

# SMEIL Language Reference

## Grammar

$\langle module \rangle$	$::= \{ \langle import-stm \rangle \}$ $\{ \langle type-def \rangle \}$ $\langle entity \rangle \{ \langle entity \rangle \}$
$\langle import-stm \rangle$	$::= \text{'import' } \langle import-name \rangle [ \langle qualified-specifier \rangle ] \text{' ;'}$ $  \text{'from' } \langle import-name \rangle$ $\text{'import' } \langle ident \rangle \{ \text{' , ' } \langle ident \rangle \} [ \langle qualified-specifier \rangle ]$ $\text{' ;'}$
$\langle import-name \rangle$	$::= \langle ident \rangle \{ \text{' . ' } \langle ident \rangle \}$
$\langle qualified-specifier \rangle$	$::= \text{'as' } \langle ident \rangle$
$\langle type-def \rangle$	$::= \text{'type' } \langle ident \rangle \text{' : '}$ $\langle type-name \rangle \text{ (type alias)}$ $  \langle bus-signal-decls \rangle \text{ (bus definition)}$ $\text{' ;'}$
$\langle entity \rangle$	$::= \langle network \rangle$ $  \langle process \rangle$
$\langle network \rangle$	$::= \text{'network' } \langle ident \rangle \text{' ( ' } [ \langle params \rangle ] \text{' ) '}$ $\text{' { ' } \{ \langle network-decl \rangle \} \text{' } \}$
$\langle process \rangle$	$::= [ \text{'clocked' } ] \text{'proc' } \langle ident \rangle$ $\text{' ( ' } [ \langle params \rangle ] \text{' ) ' } \{ \langle process-decl \rangle \}$ $\text{' { ' } \{ \langle statement \rangle \} \text{' } \}$
$\langle network-decl \rangle$	$::= \langle inst-decl \rangle$ $  \langle bus-decl \rangle$ $  \langle const-decl \rangle$ $  \langle gen-decl \rangle$ $  \langle connect-decl \rangle$

$\langle process\text{-}decl \rangle$	$::=$ $\langle var\text{-}decl \rangle$ $ $ $\langle const\text{-}decl \rangle$ $ $ $\langle bus\text{-}decl \rangle$ $ $ $\langle enum\text{-}decl \rangle$ $ $ $\langle func\text{-}decl \rangle$ $ $ $\langle inst\text{-}decl \rangle$ $ $ $\langle gen\text{-}decl \rangle$
$\langle params \rangle$	$::= \langle param \rangle \{ , \langle param \rangle \}$
$\langle param \rangle$	$::= [ ' [ ' [ \langle integer \rangle ] ' ] \langle direction \rangle \langle ident \rangle [ ':' \langle type\text{-}name \rangle$ $] ]$
$\langle direction \rangle$	$::=$ 'in' (input signal) $ $ 'out' (output signal) $ $ 'const' (constant input value)
$\langle var\text{-}decl \rangle$	$::=$ 'var' $\langle ident \rangle$ ':' $\langle type\text{-}name \rangle [ '=' \langle expression \rangle ] [ \langle range \rangle ] ';'$
$\langle range \rangle$	$::=$ 'range' $\langle expression \rangle$ 'to' $\langle expression \rangle$
$\langle enum \rangle$	$::=$ 'enum' $\langle ident \rangle$ $\{' \langle enum\text{-}field \rangle \{ ',' \langle enum\text{-}field \rangle \} '\} ';'$
$\langle enum\text{-}field \rangle$	$::= \langle ident \rangle [ '=' \langle integer \rangle ]$
$\langle const\text{-}decl \rangle$	$::=$ 'const' $\langle ident \rangle$ ':' $\langle type\text{-}name \rangle$ '=' $\langle expression \rangle$ ';'
$\langle bus\text{-}decl \rangle$	$::= [ \text{'clocked'} ] \text{'bus'} \langle ident \rangle$ $\{' \langle bus\text{-}signal\text{-}decls \rangle '\} ';'$
$\langle func\text{-}decl \rangle$	$::=$ 'function' $\langle ident \rangle$ '(' $\langle params \rangle$ ')' '{' { $\langle statement \rangle$ } $'}' ';'$
$\langle bus\text{-}signal\text{-}decls \rangle$	$::= \langle bus\text{-}signal\text{-}decl \rangle \{ \langle bus\text{-}signal\text{-}decl \rangle \}$
$\langle bus\text{-}signal\text{-}decl \rangle$	$::= \langle ident \rangle ':' \langle type\text{-}name \rangle [ '=' \langle expression \rangle ] [ \langle range \rangle ]$ $','$
$\langle connect\text{-}entry \rangle$	$::= \langle name \rangle \text{'->'} \langle name \rangle$
$\langle connect\text{-}decl \rangle$	$::=$ connect $\langle connect\text{-}entry \rangle \{ ',' \langle connect\text{-}entry \rangle \} ';'$
$\langle inst\text{-}decl \rangle$	$::=$ 'instance' $\langle instance\text{-}name \rangle$ 'of' $\langle ident \rangle$ $\{' ( [ \langle param\text{-}map \rangle \{ ',' \langle param\text{-}map \rangle \} ] ) '\} ';'$

$\langle instance-name \rangle$	$::= \langle ident \rangle \text{'['} \langle expression \rangle \text{' ]'}$ (indexed instance) $  \langle ident \rangle$ (named instance) $  \text{'\_ '}$ (anonymous instance)
$\langle param-map \rangle$	$::= [ \langle ident \rangle \text{' : ' } ] \langle expression \rangle$
$\langle gen-decl \rangle$	$::= \text{'generate' } \langle ident \rangle \text{' = ' } \langle expression \rangle \text{' to ' } \langle expression \rangle$ $\text{' { ' } \{ \langle network-decl \rangle \} \text{' } \text{' } \text{' }$
$\langle statement \rangle$	$::= \langle name \rangle \text{' = ' } \langle expression \rangle \text{' ; '}$ (assignment) $  \langle ident \rangle \text{' ( ' } \langle param-map \rangle \text{' ) ' ; '}$ (function call) $  \text{' if ' } \langle expression \rangle \text{' ) ' } \text{' { ' } \{ \langle statement \rangle \} \text{' } \text{' }$ $\text{' { ' } \{ \langle elif-block \rangle \} [ \langle else-block \rangle ] \text{' } \text{' }$ $  \text{' for ' } \langle ident \rangle \text{' = ' } \langle expression \rangle \text{' to ' } \langle expression \rangle$ $\text{' { ' } \{ \langle statement \rangle \} \text{' } \text{' }$ $  \text{' switch ' } \langle expression \rangle$ $\text{' { ' } \{ \langle switch-case \rangle \{ \langle switch-case \rangle \} [ \text{' default ' } \text{' { ' } \{ \langle statement \rangle \} \text{' } \text{' } ] \text{' } \text{' }$ $  \text{' trace ' } \langle ' \rangle \langle format-string \rangle \{ \text{' , ' } \langle expression \rangle \} \text{' ) ' ; '}$ $  \text{' assert ' } \langle ' \rangle \langle expression \rangle [ \text{' , ' } \langle string-literal \rangle ] \text{' ) ' ; '}$ $  \text{' break ' ; '}$
$\langle switch-case \rangle$	$::= \text{' case ' } \langle expression \rangle \text{' { ' } \{ \langle statement \rangle \} \text{' } \text{' }$
$\langle elif-block \rangle$	$::= \text{' elif ' } \langle ' \rangle \langle expression \rangle \text{' ) ' } \text{' { ' } \{ \langle statement \rangle \} \text{' } \text{' }$
$\langle else-block \rangle$	$::= \text{' else ' } \text{' { ' } \{ \langle statement \rangle \} \text{' } \text{' }$
$\langle format-string \rangle$	$::= \text{' \" } \{ \langle format-string-part \rangle \} \text{' \"}$
$\langle format-string-part \rangle$	$::= \text{' { ' } \text{' } \text{' }$ (placeholder string) $  \langle string-char \rangle$
$\langle expression \rangle$	$::= \langle name \rangle$ $  \langle literal \rangle$ $  \langle expression \rangle \langle bin-op \rangle \langle expression \rangle$ $  \langle un-op \rangle \langle expression \rangle$ $  \langle ' \rangle \langle expression \rangle \langle ' \rangle$ $  \langle ' \rangle \langle name \rangle \langle ' \rangle \langle expression \rangle$ (type cast)
$\langle bin-op \rangle$	$::= \text{' + '}$ (addition) $  \text{' - '}$ (subtraction) $  \text{' * '}$ (multiplication) $  \text{' / '}$ (division) $  \text{' \% '}$ (modulo) $  \text{' == '}$ (equal) $  \text{' != '}$ (not equal)

	'<<' (shift left)
	'>>' (shift right)
	'<' (less than)
	'>' (greater than)
	'>=' (greater than or equal)
	'<=' (less than or equal)
	'&' (bitwise-and)
	' ' (bitwise-or)
	'^' (bitwise-xor)
	'&&' (logical conjunction)
	'  ' (logical disjunction)
$\langle un-op \rangle$	::= '-' (negation)
	'+' (identity)
	'!' (logical negation)
	'~' (bitwise-not)
$\langle literal \rangle$	::= $\langle integer \rangle$
	$\langle floating \rangle$
	$\langle string-literal \rangle$
	'[' $\langle integer \rangle$ { ',' $\langle integer \rangle$ } ']' (Array literal)
	'true'
	'false'
	'U' (Undefined value)
$\langle string-literal \rangle$	::= '"' { $\langle string-char \rangle$ } '"'
$\langle intrinsic-type \rangle$	::= 'i' $\langle integer \rangle$ (signed integer)
	'int' (arbitrary-width signed integer)
	'u' $\langle integer \rangle$ (unsigned integer)
	'uint' (arbitrary-width unsigned integer)
	'f32' (single-precision floating point)
	'f64' (double-precision floating point)
	'bool' (boolean value)
$\langle type-name \rangle$	::= $\langle intrinsic-type \rangle$
	$\langle name \rangle$ (type definition)
	'[' [ $\langle expression \rangle$ ] ']' $\langle type-name \rangle$ (array of type)
$\langle ident \rangle$	::= $\langle letter \rangle$ { $\langle letter \rangle$   $\langle number \rangle$   '_'   '-' } (identifier)
$\langle name \rangle$	::= $\langle ident \rangle$
	$\langle name \rangle$ '.' $\langle name \rangle$ (hierarchical accessor)
	$\langle name \rangle$ '[' $\langle array-index \rangle$ ']' (array element access)
$\langle array-index \rangle$	::= '*' (wildcard)
	$\langle expression \rangle$ (element index)

$\langle integer \rangle$	$::= \langle number \rangle \{ \langle number \rangle \}$ (decimal number)   $'0x' \langle hex-digit \rangle \{ \langle hex-digit \rangle \}$ (hexadecimal number)   $'0o' \langle octal-digit \rangle \{ \langle octal-digit \rangle \}$ (octal number)
$\langle floating \rangle$	$::= \{ \langle number \rangle \} '.' \langle number \rangle \{ \langle number \rangle \}$
$\langle number \rangle$	$::= '0' - '9'$
$\langle letter \rangle$	$::= 'a' - 'z'$   $'A' - 'Z'$
$\langle hex-digit \rangle$	$::= \langle number \rangle$   $'a' - 'f'$   $'A' - 'F'$
$\langle octal-digit \rangle$	$::= '0' - '8'$
$\langle string-char \rangle$	$::=$ (ISO-8859-1 char with value $> 26$ )

## Operator precedence

Precedence	Operators
0	$+ - ! \sim$ (unary)
1	$* / \%$
2	$+ -$
3	$<< >>$
4	$< > <= >=$
5	$== !=$
6	$\& \wedge  $
7	$\&\&$
8	$  $

## Keywords

- as
- case
- else
- async
- const
- enum
- await
- connect
- exposed
- barrier
- clocked
- for
- break
- default
- from
- bus
- elif
- func

- generate
- if
- import
- in
- instance
- network
- of
- out
- proc
- range
- return
- switch
- sync
- to
- unique
- var
- wait
- where