

The Language Roller

BNF-converter

October 27, 2015

This document was automatically generated by the *BNF-Converter*. It was generated together with the lexer, the parser, and the abstract syntax module, which guarantees that the document matches with the implementation of the language (provided no hand-hacking has taken place).

The lexical structure of Roller

Literals

VarIdent literals are recognized by the regular expression $(\langle letter \rangle \mid \text{'_'})^+$

IntLiteral literals are recognized by the regular expression $\text{'-'}^? \langle digit \rangle^+$

FloatLiteral literals are recognized by the regular expression $\text{'-'}^? \langle digit \rangle^+ \text{'.'} \langle digit \rangle^+ (\text{'e'} \text{'-'}^? \langle digit \rangle^+)^?$

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 Roller are the following:

Acc	Ceil	Count
Floor	Mean	Repeat
Round	Sqrt	Sum
Trunc	d	

The symbols used in Roller are the following:

+	-	*
/	^	(
)	,	{
}	..	&
	=	<
>	<=	>=
!	\$	#
%	[]

Comments

Single-line comments begin with `//`.

Multiple-line comments are enclosed with `/*` and `*/`.

The syntactic structure of Roller

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.

$$\begin{aligned}
\langle Cmd \rangle & ::= \langle Exp \rangle \\
& | \langle Stmt \rangle \\
\langle Exp1 \rangle & ::= \langle Exp1 \rangle + \langle Exp2 \rangle \\
& | \langle Exp1 \rangle - \langle Exp2 \rangle \\
& | \langle Exp2 \rangle \\
\langle Exp2 \rangle & ::= \langle Exp2 \rangle * \langle Exp3 \rangle \\
& | \langle Exp2 \rangle / \langle Exp3 \rangle \\
& | \langle Exp3 \rangle \\
\langle Exp3 \rangle & ::= \langle Exp3 \rangle \sim \langle Exp4 \rangle \\
& | \langle Exp4 \rangle \\
& | \{ \langle ListExp \rangle \} \\
& | \{ \langle ExpRange \rangle \} \\
& | \langle ExpD \rangle \\
& | \langle Exp \rangle [\langle Pred \rangle] \\
& | \langle VarIdent \rangle (\langle ListExp \rangle) \\
\langle Exp \rangle & ::= \langle Exp1 \rangle \\
\langle Exp4 \rangle & ::= (\langle Exp \rangle) \\
& | \langle Val \rangle \\
& | \langle ExpKW \rangle
\end{aligned}$$

$$\begin{aligned}
\langle ListExp \rangle & ::= \epsilon \\
& \quad | \quad \langle Exp \rangle \\
& \quad | \quad \langle Exp \rangle , \langle ListExp \rangle \\
\langle Numeral \rangle & ::= \langle IntLiteral \rangle \\
& \quad | \quad \langle FloatLiteral \rangle \\
\langle Val \rangle & ::= \langle Numeral \rangle \\
& \quad | \quad \langle VarIdent \rangle \\
& \quad | \quad \langle String \rangle \\
\langle ExpRange \rangle & ::= \langle Exp \rangle .. \langle Exp \rangle \\
& \quad | \quad \langle Exp \rangle , \langle Exp \rangle .. \langle Exp \rangle \\
& \quad | \quad \langle Exp \rangle .. \\
& \quad | \quad \langle Exp \rangle , \langle Exp \rangle .. \\
\langle ExpD \rangle & ::= d \\
& \quad | \quad d \langle Exp4 \rangle \\
& \quad | \quad \langle Exp3 \rangle d \\
& \quad | \quad \langle Exp3 \rangle d \langle Exp4 \rangle \\
\langle ExpKW \rangle & ::= Repeat \langle Exp \rangle \langle Exp \rangle \\
& \quad | \quad Count \langle Exp \rangle \\
& \quad | \quad Sum \langle Exp \rangle \\
& \quad | \quad Mean \langle Exp \rangle \\
& \quad | \quad Sqrt \langle Exp \rangle \\
& \quad | \quad Floor \langle Exp \rangle \\
& \quad | \quad Ceil \langle Exp \rangle \\
& \quad | \quad Round \langle Exp \rangle \\
& \quad | \quad Trunc \langle Exp \rangle \\
& \quad | \quad Acc \langle Exp \rangle \langle VarIdent \rangle \\
\langle Pred \rangle & ::= \langle Pred1 \rangle \\
\langle Pred1 \rangle & ::= \langle Pred2 \rangle \\
& \quad | \quad \langle Pred1 \rangle , \langle Pred2 \rangle \\
& \quad | \quad \langle Pred1 \rangle \& \langle Pred2 \rangle \\
& \quad | \quad \langle Pred1 \rangle | \langle Pred2 \rangle \\
& \quad | \quad \langle Pred1 \rangle \sim \langle Pred2 \rangle \\
\langle Pred2 \rangle & ::= \langle Pred3 \rangle \\
& \quad | \quad = \langle Val \rangle \\
& \quad | \quad < \langle Val \rangle \\
& \quad | \quad > \langle Val \rangle \\
& \quad | \quad <= \langle Val \rangle \\
& \quad | \quad >= \langle Val \rangle
\end{aligned}$$

$$\begin{array}{lcl}
\langle Pred3 \rangle & ::= & (\langle Pred \rangle) \\
& | & ! \langle Pred \rangle \\
& | & \$ \\
& | & \# \\
& | & \% \\
& | & \langle Val \rangle \\
& | & \langle ExpRange \rangle \\
\langle Stmt \rangle & ::= & \langle VarIdent \rangle = \langle Exp \rangle \\
& | & \langle VarIdent \rangle (\langle ListExp \rangle) = \langle Exp \rangle
\end{array}$$