

Lustre Grammar

January 1, 2016

1 Common

$\langle char \rangle ::=$ all printable character

$\langle bool \rangle ::=$ true | false

$\langle integer \rangle ::=$ [-+]?(0|[1-9][0-9]*)

$\langle float \rangle ::=$ [-+]?(0|[1-9][0-9]*)(.[0-9]*[1-9])?

$\langle ident \rangle ::=$ [a-zA-Z_][a-zA-Z0-9_]*

$\langle clock \rangle ::=$ ($\langle ident \rangle$ [, ident]*)

2 Program

$\langle program \rangle ::=$ $\langle nodeBlk \rangle^*$

$\langle nodeBlk \rangle ::=$ $\langle typeBlk \rangle$ | $\langle constBlk \rangle$ | $\langle funcBlk \rangle$

3 Type

$\langle typeBlk \rangle ::=$ type $\langle typeStmt \rangle^*$

$\langle typeStmt \rangle ::=$ [$\langle modifier \rangle$] $\langle ident \rangle = \langle type \rangle$;

$\langle modifier \rangle ::=$ private | public | protected

$\langle type \rangle ::=$ $\langle atomType \rangle$ | $\langle struct \rangle$ | $\langle type \rangle \wedge \langle expr \rangle$ la

$\langle atomType \rangle ::=$ char | bool | short | ushort | int | uint | float | real

$\langle struct \rangle ::=$ $\langle field \rangle$ [, $\langle field \rangle$]*

$\langle field \rangle ::=$ $\langle ident \rangle : \langle type \rangle$

4 Const

$\langle constBlk \rangle ::= \text{const } \langle constStmt \rangle^*$

$\langle constStmt \rangle ::= \langle ident \rangle : \langle type \rangle = \langle expr \rangle;$

5 Function

$\langle funcBlk \rangle ::= \text{function } \langle ident \rangle \langle paramBlk \rangle \langle returnBlk \rangle \langle funcBody \rangle$

$\langle paramBlk \rangle ::= (\langle field \rangle [, \langle field \rangle]^*)$

$\langle returnBlk \rangle ::= \text{returns}(\langle field \rangle [, \langle field \rangle]^*)$

$\langle funcBody \rangle ::= [\langle varBlk \rangle] \text{let } \langle eqStmt \rangle \text{tel}$

$\langle varBlk \rangle ::= \text{var } \langle field \rangle^*$

$\langle eqStmt \rangle ::= \langle lhs \rangle = \langle expr \rangle$

$\langle lhs \rangle ::= \langle ident \rangle [, \langle ident \rangle]^*$

6 Expr

$\langle expr \rangle ::= \langle atomExpr \rangle \mid \langle UnopExpr \rangle \mid \langle BinopExpr \rangle \mid \langle fieldExpr \rangle \mid \langle structExpr \rangle$
 $\mid \langle arrAccessExpr \rangle \mid \langle arrInitExpr \rangle \mid \langle preExpr \rangle \mid \langle fbyExpr \rangle \mid \langle arrowExpr \rangle \mid$
 $\langle whenExpr \rangle \mid \langle ifExpr \rangle \mid \langle caseExpr \rangle \mid \langle exprList \rangle \mid \langle applyExpr \rangle \mid (\langle expr \rangle)$

$\langle atomExpr \rangle ::= \langle bool \rangle \mid \langle integer \rangle \mid \langle float \rangle \mid \langle char \rangle \mid \langle ident \rangle$

$\langle UnopExpr \rangle ::= \langle unop \rangle \langle expr \rangle$

$\langle unop \rangle ::= \langle atomType \rangle \mid \text{not} \mid + \mid -$

$\langle BinopExpr \rangle ::= \langle expr \rangle \langle binop \rangle \langle expr \rangle$

$\langle binop \rangle ::= + \mid - \mid * \mid / \mid \text{div} \mid \text{mod} \mid \text{and} \mid \text{or} \mid \text{xor} \mid = \mid != \mid < \mid > \mid <= \mid >=$

$\langle fieldExpr \rangle ::= \langle expr \rangle . \langle ident \rangle$

$\langle structExpr \rangle ::= \langle expr \rangle [, \langle expr \rangle]^*$

$\langle arrAccessExpr \rangle ::= \langle expr \rangle [\langle expr \rangle]$

$\langle arrInitExpr \rangle ::= \langle expr \rangle ^ \langle expr \rangle$

$$\begin{aligned}
\langle preExpr \rangle &::= \text{pre } \langle expr \rangle \\
\langle fbyExpr \rangle &::= \text{fby}(\langle expr \rangle; \langle integer \rangle; \langle expr \rangle) \\
\langle arrowExpr \rangle &::= \langle expr \rangle \rightarrow \langle expr \rangle \\
\langle whenExpr \rangle &::= \langle expr \rangle \text{ when } \langle ident \rangle \\
\langle ifExpr \rangle &::= \text{if } \langle expr \rangle \text{ then } \langle expr \rangle \text{ else } \langle expr \rangle \\
\langle caseExpr \rangle &::= \text{case } \langle expr \rangle \text{ of } (\mid \langle pattern \rangle : \langle expr \rangle)^* \\
\langle pattern \rangle &::= \langle ident \rangle \mid \langle integer \rangle \mid \langle char \rangle \mid \langle bool \rangle \mid _ \\
\langle exprList \rangle &::= \langle expr \rangle [, \langle expr \rangle]^* \\
\langle applyExpr \rangle &::= \langle prefixExpr \rangle \mid \langle highorderExpr \rangle \\
\langle prefixExpr \rangle &::= \langle prefixOp \rangle (\langle exprList \rangle) \\
\langle prefixOp \rangle &::= \langle ident \rangle \mid \langle prefixUnop \rangle \mid \langle prefixBinOp \rangle \\
\langle prefixUnop \rangle &::= \text{short\$} \mid \text{int\$} \mid \text{float\$} \mid \text{real\$} \mid \text{not\$} \mid +\$ \mid -\$ \\
\langle prefixBinOp \rangle &::= \$+\$ \mid \$-\$ \mid \$*\$ \mid \$/\$ \mid \$\text{div}\$ \mid \$\text{mod}\$ \mid \$\text{and}\$ \mid \$\text{or}\$ \mid \$\text{xor}\$ \mid \\
&\quad \$=\$ \mid \$\langle \rangle\$ \mid \$>\$ \mid \$>=\$ \mid \$<\$ \mid \$<=\$ \\
\langle highorderExpr \rangle &::= (\langle highorderOp \rangle \langle prefixOp \rangle << \langle integer \rangle >>) (\langle exprList \rangle) \\
\langle highorderOp \rangle &::= \text{fold} \mid \text{foldi} \mid \text{map} \mid \text{mapfold} \mid \text{mapi}
\end{aligned}$$