

# 1 Collected syntax

The following sections list the sire syntax, with each section related to a particular feature.

## 1.1 Program

$$\begin{aligned} \textit{program} &= \langle \textit{specification} \rangle : \langle \textit{program} \rangle \\ &| \langle \textit{sequence} \rangle \end{aligned}$$

## 1.2 Specifications

$$\begin{aligned} \textit{specification} &= \langle \textit{declaration} \rangle \\ &| \langle \textit{abbreviation} \rangle \\ &| \langle \textit{definition} \rangle \\ &| \langle \textit{simultaneous-specification} \rangle \\ \textit{simultaneous-specification} &= \{ {}_2 \ \& \ \langle \textit{specification} \rangle \} \end{aligned}$$

### 1.2.1 Declarations

$$\begin{aligned} \textit{declaration} &= \langle \textit{specifier} \rangle \{ {}_1 \ , \ \langle \textit{name} \rangle \} \\ &| \langle \textit{server-declaration} \rangle \\ &| \langle \textit{hiding-declaration} \rangle \\ \textit{specifier} &= \langle \textit{type} \rangle \\ &| \langle \textit{type} \rangle \langle \textit{name} \rangle \\ &| \langle \textit{type} \rangle \langle \textit{interface} \rangle \\ &| \langle \textit{specifier} \rangle [ ] \\ &| \langle \textit{specifier} \rangle [ \langle \textit{expression} \rangle ] \\ \textit{type} &= \mathbf{var} \\ &| \mathbf{chan} \\ &| \mathbf{call} \\ &| \mathbf{function} \\ &| \mathbf{process} \\ &| \mathbf{server} \end{aligned}$$

### 1.2.2 Abbreviations

*abbreviation* =  $\langle \text{specifier} \rangle \langle \text{name} \rangle \mathbf{is} \langle \text{element} \rangle$   
|  $\langle \text{specifier} \rangle \langle \text{name} \rangle ( \{ 0 , \langle \text{formal} \rangle \} ) \mathbf{is} \langle \text{element} \rangle$   
|  $\mathbf{val} \langle \text{name} \rangle \mathbf{is} \langle \text{expression} \rangle$

### 1.3 Sequence

*sequence* =  $\{ 0 ; \langle \text{command} \rangle \}$   
*command* =  $\langle \text{primitive-command} \rangle$   
|  $\langle \text{structured-command} \rangle$   
|  $\langle \text{specification} \rangle : \langle \text{command} \rangle$

#### 1.3.1 Primitive commands

*primitive-command* =  $\langle \text{skip} \rangle$   
|  $\langle \text{stop} \rangle$   
|  $\langle \text{assignment} \rangle$   
|  $\langle \text{input} \rangle$   
|  $\langle \text{output} \rangle$   
|  $\langle \text{connect} \rangle$   
*skip* = **skip**  
*stop* = **stop**  
*assignment* =  $\langle \text{element} \rangle := \langle \text{expression} \rangle$   
*input* =  $\langle \text{element} \rangle ? \langle \text{element} \rangle$   
*output* =  $\langle \text{element} \rangle ! \langle \text{expression} \rangle$   
*connect* = **connect**  $\langle \text{element} \rangle \mathbf{to} \langle \text{element} \rangle$

#### 1.3.2 Structured commands

*structured-command* =  $\langle \text{alternation} \rangle$   
|  $\langle \text{conditional} \rangle$   
|  $\langle \text{case} \rangle$   
|  $\langle \text{loop} \rangle$   
|  $\{ \langle \text{sequence} \rangle \}$   
|  $\{ \langle \text{parallel} \rangle \}$   
| **seq**  $\{ 1 , \langle \text{range} \rangle \} \mathbf{do} \langle \text{command} \rangle$

```

    | par {1 , ⟨range⟩ } do ⟨command⟩
conditional = test { {0 | ⟨choice⟩ }
    | if ⟨expression⟩ do ⟨command⟩
    | if ⟨expression⟩ then ⟨command⟩ else ⟨command⟩
choice = ⟨guarded-choice⟩
    | ⟨conditional⟩
    | ⟨specification⟩ : ⟨choice⟩
guarded-choice = ⟨expression⟩ : ⟨command⟩
    case = case ( ⟨expression⟩ ) { {0 | ⟨selection⟩ } }
selection = ⟨expression⟩ : ⟨command⟩
    | else ⟨process⟩
alternation = alt { {0 | ⟨alternative⟩ } }
alternative = ⟨guarded-alternative⟩
    | ⟨alternation⟩
    | ⟨specification⟩ : ⟨alternative⟩
guarded-alternative = ⟨guard⟩ : ⟨command⟩
    guard = ⟨input⟩
    | ⟨expression⟩ & ⟨input⟩
    | ⟨expression⟩ & ⟨skip⟩
    loop = while ⟨expression⟩ do ⟨command⟩
    | until ⟨expression⟩ do ⟨command⟩
    | do ⟨command⟩ while ⟨expr⟩
    | do ⟨command⟩ until ⟨expr⟩
parallel = {0 & ⟨component⟩ }
component = ⟨label⟩ ⟨process⟩
    | ⟨process⟩
    label = ⟨name⟩ is

```

#### 1.4 Process

```

process = ⟨interface⟩ to ⟨command⟩
    | ⟨command⟩
interface = interface ( {0 , ⟨declaration⟩ } )

```

## 1.5 Server

### 1.5.1 Specification

$server = \langle interface \rangle \mathbf{to} \langle server\text{-}specification \rangle$   
 $primitive\text{-}type = \langle call\text{-}type \rangle$   
 $call\text{-}type = \mathbf{call}$   
 $declaration = \langle type \rangle \{ \langle name \rangle ( \{ \langle formal \rangle \} ) \}$   
 $server\text{-}specification = \langle declaration \rangle$   
 $\quad | \{ \langle name \rangle : \langle declaration \rangle \}$   
 $declaration = \mathbf{initial} \langle command \rangle$   
 $\quad | \mathbf{final} \langle command \rangle$   
 $\quad | \langle alternation \rangle$   
 $guard = \mathbf{accept} \langle name \rangle ( \{ \langle formal \rangle \} )$   
 $\quad | \langle expression \rangle \ \& \ \mathbf{accept} \langle name \rangle ( \{ \langle formal \rangle \} )$

### 1.5.2 Declarations

$server\text{-}declaration = \mathbf{server} \langle name \rangle \mathbf{is} \langle server \rangle$   
 $server = \langle server\text{-}array \rangle$   
 $server\text{-}array = [ \langle name \rangle , \langle server \rangle ]$   
 $hiding\text{-}declaration = \mathbf{from} \{ \langle name \rangle : \langle declaration \rangle \} \mathbf{interface} \langle name \rangle$

### 1.5.3 Call

$command = \langle server\text{-}call \rangle$   
 $server\text{-}call = \langle element \rangle ( \{ \langle actual \rangle \} )$

## 1.6 Replication

$label = \langle name \rangle \mathbf{is} \langle replicator \rangle$   
 $conditional = \mathbf{if} \langle replicator \rangle \langle choice \rangle$   
 $case = \mathbf{case} \langle replicator \rangle \langle selection \rangle$   
 $alternation = \mathbf{alt} \langle replicator \rangle \langle alternative \rangle$   
 $declaration = \mathbf{server} \langle name \rangle \mathbf{is} \langle replicator \rangle \langle server \rangle$   
 $replicator = [ \langle name \rangle , \langle range \rangle ]$   
 $range = \langle name \rangle = \langle expression \rangle \mathbf{for} \langle expression \rangle$

|  $\langle \text{name} \rangle = \langle \text{expression} \rangle$  **for**  $\langle \text{expression} \rangle$  **step**  $\langle \text{expression} \rangle$

## 1.7 Expressions

$expression = \langle \text{unary-operator} \rangle \langle \text{operand} \rangle$   
|  $\langle \text{operand} \rangle \langle \text{binary-operator} \rangle \langle \text{operand} \rangle$   
|  $\langle \text{operand} \rangle$   
 $operand = \langle \text{element} \rangle$   
|  $\langle \text{literal} \rangle$   
|  $( \langle \text{expression} \rangle )$

### 1.7.1 Valof

$valof = \mathbf{valof} \langle \text{cmd} \rangle \mathbf{result} \langle \text{expression} \rangle$   
|  $\langle \text{specification} \rangle : \langle \text{valof} \rangle$   
 $expression = ( \langle \text{valof} \rangle )$

## 1.8 Elements

$element = \langle \text{element} \rangle [ \langle \text{expression} \rangle ]$   
|  $\langle \text{field} \rangle$   
|  $\langle \text{name} \rangle$   
 $field = \langle \text{element} \rangle . \langle \text{name} \rangle$   
 $literal = \langle \text{decimal-integer} \rangle$   
|  $\# \langle \text{hexdecimal-integer} \rangle$   
|  $\langle \text{byte} \rangle$   
| **true**  
| **false**  
 $hexdecimal-integer = \langle \text{hexdecimal-digit} \rangle$   
|  $\langle \text{hexdecimal-digit} \rangle \langle \text{hexdecimal-integer} \rangle$   
 $decimal-integer = \langle \text{digit} \rangle$   
|  $\langle \text{digit} \rangle \langle \text{decimal-integer} \rangle$   
 $byte = ' \langle \text{character} \rangle '$

## 1.9 Abstraction

### 1.9.1 Definitions

*definition* =  $\langle \text{procedure} \rangle$   
|  $\langle \text{function} \rangle$   
*procedure* = **process**  $\langle \text{name} \rangle$  (  $\{_0$  ,  $\langle \text{formal} \rangle$  } ) **is**  $\langle \text{process} \rangle$   
| **server**  $\langle \text{name} \rangle$  (  $\{_0$  ,  $\langle \text{formal} \rangle$  } ) **is**  $\langle \text{server} \rangle$   
| **server**  $\langle \text{name} \rangle$  (  $\{_0$  ,  $\langle \text{formal} \rangle$  } ) **inherits**  $\langle \text{hiding-declaration} \rangle$   
*function* = **function**  $\langle \text{name} \rangle$  (  $\{_0$  ,  $\langle \text{formal} \rangle$  } ) **is**  $\langle \text{valof} \rangle$   
*formal* =  $\langle \text{specifier} \rangle$   $\langle \text{name} \rangle$   
|  $\langle \text{specifier} \rangle$   $\langle \text{name} \rangle$  (  $\{_0$  ,  $\langle \text{formal} \rangle$  } )  
| **val**  $\langle \text{name} \rangle$

### 1.9.2 Instances

*process* =  $\langle \text{instance} \rangle$   
*server* =  $\langle \text{instance} \rangle$   
*command* =  $\langle \text{instance} \rangle$   
*expression* =  $\langle \text{instance} \rangle$   
*instance* =  $\langle \text{name} \rangle$  (  $\{_0$  ,  $\langle \text{actual} \rangle$  } )  
*actual* =  $\langle \text{element} \rangle$   
|  $\langle \text{expression} \rangle$

## 1.10 Compiler transformations

### 1.10.1 Process distribution

*process* = **on**  $\langle \text{expression} \rangle$  **do**  $\langle \text{process} \rangle$

### 1.10.2 Channel end references

*absolute-reference* = (  $\langle \text{expression} \rangle$  :  $\langle \text{expression} \rangle$  :  $\langle \text{expression} \rangle$  )  
*interface* = **interface** (  $\{_0$  ,  $\langle \text{declaration} \rangle$  } ) @  $\langle \text{absolute-reference} \rangle$   
*server-call* =  $\langle \text{local-chanend} \rangle$  !  $\langle \text{element} \rangle$  (  $\{_0$  ,  $\langle \text{actual} \rangle$  } )  
*local-chanend* =  $\langle \text{element} \rangle$  @  $\langle \text{absolute-reference} \rangle$   
*chanend* =  $\langle \text{remote-chanend} \rangle$

*remote-chanend* = @ <absolute-reference> . <expression>

## 2 Ordered syntax

The following lists each element of the sire syntax in alphabetical order.

```
abbreviation = val ⟨name⟩ is ⟨expression⟩
                | ⟨specifier⟩ ⟨name⟩ ( {0 , ⟨formal⟩ } ) is ⟨element⟩
                | ⟨specifier⟩ ⟨name⟩ is ⟨element⟩
absolute-reference = ( ⟨expression⟩ : ⟨expression⟩ : ⟨expression⟩ )
actual = ⟨element⟩
                | ⟨expression⟩
alternation = alt { {0 | ⟨alternative⟩ } }
                | alt ⟨replicator⟩ ⟨alternative⟩
alternative = ⟨alternation⟩
                | ⟨guarded-alternative⟩
                | ⟨specification⟩ : ⟨alternative⟩
assignment = ⟨element⟩ := ⟨expression⟩
byte = ' ⟨character⟩ '
call-type = call
                | case ( ⟨expression⟩ ) { {0 | ⟨selection⟩ } }
                | case ⟨replicator⟩ ⟨selection⟩
chanend = ⟨remote-chanend⟩
choice = ⟨conditional⟩
                | ⟨guarded-choice⟩
                | ⟨specification⟩ : ⟨choice⟩
command = ⟨instance⟩
                | ⟨primitive-command⟩
                | ⟨server-call⟩
                | ⟨specification⟩ : ⟨command⟩
                | ⟨structured-command⟩
component = ⟨label⟩ ⟨process⟩
                | ⟨process⟩
conditional = if ⟨expression⟩ do ⟨command⟩
                | if ⟨expression⟩ then ⟨command⟩ else ⟨command⟩
                | if ⟨replicator⟩ ⟨choice⟩
                | test { {0 | ⟨choice⟩ } }
connect = connect ⟨element⟩ to ⟨element⟩
decimal-integer = ⟨digit⟩
                | ⟨digit⟩ ⟨decimal-integer⟩
declaration = final ⟨command⟩
```



| **initial** <command>  
 | **server** <name> **is** <replicator> <server>  
 | <alternation>  
 | <hiding-declaration>  
 | <server-declaration>  
 | <specifier> {<sub>1</sub> , <name> }  
 | <type> {<sub>1</sub> , <name> ( {<sub>0</sub> , <formal> } ) }  
*definition* = <function>  
 | <procedure>  
*element* = <element> [ <expression> ]  
 | <field>  
 | <name>  
*expression* = ( <valof> )  
 | <instance>  
 | <operand>  
 | <operand> <binary-operator> <operand>  
 | <unary-operator> <operand>  
*field* = <element> . <name>  
*formal* = **val** <name>  
 | <specifier> <name>  
 | <specifier> <name> ( {<sub>0</sub> , <formal> } )  
*function* = **function** <name> ( {<sub>0</sub> , <formal> } ) **is** <valof>  
*guard* = **accept** <name> ( {<sub>0</sub> , <formal> } )  
 | <expression> **& accept** <name> ( {<sub>0</sub> , <formal> } )  
 | <expression> **&** <input>  
 | <expression> **&** <skip>  
 | <input>  
*guarded-alternative* = <guard> : <command>  
*guarded-choice* = <expression> : <command>  
*hexdecimal-integer* = <hexdecimal-digit>  
 | <hexdecimal-digit> <hexdecimal-integer>  
*hiding-declaration* = **from** { {<sub>1</sub> : <declaration> } } **interface** <name>  
*input* = <element> ? <element>  
*instance* = <name> ( {<sub>0</sub> , <actual> } )  
*interface* = **interface** ( {<sub>0</sub> , <declaration> } )  
 | **interface** ( {<sub>0</sub> , <declaration> } ) @ <absolute-reference>  
*label* = <name> **is**  
 | <name> **is** <replicator>  
*literal* = # <hexdecimal-integer>

| **false**  
 | **true**  
 | ⟨byte⟩  
 | ⟨decimal-integer⟩  
*local-chanend* = ⟨element⟩ @ ⟨absolute-reference⟩  
*loop* = **do** ⟨command⟩ **until** ⟨expr⟩  
 | **do** ⟨command⟩ **while** ⟨expr⟩  
 | **until** ⟨expression⟩ **do** ⟨command⟩  
 | **while** ⟨expression⟩ **do** ⟨command⟩  
*operand* = ( ⟨expression⟩ )  
 | ⟨element⟩  
 | ⟨literal⟩  
*output* = ⟨element⟩ ! ⟨expression⟩  
*parallel* = {<sub>0</sub> & ⟨component⟩ }  
*primitive-command* = ⟨assignment⟩  
 | ⟨connect⟩  
 | ⟨input⟩  
 | ⟨output⟩  
 | ⟨skip⟩  
 | ⟨stop⟩  
*primitive-type* = ⟨call-type⟩  
*procedure* = **process** ⟨name⟩ ( {<sub>0</sub> , ⟨formal⟩ } ) **is** ⟨process⟩  
 | **server** ⟨name⟩ ( {<sub>0</sub> , ⟨formal⟩ } ) **inherits** ⟨hiding-declaration⟩  
 | **server** ⟨name⟩ ( {<sub>0</sub> , ⟨formal⟩ } ) **is** ⟨server⟩  
*process* = **on** ⟨expression⟩ **do** ⟨process⟩  
 | ⟨command⟩  
 | ⟨instance⟩  
 | ⟨interface⟩ **to** ⟨command⟩  
*program* = ⟨sequence⟩  
 | ⟨specification⟩ : ⟨program⟩  
*range* = ⟨name⟩ = ⟨expression⟩ **for** ⟨expression⟩  
 | ⟨name⟩ = ⟨expression⟩ **for** ⟨expression⟩ **step** ⟨expression⟩  
*remote-chanend* = @ ⟨absolute-reference⟩ . ⟨expression⟩  
*replicator* = [ {<sub>1</sub> , ⟨range⟩ } ]  
*selection* = **else** ⟨process⟩  
 | ⟨expression⟩ : ⟨command⟩  
*sequence* = {<sub>0</sub> ; ⟨command⟩ }  
*server* = ⟨instance⟩  
 | ⟨interface⟩ **to** ⟨server-specification⟩

```

| <server-array>
server-array = [ {1 , <server> } ]
server-call = <element> ( {0 , <actual> } )
| <local-chanend> ! <element> ( {0 , <actual> } )
server-declaration = server <name> is <server>
server-specification = { {1 : <declaration> } }
| <declaration>
simultaneous-specification = {2 & <specification> }
skip = skip
specification = <abbreviation>
| <declaration>
| <definition>
| <simultaneous-specification>
specifier = <specifier> [ ]
| <specifier> [ <expression> ]
| <type>
| <type> <interface>
| <type> <name>
stop = stop
structured-command = par {1 , <range> } do <command>
| seq {1 , <range> } do <command>
| { <parallel> }
| { <sequence> }
| <alternation>
| <case>
| <conditional>
| <loop>
type = call
| chan
| function
| process
| server
| var
valof = valof <cmd> result <expression>
| <specification> : <valof>

```

### 3 Operators

A  $\langle$ binary-operator $\rangle \oplus$  takes two operands  $a$  and  $b$  and produces a value  $a \oplus b$ . A binary *arithmetic operators* takes signed integer operands and produces a signed integer result.

Symbol	Meaning	Definition
+	sum	$a + b$
-	difference	$a - b$
*	produce	$a \times b$
/	quotient	$a/b$
rem	remainder	$a \bmod b$

A binary *relational operator* takes two signed integer values and produces the value true or false.

Symbol	Meaning	Definition
=	equality	$a = b$
~=	inequality	$a \neq b$
<	less than	$a < b$
<=	less than or equal	$a \leq b$
>	greater than	$a > b$
>=	greater than or equal	$a \geq b$

A binary *logical operator* takes two operands and produces a bitwise result  $b_i = a_i \oplus b_i$  for  $0 \leq i < n$ .

Symbol	Meaning	Definition
or	bitwise or	$b \text{ or } 0 = b, b \text{ or } 1 = 1$
and	bitwise and	$b \text{ and } 0 = 0, b \text{ and } 1 = b$
xor	bitwise exclusive or	$b \text{ xor } 0 = b, b \text{ xor } 1 = 1, 1 \text{ xor } 1 = 0,$
<<	left bitwise shift	$b_i = b_{i+1}, b_0 = 0$
>>	right bitwise shift	$b_i = b_{i-1}, b_n - 1 = 0$

A  $\langle$ unary-operator $\rangle \oplus$  takes a single operand  $a$  and produces the value  $\oplus a$ .

Symbol	Meaning	Definition
-	negation	$0 - a$
~	bitwise not	$\sim 0 = 1, \sim 1 = 0$

## 4 Representation of values

Signed values are represented as a two's complement bit-pattern. With a word size of  $n$ , values in the range  $-2^{n-1} \leq n < 2^{n-1}$  can be represented.

The literal value `true` represents an all-1 bit pattern (the value  $-1$ ) and the literal value `false` represents an all-0 bit pattern (the value  $0$ ). The effect of this is consistent with the logical not operation: `not false = true` and `not true = false`.

## 5 Character set

A `<character>` can be any alphabetical character

**A B C D E F G H I J K L M N O P Q R S T U V W X Y Z**  
**a b c d e f g h i j k l m n o p q r s t u v w x y z**

or any special character

**\_ + - = , . : ; ? { } [ ] ( ) # & ! \* @ | " '**

A `<digit>` can be any numeric character

**0 1 2 3 4 5 6 7 8 9**

A `<hex-digit>` can be any numeric character or

**A B C D E F a b c d e f**

A `<name>` consists of a sequence of alphanumeric characters and underscores.

## 6 Comments

A comment is introduced with a `'%` symbol and continues until the end of the line.

## 7 Keywords

The following are keywords in sire and cannot be used for names.

<b>accept</b>	<b>function</b>	<b>skip</b>
<b>alt</b>	<b>if</b>	<b>step</b>
<b>call</b>	<b>inherits</b>	<b>stop</b>
<b>case</b>	<b>initial</b>	<b>test</b>
<b>chan</b>	<b>interface</b>	<b>then</b>
<b>connect</b>	<b>is</b>	<b>to</b>
<b>do</b>	<b>on</b>	<b>true</b>
<b>else</b>	<b>par</b>	<b>until</b>
<b>false</b>	<b>process</b>	<b>val</b>
<b>final</b>	<b>result</b>	<b>valof</b>
<b>for</b>	<b>seq</b>	<b>var</b>
<b>from</b>	<b>server</b>	<b>while</b>