle string\text{-}hexa \rangle ::= '<' \langle hexa\text{-}content \rangle '>'
\langle hexa\text{-}content \rangle ::= \langle spaces \rangle
\mid \langle hexa\text{-}content \rangle ::= \langle spaces \rangle
\mid \langle hexa\text{-}content \rangle ::= \langle spaces \rangle \langle hexa\text{-}digit \rangle \langle spaces \rangle
\langle hexa\text{-}char \rangle ::= \langle hexa\text{-}digit \rangle \langle spaces \rangle \langle hexa\text{-}digit \rangle \langle spaces \rangle
\langle name \rangle ::= '/' \langle name\text{-}content \rangle
\langle name\text{-}content \rangle ::= \langle empty \rangle
\mid \langle name\text{-}content \rangle \langle name\text{-}char \rangle
```

```
\langle name\text{-}char \rangle ::= \langle name\text{-}regular \rangle \ | \text{`#'} \langle hexa\text{-}digit \rangle \langle hexa\text{-}digit \rangle \ \langle stream \rangle ::= \text{`stream'} \langle eol \rangle \langle stream\text{-}content \rangle \text{`endstream'} \ \langle stream\text{-}content \rangle ::= \langle empty \rangle \ | \langle stream\text{-}content \rangle \langle any\text{-}char \rangle
```

4 Simple tokens

The following rules describe the syntax of simple tokens such as numbers.

```
 \langle null \rangle ::= \text{`null'} 
 \langle bool \rangle ::= \text{`true'} \mid \text{`false'} 
 \langle int \rangle ::= \langle sign \rangle ? \langle unsigned\text{-}int \rangle 
 \langle real \rangle ::= \langle sign \rangle ? (\langle digits \rangle \text{`.'} \langle digits \rangle ? \mid \text{`.'} \langle digits \rangle ) 
 \langle unsigned\text{-}int \rangle ::= \langle digits \rangle 
 \langle digits \rangle ::= \langle digit \rangle 
 | \langle digits \rangle \langle digit \rangle 
 \langle unsigned\text{-}int\text{-}10 \rangle ::= \langle unsigned\text{-}int\text{-}5 \rangle \langle unsigned\text{-}int\text{-}5 \rangle 
 \langle unsigned\text{-}int\text{-}5 \rangle ::= \langle digit \rangle 
 \langle unsigned\text{-}int\text{-}5 \rangle ::= \langle digit \rangle 
 \langle unsigned\text{-}int\text{-}5 \rangle ::= \langle digit \rangle 
 \langle unsigned\text{-}int\text{-}5 \rangle ::= \langle digit \rangle 
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 \langle unsigned\text{-}int\text{-}5 \rangle ::= \langle digit \rangle 
 \langle unsigned\text{-}int\text{-}5 \rangle ::= \langle digit \rangle 
 \langle unsigned\text{-}int\text{-}5 \rangle ::= \langle digit \rangle 
 \langle unsigned\text{-}int\text{-}10 \rangle ::= \langle digit \rangle \langle di
```

5 Character set

The following rules describe character classes.

```
\langle sign \rangle ::= `+` | `-`
\langle version\text{-}digit \rangle ::= [`0'\text{-}`7']
\langle hexa\text{-}digit \rangle ::= [`0'\text{-}`9'`a'\text{-}`f'`A'\text{-}`F']
\langle octal\text{-}digit \rangle ::= [`0'\text{-}`7']
\langle four\text{-}digit \rangle ::= [`0'\text{-}`3']
```

```
\( \langle \text{digit} \rangle ::= \left[ \cdot \cdot
```