The Language GF

BNF-converter

November 8, 2004

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 GF

Identifiers

Identifiers $\langle Ident \rangle$ are unquoted strings beginning with a letter, followed by any combination of letters, digits, and the characters $_$ ', reserved words excluded.

Literals

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

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

LString literals are recognized by the regular expression "($\langle anychar \rangle$ -")*"

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 GF are the following:

```
Lin
             PType
                         Str
Strs
             Tok
                         Type
abstract
             case
                         cat
concrete
             data
                         def
flags
             fn
                         fun
                         include
grammar
             in
                         interface
incomplete
             instance
let
                         lincat
             lin
lindef
             lintype
                         of
open
             oper
                         out
package
             param
                         pattern
pre
             printname
                         resource
reuse
             strs
                         table
tokenizer
             transfer
                         union
var
             variants
                         where
with
```

The symbols used in GF are the following:

```
; = {
} ()
: -> **
, []
. | ?
< > @
! * \
=> ++ +
- $ /
```

Comments

Single-line comments begin with --. Multiple-line comments are enclosed with $\{-\text{ and }-\}$.

The syntactic structure of GF

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.

```
\langle Grammar \rangle ::= \langle ListModDef \rangle
```

```
\langle ListModDef \rangle ::= \epsilon
                                      \langle ModDef \rangle \langle ListModDef \rangle
\langle ModDef \rangle ::= \langle ModDef \rangle;
                               grammar \langle Ident \rangle = \{ abstract = \langle Ident \rangle ; \langle ListConcSpec \rangle \}
                               \langle ComplMod \rangle \langle ModType \rangle = \langle ModBody \rangle
\langle ConcSpec \rangle ::= \langle Ident \rangle = \langle ConcExp \rangle
\langle ListConcSpec \rangle ::= \epsilon
                                \langle ConcSpec \rangle
                               | \(\langle ConcSpec \rangle \); \(\langle ListConcSpec \rangle \)
\langle ConcExp \rangle ::= \langle Ident \rangle \langle ListTransfer \rangle
\langle ListTransfer \rangle ::= \epsilon
                                      \langle Transfer \rangle \langle ListTransfer \rangle
\langle Transfer \rangle ::= (transfer in \langle Open \rangle)
                    | (transfer out \langle Open \rangle)
\langle ModType \rangle ::= abstract \langle Ident \rangle
                             resource \langle Ident \rangle
                             \mathtt{interface}\; \langle Ident \, \rangle
                            concrete \langle Ident \rangle of \langle Ident \rangle
                                 instance \langle Ident \rangle of \langle Ident \rangle
                                 transfer \langle Ident \rangle : \langle Open \rangle -> \langle Open \rangle
\langle ModBody \rangle ::= \langle Extend \rangle \langle Opens \rangle \{ \langle ListTopDef \rangle \}
                                 \langle Ident \rangle with \langle ListOpen \rangle
                                  reuse (Ident)
                                  union \langle ListIncluded \rangle
\langle ListTopDef \rangle ::= \epsilon
                                    \langle TopDef \rangle \langle ListTopDef \rangle
\langle Extend \rangle ::= \langle ListIdent \rangle **
                  | \epsilon
\langle ListOpen \rangle ::= \epsilon
                       | \langle Open \rangle | \langle Open \rangle , \langle ListOpen \rangle
\langle Opens \rangle ::= \epsilon
                  open \langle ListOpen \rangle in
\langle Open \rangle ::= \langle Ident \rangle
                         (\langle QualOpen \rangle \langle Ident \rangle)
                           (\langle QualOpen \rangle \langle Ident \rangle = \langle Ident \rangle)
```

```
\langle ComplMod \rangle
                                     incomplete
\langle QualOpen \rangle
                                    incomplete
                                    interface
\langle ListIncluded \rangle
                             ::=
                                        \langle Included \rangle
                                        \langle Included \rangle, \langle ListIncluded \rangle
                              \langle Ident \rangle
(Included)
                                 \langle Ident \rangle \ [ \ \langle ListIdent \rangle \ ]
\langle Def \rangle
                       \langle ListIdent \rangle : \langle Exp \rangle
                        \langle ListIdent \rangle = \langle Exp \rangle
                        \langle Ident \rangle \langle ListPatt \rangle = \langle Exp \rangle
                        \langle ListIdent \rangle : \langle Exp \rangle = \langle Exp \rangle
\langle TopDef \rangle ::= cat \langle ListCatDef \rangle
                              fun \langle ListFunDef \rangle
                              data \langle ListFunDef \rangle
                              def \langle ListDef \rangle
                              data \langle ListDataDef \rangle
                              transfer \langle ListDef \rangle
                              param \langle ListParDef \rangle
                              oper \langle ListDef \rangle
                              lincat \langle ListPrintDef \rangle
                              lindef \langle ListDef \rangle
                              lin \langle ListDef \rangle
                              printname cat \langle ListPrintDef \rangle
                              printname fun \langle ListPrintDef \rangle
                              flags \langle ListFlagDef \rangle
                              printname \langle ListPrintDef \rangle
                              lintype \langle ListDef \rangle
                              pattern \langle ListDef \rangle
                              package \langle Ident \rangle = \{ \langle ListTopDef \rangle \} ;
                              var \langle ListDef \rangle
                              tokenizer \langle Ident \rangle;
\langle CatDef \rangle ::=
                              \langle Ident \rangle \langle ListDDecl \rangle
\langle FunDef \rangle ::=
                            \langle ListIdent \rangle : \langle Exp \rangle
\langle DataDef \rangle ::= \langle Ident \rangle = \langle ListDataConstr \rangle
```

```
\langle DataConstr \rangle ::= \langle Ident \rangle
                                         \langle Ident \rangle . \langle Ident \rangle
\langle ListDataConstr \rangle ::= \epsilon
                                                 \langle DataConstr \rangle
                                                 \langle DataConstr \rangle \mid \langle ListDataConstr \rangle
\langle ParDef \rangle ::= \langle Ident \rangle = \langle ListParConstr \rangle
                                \langle Ident \rangle = (in \langle Ident \rangle)
                                \langle Ident \rangle
\langle ParConstr \rangle ::= \langle Ident \rangle \langle ListDDecl \rangle
\langle PrintDef \rangle ::= \langle ListIdent \rangle = \langle Exp \rangle
\langle FlagDef \rangle ::= \langle Ident \rangle = \langle Ident \rangle
\langle ListDef \rangle ::= \langle Def \rangle;
                                \langle Def \rangle; \langle ListDef \rangle
\langle ListCatDef \rangle ::= \langle CatDef \rangle;
                                        \langle CatDef \rangle; \langle ListCatDef \rangle
\langle ListFunDef \rangle ::= \langle FunDef \rangle;
                                        \langle FunDef \rangle; \langle ListFunDef \rangle
\langle ListDataDef \rangle ::= \langle DataDef \rangle;
                                          \langle DataDef \rangle; \langle ListDataDef \rangle
\langle ListParDef \rangle ::= \langle ParDef \rangle;
                                        \langle ParDef \rangle; \langle ListParDef \rangle
\langle ListPrintDef \rangle ::= \langle PrintDef \rangle;
                                           \langle PrintDef \rangle; \langle ListPrintDef \rangle
\langle ListFlagDef \rangle ::= \langle FlagDef \rangle;
                                         \langle FlagDef \rangle; \langle ListFlagDef \rangle
\langle ListParConstr \rangle ::= \epsilon
                                              \langle ParConstr \rangle
                                              \langle ParConstr \rangle \mid \langle ListParConstr \rangle
\langle ListIdent \rangle ::= \langle Ident \rangle
                                    \langle Ident \rangle , \langle ListIdent \rangle
\langle LocDef \rangle ::= \langle ListIdent \rangle : \langle Exp \rangle
                                \langle ListIdent \rangle = \langle Exp \rangle
                                \langle ListIdent \rangle : \langle Exp \rangle = \langle Exp \rangle
```

```
\langle ListLocDef \rangle
                                 ::=
                                              \langle LocDef \rangle
                                              \langle LocDef \rangle; \langle ListLocDef \rangle
\langle Exp4 \rangle
                                 \langle Ident \rangle
                    ::=
                                  \{ \langle Ident \rangle \}
                                  [ \langle Ident \rangle ]
                                  \langle Sort \rangle
                                  \langle String \rangle
                                  \langle Integer \rangle
                                  ?
                                  []
                                  data
                                  [ \langle String \rangle ]
                                  \{ \langle ListLocDef \rangle \}
                                  \langle \langle ListTupleComp \rangle \rangle
                                  (in \langle Ident \rangle)
                                  \langle \langle Exp \rangle : \langle Exp \rangle \rangle
                                  (\langle Exp \rangle)
                                  \langle LString \rangle
\langle Exp3 \rangle
                                 \langle Exp3 \rangle . \langle Label \rangle
                                  \{ \langle Ident \rangle . \langle Ident \rangle \}
                                  [\langle Ident \rangle . \langle Ident \rangle]
                                  \langle Exp4 \rangle
\langle Exp2 \rangle
                     ::=
                                 \langle Exp2 \rangle \langle Exp3 \rangle
                                 table \{ \langle ListCase \rangle \}
                                 table \langle Exp4 \rangle \{ \langle ListCase \rangle \}
                                  case \langle Exp \rangle of \{ \langle ListCase \rangle \}
                                  variants \{ \langle ListExp \rangle \}
                                 pre \{ \langle Exp \rangle ; \langle ListAltern \rangle \}
                                 \mathtt{strs}~\{~\langle \mathit{ListExp}~\rangle~\}
                                  \langle Ident \rangle \otimes \langle Exp4 \rangle
                                  \langle Exp3 \rangle
                                 Lin \langle Ident \rangle
\langle Exp1 \rangle
                     ::=
                                 \langle Exp1 \rangle ! \langle Exp2 \rangle
                                  \langle Exp1 \rangle * \langle Exp2 \rangle
                                  \langle Exp1 \rangle ** \langle Exp2 \rangle
                                  \langle Exp2 \rangle
```

```
\langle Exp \rangle ::=
                          \langle ListBind \rangle -> \langle Exp \rangle
                             \setminus \langle ListBind \rangle => \langle Exp \rangle
                             \langle Decl \rangle -> \langle Exp \rangle
                             \langle Exp1 \rangle => \langle Exp \rangle
                             \langle Exp1 \rangle ++ \langle Exp \rangle
                             \langle Exp1 \rangle + \langle Exp \rangle
                             let \{ \langle ListLocDef \rangle \} in \langle Exp \rangle
                             let \langle ListLocDef \rangle in \langle Exp \rangle
                             \langle Exp1 \rangle where \{ \langle ListLocDef \rangle \}
                             fn \{ \langle ListEquation \rangle \}
                             \langle Exp1 \rangle
\langle ListExp \rangle
                       ::= \epsilon
                                     \langle Exp \rangle
                                     \langle Exp \rangle; \langle ListExp \rangle
\langle Patt1 \rangle
                                \langle Ident \rangle
                                 \{ \langle Ident \rangle \}
                                 \langle Ident \rangle . \langle Ident \rangle
                                \langle Integer \rangle
                                 \langle String \rangle
                                \{ \langle ListPattAss \rangle \}
                                \langle \langle ListPattTupleComp \rangle \rangle
                                ( \langle Patt \rangle )
\langle Patt \rangle ::= \langle Ident \rangle \langle ListPatt \rangle
                              \langle Ident \rangle . \langle Ident \rangle \langle ListPatt \rangle
                              \langle Patt1 \rangle
\langle PattAss \rangle ::= \langle ListIdent \rangle = \langle Patt \rangle
\langle Label \rangle ::= \langle Ident \rangle
                                $ \langle Integer \rangle
\langle Sort \rangle ::= Type
                             PType
                             Tok
                             Str
                             Strs
\langle ListPattAss \rangle ::= \epsilon
                                             \langle PattAss \rangle
                                             \langle PattAss \rangle; \langle ListPattAss \rangle
\langle PattAlt \rangle ::= \langle Patt \rangle
```

```
\langle ListPatt \rangle ::= \langle Patt1 \rangle
                              \langle Patt1 \rangle \langle ListPatt \rangle
\langle ListPattAlt \rangle ::= \langle PattAlt \rangle
                                       \langle PattAlt \rangle \mid \langle ListPattAlt \rangle
\langle Bind \rangle ::= \langle Ident \rangle
\langle ListBind \rangle ::= \epsilon
                         | \langle Bind \rangle
                                 \langle Bind \rangle , \langle ListBind \rangle
\langle Decl \rangle ::= (\langle ListBind \rangle : \langle Exp \rangle)
                |\langle Exp2\rangle
\langle TupleComp \rangle ::= \langle Exp \rangle
\langle PattTupleComp \rangle ::= \langle Patt \rangle
\langle ListTupleComp \rangle ::= \epsilon
                                     \begin{array}{ll} | & \langle \mathit{TupleComp} \, \rangle \\ | & \langle \mathit{TupleComp} \, \rangle \end{array} \text{, } \langle \mathit{ListTupleComp} \, \rangle 
\langle ListPattTupleComp \rangle ::= \epsilon
                                             | \langle PattTupleComp \rangle
                                                      ⟨PattTupleComp⟩, ⟨ListPattTupleComp⟩
\langle Case \rangle ::= \langle ListPattAlt \rangle => \langle Exp \rangle
\langle ListCase \rangle ::= \langle Case \rangle
                        \langle Case \rangle; \langle ListCase \rangle
\langle Equation \rangle ::= \langle ListPatt \rangle -> \langle Exp \rangle
\langle ListEquation \rangle ::= \epsilon
                                    \langle Equation \rangle
                                \langle Equation \rangle; \langle ListEquation \rangle
\langle Altern \rangle ::= \langle Exp \rangle / \langle Exp \rangle
\langle ListAltern \rangle ::= \epsilon
                               \langle Altern \rangle
                                 \langle Altern \rangle; \langle ListAltern \rangle
\langle DDecl \rangle ::= (\langle ListBind \rangle : \langle Exp \rangle)
                 \langle Exp4 \rangle
```

```
 \begin{array}{lll} \langle ListDDecl \rangle & ::= & \epsilon \\ & | & \langle DDecl \rangle \, \langle ListDDecl \rangle \\ \langle OldGrammar \rangle & ::= & \langle Include \rangle \, \langle ListTopDef \rangle \\ \langle Include \rangle & ::= & \epsilon \\ & | & include \, \langle ListFileName \rangle \\ \langle FileName \rangle & ::= & \langle String \rangle \\ & | & \langle Ident \rangle \\ & | & \langle FileName \rangle \\ & | & \langle FileName \rangle \\ & | & \langle FileName \rangle \\ & | & \langle Ident \rangle \, \langle FileName \rangle \\ \langle ListFileName \rangle & ::= & \langle FileName \rangle \; ; \, \langle ListFileName \rangle \\ \end{array}
```