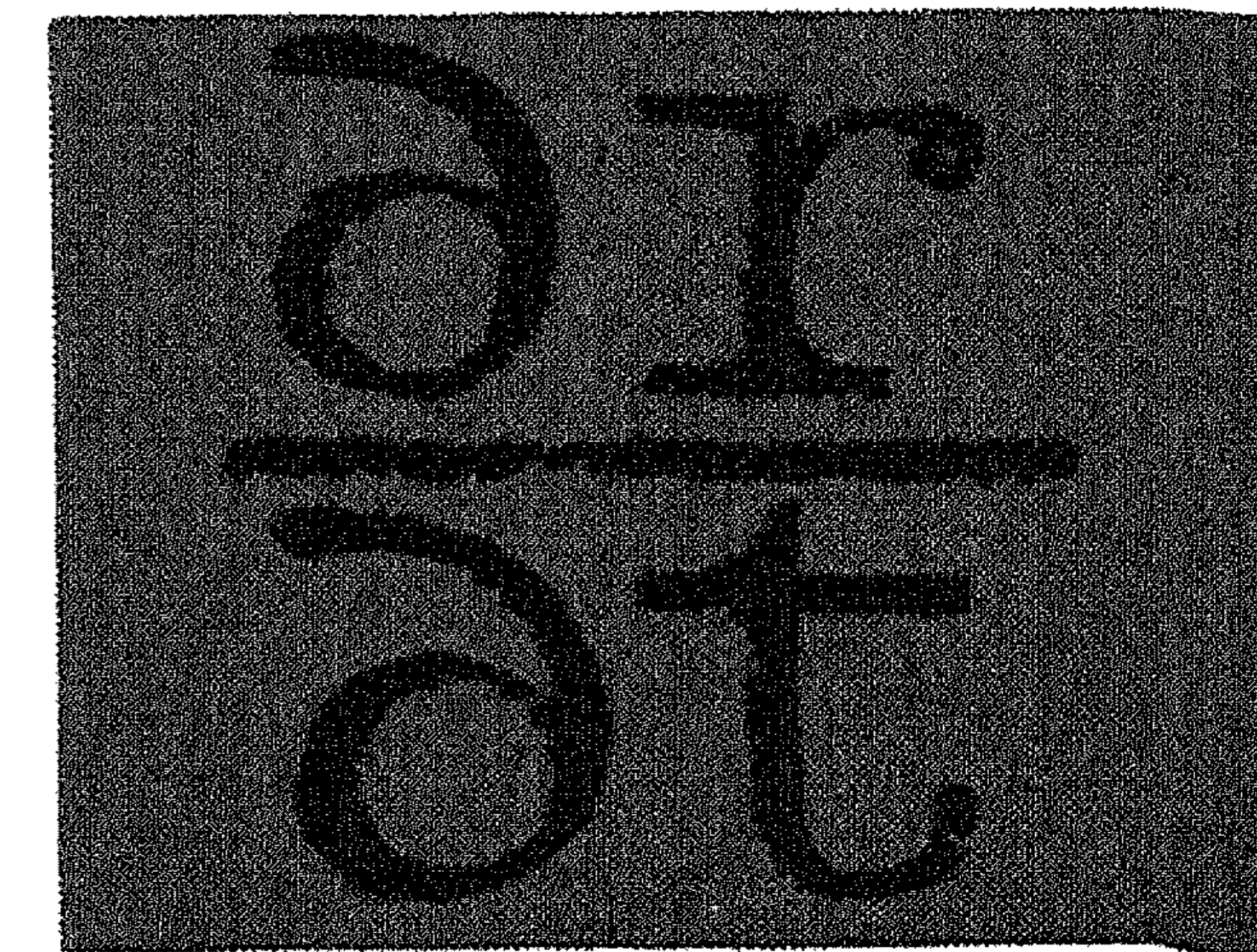
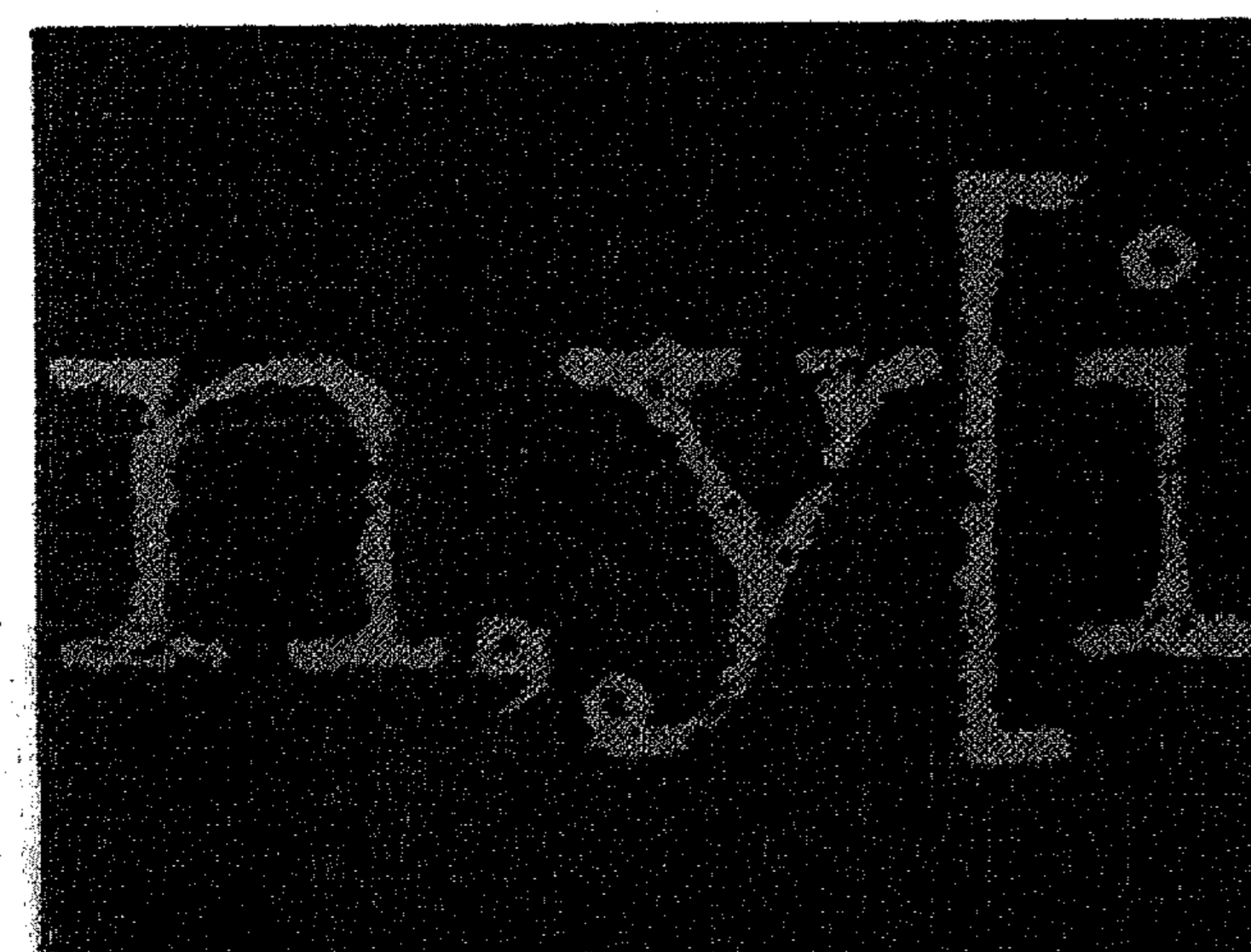
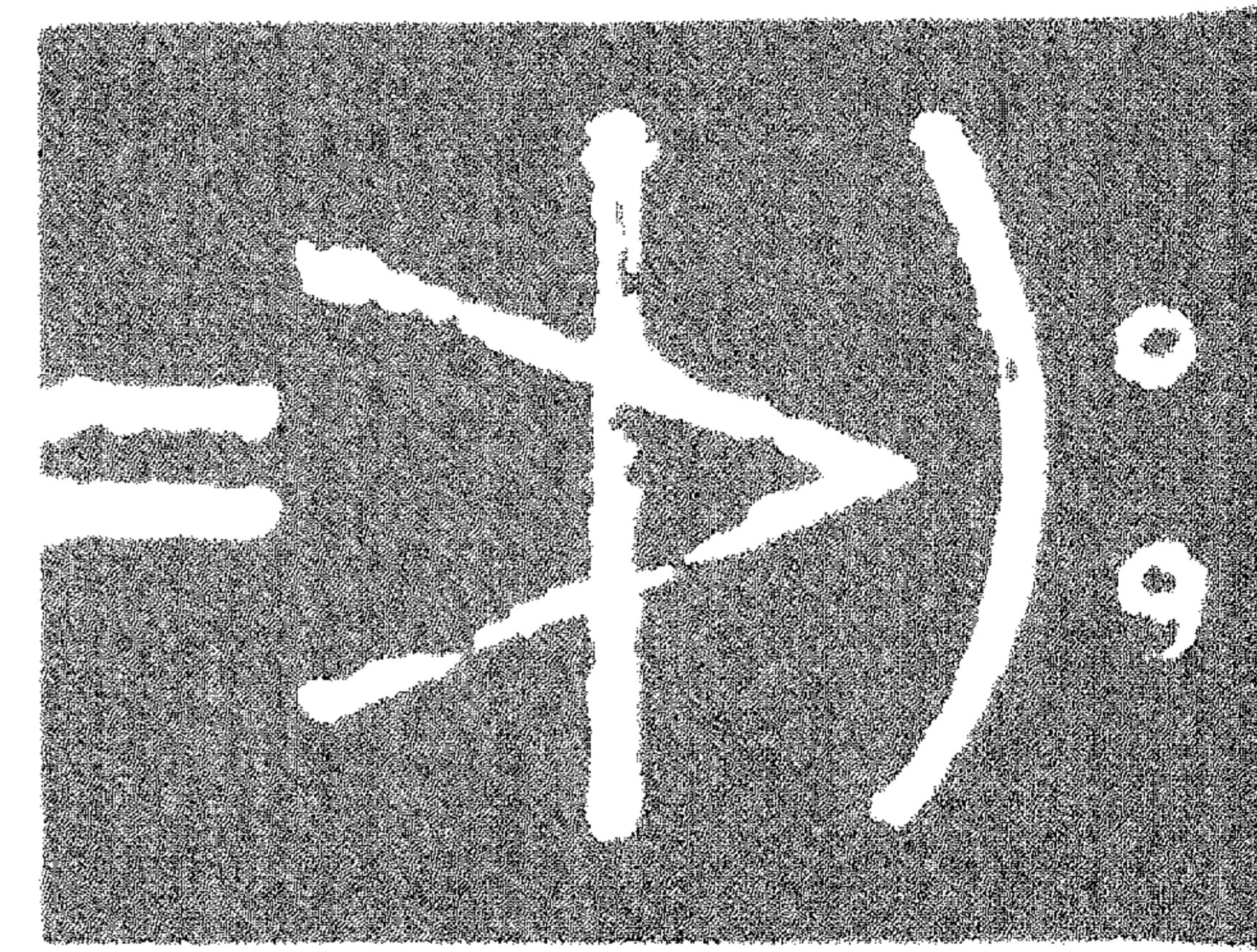
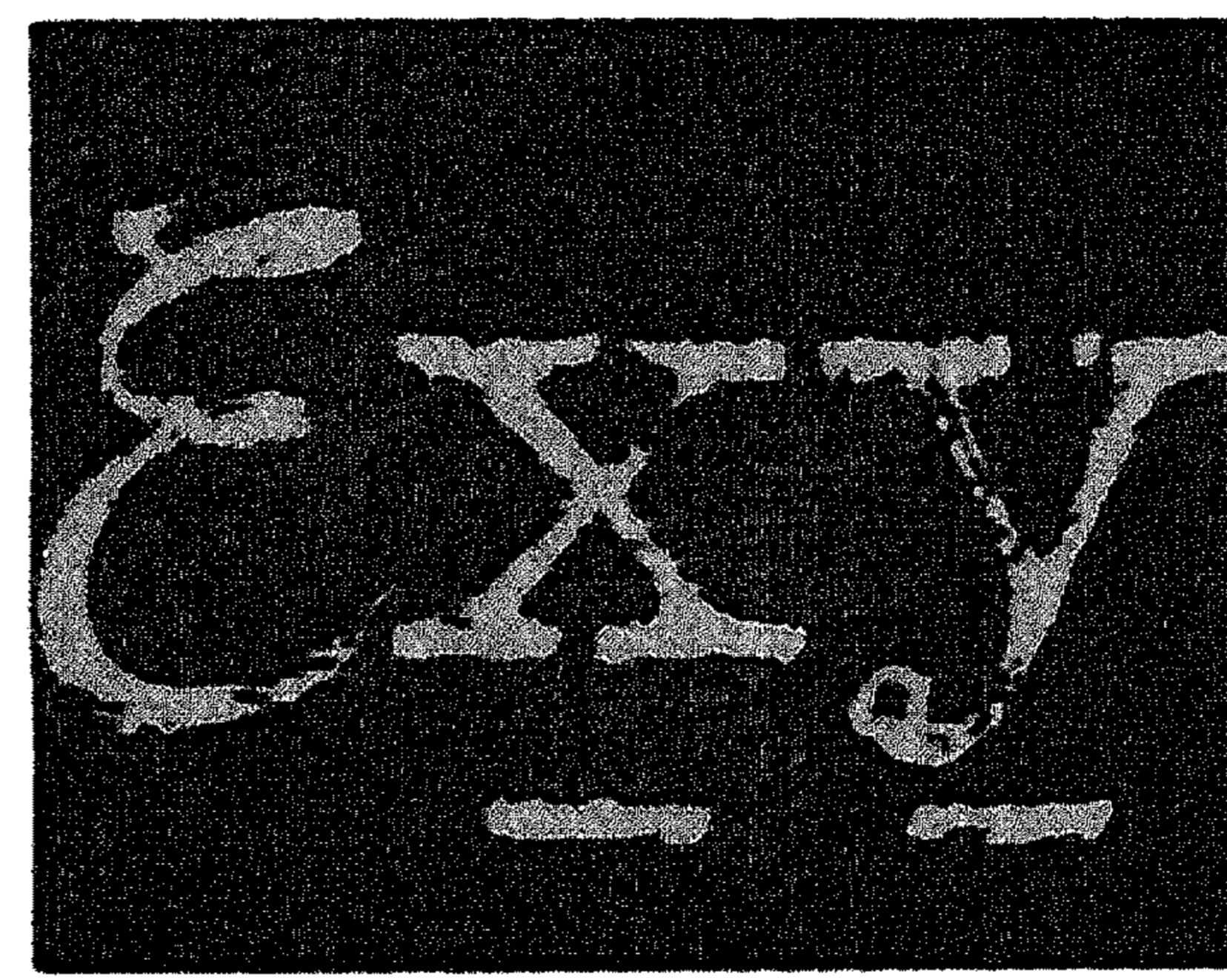
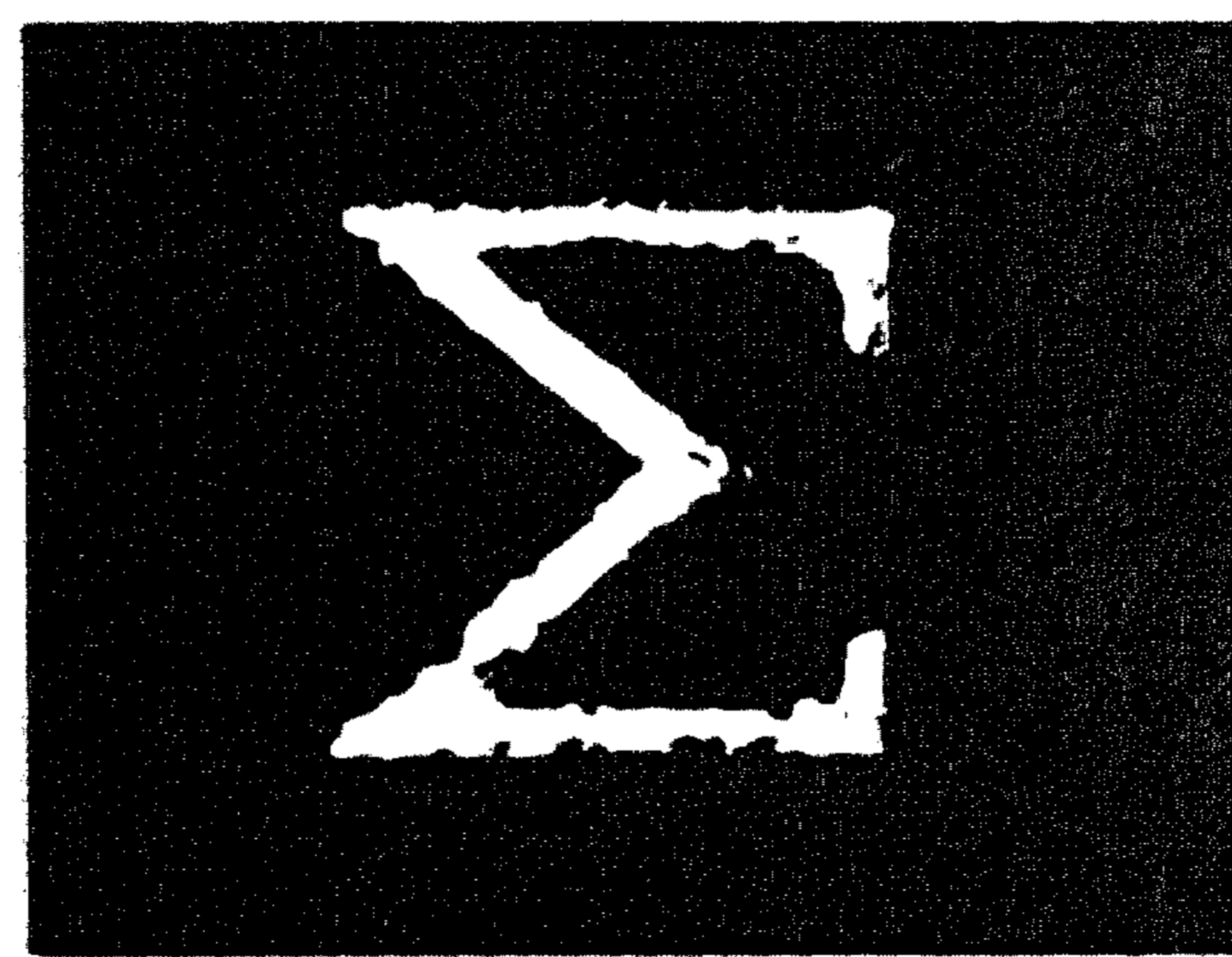
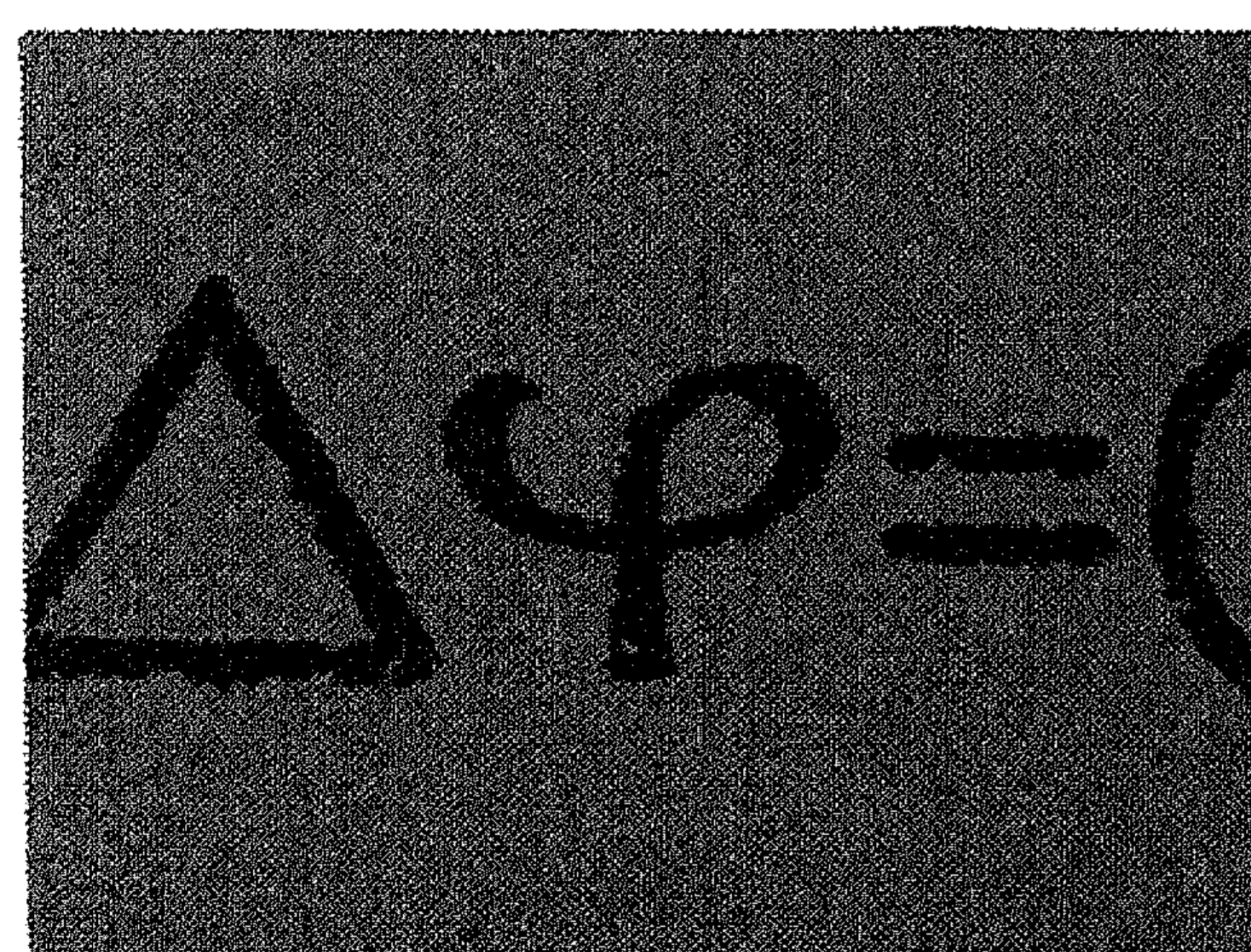
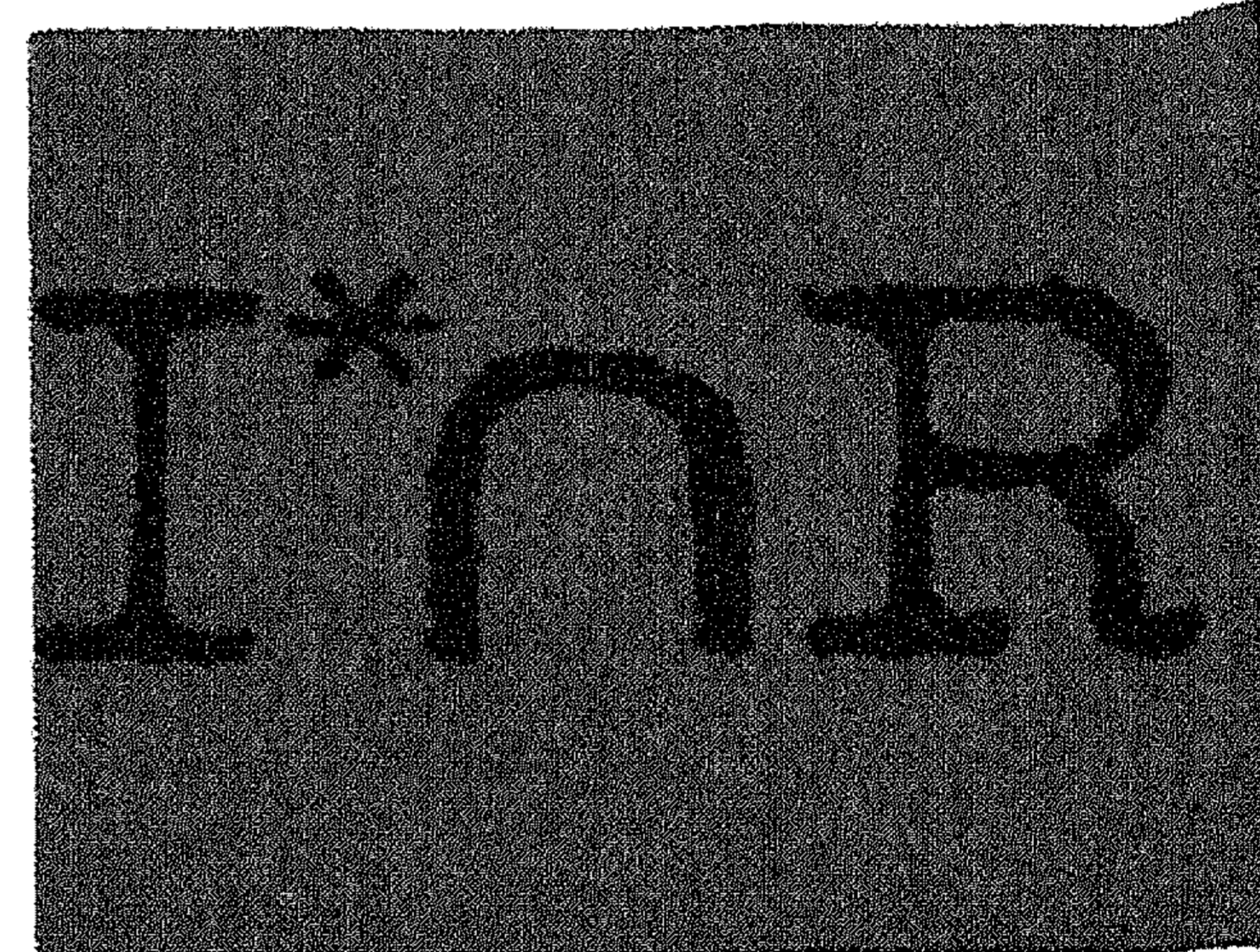
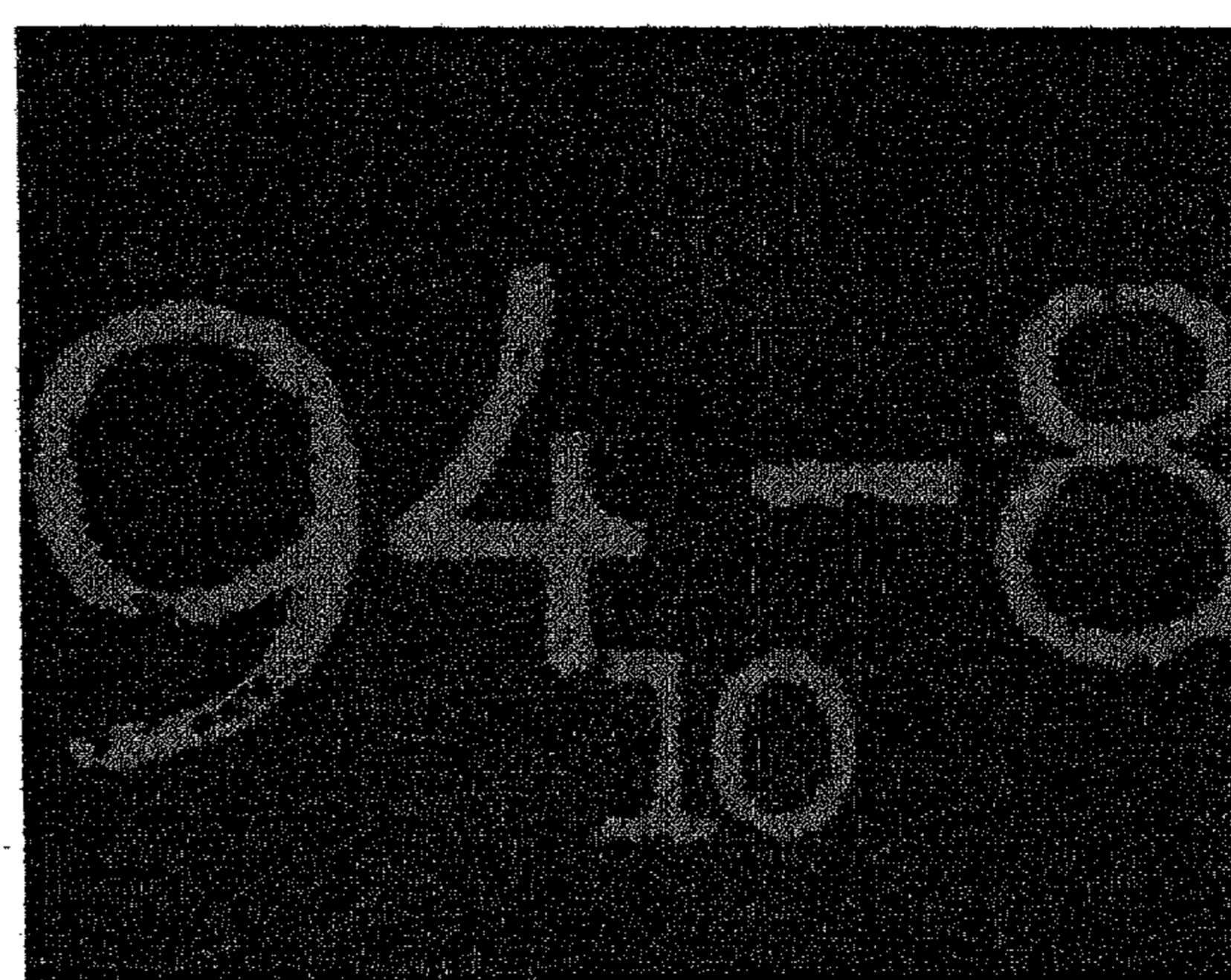
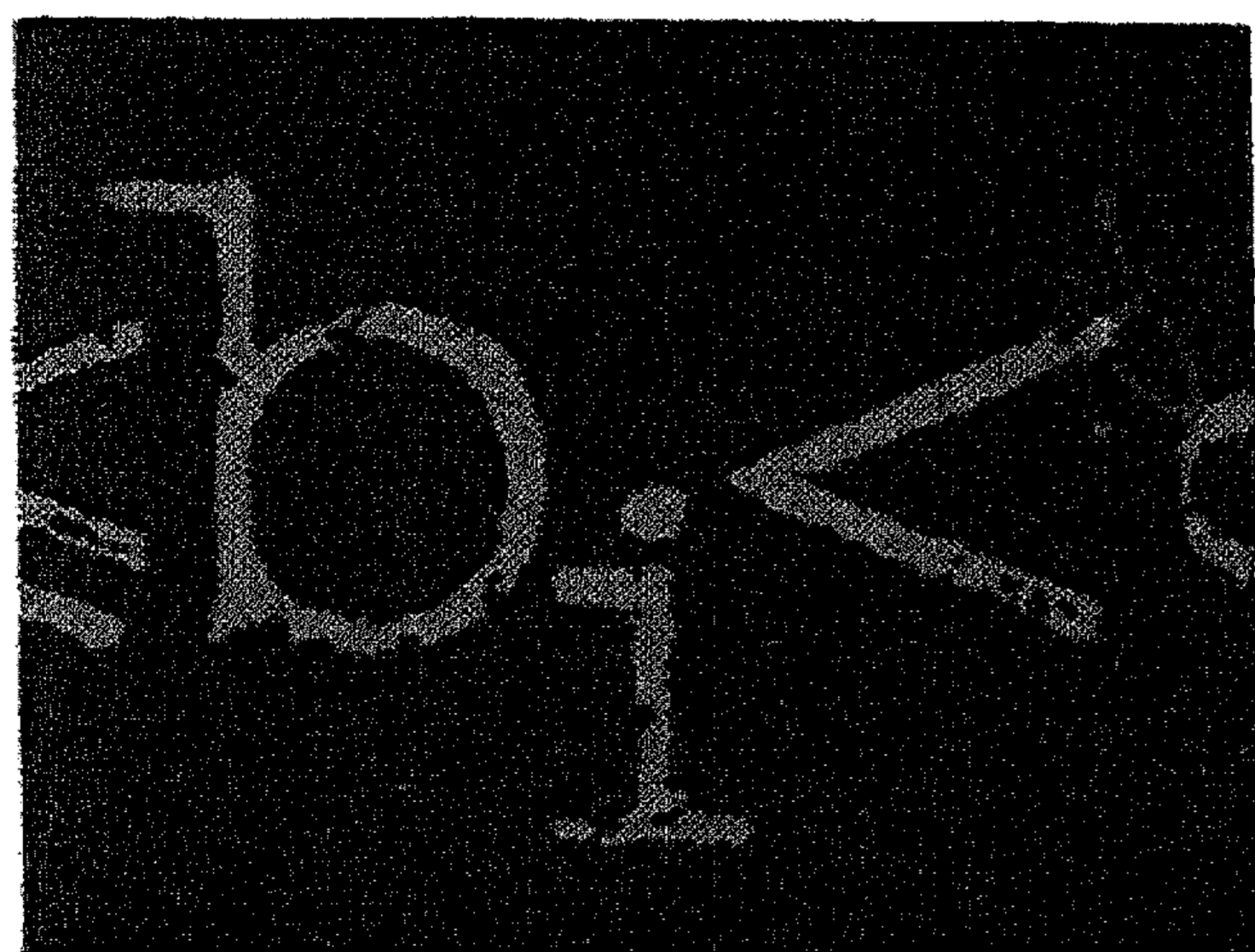


# FORMAL DEFINITION OF PROGRAMMING LANGUAGES

WITH AN APPLICATION TO THE  
DEFINITION OF ALGOL 60

J. W. DE BAKKER

ontwerp jan brein





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## TABLE OF CONTENTS

CHAPTER 1. INTRODUCTION	1
CHAPTER 2. DESCRIPTION OF THE METALANGUAGE	10
2.1. Syntax of the metalanguage	10
2.2. Syntactical examples	13
2.3. Semantics of the metalanguage	15
2.3.1. The evaluation of a name	15
2.3.2. The value of a simple name	16
2.3.3. The concept of envelope	16
2.3.4. The concept of applicability	18
2.3.5. The application of $V$	19
2.4. Semantical examples	20
2.4.1. Examples of the concept of envelope	20
2.4.2. Examples of the evaluation of a name	21
2.4.2.1. The Euclidean algorithm for the greatest common divisor	21
2.4.2.2. Definition of lexicographical ordering	22
CHAPTER 3. PROPERTIES OF THE METALANGUAGE	24
3.1. Definitions of computability	25
3.1.1. Markov algorithms	25
3.1.2. Turing machines	26
3.1.3. Recursive functions	28
3.2. Phrase structure languages and the metalanguage	31
3.2.1. Definition of phrase structure languages	31
3.2.2. Type 0 and type 2 languages	33
3.2.3. A type 1 language	35
3.2.4. Definition of abstract machines	35
3.2.4.1. Finite automata	36
3.2.4.2. Pushdown automata	36
3.2.4.3. Linear bounded automata	38
3.2.4.4. Turing machines	38



CHAPTER 4. DEFINITION OF THE METALANGUAGE	39
4.1. The ALGOL 60 program for the processor	39
4.2. Examples	66
4.2.1. Introductory examples	68
4.2.1.1. Example 1. Greatest common divisor of two positive integers by the Euclidean algorithm	68
4.2.1.2. Example 2. Lexicographical ordering	70
4.2.1.3. Example 3. Definition of a row	72
4.2.1.4. Example 4. Intermediate addition of truths to V	74
4.2.2. Examples related to chapter 3	
4.2.2.1. Example 5. Markov's algorithm for the greatest common divisor	76
4.2.2.2. Example 6. A Turing machine for addition	78
4.2.2.3. Example 7. Recognizer for the context sensitive language $\{a^n b^n a^n \mid n \geq 1\}$	80
4.2.2.4. Example 8. A finite automaton	82
4.2.2.5. Example 9. A pushdown automaton for the recognition of the language $\{a^n b^n \mid n \geq 1\}$	84
4.2.3. Examples related to the definition of ALGOL 60	87
4.2.3.1. Example 10. Conditional expressions	87
4.2.3.2. Example 11. Definition of the logical operators $\neg$ , $\wedge$ , $\vee$	90
4.2.3.3. Example 12. Integer addition and subtraction and assignment statements	93
4.2.3.4. Example 13. Goto statements	98
4.2.4. Example 14. Wang's algorithm for the propositional calculus	103
CHAPTER 5. DEFINITION OF ALGOL 60	109
5.0. "Undefined values"	110
5.1. Syntax of a program	110
5.2. Value of a program	111
5.3. Syntax of block number and program point	112
5.4. Prescan declarations	112
5.5. Prescan statements	113



5.6.	Value of <u>begin</u> and <u>end</u>	115
5.7.	Type declarations	115
5.8.	The value of a simple variable	116
5.9.	Array declarations	117
5.10.	The value of a subscripted variable	119
5.11.	Switch declarations	119
5.12.	"Label declarations"	120
5.13.	Procedure declarations	121
5.14.	Assignment statements	124
5.15.	Goto statements	127
5.16.	For statements	129
5.17.	Procedure statements and function designators	133
5.18.	Variables	140
5.19.	Syntax of arithmetic expressions	142
5.20.	Syntax of boolean expressions	143
5.21.	Syntax of designational expressions	145
5.22.	The value of boolean expressions and of arithmetic expressions	146
5.23.	Basic symbols and auxiliary symbols. Comment conventions	150
<b>CHAPTER 6. EXPLANATION OF THE DEFINITION OF ALGOL 60</b>		<b>156</b>
6.1.	Defects of the definition	156
6.2.	Structure of the metaprogram	157
6.3.	Determination of the block number	159
6.4.	The prescan	163
6.5.	The requirement that all identifiers of a program be declared	174
6.6.	Auxiliary identifiers and labels	177
6.7.	"Undefined values"	177
6.8.	Syntax of a program	179
6.9.	Value of a program	179
6.10.	Syntax of block number and program point	179
6.11.	Prescan declarations	179



6.12.	Prescan statements	180
6.13.	Value of <u>begin</u> and <u>end</u>	180
6.14.	Type declarations	181
6.15.	The value of a simple variable	182
6.16.	Array declarations	184
6.17.	The value of a subscripted variable	185
6.18.	Switch declarations	186
6.19.	"Label declarations"	186
6.20.	Procedure declarations	186
6.21.	Assignment statements	188
6.22.	Goto statements	189
6.23.	For statements	192
6.24.	Procedure statements and function designators	195
6.25.	Variables	199
6.26.	Syntax of arithmetic expressions	199
6.27.	Syntax of boolean expressions	199
6.28.	Syntax of designational expressions	199
6.29.	The value of boolean expressions and of arithmetic expressions	199
6.30.	Basic symbols and auxiliary symbols. Comment conventions.	200
<b>BIBLIOGRAPHY</b>		<b>202</b>



## CHAPTER 1

### INTRODUCTION

In this paper we treat a method for the formal definition of syntax and semantics of programming languages. As an important application, a complete formal definition of ALGOL 60 is given.

We can distinguish between two aspects of the formalization of a programming language:

1. Formalization of the syntax: Given an alphabet, i.e. a finite set of symbols, to exhibit a set of rules which define which sequences of symbols over this alphabet constitute a program in the language concerned.
2. Formalization of the semantics, i.e. introduction of a formal system which defines the meaning of a (syntactically correct) program.

A fairly satisfactory solution to the first problem was given in the ALGOL 60 report [38], in which the syntax of ALGOL 60 was defined by means of a formalism due to Backus [2].

The notation of Backus has been used subsequently for the definition of several other programming languages and also for the syntactical definition of related formal systems. As was proved later [23], Backus notation is equivalent to a concept which had been introduced previously by Chomsky [11], viz. that of context free grammar, which is a specialization of the notion of phrase structure grammar, also due to Chomsky [10]. However, Backus notation is not entirely sufficient for the definition of the syntax of programming languages, such as ALGOL 60. In fact, the ALGOL 60 report contains, besides the rules formalized in Backus notation, several others, expressed in English, which impose further restrictions on the class of syntactically correct programs. It can be proved that it



is impossible to include these further restrictions in a context free grammar [20].

A generalization of the notion of context free grammar, which still needs some rules stated in English, but which allows considerably more formalization of the syntax, has been given by van Wijngaarden [50]. Another extension of context free grammars, which also makes it possible to formalize rules which cannot be expressed in Backus notation, has been proposed by Caracciolo di Forino [6].

After the problem of the formalization of the syntax had been (partly) solved, it seemed natural to try and find a formalism for the definition of the semantics of programming languages. In the ALGOL 60 report, the semantics is described entirely in English. However, there exists a fairly general agreement that this is unsatisfactory and that it is desirable to formalize the semantics (maybe only a part of it) as well. In fact, it soon appeared that the description in English shows several defects, mainly apparent from the fact that various constructions may be thought of, for which the ALGOL 60 report does not give an unambiguous interpretation. A list of these ambiguities (which is not even complete) has been given by Knuth [27].

In the past few years, several systems for the formalization of the semantics of programming languages have been proposed. However, there exists no agreement at all on what one means by a semantical description of a programming language. In September 1964, a conference on "Formal Language Description Languages" was held, organized by the technical committee on programming languages of the International Federation for Information Processing. The proceedings of this conference [41] show clearly how much the ideas of the several authors diverge.

Landin [30, 31, 32], Böhm [4, 5] and Strachey [43] use the  $\lambda$ -calculus of Church as the basis of their formalisms. Essentially, this means that they try to describe a program by means of a functional notation. However, in our opinion this conflicts with the dynamic structure of a program, which consists of a number of instructions executed successively. (This criticism has also been given by Wirth [47].) In defence of the use of the



$\lambda$ -calculus it should be mentioned that it can be used to describe the locality concept of ALGOL 60 in a way which is more elegant than in any other system of which we know. Assignment statements and goto statements on the other hand can be included in the system only with considerable difficulty. We may add to this that the paper of Landin [32] forms the most completely worked out system for the definition of ALGOL 60 which has been proposed up to now.

Steel [40, 42] has given the foundations for his way of formalizing semantics, without, however, showing how fundamental concepts in programming languages can be described with his system.

McCarthy [34, 35] also gives only simple examples, from which it is difficult to conclude whether his mechanism is sufficient for the more complicated concepts of a programming language such as ALGOL 60, e.g. the meaning of declaration, of recursive procedures, or the call by name concept. McCarthy introduces the notion of a state vector, the components of which are: the current values of the variables which occur in the program, and the number of the statement which is to be executed. He admits, however, that the above mentioned concepts will require a more complicated state vector<sup>1)</sup>.

Wirth [47] lets the semantical description of a programming language run parallel to its syntactical definition. Whenever a syntactical rule is applied during the analysis of a program, a corresponding semantical rule is applied which changes the values of zero or more entities in a so-called environment. The semantical rules are formalized in a language which is said to correspond closely to the elementary operations of a computer. It is assumed that the concepts of this elementary language do not need further formal definition. As possible objections to his approach we might mention: As Wirth himself admits, it is applicable only to programming languages whose syntax is less general than that of a context free grammar. Also, it appears that the system is not entirely sufficient for the treatment of the main example he gives, namely of the language EULER, a generalization of ALGOL 60 (see also [46]). First, he has to extend his elementary notation with a number of operators and types, the

---

1) A combination of the formalisms of Landin and McCarthy has been used for the formal definition of PL/I, see [53].



meaning of which is in our opinion not so obvious that they belong in this elementary system. Furthermore, the definition of the meaning of an EULER program is given in two phases, the second of which does not have the structure as described above, since in this phase the semantical rules are not applied in parallel to the syntactical ones.

When we compare Wirth's method to the system we propose in this paper, it appears that his degree of formalization is considerably less than ours. Concepts which he considers too elementary to need further formal definition, have been treated formally in our system. On the other hand, his mechanism is of greater practical importance, since a definition of a programming language with his method can be used as the basis for a compiler for that language. We shall see that it is not at all easy to do the same with our system.

Analogous considerations hold for the work of Feldman [19]. The "Formal Semantic Language" which he uses to define the semantics of programming languages, has been designed for the purpose of constructing compilers. For these practical problems, FSL has proven to be of much use. However, we feel that FSL is too complicated a language to be considered a solution to the problem of the formalization of semantics.

Garwick [21] wants to define programming languages by means of their compilers, which are supposed to be machine independent. An abstract computer must be introduced, the code of which is used to write this compiler. The output of the compiler must also be in this code. However, he omits all details of the properties of this code. Moreover, it is doubtful whether the concept of translation, however great its importance be in practice, should be used for the definition of a formal language.

Nivat and Nolin [39] define the semantics of ALGOL 60 in several steps. First an ALGOL 60 program is translated into a program written in so-called ALGOL  $\epsilon$ . The result is translated into an ALGOL  $\eta$  program. ALGOL  $\eta$  resembles an assembly language so much that further definition is unnecessary.

Finally, we mention some investigations of a more theoretical nature which have been inspired by problems concerning the semantics of pro-



gramming languages: Elgot [17], Elgot and Robinson [18], Igarashi [25, 26], Thiele [44] and Yanov [51].

The system that we treat in this paper is based on two papers by van Wijngaarden [48, 49]. We quote from [48]:

"The definition of a language should be the description of an automatism, a set of axioms, a machine or whatever one likes to call it, that reads and interprets a text or program, any text for that matter, i.e. produces during the reading another text, called the value of the text so far read. This value is a text that changes continuously during the process of reading and intermediate stages are just as important to know as the final value".

This idea is worked out as follows <sup>1)</sup>:

An abstract machine is introduced, which in the sequel will be called "processor". A text which is offered to the processor for evaluation is called a "name". A number of symbols have the property that their occurrence in a name causes a special reaction of the processor. Such a special symbol is e.g. the so-called metacomma, denoted by co. A name will consist in general of a sequence of so-called simple names, which are separated by these metacommas. The evaluation of a name is performed by successive evaluation of the simple names which constitute it. The value of a simple name is determined by consulting a list of rules, the so-called "list of truths", which list will be called V in the sequel. This list, V, is initially empty and is filled during the evaluation of a name with the values of the simple names which constitute it. The way in which V is consulted to determine the value of a simple name may provisionally be summarized as follows: The list of truths has essentially the same structure as a Markov algorithm [33], i.e. it is a list of rules, consisting of a left and right part, separated by the symbol is. These rules are applied in the same way as with a Markov algorithm. However, an important extension has been introduced, namely the possibility of using metalinguistic variables (in the sense of Backus) in these left

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<sup>1)</sup> The following description is intended to give only a first impression of the system. Precise definitions will be given in the next chapters.



and right parts <sup>1)</sup>. Moreover, the definition of the values which may be assumed by these metalinguistic variables is done by means of rules which also form part of V. Another new feature is the possibility of having the application of a truth in V depend on a condition, also belonging to this truth.

The formalism, of which we have sketched some principles above, may itself be considered as a formal language. Since this language is used for the definition of other languages, we shall call it in the sequel "the metalanguage".

A complete description of the metalanguage is given in chapter 2.

Comparison with [48, 49] will show that some changes have been introduced.

First of all, the idea of a preprocessor has been done away with. This was used in [48, 49] to reduce, by means of a non-formalized process, concepts which are logically redundant, to more fundamental ones. Since we wish to give a complete formal definition of ALGOL 60, we cannot use the preprocessor. Also, there no longer appear any "loose remarks concerning locality and so on", which were supposedly present in V in [49].

Some changes in the notation have been adopted, to avoid confusion between symbols in the language which is to be described (e.g. the symbols "=" and "," in ALGOL 60) and symbols in the metalanguage (e.g. is and co). Furthermore, we have defined the meaning of a condition in a truth somewhat more precisely than in [48] or [49]. Concerning this definition it should be remarked that it is certainly the least elegant concept of the metalanguage. However, we use it extensively in the definition of ALGOL 60 and we have not succeeded in replacing it by another one which fits better with the other concepts.

Chapter 2 starts in section 1 with a description of the syntax of the metalanguage, by means of a context free grammar. Section 2 gives some syntactical examples. In section 3 the semantics of the metalanguage is described

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1) A combination of Markov algorithms and context free grammars has been proposed subsequently also by Caracciolo di Forino [7, 8, 9] and Cohen and Wegstein [15]. Similar concepts occur in the language AMBIT [14]. The first application of Markov algorithms to programming seems to be due to Yngve, in his design of Comit [52].



in English. Section 4 contains some simple examples, such as the definition of the Euclidean algorithm for the greatest common divisor of two natural numbers.

In chapter 3 we derive some properties of the metalanguage. In section 1 we consider three definitions of effective computability, i.e. Markov algorithms, Turing machines and recursive functions. We prove for each of these concepts that it can be defined by means of the metalanguage. We do not treat the reverse problem, i.e. we have not investigated whether it is possible to define the metalanguage in terms of one of these three systems.

In section 2 we consider the relation between the metalanguage and a few concepts of the theory of phrase structure grammars. From a theorem of Chomsky, namely that each phrase structure language is a recursively enumerable set [11], and the results of section 1, it follows directly that each phrase structure language can be defined by means of the metalanguage. The relation between context free grammars and a concept from the metalanguage is then studied in more detail. An example is given of the use of the metalanguage for the definition of a context sensitive grammar. The classification of Chomsky of phrase structure grammars in four types and their defining abstract machines are introduced. Each of these abstract machines is defined in terms of the metalanguage.

The formal definition of the metalanguage follows in chapter 4, section 1. There the processor is defined by means of an ALGOL 60 program which acts both as a definition and as an implementation of the metalanguage. The description in English of the metalanguage in chapter 2 should therefore not be considered to be its definition proper. Thus, the metalanguage is defined on the one hand by an ALGOL 60 program, and on the other hand it is used (in chapter 5) to define ALGOL 60.

One might imagine the following picture of this situation: We introduce a "language space", the elements of which are the possible interpretations of ALGOL 60. Suppose one wants to use our system to learn the semantics of ALGOL 60. We assume that he has a provisional knowledge of it, based on the ALGOL 60 report. This means that he finds himself in a certain



point in the language space, say  $P_0$ . With this knowledge he can understand the working of the processor, and hence also the definition of ALGOL 60 in chapter 5. After the study of this definition, he will have obtained a new idea of the semantics of ALGOL 60, i.e., he finds himself now in a point  $P_1$ . Next he again reads the program for the processor, and chapter 5, after which he will have reached a point  $P_2$ , etc. Suppose one finds oneself after  $i$  steps in point  $P_i$  ( $i \geq 1$ ). We distinguish three cases:

1.  $P_i = P_{i-1}$ . This means that  $P_n = P_{i-1}$ , for  $n \geq i$ .  
The process converges, i.e. it yields a fixed interpretation of ALGOL 60. Generally, this fixed point  $P_i$  will depend upon the initial point  $P_0$ .
2.  $P_i = P_{i-k}$ ,  $k > 1$ ,  $P_i \neq P_{i-1}$ .  
The process diverges; it is not possible to obtain a fixed interpretation of ALGOL 60.
3. Neither 1, nor 2 occurs. No decision can be taken, and a next step has to be performed.

It is not possible to describe this iteration process more formally. This is caused by the fact that the ALGOL 60 program which defines the processor contains input/output operations which are not treated in the formal definition of ALGOL 60 in chapter 5, since they do not form part of it.

In section 2 of chapter 4 the working of the processor is demonstrated by several examples. Some of these examples have been discussed already in chapters 2 and 3. Also, some very simple parts from the definition of ALGOL 60 in chapter 5 are treated. Both time and space restrictions of present day computers prohibit the running of larger parts of the ALGOL 60 definition, let alone the whole of it.

Chapter 5 gives the complete formal definition of ALGOL 60; explanations of this definition follow in chapter 6. In chapter 6 we first treat some shortcomings of the definition. Then in sections 2 to 6 we give a general survey of its structure. The remaining sections of chapter 6 comment upon each of the sections of chapter 5. The main difficulties



in the definition of ALGOL 60 proved to be: the locality concept and the goto statements. Assignment statements, on the other hand, fit in very naturally with the metalanguage.

A judgment on the merits of the metalanguage as a means of describing the semantics of programming languages will depend on the requirements which one imposes upon such a description. If one wants a mechanism from which a compiler for the language concerned can easily be derived, then our system is certainly not the solution. The value of the metalanguage consists in its ability to give a complete and precise definition of the whole language, containing all concepts, from the addition and subtraction of integers to the treatment of procedures. Such a complete definition will always be rather large. It should be added here that several aspects of the semantics of ALGOL 60, which are of no essential importance, have complicated and lengthened the definition in chapter 5 considerably. If a programming language were designed with the metalanguage as the presupposed tool for semantic description, then such a description could be substantially shorter.

Recently, suggestions have been made for the introduction of programming languages which allow the programmer to include modifications or extensions of the language in his program. Such an interaction between language and program may also be described very well by the metalanguage.



## CHAPTER 2

### DESCRIPTION OF THE METALANGUAGE

In section 1 of this chapter we define the syntax of the metalanguage. In section 2 we give some syntactical examples. Section 3 describes the semantics of the metalanguage, some concepts of which are explained by means of a few simple examples in section 4.

#### 2.1. Syntax of the metalanguage

The syntax of the metalanguage is defined by means of a context free grammar, written in Backus notation.

1.  $\langle \text{NAME} \rangle ::= \langle \text{SIMPLE NAME} \rangle \mid \langle \text{SIMPLE NAME} \rangle \underline{\text{co}} \langle \text{NAME} \rangle$
2.  $\langle \text{SIMPLE NAME} \rangle ::= \underline{\text{tr}} \mid \langle \text{METASTRING} \rangle \mid \langle \text{SIMPLE TERM} \rangle$
3.  $\langle \text{METASTRING} \rangle ::= \{ \langle \text{LIST OF METAEXPRESSIONS} \rangle \}$
4.  $\langle \text{LIST OF METAEXPRESSIONS} \rangle ::= \langle \text{METAEXPRESSION} \rangle \mid \langle \text{METAEXPRESSION} \rangle \underline{\text{co}} \langle \text{LIST OF METAEXPRESSIONS} \rangle$
5.  $\langle \text{SIMPLE TERM} \rangle ::= \langle \text{SIMPLE FACTOR} \rangle \mid \langle \text{SIMPLE FACTOR} \rangle \underline{\text{in}} \langle \text{SIMPLE METAVARIABLE} \rangle$
6.  $\langle \text{SIMPLE FACTOR} \rangle ::= \langle \text{TERMINAL SYMBOL} \rangle \mid \underline{\text{va}} \{ \langle \text{TERMINAL SEQUENCE} \rangle \} \mid \langle \text{TERMINAL SYMBOL} \rangle \langle \text{SIMPLE FACTOR} \rangle \mid \underline{\text{va}} \{ \langle \text{TERMINAL SEQUENCE} \rangle \} \langle \text{SIMPLE FACTOR} \rangle$
7.  $\langle \text{METAEXPRESSION} \rangle ::= \langle \text{CONDITION} \rangle \underline{\text{im}} \langle \text{LEFT PART} \rangle \underline{\text{is}} \langle \text{RIGHT PART} \rangle \mid \langle \text{CONDITION} \rangle \underline{\text{im}} \langle \text{LEFT PART} \rangle \mid \langle \text{LEFT PART} \rangle \underline{\text{is}} \langle \text{RIGHT PART} \rangle \mid \langle \text{LEFT PART} \rangle$
8.  $\langle \text{CONDITION} \rangle ::= \underline{\text{tr}} \mid \langle \text{METASEQUENCE} \rangle$



9.  $\langle \text{LEFT PART} \rangle ::= \langle \text{METASEQUENCE} \rangle \mid \langle \text{METASEQUENCE} \rangle \underline{\text{in}} \langle \text{SIMPLE METAVARIABLE} \rangle$
10.  $\langle \text{RIGHT PART} \rangle ::= \langle \text{SIMPLE RIGHT PART} \rangle \mid \{ \langle \text{LIST OF SIMPLE RIGHT PARTS} \rangle \}$
11.  $\langle \text{LIST OF SIMPLE RIGHT PARTS} \rangle ::= \langle \text{SIMPLE RIGHT PART} \rangle \mid \langle \text{SIMPLE RIGHT PART} \rangle \underline{\text{co}} \langle \text{LIST OF SIMPLE RIGHT PARTS} \rangle$
12.  $\langle \text{SIMPLE RIGHT PART} \rangle ::= \underline{\text{tr}} \mid \langle \text{METASTRING} \rangle \mid \langle \text{INDEXED METATERM} \rangle$
13.  $\langle \text{INDEXED METATERM} \rangle ::= \langle \text{INDEXED METAFACTOR} \rangle \mid \langle \text{INDEXED METAFACTOR} \rangle \underline{\text{in}} \langle \text{SIMPLE METAVARIABLE} \rangle$
14.  $\langle \text{INDEXED METAFACTOR} \rangle ::= \langle \text{INDEXED METASEQUENCE} \rangle \mid \underline{\text{va}} \{ \langle \text{INDEXED METASEQUENCE} \rangle \} \mid \langle \text{INDEXED METASEQUENCE} \rangle \langle \text{INDEXED METAFACTOR} \rangle \mid \underline{\text{va}} \{ \langle \text{INDEXED METASEQUENCE} \rangle \} \langle \text{INDEXED METAFACTOR} \rangle$
15.  $\langle \text{TERMINAL SEQUENCE} \rangle ::= \langle \text{TERMINAL SYMBOL} \rangle \mid \langle \text{TERMINAL SYMBOL} \rangle \langle \text{TERMINAL SEQUENCE} \rangle$
16.  $\langle \text{METASEQUENCE} \rangle ::= \langle \text{TERMINAL SYMBOL} \rangle \mid \langle \text{METAVARIABLE} \rangle \mid \langle \text{TERMINAL SYMBOL} \rangle \langle \text{METASEQUENCE} \rangle \mid \langle \text{METAVARIABLE} \rangle \langle \text{METASEQUENCE} \rangle$
17.  $\langle \text{INDEXED METASEQUENCE} \rangle ::= \langle \text{TERMINAL SYMBOL} \rangle \mid \langle \text{INDEXED METAVARIABLE} \rangle \mid \langle \text{TERMINAL SYMBOL} \rangle \langle \text{INDEXED METASEQUENCE} \rangle \mid \langle \text{INDEXED METAVARIABLE} \rangle \langle \text{INDEXED METASEQUENCE} \rangle$
18.  $\langle \text{METAVARIABLE} \rangle ::= \langle \text{NON INDEXED METAVARIABLE} \rangle \mid \langle \text{INDEXED METAVARIABLE} \rangle$
19.  $\langle \text{NON INDEXED METAVARIABLE} \rangle ::= \langle \text{SIMPLE METAVARIABLE} \rangle \mid \langle \text{OPTIONAL METAVARIABLE} \rangle$
20.  $\langle \text{INDEXED METAVARIABLE} \rangle ::= \langle \text{INDEXED SIMPLE METAVARIABLE} \rangle \mid \langle \text{INDEXED OPTIONAL METAVARIABLE} \rangle$
21.  $\langle \text{TRUTH} \rangle ::= \underline{\text{tr}} \mid \langle \text{METAEXPRESSION} \rangle$
22.  $\langle \text{LIST OF TRUTHS} \rangle ::= \langle \text{TRUTH} \rangle \mid \langle \text{TRUTH} \rangle \underline{\text{co}} \langle \text{LIST OF TRUTHS} \rangle$
23.  $\langle \text{DERIVED CONDITION} \rangle ::= \underline{\text{tr}} \mid \langle \text{METASEQUENCE} \rangle$
24.  $\langle \text{DERIVED SIMPLE RIGHT PART} \rangle ::= \langle \text{SIMPLE NAME} \rangle \mid \langle \text{EMPTY} \rangle$



25.  $\langle \text{DERIVED RIGHT PART} \rangle ::= \langle \text{DERIVED SIMPLE RIGHT PART} \rangle | \{ \langle \text{NAME} \rangle \}$
26.  $\langle \text{SIMPLE PRIMARY} \rangle ::= \underline{va} \{ \langle \text{TERMINAL SEQUENCE} \rangle \}$
27.  $\langle \text{SIMPLE SEQUENCE} \rangle ::= \langle \text{TERMINAL SEQUENCE} \rangle |$   
 $\langle \text{TERMINAL SEQUENCE} \rangle \underline{in} \langle \text{SIMPLE METAVARIABLE} \rangle$

For the denotation of the syntactic entities in this grammar we have used sequences of (capital) metametaletters, enclosed between the metametabackets "<" and ">". Whenever we use these sequences in the sequel they will refer to the corresponding syntactic definitions. It is understood that the use of the English language may lead to deviations from these words; for example, the use of lower case letters or of plural forms.

The entities in the left hand sides of 21 to 27 are introduced for reference purposes only.

$\langle \text{EMPTY} \rangle$  denotes the empty sequence.

A simple or optional metavariable is denoted by a sequence of metaletters, enclosed between the metabrackets "<" and ">", or "<" and ">" respectively.

An indexed simple metavariable or an indexed optional metavariable is denoted by a sequence of metaletters, followed by a sequence of metadigits, the whole enclosed between the metabrackets "<" and ">", or "<" and ">" respectively.

The set of terminal symbols is given in chapter 4. Essentially, one may choose for this set any finite, non empty set of symbols which is disjoint from the set of metaconstituents (see below).

However, in chapter 4 we define the set that is accepted by the ALGOL 60 program that defines the processor.

The set of metaconstituents consists of:

- a. The metasymbols im, in, is, va, co, tr, {, }, †, ‡.
- b. The metavariables.

We introduce the following terminology which is used in the next sections:

- a. Small Greek letters stand for syntactic entities (i.e. metametalinguistic variables), capital Roman letters for metavariables or terminal symbols, and small Roman letters for terminal symbols.



- b. For any metavariable  $A$ ,  $\bar{A}$  is the non indexed metavariable which results from  $A$  by deleting the metadigits, if any, in the denotation of  $A$ .

For any (indexed) optional metavariable  $A$ ,  $\tilde{A}$  is the (indexed) simple metavariable which results from  $A$  by replacing in its denotation the metabrackets "<" and ">" by "<" and ">".

Example: Let  $A$  be the indexed optional metavariable <identifier>. Then  $\bar{A}$  is <identifier>,  $\tilde{A}$  is <identifier> and  $\tilde{\tilde{A}}$  is <identifier>.

- c. Two indexed metavariables are called similar, if their denotations differ at most in the enclosing metabrackets.

Example: <expression2> and <expression2> are similar, but <expression1> and <expression2> are not similar.

- d. A simple sequence can have the form <TERMINAL SEQUENCE> or <TERMINAL SEQUENCE> in <SIMPLE METAVARIABLE>. In both cases we call the terminal sequence "the terminal sequence of the simple sequence". In the second case we call the simple metavariable "the simple metavariable of the simple sequence". Similarly, we define the metasequence and the simple metavariable of a left part.

Example: The terminal sequence of "abc in <identifier>" is "abc", and its simple metavariable is "<identifier>".

The metasequence of "<primary> in <factor>" is "<primary>" and its simple metavariable is "<factor>".

## 2.2. Syntactical examples

In this section we use the set of terminal symbols given in chapter 4.

Name:

{1 + 1 is 2 co 2 + 1 is 3} co 1 + 1 co 2 + 1 co {3 + 1 is 4}

Simple name:

tr

{2 - 1 is 1}

2 - 1

Metastring:

{1 + 1 is 2 co 2 + 1 is 3}



Simple term:

$\underline{va}\{4 + 3\} - \underline{va}\{3 + 4\}$

abc in <identifier>

Simple factor:

- va{a + b}

3 + 2

Metaexpression:

<letter> in <identifier>

a is { b is { c is d } }

<tape1> 1 : 1 <tape2> is <tape1> a 1 <tape2>

<state1><symbol1><symbol2><state2> im

<tape1><state1><symbol1><tape2> is

<tape1><state2><symbol2><tape2>

<letter1> pre <letter2> im

<letter1><word> pre <letter2><word>

(note that the underlined symbol pre is not a metasymbol, but a terminal symbol)

Condition:

<letter1> pre <letter2>

tr

Left part:

<letter1><word> pre <letter2><word>

<block> in <program>

Right part:

a

<tape1><state2><symbol2><tape2>

{R co S co T}

{ {a is { b is { {c is {d co e} } co f} } } co g }

Indexed metaterm:

<letter1> in <identifier>



Indexed metafactor:

$\underline{va}\{\langle digit1 \rangle \langle pm1 \rangle 1\} \langle pm1 \rangle \underline{va}\{\langle digit2 \rangle -1\}$

Terminal sequence:

a + bc - d

Metasequence:

$\langle letter1 \rangle \underline{\langle word \rangle}$

Indexed metasequence:

$\langle state1 \rangle \langle symbol1 \rangle L \langle state2 \rangle$

Simple metavariable:

$\langle identifier \rangle$

Optional metavariable:

$\underline{\langle identifier \rangle}$

Indexed simple metavariable:

$\langle identifier21 \rangle$

Indexed optional metavariable:

$\underline{\langle identifier8 \rangle}$

### 2.3. Semantics of the metalanguage

We introduce an abstract machine, called the processor, which is defined by its properties, described in the sequel of this section.

A name in the metalanguage is said to be evaluated by the processor. This evaluation process is determined by the application of:

- a. A fixed set of built-in rules. These rules are described below.
- b. A dynamically varying list of rules, called the list of truths V, which is initially empty and which is filled during the evaluation of a name with the results of the evaluations of the simple names which constitute the name concerned.

#### 2.3.1. The evaluation of a name.

The evaluation of a name is performed by the following process:

Step 1: The first simple name of the name is considered;



- Step 2: The value of the considered simple name is determined (2.3.2);
- Step 3: If the considered simple name is followed by the metasymbol co, then its value is added to V, preceded, unless V is empty, by co as a separator, and the remaining name is evaluated;
- Step 4: Otherwise, the value of the considered simple name is added to V, preceded, unless V is empty, by co as a separator.

### 2.3.2. The value of a simple name.

The value of tr is tr.

The value of a metastring is the list of metaexpressions which is obtained by deleting the outermost "{" and "}" from the metastring.

The value of a simple term is determined by the following process:

- Step 1: If the simple term contains a simple primary (2.1, rule 26), then step 2 is taken, otherwise step 3 is taken;
- Step 2: The simple primary is replaced by the value of the terminal sequence of the simple primary. If the resulting sequence is a simple term, then step 1 is repeated with this simple term; otherwise, its value is undefined;
- Step 3: V is applied to the determination of the value of the simple term (2.3.5).

For the definition of the application of V we need two concepts, viz. that of envelope and that of applicability.

### 2.3.3. The concept of envelope.

A left part can be an envelope of a simple sequence. This concept is defined in two stages.

First the case is considered that the left part is a metasequence  $\mu$  and the simple sequence is a terminal sequence  $\tau$ .

Let  $\mu = A_1 A_2 \dots A_m$ ,  $m \geq 1$ , and  $\tau = a_1 a_2 \dots a_n$ ,  $n \geq 1$ . Let  $m_0$  be the number of (indexed) optional metavariables and let  $\bar{m} = m - m_0$ .

A partition of  $\tau$ ,  $\tau = \tau_1 \tau_2 \dots \tau_m$ , is defined by a selection of  $m-1$  integers  $j_1, j_2, \dots, j_{m-1}$ , with  $0 = j_0 \leq j_1 \leq \dots \leq j_{m-1} \leq j_m = n$ , such that  $\tau_i = a_{j_{i-1}+1} \dots a_{j_i}$ , for  $i = 1, 2, \dots, m$ . If  $j_{i-1}+1 > j_i$ ,



then  $\tau_i$  is defined to be the empty sequence. An ordering  $<$  is defined on the partitions as follows: Let  $\pi_i$ ,  $i = 1, 2$ , be two partitions with associated integers  $j_1^{(i)}, j_2^{(i)}, \dots, j_{m-1}^{(i)}$ . Then  $\pi_1 < \pi_2$  if and only if there exists an integer  $p$ ,  $1 \leq p \leq m$ , such that  $j_p^{(1)} < j_p^{(2)}$  and  $j_q^{(1)} = j_q^{(2)}$  for all  $q < p$ .

The following process is now applied in order to establish whether  $\mu$  is an envelope of  $\tau$ :

Step 1: If  $n < \bar{m}$ , then  $\mu$  is not an envelope of  $\tau$ ;

Step 2: Otherwise, the first partition of  $\tau$  in the given ordering is considered;

Step 3: Let  $\tau = \tau_1 \tau_2 \dots \tau_m$  be the considered partition.  $\tau_i$  is said to correspond to  $A_i$ . The following relations are verified for all  $i, j = 1, 2, \dots, m$ :

- a. If  $A_i$  is a terminal symbol, then  $\tau_i = A_i$ ; otherwise, if  $A_i$  is a (indexed) simple metavariable, then  $\tau_i$  in  $\bar{A}_i$  has the value tr; otherwise, if  $A_i$  is an (indexed) optional metavariable, then either  $\tau_i$  is empty, or  $\tau_i$  in  $\tilde{A}_i$  has the value tr.
- b. If  $\tau_i$  and  $\tau_j$  correspond to similar indexed metavariables, then they are equal.

If both relations hold then  $\mu$  is an envelope of  $\tau$ ; otherwise, if there is a next partition of  $\tau$ , then this is considered and step 3 is taken again; otherwise,  $\mu$  is not an envelope of  $\tau$ .

Next the general case is considered.

A left part  $\lambda$  is an envelope of a simple sequence  $\sigma$  if either

- a.  $\lambda$  is a metasequence,  $\sigma$  is a terminal sequence and the above given definition holds,  
or  $\lambda$  and  $\sigma$  have the following properties:
  - b1.  $\lambda$  is not a metasequence and  $\tau$  is not a terminal sequence,
  - b2. the metasequence of  $\lambda$  is an envelope of the terminal sequence of  $\sigma$ ,
  - b3. the simple metavariables of  $\lambda$  and  $\sigma$  are equal.

If  $\lambda$  is an envelope of  $\sigma$ , then  $\sigma$  is called a specific case of  $\lambda$ .







## 2.3.5. The application of V.

The truths in V are ordered in the following way:

Let V be  $\theta_1 \underline{co} \theta_2 \underline{co} \dots \underline{co} \theta_n$ . Then  $\theta_i \leq \theta_j$  if and only if  $i \geq j$ .

The list of truths V is applied to the determination of the value of a simple sequence  $\sigma$  as follows:

Step 1: If V is empty, then the value of  $\sigma$  is  $\sigma$ ; otherwise, step 2 is taken;

Step 2: The first truth in the given ordering is considered;

Step 3: If the considered truth  $\theta$  is applicable to  $\sigma$  then the value of  $\sigma$  is the result of the simple evaluation (see below) of the derived right part of  $\theta$ ; otherwise, step 4 is taken;

Step 4: If there is a next truth in the given ordering, then it is considered and step 3 is repeated; otherwise, the value of  $\sigma$  is  $\sigma$ .

The result of the simple evaluation of the empty sequence is undefined.

The result of the simple evaluation of a simple name is the value of that simple name.

The result of the simple evaluation of a derived right part of the form  $\{\langle \text{NAME} \rangle\}$  is equal to the result of applying the process defined in 2.3.1 to the name concerned, where step 4 of that process is omitted.

Remark: In the sequel, we shall not always strictly adhere to the terminology which has been introduced in this section.

By 2.3.1, the word "evaluate" refers to a process consisting of two parts:

- a. The determination of the values of a list of simple names.
- b. The addition of these values to V.

However, we shall use the word "evaluation" also for the determination of the value of a simple name, which is not followed by the addition of this value to V.

From the above given definitions it follows that the addition of the value of a simple name to V is omitted in the following four cases:

- a. The simple name is a derived condition.
- b. It is a terminal sequence of a simple primary.
- c. It is generated in 2.3.3, step 3, case a.



d. It is the first (in the order given in 2.3.5) element in the list of simple names of a derived right part.

Therefore, it will be clear from the context which use of the word "evaluation" is meant.

Also, we will use "evaluation", where we mean "simple evaluation".

## 2.4. Semantical examples

### 2.4.1. Examples of the concept of envelope.

Suppose V has at a given moment the following content:

θ1: a in <letter> co  
 θ2: b in <letter> co  
 θ3: <letter> in <identifier> co  
 θ4: <identifier><letter> in <identifier>

In this and subsequent examples we have numbered the truths in order to make it easier to refer to them in our comments. Actually, however, these numbers do not occur in V.

Clearly, the above given list of truths is nothing but a transcription of the following grammar in Backus notation:

<letter> ::= a | b  
 <identifier> ::= <letter> | <identifier><letter>.

Given this content of V, the following relations hold:

<identifier> is an envelope of aba,  
 <identifier> + <identifier> is an envelope of ab + ba,  
 <identifier1><identifier1> is an envelope of abab but not of abba,  
 <identifier1><identifier><identifier1> is an envelope of abab and of abaaab (in the first case, the partition which gives this result is:  $\tau = \tau_1 \tau_2 \tau_3$ , where  $\tau = abab$ ,  $\tau_1 = ab$ ,  $\tau_2$  is the empty sequence and  $\tau_3 = ab$ , and in the second case  $\tau = \tau_1 \tau_2 \tau_3$ , with  $\tau = abaaab$ ,  $\tau_1 = ab$ ,  $\tau_2 = aa$ ,  $\tau_3 = ab$ ).  
 <identifier><identifier><identifier> is an envelope of abaaab (here the "successful" partition is  $\tau = \tau_1 \tau_2 \tau_3$ ,  $\tau_1 = a$ ,  $\tau_2 = b$ ,  $\tau_3 = aaab$ ).  
 <identifier1><identifier2> is an envelope of abab and of abba.  
 <identifier><letter> in <identifier> is an envelope of bbb in



<identifier>, but not of bbb in <letter>, since in the second case the simple metavariables after in, i.e. <identifier> and <letter>, are not equal.

We treat the first example in more detail. <identifier> is an envelope of aba, if aba in <identifier> has the value tr. Thus, V is applied to the evaluation of aba in <identifier>.  $\theta_4$  is considered.  $\tau = aba$  is first partitioned into  $\tau = \tau_1 \tau_2$ ,  $\tau_1 = a$ ,  $\tau_2 = ba$ . a in <identifier> has the value tr, by applying  $\theta_3$  and  $\theta_1$ . In fact, the truth  $\theta_3$ : <letter> in <identifier> is treated as: tr in <letter> in <identifier> is tr, the left part of this truth is an envelope of a in <identifier> (since a in <letter> has the value tr by  $\theta_1$ , and the simple metavariables after in are equal), and the condition is satisfied. Thus, the value of a in <identifier> is the value of tr, and the value of tr was defined to be tr. However, ba in <letter> does not have the value tr ( $\theta_3$  and  $\theta_4$  are not applicable, since the simple metavariables after in are different from <letter>; that  $\theta_2$  and  $\theta_1$  are not applicable follows from step 1 in the definition of 2.3.3). Thus, we conclude that the partition  $\tau_1 = a$ ,  $\tau_2 = ba$ , is not successful. Therefore, the next partition is considered:  $\tau_1 = ab$ ,  $\tau_2 = a$ . ab in <identifier> has the value tr by applying  $\theta_4$ ,  $\theta_3$ ,  $\theta_1$  and  $\theta_2$ . a in <letter> has the value tr by  $\theta_1$ . Consequently,  $\theta_4$  is applicable to aba in <identifier>, and we find that aba in <identifier> has the value tr, which means that <identifier> is an envelope of aba.

2.4.2. Examples of the evaluation of a name (see also section 4.2).

2.4.2.1. The Euclidean algorithm for the greatest common divisor (4.2, example 1).

Let V consist of the following list of truths:

$\theta_1$ : 1 <integer> in <integer> co

$\theta_2$ : (<integer1>, <integer1><integer2>) is (<integer1>, <integer2>) co

$\theta_3$ : (<integer1><integer2>, <integer2>) is (<integer1>, <integer2>) co

$\theta_4$ : (<integer1>, <integer1>) is <integer1>







For each two words  $w_1, w_2$  over the alphabet  $\{a,b,c,d,e\}$ ,  $w_1$  pre  $w_2$  has the value tr if  $w_1$  lexicographically precedes  $w_2$ , otherwise  $w_1$  pre  $w_2$  has the value false.

Example: the evaluation of dbc pre dee.

By the first applicable truth,  $\theta_9$ , the value of dbc pre dee is the value of bc pre ee. The left part of  $\theta_8$  is an envelope of bc pre ee. Therefore,  $\theta_8$  is applicable to bc pre ee, provided the derived condition, viz. b pre e, has the value tr. The left part of  $\theta_{12}$  is an envelope of b pre e. Thus,  $\theta_{12}$  is applicable to b pre e, if the derived condition,  $\langle \text{letter2} \rangle$  pre e, is satisfied. This derived condition is not a terminal sequence. Consequently, the list of truths is searched for a truth which is enveloped by  $\langle \text{letter2} \rangle$  pre e.  $\theta_{17}$  is such a truth. Hence, application of  $\theta_{12}$  to b pre e leads to the evaluation of the derived right part b pre d, where b is the subsequence corresponding to  $\langle \text{letter1} \rangle$  and d the subsequence corresponding to  $\langle \text{letter2} \rangle$ . By the same process it is found that the value of b pre d is the value of b pre c, which has the value tr by  $\theta_{15}$ . Thus,  $\theta_8$  is found to be applicable to bc pre ee, and the value of bc pre ee is tr. The final result is therefore that dbc pre dee has the value tr.



## CHAPTER 3

### PROPERTIES OF THE METALANGUAGE

In this chapter we give some basic results on the relation between the metalanguage and two subjects in the theory of formal languages.

In section 1 we consider several definitions of computability, viz. Markov algorithms, Turing machines and recursive functions, and we prove that every function which is computable by means of one of these systems is computable in terms of the metalanguage (a more precise formulation is given below). Since it is well known that the three systems are equivalent, it would have been sufficient to give this proof for anyone of the definitions. However, we treat each case separately in order to have more examples to illustrate the various concepts of the metalanguage. In section 2 we make some remarks on the connection between the metalanguage and a few aspects of the theory of phrase structure languages.

In the sequel, it will be convenient to use the following terminology: If a name in the metalanguage has the form

$\{ \langle \text{LIST OF METAEXPRESSIONS} \rangle \} \underline{\text{co}} \langle \text{SIMPLE TERM} \rangle,$

then we consider the list of metaexpressions as a "metaprogram" for the simple term. This is explained by the fact that the list of metaexpressions is left unchanged when it is added to  $V$ , whereas in the evaluation of the simple term we use the list of metaexpressions. When we apply the list of metaexpressions, say  $V_0$ , to the simple term  $\sigma$ , we say that  $\sigma$  is evaluated by means of  $V_0$  and we denote the result by  $V_0(\sigma)$ .

Moreover, we introduce the following notation: An "alphabet"  $A$  is any finite non empty set; the elements of  $A$  are called "symbols".  $A^*$  denotes the set of all finite sequences of elements of  $A$ , including the empty sequence. The elements of  $A^*$  are called "words" over  $A$ , the empty word



is denoted by  $\varepsilon$ . For any  $a \in A$ , and for any integer  $n \geq 0$ ,  $a^n$  denotes the sequence of  $n$  symbols  $a$ .

### 3.1. Definitions of computability

3.1.1. Markov algorithms (for notations see [37]; cf. also 4.2.2, example 5).

Theorem: Let  $A = \{a_1, a_2, \dots, a_n\}$  be an alphabet and let  $\sigma: P_1 \rightarrow (\cdot)Q_1, P_2 \rightarrow (\cdot)Q_2, \dots, P_n \rightarrow (\cdot)Q_n$  be the scheme of a normal algorithm in  $A$ . ( $\rightarrow (\cdot)$  stands for either  $\rightarrow$  or  $\rightarrow \cdot$ ). Let  $\alpha$  be an arbitrary symbol not in  $A$ . Then there exists a metaprogram  $V_0$  such that for each word  $w_0 \in A^*$  to which  $\sigma$  is applicable:  $\alpha \sigma(w_0) = V_0(\alpha w_0)$ .

Proof: We define three lists of metaexpressions,  $V_1, V_2$  and  $V_3$ . For the set of terminal symbols we choose  $A \cup \{\alpha\}$ <sup>1)</sup>.

1.  $V_1$  is the list

$a_1$  in <symbol> co  $a_2$  in <symbol> co ... co  $a_n$  in <symbol>

2.  $V_2$  is the list

<symbol><tape> in <tape>

3. For each substitution formula  $P_i \rightarrow Q_i$  of  $\sigma$  we define an associated truth  $T_i$  as:

$\alpha$  <tape1>  $P_i$  <tape2> is  $\alpha$  <tape1>  $Q_i$  <tape2>.

For each substitution formula  $P_j \rightarrow \cdot Q_j$  we define an associated  $T_j$  as:

$\alpha$  <tape1>  $P_j$  <tape2> is  $\{\alpha$  <tape1>  $Q_j$  <tape2> $\}$

$V_3$  is defined as  $T_n$  co  $T_{n-1}$  co ... co  $T_1$ .

Then we define  $V_0$  as  $V_1$  co  $V_2$  co  $V_3$ . The proof of the assertion now follows from the following points:

1. According to Markov's definition, a left hand member  $P_i$  of a substitution formula  $P_i \rightarrow (\cdot)Q_i$  enters into a word  $w \in A^*$  if and only if  $w$  has the form  $w = uP_i v$ , with  $u, v \in A^*$ . This is equivalent to our

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1) This set is not a subset of the set of terminal symbols, given in chapter 4. However, it is easy to define a mapping from  $A \cup \{\alpha\}$  into this set, for example,  $a_1$  corresponds to a1,  $\alpha$  to alpha, etc.



definition of envelope, where we require that there exist a partition of  $w$ ,  $w = w_1 w_2 w_3$ , such that  $\underline{\text{tape1}}$  is an envelope of  $w_1$ ,  $P_i = w_2$ , and  $\underline{\text{tape2}}$  is an envelope of  $w_3$ .

2. Markov's requirement of selecting the first entry corresponds to our requirement of selecting the smallest partition.
3. Markov's definition of the way in which  $V$  is applied to the transformation of a word  $w$ , i.e. by first trying to apply  $P_1 \rightarrow (\cdot)Q_1$ , in case of success continuing with the transformed word, where  $P_1$  is replaced by  $Q_1$ , otherwise by trying to apply  $P_2 \rightarrow (\cdot)Q_2$ , etc., is the same as our way of applying  $V$ .
4. In Markov's definition, the process is stopped if one meets the symbol  $\rightarrow\cdot$ , while in our definition the value of a metastring is also found immediately and not by applying  $V$  again.
5. In Markov's definition, if none of the substitution formulae is applicable to  $w$ , the result of applying  $\sigma$  to  $w$  is  $w$  itself. The same holds for the evaluation of  $w$  by means of  $V_0$ .
6. From 3,4 and 5 it follows that the evaluation of  $w$  by means of  $\sigma$  terminates if and only if the evaluation of  $w$  by means of  $V_0$  terminates.
7. We have introduced the extra symbol  $\alpha$  in order to ensure that the length of the sequence which is evaluated is always  $\geq 1$ . This is necessary because in Markov's definition it is possible that  $w_0$  or one of its transforms is empty, whereas the evaluation of the empty sequence in the metalanguage is undefined.

Apparently the metalanguage can be considered as an extension of Markov algorithms in the sense that every basic concept of Markov's system is contained in the metalanguage. The main extra features of our system are:

1. The use of metavariables.
2. The possibility of dynamically adding new truths.
3. The use of a condition in the truths.

### 3.1.2. Turing machines.

In this section we use the terminology of Davis [16], except for his use of the term "internal configuration", which we replace by "state". Cf. also 4.2.2, example 6.



Theorem: Let  $Z$  be a simple Turing machine. There exists a metaprogram  $V_0$  such that for each instantaneous description  $\alpha$ ,  $V_0(\alpha) = \text{Res}_Z(\alpha)$ , where  $\text{Res}_Z(\alpha)$  is the resultant of  $\alpha$  with respect to  $Z$ .

Proof: Let  $\Sigma = \{S_0, S_1, \dots, S_n\}$  be the alphabet of  $Z$ , and  $Q = \{q_1, q_2, \dots, q_m\}$  the set of states of  $Z$ . Let  $Z$  be the set of quadruples  $\{q_{i_1} S_{j_1} P_{k_1} q_{l_1}, \dots, q_{i_r} S_{j_r} P_{k_r} q_{l_r}\}$ , with  $S_{j_p} \in \Sigma$ ,  $q_{i_p}, q_{l_p} \in Q$  and  $P_{k_p} \in \Sigma \cup \{R, L\}$ , for  $p = 1, 2, \dots, r$ .

We define five lists of metaexpressions  $V_1, V_2, \dots, V_5$ . (In this and the following proofs we do not explicitly list the set of terminal symbols, since this can be obtained easily from the construction of  $V_0$ .)

1.  $V_1$  is the list

$S_0$  in <symbol> co  $S_1$  in <symbol> co ... co  $S_n$  in <symbol>

2.  $V_2$  is the list

<symbol>tape in <tape>

3.  $V_3$  is the list

$q_1$  in <state> co  $q_2$  in <state> co ... co  $q_m$  in <state>

4.  $V_4$  is the list  $T_{4,1}$  co  $T_{4,2}$  co  $T_{4,3}$  co  $T_{4,4}$  co  $T_{4,5}$ , where

$T_{4,1}$  is <state1><symbol1><symbol2><state2> im  
tape1<state1><symbol1><tape2> is  
tape1<state2><symbol2><tape2>

$T_{4,2}$  is <state1><symbol1> R <state2> im  
tape1<state1><symbol1><tape2> is  
tape1<symbol1><state2><tape2>

$T_{4,3}$  is <state1><symbol1> R <state2> im  
tape1<state1><symbol1> is  
tape1<symbol1><state2>  $S_0$

$T_{4,4}$  is <state1><symbol1> L <state2> im  
tape1<symbol2><state1><symbol1><tape2> is  
tape1<state2><symbol2><symbol1><tape2>

$T_{4,5}$  is <state1><symbol1> L <state2> im  
<state1><symbol1><tape1> is  
<state2>  $S_0$  <symbol1><tape1>

5.  $V_5$  is defined to be the list of quadruples of  $Z$ , separated by meta-commas.



$V_0$  is defined as  $V_1 \underline{co} V_2 \underline{co} \dots \underline{co} V_5$ .

Let  $\alpha, \beta$  be two instantaneous descriptions. The proof of the assertion now follows from Davis' definition of the relation  $\alpha \rightarrow \beta$  ([16], Ch.1, def. 1.7).

There are five possibilities:

1. There exist tape expressions  $P, Q \in \Sigma^*$ , such that  $\alpha = Pq_i S_j Q$ ,  
 $\beta = Pq_1 S_k Q$ , and  $Z$  contains  $q_i S_j S_k q_1$ . This means that  $T_{4,1}$  is applicable to  $\alpha$ , since
  - a. <tape1> is an envelope of  $P$ , by applying the truths in  $V_1$  and  $V_2$ ,
  - b. <state1> is an envelope of  $q_i$ , by  $V_3$ ,
  - c. <symbol1> is an envelope of  $S_j$ , by  $V_1$ ,
  - d. <tape2> is an envelope of  $Q$ , by  $V_1$  and  $V_2$ ,
  - e. The derived condition is  $q_i S_j$  <symbol2> <state2>,
  - f.  $q_i S_j$  <symbol2> <state2> is an envelope of the truth  $q_i S_j S_k q_1$ , which is one of the truths in  $V_5$ .

Thus, the condition of  $T_{4,1}$  is satisfied, and the value of  $Pq_i S_j Q$  is the value of the derived right part of  $T_{4,1}$ ; i.e., the value of  $Pq_1 S_k Q$ , where this derived right part is constructed as follows:

- a. <tape1>, which also occurs in the left part of  $T_{4,1}$ , is replaced by  $P$ ,
  - b. <state2>, which also occurs in the derived condition, is replaced by  $q_1$ ,
  - c. <symbol2>, which also occurs in the derived condition, is replaced by  $S_k$ ,
  - d. <tape2>, which occurs in the left part, is replaced by  $Q$ .
2.  $\alpha = Pq_i S_j S_k Q$ ,  $\beta = P S_j q_1 S_k Q$ , and  $Z$  contains  $q_i S_j R q_1$ . By applying  $T_{4,2}$  it follows in the same way that the value of  $\alpha$  is the value of  $\beta$ .

3, 4, and 5 are treated similarly.

Finally, if  $\alpha$  is terminal, then none of the truths in  $V_0$  is applicable to it.

### 3.1.3. Recursive functions.

In this section we use the terminology of Mendelson [37].



Theorem: There exists a metaprogram  $V_0$  such that for each partial recursive function  $f$  of  $n$  arguments and for each  $n$ -tuple  $(x_1, x_2, \dots, x_n)$  for which  $f$  is defined the following holds: Let  $\phi$  be the notation in the metalanguage for the function  $f$ , and  $\xi$  for the integer list  $x_1, x_2, \dots, x_n$ . (This notation is introduced in the proof.) Then:  $V_0(\phi(\xi)) = f(x_1, x_2, \dots, x_n)$ .

Proof: We define nine lists of metaexpressions:

1. Syntactic definition of integer and integer list ( $V_1$ ):

$1$  <integer> in <integer> co  
<integer> in <integer list> co  
<integer>, <integer list> in <integer list>

A sequence of  $n$  symbols  $1$  denotes the integer  $n-1$ .

2. Syntactic definition of the initial functions ( $V_2$ ):

$Z$  in <function> co  
 $N$  in <function> co  
 $U$  <integer>  $1$  in <function>

3. Syntactic definition of the rules for obtaining new functions from given functions by means of substitution, recursion, and the  $\mu$ -operator ( $V_3$ ):

<function>(<function list>) in <function> co  
 $\rho$  <function><function> in <function> co  
 $\mu$  <function> in <function>

4. Syntactic definition of function list ( $V_4$ ):

<function> in <function list> co  
<function>, <function list> in <function list>

5. Definition of the value of the initial functions ( $V_5$ ):

$Z$ (<integer list>) is  $1$  co  
 $N$ (<integer1>) is <integer1>  $1$  co  
 $U$  <integer1>  $1$  (<integer1>, <integer list1>) is  
 $U$  <integer1> (<integer list1>) co  
 $U$   $11$  (<integer1>) is <integer1> co  
 $U$   $11$  (<integer1>, <integer list>) is <integer1>



6. Definition of the result of substituting a list of functions in a function ( $V_6$ ):

$\langle \text{function1} \rangle (\langle \text{function list1} \rangle) (\langle \text{integer list1} \rangle)$  is  
 $\langle \text{function1} \rangle (\underline{\text{va}} \{ \langle \text{function list1} \rangle (\langle \text{integer list1} \rangle) \})$  co  
 $\langle \text{function1} \rangle, \langle \text{function list1} \rangle (\langle \text{integer list1} \rangle)$  is  
 $\underline{\text{va}} \{ \langle \text{function1} \rangle (\langle \text{integer list1} \rangle) \}, \underline{\text{va}} \{ \langle \text{function list1} \rangle (\langle \text{integer list1} \rangle) \}$

7. Definition of recursion ( $V_7$ ):

$\rho \langle \text{function1} \rangle \langle \text{function2} \rangle (\langle \text{integer list1} \rangle, \langle \text{integer1} \rangle 1)$  is  
 $\langle \text{function2} \rangle (\langle \text{integer list1} \rangle, \langle \text{integer1} \rangle,$   
 $\underline{\text{va}} \{ \rho \langle \text{function1} \rangle \langle \text{function2} \rangle (\langle \text{integer list1} \rangle, \langle \text{integer1} \rangle) \})$  co  
 $\rho \langle \text{function1} \rangle \langle \text{function} \rangle (\langle \text{integer list1} \rangle, 1)$  is  $\langle \text{function1} \rangle (\langle \text{integer list1} \rangle)$

8. Definition of equality to zero ( $V_8$ ):

$1 = 1$  co  
 $\langle \text{function1} \rangle (\langle \text{integer list1} \rangle) = 1$  is  $\underline{\text{va}} \{ \langle \text{function1} \rangle (\langle \text{integer list1} \rangle) \} = 1$

9. Definition of the  $\mu$ -operator ( $V_9$ ):

$V_9 = T_{9,1} \underline{\text{co}} T_{9,2} \underline{\text{co}} T_{9,3}$ , where  
 $T_{9,1}$  is  
 $\mu \langle \text{function1} \rangle (\langle \text{integer list1} \rangle)$  is  $\mu \langle \text{function1} \rangle (\langle \text{integer list1} \rangle) : 1,$   
 $T_{9,2}$  is  
 $\mu \langle \text{function1} \rangle (\langle \text{integer list1} \rangle) : \langle \text{integer1} \rangle$  is  
 $\mu \langle \text{function1} \rangle (\langle \text{integer list1} \rangle) : \langle \text{integer1} \rangle 1,$   
 $T_{9,3}$  is  
 $\langle \text{function1} \rangle (\langle \text{integer list1} \rangle, \langle \text{integer1} \rangle) = 1$  im  
 $\mu \langle \text{function1} \rangle (\langle \text{integer list1} \rangle) : \langle \text{integer1} \rangle$  is  $\langle \text{integer1} \rangle$   
 $T_{9,3}$  tests whether  $\langle \text{integer list1} \rangle, \langle \text{integer1} \rangle$  is a zero of  $\langle \text{function1} \rangle$ .  
 If this is not the case, then  $\langle \text{integer1} \rangle$  is increased by one by applying  $T_{9,2}$ , and  $T_{9,3}$  is tried again. This process must terminate since  $f$  was defined for  $(x_1, x_2, \dots, x_n)$ .

$V_0$  is defined as the list  $V_1 \underline{\text{co}} V_2 \underline{\text{co}} \dots \underline{\text{co}} V_9$ .

The proof now follows from the construction of  $V_0$ .



### 3.2. Phrase structure languages and the metalanguage

In this section we first recall the definition of a phrase structure language, we define Chomsky's type 3, type 2, type 1, and type 0 languages and we introduce the various abstract machines which define the different types of languages. Then we prove that for each type 0 language there exists a metaprogram which generates this language. Next we investigate the resemblance between our notion of envelope and the way in which one recognizes whether a word belongs to a context free language. Then we give a simple example of the recognition of a context sensitive language and finally we exhibit definitions in terms of the metalanguage of the above mentioned abstract machines.

#### 3.2.1. Definition of phrase structure languages.

The definitions in this section follow Ginsburg [22].

A phrase structure grammar is a 4-tuple  $G = (V, \Sigma, P, \sigma)$ , where

1.  $V$  is an alphabet,
2.  $\Sigma \subset V$  is an alphabet (the set of terminal symbols),
3.  $P$  is a finite set of ordered pairs  $(u, v)$ ,  $u \in (V \setminus \Sigma)^* - \{\epsilon\}$ ,  $v \in V^*$ ,
4.  $\sigma \in V - \Sigma$ .

The elements of  $V - \Sigma$  are called (metalinguistic) variables. The elements  $(u, v)$  of  $P$  are usually written  $u \rightarrow v$ .

Let  $G = (V, \Sigma, P, \sigma)$  be a phrase structure grammar.

For  $w, y \in V^*$ , we write  $w \Rightarrow y$ , if there exist  $z_1, z_2, u, v \in V^*$ , such that  $w = z_1 u z_2$ ,  $y = z_1 v z_2$ , and  $u \rightarrow v \in P$ .

For  $w, y \in V^*$ , we write  $w \stackrel{*}{\Rightarrow} y$ , if either  $w = y$ , or there exist  $w_0 = w, w_1, w_2, \dots, w_r = y$  such that  $w_i \Rightarrow w_{i+1}$  for  $i = 0, 1, \dots, r-1$ .

If  $G = (V, \Sigma, P, \sigma)$  is a phrase structure grammar then the subset

$L(G) = \{w \in \Sigma^* \mid \sigma \stackrel{*}{\Rightarrow} w\}$  of  $\Sigma^*$  is called a phrase structure language.

A phrase structure language is called  $\epsilon$ -free if it does not contain the empty word.

Remark: In the remainder of this chapter we restrict ourselves to  $\epsilon$ -free languages. This is only a matter of convenience, since, by using a device as in theorem 3.1.1, it would have been easy to avoid it.



Each phrase structure grammar is called "of type 0".

A phrase structure grammar  $G = (V, \Sigma, P, \sigma)$  is called of type 1 or context sensitive if all elements of  $P$  have the form  $u\xi v \rightarrow uyv$ ,  $u, v \in (V - \Sigma)^*$ ,  $\xi \in V - \Sigma$  and  $y \in V^* - \{\epsilon\}$ .

$G$  is called of type 2 or context free if all elements of  $P$  have the form  $\xi \rightarrow v$ ,  $\xi \in V - \Sigma$ ,  $v \in V^*$ .

$G$  is called of type 3 if it is either left linear or right linear; it is left linear (right linear) if all elements of  $P$  have the form  $\xi \rightarrow u$  or  $\xi \rightarrow vu$  ( $\xi \rightarrow uv$ ), with  $\xi, v \in V - \Sigma$ ,  $u \in \Sigma^*$ .

A phrase structure language  $L$  is called of type  $i$ ,  $i = 0, 1, 2, 3$ , if  $i$  is the largest number such that there exists a grammar  $G$  of type  $i$  such that  $L = L(G)$ .

A finite automaton is a 5-tuple  $A = (K, \Sigma, \delta, q_0, F)$ , where

1.  $K$  is a finite non empty set (of "states"),
2.  $\Sigma$  is an alphabet (of "inputs"),
3.  $\delta$  is a mapping from  $K \times \Sigma$  into  $K$  (the "next state function"),
4.  $q_0 \in K$  (the "initial state"),
5.  $F \subset K$  (the set of "final states").

$\delta$  is extended to  $K \times (\Sigma^* - \{\epsilon\})$  as follows:

$$\delta(q, aw) = \delta(\delta(q, a), w), \text{ where } q \in K, a \in \Sigma \text{ and } w \in \Sigma^* - \{\epsilon\}.$$

Let  $A$  be a finite automaton. Then

$$T(A) = \{w \in \Sigma^* - \{\epsilon\} \mid \delta(q_0, w) \in F\}.$$

$T(A)$  is the set of words "accepted" by  $A$ .

A pushdown automaton is a 7-tuple  $M = (K, \Sigma, \Gamma, \delta, z_0, q_0, F)$ , where

1.  $K, \Sigma, q_0, F$  are defined as for finite automata,
2.  $\Gamma$  is a finite non empty set (of "pushdown symbols"),
3.  $z_0 \in \Gamma$  (the "initial pushdown symbol"),
4.  $\delta$  is a mapping from  $K \times \Sigma \times \Gamma$  into the set of all finite subsets of  $K \times \Gamma^*$ .

We define the relations  $\vdash$  and  $\vdash^*$  as follows:

For  $q_1, q_2 \in K$ ,  $a \in \Sigma$ ,  $w \in \Sigma^*$ ,  $\alpha \in \Gamma^*$ ,  $z \in \Gamma$ ,  $\gamma \in \Gamma^*$ ,

$$(q_1, aw, z\alpha) \vdash (q_2, w, \gamma\alpha), \text{ if } \delta(q_1, a, z) \text{ contains } (q_2, \gamma).$$



For  $p, q \in K$ ,  $w \in \Sigma^*$ ,  $a_i \in \Sigma$  ( $1 \leq i \leq k$ ),  $\alpha, \beta \in \Gamma^*$ ,  
 $(q, w, \alpha) \stackrel{*}{\vdash} (q, w, \alpha)$  and  
 $(p, a_1 a_2 \dots a_k w, \alpha) \stackrel{*}{\vdash} (q, w, \beta)$  if there exist  $p_1 = p, p_2, \dots, p_{k+1} = q \in K$ , and  $\alpha_1 = \alpha, \alpha_2, \dots, \alpha_{k+1} = \beta \in \Gamma^*$  such that  
 $(p_i, a_i a_{i+1} \dots a_k w, \alpha_i) \vdash (p_{i+1}, a_{i+1} a_{i+2} \dots a_k w, \alpha_{i+1})$ , for  
 $1 \leq i \leq k$ .

Let  $M$  be a pushdown automaton. Then

$T(M) = \{w \in \Sigma^* - \{\varepsilon\} \mid (q_0, w, z_0) \stackrel{*}{\vdash} (q, \varepsilon, \alpha) \text{ for some } q \in F \text{ and } \alpha \in \Gamma^*\}$ .  
 $T(M)$  is the set of words "accepted" by  $M$ .

The following theorems are known: Let  $\Sigma$  be an alphabet.

1. A subset  $L$  of  $\Sigma^*$  is a type 3 language if and only if it is accepted by some finite automaton [13].
2. A subset  $L$  of  $\Sigma^*$  is a type 2 language if and only if it is accepted by some pushdown automaton [12].
3. A subset  $L$  of  $\Sigma^*$  is a type 1 language if and only if it is accepted by some linear bounded automaton  
 (for the definition of linear bounded automata and the proof of this theorem see Kuroda [29]).
4. A subset  $L$  of  $\Sigma^*$  is a type 0 language if and only if it is generated by some Turing machine (see 3.2.2).

### 3.2.2. Type 0 and type 2 languages.

Theorem: Each type 0 language can be defined by means of the meta-language.

Proof: Follows immediately from theorem 3.1.3 and the fact that each type 0 language is a recursively enumerable set [11].

Since context free languages form a subclass of the class of all phrase structure languages, this theorem also holds for context free languages.

However, we give a separate proof of this special case, because

- a. This case can be proved directly, i.e., without using recursive functions.
- b. The proof illustrates the relation between the concept of envelope and the way in which one recognizes whether a word belongs to a context free language.



Theorem: Let  $L$  be an  $\varepsilon$ -free context free language. Let  $G = (V, \Sigma, P, \sigma)$  be a grammar for  $L$ . Then there exists a metaprogram  $V_0$  such that for each  $w \in \Sigma^* - \{\varepsilon\}$ :

$w \in L$  if and only if  $V_0 (w \text{ in } \langle \sigma \rangle) = \underline{\text{tr}}$ .

Proof: We construct a grammar  $G' = (V', \Sigma, P', \sigma)$  such that

1.  $L(G') = L(G)$ .

2. The rules of  $P'$  have either the form  $A \rightarrow BC$  or  $D \rightarrow d$

( $A, B, C, D \in V' - \Sigma, d \in \Sigma$ ).

For this construction see e.g. [11].

With each rule in  $P'$  we associate a truth as follows:

If the rule has the form  $A \rightarrow BC$ , then the associated truth is  $\langle B \rangle \langle C \rangle \text{ in } \langle A \rangle$ .

If the rule has the form  $D \rightarrow d$ , the associated truth is  $d \text{ in } \langle D \rangle$ .

$V_0$  is defined as the list of truths which are associated with the rules in  $P'$ .

We now prove: For each  $A \in V' - \Sigma$  and each  $w \in \Sigma^* - \{\varepsilon\}$ , it follows that  $A \stackrel{*}{\Rightarrow} w$  if and only if  $V_0 (w \text{ in } \langle A \rangle) = \underline{\text{tr}}$ . By considering the special case  $A = \sigma$ , the theorem follows immediately from this equivalence.

1. Let  $A \in V' - \Sigma$  and  $w \in \Sigma^* - \{\varepsilon\}$ . Suppose  $A \stackrel{*}{\Rightarrow} w$ . We prove that

$V_0 (w \text{ in } \langle A \rangle) = \underline{\text{tr}}$ , by induction on the length of  $w$ .

a. Suppose  $w$  has length 1, i.e.  $w = a \in \Sigma$ .  $A \stackrel{*}{\Rightarrow} w$  is necessarily a derivation of length 1, i.e.  $A \stackrel{*}{\Rightarrow} w$  is simply  $A \Rightarrow w (=a)$ . This means that  $A \rightarrow a \in P'$ , whence  $a \text{ in } \langle A \rangle \in V_0$ . Therefore,  $a \text{ in } \langle A \rangle$  has the value  $\underline{\text{tr}}$ .

b. Suppose the assertion has been proved for any  $B \in V' - \Sigma$  with a word  $w$  of length  $< n$ . Suppose  $A \stackrel{*}{\Rightarrow} w$ , where  $w$  has length  $n$ . Then there exists  $C, D \in V' - \Sigma$  such that  $A \Rightarrow CD \stackrel{*}{\Rightarrow} w$ . (This follows from the special form of the grammar  $G'$ .)

There exist  $u, v \in \Sigma^* - \{\varepsilon\}$ , such that  $C \stackrel{*}{\Rightarrow} u$ ,  $D \stackrel{*}{\Rightarrow} v$ , and  $w = uv$  ([22], lemma 1.4.6). By the induction hypothesis

$V_0 (u \text{ in } \langle C \rangle) = \underline{\text{tr}}$ , and  $V_0 (v \text{ in } \langle D \rangle) = \underline{\text{tr}}$ . Moreover,  $\langle C \rangle \langle D \rangle \text{ in } \langle A \rangle$  is a truth in  $V_0$ ; hence, it follows that  $w \text{ in } \langle A \rangle$  has the value  $\underline{\text{tr}}$  by the definition of envelope.



2. Suppose  $V_0(w \text{ in } \langle A \rangle) = \underline{\text{tr}}$ . We prove  $A \stackrel{*}{\Rightarrow} w$ , again by induction on the length of  $w$ .
- If  $w$  has length 1, i.e.  $w = a \in \Sigma$ , then  $a \text{ in } \langle A \rangle \in V_0$ ; hence,  $A \rightarrow a \in P'$ , Therefore,  $A \stackrel{*}{\Rightarrow} w$ .
  - Suppose the assertion has been proved for each  $B \in V' - \Sigma$  with  $w$  of length  $< n$ . Suppose  $V_0(w \text{ in } \langle A \rangle) = \underline{\text{tr}}$ . According to the definition of envelope there is a truth in  $V_0$  of the form  $\langle C \rangle \langle D \rangle \text{ in } \langle A \rangle$ , and a partition of  $w$ ,  $w = uv$ , such that  $V_0(u \text{ in } \langle C \rangle) = \underline{\text{tr}}$  and  $V_0(v \text{ in } \langle D \rangle) = \underline{\text{tr}}$ . By the induction hypothesis,  $C \stackrel{*}{\Rightarrow} u$  and  $D \stackrel{*}{\Rightarrow} v$ .  $A \rightarrow CD$  is a rule in  $P'$  by the definition of  $V_0$ . Thus, from  $A \rightarrow CD$ ,  $C \stackrel{*}{\Rightarrow} u$ ,  $D \stackrel{*}{\Rightarrow} v$  and  $w = uv$  it follows that  $A \stackrel{*}{\Rightarrow} CD \stackrel{*}{\Rightarrow} uv = w$ .

3.2.3. A type 1 language (cf. 4.2.2, example 7).

The set  $\{a^n b^n a^n \mid n \geq 1\}$  is not a type 2 language ([22]). Therefore, we cannot use the second theorem of 3.2.2 to recognize whether a word belongs to this set. However, by using more of the mechanism of the metalanguage, it is possible to construct a metaprogram  $V_0$  which does perform this recognition.

Let  $V_0$  be defined as:

$a \text{ } \underline{\text{as}} \text{ } \underline{\text{in}} \text{ } \underline{\text{as}} \text{ } \underline{\text{co}} \text{ } b \text{ } \underline{\text{bs}} \text{ } \underline{\text{in}} \text{ } \underline{\text{bs}} \text{ } \underline{\text{co}}$   
 $aba \text{ } \underline{\text{in}} \text{ } \langle ABA \rangle \text{ } \underline{\text{co}}$   
 $\langle \text{as1} \rangle a \langle \text{bs1} \rangle b \langle \text{as1} \rangle a \text{ } \underline{\text{in}} \text{ } \langle ABA \rangle \text{ } \underline{\text{is}}$   
 $\langle \text{as1} \rangle \quad \langle \text{bs1} \rangle \quad \langle \text{as1} \rangle \quad \underline{\text{in}} \text{ } \langle ABA \rangle$ .

It is easy to see that:

- $V_0(a^p b^p a^p \text{ in } \langle ABA \rangle) = \underline{\text{tr}}$ , for each  $p \geq 1$ .
- For  $p \neq q$ ,  
 $V_0(a^p b^q a^p \text{ in } \langle ABA \rangle) = a^{p_1} b^{q_1} a^{p_1} \text{ in } \langle ABA \rangle$ , where  
 $p_1 = p + 1 - \min(p, q)$ ,  $q_1 = q + 1 - \min(p, q)$ .
- $V_0(w \text{ in } \langle ABA \rangle) = w \text{ in } \langle ABA \rangle$  for each other word  $w \in \{a, b\}^* - \epsilon$ .

3.2.4. Definition of abstract machines.

In this section we show how to define each of the four abstract machines that define the type 3, 2, 1, and 0 phrase structure languages in terms of the metalanguage.



### 3.2.4.1. Finite automata (cf. 4.2.2, example 8).

Theorem: Let  $A = (K, \Sigma, \delta, q_0, F)$  be a finite automaton.

There exists a metaprogram  $V_0$  such that for each  $w \in \Sigma^* - \{\epsilon\}$ :

$V_0(q_0 w) = \underline{tr}$  if and only if  $w \in T(A)$ .

Proof: Let  $K = \{q_0, q_1, \dots, q_n\}$ ,  $\Sigma = \{a_1, a_2, \dots, a_m\}$ , and

$F = \{q_{i_1}, q_{i_2}, \dots, q_{i_r}\}$ .

We define six lists of metaexpressions:

1.  $V_1, V_2$ , and  $V_3$  are defined as in the proof of theorem 3.1.2

2.  $V_4$  is defined as

$q_{i_1} \underline{in} \langle \text{final state} \rangle \underline{co} q_{i_2} \underline{in} \langle \text{final state} \rangle \underline{co} \dots \underline{co} q_{i_r} \underline{in} \langle \text{final state} \rangle$

3.  $V_5$  is the list

$\langle \text{state1} \rangle \langle \text{symbol1} \rangle \langle \text{state2} \rangle \underline{im}$

$\langle \text{state1} \rangle \langle \text{symbol1} \rangle \langle \text{tapel} \rangle \underline{is} \langle \text{state2} \rangle \langle \text{tapel} \rangle \underline{co}$

$\langle \text{final state} \rangle$

4. For each  $\delta(q_i, a_j) = q_k$ , we define an associated truth  $q_i a_j q_k$ .  $V_6$  is the list of these truths.

Let  $V_0$  be  $V_1 \underline{co} V_2 \underline{co} \dots \underline{co} V_6$ . The proof now follows from an argument similar to that used in the proof of theorem 3.1.2.

Remark: The notation used in 4.2.2, example 8, differs slightly from the one used in this proof.

### 3.2.4.2. Pushdown automata (cf. 4.2.2, example 9).

Theorem: Let  $M = (K, \Sigma, \Gamma, \delta, z_0, q_0, F)$  be a pushdown automaton. There

exists a metaprogram  $V_0$  such that for each  $w \in \Sigma^* - \{\epsilon\}$  we have:  $w \in T(M)$

if and only if  $V_0(q_0 w z_0)$  contains the metasymbol  $\underline{tr}$ .

Proof: Let  $K = \{q_0, q_1, \dots, q_n\}$ ,  $\Sigma = \{a_1, a_2, \dots, a_m\}$ ,  $\Gamma = \{z_0, z_1, \dots, z_p\}$  and  $F = \{q_{i_1}, q_{i_2}, \dots, q_{i_r}\}$ .

$V_0$  is constructed from ten lists of metaexpressions (we assume that  $K, \Sigma$  and  $\Gamma$  are disjoint sets):

1.  $V_1, V_2, V_3$  and  $V_4$  are defined as in the proof of theorem 3.2.4.1.

2.  $V_5$  is the list

$z_0 \underline{in} \langle \text{pd symbol} \rangle \underline{co} \dots \underline{co} z_p \underline{in} \langle \text{pd symbol} \rangle$

"pd" is an abbreviation of "pushdown".



3.  $V_6$  is the list  
 $\langle \text{pd symbol} \rangle \langle \text{pd tape} \rangle \underline{\text{in}} \langle \text{pd tape} \rangle$
4.  $V_7$  is the list  
 $\langle \text{pd tape} \rangle \underline{\text{in}} \langle \text{pd tapelist} \rangle \underline{\text{co}}$   
 $\langle \text{pd tape} \rangle, \langle \text{pd tapelist} \rangle \underline{\text{in}} \langle \text{pd tapelist} \rangle$
5.  $V_8$  is the list  
 $\langle \text{state} \rangle \langle \text{statelist} \rangle \underline{\text{in}} \langle \text{statelist} \rangle$
6.  $V_9 = T_{9,1} \underline{\text{co}} T_{9,2} \underline{\text{co}} T_{9,3} \underline{\text{co}} T_{9,4}$ , where  
 $T_{9,1}$  is  
 $\langle \text{statel} \rangle \langle \text{symbol1} \rangle \langle \text{pd symbol1} \rangle \langle \text{statelist1} \rangle \langle \text{pd tapelist1} \rangle \underline{\text{im}}$   
 $\langle \text{statel} \rangle \langle \text{symbol1} \rangle \langle \text{tapel} \rangle \langle \text{pd symbol1} \rangle \langle \text{pd tapel} \rangle \underline{\text{is}}$   
 $\langle \text{statelist1} \rangle \langle \text{tapel} \rangle \langle \text{pd tapelist1} \rangle, \langle \text{pd tapel} \rangle$   
 $T_{9,2}$  is  
 $\langle \text{statel} \rangle \langle \text{statelist1} \rangle \langle \text{tapel} \rangle \langle \text{pd tapel} \rangle, \langle \text{pd tapelist1} \rangle, \langle \text{pd tape2} \rangle \underline{\text{is}}$   
 $\{ \langle \text{statel} \rangle \langle \text{tapel} \rangle \langle \text{pd tapel} \rangle \langle \text{pd tape2} \rangle \underline{\text{co}}$   
 $\langle \text{statelist1} \rangle \langle \text{tapel} \rangle \langle \text{pd tapelist1} \rangle, \langle \text{pd tape2} \rangle \}$   
 $T_{9,3}$  is  
 $\langle \text{statel} \rangle \langle \text{tapel} \rangle \langle \text{pd tapel} \rangle, \langle \text{pd tape2} \rangle \underline{\text{is}}$   
 $\langle \text{statel} \rangle \langle \text{tapel} \rangle \langle \text{pd tapel} \rangle \langle \text{pd tape2} \rangle$   
 $T_{9,4}$  is  
 $\underline{\langle \text{statelist} \rangle} \langle \text{final state} \rangle \underline{\langle \text{statelist} \rangle} \underline{\langle \text{pd tapelist} \rangle}$
7.  $V_{10}$  is constructed as follows:  
 With each  $\delta(q_i, a_j, z_k) = \{(q_{i_1}, u_{i_1}), \dots, (q_{i_r}, u_{i_r})\}$ , where  
 $q_i, q_{i_1}, \dots, q_{i_r} \in K, a_j \in \Sigma, z_k \in \Gamma, u_{i_1}, \dots, u_{i_r} \in \Gamma^{*1}, 1 \geq 1$ , we  
 associate a truth  $q_i a_j z_k q_{i_1} q_{i_2} \dots q_{i_r} u_{i_1} u_{i_2}, \dots, u_{i_r}$ .  
 $V_0$  is the list of these associated truths, separated by metacommas.

Then  $V_0$  is defined as  $V_1 \underline{\text{co}} V_2 \underline{\text{co}} \dots \underline{\text{co}} V_{10}$ .

The proof is again similar to the proof of theorem 3.1.2. The non-deterministic character of the pushdown automaton is represented by  $T_{9,2}$ : as a result of this truth the different courses of action which the pushdown automaton can take, corresponding to the different choices from the sets  $\delta(q, a, z)$ , are all treated successively. If one of these combinations leads to the value  $\underline{\text{tr}}$  (by application of  $T_{9,4}$ ) then it follows that  $\underline{\text{tr}}$  occurs in  $V_0(q_0 w z_0)$ .



Remark: Again there are some inessential differences with 4.2.2, example 9.

#### 3.2.4.3. Linear bounded automata.

Kuroda [29] has proved that a phrase structure language is a type 1 language if and only if it is accepted by a linear bounded automaton. Essentially this is a non deterministic "Turing machine", with a finite memory; i.e., an equivalent metaprogram can be constructed for a linear bounded automaton by modifying the metaprogram which was constructed in the proof of theorem 3.1.2 as follows:

- a.  $T_{4,3}$  and  $T_{4,5}$  are deleted, since these truths give the possibility of extending the tape indefinitely to the left and right.
- b. Some truths are added which represent the fact that one now has a choice from different states for the next state. This can be done in a manner similar to the one used in  $T_{9,2}$  in the metaprogram of 3.2.4.2.

#### 3.2.4.4. Turing machines.

A set is a type 0 language if and only if it can be generated by a Turing machine. The construction of a metaprogram, equivalent to a given Turing machine, was given in 3.1.2. (Cf. also the first theorem of 3.2.2.).



## CHAPTER 4

### DEFINITION OF THE METALANGUAGE

In this chapter the processor is defined by an ALGOL 60 program. After this, several examples are exhibited of the evaluation of a name by the processor.

#### 4.1. The ALGOL 60 program for the processor

First we give a general survey of the program.

We distinguish six groups of procedures:

##### 1. The input procedures

Init0, Init, RFS, symbol, read metavariable and read underlined symbol.

The input/output medium used is paper tape, punched in MC flexowriter code. Heptads from the input tape are read by means of the code procedure REHEP (see group 6).

The input procedures are defined in such a way that:

- a. A terminal symbol of the metalanguage is either a flexowriter symbol (these are listed below), or an underlined sequence of flexowriter symbols, different from each of the metasymbols.
- b. A metavariable is defined as in chapter 2, section 1.

Thus, a metavariable is denoted by the symbol "<" or "<\_", a sequence of metaletters, possibly a sequence of metadigits, and the symbol ">" or ">\_" respectively.

Due to the restricted character set on the flexowriter, we have no way of distinguishing between metaletters (metadigits) and letters (digits) which occur in the language we want to define (e.g. ALGOL 60). In ALGOL 60 this causes no special problems, since a combination like "<, sequence of letters, >" will not



occur in a syntactically correct program. If one should want to define a language in which this combination may indeed occur, one should use another denotation for the metavariables.

- c. Terminal symbols, metasymbols and metavariables are represented uniquely by integers.
- d. Each name is required to end with a stopcode punching (a stopcode is a punching symbol that leaves no visible mark on the typewriter sheet).

2. The output procedure output0.

Heptads are punched on the output tape by means of the code procedure PUHEP (see 6).

3. The procedures

SIMPLE NAME, LIST OF METAEXPRESSIONS, SIMPLE TERM, SIMPLE FACTOR, METAEXPRESSION, LEFT PART, RIGHT PART, LIST OF SIMPLE RIGHT PARTS, SIMPLE RIGHT PART, IND METATERM, IND METAFACOR, TERMINAL SEQUENCE, METASEQUENCE, IND METASEQUENCE, and SIMPLE METAVARIABLE.

These procedures check the syntax of the name which is offered to the processor. They reflect the rules for the syntax of the meta-language of chapter 2, section 1.

(The technique used here was inspired by [28]).

4. The auxiliary procedures

Terminal symbol, Simple metav, Metav, Ind metav, Opt metav, Ind simple metav, Ind opt metav, Non ind metav, similar, metaletter, metadigit, error, and add to Sequence.

5. The procedures

NAME, add to V, envelope, evaluate, derive condition, derive simple right part, and derive right part.

These procedures contain the definition proper of the processor. A call of the procedure NAME results in the determination of the value of the first simple name of the name which is offered to the processor by means of a call of the procedure evaluate, the addition of this value to V by means of a call of the procedure add to V, and, if necessary, a recursive call of NAME to treat the rest of the name.



6. The following library routines which are available without declaration in the MC ALGOL system:

read: a function designator, assigning to its identifier the next number on the input tape.

REHEP: an integer procedure, assigning to its identifier the value of the next heptad on the input tape.

PUHEP(f): a procedure, punching the value of  $f$  ( $0 \leq f \leq 127$ ) as a heptad on the output tape.

PUNLCR: a procedure, punching a new line carriage return symbol on the output tape.

ABSFIXP(n,0,x): a procedure, punching the absolute value of  $x$ , rounded to an integer, using  $n$  digits and replacing leading zeroes by spaces.

PUTEXT(string): a procedure that punches the actual string on the output tape.

RUNOUT: a procedure that punches a piece of blank tape.

Remarks:

1. The left and right metaparentheses which are defined here to be denoted by  $\underline{(}$  and  $\underline{)}$ , are denoted in the explanatory chapters (i.e. chapters 2, 3 and 6) by  $\{$  and  $\}$ .
2. No restriction is imposed on the length of a sequence of metaletters in a metavariable. However, we have not bothered to include a mechanism to allow arbitrary length of a sequence of metadigits. At most five metadigits are permitted in an indexed metavariable.

List of flexowriter symbols:

a, b ..., z, A, B, ..., Z, 0, 1, ..., 9,  
 $\wedge \vee \times / = ; [ ] ( ) | < > " ' + ? : \neg - . 10 ,$

For the separation of underlined sequences of flexowriter symbols the lay-out symbols space, tab and new line carriage return are used.



```

begin comment Definition of the processor, de Bakker, R1111, 211066;

integer bound V, bound Sequence, bound Im, bound M, bound Commas,
bound auxu, bound auxm, bound Metava, bound Underlined symbol;
bound Im:= read; bound M:= read; bound V:= read;
bound Sequence:= read; bound Commas:= read; bound auxu:= read;
bound auxm:= read; bound Metava:= read;
bound Underlined symbol:= read;

begin
integer space, tab, newline, blank, erase, bar, underlining, less, more,
upper case, lower case, left par, right par, stopcode;
integer im, in, is, va, co, tr, leftmetapar, rightmetapar,
leftquote, rightquote, optopen, optclose, terminator;
integer case, next RFS, next symbol, index;
integer s, v, number of metavariables, number of underlined symbols,
k, l, number of truths, c, m;
boolean fit, first;
integer array V[0:bound V], Sequence[0:bound Sequence],
Metava[0:bound Metava],
Underlined symbol[0:bound Underlined symbol],
auxm[0:bound auxm], auxu[0:bound auxu], Im, Is, Comma,
Length1, Length2[0:bound Im], Commas[0:bound Commas],
M1, M2, M3, M4[0:bound M];

comment V is the list of truths, Sequence the sequence that is
evaluated. Metava, Underlined symbol, auxm and auxu are used
for the representation of metavariables and underlined
symbols by integers. Im, Is, Comma, Length1, Length2 are used
for the administration of V. Commas is used for non-simple
right parts. M1, M2, M3, M4 are used to store information
about similarity of indexed metavariables;

procedure Init0 ;
begin comment Initialization of some global variables. The array
Underlined symbol is filled with the underlined
metasymbols, < and > ;

integer i, m, n, s, v, a, c, o, t, r;
space := read; lower case := read; erase := read;
tab := read; upper case := read; blank := read;
newline := read; underlining := read; bar := read;

less := read; right par := read;
more := read; left par := read;
stopcode:= read;

```



```

im := 1;   va := 4;   leftmetapar := 7;
in := 2;   co := 5;   rightmetapar := 8;
is := 3;   tr := 6;

optopen := 9;   leftquote := -1;   terminator := -10;
optclose := 10;   rightquote := -2;

i:= read; m:= read; n:= read; s:= read; v:= read;
a:= read; c:= read; o:= read; t:= read; r:= read;

l:= number of underlined symbols:= 0;

for Underlined symbol[l]:= 0,i,m,i,n,i,s,v,a,c,o,t,r,
    left par,right par,less,more
do l:=l + 1;

l:= 16; Underlined symbol[l]:= more;

for auxu[number of underlined symbols]:= 0,2,4,6,8,10,12,
    13,14,15,16 do
number of underlined symbols:= number of underlined
    symbols + 1;
number of underlined symbols:= 10;
auxu[number of underlined symbols]:= 16
end Init0;

procedure Init;
begin comment Initialization of the evaluation of a name;
case:= next RFS:= next symbol:= s:= v:= number of metavariables:=
number of truths:= c:= m:= auxm[0]:= 0;
Comma[0]:= -1;
first:= true;

for k:= 0 step 1 until bound Im do
    Im[k]:= Is[k]:= Length2[k]:= 0;
for k:= 0 step 1 until bound Commas do Commas[k]:= 0;

k:= 0;

number of underlined symbols:= 10; l:= 16;
RFS(true); symbol
end Init;

```



```

integer procedure RFS (f); value f; boolean f;
begin comment RFS reads a flexowriter symbol. The parameter f determines
  whether the symbols space, tab and newline are skipped;
  integer heptad; RFS:= next RFS;
  if next RFS = stopcode then goto end;
L:  heptad:= REHEP;
    if heptad = blank ∨ heptad = erase ∨
      f ∧ (heptad = tab ∨ heptad = space ∨ heptad = newline)
    then goto L;
    if heptad = lower case then begin case:= 0; goto L end;
    if heptad = upper case then begin case:= 128; goto L end;
next RFS:= heptad + (if heptad = stopcode ∨ heptad = space ∨
  heptad = tab ∨ heptad = newline
  then 0 else case);
end:
end RFS;

```

```

procedure symbol;
begin comment To the global variable next symbol an integer is
  assigned, representing:
  one of the symbols † or ‡, or
  a metavariable, or
  an underlined terminal symbol, or
  an underlined metasymbol, or
  a non-underlined terminal symbol;
  integer temp; index:= 0;
start: temp:= RFS(true);
  if temp = bar
  then begin if next RFS = less then
    begin RFS(true);
      next symbol:= leftquote
    end else
    if next RFS = more then
    begin RFS(true);
      next symbol:= rightquote
    end else
    goto terminal
  end else
  if temp = less
  then begin temp:= read metavariable(less, start, open);
    RFS(true);
    next symbol:= temp
  end else

```



```

    if temp = underlining
        then begin next symbol:= read underlined symbol;
            open: if next symbol = optopen then
                begin temp:= read metavariable(optopen,
                    start,open);
                    next symbol:= temp + 200
                end
            end else
    if temp = stopcode then
        next symbol:= terminator else
terminal:
    next symbol:= temp + 300
end symbol;

integer procedure read metavariable(f,start,open);
    value f; integer f; label start,open;
begin comment The metavariable is represented by an integer.
    Complications are caused by the possibility of the
    occurrence of sequences such as: < ab12 >.
    This is not a metavariable, but a sequence of six
    terminal symbols;
integer i,j,k1,k2,aux,length;
aux:= read metavariable:= 0;
k1:= k;
for i:= next RFS while metaletter(i) do
begin RFS(true); k:= k + 1; Metava[k]:= i end;
k2:= k;
for i:= next RFS while metadigit(i) do
begin RFS(true); k:= k + 1; Metava[k]:= i end;
if next RFS = underlining then
aux:= read underlined symbol;
if k1 = k2  $\vee$  (if f = less then next RFS  $\neq$  more
                else aux  $\neq$  optclose) then
begin s:= s + 1; Sequence[s]:= if f = less then less + 300
                                else optopen;
    for i:= k1 + 1 step 1 until k do
begin s:= s + 1; Sequence[s]:= Metava[i] + 300 end;
k:= k1;
if aux  $\neq$  0 then
begin next symbol:= aux; goto open end else
goto start
end;
for i:= k2 + 1 step 1 until k do
index:= index  $\times$  33 + Metava[i]; index:= index + 1000;
k:= k2;
length:= k - k1;

```



```

for i:= 1 step 1 until number of metavariables do
begin if auxm[i] - auxm[i - 1] = length then
begin for j:= 1 step 1 until length do
if Metava[auxm[i - 1] + j] ≠
Metava[k1 + j] then goto out;
read metavariable:= i + 600 + (if
index > 1000 then 100 else 0);
k:= k1; goto end
end;
out:
end; number of metavariables:= number of metavariables + 1;
read metavariable:= number of metavariables + 600 +
(if index > 1000 then 100 else 0);
auxm[number of metavariables]:= k;
end:
end read metavariable;

integer procedure read underlined symbol;
begin comment The underlined symbol is represented by an integer;
integer temp, l1, i, j, length;
boolean under; l1:= 1; under:= true;
L: if next RFS = underlining then
begin under:= true; RFS(false); goto L end;
if next RFS = space ∨ next RFS = tab ∨ next RFS = newline then
begin if under then error(1) else RFS(true) end;
if under then
begin l:= l + 1; Underlined symbol[l]:= next RFS;
under:= false; RFS(false); goto L
end;
if l1 = 1 then error(2);
length:= l - l1;
for i:= 1 step 1 until number of underlined symbols do
begin if auxu[i] - auxu[i - 1] = length then
begin for j:= 1 step 1 until length do
if Underlined symbol[auxu[i - 1] + j] ≠
Underlined symbol[l1 + j] then goto out;
read underlined symbol:= i; l:= l1; goto end
end;
out:
end; read underlined symbol:= number of underlined symbols:=
number of underlined symbols + 1;
auxu[number of underlined symbols]:= l;
end:
end read underlined symbol;

```



```

procedure output0(sw,e,f,g,h,A); value sw,e,f,g,h;
      integer sw,e,f,g,h; integer array A;
begin integer i,j,k,uj,vi,case;
      own integer N;
      switch switch := CO,IR,TS,SN,CV;
      procedure P(f); value f; integer f;
        if f = lower case then
          begin if case ≠ lower case then
            begin case := lower case; PUHEP(lower case) end
          end else
            if f = upper case then
              begin if case ≠ upper case then
                begin case := upper case; PUHEP(upper case) end
              end else PUHEP(f);
            end
          end
        end
      procedure P1(f1,f2,f3,f4); value f1,f2,f3,f4;
        integer f1,f2,f3,f4;
      begin P(space); P(f1); P(underlining); P(f2); P(f3); P(f4);
        P(space);
      end;

      procedure punch metadigits(f); value f; integer f;
      begin integer a,j,k;
        integer array A[1 : 5];
        f := f - 1000;
        k := 0;
      L: a := f : 33 × 33; k := k + 1; A[k] := f - a;
        if a > 0 then begin f := f : 33; goto L end;
        for j := k step - 1 until 1 do
          begin P(lower case); P(A[j]) end
        end
      end
      punch metadigits;

      procedure punch metav(f); value f; integer f;
      begin integer k; if f < 3 then
        begin P(lower case); P(less) end else
          begin P(lower case); P(underlining); P(less) end;
          for k := 1 + auxm[vi - 501 - 100 × f] step 1 until
            auxm[vi - 500 - 100 × f] do
            begin if Metava[k] > 128 then
              begin P(upper case); P(Metava[k] - 128) end else
                begin P(lower case); P(Metava[k]) end
              end
            end;
            if f = 2 ∨ f = 4 then
              begin i := i + 1; punch metadigits(A[i]) end;
            if f < 3 then
              begin P(upper case); P(more) end else
                begin P(lower case); P(underlining); P(upper case);
                  P(more); P(space)
                end
              end
            end
          end
        end
      end
      punch metav;

```



```

procedure punch(f); value f; integer f;
begin   vi:=f;
        if vi = leftquote then
          P1(upper case,underlining,lower case,less) else
          if vi = rightquote then
            P1(upper case,underlining,underlining,more) else
            if vi = in then
              P1(lower case,i,underlining,n) else
              if vi = im then
                P1(lower case,i,underlining,m) else
                if vi = is then
                  P1(lower case,i,underlining,s) else
                  if vi = va then
                    P1(lower case,v,underlining,a) else
                    if vi = co then
                      P1(lower case,c,underlining,o) else
                      if vi = tr then
                        P1(lower case,t,underlining,r) else
                        if vi = leftmetapar then
                          P1(lower case,underlining,upper case,left par) else
                          if vi = rightmetapar then
                            P1(lower case,underlining,upper case,right par) else
                            if Terminal symbol(vi) then
                              begin if vi > 300 ^ vi < 428 then
                                begin P(lower case); P(vi - 300) end else
                                  if vi > 428 then
                                    begin P(upper case); P(vi - 428) end else
                                      begin P(space);
                                        for j:= 1 + auxu[vi - 1] step 1 until
                                          auxu[vi] do
                                            begin uj:= Underlined symbol[j];
                                              if uj > 128 then
                                                begin P(lower case); P(underlining);
                                                  P(upper case); P(uj - 128)
                                                end else
                                                  begin P(lower case); P(underlining);
                                                    P(uj)
                                                  end
                                                end
                                              end; P(space)
                                            end
                                          end
                                        end
                                      end
                                    end
                                  end
                                end
                              end
                            end
                          end
                        end
                      end
                    end
                  end
                end
              end
            end
          end
        end
        if Simple metav(vi) then punch metav(1) else
        if Ind simple metav(vi) then punch metav(2) else
        if Opt metav(vi) then punch metav(3) else
        if Ind opt metav(vi) then punch metav(4)
end   punch;

```



```

procedure punch truth(j); value j; integer j;
begin PUNLCR; ABSFIXP(2,0,j); PUHEP(upper case);
      PUHEP(107); PUHEP(space); PUHEP(case);
      for i:= Comma[j - 1] + 2 step 1 until Comma[j] do
        punch(A[i]);
      if j < number of truths then punch(co)
end punch truth;

```

```

procedure P2(string); string string;
begin PUNLCR; PUTTEXT(string); ABSFIXP(2,0,h); PUTTEXT(⋄): ⋄);
      for i:= e step 1 until f do punch(A[i])
end P2;

```

```

case:= 0; goto switch[sw];

```

```

CO: P2(⋄CO(⋄)); goto end;
IR: P2(⋄IR(⋄)); goto out;
TS: P2(⋄TS(⋄)); goto out;
SN: PUNLCR; PUTTEXT(⋄SN: ⋄);
      for i:= e step 1 until f do punch(A[i]); PUNLCR; goto out;
CV: PUNLCR; PUTTEXT(⋄CV:⋄); PUNLCR;
      if first then
        begin for k:= 1 step 1 until number of truths do punch truth(k);
          first:= false; N:= number of truths
        end else
        begin punch truth(1); PUNLCR; PUTTEXT(⋄ .⋄); PUNLCR;
          PUTTEXT(⋄ .⋄); PUNLCR; PUTTEXT(⋄ .⋄);
          for k:= N step 1 until number of truths do punch truth(k)
        end;
      PUNLCR;
out: if g ≠ 0 then
      begin P1(lower case,i,underlining,n);
        vi:= abs(g); punch metav(1)
      end;
end:
end output0;

```



```

boolean procedure Terminal symbol(f); value f; integer f;
Terminal symbol:= 8 < f  $\wedge$  f < 600;

boolean procedure Simple metav(f); value f; integer f;
Simple metav:= 600 < f  $\wedge$  f < 700;

boolean procedure Metav(f); value f; integer f;
Metav:= 600 < f  $\wedge$  f < 1000;

boolean procedure Ind metav(f); value f; integer f;
Ind metav:= 700 < f  $\wedge$  f < 800  $\vee$  900 < f  $\wedge$  f < 1000;

boolean procedure Opt metav(f); value f; integer f;
Opt metav:= 800 < f  $\wedge$  f < 900;

boolean procedure Ind simple metav(f); value f; integer f;
Ind simple metav:= 700 < f  $\wedge$  f < 800;

boolean procedure Ind opt metav(f); value f; integer f;
Ind opt metav:= 900 < f  $\wedge$  f < 1000;

boolean procedure Non ind metav(f); value f; integer f;
Non ind metav:= 600 < f  $\wedge$  f < 700  $\vee$  800 < f  $\wedge$  f < 900;

comment The boolean procedures Terminal symbol(f),...,
Non ind metav(f), are true, if the integer f represents
a terminal symbol, ..., a non indexed metavariable;

boolean procedure similar(f,g,h); value f,g,h; integer f,g,h;
similar:= (M1[f] = g  $\vee$  M1[f] = g + 200  $\vee$ 
M1[f] + 200 = g)  $\wedge$  M2[f] = h;

boolean procedure metadigit(f); value f; integer f;
metadigit:= 0 < f  $\wedge$  f < 9  $\vee$  18 < f  $\wedge$  f < 26  $\vee$  f = 32;

boolean procedure metaletter(f); value f; integer f;
begin integer temp; temp:= if f > 128 then f - 128 else f;
metaletter:= 34 < temp  $\wedge$  temp < 42  $\vee$  49 < temp  $\wedge$  temp < 57  $\vee$ 
66 < temp  $\wedge$  temp < 74  $\vee$  80 < temp  $\wedge$  temp < 89  $\vee$ 
96 < temp  $\wedge$  temp < 105  $\vee$  114 < temp  $\wedge$  temp < 122
end metaletter;

```



```

procedure error(f); value f; integer f;
begin PUNLCR; PUTTEXT(⟨ error ⟩); ABSFIXP(3,0,f);
      goto end program
end error;

procedure add to Sequence;
begin s:= s + 1; Sequence[s]:= next symbol;
      if index > 1000 then begin s:= s + 1; Sequence[s]:= index end;
      symbol
end add to Sequence;

procedure add to V(A,f,g); value f,g; integer f,g; integer array A;
begin comment The value of a simple name is added to V.The
      administration of the arrays Im,Is,Comma,Length1,
      Length2 is updated;
      integer par,quote,k,sk;
      boolean comma,right of is;
      par:= quote:= 0; number of truths:= number of truths + 1;
      comma:= right of is:= false;
      if number of truths > 1 then begin v:= v + 1; V[v]:= co end;
      for k:= f step 1 until g do
      begin sk:= A[k];
          if Terminal symbol(sk) then goto add1;
          if Non ind metav(sk) then goto add0;
          if Ind metav(sk) then
              begin
                  v:= v + 1; V[v]:= sk;
                  k:= k + 1; sk:= A[k];
                  if ¬(Ind opt metav(A[k - 1]) v
                      right of is) then goto add2
              end else
                  if sk = leftquote then quote:= quote + 1 else
                  if sk = rightquote then quote:= quote - 1 else
                  if sk = leftmetapar then
                      begin
                          if par = 0 ∧ quote = 0 then
                              comma:= true; par:= par + 1
                          end else
                              if sk = rightmetapar then par:= par - 1 else

```



```

if sk = im then
begin
if quote = 0 then
begin
Im[number of truths]:= v;
Length1[number of truths]:=
Length2[number of truths];
Length2[number of truths]:= 0
end
end else
then
begin
if quote = 0 then
begin
Is[number of truths]:= v;
right of is:= true
end
end else
then
begin
if quote = 0 ^ par = 0 then
begin
Comma[number of truths]:= v;
number of truths:=
number of truths + 1;
right of is:= false
end else
if quote = 0 ^ par = 1 then
begin
if comma then
begin
c:= c + 1;
Commas[c]:= -number of truths;
comma:= false
end;
c:= c + 1; Commas[c]:= v
end
end else
then goto add1;
if sk = in goto add;
add0: if Opt metav(sk) then goto add;
add1: if right of is then goto add;
add2: Length2[number of truths]:= Length2[number of truths] + 1;
add: v:= v + 1; V[v]:= sk
end; Comma[number of truths]:= v;
output0(5,1,v,0,0,V)
end add to V;

```



```

procedure NAME;
begin comment See the introduction at the beginning of this chapter;
      SIMPLE NAME;
      if Simple metav(Sequence[s]) then
      begin s:= s - 2;
          output0(4,1,s,-Sequence[s + 2],0,Sequence);
          evaluate(fit,1,s,s + 1,Sequence,- Sequence[s + 2])
      end else
      begin output0(4,1,s,0,0,Sequence);
          evaluate(fit,1,s,s + 1,Sequence,0)
      end;
      addto V(Sequence,1,s); s:= 0;
      if next symbol = co then
      begin symbol; NAME end else
      if next symbol ≠ terminator then error(3)
end NAME;

```

comment The procedures SIMPLE NAME to SIMPLE METAVARIABLE test the syntax of a simple name, when it is read from the input tape. If the simple name contains a simple primary, this is evaluated in the procedure SIMPLE FACTOR;

```

procedure SIMPLE NAME;
      if next symbol = tr          then add to Sequence else
      if next symbol = leftquote then
      begin
          add to Sequence;
          LIST OF METAEXPRESSIONS;
          if next symbol = rightquote then
          add to Sequence else error(4)
          end else
      if Terminal symbol(next symbol) ∨
          next symbol = va          then SIMPLE TERM
          else error(5);

```

```

procedure LIST OF METAEXPRESSIONS;
begin METAEXPRESSION;
      if next symbol = co then
      begin add to Sequence;
          LIST OF METAEXPRESSIONS
      end
end LIST OF METAEXPRESSIONS;

```

```

procedure SIMPLE TERM;
begin SIMPLE FACTOR;
      if next symbol = in then
      begin add to Sequence;
          SIMPLE METAVARIABLE
      end
end SIMPLE TERM;

```



```

procedure SIMPLE FACTOR;
  if Terminal symbol(next symbol)
    then
      begin
        add to Sequence;
        SIMPLE FACTOR
      end else
    if next symbol = va
      then
        begin
          symbol;
          if next symbol = leftmetapar then
            begin
              integer aux2;
              symbol; aux2:= s + 1;
              if Terminal symbol(next symbol)
                then TERMINAL SEQUENCE else
                error(6);
              evaluate(fit,aux2,s,s + 1,
                Sequence,0);
              if next symbol = rightmetapar
                then symbol else error(7);
              SIMPLE FACTOR
            end else error(8)
          end;
        then
          begin
            add to Sequence;
            if next symbol = im then
              begin
                L1: add to Sequence;
                if Terminal symbol(next symbol)∨
                  Metav(next symbol) then
                    begin
                      LEFTPART;
                    L2: if next symbol = is then
                      begin
                        L3: add to Sequence;
                        RIGHTPART
                      end
                    end else error(9)
                  end else error(10)
                end else
              end else
            end else
          end else
        end
      end
    end
  end;

```



```

if Terminal symbol(next symbol) v
  Metav(next symbol) then
  begin
    METASEQUENCE;
    if next symbol = im then
      goto L1 else
    if next symbol = is then
      goto L3 else
    if next symbol = in then
      begin
        add to Sequence;
        SIMPLE METAVARIABLE;
        goto L2
      end
    end
  else error(11);

procedure LEFTPART;
begin METASEQUENCE;
  if next symbol = in then
    begin
      add to Sequence;
      SIMPLE METAVARIABLE
    end
end LEFTPART;

procedure RIGHTPART;
  if next symbol = leftmetapar then
    begin
      add to Sequence;
      LIST OF SIMPLE RIGHTPARTS;
      if next symbol = rightmetapar
        then add to Sequence else error(12)
      end
    else SIMPLE RIGHTPART;

procedure LIST OF SIMPLE RIGHTPARTS;
begin SIMPLE RIGHTPART;
  if next symbol = co then
    begin
      add to Sequence;
      LIST OF SIMPLE RIGHTPARTS
    end
end LIST OF SIMPLE RIGHTPARTS;

```



```

procedure SIMPLE RIGHTPART;
  if next symbol = tr then add to Sequence else
    if next symbol = leftquote then
      begin
        add to Sequence;
        LIST OF METAEXPRESSIONS;
        if next symbol = rightquote then
          add to Sequence else error(13)
        end else
      if next symbol = va ∨
        Ind metav(next symbol) ∨
        Terminal symbol(next symbol)
          then IND METATERM else error(14);

procedure IND METATERM;
begin IND METAFACOR;
  if next symbol = in then
    begin add to Sequence; SIMPLE METAVARIABLE end
end IND METATERM;

procedure IND METAFACOR;
  if Terminal symbol(next symbol) ∨
    Ind metav(next symbol) then
    begin
      add to Sequence;
      IND METAFACOR
    end else
    if next symbol = va then
      begin
        add to Sequence;
        if next symbol = left metapar then
          begin
            add to Sequence;
            if Terminal symbol(next symbol) ∨
              Ind metav(next symbol) then
                IND METASEQUENCE else error(15);
            if next symbol = right metapar
              then add to Sequence
            else error(16);
            IND METAFACOR
          end else error(17)
        end;
      end;

procedure TERMINAL SEQUENCE;
  if Terminal symbol(next symbol)
    then
      begin
        add to Sequence;
        TERMINAL SEQUENCE
      end TERMINAL SEQUENCE;

```



```

procedure METASEQUENCE;
  if Terminal symbol(next symbol)  $\vee$ 
    Metav(next symbol) then
    begin
      add to Sequence;
      METASEQUENCE
    end METASEQUENCE;

procedure IND METASEQUENCE;
  if Terminal symbol(next symbol)  $\vee$ 
    Ind metav(next symbol) then
    begin
      add to Sequence;
      IND METASEQUENCE
    end IND METASEQUENCE;

procedure SIMPLE METAVARIABLE;
  if Simple metav(next symbol)
    then add to Sequence else error(18);

boolean procedure envelope(l,a,b,c,A,B,p,q,para,n,n0);
  value l,a,b,c,p,q,para,n,n0;
  integer l,a,b,c,p,q,para,n,n0;
  integer array A,B;
begin comment envelope is true, if the sequence in the array V,
  from V[p] to V[q], is an envelope of the sequence in the
  array A, from A[a] to A[b]. Otherwise, envelope is false.
  The array A has as its corresponding actual either the
  array Sequence or the array V (the latter case occurs
  when it is tested whether a derived condition is an
  envelope of a truth in V). l is the length of the
  sequence V[p], ..., V[q], decreased by the number of
  (indexed) optional metavariables in this sequence.
  c points to the first free place in the array A.
  This is used for auxiliary evaluations, e.g. of the value
  of a derived condition. A[a], ..., A[b] contain the
  terminal sequence of a simple sequence. para ( $\neq 0$ )
  represents the simple metavariable of the simple
  sequence in case such a simple metavariable is present.
  B, n, n0 are used in the mechanism for testing whether
  subsequences, belonging to similar metavariables, are
  equal. envelope is defined recursively:
  V[p], ..., V[q] is an envelope of A[a], ..., A[b], if V[p]
  and an appropriate initial sequence of A[a], ..., A[b]
  fulfil the requirements of 2.2.3, step 3a, and
  V[p + 1], ..., V[q] is an envelope of the remaining
  part of A[a], ..., A[b];

```



```

integer Vp, temp;
boolean index, opt, fit;

integer procedure next l;
  next l:= l - (if opt then 0 else 1);

integer procedure next p;
  next p:= p + (if index then 2 else 1);

boolean procedure last;
  last:= p + (if index then 1 else 0) = q;

integer procedure reduced Vp;
  reduced Vp:= Vp - (if opt ^ index then 300 else
    if opt then 200 else if index then 100 else 0);

procedure add to M(f,g); value f,g; integer f,g;
  if index then
  begin m:= m + 1; M1[m]:=Vp; M2[m]:= V[p + 1];
    M3[m]:= f; M4[m]:= g
  end add to M;

boolean procedure env(a); value a; integer a;
  env:= envelope(next l,a,b,c,A,B,next p,q,0,n,n0);

boolean procedure TERMINAL;
  TERMINAL:= if Vp = A[a] then (if last then a = b else
    env(a + 1)) else false;

boolean procedure SIMP MET;
begin
  SIMP MET:= false;
  if last then evaluate(fit,a,b,c,A,reduced Vp) else
  begin temp:= temp + 1;
    if l > b - temp + 1 then goto end;
    evaluate(fit,a,temp,c,A,reduced Vp)
  end;
  if fit ^ last then
  begin add to M(a,b); SIMP MET:= true end else

```



```

if fit then
  begin add to M(a,temp);
  if env(temp + 1) then
    SIMP MET:= true else
    begin if index then m:= m - 1;
    SIMP MET:= SIMP MET
  end
  end else
  if  $\neg$  last then SIMP MET:= SIMP MET;
end:
end SIMP MET;

boolean procedure OPT MET;
begin OPT MET:= false; opt:= true;
  if last then
    begin if a > b then
      begin OPT MET:= true; add to M(0,-1) end
      else OPT MET:= SIMP MET
    end
    else
      begin add to M(0,-1);
      if env(a) then OPT MET:= true else
      begin if index then m:= m - 1;
      if  $1 \leq b - a$  then OPT MET:= SIMP MET
      end
    end
  end
end OPT MET;

boolean procedure IND SIMP MET;
begin index:= true; IND SIMP MET:= SIMILAR end IND SIMP MET;

boolean procedure IND OPT MET;
begin index:= opt:= true; IND OPT MET:= SIMILAR end IND OPT MET;

boolean procedure SIMILAR;
begin integer i1,i2,temp1,temp2;
  SIMILAR:= false;
  for i1:= n + 1 step 1 until m do
    if similar(i1,Vp,V[p + 1]) then
      begin temp1:= M3[i1]; temp2:= M4[i1];
      if b - a - temp2 + temp1 < next l then goto end;
      for i2:= temp1 step 1 until temp2 do
        if A[a + i2 - temp1]  $\neq$  (if i1 > n0  $\wedge$  n0 > 0 then
          V[i2] else B[i2]) then goto end;
      end
    end
  end

```



```

SIMILAR:= if last then (if temp2 > 0 then
a + temp 2 - temp1 = b else a > b)
else env(a + temp2 - temp1 + 1);
goto end
end;
SIMILAR:= if opt then OPT MET else SIMP MET;
end:
end SIMILAR;

envelope:= false;
if para ≠ 0 then
begin if abs(para) ≠ V[q] ∨ in ≠ V[q - 1]
then goto end else
begin q:= q - 2; l:= l - 2 end
end;
if l > b - a + 1 then goto end;
if a ≤ b ∧ ¬ Terminal symbol(A[a]) ∨ q ≥ p + 2 ∧ V[q - 1] = in
then goto end;
opt:= index:= false; temp:= a - 1; Vp:= V[p];
envelope:= if Terminal symbol(Vp) then TERMINAL else
if Simple metav(Vp) then SIMP MET else
if Opt metav(Vp) then OPT MET else
if Ind simple metav(Vp) then IND SIMP MET else
if Ind opt metav(Vp) then IND OPT MET else false;
end:
end envelope;

procedure evaluate(fi,a,b,c,A,para); value a,c,para;
integer a,b,c,para; boolean fi; integer array A;
begin comment The value of the sequence A[a],...,A[b] is determined.
c and para have the same meaning as in envelope.
fi is used to store the result of auxiliary calls
of evaluate in the body of envelope.
error 19 occurs when the empty sequence is evaluated,
and error 20 when the sequence is not simple;
integer i,i1,temp1,temp2,temp3,temp4,n,n0,d,e,par;
boolean metav,condition present,rightpart present;

procedure tr1;
if A[a] = tr ∧ a = b then
begin fi:= true; goto end evaluate end;

procedure metastring;
if A[a] = leftquote then
begin b:= b - 2;
for i:= a step 1 until b do A[i]:= A[i + 1];
goto end evaluate
end;

```



```

procedure apply V;
begin for i:= a step 1 until b do
    if  $\neg$  Terminal symbol(A[i]) then error(20);
    for i:= number of truths step - 1 until 1 do
        begin consider truth(i);
            if envelope(Length2[i],a,b,if para > 0 then
                c else b + 1,A,A,if condition present then
                    temp2 + 2 else temp1,if rightpart present then
                        temp3 else temp4,para,n,n0) then
                begin if condition satisfied then
                    evaluate right part
                end
            end
        end
    end
end apply V;

procedure consider truth(i); value i; integer i;
begin temp1:= Comma[i - 1] + 2; temp2:= Im[i];
    temp3:= Is[i]; temp4:= Comma[i]; m:= n;
    condition present:= temp2  $\neq$  0;
    right part present:= temp3  $\neq$  0
end consider truth;

boolean procedure condition satisfied;
begin condition satisfied:= true;
    if condition present then
        begin derive condition(metav,A,temp1,temp2,c,d,n);
            if  $\neg$  metav then
                begin
                    output0(1,c,d,0,i,Sequence);
                    evaluate(fi,c,d,d + 1,Sequence,0);
                    condition satisfied:= fi
                end
            else
                begin n0:= m;
                    for i1:= number of truths step -1
                        until 1 do
                            begin
                                if Im[i1]  $\neq$  0  $\vee$  Is[i1]  $\neq$  0 then
                                    goto end i1;
                                if envelope(Length1[i],
                                    Comma[i1 - 1] + 2,Comma[i1],
                                    c,V,A,temp1,temp2,0,n,n0)
                                    then goto end;
                            end i1:
                        end;
                    n0:= - 1; condition satisfied:= false
                end
            end
        end
    end;
end condition satisfied;

```



```

procedure evaluate right part;
begin if  $\neg$  right part present
    then
        begin fi := true;
            if para < 0 then
                begin b := a; A[a] := tr end
            end else
                if para > 0
                    then
                        begin
                            derive right part(i, a, b, c, e, A,
                                temp3 + 2, temp4, par, n, n0);
                            evaluate(fi, c, e, e + 1, Sequence, - par)
                        end else
                            begin
                                derive right part(i, a, b, a, b, A,
                                    temp3 + 2, temp4, par, n, n0);
                                output0(2, a, b, par, i, A);
                                evaluate(fi, a, b, b + 1, Sequence, - par)
                            end;
                        goto end evaluate
                    end
                evaluate right part;
            end
        if a > b then error(19);
        n := m; n0 := - 1; fi := false;
        tr1; metastring; apply V;
        if para < 0 then
            begin b := b + 2; A[b - 1] := in; A[b] := - para end;
        end evaluate: m := n
    end evaluate;

procedure derive condition(fi, A, p, q, t, r, n);
    value p, t, q, n; integer p, q, r, t, n;
    boolean fi; integer array A;
begin comment From the condition V[p], ..., V[q] the derived condition
    A[t], ..., A[r] is derived.
    fi is true if the condition contains a metavariable
    which is similar to no indexed metavariable in the
    left part concerned.
    Information about similarity of metavariables is kept
    in the arrays M1 to M4. n is a pointer of these arrays;
    integer i1, i2, i3, vi;
    procedure add to Seq(f); value f; integer f;
    begin r := r + 1; Sequence[r] := f end add to Seq;
    r := t - 1; fi := false;

```



```

for i1:= p step 1 until q do
begin vi:= V[i1];
  if 7 Ind metav(vi) then
  begin add to Seq(vi);
    if Non ind metav(vi) then
    fi:= true
    end else
    begin for i2:= n + 1 step 1 until m do
      if similar(i2,vi,V[i1 + 1]) then
      begin for i3:= M3[i2] step 1 until M4[i2] do
        add to Seq(A[i3]); i1:= i1 + 1; goto out
      end;
      fi:= true; add to Seq(vi);
      i1:= i1 + 1; add to Seq(V[i1]);
    out:
    end
  end
end derive condition;

procedure derive rightpart(k,a,b,t,s,A,v1,v2,par,n,n0);
value k,a,b,t,v1,v2,n,n0;
integer k,a,b,t,s,v1,v2,par,n,n0;
integer array A;
begin comment From the right part V[v1],...,V[v2] the derived
right part is constructed and the simple evaluation
of the derived right part is performed,i.e.the
derived simple right parts,except the last one,
are evaluated and their values are added to V.
The array aux is used for the temporary storage of
the sequence that is evaluated,i.e.of A[a],...,A[b].
k is the number of the truth that is applied.
t,s,par,n,n0 are passed on to derive simple
right part;
integer k1;
integer array aux[a:b];
for k1:= a step 1 until b do aux[k1]:= A[k1];
if V[v1] = left metapar then
begin integer p,q,aux1,aux2;
  aux1:= v1 + 1;
  for p:= 1 step 1 until c do
  if Commas[p] = - k then
  begin q:= p + 1; aux2:= Commas[q]; goto L end;
  derive simple rightpart(k,t,s,aux,v1 + 1,v2 - 1,par,n,n0);
  goto out;
L: derive simple rightpart(k,t,s,aux,aux1,aux2,par,n,n0);
  output0(2,t,s,par,k,Sequence);
  evaluate(fit,t,s,s + 1,Sequence,-par);
  add to V( Sequence,t,s);

```



```

    if Commas[q + 1] > 0 then
    begin aux1:= aux2 + 2; q:= q + 1;
          aux2:=Commas[q]; goto L
    end else
    derive simple rightpart(k, t,s,aux,aux2 + 2,
                           v2 - 1,par,n,n0);
out:
    end   else
          derive simple rightpart(k,t,s,aux,v1,v2,par,n,n0);
          m:= n
end   derive right part;

procedure derive simple rightpart(k, t, s, aux, v1, v2, par, n, n0);
  value k, t, v1, v2, n, n0;
  integer k, t, s, v1, v2, par, n, n0;
  integer array aux;
begin comment From the simple right part V[v1],...,V[v2] the
  derived simple right part Sequence[t],...,Sequence[s]
  is constructed.
  The array aux was used in derive right part
  for temporary storage of the sequence that is
  evaluated.If the simple right part is a simple term
  which contains the metasymbol in, then par is used to
  store the simple metavariable of this simple term.
  n,n0 are used for the administration of similarity
  of indexed metavariables.If the derived simple
  right part contains a simple primary,then this
  simple primary is replaced by the value of its
  terminal sequence;
  integer i1,i2,i3,temp,vil,quote;
  boolean val;
  procedure add to Seq(f); value f; integer f;
  begin s:= s + 1; Sequence[s]:= f end add to Seq;
  s:= t - 1; val:= false; par:= quote:= 0;
  for i1:= v1 step 1 until v2 do
  begin vil:= V[i1];
    if vil = leftquote
    then
    begin quote:= quote + 1;
          add to Seq(vil)
    end else
    if vil = rightquote
    then
    begin quote:= quote - 1;
          add to Seq(vil)
    end else
    if vil = va ^ quote = 0
    then val:= true else
    if vil = leftmetapar ^ val
    then temp:= s + 1 else

```







## 4.2. Examples

In this section we give fourteen examples of the evaluation of a name by the processor.

Section 4.2.1 contains some introductory examples, section 4.2.2 examples related to chapter 3, section 4.2.3 examples related to the definition of ALGOL 60, and section 4.2.4 Wang's algorithm for the propositional calculus.

We have tried to make these examples better comprehensible by the inclusion of some intermediate results.

The structure of each example is as follows:

### a. Input.

The name which is to be evaluated is exhibited.

### b. Output.

1. The successive simple names which constitute this name are given.
2. The contents of V are shown after the addition of the values of each of these simple names to V.
3. If a truth is applied then the number of this truth and the corresponding derived right part are exhibited.
4. The truths are numbered in the order which is the reverse of the order in which they are applied (2.3.5). For the sake of easier readability, we have supplied each truth in the output with its number. Occasionally, we omit a part of the contents of V, when this part has already been shown.
5. If a derived condition is a terminal sequence, then it is exhibited.
6. If a derived right part contains one or more simple primaries, then the terminal sequences of these simple primaries (i.e. the terminal sequences occurring after the va symbol) are shown separately, and the number of the corresponding truth is given.

The examples were run on the EL X8. They are printed directly from the output tape, except for the manual addition of some spaces and new line carriage return symbol. The time used for the fourteen examples was 31.5 minutes.

List of abbreviations:

SN : simple name,



CV : contents of V,  
IR(i): intermediate result, i.e. derived (simple) right part, found by  
applying truth i,  
TS(i): terminal sequence of simple primary, occurring in the derived  
right part of truth i,  
CO(i): derived condition of truth i.



## 4.2.1. Introductory examples.

## 4.2.1.1. Example 1.

Greatest common divisor of two positive integers  
by the Euclidean algorithm.

This example has already been treated in 2.4.2.1.

Input :

```

‡ 1 <integer> in <integer> co
  (<integer1>,<integer1><integer2>) is (<integer1>,<integer2>) co
  (<integer1><integer2>,<integer2>) is (<integer1>,<integer2>) co
  (<integer1>,<integer1>) is <integer1> ‡ co
  (11,111) co (1111,11)

```

Output :

results de Bakker,R1111,211066

SN:

```

‡ 1<integer> in <integer> co (<integer1>,<integer1><integer2>) is
  (<integer1>,<integer2>) co (<integer1><integer2>,<integer2>) is
  (<integer1>,<integer2>) co (<integer1>,<integer1>) is <integer1> ‡

```

CV:

```

1 : 1<integer> in <integer> co
2 : (<integer1>,<integer1><integer2>) is (<integer1>,<integer2>) co
3 : (<integer1><integer2>,<integer2>) is (<integer1>,<integer2>) co
4 : (<integer1>,<integer1>) is <integer1>

```

SN: (11,111)

```

IR( 2 ): (11,1)
IR( 3 ): (1,1)
IR( 4 ): 1

```

CV:

1 : 1<integer> in <integer> co  
 .  
 .  
 4 : (<integer1>,<integer1>) is <integer1> co  
 5 : 1

SN: (1111,11)

IR( 3 ): (11,11)

IR( 4 ): 11

CV:

1 : 1<integer> in <integer> co  
 .  
 .  
 4 : (<integer1>,<integer1>) is <integer1> co  
 5 : 1 co  
 6 : 11

Remark:

One should realize that a subsequent evaluation of e.g. (1111,111) will result in the value tr by application of truth 5. If one considers this result undesirable, one may avoid it by changing truth 4 into (<integer1>,<integer1>) is † <integer1> † .

This is an example of a more general situation: If a metaprogram is applied to the evaluation of more than one simple sequence, one will have to take into account that the value of some simple sequence may be influenced by a previously added truth. Therefore, if we say that a metaprogram has a certain meaning, this is in general restricted to the case that only one simple sequence is evaluated. We may add to this, on the one hand, that it is often very useful to be able to influence subsequent evaluations ( see e.g. examples 12 or 13), and on the other hand that it is often possible to avoid such effects, by taking some special measures, of which we have given an example above.



## 4.2.1.2. Example 2.

Lexicographical ordering. This example was treated in 2.4.2.2.

Input :

```

‡ a in <letter> co
  b in <letter> co
  c in <letter> co
  d in <letter> co
  e in <letter> co

```

```

<letter><word> in <word> co

```

```

<word> pre <word> is false co

```

```

<letter1> pre <letter2> in <letter1><word> pre <letter2><word> co

```

```

<letter1><word1> pre <letter1><word2> is <word1> pre <word2> co

```

```

<letter1><word> pre <letter1> is false co

```

```

<letter1> pre <letter1><word> co

```

```

<letter2> pre <letter3> in

```

```

<letter1> pre <letter3> is <letter1> pre <letter2> co

```

```

<letter> pre a is false co

```

```

a pre b co

```

```

b pre c co

```

```

c pre d co

```

```

d pre e co

```

```

<letter1> pre <letter1> ‡ co

```

```

dbc pre dee co bca pre bb

```

Output :

SN:

```

† a in <letter> co b in <letter> co c in <letter> co d in <letter> co
e in <letter> co <letter><word> in <word> co <word> pre <word> is
false co <letter1> pre <letter2> im <letter1><word> pre <letter2>
<word> co <letter1><word1> pre <letter1><word2> is <word1> pre
<word2> co <letter1><word> pre <letter1> is false co <letter1> pre
<letter1><word> co <letter2> pre <letter3> im <letter1> pre <letter3>
is <letter1> pre <letter2> co <letter> pre a is false co a pre b
co b pre c co c pre d co d pre e co <letter1> pre <letter1> †

```

CV:

```

1 : a in <letter> co
2 : b in <letter> co
3 : c in <letter> co
4 : d in <letter> co
5 : e in <letter> co
6 : <letter><word> in <word> co
7 : <word> pre <word> is false co
8 : <letter1> pre <letter2> im
   <letter1><word> pre <letter2><word> co
9 : <letter1><word1> pre <letter1><word2> is <word1> pre <word2> co
10 : <letter1><word> pre <letter1> is false co
11 : <letter1> pre <letter1><word> co
12 : <letter2> pre <letter3> im
   <letter1> pre <letter3> is <letter1> pre <letter2> co
13 : <letter> pre a is false co
14 : a pre b co
15 : b pre c co
16 : c pre d co
17 : d pre e co
18 : <letter1> pre <letter1>

```

SN: dbc pre dee

IR( 9 ): bc pre ee

CO( 8 ): b pre e

IR( 12 ): b pre d

IR( 12 ): b pre c

CV:

```

1 : a in <letter> co
.
.
.
18 : <letter1> pre <letter1> co
19 : tr

```



SN: bca pre bb

IR( 9 ): ca pre b  
 CO( 8 ): c pre b  
 IR( 12 ): c pre a  
 IR( 13 ): false  
 IR( 7 ): false  
 CV:

1 : a in <letter> co  
 .  
 .  
 18 : <letter1> pre <letter1> co  
 19 : tr co  
 20 : false

#### 4.2.1.3. Example 3.

Definition of a row.

A row is defined as a sequence of letters, none of which are equal. This example is taken from [41], p. 17.

Input :

‡ a in <letter> co  
 b in <letter> co  
 c in <letter> co

<letter1> el <row1> im <letter1> el <row1><letter> co  
 <letter1> el <row><letter1> co  
 <letter1> el <letter1> co

<row><letter> in <row> co  
 <letter1> el <row1> im <row1><letter1> in <row> is false co  
 <letter> in <row> ‡ co

abc in <row> co abca in <row>

Output :

SN:  
 ‡ a in <letter> co b in <letter> co c in <letter> co <letter1> el  
 <row1> im <letter1> el <row1><letter> co <letter1> el <row><letter1>  
co <letter1> el <letter1> co <row><letter> in <row> co <letter1> el  
 <row1> im <row1><letter1> in <row> is false co <letter> in <row> ‡

CV:

```

1 : a in <letter> co
2 : b in <letter> co
3 : c in <letter> co
4 : <letter1> el <row1> im <letter1> el <row1><letter> co
5 : <letter1> el <row><letter1> co
6 : <letter1> el <letter1> co
7 : <row><letter> in <row> co
8 : <letter1> el <row1> im <row1><letter1> in <row> is false co
9 : <letter> in <row>

```

SN: abc in <row>

```

CO( 8 ): b el a
CO( 8 ): c el ab
CO( 4 ): c el a
CO( 8 ): b el a
CV:

```

```

1 : a in <letter> co
.
.
.
9 : <letter> in <row> co
10 : tr

```

SN: abca in <row>

```

CO( 8 ): b el a
CO( 8 ): b el a
CO( 8 ): c el ab
CO( 4 ): c el a
CO( 8 ): b el a
CO( 8 ): a el abc
CO( 8 ): b el a
CO( 8 ): b el a
CO( 4 ): a el ab
CO( 4 ): a el a
IR( 8 ): false
CV:

```

```

1 : a in <letter> co
.
.
.
9 : <letter> in <row> co
10 : tr co
11 : false

```



## 4.2.1.4. Example 4.

Intermediate addition of truths to V.

This example shows how the first evaluation of the simple name a influences the second evaluation of a. This effect of intermediate addition of truths to V will be used extensively in the definition of ALGOL 60 in chapter 5. Cf. also example 13.

Input :

```

† a in <id> co
  b in <id> co

a <id> in <id> co
b <id> in <id> co

<id1> is
  ( † <id2> is
    ( † <id3> is <id1>0<id2>0<id3>0 † co <id2>b ) † co
    <id1>b ) † co

a co a

```

Output :

```

SN:
† a in <id> co b in <id> co a <id> in <id> co b <id> in <id> co
<id1> is ( † <id2> is ( † <id3> is <id1>0<id2>0<id3>0 † co
<id2>b ) † co <id1>b ) †

```

CV:

```

1 : a in <id> co
2 : b in <id> co
3 : a <id> in <id> co
4 : b <id> in <id> co
5 : <id1> is ( † <id2> is ( † <id3> is <id1>0<id2>0<id3>0 † co
    <id2>b ) † co <id1>b ) †

```

SN: a

```

IR( 5 ): † <id2> is ( † <id3> is a0<id2>0<id3>0 † co <id2>b ) †

```

CV:

1 : a in <id> co

.

.

5 : <id1> is ( † <id2> is ( † <id3> is <id1>0<id2>0<id3>0 † co  
<id2>b ) † co <id1>b ) co6 : <id2> is ( † <id3> is a0<id2>0<id3>0 † co <id2>b )

IR( 5 ): ab

IR( 6 ): † <id3> is a0ab0<id3>0 †

CV:

1 : a in <id> co

.

.

5 : <id1> is ( † <id2> is ( † <id3> is <id1>0<id2>0<id3>0 † co  
<id2>b ) † co <id1>b ) co6 : <id2> is ( † <id3> is a0<id2>0<id3>0 † co <id2>b ) co7 : <id3> is a0ab0<id3>0

IR( 6 ): abb

IR( 7 ): a0ab0abb0

CV:

1 : a in <id> co

.

.

5 : <id1> is ( † <id2> is ( † <id3> is <id1>0<id2>0<id3>0 † co  
<id2>b ) † co <id1>b ) co6 : <id2> is ( † <id3> is a0<id2>0<id3>0 † co <id2>b ) co7 : <id3> is a0ab0<id3>0 co

8 : a0ab0abb0

SN: a

IR( 7 ): a0ab0a0

CV:

1 : a in <id> co

.

.

5 : <id1> is ( † <id2> is ( † <id3> is <id1>0<id2>0<id3>0 † co  
<id2>b ) † co <id1>b ) co6 : <id2> is ( † <id3> is a0<id2>0<id3>0 † co <id2>b ) co7 : <id3> is a0ab0<id3>0 co8 : a0ab0abb0 co

9 : a0ab0a0



## 4.2.2. Examples related to chapter 3.

## 4.2.2.1. Example 5.

Markov's algorithm for the greatest common divisor.  
 The construction of theorem 3.1.1 has been applied to the  
 Markov algorithm for the g.c.d. which is defined in [33],  
 p. 105.  
 (The extra symbol  $\alpha$  is not necessary here.)

Input :

```

‡ 1 in <symbol> co
  : in <symbol> co
  a in <symbol> co
  b in <symbol> co
  c in <symbol> co

<symbol> <del>tape</del> in <tape> co

<tape1> : <tape2> is <tape1> <tape2> co
<tape1> c <tape2> is <tape1> 1 <tape2> co
<tape1> a <tape2> is <tape1> c <tape2> co
<tape1> b <tape2> is <tape1> 1 <tape2> co
<tape1> 1: <tape2> is <tape1> :b <tape2> co
<tape1> 1:1 <tape2> is <tape1> a: <tape2> co
<tape1> 1a <tape2> is <tape1> a1 <tape2> ‡ co

11:111

```

Output :

```

SN:
‡ 1 in <symbol> co : in <symbol> co a in <symbol> co b in <symbol> co
c in <symbol> co <symbol> <del>tape</del> in <tape> co <tape1> : <tape2> is
<tape1> <tape2> co <tape1> c <tape2> is <tape1> 1 <tape2> co
<tape1> a <tape2> is <tape1> c <tape2> co <tape1> b <tape2> is
<tape1> 1 <tape2> co <tape1> 1: <tape2> is <tape1> :b <tape2> co
<tape1> 1:1 <tape2> is <tape1> a: <tape2> co <tape1> 1a <tape2> is
<tape1> a1 <tape2> ‡

```

CV:

```

1 : 1 in <symbol> co
2 : : in <symbol> co
3 : a in <symbol> co
4 : b in <symbol> co
5 : c in <symbol> co
6 : <symbol><tape> in <tape> co
7 : <tape1> :<tape2> is <tape1> <tape2> co
8 : <tape1> c<tape2> is <tape1> 1<tape2> co
9 : <tape1> a<tape2> is <tape1> c<tape2> co
10 : <tape1> b<tape2> is <tape1> 1<tape2> co
11 : <tape1> 1:<tape2> is <tape1> :b<tape2> co
12 : <tape1> 1:1<tape2> is <tape1> a:<tape2> co
13 : <tape1> 1a<tape2> is <tape1> a1<tape2>

```

SN: 11:111

```

IR( 12 ): 1a:11
IR( 13 ): a1:11
IR( 12 ): aa:1
IR( 9 ): ca:1
IR( 9 ): cc:1
IR( 8 ): 1c:1
IR( 8 ): 11:1
IR( 12 ): 1a:
IR( 13 ): a1:
IR( 11 ): a:b
IR( 10 ): a:1
IR( 9 ): c:1
IR( 8 ): 1:1
IR( 12 ): a:
IR( 9 ): c:
IR( 8 ): 1:
IR( 11 ): :b
IR( 10 ): :1
IR( 7 ): 1

```

CV:

```

1 : 1 in <symbol> co
.
.
.
13 : <tape1> 1a<tape2> is <tape1> a1<tape2> co
14 : 1

```



## 4.2.2.2. Example 6.

A Turing machine for addition.

The construction of theorem 3.1.2 has been applied to the Turing machine for addition which is defined in [16], p.12.

Input :

```

⊥ 0 in <symbol> co
  1 in <symbol> co

<symbol><u>tape</u> in <u>tape</u> co

q <u>state</u> in <u>state</u> co

<state1><symbol1><symbol2><state2> im
<u>tape1</u><state1><symbol1><u>tape2</u> is
<u>tape1</u><state2><symbol2><u>tape2</u> co

<state1><symbol1>R<state2> im
<u>tape1</u><state1><symbol1><u>tape2</u> is
<u>tape1</u><symbol1><state2><u>tape2</u> co

<state1><symbol1>R <state2> im
<u>tape1</u><state1><symbol1> is
<u>tape1</u><symbol1><state2>0 co

<state1><symbol1>L<state2> im
<u>tape1</u><symbol2><state1><symbol1><u>tape2</u> is
<u>tape1</u><state2><symbol2><symbol1><u>tape2</u> co

<state1><symbol1>L<state2> im
<state1> <symbol1><u>tape1</u> is
<state2> 0 <symbol1><u>tape1</u> co

q 1 0 q co
q 0 R qq co
qq 1 R qq co
qq 0 R qq co
qqq 1 0 qqq ⊥ co

q 1 1 0 1

```

Output :

SN:

```

‡ 0 in <symbol> co 1 in <symbol> co <symbol><tape> in <tape> co
q<state> in <state> co <state1><symbol1><symbol2><state2> im <tape1>
<state1><symbol1><tape2> is <tape1> <state2><symbol2><tape2> co
<state1><symbol1>R<state2> im <tape1> <state1><symbol1><tape2> is
<tape1> <symbol1><state2><tape2> co <state1><symbol1>R<state2> im
<tape1> <state1><symbol1> is <tape1> <symbol1><state2>0 co <state1>
<symbol1>L<state2> im <tape1> <symbol2><state1><symbol1><tape2> is
<tape1> <state2><symbol2><symbol1><tape2> co <state1><symbol1>L
<state2> im <state1><symbol1><tape1> is <state2>0<symbol1><tape1>
co q10q co qORqq co qq1Rqq co qqORqqq co qqq10qqq ‡

```

CV:

```

1 : 0 in <symbol> co
2 : 1 in <symbol> co
3 : <symbol><tape> in <tape> co
4 : q<state> in <state> co
5 : <state1><symbol1><symbol2><state2> im
   <tape1> <state1><symbol1><tape2> is
   <tape1> <state2><symbol2><tape2> co
6 : <state1><symbol1>R<state2> im
   <tape1> <state1><symbol1><tape2> is
   <tape1> <symbol1><state2><tape2> co
7 : <state1><symbol1>R<state2> im
   <tape1> <state1><symbol1> is
   <tape1> <symbol1><state2>0 co
8 : <state1><symbol1>L<state2> im
   <tape1> <symbol2><state1><symbol1><tape2> is
   <tape1> <state2><symbol2><symbol1><tape2> co
9 : <state1><symbol1>L<state2> im
   <state1><symbol1><tape1> is
   <state2>0<symbol1><tape1> co
10 : q10q co
11 : qORqq co
12 : qq1Rqq co
13 : qqORqqq co
14 : qqq10qqq

```



SN: q1101

IR( 5 ): q0101  
 IR( 6 ): 0qq101  
 IR( 6 ): 01qq01  
 IR( 6 ): 010qqq1  
 IR( 5 ): 010qqq0  
 CV:

1 : 0 in <symbol> co  
 .  
 .  
 .  
 14 : qq10qqq co  
 15 : 010qqq0

#### 4.2.2.3. Example 7.

Recognizer for the context sensitive language

$\{a^n b^n a^n \mid n \geq 1\}$ .

This example was treated in 3.2.3.

Input :

⋆ a <as> in <as> co  
 b <bs> in <bs> co

aba in <ABA> co

<as1>a<bs1>b<as1>a in <ABA> is  
 <as1> <bs1> <as1> in <ABA> ⋆ co

aaabbaaa in <ABA> co aaabbaaa in <ABA>

Output :

SN:

† a<as> in <as> co b<bs> in <bs> co aba in <ABA> co  
 <as1>a<bs1>b<as1>a in <ABA> is <as1><bs1><as1> in <ABA> †

CV:

1 : a<as> in <as> co  
 2 : b<bs> in <bs> co  
 3 : aba in <ABA> co  
 4 : <as1>a<bs1>b<as1>a in <ABA> is <as1><bs1><as1> in <ABA>

SN: aaabbbaaa in <ABA>

IR( 4 ): aabbaa in <ABA>

IR( 4 ): aba in <ABA>

CV:

1 : a<as> in <as> co  
 .  
 .  
 4 : <as1>a<bs1>b<as1>a in <ABA> is <as1><bs1><as1> in <ABA> co  
 5 : tr

SN: aaabbaaa in <ABA>

IR( 4 ): aabaa in <ABA>

CV:

1 : a<as> in <as> co  
 .  
 .  
 4 : <as1>a<bs1>b<as1>a in <ABA> is <as1><bs1><as1> in <ABA> co  
 5 : tr co  
 6 : aabaa in <ABA>



## 4.2.2.4. Example 8.

A finite automaton.

A two state, two symbol finite automaton is defined. See also 3.2.4.1.

Input :

```

† a in <symbol> co
  b in <symbol> co

<symbol><tape> in <tape> co

1 in <state> co
2 in <state> co

2 in <final state> co

<state1><symbol1><state2> in
<state1><symbol1><tape1> is <state2><tape1> co

<state> is † tape not accepted † co
<final state> is † tape accepted † co

1 a 2 co
1 b 1 co
2 a 1 co
2 b 2 † co

1 a a co 2 b a a

```

Output :

SN:

```

† a in <symbol> co b in <symbol> co <symbol><tape> in <tape> co 1 in
<state> co 2 in <state> co 2 in <finalstate> co <state1><symbol1>
<state2> in <state1><symbol1><tape1> is <state2><tape1> co <state>
is † tapenotaccepted † co <finalstate> is † tapeaccepted † co
1a2 co 1b1 co 2a1 co 2b2 †

```

CV:

1 : a in <symbol> co  
 2 : b in <symbol> co  
 3 : <symbol><tape> in <tape> co  
 4 : 1 in <state> co  
 5 : 2 in <state> co  
 6 : 2 in <finalstate> co  
 7 : <state1><symbol1><state2> in  
     <state1><symbol1><tape1> is <state2><tape1> co  
 8 : <state> is † tapenotaccepted † co  
 9 : <finalstate> is † tapeaccepted † co  
 10 : 1a2 co  
 11 : 1b1 co  
 12 : 2a1 co  
 13 : 2b2 co

SN: 1aa

IR( 7 ): 2a  
 IR( 7 ): 1  
 IR( 8 ): † tapenotaccepted †

CV:

1 : a in <symbol> co  
 .  
 .  
 .  
 13 : 2b2 co  
 14 : tapenotaccepted

SN: 2baa

IR( 7 ): 2aa  
 IR( 7 ): 1a  
 IR( 7 ): 2  
 IR( 9 ): † tapeaccepted †

CV:

1 : a in <symbol> co  
 .  
 .  
 .  
 13 : 2b2 co  
 14 : tapenotaccepted co  
 15 : tapeaccepted



## 4.2.2.5. Example 9.

A pushdown automaton for the recognition of

the language  $\{a^n b^n \mid n \geq 1\}$ .

Theorem 3.2.4.2 has been applied to the pushdown automaton which is given in [22], p. 66.

Input :

⋆ a in <symbol> co  
 b in <symbol> co

<symbol><tape> in <tape> co

p0 in <state> co  
 p1 in <state> co  
 p2 in <state> co

p2 in <final state> co

z0 in <pd symbol> co  
 z1 in <pd symbol> co  
 z2 in <pd symbol> co

<pd symbol><pd tape> in <pd tape> co

<pd tape> in <pd tapelist> co  
 <pd tape>, <pd tapelist> in <pd tapelist> co

<state><statelist> in <statelist> co

<state1><symbol1><pd symbol1><statelist1><pd tapelist1> in  
 <state1><symbol1><tape1><pd symbol1><pd tape1>  
is  
 <statelist1><tape1> <pd tapelist1>, <pd tape1> co

<state1><statelist1><tape1><pd tape1>, <pd tapelist1>, <pd tape2>  
is  
 ( <state1><tape1><pd tape1> <pd tape2> co  
 <statelist1><tape1><pd tapelist1>, <pd tape2> ) co

<state1><tape1><pd tape1>, <pd tape2>  
is  
 <state1><tape1><pd tape1> <pd tape2> co

<statelist><final state><statelist> <pd tapelist>  
is  
 ⋆ tape accepted ⋆ co

```

p0 a z0 p0 z2   co
p0 a z2 p0 z1 z2 co
p0 a z1 p0 z1 z1 co
p0 b z1 p1      co
p0 b z2 p2 z2   co
p1 b z1 p1      co
p1 b z2 p2 z2   † co

```

```
p0 aaabbb z0
```

Output :

SN:

```

† a in <symbol> co b in <symbol> co <symbol><tape> in <tape> co p0
in <state> co p1 in <state> co p2 in <state> co p2 in <finalstate>
co z0 in <pdsymbol> co z1 in <pdsymbol> co z2 in <pdsymbol> co
<pdsymbol><pdtape> in <pdtape> co <pdtape> in <pdtapelist> co
<pdtape> , <pdtapelist> in <pdtapelist> co <state><statelist> in
<statelist> co <state1><symbol1><pdsymbol1><statelist1><pdtapelist1>
in <state1><symbol1><tape1> <pdsymbol1><pdtape1> is <statelist1>
<tape1> <pdtapelist1> , <pdtape1> co <state1><statelist1><tape1>
<pdtape1> , <pdtapelist1> , <pdtape2> is ( <state1><tape1><pdtape1>
<pdtape2> co <statelist1><tape1><pdtapelist1> , <pdtape2> ) co
<state1><tape1><pdtape1> , <pdtape2> is <state1><tape1><pdtape1>
<pdtape2> co <statelist> <finalstate><statelist> <pdtapelist> is
† tapeaccepted † co p0az0p0z2 co p0az2p0z1z2 co p0az1p0z1z1 co
p0bz1p1 co p0bz2p2z2 co p1bz1p1 co p1bz2p2z2 †

```

CV:

```

1 : a in <symbol> co
2 : b in <symbol> co
3 : <symbol><tape> in <tape> co
4 : p0 in <state> co
5 : p1 in <state> co
6 : p2 in <state> co
7 : p2 in <finalstate> co
8 : z0 in <pdsymbol> co
9 : z1 in <pdsymbol> co
10 : z2 in <pdsymbol> co
11 : <pdsymbol><pdtape> in <pdtape> co
12 : <pdtape> in <pdtapelist> co
13 : <pdtape> , <pdtapelist> in <pdtapelist> co
14 : <state><statelist> in <statelist> co

```



15 :  $\langle \text{state1} \rangle \langle \text{symbol1} \rangle \langle \text{pdsymbol1} \rangle \langle \text{statelist1} \rangle \langle \text{pdtapelist1} \rangle$  im  
 $\langle \text{state1} \rangle \langle \text{symbol1} \rangle \langle \text{tape1} \rangle \langle \text{pdsymbol1} \rangle \langle \text{pdtape1} \rangle$  is  
 $\langle \text{statelist1} \rangle \langle \text{tape1} \rangle \langle \text{pdtapelist1} \rangle, \langle \text{pdtape1} \rangle$  co  
 16 :  $\langle \text{state1} \rangle \langle \text{statelist1} \rangle \langle \text{tape1} \rangle \langle \text{pdtape1} \rangle, \langle \text{pdtapelist1} \rangle, \langle \text{pdtape2} \rangle$   
is (  $\langle \text{state1} \rangle \langle \text{tape1} \rangle \langle \text{pdtape1} \rangle \langle \text{pdtape2} \rangle$  co  
 $\langle \text{statelist1} \rangle \langle \text{tape1} \rangle \langle \text{pdtapelist1} \rangle, \langle \text{pdtape2} \rangle$  ) co  
 17 :  $\langle \text{state1} \rangle \langle \text{tape1} \rangle \langle \text{pdtape1} \rangle, \langle \text{pdtape2} \rangle$  is  
 $\langle \text{state1} \rangle \langle \text{tape1} \rangle \langle \text{pdtape1} \rangle \langle \text{pdtape2} \rangle$  co  
 18 :  $\langle \text{statelist} \rangle \langle \text{finalstate} \rangle \langle \text{statelist} \rangle \langle \text{pdtapelist} \rangle$  is  
 $\nmid \text{tapeaccepted} \nmid$  co  
 19 :  $p0az0p0z2$  co  
 20 :  $p0az2p0z1z2$  co  
 21 :  $p0az1p0z1z1$  co  
 22 :  $p0bz1p1$  co  
 23 :  $p0bz2p2z2$  co  
 24 :  $p1bz1p1$  co  
 25 :  $p1bz2p2z2$

SN: p0aaabbbz0

IR( 15 ):  $p0aabbz2,$   
 IR( 17 ):  $p0aabbz2$   
 IR( 15 ):  $p0abbz1z2,$   
 IR( 17 ):  $p0abbz1z2$   
 IR( 15 ):  $p0bbz1z1,z2$   
 IR( 17 ):  $p0bbz1z1z2$   
 IR( 15 ):  $p1bb,z1z2$   
 IR( 17 ):  $p1bbz1z2$   
 IR( 15 ):  $p1b,z2$   
 IR( 17 ):  $p1bz2$   
 IR( 15 ):  $p2z2,$   
 IR( 18 ):  $\nmid \text{tapeaccepted} \nmid$   
 CV:

1 : a in  $\langle \text{symbol} \rangle$  co

.

.

.

25 :  $p1bz2p2z2$  co

26 : tapeaccepted

## 4.2.3. Examples related to the definition of ALGOL 60.

## 4.2.3.1. Example 10.

Conditional expressions.

If the expression between if and then is not equal to one of the symbols true or false, it is first evaluated. If the result is true, then the value of the original expression is the value of the expression between then and else; if it is false then its value is the value of the expression after else.

An arbitrary choice has been made for the value of a simple expression (i.e. a sequence of a's and b's). If it begins with an a, it has the value true, otherwise its value is false.

Cf. chapter 5, section 22, truths 22.3 to 22.8.

Input :

```

† a <sexp> in <sexp> co
  b <sexp> in <sexp> co

```

```

<sexp> in <exp> co

```

```

if <exp> then <exp> else <exp> in <exp> co

```

```

if <exp1> then <exp2> else <exp3>

```

```

is

```

```

if va (<exp1>) then <exp2> else <exp3> co

```

```

if true then <exp1> else <exp> is <exp1> co

```

```

if false then <exp> else <exp1> is <exp1> co

```

```

a <sexp> is † true † co
b <sexp> is † false † † co

```

```

if a then if b then a else ab else a co

```

```

if if b then ab else ba then ab else aa

```



Output :

SN:

```

† a<sexp> in <sexp> co b<sexp> in <sexp> co <sexp> in <exp> co
if <exp> then <exp> else <exp> in <exp> co
if <exp1> then <exp2> else <exp3> is
if va ( <exp1> ) then <exp2> else <exp3> co
if true then <exp1> else <exp> is <exp1> co
if false then <exp> else <exp1> is <exp1> co
a<sexp> is † true † co b<sexp> is † false † †

```

CV:

```

1 : a<sexp> in <sexp> co
2 : b<sexp> in <sexp> co
3 : <sexp> in <exp> co
4 : if <exp> then <exp> else <exp> in <exp> co
5 : if <exp1> then <exp2> else <exp3> is
   if va ( <exp1> ) then <exp2> else <exp3> co
6 : if true then <exp1> else <exp> is <exp1> co
7 : if false then <exp> else <exp1> is <exp1> co
8 : a<sexp> is † true † co
9 : b<sexp> is † false †

```

SN: if a then if b then a else ab else a

```

TS( 5 ): a
IR( 8 ): † true †
IR( 5 ): if true then if b then a else ab else a
IR( 6 ): if b then a else ab
TS( 5 ): b
IR( 9 ): † false †
IR( 5 ): if false then a else ab
IR( 7 ): ab
IR( 8 ): † true †
CV:

```

```

1 : a<sexp> in <sexp> co
.
.
.
9 : b<sexp> is † false † co
10 : true

```

SN: if if b then ab else ba then ab else aa

TS( 5 ): if b then ab else ba

TS( 5 ): b

IR( 9 ): † false †

IR( 5 ): if false then ab else ba

IR( 7 ): ba

IR( 9 ): † false †

IR( 5 ): if false then ab else aa

IR( 7 ): aa

IR( 8 ): † true †

CV:

1 : a<sexp> in <sexp> co

.

.

.

9 : b<sexp> is † false † co

10 : true co

11 : true



## 4.2.3.2. Example 11.

Definition of the logical operators  $\neg$ ,  $\wedge$ ,  $\vee$ .  
 Operations upon true and false by the operators  
 $\neg$ ,  $\wedge$ ,  $\vee$ , along with their priority rules and  
 the meaning of parentheses are defined. This  
 example demonstrates the principle for the  
 definition of boolean expressions. Cf. chapter 5,  
 section 22.

Input :

$\neg$  true in <bprimary> co  
 $\neg$  false in <bprimary> co  
<bexp> in <bprimary> co  
<bprimary> in <bsecondary> co  
 $\neg$  <bprimary> in <bsecondary> co  
<bsecondary> in <bfactor> co  
<bfactor>  $\wedge$  <bsecondary> in <bfactor> co  
<bfactor> in <bexp> co  
<bexp>  $\vee$  <bfactor> in <bexp> co  
<bexp1> is <bexp1> co  
 $\neg$  <bprimary1> is  $\neg$  va ( <bprimary1> ) co  
<bfactor1>  $\wedge$  <bsecondary1>  
is  
va ( <bfactor1> )  $\wedge$  va ( <bsecondary1> ) co  
<bexp1>  $\vee$  <bfactor1>  
is  
va ( <bexp1> )  $\vee$  va ( <bfactor1> ) co  
 $\neg$  true is false co  
 $\neg$  false is true co  
true  $\wedge$  true is true co  
true  $\wedge$  false is false co  
false  $\wedge$  true is false co  
false  $\wedge$  false is false co  
true  $\vee$  true is true co  
true  $\vee$  false is true co  
false  $\vee$  true is true co  
false  $\vee$  false is false  $\neg$  co  
 $\neg$  true  $\vee$  false  $\wedge$  false co ( true  $\vee$  false )  $\wedge$  true

Output :

SN:

$\dagger$  true in <bprimary> co false in <bprimary> co (<bexp>) in  
<bprimary> co <bprimary> in <bsecondary> co  $\neg$ <bprimary> in  
<bsecondary> co <bsecondary> in <bfactor> co <bfactor> $\wedge$ <bsecondary>  
in <bfactor> co <bfactor> in <bexp> co <bexp> $\vee$ <bfactor> in <bexp> co  
(<bexp1>) is <bexp1> co  $\neg$ <bprimary1> is  $\neg$  va ( <bprimary1> ) co  
<bfactor1> $\wedge$ <bsecondary1> is va ( <bfactor1> )  $\wedge$  va ( <bsecondary1> )  
) co <bexp1> $\vee$ <bfactor1> is va ( <bexp1> )  $\vee$  va ( <bfactor1> ) co  
 $\neg$  true is false co  $\neg$  false is true co true  $\wedge$  true is true  
co true  $\wedge$  false is false co false  $\wedge$  true is false co false  
 $\wedge$  false is false co true  $\vee$  true is true co true  $\vee$  false is  
true co false  $\vee$  true is true co false  $\vee$  false is false  $\dagger$

CV:

1 : true in <bprimary> co  
2 : false in <bprimary> co  
3 : (<bexp>) in <bprimary> co  
4 : <bprimary> in <bsecondary> co  
5 :  $\neg$ <bprimary> in <bsecondary> co  
6 : <bsecondary> in <bfactor> co  
7 : <bfactor> $\wedge$ <bsecondary> in <bfactor> co  
8 : <bfactor> in <bexp> co  
9 : <bexp> $\vee$ <bfactor> in <bexp> co  
10 : (<bexp1>) is <bexp1> co  
11 :  $\neg$ <bprimary1> is  $\neg$  va ( <bprimary1> ) co  
12 : <bfactor1> $\wedge$ <bsecondary1> is  
va ( <bfactor1> )  $\wedge$  va ( <bsecondary1> ) co  
13 : <bexp1> $\vee$ <bfactor1> is  
va ( <bexp1> )  $\vee$  va ( <bfactor1> ) co  
14 :  $\neg$  true is false co  
15 :  $\neg$  false is true co  
16 : true  $\wedge$  true is true co  
17 : true  $\wedge$  false is false co  
18 : false  $\wedge$  true is false co  
19 : false  $\wedge$  false is false co  
20 : true  $\vee$  true is true co  
21 : true  $\vee$  false is true co  
22 : false  $\vee$  true is true co  
23 : false  $\vee$  false is false



SN:  $\neg \underline{\text{true}} \vee \underline{\text{false}} \wedge \underline{\text{false}}$

TS( 13 ):  $\neg \underline{\text{true}}$   
 IR( 14 ):  $\underline{\text{false}}$   
 TS( 13 ):  $\underline{\text{false}} \wedge \underline{\text{false}}$   
 IR( 19 ):  $\underline{\text{false}}$   
 IR( 13 ):  $\underline{\text{false}} \vee \underline{\text{false}}$   
 IR( 23 ):  $\underline{\text{false}}$   
 CV:

1 :  $\underline{\text{true}}$  in  $\langle \text{bprimary} \rangle$   $\underline{\text{co}}$   
 .  
 .  
 23 :  $\underline{\text{false}} \vee \underline{\text{false}}$  is  $\underline{\text{false}}$   $\underline{\text{co}}$   
 24 :  $\underline{\text{false}}$

SN:  $( \underline{\text{true}} \vee \underline{\text{false}} ) \wedge \underline{\text{true}}$

TS( 12 ):  $( \underline{\text{true}} \vee \underline{\text{false}} )$   
 IR( 10 ):  $\underline{\text{true}} \vee \underline{\text{false}}$   
 IR( 21 ):  $\underline{\text{true}}$   
 TS( 12 ):  $\underline{\text{true}}$   
 IR( 12 ):  $\underline{\text{true}} \wedge \underline{\text{true}}$   
 IR( 16 ):  $\underline{\text{true}}$   
 CV:

1 :  $\underline{\text{true}}$  in  $\langle \text{bprimary} \rangle$   $\underline{\text{co}}$   
 .  
 .  
 23 :  $\underline{\text{false}} \vee \underline{\text{false}}$  is  $\underline{\text{false}}$   $\underline{\text{co}}$   
 24 :  $\underline{\text{false}}$   $\underline{\text{co}}$   
 25 :  $\underline{\text{true}}$

## 4.2.3.3. Example 12.

Integer addition and subtraction and assignment statements. The principle for the treatment of assignment statements is given. The addition and subtraction of integers are defined. Cf. [41], p.18 and chapter 5, section 22.

We have chosen 4 as the base for the number system in order to reduce the time needed for the execution of this example.

Input :

```

† 0 in <di> co
  1 in <di> co
  2 in <di> co
  3 in <di> co

```

```

<di><ui> in <ui> co
<pm><ui> in <in> co

```

```

0<ze> in <ze> co

```

```

+ in <pm> co
- in <pm> co

```

```

x <id> in <id> co

```

```

<id> in <primary> co
<ui> in <primary> co

```

```

<pm><primary> in <exp> co
<exp><pm><primary> in <exp> co

```

```

<pm1><primary1> is <pm1> va (<primary1>) co

```

```

<exp1><pm1><primary1> is va (<exp1>) <pm1> va (<primary1>) co

```

```

<id1>:= <exp1> is <id1> := va (<exp1>) co

```

```

<id1>:= <in1> is † <id1> is <in1> † co

```

```

- <ui1> + <ui2> is <ui2> - <ui1> co
<in1> - - <ui1> is <in1> + <ui1> co
<in1> + - <ui1> is <in1> - <ui1> co
- <ui1> - <ui2> is - va ( <ui1> + <ui2> ) co

```

```

<ui1><di1><pm1><ui2><di2>
is
va ( <ui1><pm1><ui2> ) 0 + va ( <di1><pm1><di2> ) co

```

```

<ui1><di1><pm1><di2> is <ui1> 0 + va ( <di1><pm1><di2> ) co
<di1><pm1><ui1><di2> is <pm1><ui1> 0 + va ( <di1><pm1><di2> ) co

```



$$\begin{array}{l} \langle ui1 \rangle 0 + \langle di1 \rangle \underline{is} \langle ui1 \rangle \langle di1 \rangle \underline{co} \\ \langle di1 \rangle + \langle ui1 \rangle 0 \underline{is} \langle ui1 \rangle \langle di1 \rangle \underline{co} \end{array}$$

$$\begin{array}{l} \langle ui1 \rangle 0 - \langle di1 \rangle \underline{is} \underline{va} (\langle ui1 \rangle - 1) 0 + \underline{va} (10 - \langle di1 \rangle) \underline{co} \\ 10 - \langle di1 \rangle \underline{is} 3 - \underline{va} (\langle di1 \rangle - 1) \underline{co} \end{array}$$

$$\langle di1 \rangle \langle pm1 \rangle \langle di2 \rangle \underline{is} \underline{va} (\langle di1 \rangle \langle pm1 \rangle 1) \langle pm1 \rangle \underline{va} (\langle di2 \rangle - 1) \underline{co}$$

$$\begin{array}{l} \langle ui1 \rangle \langle pm1 \rangle \langle ze \rangle \underline{is} \langle ui1 \rangle \underline{co} \\ \langle ze \rangle \langle pm1 \rangle \langle ui1 \rangle \underline{is} \langle pm1 \rangle \langle ui1 \rangle \underline{co} \end{array}$$

$$\begin{array}{l} 0 + 1 \underline{is} 1 \underline{co} \\ 1 + 1 \underline{is} 2 \underline{co} \\ 2 + 1 \underline{is} 3 \underline{co} \\ 3 + 1 \underline{is} 10 \underline{co} \end{array}$$

$$\begin{array}{l} 1 - 1 \underline{is} 0 \underline{co} \\ 2 - 1 \underline{is} 1 \underline{co} \\ 3 - 1 \underline{is} 2 \underline{co} \end{array}$$

$$\begin{array}{l} +\langle ui1 \rangle \underline{is} \langle ui1 \rangle \underline{co} \\ -\langle ui1 \rangle \underline{is} -\langle ui1 \rangle \underline{co} \end{array}$$

$$x := 1 + 2 + 3 \underline{co} \quad xx := x - 10 \underline{co} \quad xx := xx + x$$

Output :

SN:

$$\begin{array}{l} \dagger 0 \underline{in} \langle di \rangle \underline{co} 1 \underline{in} \langle di \rangle \underline{co} 2 \underline{in} \langle di \rangle \underline{co} 3 \underline{in} \langle di \rangle \underline{co} \langle di \rangle \langle ui \rangle \underline{in} \\ \langle ui \rangle \underline{co} \langle pm \rangle \langle ui \rangle \underline{in} \langle in \rangle \underline{co} 0 \langle ze \rangle \underline{in} \langle ze \rangle \underline{co} + \underline{in} \langle pm \rangle \underline{co} - \underline{in} \\ \langle pm \rangle \underline{co} x \langle id \rangle \underline{in} \langle id \rangle \underline{co} \langle id \rangle \underline{in} \langle primary \rangle \underline{co} \langle ui \rangle \underline{in} \langle primary \rangle \underline{co} \\ \langle pm \rangle \langle primary \rangle \underline{in} \langle exp \rangle \underline{co} \langle exp \rangle \langle pm \rangle \langle primary \rangle \underline{in} \langle exp \rangle \underline{co} \langle pm1 \rangle \\ \langle primary1 \rangle \underline{is} \langle pm1 \rangle \underline{va} (\langle primary1 \rangle) \underline{co} \langle expl \rangle \langle pm1 \rangle \langle primary1 \rangle \underline{is} \\ \underline{va} (\langle expl \rangle) \langle pm1 \rangle \underline{va} (\langle primary1 \rangle) \underline{co} \langle id1 \rangle := \langle expl \rangle \underline{is} \langle id1 \rangle := \\ \underline{va} (\langle expl \rangle) \underline{co} \langle id1 \rangle := \langle in1 \rangle \underline{is} \dagger \langle id1 \rangle \underline{is} \langle in1 \rangle \dagger \underline{co} -\langle ui1 \rangle + \\ \langle ui2 \rangle \underline{is} \langle ui2 \rangle - \langle ui1 \rangle \underline{co} \langle in1 \rangle - \langle ui1 \rangle \underline{is} \langle in1 \rangle + \langle ui1 \rangle \underline{co} \langle in1 \rangle + \langle ui1 \rangle \\ \underline{is} \langle in1 \rangle - \langle ui1 \rangle \underline{co} - \langle ui1 \rangle - \langle ui2 \rangle \underline{is} - \underline{va} (\langle ui1 \rangle + \langle ui2 \rangle) \underline{co} \langle ui1 \rangle \\ \langle di1 \rangle \langle pm1 \rangle \langle ui2 \rangle \langle di2 \rangle \underline{is} \underline{va} (\langle ui1 \rangle \langle pm1 \rangle \langle ui2 \rangle) 0 + \underline{va} (\langle di1 \rangle \langle pm1 \rangle \\ \langle di2 \rangle) \underline{co} \langle ui1 \rangle \langle di1 \rangle \langle pm1 \rangle \langle di2 \rangle \underline{is} \langle ui1 \rangle 0 + \underline{va} (\langle di1 \rangle \langle pm1 \rangle \langle di2 \rangle \\ ) \underline{co} \langle di1 \rangle \langle pm1 \rangle \langle ui1 \rangle \langle di2 \rangle \underline{is} \langle pm1 \rangle \langle ui1 \rangle 0 + \underline{va} (\langle di1 \rangle \langle pm1 \rangle \langle di2 \rangle) \\ \underline{co} \langle ui1 \rangle 0 + \langle di1 \rangle \underline{is} \langle ui1 \rangle \langle di1 \rangle \underline{co} \langle di1 \rangle + \langle ui1 \rangle 0 \underline{is} \langle ui1 \rangle \langle di1 \rangle \underline{co} \langle ui1 \rangle \\ 0 - \langle di1 \rangle \underline{is} \underline{va} (\langle ui1 \rangle - 1) 0 + \underline{va} (10 - \langle di1 \rangle) \underline{co} 10 - \langle di1 \rangle \underline{is} 3 \\ - \underline{va} (\langle di1 \rangle - 1) \underline{co} \langle di1 \rangle \langle pm1 \rangle \langle di2 \rangle \underline{is} \underline{va} (\langle di1 \rangle \langle pm1 \rangle 1) \langle pm1 \rangle \\ \underline{va} (\langle di2 \rangle - 1) \underline{co} \langle ui1 \rangle \langle pm \rangle \langle ze \rangle \underline{is} \langle ui1 \rangle \underline{co} \langle ze \rangle \langle pm1 \rangle \langle ui1 \rangle \underline{is} \\ \langle pm1 \rangle \langle ui1 \rangle \underline{co} 0 + 1 \underline{is} 1 \underline{co} 1 + 1 \underline{is} 2 \underline{co} 2 + 1 \underline{is} 3 \underline{co} 3 + 1 \underline{is} 10 \underline{co} 1 - 1 \\ \underline{is} 0 \underline{co} 2 - 1 \underline{is} 1 \underline{co} 3 - 1 \underline{is} 2 \underline{co} + \langle ui1 \rangle \underline{is} \dagger \langle ui1 \rangle \dagger \underline{co} - \langle ui1 \rangle \underline{is} \\ \dagger - \langle ui1 \rangle \dagger \dagger \end{array}$$

CV:

1 : 0 in <di> co  
 2 : 1 in <di> co  
 3 : 2 in <di> co  
 4 : 3 in <di> co  
 5 : <di><ui> in <ui> co  
 6 : <pm> <ui> in <in> co  
 7 : 0<ze> in <ze> co  
 8 : + in <pm> co  
 9 : - in <pm> co  
 10 : x<id> in <id> co  
 11 : <id> in <primary> co  
 12 : <ui> in <primary> co  
 13 : <pm> <primary> in <exp> co  
 14 : <exp><pm><primary> in <exp> co  
 15 : <pm1><primary1> is <pm1> va ( <primary1> ) co  
 16 : <exp1><pm1><primary1> is  
     va ( <exp1> ) <pm1> va ( <primary1> ) co  
 17 : <id1>:=<exp1> is <id1>:= va ( <exp1> ) co  
 18 : <id1>:=<in1> is † <id1> is <in1> † co  
 19 : -<ui1>+<ui2> is <ui2><ui1> co  
 20 : <in1>-<ui1> is <in1>+<ui1> co  
 21 : <in1>+<ui1> is <in1><ui1> co  
 22 : -<ui1><ui2> is - va ( <ui1>+<ui2> ) co  
 23 : <ui1><di1><pm1><ui2><di2> is  
     va ( <ui1><pm1><ui2> ) 0+ va ( <di1><pm1><di2> ) co  
 24 : <ui1><di1><pm1><di2> is <ui1>0+ va ( <di1><pm1><di2> ) co  
 25 : <di1><pm1><ui1><di2> is <pm1><ui1>0+ va ( <di1><pm1><di2> ) co  
 26 : <ui1>0+<di1> is <ui1><di1> co  
 27 : <di1>+<ui1>0 is <ui1><di1> co  
 28 : <ui1>0-<di1> is va ( <ui1>-1 ) 0+ va ( 10-<di1> ) co  
 29 : 10-<di1> is 3- va ( <di1>-1 ) co  
 30 : <di1><pm1><di2> is va ( <di1><pm1>1 ) <pm1> va ( <di2>-1 ) co  
 31 : <ui1><pm><ze> is <ui1> co  
 32 : <ze><pm1><ui1> is <pm1><ui1> co  
 33 : 0+1 is 1 co  
 34 : 1+1 is 2 co  
 35 : 2+1 is 3 co  
 36 : 3+1 is 10 co  
 37 : 1-1 is 0 co  
 38 : 2-1 is 1 co  
 39 : 3-1 is 2 co  
 40 : +<ui1> is † <ui1> † co  
 41 : -<ui1> is † -<ui1> † co



SN: x:=1+2+3

TS( 17 ): 1+2+3  
 TS( 16 ): 1+2  
 TS( 30 ): 1+1  
 IR( 34 ): 2  
 TS( 30 ): 2-1  
 IR( 38 ): 1  
 IR( 30 ): 2+1  
 IR( 35 ): 3  
 TS( 16 ): 3  
 IR( 16 ): 3+3  
 TS( 30 ): 3+1  
 IR( 36 ): 10  
 TS( 30 ): 3-1  
 IR( 39 ): 2  
 IR( 30 ): 10+2  
 IR( 26 ): 12  
 IR( 17 ): x:=12  
 IR( 18 ): † x is 12 †  
 CV:

1 : 0 in <di> co  
 .  
 .  
 .  
 41 : <ui1> is † <ui1> † co  
 42 : x is 12

SN: xx:=x-10

TS( 17 ): x-10  
 TS( 16 ): x  
 IR( 42 ): 12  
 TS( 16 ): 10  
 IR( 16 ): 12-10  
 TS( 23 ): 1-1  
 IR( 37 ): 0  
 TS( 23 ): 2-0  
 IR( 31 ): 2  
 IR( 23 ): 00+2  
 IR( 32 ): +2  
 IR( 40 ): † 2 †  
 IR( 17 ): xx:=2  
 IR( 18 ): † xx is 2 †

CV:

```

1 : 0 in <di> co
.
.
.
41 : <ui1> is † <ui1> † co
42 : x is 12 co
43 : xx is 2 co

```

SN: xx:=xx+x

```

TS( 17 ): xx+x
TS( 16 ): xx
IR( 43 ): 2
TS( 16 ): x
IR( 42 ): 12
IR( 16 ): 2+12
TS( 25 ): 2+2
TS( 30 ): 2+1
IR( 35 ): 3
TS( 30 ): 2-1
IR( 38 ): 1
IR( 30 ): 3+1
IR( 36 ): 10
IR( 25 ): +10+10
TS( 16 ): +10
IR( 40 ): † 10 †
TS( 16 ): 10
IR( 16 ): 10+10
TS( 23 ): 1+1
IR( 34 ): 2
TS( 23 ): 0+0
IR( 32 ): +0
IR( 40 ): † 0 †
IR( 23 ): 20+0
IR( 31 ): 20
IR( 17 ): xx:=20
IR( 18 ): † xx is 20 †
CV:

```

```

1 : 0 in <di> co
.
.
.
41 : <ui1> is † <ui1> † co
42 : x is 12 co
43 : xx is 2 co
44 : xx is 20 co

```



## 4.2.3.4. Example 13.

Goto statements.

This example demonstrates the principle of the definition of goto statements. In a "prescan" each statement is numbered and supplied with the number of its successor. After the prescan is finished the actual evaluation of the "program" is started by the evaluation of the first number. The evaluation of a goto statement referring to a certain label leads to the evaluation of the number of the statement which is labelled by this label. Many more details of the prescan mechanism for ALGOL 60 (which is in fact much more complicated, mainly because of the block structure) are given in chapter 6.

Input :

```

† S in <statement> co
  T in <statement> co
  U in <statement> co

goto <label> in <statement> co

<label> : <statement> in <statement> co

<statement>
<statement> ; <statement list> in <statement list> co

1 in <label> co
2 in <label> co
3 in <label> co

aas in <as> co

begin <statement list1> end
is
( a : <statement list1> co a ) co

<as1> : <statement1> ; <statement list1>
is
( † <as1> is ( <statement1> co <as1>a ) † co
  <as1>a : <statement list1> ) co

<as1> : goto <label1>;<statement list1>
is
( † <as1> is goto <label1> † co <as1>a : <statement list1> ) co

<as1> : <statement1> is † <as1> is <statement1> † co

```

```

<as1> : <label1> : <statement list1>
is
( † <label1> is <as1> † co <as1> : <statement list1> ) co
goto <label1> is <label1> † co
begin S ; T ; goto 1 ; S ; 1 : U end

```

Output :

SN:

```

† S in <statement> co T in <statement> co U in <statement> co goto
<label> in <statement> co <label>:<statement> in <statement> co
<statement> in <statementlist> co <statement>;<statementlist> in
<statementlist> co 1 in <label> co 2 in <label> co 3 in <label> co
a<as> in <as> co begin <statementlist1> end is ( a:
<statementlist1> co a ) co <as1>:<statement1>;<statementlist1> is
( † <as1> is ( <statement1> co <as1>a ) † co <as1>a:
<statementlist1> ) co <as1>: goto <label1>;<statementlist1> is (
† <as1> is goto <label1> † co <as1>a:<statementlist1> ) co <as1>
:<statement1> is † <as1> is <statement1> † co <as1>:<label1>:
<statementlist1> is ( † <label1> is <as1> † co <as1>:
<statementlist1> ) co goto <label1> is <label1> †

```

CV:

```

1 : S in <statement> co
2 : T in <statement> co
3 : U in <statement> co
4 : goto <label> in <statement> co
5 : <label>:<statement> in <statement> co
6 : <statement> in <statementlist> co
7 : <statement>;<statementlist> in <statementlist> co
8 : 1 in <label> co
9 : 2 in <label> co
10 : 3 in <label> co
11 : a<as> in <as> co
12 : begin <statementlist1> end is
    ( a:<statementlist1> co a ) co
13 : <as1>:<statement1>;<statementlist1> is
    ( † <as1> is ( <statement1> co <as1>a ) † co
      <as1>a:<statementlist1> ) co
14 : <as1>: goto <label1>;<statementlist1> is
    ( † <as1> is goto <label1> † co
      <as1>a:<statementlist1> ) co
15 : <as1>:<statement1> is † <as1> is <statement1> † co
16 : <as1>:<label1>:<statementlist1> is
    ( † <label1> is <as1> † co <as1>:<statementlist1> ) co
17 : goto <label1> is <label1>

```



SN: begin S;T; goto 1;S;1:U end

IR( 12 ): a:S;T; goto 1;S;1:U  
 IR( 13 ): † a is ( S co aa ) †  
 CV:

1 : S in <statement> co  
 .  
 .  
 .  
 17 : goto <label1> is <label1> co  
 18 : a is ( S co aa )

IR( 13 ): aa:T; goto 1;S;1:U  
 IR( 13 ): † aa is ( T co aaa ) †  
 CV:

1 : S in <statement> co  
 .  
 .  
 .  
 17 : goto <label1> is <label1> co  
 18 : a is ( S co aa ) co  
 19 : aa is ( T co aaa )

IR( 13 ): aaa: goto 1;S;1:U  
 IR( 14 ): † aaa is goto 1 †  
 CV:

1 : S in <statement> co  
 .  
 .  
 .  
 17 : goto <label1> is <label1> co  
 18 : a is ( S co aa ) co  
 19 : aa is ( T co aaa ) co  
 20 : aaa is goto 1

IR( 14 ): aaaa:S;1:U  
 IR( 13 ): † aaaa is ( S co aaaaa ) †  
 CV:

1 : S in <statement> co  
 .  
 .  
 .  
 17 : goto <label1> is <label1> co  
 18 : a is ( S co aa ) co  
 19 : aa is ( T co aaa ) co  
 20 : aaa is goto 1 co  
 21 : aaaa is ( S co aaaaa )

IR( 13 ): aaaaa:1:U  
 IR( 16 ): † 1 is aaaaa †  
 CV:

```

1 : S in <statement> co
.
.
.
17 : goto <label1> is <label1> co
18 : a is ( S co aa ) co
19 : aa is ( T co aaa ) co
20 : aaa is goto 1 co
21 : aaaa is ( S co aaaaa ) co
22 : 1 is aaaaa

```

IR( 16 ): aaaaa:U  
 IR( 15 ): † aaaaa is U †  
 CV:

```

1 : S in <statement> co
.
.
.
17 : goto <label1> is <label1> co
18 : a is ( S co aa ) co
19 : aa is ( T co aaa ) co
20 : aaa is goto 1 co
21 : aaaa is ( S co aaaaa ) co
22 : 1 is aaaaa co
23 : aaaaa is U

```

IR( 12 ): a  
 IR( 18 ): S  
 CV:

```

1 : S in <statement> co
.
.
.
17 : goto <label1> is <label1> co
18 : a is ( S co aa ) co
19 : aa is ( T co aaa ) co
20 : aaa is goto 1 co
21 : aaaa is ( S co aaaaa ) co
22 : 1 is aaaaa co
23 : aaaaa is U co
24 : S

```



IR( 18 ): aa  
 IR( 19 ): T  
 CV:

```

1 : S in <statement> co
      .
      .
      .
17 : goto <label1> is <label1> co
18 : a is ( S co aa ) co
19 : aa is ( T co aaa ) co
20 : aaa is goto 1 co
21 : aaaa is ( S co aaaaa ) co
22 : 1 is aaaaa co
23 : aaaaa is U co
24 : S co
25 : T

```

IR( 19 ): aaa  
 IR( 20 ): goto 1  
 IR( 17 ): 1  
 IR( 22 ): aaaaa  
 IR( 23 ): U  
 CV:

```

1 : S in <statement> co
      .
      .
      .
17 : goto <label1> is <label1> co
18 : a is ( S co aa ) co
19 : aa is ( T co aaa ) co
20 : aaa is goto 1 co
21 : a.aa is ( S co aaaaa ) co
22 : 1 is aaaaa co
23 : aaaaa is U co
24 : S co
25 : T co
26 : U

```

## 4.2.4. Wang's algorithm for the propositional calculus.

Example 14. This example defines the well known algorithm of Wang for the propositional calculus [45,36]. Truth 15 is Wang's rule P1, truths 16,17,...,25 correspond to his rules P2a,P2b,...,P6b. The equal sign replaces Wang's arrow. A form(ula) is valid if and only if the evaluation of the simple name that denotes the formula does not lead to the addition to V of a truth different from "valid". The idea of using the metalanguage for the definition of this algorithm was taken from PANON 1B, see [9].

Input :

$\downarrow$  P in <atomic form> co  
 Q in <atomic form> co  
 R in <atomic form> co  
 S in <atomic form> co  
 T in <atomic form> co

~~<atomic form>~~ at form seq in <at form seq> co

<atomic form>	<u>in</u>	<form>	<u>co</u>
( $\neg$ <form>)	<u>in</u>	<form>	<u>co</u>
(<form> $\wedge$ <form>)	<u>in</u>	<form>	<u>co</u>
(<form> $\vee$ <form>)	<u>in</u>	<form>	<u>co</u>
(<form> $\neg$ <form>)	<u>in</u>	<form>	<u>co</u>
(<form> $\equiv$ <form>)	<u>in</u>	<form>	<u>co</u>

<form> form seq in <form seq> co

at form seq = at form seq is  $\downarrow$  non valid  $\downarrow$  co

at form seq ~~<atomic form1>~~ at form seq

at form seq ~~<atomic form1>~~ at form seq

is  
 $\downarrow$  valid  $\downarrow$  co











- 14 :  $\langle \text{atformseq} \rangle = \langle \text{atformseq} \rangle$  is  $\nmid$  nonvalid  $\nmid$  co
- 15 :  $\langle \text{atformseq} \rangle \langle \text{atomicform1} \rangle \langle \text{atformseq} \rangle =$   
 $\langle \text{atformseq} \rangle \langle \text{atomicform1} \rangle \langle \text{atformseq} \rangle$  is  $\nmid$  valid  $\nmid$  co
- 16 :  $\langle \text{atformseq1} \rangle = \langle \text{atformseq2} \rangle (\neg \text{form1}) \langle \text{formseq1} \rangle$  is  
 $\langle \text{form1} \rangle \langle \text{atformseq1} \rangle = \langle \text{atformseq2} \rangle \langle \text{formseq1} \rangle$  co
- 17 :  $\langle \text{atformseq1} \rangle (\neg \text{form1}) \langle \text{formseq1} \rangle = \langle \text{formseq2} \rangle$  is  
 $\langle \text{atformseq1} \rangle \langle \text{formseq1} \rangle = \langle \text{formseq2} \rangle \langle \text{form1} \rangle$  co
- 18 :  $\langle \text{atformseq1} \rangle = \langle \text{atformseq2} \rangle (\langle \text{form1} \rangle \wedge \langle \text{form2} \rangle) \langle \text{formseq1} \rangle$  is  
 $(\langle \text{atformseq1} \rangle = \langle \text{atformseq2} \rangle \langle \text{form1} \rangle \langle \text{formseq1} \rangle)$  co  
 $\langle \text{atformseq1} \rangle = \langle \text{atformseq2} \rangle \langle \text{form2} \rangle \langle \text{formseq1} \rangle$  ) co
- 19 :  $\langle \text{atformseq1} \rangle (\langle \text{form1} \rangle \wedge \langle \text{form2} \rangle) \langle \text{formseq1} \rangle = \langle \text{formseq2} \rangle$  is  
 $\langle \text{atformseq1} \rangle \langle \text{form1} \rangle \langle \text{form2} \rangle \langle \text{formseq1} \rangle = \langle \text{formseq2} \rangle$  co
- 20 :  $\langle \text{atformseq1} \rangle = \langle \text{atformseq2} \rangle (\langle \text{form1} \rangle \vee \langle \text{form2} \rangle) \langle \text{formseq1} \rangle$  is  
 $\langle \text{atformseq1} \rangle = \langle \text{atformseq2} \rangle \langle \text{form1} \rangle \langle \text{form2} \rangle \langle \text{formseq1} \rangle$  co
- 21 :  $\langle \text{atformseq1} \rangle (\langle \text{form1} \rangle \vee \langle \text{form2} \rangle) \langle \text{formseq1} \rangle = \langle \text{formseq2} \rangle$  is  
 $(\langle \text{atformseq1} \rangle \langle \text{form1} \rangle \langle \text{formseq1} \rangle = \langle \text{formseq2} \rangle)$  co  
 $\langle \text{atformseq1} \rangle \langle \text{form2} \rangle \langle \text{formseq1} \rangle = \langle \text{formseq2} \rangle$  ) co
- 22 :  $\langle \text{atformseq1} \rangle = \langle \text{atformseq2} \rangle (\langle \text{form1} \rangle \neg \langle \text{form2} \rangle) \langle \text{formseq1} \rangle$  is  
 $\langle \text{atformseq1} \rangle \langle \text{form1} \rangle = \langle \text{atformseq2} \rangle \langle \text{form2} \rangle \langle \text{formseq1} \rangle$  co
- 23 :  $\langle \text{atformseq1} \rangle (\langle \text{form1} \rangle \neg \langle \text{form2} \rangle) \langle \text{formseq1} \rangle = \langle \text{formseq2} \rangle$  is  
 $(\langle \text{atformseq1} \rangle \langle \text{form2} \rangle \langle \text{formseq1} \rangle = \langle \text{formseq2} \rangle)$  co  
 $\langle \text{atformseq1} \rangle \langle \text{formseq1} \rangle = \langle \text{formseq2} \rangle \langle \text{form1} \rangle$  ) co
- 24 :  $\langle \text{atformseq1} \rangle = \langle \text{atformseq2} \rangle (\langle \text{form1} \rangle = \langle \text{form2} \rangle) \langle \text{formseq1} \rangle$  is  
 $(\langle \text{form1} \rangle \langle \text{atformseq1} \rangle = \langle \text{atformseq2} \rangle \langle \text{form2} \rangle \langle \text{formseq1} \rangle)$  co  
 $\langle \text{form2} \rangle \langle \text{atformseq1} \rangle = \langle \text{atformseq2} \rangle \langle \text{form1} \rangle \langle \text{formseq1} \rangle$  ) co
- 25 :  $\langle \text{atformseq1} \rangle (\langle \text{form1} \rangle = \langle \text{form2} \rangle) \langle \text{formseq1} \rangle = \langle \text{formseq2} \rangle$  is  
 $(\langle \text{form1} \rangle \langle \text{form2} \rangle \langle \text{atformseq1} \rangle \langle \text{formseq1} \rangle = \langle \text{formseq2} \rangle)$  co  
 $\langle \text{atformseq1} \rangle \langle \text{formseq1} \rangle = \langle \text{formseq2} \rangle \langle \text{form1} \rangle \langle \text{form2} \rangle$  ) co

$$\text{SN: } =(((\neg P) \wedge (\neg Q)) \neg (P = Q))$$

$$\text{IR( 22 ) : } ((\neg P) \wedge (\neg Q)) = (P = Q)$$

$$\text{IR( 19 ) : } (\neg P)(\neg Q) = (P = Q)$$

$$\text{IR( 17 ) : } (\neg Q) = (P = Q) \bar{P}$$

$$\text{IR( 17 ) : } = (P = Q) \bar{P} Q$$

$$\text{IR( 24 ) : } P = Q \bar{P} \bar{Q}$$

$$\text{IR( 15 ) : } \nmid \text{ valid } \nmid$$

CV:

$$1 : P \text{ in } \langle \text{atomicform} \rangle \text{ co}$$

.

.

.

$$25 : \langle \text{atformseq1} \rangle (\langle \text{form1} \rangle = \langle \text{form2} \rangle) \langle \text{formseq1} \rangle = \langle \text{formseq2} \rangle \text{ is}$$

$$(\langle \text{form1} \rangle \langle \text{form2} \rangle \langle \text{atformseq1} \rangle \langle \text{formseq1} \rangle = \langle \text{formseq2} \rangle)$$

$$\langle \text{atformseq1} \rangle \langle \text{formseq1} \rangle = \langle \text{formseq2} \rangle \langle \text{form1} \rangle \langle \text{form2} \rangle$$
 co

$$26 : \text{valid}$$



IR( 24 ): Q=PPQ  
 IR( 15 ): † valid †  
 CV:

1 : P in <atomicform> co

.

.

25 : <atformseq1> (<form1> = <form2>)<formseq1> =<formseq2> is  
 [ <form1><form2><atformseq1> <formseq1> =<formseq2> co  
 <atformseq1> <formseq1> =<formseq2> <form1><form2> ] co

26 : valid co

27 : valid

SN: =((PVQ) ∩ (P/Q))

IR( 22 ): (PVQ)=(P/Q)

IR( 21 ): P=(P/Q)

IR( 18 ): P=P

IR( 15 ): † valid †

CV:

1 : P in <atomicform> co

.

.

25 : <atformseq1> (<form1> = <form2>)<formseq1> =<formseq2> is  
 [ <form1><form2><atformseq1> <formseq1> =<formseq2> co  
 <atformseq1> <formseq1> =<formseq2> <form1><form2> ] co

26 : valid co

27 : valid co

28 : valid

IR( 18 ): P=Q

IR( 14 ): † nonvalid †

CV:

1 : P in <atomicform> co

.

.

25 : <atformseq1> (<form1> = <form2>)<formseq1> =<formseq2> is  
 [ <form1><form2><atformseq1> <formseq1> =<formseq2> co  
 <atformseq1> <formseq1> =<formseq2> <form1><form2> ] co

26 : valid co

27 : valid co

28 : valid co

29 : nonvalid



IR( 21 ):  $Q=(P/Q)$   
 IR( 18 ):  $Q=P$   
 IR( 14 ):  $\{ \text{nonvalid} \}$   
 CV:

1 : P in <atomicform> co

.

.

25 : <atformseq1> (<form1> = <form2>)<formseq1> =<formseq2> is  
 [ <form1><form2><atformseq1> <formseq1> =<formseq2> co  
<atformseq1> <formseq1> =<formseq2> <form1><form2> ) co

26 : valid co

27 : valid co

28 : valid co

29 : nonvalid co

30 : nonvalid

IR( 18 ):  $Q=Q$   
 IR( 15 ):  $\{ \text{valid} \}$   
 CV:

1 : P in <atomicform> co

.

.

25 : <atformseq1> (<form1> = <form2>)<formseq1> =<formseq2> is  
 [ <form1><form2><atformseq1> <formseq1> =<formseq2> co  
<atformseq1> <formseq1> =<formseq2> <form1><form2> ) co

26 : valid co

27 : valid co

28 : valid co

29 : nonvalid co

30 : nonvalid co

31 : valid

## CHAPTER 5

### DEFINITION OF ALGOL 60

In this chapter we give the definition of ALGOL 60 by means of a metaprogram.

An explanation of this definition follows in chapter 6.

For typographical reasons, the ALGOL 60 symbols  $\dot{=}$  and  $\supset$  are denoted here by  $\underline{=}$  and  $\sqsupset$ .

The numbers to the left of the truths and the headings of the sections are not to be interpreted as part of the metaprogram; they are introduced only for easier reference in chapter 6.



" Undefined values " .

0.1	<sequence of basic and aux term symbols>		<u>is</u>	<u>o</u>	<u>co</u>
0.2	<ass st>	<u>in</u>	<decl ass st>	<u>is</u>	<u>o</u> <u>co</u>
0.3	<dexp>	<u>in</u>	<decl dexp>	<u>is</u>	<u>o</u> <u>co</u>
0.4	<proc st>	<u>in</u>	<decl proc st>	<u>is</u>	<u>o</u> <u>co</u>
0.5	<block>	<u>in</u>	<decl block>	<u>is</u>	<u>o</u> <u>co</u>
0.6	<bplist>	<u>in</u>	<decl bplist>	<u>is</u>	<u>o</u> <u>co</u>
0.7	<switch list>	<u>in</u>	<decl switch list>	<u>is</u>	<u>o</u> <u>co</u>

Syntax of a program.

1.1	<ass st>	<u>in</u>	<unlabelled basic st>	<u>co</u>
1.2	<u>goto</u> <dexp>	<u>in</u>	<unlabelled basic st>	<u>co</u>
1.3	<proc st>	<u>in</u>	<unlabelled basic st>	<u>co</u>
1.4	<unlabelled basic st>	<u>in</u>	<basic st>	<u>co</u>
1.5	<label> : <basic st>	<u>in</u>	<basic st>	<u>co</u>
1.6	<basic st>	<u>in</u>	<unc st>	<u>co</u>
1.7	<compound st>	<u>in</u>	<unc st>	<u>co</u>
1.8	<block>	<u>in</u>	<unc st>	<u>co</u>
1.9	<u>if</u> <bexp> <u>then</u> <unc st>	<u>in</u>	<cond st>	<u>co</u>
1.10	<u>if</u> <bexp> <u>then</u> <for st>	<u>in</u>	<cond st>	<u>co</u>
1.11	<u>if</u> <bexp> <u>then</u> <unc st> <u>else</u> <st>	<u>in</u>	<cond st>	<u>co</u>
1.12	<label> : <cond st>	<u>in</u>	<cond st>	<u>co</u>
1.13	<unc st>	<u>in</u>	<st>	<u>co</u>
1.14	<cond st>	<u>in</u>	<st>	<u>co</u>
1.15	<for st>	<u>in</u>	<st>	<u>co</u>
1.16	<st>	<u>in</u>	<st list>	<u>co</u>
1.17	<st> ; <st list>	<u>in</u>	<st list>	<u>co</u>
1.18	<u>begin</u> <st list> <u>end</u>	<u>in</u>	<compound st>	<u>co</u>
1.19	<label> : <compound st>	<u>in</u>	<compound st>	<u>co</u>





## Syntax of block number and program point.

- 3.1 a <as> in <as> co
- 3.2 b <bs> in <bs> co
- 3.3 <bs> c in <bc> co
- 3.4 <bc><bc> in <bc> co
- 3.5 d <bc><dbcs> in <dbcs> co
- 3.6 <bc><dbcs> in <bn> co
- 3.7 <bc><as> in <p> co

## Prescan declarations.

- 4.1 <p1> : <declaration1> ; <block tail1>  
is  
[ <declaration1><p1> 1 co  
† <p1> is ( <declaration1><p1> 2 co  
† <p1> is (  
† t <p1> is ( <declaration1><p1> 4 co  
† t <p1> a ) † co  
<p1> a ) † co  
<p1> a ) † co  
<p1> a : <block tail1> ) co
- 4.2 <p1> : <own1><type1><id1>,<id list1> ; <block tail1>  
is  
<p1> : <own1><type1><id1>;  
<own1><type1><idlist1> ; <block tail1> co
- 4.3 <p1> : <own1><type1> array <array segment1>,  
<array list1> ; <block tail1>  
is  
<p1> : <own1><type1> array <array segment1>;  
<own1><type1> array <array list1> ; <block tail1> co





- 5.9 <p1> : begin <decl list><st list> end <block end1>  
is  
<p1> : begin <decl list><st list> ; goto <p1> k 1 end;  
<p1> k 1 : <block end1> co
- 5.10 begin <decl list><st list> ; goto <p> k 1 end  
in <special block> co
- 5.11 <p1> : <special block1><block end1>  
is  
( † <p1> is ( <special block1> in <decl block> co  
first progr.p of block <p1> co  
† <p1> is ( † <p1> is first progr.p of block <p1> † co  
<p1> a ) † co  
<p1> a ) † co  
<p1> a : <block end1> ) co
- 5.12 <bc1><bc1> im  
first progr.p of block <bc1><as1> is  
† first progr.p of block <bc1><as1> is <bc1><bc1> a † co
- 5.13 begin <block tail1> in <decl block>  
is  
( begin co <block tail1> ) co
- 5.14 <bc1> im <block tail1>  
is  
( † <bc1> a is ( † <bc1> a is ( begin co  
† † <bc1> a is † <bc1> a † co  
<bc1> a ) † co  
<bc1> a ) † co  
<bc1> a : <block tail1> ) co
- 5.15 <bc1><as1> : end  
is  
( † <bc1><as1> is ( end co  
† † <bc1><as1> is ( † † <bc1><as1> is end † co  
† † † <bc1> a ) † ) † co  
<bc1> a ) co

Value of begin and end.

- 6.1  $\langle \text{bn1} \rangle$  im begin is begin  $\langle \text{bn1} \rangle$  co  
 6.2  $\langle \text{bn1} \rangle$  im end is end  $\langle \text{bn1} \rangle$  co  
 6.3 begin  $\langle \text{bcs1} \rangle \langle \text{dbcs1} \rangle$  is †  $\langle \text{bcs1} \rangle$  b c  $\langle \text{dbcs1} \rangle$  † co  
 6.4  $\langle \text{bcs1} \rangle \langle \text{bc1} \rangle \langle \text{dbcs} \rangle$  im  
begin  $\langle \text{bcs1} \rangle \langle \text{dbcs1} \rangle$  is †  $\langle \text{bcs1} \rangle$  b  $\langle \text{bc1} \rangle \langle \text{dbcs1} \rangle$  † co  
 6.5 end b c is  
 † end b c is  
 †  $\langle \text{sequence of basic and aux term symbols} \rangle$  † † co  
 6.6 end  $\langle \text{bcs1} \rangle \langle \text{bc} \rangle \langle \text{dbcs1} \rangle$  is †  $\langle \text{bcs1} \rangle \langle \text{dbcs1} \rangle$  † co

## Type declarations.

- 7.1 integer in  $\langle \text{type} \rangle$  co  
 7.2 boolean in  $\langle \text{type} \rangle$  co  
 7.3 own in  $\langle \text{own} \rangle$  co  
 7.4  $\langle \text{id} \rangle$  in  $\langle \text{id list} \rangle$  co  
 7.5  $\langle \text{id} \rangle, \langle \text{id list} \rangle$  in  $\langle \text{id list} \rangle$  co  
 7.6  $\langle \text{own} \rangle \langle \text{type} \rangle \langle \text{id list} \rangle$  in  $\langle \text{type declaration} \rangle$  co  
 7.7  $\langle \text{own} \rangle \langle \text{type1} \rangle \langle \text{id1} \rangle \langle \text{bcs1} \rangle \langle \text{as} \rangle$  1 is †  $\langle \text{type1} \rangle \langle \text{id1} \rangle \langle \text{bcs1} \rangle$  † co  
 7.8  $\langle \text{specifier} \rangle \langle \text{id1} \rangle \langle \text{bcs1} \rangle$  im  
 $\langle \text{own} \rangle \langle \text{type} \rangle \langle \text{id1} \rangle \langle \text{bcs1} \rangle \langle \text{as} \rangle$  1 is o co  
 7.9  $\langle \text{type declaration} \rangle \langle \text{p} \rangle$  2 co  
 7.10  $\langle \text{type1} \rangle \langle \text{id1} \rangle \langle \text{p} \rangle$  4 is  $\langle \text{type1} \rangle \langle \text{id1} \rangle$  co  
 7.11  $\langle \text{bcs1} \rangle \langle \text{dbcs} \rangle$  im  $\langle \text{type1} \rangle \langle \text{id1} \rangle$  is †  $\langle \text{type1} \rangle \langle \text{id1} \rangle \langle \text{bcs1} \rangle$  † co  
 7.12  $\langle \text{bcs1} \rangle \langle \text{dbcs} \rangle$  im own  $\langle \text{type1} \rangle \langle \text{id1} \rangle \langle \text{p1} \rangle$  4  
is  
 †  $\langle \text{type1} \rangle \langle \text{id1} \rangle \langle \text{bcs1} \rangle$  co  
t  $\langle \text{p1} \rangle$  is ( own  $\langle \text{type1} \rangle \langle \text{id1} \rangle \langle \text{p1} \rangle$  4  $\langle \text{bcs1} \rangle$  co t  $\langle \text{p1} \rangle$  a ) † co  
 7.13  $\langle \text{bcs1} \rangle \langle \text{dbcs} \rangle$  im own  $\langle \text{type1} \rangle \langle \text{id1} \rangle \langle \text{p1} \rangle$  4  $\langle \text{bcs2} \rangle$   
is  
 ( own  $\langle \text{type1} \rangle \langle \text{id1} \rangle \langle \text{p1} \rangle$  4 co †  $\langle \text{id1} \rangle \langle \text{bcs1} \rangle$  is  $\langle \text{id1} \rangle \langle \text{bcs2} \rangle$  † ) co



The value of a simple variable.

- 8.1  $\langle bcs1 \rangle \langle dbcs \rangle$  im  $\langle id1 \rangle$  is  $\langle id1 \rangle \langle bcs1 \rangle$  co
- 8.2  $\langle id1 \rangle \langle bcs1 \rangle \langle bc \rangle$  is  $\langle id1 \rangle \langle bcs1 \rangle$  co
- 8.3 formal  $\langle id1 \rangle \langle bcs1 \rangle$  actual  $\langle exp1 \rangle$  bn  $\langle bn1 \rangle$  im  
 $\langle id1 \rangle \langle bcs1 \rangle$   
is  
 $($  save bn  $\langle id1 \rangle \langle bcs1 \rangle$  co  $\{$   $\langle bn1 \rangle$   $\}$  co result : va  $($   $\langle exp1 \rangle$   $)$  co  
reset bn  $\langle id1 \rangle \langle bcs1 \rangle$  co result  $)$  co
- 8.4  $\langle type \rangle \langle id1 \rangle \langle bcs1 \rangle$  im  $\langle id1 \rangle \langle bcs1 \rangle$  is o co
- 8.5  $\langle bn1 \rangle$  im save bn  $\langle id1 \rangle \langle bcs1 \rangle$   
is  
 $\{$  reset bn  $\langle id1 \rangle \langle bcs1 \rangle$  is  $\{$   $\langle bn1 \rangle$   $\}$  co
- 8.6 result :  $\langle constant1 \rangle$  is  $\{$  result is  $\langle constant1 \rangle$   $\}$  co

## Array declarations.

- 9.1  $\langle \text{aexp} \rangle : \langle \text{aexp} \rangle \quad \underline{\text{in}} \quad \langle \text{bplist} \rangle \quad \underline{\text{co}}$   
9.2  $\langle \text{aexp} \rangle : \langle \text{aexp} \rangle , \langle \text{bplist} \rangle \quad \underline{\text{in}} \quad \langle \text{bplist} \rangle \quad \underline{\text{co}}$
- 9.3  $\langle \text{decl aexp} \rangle : \langle \text{decl aexp} \rangle \quad \underline{\text{in}} \quad \langle \text{decl bplist} \rangle \quad \underline{\text{co}}$   
9.4  $\langle \text{decl aexp} \rangle : \langle \text{decl aexp} \rangle , \langle \text{decl bplist} \rangle \quad \underline{\text{in}} \quad \langle \text{decl bplist} \rangle \quad \underline{\text{co}}$
- 9.5  $\langle \text{id} \rangle [ \langle \text{bplist} \rangle ] \quad \underline{\text{in}} \quad \langle \text{array segment} \rangle \quad \underline{\text{co}}$   
9.6  $\langle \text{id} \rangle , \langle \text{array segment} \rangle \quad \underline{\text{in}} \quad \langle \text{array segment} \rangle \quad \underline{\text{co}}$
- 9.7  $\langle \text{array segment} \rangle \quad \underline{\text{in}} \quad \langle \text{array list} \rangle \quad \underline{\text{co}}$   
9.8  $\langle \text{array segment} \rangle , \langle \text{array list} \rangle \quad \underline{\text{in}} \quad \langle \text{array list} \rangle \quad \underline{\text{co}}$
- 9.9  $\underline{\langle \text{own} \rangle} \underline{\langle \text{type} \rangle} \underline{\text{array}} \langle \text{array list} \rangle \quad \underline{\text{in}} \quad \langle \text{array declaration} \rangle \quad \underline{\text{co}}$
- 9.10  $\underline{\langle \text{own} \rangle} \underline{\langle \text{type1} \rangle} \underline{\text{array}} \langle \text{id1} \rangle , \langle \text{id list1} \rangle [ \langle \text{bplist1} \rangle ] \langle \text{p1} \rangle \underline{1}$   
 $\underline{\text{is}}$   
 $\underline{[ \langle \text{type1} \rangle \underline{\text{array}} \langle \text{id1} \rangle \quad [ \langle \text{bplist1} \rangle ] \langle \text{p1} \rangle \underline{1} \quad \underline{\text{co}}$   
 $\quad \langle \text{type1} \rangle \underline{\text{array}} \langle \text{id list1} \rangle [ \langle \text{bplist1} \rangle ] \langle \text{p1} \rangle \underline{1} \quad ] \quad \underline{\text{co}}$
- 9.11  $\underline{\langle \text{own} \rangle} \underline{\langle \text{type1} \rangle} \underline{\text{array}} \langle \text{id1} \rangle [ \langle \text{bplist1} \rangle ] \langle \text{bcs1} \rangle \langle \text{bc1} \rangle \langle \text{as} \rangle \underline{1}$   
 $\underline{\text{is}}$   
 $\underline{[ \langle \text{type1} \rangle \underline{\text{array}} \langle \text{id1} \rangle \langle \text{bcs1} \rangle \langle \text{bc1} \rangle \quad \underline{\text{co}} \quad \nmid \quad \langle \text{bcs1} \rangle \quad \nmid \quad \underline{\text{co}}$   
 $\quad \langle \text{bplist1} \rangle \quad \underline{\text{in}} \quad \langle \text{decl bplist} \rangle \quad \underline{\text{co}} \quad \nmid \quad \langle \text{bcs1} \rangle \langle \text{bc1} \rangle \quad \nmid \quad ] \quad \underline{\text{co}}$
- 9.12  $\langle \text{type1} \rangle \underline{\text{array}} \langle \text{id1} \rangle \langle \text{bcs1} \rangle \quad \underline{\text{is}} \quad \nmid \quad \langle \text{type1} \rangle \underline{\text{array}} \langle \text{id1} \rangle \langle \text{bcs1} \rangle \quad \nmid \quad \underline{\text{co}}$
- 9.13  $\langle \text{specifier} \rangle \langle \text{id1} \rangle \langle \text{bcs1} \rangle \quad \underline{\text{im}} \quad \langle \text{type} \rangle \underline{\text{array}} \langle \text{id1} \rangle \langle \text{bcs1} \rangle \quad \underline{\text{is}} \quad \underline{\text{o}} \quad \underline{\text{co}}$
- 9.14  $\langle \text{array declaration} \rangle \langle \text{p} \rangle \underline{2} \quad \underline{\text{co}}$
- 9.15  $\underline{\langle \text{own1} \rangle} \underline{\langle \text{type1} \rangle} \underline{\text{array}} \langle \text{id list1} \rangle [ \langle \text{bplist1} \rangle ] \langle \text{p1} \rangle \underline{4}$   
 $\underline{\text{is}}$   
 $\underline{\langle \text{own1} \rangle} \underline{\langle \text{type1} \rangle} \underline{\text{array}} \langle \text{id list1} \rangle [ \underline{\text{va}} ( \langle \text{bplist1} \rangle ) ] \langle \text{p1} \rangle \underline{4} \quad \underline{\text{co}}$
- 9.16  $\langle \text{bcs1} \rangle \langle \text{bc1} \rangle \underline{\langle \text{dbcs1} \rangle} \quad \underline{\text{im}} \quad \langle \text{aexp1} \rangle : \langle \text{aexp2} \rangle$   
 $\underline{\text{is}}$   
 $\underline{[ \nmid \langle \text{bcs1} \rangle \langle \text{bc1} \rangle \underline{\langle \text{dbcs1} \rangle} \quad \nmid \quad \underline{\text{co}}$   
 $\quad \underline{\text{bound pair}} : \underline{\text{va}} ( \underline{\langle \text{aexp1} \rangle} ) : \underline{\text{va}} ( \underline{\langle \text{aexp2} \rangle} ) \quad \underline{\text{co}}$   
 $\quad \nmid \quad \langle \text{bcs1} \rangle \langle \text{bc1} \rangle \underline{\langle \text{dbcs1} \rangle} \quad \nmid \quad \underline{\text{co}} \quad \underline{\text{bound pair}} \quad ] \quad \underline{\text{co}}$
- 9.17  $\underline{\text{bound pair}} : \langle \text{int1} \rangle : \langle \text{int2} \rangle$   
 $\underline{\text{is}}$   
 $\nmid \underline{\text{bound pair}} \underline{\text{is}} \quad \langle \text{int1} \rangle : \langle \text{int2} \rangle \quad \nmid \quad \underline{\text{co}}$
- 9.18  $\langle \text{aexp1} \rangle : \langle \text{aexp2} \rangle , \langle \text{bplist1} \rangle$   
 $\underline{\text{is}}$   
 $\underline{\text{va}} ( \underline{\langle \text{aexp1} \rangle : \langle \text{aexp2} \rangle} ) , \underline{\text{va}} ( \underline{\langle \text{bplist1} \rangle} ) \quad \underline{\text{co}}$







The value of a subscripted variable.

- 10.1  $\langle \text{int} \rangle$  in  $\langle \text{int list} \rangle$  co  
 10.2  $\langle \text{int} \rangle, \langle \text{int list} \rangle$  in  $\langle \text{int list} \rangle$  co  
 10.3  $\langle \text{sub exp} \rangle, \langle \text{sub exp list} \rangle$   
is  
va (  $\langle \text{sub exp} \rangle$  ) , va (  $\langle \text{sub exp list} \rangle$  ) co  
 10.4  $\langle \text{int list} \rangle$  is †  $\langle \text{int list} \rangle$  † co  
 10.5  $\langle \text{bcs} \rangle \langle \text{dbcs} \rangle$  im  $\langle \text{id} \rangle [ \langle \text{sub exp list} \rangle ]$   
is  
 $\langle \text{id} \rangle \langle \text{bcs} \rangle [ \text{va} ( \langle \text{sub exp list} \rangle ) ]$  co  
 10.6  $\langle \text{id} \rangle$  b c [  $\langle \text{sub exp list} \rangle$  ] is o co  
 10.7  $\langle \text{id} \rangle \langle \text{bcs} \rangle \langle \text{bc} \rangle [ \langle \text{sub exp list} \rangle ]$   
is  
 $\langle \text{id} \rangle \langle \text{bcs} \rangle$  [  $\langle \text{sub exp list} \rangle$  ] co  
 10.8 formal  $\langle \text{id} \rangle \langle \text{bcs} \rangle$  actual  $\langle \text{id} \rangle$  bn  $\langle \text{bcs} \rangle \langle \text{dbcs} \rangle$  im  
 $\langle \text{id} \rangle \langle \text{bcs} \rangle [ \langle \text{sub exp list} \rangle ]$   
is  
 $\langle \text{id} \rangle \langle \text{bcs} \rangle [ \langle \text{sub exp list} \rangle ]$  co  
 10.9  $\langle \text{type} \rangle$  array  $\langle \text{id} \rangle \langle \text{bcs} \rangle [ \langle \text{pplist} \rangle ]$  im  
 $\langle \text{id} \rangle \langle \text{bcs} \rangle [ \langle \text{sub exp list} \rangle ]$  is o co

Switch declarations.

- 11.1  $\langle \text{dexp} \rangle$  in  $\langle \text{switch list} \rangle$  co  
 11.2  $\langle \text{dexp} \rangle, \langle \text{switch list} \rangle$  in  $\langle \text{switch list} \rangle$  co  
 11.3  $\langle \text{decl dexp} \rangle$  in  $\langle \text{decl switch list} \rangle$  co  
 11.4  $\langle \text{decl dexp} \rangle, \langle \text{decl switch list} \rangle$  in  $\langle \text{decl switch list} \rangle$  co  
 11.5 switch  $\langle \text{id} \rangle := \langle \text{switch list} \rangle$  in  $\langle \text{switch declaration} \rangle$  co  
 11.6 switch  $\langle \text{id} \rangle := \langle \text{switch list} \rangle \langle \text{bcs} \rangle \langle \text{as} \rangle$  1 is  
 † switch  $\langle \text{id} \rangle \langle \text{bcs} \rangle$  † co  
 11.7  $\langle \text{specifier} \rangle \langle \text{id} \rangle \langle \text{bcs} \rangle$  im  
switch  $\langle \text{id} \rangle := \langle \text{switch list} \rangle \langle \text{bcs} \rangle \langle \text{as} \rangle$  1 is o co





## Procedure declarations.

- 13.1 <type> in <value specifier> co  
 13.2 <type> array in <value specifier> co  
 13.3 <type> procedure in <value specifier> co
- 13.4 <value specifier> in <specifier> co  
 13.5 label in <specifier> co  
 13.6 switch in <specifier> co  
 13.7 procedure in <specifier> co
- 13.8 value <id list> ; in <value part> co
- 13.9 <specifier><id list> ; < spec part> in <spec part> co
- 13.10 (<id list>) in <formal par part> co
- 13.11 <type> procedure <id><formal par part> ;  
 <value part> <spec part> <st> in <procedure declaration> co
- 13.12 <type1> procedure <id1><formal par part1>;  
 <value part> <spec part> <st> <bcsl><as> 1  
is  
 † <type1> procedure <id1><bcsl><formal par part1> † co
- 13.13 <specifier><id1><bcsl> in  
 <type> procedure <id1><formal par part> ;  
 <value part> <spec part> <st> <bcsl><as> 1 is o co
- 13.14 procedure <id1> ; <st1><p1> 2  
is  
 ( begin co formal <p1> k co  
begin integer dummy; <st1>; goto <p1> k end in <decl block> co  
first progr.p of proc.body <p1> co end ) co
- 13.15 <type> procedure <id1> ; <st1><p1> 2  
is  
 ( begin integer dummy ; <st1> end in <decl block> co  
first progr.p of proc.body <p1> ) co
- 13.16 procedure <id1>(<id list1>);  
 <value part> <spec part> <st1><p1> 2  
is  
 ( begin co formal <id list1>, <p1> k co  
begin integer dummy; <st1>; goto <p1> k end in <decl block> co  
first progr.p of proc.body <p1> co end ) co



- 13.17 <type> procedure <id1>(<id list1>);  
<value part> <spec part> <st1><p1> 2  
is  
( begin co formal <id list1> co  
begin integer dummy ; <st1> end in <decl block> co  
first progr.p of proc.body <p1> co end ) co
- 13.18 <bcsl> im formal <id1> is † formal <id1><bcsl> † co
- 13.19 formal <id1>, <id list1> is  
( formal <id1> co formal <id list1> ) co
- 13.20 <bcsl><bc1> im first progr.p of proc.body <bcsl><as1>  
† first progr.p of proc.body <bcsl><as1>  
is † <bcsl><bc1> a † † co
- 13.21 <procedure declaration1><p1> 4  
is  
<procedure declaration1> : <p1> :  
va ( first progr.p of proc.body <p1> ) co
- 13.22 <bcsl><dbcs> im  
procedure <id1> ; <st> : <p1> : <p2>  
is  
procedure <id1><bcsl> ( <p1> k ) : <p2> co
- 13.23 <bcsl><dbcs> im  
procedure <id1>(<id list1>);  
<value part1> <spec part1> <st> : <p1> : <p2>  
is  
procedure <id1><bcsl>(<id list1>, <p1> k) ;  
<value part1> <spec part1> : <p2> co
- 13.24 <bcsl><dbcs> im  
<type1> procedure <id1><formal par part1> ;  
<value part1> <spec part1> <st> : <p> : <p1>  
is  
<type1> procedure <id1><bcsl><formal par part1> ;  
<value part1> <spec part1> : <p1> co
- 13.25 <value specifier><id>, <left formal list>  
in <left formal list> co
- 13.26 , <value specifier><id><right formal list>  
in <right formal list> co
- 13.27 <left formal list> <value specifier><id><right formal  
in <ext formal list> co
- 13.28 ( <ext formal list> ) in <ext formal par part> co

- 13.29 <type1> procedure <id1><bcsl><ext formal par part1> ;  
<spec part> : <p1>  
is  
~~<~~ <type1> procedure <id1><bcsl><ext formal par part1>:<p1> ~~>~~ co
- 13.30 <type1> procedure <id1><bcsl>(<id list1>);  
value <id2>, <id list2>; <spec part1> : <p1>  
is  
<type1> procedure <id1><bcsl>(<id list1>);  
value <id2> ; value <id list2> ; <spec part1> : <p1> co
- 13.31 <type1> procedure <id1><bcsl>  
(<left formal list1><id2><right formal list1>);  
value <id2>; <value part1> <spec part1>  
<value specifier1><left formal list2><id2><right formal list2>;  
<spec part2> : <p1>  
is  
<type1> procedure <id1><bcsl>  
(<left formal list1><value specifier1><id2><right formal list1>);  
<value part1> <spec part1><value specifier1>  
<left formal list2><id2><right formal list2>;  
<spec part2> : <p1> co



## Assignment statements.

- 14.1  $\langle \text{int var} \rangle := \underline{\text{in}} \langle \text{int left part} \rangle \underline{\text{co}}$   
 14.2  $\langle \text{int proc id} \rangle := \underline{\text{in}} \langle \text{int left part} \rangle \underline{\text{co}}$
- 14.3  $\langle \text{decl int var} \rangle := \underline{\text{in}} \langle \text{decl int left part} \rangle \underline{\text{co}}$   
 14.4  $\langle \text{decl int proc id} \rangle := \underline{\text{in}} \langle \text{decl int left part} \rangle \underline{\text{co}}$
- 14.5  $\langle \text{boolean var} \rangle := \underline{\text{in}} \langle \text{boolean left part} \rangle \underline{\text{co}}$   
 14.6  $\langle \text{boolean proc id} \rangle := \underline{\text{in}} \langle \text{boolean left part} \rangle \underline{\text{co}}$
- 14.7  $\langle \text{decl boolean var} \rangle := \underline{\text{in}} \langle \text{decl boolean left part} \rangle \underline{\text{co}}$   
 14.8  $\langle \text{decl boolean proc id} \rangle := \underline{\text{in}} \langle \text{decl boolean left part} \rangle \underline{\text{co}}$
- 14.9  $\langle \text{int left part} \rangle \langle \text{int left part list} \rangle$   
 $\underline{\text{in}} \langle \text{int left part list} \rangle \underline{\text{co}}$
- 14.10  $\langle \text{boolean left part} \rangle \langle \text{boolean left part list} \rangle$   
 $\underline{\text{in}} \langle \text{boolean left part list} \rangle \underline{\text{co}}$
- 14.11  $\langle \text{decl int left part} \rangle \langle \text{decl int left part list} \rangle$   
 $\underline{\text{in}} \langle \text{decl int left part list} \rangle \underline{\text{co}}$
- 14.12  $\langle \text{decl boolean left part} \rangle \langle \text{decl boolean left part list} \rangle$   
 $\underline{\text{in}} \langle \text{decl boolean left part list} \rangle \underline{\text{co}}$
- 14.13  $\langle \text{int left part list} \rangle \langle \text{aexp} \rangle \underline{\text{in}} \langle \text{ass st} \rangle \underline{\text{co}}$   
 14.14  $\langle \text{boolean left part list} \rangle \langle \text{bexp} \rangle \underline{\text{in}} \langle \text{ass st} \rangle \underline{\text{co}}$
- 14.15  $\langle \text{decl int left part list} \rangle \langle \text{decl aexp} \rangle \underline{\text{in}} \langle \text{decl ass st} \rangle \underline{\text{co}}$   
 14.16  $\langle \text{decl boolean left part list} \rangle \langle \text{decl bexp} \rangle \underline{\text{in}} \langle \text{decl ass st} \rangle \underline{\text{co}}$
- 14.17  $\langle \text{ass st} \rangle \langle \text{pl} \rangle \underline{2} \underline{\text{is}} \langle \text{ass st} \rangle \underline{\text{in}} \langle \text{decl ass st} \rangle \underline{\text{co}}$
- 14.18  $\langle \text{ass st} \rangle \langle \text{pl} \rangle \underline{4} \underline{\text{is}} ( \langle \text{ass st} \rangle \underline{\text{co}} \underline{\text{t}} \langle \text{pl} \rangle \underline{\text{a}} ) \underline{\text{co}}$
- 14.19  $\langle \text{type} \rangle \langle \text{id} \rangle \langle \text{bcs} \rangle \underline{\text{in}} \langle \text{ext left part} \rangle \underline{\text{co}}$
- 14.20  $\langle \text{type} \rangle \underline{\text{array}} \langle \text{id} \rangle \langle \text{bcs} \rangle [ \langle \text{sub exp list} \rangle ] \underline{\text{in}} \langle \text{ext left part} \rangle \underline{\text{co}}$
- 14.21  $\langle \text{int left part} \rangle \underline{\text{in}} \langle \text{ext left part list} \rangle \underline{\text{co}}$   
 14.22  $\langle \text{boolean left part} \rangle \underline{\text{in}} \langle \text{ext left part list} \rangle \underline{\text{co}}$   
 14.23  $\langle \text{ext left part} \rangle \underline{\text{in}} \langle \text{ext left part list} \rangle \underline{\text{co}}$
- 14.24  $\langle \text{ext left part list} \rangle \langle \text{ext left part list} \rangle$   
 $\underline{\text{in}} \langle \text{ext left part list} \rangle \underline{\text{co}}$



- 14.25  $\langle \text{ext left part} \rangle \langle \text{ext left part list} \rangle \langle \text{exp} \rangle$   
is  
 $\langle \text{ext left part} \rangle \langle \text{ext left part list} \rangle \text{ va } ( \langle \text{exp} \rangle ) \text{ co}$
- 14.26  $\langle \text{ext left part} \rangle \langle \text{ext left part list} \rangle \langle \text{constant} \rangle$   
is  
 $( \langle \text{ext left part} \rangle \langle \text{constant} \rangle \text{ co}$   
 $\langle \text{ext left part list} \rangle \langle \text{constant} \rangle ) \text{ co}$
- 14.27  $\langle \text{ext left part} \rangle \langle \text{constant} \rangle \text{ is o co}$
- 14.28  $\langle \text{bcs} \rangle \langle \text{dbcs} \rangle \text{ im } \langle \text{id} \rangle := \langle \text{ext left part list} \rangle \langle \text{exp} \rangle$   
is  
 $\langle \text{id} \rangle \langle \text{bcs} \rangle := \langle \text{ext left part list} \rangle \langle \text{exp} \rangle \text{ co}$
- 14.29  $\langle \text{id} \rangle \text{ b c } := \langle \text{ext left part list} \rangle \langle \text{exp} \rangle \text{ is o co}$
- 14.30  $\langle \text{id} \rangle \langle \text{bcs} \rangle \langle \text{bc} \rangle := \langle \text{ext left part list} \rangle \langle \text{exp} \rangle$   
is  
 $\langle \text{id} \rangle \langle \text{bcs} \rangle \text{ := } \langle \text{ext left part list} \rangle \langle \text{exp} \rangle \text{ co}$
- 14.31 formal  $\langle \text{id} \rangle \langle \text{bcs} \rangle$  actual  $\langle \text{id} \rangle \text{ bn } \langle \text{bcs} \rangle \langle \text{dbcs} \rangle \text{ im}$   
 $\langle \text{id} \rangle \langle \text{bcs} \rangle := \langle \text{ext left part list} \rangle \langle \text{exp} \rangle$   
is  
 $\langle \text{id} \rangle \langle \text{bcs} \rangle := \langle \text{ext left part list} \rangle \langle \text{exp} \rangle \text{ co}$
- 14.32 formal  $\langle \text{id} \rangle \langle \text{bcs} \rangle$  actual  $\langle \text{id} \rangle [ \langle \text{sub exp list} \rangle ]$   
 $\text{bn } \langle \text{bcs} \rangle \langle \text{dbcs} \rangle \text{ im}$   
 $\langle \text{id} \rangle \langle \text{bcs} \rangle := \langle \text{ext left part list} \rangle \langle \text{exp} \rangle$   
is  
 $( \text{save bn } \langle \text{id} \rangle \langle \text{bcs} \rangle \text{ co } \nmid \langle \text{bcs} \rangle \langle \text{dbcs} \rangle \nmid \text{ co}$   
 $\text{subscript list : va } ( \langle \text{sub exp list} \rangle ) \text{ co}$   
 $\text{reset bn } \langle \text{id} \rangle \langle \text{bcs} \rangle \text{ co } \langle \text{id} \rangle \langle \text{bcs} \rangle [ \text{va } ( \text{subscript list } ) ] :=$   
 $\langle \text{ext left part list} \rangle \langle \text{exp} \rangle ) \text{ co}$
- 14.33 subscript list :  $\langle \text{int list} \rangle$   
is  
 $\nmid \text{subscript list is } \langle \text{int list} \rangle \nmid \text{ co}$
- 14.34  $\langle \text{type} \rangle \langle \text{id} \rangle \text{ p } \langle \text{bcs} \rangle \text{ im}$   
 $\langle \text{id} \rangle \langle \text{bcs} \rangle := \langle \text{ext left part list} \rangle \langle \text{exp} \rangle$   
is  
 $\langle \text{ext left part list} \rangle \langle \text{type} \rangle \langle \text{id} \rangle \text{ p } \langle \text{bcs} \rangle := \langle \text{exp} \rangle \text{ co}$
- 14.35  $\langle \text{type} \rangle \langle \text{id} \rangle \langle \text{bcs} \rangle \text{ im}$   
 $\langle \text{id} \rangle \langle \text{bcs} \rangle := \langle \text{ext left part list} \rangle \langle \text{exp} \rangle$   
is  
 $\langle \text{ext left part list} \rangle \langle \text{type} \rangle \langle \text{id} \rangle \langle \text{bcs} \rangle := \langle \text{exp} \rangle \text{ co}$



- 14.36  $\langle bcs1 \rangle \langle dbcs \rangle$  im  
 $\langle id1 \rangle [ \langle sub\ exp\ list1 \rangle ] := \underline{\langle ext\ left\ part\ list1 \rangle} \langle exp1 \rangle$   
is  
 $\langle id1 \rangle \langle bcs1 \rangle [ \underline{va} ( \langle sub\ exp\ list1 \rangle ) ] :=$   
 $\underline{\langle ext\ left\ part\ list1 \rangle} \langle exp1 \rangle$  co
- 14.37  $\langle id \rangle \underline{b\ c} [ \langle sub\ exp\ list \rangle ] := \underline{\langle ext\ left\ part\ list \rangle} \langle exp \rangle$  is o co
- 14.38  $\langle id1 \rangle \langle bcs1 \rangle \langle bc \rangle [ \langle sub\ exp\ list1 \rangle ] := \underline{\langle ext\ left\ part\ list1 \rangle} \langle exp1 \rangle$   
is  
 $\langle id1 \rangle \langle bcs1 \rangle [ \langle sub\ exp\ list1 \rangle ] := \underline{\langle ext\ left\ part\ list1 \rangle} \langle exp1 \rangle$  co
- 14.39 formal  $\langle id1 \rangle \langle bcs1 \rangle$  actual  $\langle id2 \rangle \langle bn \rangle \langle bcs2 \rangle \langle dbcs \rangle$  im  
 $\langle id1 \rangle \langle bcs1 \rangle [ \langle sub\ exp\ list1 \rangle ] := \underline{\langle ext\ left\ part\ list1 \rangle} \langle exp1 \rangle$   
is  
 $\langle id2 \rangle \langle bcs2 \rangle [ \langle sub\ exp\ list1 \rangle ] := \underline{\langle ext\ left\ part\ list1 \rangle} \langle exp1 \rangle$  co
- 14.40  $\langle type1 \rangle$  array  $\langle id1 \rangle \langle bcs1 \rangle [ \langle int\ bplist1 \rangle ]$  im  
 $\langle id1 \rangle \langle bcs1 \rangle [ \langle sub\ exp\ list1 \rangle ] := \underline{\langle ext\ left\ part\ list1 \rangle} \langle exp1 \rangle$   
is  
 $( \langle sub\ exp\ list1 \rangle \underline{within\ bounds\ of} \langle int\ bplist1 \rangle )$  co  
 $\underline{\langle ext\ left\ part\ list1 \rangle} \langle type1 \rangle$  array  
 $\langle id1 \rangle \langle bcs1 \rangle [ \langle sub\ exp\ list1 \rangle ] := \langle exp1 \rangle$  co
- 14.41 integer  $\langle id1 \rangle \langle bcs1 \rangle := \langle int1 \rangle$  is  $\nmid \langle id1 \rangle \langle bcs1 \rangle$  is  $\langle int1 \rangle$   $\nmid$  co
- 14.42 boolean  $\langle id1 \rangle \langle bcs1 \rangle := \langle logical\ value1 \rangle$   
is  
 $\nmid \langle id1 \rangle \langle bcs1 \rangle$  is  $\langle logical\ value1 \rangle$   $\nmid$  co
- 14.43 integer array  $\langle id1 \rangle \langle bcs1 \rangle [ \langle sub\ exp\ list1 \rangle ] := \langle int1 \rangle$   
is  
 $\nmid \langle id1 \rangle \langle bcs1 \rangle [ \langle sub\ exp\ list1 \rangle ]$  is  $\langle int1 \rangle$   $\nmid$  co
- 14.44 boolean array  $\langle id1 \rangle \langle bcs1 \rangle [ \langle sub\ exp\ list1 \rangle ] := \langle logical\ value1 \rangle$   
is  
 $\nmid \langle id1 \rangle \langle bcs1 \rangle [ \langle sub\ exp\ list1 \rangle ]$  is  $\langle logical\ value1 \rangle$   $\nmid$  co

## Goto statements.

- 15.1 goto <dexp1><p1> 2 is <dexp1> in <decl dexp> co
- 15.2 <bn1> im  
goto <dexp1><p1> 4 is goto <dexp1><p1><bn1> co
- 15.3 goto (<dexp1>)<p1><bn1> is goto <dexp1><p1><bn1> co
- 15.4 goto if <bexp1> then <sdexp1> else <dexp1><p1><bn1>  
is  
goto if va ( <bexp1> ) then <sdexp1> else <dexp1><p1><bn1> co
- 15.5 goto if true then <sdexp1> else <dexp1><p1><bn1>  
is  
goto <sdexp1><p1><bn1> co
- 15.6 goto if false then <sdexp1> else <dexp1><p1><bn1>  
is  
goto <dexp1><p1><bn1> co
- 15.7 <fgs1> im  
goto <label1><p1><bn1> is goto <label1><fgs1><p1><bn1> co
- 15.8 <bcs1><dbcs> im goto <label1><fgs1><p1><bn1>  
is  
goto <label1><bcs1><fgs1><p1><bn1> co
- 15.9 goto <label> b c <fgs><p><bn> is o co
- 15.10 goto <label1><bcs1><bc><fgs1><p1><bn1>  
is  
goto <label1><bcs1><fgs1><p1><bn1> co
- 15.11 formal <id1><bcs1> actual <dexp1> bn <bn2> im  
goto <id1><bcs1><fgs><p1><bn1>  
is  
( † <bn2> † co goto <dexp1><p1><bn1> ) co
- 15.12 label <label1><bcs1><dbcs1><fgs1> eq t <p1> im  
goto <label1><bcs1><fgs1><fgs><p><bn>  
is  
( † <bcs1><dbcs1> † co † <fgs1> † co t <p1> ) co
- 15.13 <bcs1><dbcs> im goto <id1>[<sub exp1>]<p1><bn1>  
is  
goto <id1><bcs1>[ va ( <sub exp1> ) ]<p1><bn1> co



- 15.14 goto <id> b c [<sub exp>]<p><bn> is o co
- 15.15 goto <id1><bc1><bc>[<sub exp1>]<p1><bn1>  
is  
goto <id1><bc1>[<sub exp1>]<p1><bn1> co
- 15.16 formal <id1><bc1> actual <id2> bn <bc2><dbcs> im  
goto <id1><bc1>[<sub exp1>]<p1><bn1>  
is  
goto <id2><bc2>[<sub exp1>]<p1><bn1> co
- 15.17 switch <id1><bc1><dbcs1> im  
goto <id1><bc1>[<sub exp1>]<p1><bn1>  
is  
[ { <bc1><dbcs1> } co go <id1><bc1>[<sub exp1>]<p1><bn1> ] co
- 15.18 go <id><bc>[<sub exp>]<p1><bn1>  
is  
[ { <bn1> } co t <p1> a ] co #
- 15.19 <id1><bc1>[<sub exp1>] eq <dexp1> im  
go <id1><bc1>[<sub exp1>]<p1><bn1>  
is  
goto <dexp1><p1><bn1> co

For statements.

- 16.1  $\langle \text{aexp} \rangle$  in  $\langle \text{for list el} \rangle$  co
- 16.2  $\langle \text{aexp} \rangle$  while  $\langle \text{bexp} \rangle$  in  $\langle \text{for list el} \rangle$  co
- 16.3  $\langle \text{aexp} \rangle$  step  $\langle \text{aexp} \rangle$  until  $\langle \text{aexp} \rangle$  in  $\langle \text{for list el} \rangle$  co
- 16.4  $\langle \text{for list el} \rangle$  in  $\langle \text{for list} \rangle$  co
- 16.5  $\langle \text{for list el} \rangle, \langle \text{for list} \rangle$  in  $\langle \text{for list} \rangle$  co
- 16.6 for  $\langle \text{int var} \rangle := \langle \text{for list} \rangle$  do  $\langle \text{st} \rangle$  in  $\langle \text{for st} \rangle$  co
- 16.7  $\langle \text{label} \rangle : \langle \text{for st} \rangle$  in  $\langle \text{for st} \rangle$  co
- 16.8 f  $\langle \text{fs} \rangle$  in  $\langle \text{fs} \rangle$  co
- 16.9  $\langle \text{fs} \rangle$  g  $\langle \text{fgs} \rangle$  in  $\langle \text{fgs} \rangle$  co
- 16.10  $\langle \text{fgs1} \rangle$  in forbegin is forbegin  $\langle \text{fgs1} \rangle$  co
- 16.11 forbegin  $\langle \text{fgs1} \rangle$  is †  $\langle \text{fgs1} \rangle$  f g † co
- 16.12  $\langle \text{fgs1} \rangle \langle \text{fs1} \rangle$  g in  
forbegin  $\langle \text{fgs1} \rangle$  is †  $\langle \text{fgs1} \rangle \langle \text{fs1} \rangle$  f g † co
- 16.13  $\langle \text{p1} \rangle : \text{for } \langle \text{int var1} \rangle := \langle \text{for list1} \rangle$  do  $\langle \text{st1} \rangle$  block end1  
is  
 ( †  $\langle \text{p1} \rangle$  is ( †  $\langle \text{p1} \rangle$  is ( forbegin co  
 † t  $\langle \text{p1} \rangle$  is t  $\langle \text{p1} \rangle$  a † co  
 †  $\langle \text{p1} \rangle$  a ) † co  
 †  $\langle \text{p1} \rangle$  a ) † co  
 $\langle \text{p1} \rangle$  a :  $\langle \text{int var1} \rangle := \langle \text{for list1} \rangle$  ;  
 $\langle \text{p1} \rangle$  m 1 :  $\langle \text{st1} \rangle$  ; goto special label  $\langle \text{p1} \rangle$  ;  
 $\langle \text{p1} \rangle$  m 2 : forend (  $\langle \text{int var1} \rangle$  ) ;  
 $\langle \text{block end1} \rangle$  ) co
- 16.14  $\langle \text{p1} \rangle : \langle \text{int var1} \rangle := \langle \text{aexp1} \rangle, \langle \text{for list1} \rangle ; \langle \text{p2} \rangle$  m 1 :  $\langle \text{block end1} \rangle$   
is  
 ( †  $\langle \text{p1} \rangle$  is ( †  $\langle \text{p1} \rangle$  is ( † t  $\langle \text{p1} \rangle$  is ( † special label  $\langle \text{p2} \rangle$  :  $\langle \text{p1} \rangle$  m 3 † co  
 † t  $\langle \text{p1} \rangle$  a ) † co  
 †  $\langle \text{p1} \rangle$  a ) † co  
 †  $\langle \text{p1} \rangle$  a ) † co  
 $\langle \text{p1} \rangle$  a :  $\langle \text{int var1} \rangle := \langle \text{aexp1} \rangle ; \text{goto } \langle \text{p2} \rangle$  m 1 ;  
 $\langle \text{p1} \rangle$  m 3 :  $\langle \text{int var1} \rangle := \langle \text{for list1} \rangle$  ;  
 $\langle \text{p2} \rangle$  m 1 :  $\langle \text{block end1} \rangle$  ) co



- 16.15  $\langle p1 \rangle : \langle \text{int var1} \rangle := \langle \text{aexp1} \rangle \text{ while } \langle \text{bexp1} \rangle, \langle \text{for list1} \rangle;$   
 $\langle p2 \rangle \underline{m} 1 : \langle \text{block end1} \rangle$
- is  
 $\underline{[}$   $\langle p1 \rangle \underline{is}$  (  
 $\langle p1 \rangle \underline{is}$  (  
 $\langle t \rangle \langle p1 \rangle \underline{is}$  ( $\langle \text{special label } \langle p2 \rangle : \langle p1 \rangle \underline{m} 4 \rangle \langle \underline{co} \rangle$   
 $\langle t \rangle \langle p1 \rangle \underline{a} \rangle \langle \underline{co} \rangle$   
 $\langle p1 \rangle \underline{a} \rangle \langle \underline{co} \rangle$   
 $\langle p1 \rangle \underline{a} \rangle \langle \underline{co} \rangle$   
 $\langle p1 \rangle \underline{a} : \langle p1 \rangle \underline{m} 4 : \langle \text{int var1} \rangle := \langle \text{aexp1} \rangle;$   
 $\text{if } \langle \text{bexp1} \rangle \text{ then goto } \langle p2 \rangle \underline{m} 1 ; \langle \text{int var1} \rangle := \langle \text{for list1} \rangle;$   
 $\langle p2 \rangle \underline{m} 1 : \langle \text{block end1} \rangle \rangle \underline{co}$
- 16.16  $\langle p1 \rangle : \langle \text{int var1} \rangle := \langle \text{aexp1} \rangle \text{ step } \langle \text{aexp2} \rangle \text{ until } \langle \text{aexp3} \rangle,$   
 $\langle \text{for list1} \rangle; \langle p2 \rangle \underline{m} 1 : \langle \text{block end1} \rangle$
- is  
 $\underline{[}$   $\langle p1 \rangle \underline{is}$  (  
 $\langle p1 \rangle \underline{is}$  (  
 $\langle t \rangle \langle p1 \rangle \underline{is}$  ( $\langle \text{special label } \langle p2 \rangle : \langle p1 \rangle \underline{m} 5 \rangle \langle \underline{co} \rangle$   
 $\langle t \rangle \langle p1 \rangle \underline{a} \rangle \langle \underline{co} \rangle$   
 $\langle p1 \rangle \underline{a} \rangle \langle \underline{co} \rangle$   
 $\langle p1 \rangle \underline{a} \rangle \langle \underline{co} \rangle$   
 $\langle p1 \rangle \underline{a} : \langle \text{int var1} \rangle := \langle \text{aexp1} \rangle;$   
 $\langle p1 \rangle \underline{m} 6 : \text{goto if } (\langle \text{int var1} \rangle - \langle \text{aexp3} \rangle) \times \text{sign } (\langle \text{aexp2} \rangle) > 0$   
 $\text{then } \langle p1 \rangle \underline{m} 7 \text{ else } \langle p2 \rangle \underline{m} 1 ;$   
 $\langle p1 \rangle \underline{m} 5 : \langle \text{int var1} \rangle := \langle \text{int var1} \rangle + \langle \text{aexp1} \rangle; \text{goto } \langle p1 \rangle \underline{m} 6 ;$   
 $\langle p1 \rangle \underline{m} 7 : \langle \text{int var1} \rangle := \langle \text{for list1} \rangle;$   
 $\langle p2 \rangle \underline{m} 1 : \langle \text{block end1} \rangle \rangle \underline{co}$
- 16.17  $\langle p1 \rangle : \langle \text{int var1} \rangle := \langle \text{aexp1} \rangle; \langle p2 \rangle \underline{m} 1 : \langle \text{block end1} \rangle$
- is  
 $\underline{[}$   $\langle p1 \rangle \underline{is}$  ( $\langle \text{int var1} \rangle := \langle \text{aexp1} \rangle \text{ in } \langle \text{decl ass st} \rangle \underline{co}$   
 $\langle p1 \rangle \underline{is}$  (  
 $\langle t \rangle \langle p1 \rangle \underline{is}$  ( $\langle \text{special label } \langle p2 \rangle : \langle p2 \rangle \underline{m} 2 \rangle \langle \underline{co} \rangle$   
 $\langle \text{int var1} \rangle := \langle \text{aexp1} \rangle \underline{co}$   
 $\langle t \rangle \langle p1 \rangle \underline{a} \rangle \langle \underline{co} \rangle$   
 $\langle p1 \rangle \underline{a} \rangle \langle \underline{co} \rangle$   
 $\langle p1 \rangle \underline{a} \rangle \langle \underline{co} \rangle$   
 $\langle p1 \rangle \underline{a} : \langle p2 \rangle \underline{m} 1 : \langle \text{block end1} \rangle \rangle \underline{co}$
- 16.18  $\langle p1 \rangle : \langle \text{int var1} \rangle := \langle \text{aexp1} \rangle \text{ while } \langle \text{bexp1} \rangle ;$   
 $\langle p2 \rangle \underline{m} 1 : \langle \text{block end1} \rangle$
- is  
 $\underline{[}$   $\langle p1 \rangle \underline{is}$  (  
 $\langle p1 \rangle \underline{is}$  (  
 $\langle t \rangle \langle p1 \rangle \underline{is}$  ( $\langle \text{special label } \langle p2 \rangle : \langle p1 \rangle \underline{m} 8 \rangle \langle \underline{co} \rangle$   
 $\langle t \rangle \langle p1 \rangle \underline{a} \rangle \langle \underline{co} \rangle$   
 $\langle p1 \rangle \underline{a} \rangle \langle \underline{co} \rangle$   
 $\langle p1 \rangle \underline{a} \rangle \langle \underline{co} \rangle$   
 $\langle p1 \rangle \underline{a} : \langle p1 \rangle \underline{m} 8 : \langle \text{int var1} \rangle := \langle \text{aexp1} \rangle;$   
 $\text{goto if } \langle \text{bexp1} \rangle \text{ then } \langle p2 \rangle \underline{m} 1 \text{ else } \langle p2 \rangle \underline{m} 2;$   
 $\langle p2 \rangle \underline{m} 1 : \langle \text{block end1} \rangle \rangle \underline{co}$

- 16.19  $\langle p1 \rangle : \langle \text{int var1} \rangle := \langle \text{aexp1} \rangle \text{ step } \langle \text{aexp2} \rangle \text{ until } \langle \text{aexp3} \rangle ;$   
 $\langle p2 \rangle \text{ m } 1 : \langle \text{block end1} \rangle$   
is  
 $\left[ \begin{array}{l} \langle p1 \rangle \text{ is } ( \\ \quad \langle p1 \rangle \text{ is } ( \\ \quad \quad \langle t \langle p1 \rangle \text{ is } ( \langle \text{special label } \langle p2 \rangle : \langle p1 \rangle \text{ m } 9 \rangle \text{ co} \\ \quad \quad \quad \langle t \langle p1 \rangle \text{ a} \rangle ) \text{ co} \\ \quad \quad \langle p1 \rangle \text{ a} \rangle ) \text{ co} \\ \quad \langle p1 \rangle \text{ a} \rangle ) \text{ co} \\ \langle p1 \rangle \text{ a} : \langle \text{int var1} \rangle := \langle \text{aexp1} \rangle ; \\ \langle p1 \rangle \text{ m } 10 : \text{ goto if } (\langle \text{int var1} \rangle - \langle \text{aexp3} \rangle) \times \text{sign}(\langle \text{aexp2} \rangle) > 0 \\ \quad \text{then } \langle p2 \rangle \text{ m } 2 \text{ else } \langle p2 \rangle \text{ m } 1 ; \\ \langle p1 \rangle \text{ m } 9 : \langle \text{int var1} \rangle := \langle \text{int var1} \rangle + \langle \text{aexp2} \rangle ; \\ \quad \text{goto } \langle p1 \rangle \text{ m } 10 ; \\ \langle p2 \rangle \text{ m } 1 : \langle \text{block end1} \rangle ) \text{ co} \end{array} \right.$
- 16.20  $\langle p1 \rangle : \text{ goto special label } \langle p2 \rangle \langle \text{block end1} \rangle$   
is  
 $\left[ \begin{array}{l} \langle p1 \rangle \text{ is } ( \\ \quad \langle p1 \rangle \text{ is } ( \\ \quad \quad \langle t \langle p1 \rangle \text{ is goto special label } \langle p2 \rangle \rangle \text{ co} \\ \quad \quad \langle p1 \rangle \text{ a} \rangle ) \text{ co} \\ \quad \langle p1 \rangle \text{ a} \rangle ) \text{ co} \\ \langle p1 \rangle \text{ a} : \langle \text{block end1} \rangle ) \text{ co} \end{array} \right.$
- 16.21 special label  $\langle p1 \rangle : \langle p2 \rangle \text{ m } \langle \text{uil} \rangle \text{ im}$   
goto special label  $\langle p1 \rangle \text{ is goto } \langle p2 \rangle \text{ m } \langle \text{uil} \rangle \text{ co}$
- 16.22  $\langle p1 \rangle : \text{ forend } (\langle \text{int var1} \rangle) \langle \text{block end1} \rangle$   
is  
 $\left[ \begin{array}{l} \langle p1 \rangle \text{ is } ( \\ \quad \langle p1 \rangle \text{ is } ( \\ \quad \quad \langle t \langle p1 \rangle \text{ is } (\text{forend } (\langle \text{int var1} \rangle)) \text{ co} \\ \quad \quad \quad \langle t \langle p1 \rangle \text{ a} \rangle ) \text{ co} \\ \quad \quad \langle p1 \rangle \text{ a} \rangle ) \text{ co} \\ \quad \langle p1 \rangle \text{ a} \rangle ) \text{ co} \\ \langle p1 \rangle \text{ a} : \langle \text{block end1} \rangle ) \text{ co} \end{array} \right.$
- 16.23  $\langle \text{fgs1} \rangle \langle \text{fs} \rangle \text{ g im forend } (\langle \text{int var1} \rangle)$   
is  
 $\left[ \langle \text{fgs1} \rangle \text{ co forend } \langle \text{int var1} \rangle \right] \text{ co}$
- 16.24  $\langle \text{bcs1} \rangle \langle \text{dbcs} \rangle \text{ im}$   
forend  $\langle \text{id1} \rangle \text{ is forend } \langle \text{id1} \rangle \langle \text{bcs1} \rangle \text{ co}$
- 16.25 forend  $\langle \text{id1} \rangle \langle \text{bcs1} \rangle \langle \text{bc} \rangle \text{ is forend } \langle \text{id1} \rangle \langle \text{bcs1} \rangle \text{ co}$
- 16.26 formal  $\langle \text{id1} \rangle \langle \text{bcs1} \rangle \text{ actual } \langle \text{id2} \rangle \text{ bn } \langle \text{bcs2} \rangle \langle \text{dbcs} \rangle \text{ im}$   
forend  $\langle \text{id1} \rangle \langle \text{bcs1} \rangle \text{ is forend } \langle \text{id2} \rangle \langle \text{bcs2} \rangle \text{ co}$



- 16.27 formal <id1><bc1> actual <id2>[<sub exp list1>]  
bn <bc2><dbcs1> im  
forend <id1><bc1>  
is  
( save bn <id1><bc1> co † <bc2><dbcs1> † co  
subscript list : va ( <sub exp list1> ) co  
reset bn <id1><bc1> co  
forend <id2><bc2>[ va ( subscript list ) ] ) co
- 16.28 integer <id1><bc1> im forend <id1><bc1>  
is  
† <id1><bc1> is o † co
- 16.29 <bc1><dbcs> im  
forend <id1>[<sub exp list1>]  
is  
forend <id1><bc1>[ va ( <sub exp list1> ) ] co
- 16.30 forend <id1><bc1><bc>[<sub exp list1>]  
is  
forend <id1><bc1>[<sub exp list1>] co
- 16.31 formal <id1><bc1> actual <id2> bn <bc2><dbcs> im  
forend <id1><bc1>[<sub exp list1>]  
is  
forend <id2><bc2>[<sub exp list1>] co
- 16.32 integer array <id1><bc1>[<int bplist>]  
im  
forend <id1><bc1>[<sub exp list1>]  
is  
† <id1><bc1>[<sub exp list1>] is o † co

## Procedure statements and function designators.

- 17.1  $\langle id \rangle$  in  $\langle proc id \rangle$  co  
 17.2  $\langle id \rangle$  in  $\langle int proc id \rangle$  co  
 17.3  $\langle id \rangle$  in  $\langle boolean proc id \rangle$  co
- 17.4  $\langle proc id \rangle$   $\langle act par part \rangle$  in  $\langle proc st \rangle$  co  
 17.5  $\langle int proc id \rangle$   $\langle act par part \rangle$  in  $\langle int funct des \rangle$  co  
 17.6  $\langle boolean proc id \rangle$   $\langle act par part \rangle$  in  $\langle boolean funct des \rangle$  co
- 17.7  $\langle exp \rangle$  in  $\langle act par \rangle$  co  
 17.8  $\langle int array id \rangle$  in  $\langle act par \rangle$  co  
 17.9  $\langle boolean array id \rangle$  in  $\langle act par \rangle$  co  
 17.10  $\langle switch id \rangle$  in  $\langle act par \rangle$  co  
 17.11  $\langle proc id \rangle$  in  $\langle act par \rangle$  co  
 17.12  $\langle int proc id \rangle$  in  $\langle act par \rangle$  co  
 17.13  $\langle boolean proc id \rangle$  in  $\langle act par \rangle$  co
- 17.14  $\langle act par \rangle$  in  $\langle act par list \rangle$  co  
 17.15  $\langle act par \rangle, \langle act par list \rangle$  in  $\langle act par list \rangle$  co
- 17.16  $(\langle act par list \rangle)$  in  $\langle act par part \rangle$  co
- 17.17  $\langle decl exp \rangle$  in  $\langle decl act par \rangle$  co  
 17.18  $\langle decl int array id \rangle$  in  $\langle decl act par \rangle$  co  
 17.19  $\langle decl boolean array id \rangle$  in  $\langle decl act par \rangle$  co  
 17.20  $\langle decl switch id \rangle$  in  $\langle decl act par \rangle$  co  
 17.21  $\langle decl proc id \rangle$  in  $\langle decl act par \rangle$  co  
 17.22  $\langle decl int proc id \rangle$  in  $\langle decl act par \rangle$  co  
 17.23  $\langle decl boolean proc id \rangle$  in  $\langle decl act par \rangle$  co
- 17.24  $\langle decl act par \rangle$  in  $\langle decl act par list \rangle$  co  
 17.25  $\langle decl act par \rangle, \langle decl act par list \rangle$  in  $\langle decl act par list \rangle$  co
- 17.26  $(\langle decl act par list \rangle)$  in  $\langle decl act par part \rangle$  co
- 17.27  $\langle bcs1 \rangle$  in  $\langle id1 \rangle$  in  $\langle decl proc id \rangle$  is  
 $\langle id1 \rangle \langle bcs1 \rangle$  in  $\langle decl proc id \rangle$  co  
 17.28  $\langle bcs1 \rangle$  in  $\langle id1 \rangle$  in  $\langle decl int proc id \rangle$  is  
 $\langle id1 \rangle \langle bcs1 \rangle$  in  $\langle decl int proc id \rangle$  co  
 17.29  $\langle bcs1 \rangle$  in  $\langle id1 \rangle$  in  $\langle decl boolean proc id \rangle$  is  
 $\langle id1 \rangle \langle bcs1 \rangle$  in  $\langle decl boolean proc id \rangle$  co
- 17.30  $\langle id \rangle$  b c in  $\langle decl proc id \rangle$  is o co  
 17.31  $\langle id \rangle$  b c in  $\langle decl int proc id \rangle$  is o co  
 17.32  $\langle id \rangle$  b c in  $\langle decl boolean proc id \rangle$  is o co



- 17.33  $\langle id \rangle \langle bcs \rangle \langle bc \rangle$  in  $\langle decl \text{ proc } id \rangle$  is  
 $\langle id \rangle \langle bcs \rangle$  in  $\langle decl \text{ proc } id \rangle$  co
- 17.34  $\langle id \rangle \langle bcs \rangle \langle bc \rangle$  in  $\langle decl \text{ int proc } id \rangle$  is  
 $\langle id \rangle \langle bcs \rangle$  in  $\langle decl \text{ int proc } id \rangle$  co
- 17.35  $\langle id \rangle \langle bcs \rangle \langle bc \rangle$  in  $\langle decl \text{ boolean proc } id \rangle$  is  
 $\langle id \rangle \langle bcs \rangle$  in  $\langle decl \text{ boolean proc } id \rangle$  co
- 17.36 formal  $\langle id \rangle \langle bcs \rangle$  im  $\langle id \rangle \langle bcs \rangle$  in  $\langle decl \text{ proc } id \rangle$  co  
17.37 formal  $\langle id \rangle \langle bcs \rangle$  im  $\langle id \rangle \langle bcs \rangle$  in  $\langle decl \text{ int proc } id \rangle$  co  
17.38 formal  $\langle id \rangle \langle bcs \rangle$  im  $\langle id \rangle \langle bcs \rangle$  in  $\langle decl \text{ boolean proc } id \rangle$  co
- 17.39  $\langle type \rangle$  procedure  $\langle id \rangle \langle bcs \rangle \langle \text{formal par part} \rangle$  im  
 $\langle id \rangle \langle bcs \rangle$  in  $\langle decl \text{ proc } id \rangle$  co
- 17.40 integer procedure  $\langle id \rangle \langle bcs \rangle \langle \text{formal par part} \rangle$  im  
 $\langle id \rangle \langle bcs \rangle$  in  $\langle decl \text{ int proc } id \rangle$  co
- 17.41 boolean procedure  $\langle id \rangle \langle bcs \rangle \langle \text{formal par part} \rangle$  im  
 $\langle id \rangle \langle bcs \rangle$  in  $\langle decl \text{ boolean proc } id \rangle$  co
- 17.42  $\langle bcs \rangle$  im  
 $\langle id \rangle \langle decl \text{ act par part} \rangle$  in  $\langle decl \text{ proc st} \rangle$  is  
 $\langle id \rangle \langle bcs \rangle \langle decl \text{ act par part} \rangle$  in  $\langle decl \text{ proc st} \rangle$  co
- 17.43  $\langle bcs \rangle$  im  
 $\langle id \rangle \langle decl \text{ act par part} \rangle$  in  $\langle decl \text{ int funct des} \rangle$  is  
 $\langle id \rangle \langle bcs \rangle \langle decl \text{ act par part} \rangle$  in  $\langle decl \text{ int funct des} \rangle$  co
- 17.44  $\langle bcs \rangle$  im  
 $\langle id \rangle \langle decl \text{ act par part} \rangle$  in  $\langle decl \text{ boolean funct des} \rangle$  is  
 $\langle id \rangle \langle bcs \rangle \langle decl \text{ act par part} \rangle$  in  $\langle decl \text{ boolean funct des} \rangle$  co
- 17.45  $\langle id \rangle$  b c  $\langle act \text{ par part} \rangle$  in  $\langle decl \text{ proc st} \rangle$  is o co  
17.46  $\langle id \rangle$  b c  $\langle act \text{ par part} \rangle$  in  $\langle decl \text{ int funct des} \rangle$  is o co  
17.47  $\langle id \rangle$  b c  $\langle act \text{ par part} \rangle$  in  $\langle decl \text{ boolean funct des} \rangle$  is o co
- 17.48  $\langle id \rangle \langle bcs \rangle \langle bc \rangle \langle act \text{ par part} \rangle$  in  $\langle decl \text{ proc st} \rangle$  is  
 $\langle id \rangle \langle bcs \rangle$   $\langle act \text{ par part} \rangle$  in  $\langle decl \text{ proc st} \rangle$  co
- 17.49  $\langle id \rangle \langle bcs \rangle \langle bc \rangle \langle act \text{ par part} \rangle$  in  $\langle decl \text{ int funct des} \rangle$  is  
 $\langle id \rangle \langle bcs \rangle$   $\langle act \text{ par part} \rangle$  in  $\langle decl \text{ int funct des} \rangle$  co
- 17.50  $\langle id \rangle \langle bcs \rangle \langle bc \rangle \langle act \text{ par part} \rangle$  in  $\langle decl \text{ boolean funct des} \rangle$  is  
 $\langle id \rangle \langle bcs \rangle$   $\langle act \text{ par part} \rangle$  in  $\langle decl \text{ boolean funct des} \rangle$  co
- 17.51 formal  $\langle id \rangle \langle bcs \rangle$  im  
 $\langle id \rangle \langle bcs \rangle \langle act \text{ par part} \rangle$  in  $\langle decl \text{ proc st} \rangle$  co



- 17.52 formal <id1><bcs1> im  
<id1><bcs1><act par part> in <decl int funct des> co
- 17.53 formal <id1><bcs1> im  
<id1><bcs1><act par part> in <decl boolean funct des> co
- 17.54 <type> procedure <id1><bcs1> im  
<id1><bcs1> in <decl proc st> co
- 17.55 integer procedure <id1><bcs1> im  
<id1><bcs1> in <decl int funct des> co
- 17.56 boolean procedure <id1><bcs1> im  
<id1><bcs1> in <decl boolean funct des> co
- 17.57 <type> procedure <id1><bcs1>(<id list1>) im  
<id1><bcs1>(<act par list1>) in <decl proc st>  
is  
<id list1> equal length <act par list1> co
- 17.58 integer procedure <id1><bcs1>(<id list1>) im  
<id1><bcs1>(<act par list1>) in <decl int funct des>  
is  
<id list1> equal length <act par list1> co
- 17.59 boolean procedure <id1><bcs1>(<id list1>) im  
<id1><bcs1>(<act par list1>) in <decl boolean funct des>  
is  
<id list1> equal length <act par list1> co
- 17.60 <id> equal length <act par> co
- 17.61 <id>,<id list1> equal length <act par>,<act par list1>  
is  
<id list1> equal length <act par list1> co
- 17.62 <proc st1><p> 2 is <proc st1> in <decl proc st> co
- 17.63 <proc st1><p1> 4 is <proc st1> : <p1> co
- 17.64 <bcs1><dbcs> im <id1><act par part1> : <p1>  
is  
<id1><bcs1><act par part1> : <p1> co
- 17.65 <bcs1><dbcs> im <id1>(<act par list1>)  
is  
<id1><bcs1>(<act par list1>) co
- 17.66 <id> b c <act par part> : <p> is o co
- 17.67 <id> b c (<act par list>) is o co



- 17.68  $\langle id1 \rangle \langle bcs1 \rangle \langle bc \rangle \langle act\ par\ part1 \rangle : \langle p1 \rangle \underline{is}$   
 $\langle id1 \rangle \langle bcs1 \rangle \quad \underline{\langle act\ par\ part1 \rangle} : \langle p1 \rangle \underline{co}$
- 17.69  $\langle id1 \rangle \langle bcs1 \rangle \langle bc \rangle (\langle act\ par\ list1 \rangle) \underline{is}$   
 $\langle id1 \rangle \langle bcs1 \rangle \quad (\langle act\ par\ list1 \rangle) \underline{co}$
- 17.70  $\underline{formal} \langle id1 \rangle \langle bcs1 \rangle \underline{actual} \langle id2 \rangle \underline{bn} \langle bcs2 \rangle \underline{dbcs} \underline{im}$   
 $\langle id1 \rangle \langle bcs1 \rangle \underline{\langle act\ par\ part1 \rangle} : \langle p1 \rangle$   
 $\underline{is}$   
 $\langle id2 \rangle \langle bcs2 \rangle \underline{\langle act\ par\ part1 \rangle} : \langle p1 \rangle \underline{co}$
- 17.71  $\underline{formal} \langle id1 \rangle \langle bcs1 \rangle \underline{actual} \langle id2 \rangle \underline{bn} \langle bcs2 \rangle \underline{dbcs} \underline{im}$   
 $\langle id1 \rangle \langle bcs1 \rangle (\langle act\ par\ list1 \rangle)$   
 $\underline{is}$   
 $\langle id2 \rangle \langle bcs2 \rangle (\langle act\ par\ list1 \rangle) \underline{co}$
- 17.72  $\underline{procedure} \langle id1 \rangle \langle bcs1 \rangle (\langle p3 \rangle \underline{k}) : \langle p1 \rangle \underline{im}$   
 $\langle id1 \rangle \langle bcs1 \rangle : \langle p2 \rangle$   
 $\underline{is}$   
 $\underline{[ \underline{enter\ procedure} \langle bcs1 \rangle \underline{co}$   
 $\quad (\langle p3 \rangle \underline{k}) \underline{substitute} (\langle p2 \rangle \underline{k}) \underline{co} \langle p1 \rangle ] \underline{co}}$
- 17.73  $\underline{procedure} \langle id1 \rangle \langle bcs1 \rangle (\langle ext\ formal\ list1 \rangle) : \langle p1 \rangle \underline{im}$   
 $\langle id1 \rangle \langle bcs1 \rangle (\langle act\ par\ list1 \rangle) : \langle p2 \rangle$   
 $\underline{is}$   
 $\underline{[ \underline{enter\ procedure} \langle bcs1 \rangle \underline{co}$   
 $\quad (\langle ext\ formal\ list1 \rangle) \underline{substitute} (\langle act\ par\ list1 \rangle, \langle p2 \rangle \underline{k}) \underline{co}$   
 $\quad \langle p1 \rangle ] \underline{co}}$
- 17.74  $\langle type1 \rangle \underline{procedure} \langle id1 \rangle \langle bcs1 \rangle \langle ext\ formal\ par\ part1 \rangle : \langle p1 \rangle \underline{im}$   
 $\langle id1 \rangle \langle bcs1 \rangle \langle act\ par\ part1 \rangle$   
 $\underline{is}$   
 $\underline{[ \underline{enter\ procedure} \langle bcs1 \rangle \underline{co} \underline{begin\ co} \langle type1 \rangle \langle id1 \rangle \underline{p} \underline{co}$   
 $\quad \langle ext\ formal\ par\ part1 \rangle \underline{substitute} \langle act\ par\ part1 \rangle \underline{co}$   
 $\quad \langle p1 \rangle \underline{co} \underline{function\ value} : \underline{va} ( \langle id1 \rangle \underline{p} ) \underline{co}$   
 $\quad \underline{exit\ procedure\ co\ function\ value} ] \underline{co}}$
- 17.75  $\underline{integer\ procedure} \langle id1 \rangle \langle bcs1 \rangle \langle ext\ formal\ par\ part1 \rangle : \langle p \rangle \underline{im}$   
 $\langle id1 \rangle \langle bcs1 \rangle \langle act\ par\ part1 \rangle : \langle p1 \rangle$   
 $\underline{is}$   
 $\underline{[ \underline{dummy\ 1} := \langle id1 \rangle \langle act\ par\ part1 \rangle \underline{co\ t} \langle p1 \rangle \underline{a} ] \underline{co}}$
- 17.76  $\underline{boolean\ procedure} \langle id1 \rangle \langle bcs1 \rangle \langle ext\ formal\ par\ part1 \rangle : \langle p \rangle \underline{im}$   
 $\langle id1 \rangle \langle bcs1 \rangle \langle act\ par\ part1 \rangle : \langle p1 \rangle$   
 $\underline{is}$   
 $\underline{[ \underline{dummy\ 2} := \langle id1 \rangle \langle act\ par\ part1 \rangle \underline{co\ t} \langle p1 \rangle \underline{a} ] \underline{co}}$
- 17.77  $\langle bn1 \rangle \underline{im}$   
 $\underline{enter\ procedure} \langle bcs1 \rangle \underline{is} \dagger \langle bcs1 \rangle \underline{d} \langle bn1 \rangle \dagger \underline{co}$



- 17.78  $\langle bcs \rangle \underline{d} \langle bn1 \rangle \underline{im}$   
 $\underline{exit \ procedure \ is} \ \dagger \ \langle bn1 \rangle \ \dagger \ \underline{co}$
- 17.79  $\underline{function \ value} : \langle constant1 \rangle$   
 $\underline{is}$   
 $\dagger \underline{function \ value} \ \underline{is} \ \langle constant1 \rangle \ \dagger \ \underline{co}$
- 17.80  $\langle act \ par \rangle \underline{right \ act \ par \ list} \ \underline{in} \ \langle right \ act \ par \ list \rangle \ \underline{co}$
- 17.81  $(\langle type1 \rangle \langle id1 \rangle \langle right \ formal \ list1 \rangle) \ \underline{substitute}$   
 $(\langle act \ par1 \rangle \langle right \ act \ par \ list1 \rangle)$   
 $\underline{is}$   
 $(\underline{begin \ co} \ \langle type1 \rangle \langle id1 \rangle \ \underline{co} \ \langle type1 \rangle \langle id1 \rangle \ \underline{becomes} \ \langle act \ par1 \rangle \ \underline{co}$   
 $\ \langle right \ formal \ list1 \rangle \ \underline{substitute} \ (\langle right \ act \ par \ list1 \rangle) \ \underline{) \ co}$
- 17.82  $\langle bcs1 \rangle \underline{d} \langle bn1 \rangle \underline{im} \ \langle type1 \rangle \langle id1 \rangle \ \underline{becomes} \ \langle act \ par1 \rangle$   
 $\underline{is}$   
 $(\dagger \ \langle bn1 \rangle \ \dagger \ \underline{co} \ \langle type1 \rangle \langle id1 \rangle \langle bcs1 \rangle := \langle act \ par1 \rangle \ \underline{co}$   
 $\ \dagger \ \langle bcs1 \rangle \ \underline{d} \ \langle bn1 \rangle \ \dagger \ \underline{) \ co}$
- 17.83  $(\langle type1 \rangle \underline{procedure} \ \langle ext \ formal \ list1 \rangle) \ \underline{substitute}$   
 $(\langle act \ par \ list1 \rangle)$   
 $\underline{is}$   
 $(\langle type1 \rangle \langle ext \ formal \ list1 \rangle) \ \underline{substitute} \ (\langle act \ par \ list1 \rangle) \ \underline{co}$
- 17.84  $(\langle type1 \rangle \underline{array} \ \langle id1 \rangle \langle right \ formal \ list1 \rangle) \ \underline{substitute}$   
 $(\langle id2 \rangle \langle right \ act \ par \ list1 \rangle)$   
 $\underline{is}$   
 $(\underline{begin \ co} \ \langle type1 \rangle \underline{array} \ \langle id1 \rangle \ \underline{actual} \ \langle id2 \rangle \ \underline{co}$   
 $\ \langle right \ formal \ list1 \rangle \ \underline{substitute} \ (\langle right \ act \ par \ list1 \rangle) \ \underline{) \ co}$
- 17.85  $\langle bcs1 \rangle \underline{d} \langle bcs2 \rangle \langle dbcs \rangle \underline{im}$   
 $\langle type1 \rangle \underline{array} \ \langle id1 \rangle \ \underline{actual} \ \langle id2 \rangle$   
 $\underline{is}$   
 $\langle type1 \rangle \underline{array} \ \langle id1 \rangle \langle bcs1 \rangle \ \underline{actual} \ \langle id2 \rangle \langle bcs2 \rangle \ \underline{co}$
- 17.86  $\langle type \rangle \underline{array} \ \langle id \rangle \langle bcs \rangle \ \underline{actual} \ \langle id \rangle \ \underline{b \ c \ is \ o \ co}$
- 17.87  $\langle type1 \rangle \underline{array} \ \langle id1 \rangle \langle bcs1 \rangle \ \underline{actual} \ \langle id2 \rangle \langle bcs2 \rangle \langle bc \rangle$   
 $\underline{is}$   
 $\langle type1 \rangle \underline{array} \ \langle id1 \rangle \langle bcs1 \rangle \ \underline{actual} \ \langle id2 \rangle \langle bcs2 \rangle \ \underline{co}$
- 17.88  $\underline{formal} \ \langle id2 \rangle \langle bcs2 \rangle \ \underline{actual} \ \langle id3 \rangle \ \underline{bn} \ \langle bcs3 \rangle \langle dbcs \rangle \underline{im}$   
 $\langle type1 \rangle \underline{array} \ \langle id1 \rangle \langle bcs1 \rangle \ \underline{actual} \ \langle id2 \rangle \langle bcs2 \rangle$   
 $\underline{is}$   
 $\langle type1 \rangle \underline{array} \ \langle id1 \rangle \langle bcs1 \rangle \ \underline{actual} \ \langle id3 \rangle \langle bcs3 \rangle \ \underline{co}$
- 17.89  $\langle type1 \rangle \underline{array} \ \langle id1 \rangle \langle bcs1 \rangle [\langle int \ bplist1 \rangle] \underline{im}$   
 $\langle type1 \rangle \underline{array} \ \langle id2 \rangle \langle bcs2 \rangle \ \underline{actual} \ \langle id1 \rangle \langle bcs1 \rangle$   
 $\underline{is}$   
 $(\dagger \ \langle type1 \rangle \underline{array} \ \langle id2 \rangle \langle bcs2 \rangle [\langle int \ bplist1 \rangle] \ \dagger \ \underline{co}$   
 $\ \langle id2 \rangle \langle bcs2 \rangle [\langle int \ bplist1 \rangle] \ \underline{assign} \ \langle id1 \rangle \langle bcs1 \rangle \ \underline{) \ co}$



- 17.90  $\langle \text{int} \rangle, \langle \text{left int list} \rangle$  in  $\langle \text{left int list} \rangle$  co
- 17.91  $\langle \text{id1} \rangle \langle \text{bcs1} \rangle [ \langle \text{left int list1} \rangle \langle \text{int1} \rangle : \langle \text{int2} \rangle ]$  assign  $\langle \text{id2} \rangle \langle \text{bcs2} \rangle$   
is  
 $[ \langle \text{id1} \rangle \langle \text{bcs1} \rangle [ \langle \text{left int list1} \rangle \langle \text{int1} \rangle ]$  becomes  
 $\text{va } ( \langle \text{id2} \rangle \langle \text{bcs2} \rangle [ \langle \text{left int list1} \rangle \langle \text{int1} \rangle ] )$  co  
 $\langle \text{id1} \rangle \langle \text{bcs1} \rangle [ \langle \text{left int list1} \rangle \text{va } ( \langle \text{int1} \rangle + 1 ) : \langle \text{int2} \rangle ]$   
 $\text{assign } \langle \text{id2} \rangle \langle \text{bcs2} \rangle ]$  co
- 17.92  $\langle \text{id1} \rangle \langle \text{bcs1} \rangle [ \langle \text{left int list1} \rangle \langle \text{int1} \rangle : \langle \text{int2} \rangle, \langle \text{bplist1} \rangle ]$   
assign  $\langle \text{id2} \rangle \langle \text{bcs2} \rangle$   
is  
 $[ \langle \text{id1} \rangle \langle \text{bcs1} \rangle [ \langle \text{left int list1} \rangle \langle \text{int1} \rangle, \langle \text{bplist1} \rangle ]$   
 $\text{assign } \langle \text{id2} \rangle \langle \text{bcs2} \rangle$  co  $\langle \text{id1} \rangle \langle \text{bcs1} \rangle$   
 $[ \langle \text{left int list1} \rangle \text{va } ( \langle \text{int1} \rangle + 1 ) : \langle \text{int2} \rangle, \langle \text{bplist1} \rangle ]$   
 $\text{assign } \langle \text{id2} \rangle \langle \text{bcs2} \rangle ]$  co
- 17.93  $\langle \text{int1} \rangle$  equal  $\langle \text{int2} \rangle$  im  
 $\langle \text{id1} \rangle \langle \text{bcs1} \rangle [ \langle \text{left int list1} \rangle \langle \text{int1} \rangle : \langle \text{int2} \rangle, \langle \text{bplist1} \rangle ]$   
assign  $\langle \text{id2} \rangle \langle \text{bcs2} \rangle$   
is  
 $\langle \text{id1} \rangle \langle \text{bcs1} \rangle [ \langle \text{left int list1} \rangle \langle \text{int1} \rangle, \langle \text{bplist1} \rangle ]$   
assign  $\langle \text{id2} \rangle \langle \text{bcs2} \rangle$  co
- 17.94  $\langle \text{int1} \rangle$  equal  $\langle \text{int2} \rangle$  im  
 $\langle \text{id1} \rangle \langle \text{bcs1} \rangle [ \langle \text{left int list1} \rangle \langle \text{int1} \rangle : \langle \text{int2} \rangle ]$   
assign  $\langle \text{id2} \rangle \langle \text{bcs2} \rangle$   
is  
 $\langle \text{id1} \rangle \langle \text{bcs1} \rangle [ \langle \text{left int list1} \rangle \langle \text{int1} \rangle ]$  becomes  
 $\text{va } ( \langle \text{id2} \rangle \langle \text{bcs2} \rangle [ \langle \text{left int list1} \rangle \langle \text{int1} \rangle ] )$  co
- 17.95  $\langle \text{id1} \rangle \langle \text{bcs1} \rangle [ \langle \text{int list1} \rangle ]$  becomes  $\langle \text{constant1} \rangle$   
is  
 $\nexists \langle \text{id1} \rangle \langle \text{bcs1} \rangle [ \langle \text{int list1} \rangle ]$  is  $\langle \text{constant1} \rangle$   $\nexists$  co
- 17.96  $\langle \text{int1} \rangle$  equal  $\langle \text{int2} \rangle$  is va  $( \langle \text{int1} \rangle - \langle \text{int2} \rangle )$  equal zero co
- 17.97  $0$  equal zero co .

- 17.98 (<id1>,<ext formal list1>) substitute  
 (<act par1>,<act par list1>)  
is  
 (<ext formal list1>,<id1>) substitute  
 (<act par list1>,<act par1>) co
- 17.99 ,<id><right id list> in <right id list> co
- 17.100 (<id1><right id list1>) substitute  
 (<act par1><right act par list1>)  
is  
 (begin co <id1> actual <act par1> co  
 (<right id list1>) substitute (<right act par list1>) ) co
- 17.101 <bcs1> d <bn1> in <id1> actual <act par1>  
is  
~~†~~ formal <id1><bcs1> actual <act par1> bn <bn1> ~~†~~ co
- 17.102 (,<ext formal list1>) substitute (,<act par list1>)  
is  
 (<ext formal list1>) substitute (<act par list1>) co
- 17.103 ( ) substitute ( ) co
- 17.104 substitute co





- 18.31 <int var id> in <int var> co  
 18.32 <boolean var id> in <boolean var> co
- 18.33 <decl int var id> in <decl int var> co  
 18.34 <decl boolean var id> in <decl boolean var> co
- 18.35 <aexp> in <sub exp> co  
 18.36 <decl aexp> in <decl sub exp> co
- 18.37 <sub exp> in <sub exp list> co  
 18.38 <sub exp>,<sub exp list> in <sub exp list> co
- 18.39 <decl sub exp> in <decl sub exp list> co  
 18.40 <decl sub exp>,<decl sub exp list> in <decl sub exp list> co
- 18.41 <int array id>[<sub exp list>] in <int var> co  
 18.42 <boolean array id>[<sub exp list>] in <boolean var> co
- 18.43 <decl int array id>[<decl sub exp list>]  
in <decl int var> co  
 18.44 <decl boolean array id>[<decl sub exp list>]  
in <decl boolean var> co



## Syntax of arithmetic expressions.

- 19.1 + in ~~<pm>~~ co  
 19.2 - in ~~<pm>~~ co
- 19.3 × in ~~<mult op>~~ co  
 19.4 : in ~~<mult op>~~ co
- 19.5 <ui> in <primary> co  
 19.6 <int var> in <primary> co  
 19.7 <int funct des> in <primary> co  
 19.8 (<aexp>) in <primary> co
- 19.9 <ui> in <decl primary> co  
 19.10 <decl int var> in <decl primary> co  
 19.11 <decl int funct des> in <decl primary> co  
 19.12 (<decl aexp>) in <decl primary> co
- 19.13 <primary> in <factor> co  
 19.14 <factor> ↑ <primary> in <factor> co
- 19.15 <decl primary> in <decl factor> co  
 19.16 <decl factor> ↑ <decl primary> in <decl factor> co
- 19.17 <factor> in <term> co  
 19.18 <term> ~~<mult op>~~ <factor> in <term> co
- 19.19 <decl factor> in <decl term> co  
 19.20 <decl term> ~~<mult op>~~ <decl factor> in <decl term> co
- 19.21 <term> in <saexp> co  
 19.22 <pm> <term> in <saexp> co  
 19.23 <saexp> ~~<pm>~~ <term> in <saexp> co
- 19.24 <decl term> in <decl saexp> co  
 19.25 <pm> <decl term> in <decl saexp> co  
 19.26 <decl saexp> ~~<pm>~~ <decl term> in <decl saexp> co
- 19.27 <saexp> in <aexp> co  
 19.28 <decl saexp> in <decl aexp> co
- 19.29 if <bexp> then <saexp> else <aexp> in <aexp> co
- 19.30 if <decl bexp> then <decl saexp> else <decl aexp>  
in <decl aexp> co

## Syntax of boolean expressions.

20.1	<	<u>in</u>	<rel op>	<u>co</u>
20.2	>	<u>in</u>	<rel op>	<u>co</u>
20.3	<	<u>in</u>	<rel op>	<u>co</u>
20.4	>	<u>in</u>	<rel op>	<u>co</u>
20.5	=	<u>in</u>	<rel op>	<u>co</u>
20.6	≠	<u>in</u>	<rel op>	<u>co</u>
20.7	<logical value>	<u>in</u>	<bprimary>	<u>co</u>
20.8	<boolean var>	<u>in</u>	<bprimary>	<u>co</u>
20.9	<saexp><rel op><saexp>	<u>in</u>	<bprimary>	<u>co</u>
20.10	(<bexp>)	<u>in</u>	<bprimary>	<u>co</u>
20.11	<boolean funct des>	<u>in</u>	<bprimary>	<u>co</u>
20.12	<logical value>	<u>in</u>	<decl bprimary>	<u>co</u>
20.13	<decl boolean var>	<u>in</u>	<decl bprimary>	<u>co</u>
20.14	<decl saexp><rel op><decl saexp>	<u>in</u>	<decl bprimary>	<u>co</u>
20.15	(<decl bexp>)	<u>in</u>	<decl bprimary>	<u>co</u>
20.16	<decl boolean funct des>	<u>in</u>	<decl bprimary>	<u>co</u>
20.17	<bprimary>	<u>in</u>	<bsecondary>	<u>co</u>
20.18	⌈ <bprimary>	<u>in</u>	<bsecondary>	<u>co</u>
20.19	<decl bprimary>	<u>in</u>	<decl bsecondary>	<u>co</u>
20.20	⌈ <decl bprimary>	<u>in</u>	<decl bsecondary>	<u>co</u>
20.21	<bsecondary>	<u>in</u>	<bfactor>	<u>co</u>
20.22	<bfactor> ∧ <bsecondary>	<u>in</u>	<bfactor>	<u>co</u>
20.23	<decl bsecondary>	<u>in</u>	<decl bfactor>	<u>co</u>
20.24	<decl bfactor> ∧ <decl bsecondary>	<u>in</u>	<decl bfactor>	<u>co</u>
20.25	<bfactor>	<u>in</u>	<bterm>	<u>co</u>
20.26	<bterm> ∨ <bfactor>	<u>in</u>	<bterm>	<u>co</u>
20.27	<decl bfactor>	<u>in</u>	<decl bterm>	<u>co</u>
20.28	<decl bterm> ∨ <decl bfactor>	<u>in</u>	<decl bterm>	<u>co</u>
20.29	<bterm>	<u>in</u>	<implication>	<u>co</u>
20.30	<implication> ⊃ <bterm>	<u>in</u>	<implication>	<u>co</u>
20.31	<decl bterm>	<u>in</u>	<decl implication>	<u>co</u>
20.32	<decl implication> ⊃ <decl bterm>	<u>in</u>	<decl implication>	<u>co</u>



- 20.33 <implication> in <sbexp> co  
 20.34 <sbexp> = <implication> in <sbexp> co
- 20.35 <decl implication> in <decl sbexp> co  
 20.36 <decl sbexp> = <decl implication> in <decl sbexp> co
- 20.37 <sbexp> in <bexp> co  
 20.38 if <bexp> then <sbexp> else <bexp> in <bexp> co
- 20.39 <decl sbexp> in <decl bexp> co
- 20.40 if <decl bexp> then <decl sbexp> else <decl bexp>  
in <decl bexp> co

## Syntax of designational expressions.

- 21.1  $\langle id \rangle$  in  $\langle label \rangle$  co  
 21.2  $\langle ui \rangle$  in  $\langle label \rangle$  co
- 21.3  $\langle id \rangle$  in  $\langle switch\ id \rangle$  co
- 21.4  $\langle bcs1 \rangle$  im  $\langle label1 \rangle$  in  $\langle decl\ label \rangle$  is  
 $\langle label1 \rangle \langle bcs1 \rangle$  in  $\langle decl\ label \rangle$  co
- 21.5  $\langle bcs1 \rangle$  im  $\langle id1 \rangle$  in  $\langle decl\ switch\ id \rangle$  is  
 $\langle id1 \rangle \langle bcs1 \rangle$  in  $\langle decl\ switch\ id \rangle$  co
- 21.6  $\langle label \rangle$  b c in  $\langle decl\ label \rangle$  is o co
- 21.7  $\langle id \rangle$  b c in  $\langle decl\ switch\ id \rangle$  is o co
- 21.8  $\langle label1 \rangle \langle bcs1 \rangle \langle bc \rangle$  in  $\langle decl\ label \rangle$  is  
 $\langle label1 \rangle \langle bcs1 \rangle$  in  $\langle decl\ label \rangle$  co
- 21.9  $\langle id1 \rangle \langle bcs1 \rangle \langle bc \rangle$  in  $\langle decl\ switch\ id \rangle$  is  
 $\langle id1 \rangle \langle bcs1 \rangle$  in  $\langle decl\ switch\ id \rangle$  co
- 21.10 formal  $\langle id1 \rangle \langle bcs1 \rangle$  im  $\langle id1 \rangle \langle bcs1 \rangle$  in  $\langle decl\ label \rangle$  co  
 21.11 formal  $\langle id1 \rangle \langle bcs1 \rangle$  im  $\langle id1 \rangle \langle bcs1 \rangle$  in  $\langle decl\ switch\ id \rangle$  co
- 21.12 label  $\langle label1 \rangle \langle bcs1 \rangle$  im  $\langle label1 \rangle \langle bcs1 \rangle$  in  $\langle decl\ label \rangle$  co
- 21.13 switch  $\langle id1 \rangle \langle bcs1 \rangle$  im  $\langle id1 \rangle \langle bcs1 \rangle$  in  $\langle decl\ switch\ id \rangle$  co
- 21.14  $\langle label \rangle$  in  $\langle sdexp \rangle$  co  
 21.15  $\langle switch\ des \rangle$  in  $\langle sdexp \rangle$  co  
 21.16  $(\langle dexp \rangle)$  in  $\langle sdexp \rangle$  co
- 21.17  $\langle decl\ label \rangle$  in  $\langle decl\ sdexp \rangle$  co  
 21.18  $\langle decl\ switch\ des \rangle$  in  $\langle decl\ sdexp \rangle$  co  
 21.19  $(\langle decl\ dexp \rangle)$  in  $\langle decl\ sdexp \rangle$  co
- 21.20  $\langle sdexp \rangle$  in  $\langle dexp \rangle$  co  
 21.21  $\langle decl\ sdexp \rangle$  in  $\langle decl\ dexp \rangle$  co
- 21.22 if  $\langle bexp \rangle$  then  $\langle sdexp \rangle$  else  $\langle dexp \rangle$  in  $\langle dexp \rangle$  co
- 21.23 if  $\langle decl\ bexp \rangle$  then  $\langle decl\ sdexp \rangle$  else  $\langle decl\ dexp \rangle$   
in  $\langle decl\ dexp \rangle$  co
- 21.24  $\langle switch\ id \rangle [\langle sub\ exp \rangle]$  in  $\langle switch\ des \rangle$  co
- 21.25  $\langle decl\ switch\ id \rangle [\langle decl\ sub\ exp \rangle]$  in  $\langle decl\ switch\ des \rangle$  co



The value of boolean expressions and of arithmetic expressions.

- 22.1  $\langle \text{aexp1} \rangle$  is  $\langle \text{aexp1} \rangle$  co  
 22.2  $\langle \text{bexp1} \rangle$  is  $\langle \text{bexp1} \rangle$  co
- 22.3 if  $\langle \text{bexp1} \rangle$  then  $\langle \text{saexp1} \rangle$  else  $\langle \text{aexp1} \rangle$   
is  
if va  $(\langle \text{bexp1} \rangle)$  then  $\langle \text{saexp1} \rangle$  else  $\langle \text{aexp1} \rangle$  co
- 22.4 if  $\langle \text{bexp1} \rangle$  then  $\langle \text{sbexp1} \rangle$  else  $\langle \text{bexp2} \rangle$   
is  
if va  $(\langle \text{bexp1} \rangle)$  then  $\langle \text{sbexp1} \rangle$  else  $\langle \text{bexp2} \rangle$  co
- 22.5 if true then  $\langle \text{saexp1} \rangle$  else  $\langle \text{aexp} \rangle$  is  $\langle \text{saexp1} \rangle$  co  
 22.6 if true then  $\langle \text{sbexp1} \rangle$  else  $\langle \text{bexp} \rangle$  is  $\langle \text{sbexp1} \rangle$  co
- 22.7 if false then  $\langle \text{saexp} \rangle$  else  $\langle \text{aexp1} \rangle$  is  $\langle \text{aexp1} \rangle$  co  
 22.8 if false then  $\langle \text{sbexp} \rangle$  else  $\langle \text{bexp1} \rangle$  is  $\langle \text{bexp1} \rangle$  co
- 22.9  $\langle \text{saexp1} \rangle \langle \text{rel op1} \rangle \langle \text{saexp2} \rangle$   
is  
va  $(\langle \text{saexp1} \rangle \langle \text{rel op1} \rangle \text{va} (\langle \text{saexp2} \rangle))$  co
- 22.10  $\neg \langle \text{bprimary1} \rangle$  is  $\neg \text{va} (\langle \text{bprimary1} \rangle)$  co
- 22.11  $\langle \text{bfactor1} \rangle \wedge \langle \text{bsecondary1} \rangle$   
is  
va  $(\langle \text{bfactor1} \rangle \wedge \text{va} (\langle \text{bsecondary1} \rangle))$  co
- 22.12  $\langle \text{bterm1} \rangle \vee \langle \text{bfactor1} \rangle$   
is  
va  $(\langle \text{bterm1} \rangle \vee \text{va} (\langle \text{bfactor1} \rangle))$  co
- 22.13  $\langle \text{implication1} \rangle \supset \langle \text{bterm1} \rangle$   
is  
va  $(\langle \text{implication1} \rangle \supset \text{va} (\langle \text{bterm1} \rangle))$  co
- 22.14  $\langle \text{sbexp1} \rangle = \langle \text{implication1} \rangle$   
is  
va  $(\langle \text{sbexp1} \rangle = \text{va} (\langle \text{implication1} \rangle))$  co
- 22.15  $\neg \text{true}$  is false co  
 22.16  $\neg \text{false}$  is true co
- 22.17 true  $\wedge$  true is true co  
 22.18 true  $\wedge$  false is false co  
 22.19 false  $\wedge$  true is false co  
 22.20 false  $\wedge$  false is false co

22.21	<u>true</u>	$\vee$	<u>true</u>	is	<u>true</u>	<u>co</u>
22.22	<u>true</u>	$\vee$	<u>false</u>	is	<u>true</u>	<u>co</u>
22.23	<u>false</u>	$\vee$	<u>true</u>	is	<u>true</u>	<u>co</u>
22.24	<u>false</u>	$\vee$	<u>false</u>	is	<u>false</u>	<u>co</u>
22.25	<u>true</u>	$\neg$	<u>true</u>	is	<u>true</u>	<u>co</u>
22.26	<u>true</u>	$\neg$	<u>false</u>	is	<u>false</u>	<u>co</u>
22.27	<u>false</u>	$\neg$	<u>true</u>	is	<u>true</u>	<u>co</u>
22.28	<u>false</u>	$\neg$	<u>false</u>	is	<u>true</u>	<u>co</u>
22.29	<u>true</u>	$=$	<u>true</u>	is	<u>true</u>	<u>co</u>
22.30	<u>true</u>	$=$	<u>false</u>	is	<u>false</u>	<u>co</u>
22.31	<u>false</u>	$=$	<u>true</u>	is	<u>false</u>	<u>co</u>
22.32	<u>false</u>	$=$	<u>false</u>	is	<u>true</u>	<u>co</u>
22.33	$\langle \text{int1} \rangle < \langle \text{int2} \rangle$		is	$\neg \langle \text{int2} \rangle < \langle \text{int1} \rangle$	<u>co</u>	
22.34	$\langle \text{int1} \rangle > \langle \text{int2} \rangle$		is	$\langle \text{int2} \rangle < \langle \text{int1} \rangle$	<u>co</u>	
22.35	$\langle \text{int1} \rangle > \langle \text{int2} \rangle$		is	$\neg \langle \text{int1} \rangle < \langle \text{int2} \rangle$	<u>co</u>	
22.36	$\langle \text{int1} \rangle = \langle \text{int2} \rangle$		is	$\langle \text{int1} \rangle < \langle \text{int2} \rangle \wedge \langle \text{int2} \rangle < \langle \text{int1} \rangle$	<u>co</u>	
22.37	$\langle \text{int1} \rangle \neq \langle \text{int2} \rangle$		is	$\neg \langle \text{int1} \rangle = \langle \text{int2} \rangle$	<u>co</u>	
22.38	$\langle \text{int1} \rangle \leq \langle \text{int2} \rangle$		is	$\text{va } (\langle \text{int1} \rangle - \langle \text{int2} \rangle) \leq 0$	<u>co</u>	
22.39	$-\langle \text{ui} \rangle < 0$		is	<u>true</u>	<u>co</u>	
22.40	$\langle \text{ui} \rangle \leq 0$		is	<u>false</u>	<u>co</u>	
22.41	$\langle \text{ze} \rangle \leq 0$		is	<u>true</u>	<u>co</u>	
22.42	$+ - \langle \text{ui1} \rangle$		is	$- \langle \text{ui1} \rangle$	<u>co</u>	
22.43	$- - \langle \text{ui1} \rangle$		is	$\langle \text{ui1} \rangle$	<u>co</u>	
22.44	$\langle \text{int1} \rangle + - \langle \text{ui1} \rangle$		is	$\langle \text{int1} \rangle - \langle \text{ui1} \rangle$	<u>co</u>	
22.45	$\langle \text{int1} \rangle - - \langle \text{ui1} \rangle$		is	$\langle \text{int1} \rangle + \langle \text{ui1} \rangle$	<u>co</u>	
22.46	$\langle \text{int1} \rangle - + \langle \text{ui1} \rangle$		is	$\langle \text{int1} \rangle - \langle \text{ui1} \rangle$	<u>co</u>	
22.47	$\langle \text{factor1} \rangle \uparrow \langle \text{primary1} \rangle$		is	$\langle \text{factor1} \rangle \uparrow \text{va } (\langle \text{primary1} \rangle)$	<u>co</u>	
22.48	$\langle \text{term1} \rangle \langle \text{mult op1} \rangle \langle \text{factor1} \rangle$		is	$\text{va } (\langle \text{term1} \rangle) \langle \text{mult op1} \rangle \text{va } (\langle \text{factor1} \rangle)$	<u>co</u>	
22.49	$\langle \text{pm1} \rangle \langle \text{term1} \rangle$		is	$\langle \text{pm1} \rangle \text{va } (\langle \text{term1} \rangle)$	<u>co</u>	
22.50	$\langle \text{saexp1} \rangle \langle \text{pm1} \rangle \langle \text{term1} \rangle$		is	$\text{va } (\langle \text{saexp1} \rangle) \langle \text{pm1} \rangle \text{va } (\langle \text{term1} \rangle)$	<u>co</u>	



- 22.51  $\langle \text{factor1} \rangle \uparrow \langle \text{ui1} \rangle \underline{\text{is}} \langle \text{factor1} \rangle \uparrow (\langle \text{ui1} \rangle - 1) \times \langle \text{factor1} \rangle \underline{\text{co}}$
- 22.52  $\langle \text{factor1} \rangle \uparrow \langle \text{ze} \rangle$   
 $\underline{\text{is}}$   
 $\underline{\text{if}} \langle \text{factor1} \rangle \neq 0 \underline{\text{then}} 1 \underline{\text{else}} \langle \text{factor1} \rangle \uparrow (-1) \underline{\text{co}}$
- 22.53  $\langle \text{factor1} \rangle \uparrow \langle \text{ze} \rangle 1 \underline{\text{is}} \langle \text{factor1} \rangle \underline{\text{co}}$
- 22.54  $\langle \text{int1} \rangle : - \langle \text{ui1} \rangle \underline{\text{is}} - \underline{\text{va}} (\langle \text{int1} \rangle : \langle \text{ui1} \rangle) \underline{\text{co}}$
- 22.55  $\langle \text{ui1} \rangle : \langle \text{ui2} \rangle$   
 $\underline{\text{is}}$   
 $\underline{\text{if}} \langle \text{ui1} \rangle < \langle \text{ui2} \rangle \underline{\text{then}} 0 \underline{\text{else}} 1 + (\langle \text{ui1} \rangle - \langle \text{ui2} \rangle) : \langle \text{ui2} \rangle \underline{\text{co}}$
- 22.56  $\langle \text{int1} \rangle \times - \langle \text{ui1} \rangle \underline{\text{is}} - \underline{\text{va}} (\langle \text{int1} \rangle \times \langle \text{ui1} \rangle) \underline{\text{co}}$
- 22.57  $\langle \text{ui1} \rangle \times \langle \text{ui2} \rangle \underline{\text{is}} \langle \text{ui1} \rangle \times (\langle \text{ui2} \rangle - 1) + \langle \text{ui1} \rangle \underline{\text{co}}$
- 22.58  $\langle \text{ui} \rangle \times 0 \underline{\text{is}} 0 \underline{\text{co}}$
- 22.59  $\langle \text{di} \rangle \langle \text{ui} \rangle \underline{\text{in}} \langle \text{ui} \rangle \underline{\text{co}}$
- 22.60  $\langle \text{pm} \rangle \langle \text{ui} \rangle \underline{\text{in}} \langle \text{int} \rangle \underline{\text{co}}$
- 22.61  $0 \langle \text{ze} \rangle \underline{\text{in}} \langle \text{ze} \rangle \underline{\text{co}}$
- 22.62  $- \langle \text{ui1} \rangle + \langle \text{ui2} \rangle \underline{\text{is}} \langle \text{ui2} \rangle - \langle \text{ui1} \rangle \underline{\text{co}}$
- 22.63  $- \langle \text{ui1} \rangle - \langle \text{ui2} \rangle \underline{\text{is}} - \underline{\text{va}} (\langle \text{ui1} \rangle + \langle \text{ui2} \rangle) \underline{\text{co}}$
- 22.64  $\langle \text{ui1} \rangle \langle \text{di1} \rangle \langle \text{pm1} \rangle \langle \text{ui2} \rangle \langle \text{di2} \rangle$   
 $\underline{\text{is}}$   
 $\underline{\text{va}} (\langle \text{ui1} \rangle \langle \text{pm1} \rangle \langle \text{ui2} \rangle) 0 + \underline{\text{va}} (\langle \text{di1} \rangle \langle \text{pm1} \rangle \langle \text{di2} \rangle) \underline{\text{co}}$
- 22.65  $\langle \text{ui1} \rangle \langle \text{di1} \rangle \langle \text{pm1} \rangle \langle \text{di2} \rangle \underline{\text{is}} \langle \text{ui1} \rangle 0 + \underline{\text{va}} (\langle \text{di1} \rangle \langle \text{pm1} \rangle \langle \text{di2} \rangle) \underline{\text{co}}$
- 22.66  $\langle \text{di1} \rangle \langle \text{pm1} \rangle \langle \text{ui1} \rangle \langle \text{di2} \rangle \underline{\text{is}} \langle \text{pm1} \rangle \langle \text{ui1} \rangle 0 + \underline{\text{va}} (\langle \text{di1} \rangle \langle \text{pm1} \rangle \langle \text{di2} \rangle) \underline{\text{co}}$
- 22.67  $\langle \text{ui1} \rangle 0 + \langle \text{di1} \rangle \underline{\text{is}} \langle \text{ui1} \rangle \langle \text{di1} \rangle \underline{\text{co}}$
- 22.68  $\langle \text{di1} \rangle + \langle \text{ui1} \rangle 0 \underline{\text{is}} \langle \text{ui1} \rangle \langle \text{di1} \rangle \underline{\text{co}}$
- 22.69  $\langle \text{ui1} \rangle 0 - \langle \text{di1} \rangle \underline{\text{is}} \underline{\text{va}} (\langle \text{ui1} \rangle - 1) 0 + \underline{\text{va}} (10 - \langle \text{di1} \rangle) \underline{\text{co}}$
- 22.70  $10 - \langle \text{di1} \rangle \underline{\text{is}} 9 - \underline{\text{va}} (\langle \text{di1} \rangle - 1) \underline{\text{co}}$
- 22.71  $\langle \text{di1} \rangle \langle \text{pm1} \rangle \langle \text{di2} \rangle \underline{\text{is}} \underline{\text{va}} (\langle \text{di1} \rangle \langle \text{pm1} \rangle 1) \langle \text{pm1} \rangle \underline{\text{va}} (\langle \text{di2} \rangle - 1) \underline{\text{co}}$
- 22.72  $\langle \text{ui1} \rangle \langle \text{pm} \rangle \langle \text{ze} \rangle \underline{\text{is}} \langle \text{ui1} \rangle \underline{\text{co}}$
- 22.73  $\langle \text{ze} \rangle \langle \text{pm1} \rangle \langle \text{ui1} \rangle \underline{\text{is}} \langle \text{pm1} \rangle \langle \text{ui1} \rangle \underline{\text{co}}$

22.74	0	+	1	<u>is</u>	1	<u>co</u>
22.75	1	+	1	<u>is</u>	2	<u>co</u>
22.76	2	+	1	<u>is</u>	3	<u>co</u>
22.77	3	+	1	<u>is</u>	4	<u>co</u>
22.78	4	+	1	<u>is</u>	5	<u>co</u>
22.79	5	+	1	<u>is</u>	6	<u>co</u>
22.80	6	+	1	<u>is</u>	7	<u>co</u>
22.81	7	+	1	<u>is</u>	8	<u>co</u>
22.82	8	+	1	<u>is</u>	9	<u>co</u>
22.83	9	+	1	<u>is</u>	10	<u>co</u>
22.84	1	-	1	<u>is</u>	0	<u>co</u>
22.85	2	-	1	<u>is</u>	1	<u>co</u>
22.86	3	-	1	<u>is</u>	2	<u>co</u>
22.87	4	-	1	<u>is</u>	3	<u>co</u>
22.88	5	-	1	<u>is</u>	4	<u>co</u>
22.89	6	-	1	<u>is</u>	5	<u>co</u>
22.90	7	-	1	<u>is</u>	6	<u>co</u>
22.91	8	-	1	<u>is</u>	7	<u>co</u>
22.92	9	-	1	<u>is</u>	8	<u>co</u>



Basic symbols and auxiliary symbols.  
 Comment conventions.

23.1	<let>	<u>in</u>	<id>	<u>co</u>
23.2	<id><let>	<u>in</u>	<id>	<u>co</u>
23.3	<id><di>	<u>in</u>	<id>	<u>co</u>
23.4	<int>	<u>in</u>	<constant>	<u>co</u>
23.5	<logical value>	<u>in</u>	<constant>	<u>co</u>
23.6	0	<u>in</u>	<di>	<u>co</u>
23.7	1	<u>in</u>	<di>	<u>co</u>
23.8	2	<u>in</u>	<di>	<u>co</u>
23.9	3	<u>in</u>	<di>	<u>co</u>
23.10	4	<u>in</u>	<di>	<u>co</u>
23.11	5	<u>in</u>	<di>	<u>co</u>
23.12	6	<u>in</u>	<di>	<u>co</u>
23.13	7	<u>in</u>	<di>	<u>co</u>
23.14	8	<u>in</u>	<di>	<u>co</u>
23.15	9	<u>in</u>	<di>	<u>co</u>
23.16	- <ui1>	<u>is</u>	<- <ui1>	<u>co</u>
23.17	+ <ui1>	<u>is</u>	<+ <ui1>	<u>co</u>
23.18	<ui1>	<u>is</u>	<<ui1>	<u>co</u>
23.19	<pm><ze>	<u>is</u>	<0>	<u>co</u>
23.20	<u>true</u>	<u>in</u>	<logical value>	<u>co</u>
23.21	<u>false</u>	<u>in</u>	<logical value>	<u>co</u>
23.22	<logical value1>	<u>is</u>	<<logical value1>	<u>co</u>
23.23	a	<u>in</u>	<let>	<u>co</u>
23.24	b	<u>in</u>	<let>	<u>co</u>
23.25	c	<u>in</u>	<let>	<u>co</u>
23.26	d	<u>in</u>	<let>	<u>co</u>
23.27	e	<u>in</u>	<let>	<u>co</u>
23.28	f	<u>in</u>	<let>	<u>co</u>
23.29	g	<u>in</u>	<let>	<u>co</u>
23.30	h	<u>in</u>	<let>	<u>co</u>
23.31	i	<u>in</u>	<let>	<u>co</u>
23.32	j	<u>in</u>	<let>	<u>co</u>
23.33	k	<u>in</u>	<let>	<u>co</u>
23.34	l	<u>in</u>	<let>	<u>co</u>
23.35	m	<u>in</u>	<let>	<u>co</u>
23.36	n	<u>in</u>	<let>	<u>co</u>
23.37	o	<u>in</u>	<let>	<u>co</u>
23.38	p	<u>in</u>	<let>	<u>co</u>
23.39	q	<u>in</u>	<let>	<u>co</u>

23.40	r	<u>in</u>	<let>	<u>co</u>
23.41	s	<u>in</u>	<let>	<u>co</u>
23.42	t	<u>in</u>	<let>	<u>co</u>
23.43	u	<u>in</u>	<let>	<u>co</u>
23.44	v	<u>in</u>	<let>	<u>co</u>
23.45	w	<u>in</u>	<let>	<u>co</u>
23.46	x	<u>in</u>	<let>	<u>co</u>
23.47	y	<u>in</u>	<let>	<u>co</u>
23.48	z	<u>in</u>	<let>	<u>co</u>
23.49	A	<u>in</u>	<let>	<u>co</u>
23.50	B	<u>in</u>	<let>	<u>co</u>
23.51	C	<u>in</u>	<let>	<u>co</u>
23.52	D	<u>in</u>	<let>	<u>co</u>
23.53	E	<u>in</u>	<let>	<u>co</u>
23.54	F	<u>in</u>	<let>	<u>co</u>
23.55	G	<u>in</u>	<let>	<u>co</u>
23.56	H	<u>in</u>	<let>	<u>co</u>
23.57	I	<u>in</u>	<let>	<u>co</u>
23.58	J	<u>in</u>	<let>	<u>co</u>
23.59	K	<u>in</u>	<let>	<u>co</u>
23.60	L	<u>in</u>	<let>	<u>co</u>
23.61	M	<u>in</u>	<let>	<u>co</u>
23.62	N	<u>in</u>	<let>	<u>co</u>
23.63	O	<u>in</u>	<let>	<u>co</u>
23.64	P	<u>in</u>	<let>	<u>co</u>
23.65	Q	<u>in</u>	<let>	<u>co</u>
23.66	R	<u>in</u>	<let>	<u>co</u>
23.67	S	<u>in</u>	<let>	<u>co</u>
23.68	T	<u>in</u>	<let>	<u>co</u>
23.69	U	<u>in</u>	<let>	<u>co</u>
23.70	V	<u>in</u>	<let>	<u>co</u>
23.71	W	<u>in</u>	<let>	<u>co</u>
23.72	X	<u>in</u>	<let>	<u>co</u>
23.73	Y	<u>in</u>	<let>	<u>co</u>
23.74	Z	<u>in</u>	<let>	<u>co</u>
23.75	+	<u>in</u>	<spec del>	<u>co</u>
23.76	-	<u>in</u>	<spec del>	<u>co</u>
23.77	x	<u>in</u>	<spec del>	<u>co</u>
23.78	:	<u>in</u>	<spec del>	<u>co</u>
23.79	↑	<u>in</u>	<spec del>	<u>co</u>
23.80	<	<u>in</u>	<spec del>	<u>co</u>
23.81	>	<u>in</u>	<spec del>	<u>co</u>
23.82	<	<u>in</u>	<spec del>	<u>co</u>
23.83	>	<u>in</u>	<spec del>	<u>co</u>
23.84	=	<u>in</u>	<spec del>	<u>co</u>
23.85	+	<u>in</u>	<spec del>	<u>co</u>
23.86	=	<u>in</u>	<spec del>	<u>co</u>
23.87	⌋	<u>in</u>	<spec del>	<u>co</u>
23.88	∇	<u>in</u>	<spec del>	<u>co</u>



23.89	<u>^</u>	<u>in</u>	<u>&lt;spec del&gt;</u>	<u>co</u>
23.90	<u>⌈</u>	<u>in</u>	<u>&lt;spec del&gt;</u>	<u>co</u>
23.91	<u>goto</u>	<u>in</u>	<u>&lt;spec del&gt;</u>	<u>co</u>
23.92	<u>if</u>	<u>in</u>	<u>&lt;spec del&gt;</u>	<u>co</u>
23.93	<u>then</u>	<u>in</u>	<u>&lt;spec del&gt;</u>	<u>co</u>
23.94	<u>for</u>	<u>in</u>	<u>&lt;spec del&gt;</u>	<u>co</u>
23.95	<u>do</u>	<u>in</u>	<u>&lt;spec del&gt;</u>	<u>co</u>
23.96	<u>,</u>	<u>in</u>	<u>&lt;spec del&gt;</u>	<u>co</u>
23.97	<u>:</u>	<u>in</u>	<u>&lt;spec del&gt;</u>	<u>co</u>
23.98	<u>:=</u>	<u>in</u>	<u>&lt;spec del&gt;</u>	<u>co</u>
23.99	<u>step</u>	<u>in</u>	<u>&lt;spec del&gt;</u>	<u>co</u>
23.100	<u>until</u>	<u>in</u>	<u>&lt;spec del&gt;</u>	<u>co</u>
23.101	<u>while</u>	<u>in</u>	<u>&lt;spec del&gt;</u>	<u>co</u>
23.102	<u>(</u>	<u>in</u>	<u>&lt;spec del&gt;</u>	<u>co</u>
23.103	<u>)</u>	<u>in</u>	<u>&lt;spec del&gt;</u>	<u>co</u>
23.104	<u>[</u>	<u>in</u>	<u>&lt;spec del&gt;</u>	<u>co</u>
23.105	<u>]</u>	<u>in</u>	<u>&lt;spec del&gt;</u>	<u>co</u>
23.106	<u>begin</u>	<u>in</u>	<u>&lt;spec del&gt;</u>	<u>co</u>
23.107	<u>own</u>	<u>in</u>	<u>&lt;spec del&gt;</u>	<u>co</u>
23.108	<u>array</u>	<u>in</u>	<u>&lt;spec del&gt;</u>	<u>co</u>
23.109	<u>switch</u>	<u>in</u>	<u>&lt;spec del&gt;</u>	<u>co</u>
23.110	<u>label</u>	<u>in</u>	<u>&lt;spec del&gt;</u>	<u>co</u>
23.111	<u>value</u>	<u>in</u>	<u>&lt;spec del&gt;</u>	<u>co</u>
23.112	<u>comment</u>	<u>in</u>	<u>&lt;spec del&gt;</u>	<u>co</u>
23.113	<u>integer</u>	<u>in</u>	<u>&lt;spec del&gt;</u>	<u>co</u>
23.114	<u>boolean</u>	<u>in</u>	<u>&lt;spec del&gt;</u>	<u>co</u>
23.115	<u>procedure</u>	<u>in</u>	<u>&lt;spec del&gt;</u>	<u>co</u>
23.116	<u>&lt;let&gt;</u>	<u>in</u>	<u>&lt;end comment symbol&gt;</u>	<u>co</u>
23.117	<u>&lt;di&gt;</u>	<u>in</u>	<u>&lt;end comment symbol&gt;</u>	<u>co</u>
23.118	<u>&lt;logical value&gt;</u>	<u>in</u>	<u>&lt;end comment symbol&gt;</u>	<u>co</u>
23.119	<u>&lt;spec del&gt;</u>	<u>in</u>	<u>&lt;end comment symbol&gt;</u>	<u>co</u>
23.120	<u>&lt;end comment symbol&gt;</u>	<u>&lt;sequence of basic symbols</u>		
		<u>not containing semicolon or end or else&gt;</u>		
	<u>in</u>	<u>&lt;sequence of basic symbols</u>		
		<u>not containing semicolon or end or else&gt;</u>		<u>co</u>
23.121	<u>end</u>	<u>&lt;sequence of basic symbols</u>		
		<u>not containing semicolon or end or else&gt;</u>		
	<u>in</u>	<u>&lt;ext end&gt;</u>		<u>co</u>
23.122	<u>end</u>	<u>in</u>	<u>&lt;comment symbol&gt;</u>	<u>co</u>
23.123	<u>else</u>	<u>in</u>	<u>&lt;comment symbol&gt;</u>	<u>co</u>
23.124	<u>&lt;end comment symbol&gt;</u>	<u>in</u>	<u>&lt;comment symbol&gt;</u>	<u>co</u>
23.125	<u>&lt;comment symbol&gt;</u>			
	<u>&lt;sequence of basic symbols not containing semicolon&gt;</u>			
	<u>in</u>	<u>&lt;sequence of basic symbols not containing semicolon&gt;</u>		<u>co</u>



- 23.126 comment <sequence of basic symbols not containing semicolon>;  
in <comment> co
- 23.127 ;<comment> in <ext semicolon> co
- 23.128 begin <comment> in <ext begin> co
- 23.129 )<letter sequence> : ( in <ext par delimiter> co
- 23.130 <let><letter sequence> in <letter sequence> co
- 23.131 ; in <basic symbol> co
- 23.132 <comment symbol> in <basic symbol> co
- 23.133 <basic symbol><sequence of basic symbols>  
in <sequence of basic symbols> co
- 23.134 <sequence of basic symbols1><ext par delimiter>  
<sequence of basic symbols2>  
is  
<sequence of basic symbols1> ,  
<sequence of basic symbols2> co
- 23.135 <sequence of basic symbols1><ext semicolon>  
<sequence of basic symbols2>  
is  
<sequence of basic symbols1> ;  
<sequence of basic symbols2> co
- 23.136 <sequence of basic symbols1><ext begin>  
<sequence of basic symbols2>  
is  
<sequence of basic symbols1> begin  
<sequence of basic symbols2> co
- 23.137 <sequence of basic symbols1><ext end>  
<sequence of basic symbols2>  
is  
<sequence of basic symbols1> end  
<sequence of basic symbols2> co
- 23.138 <basic symbol> in  
<basic symbol different from letter or digit> co
- 23.139 <let> in  
<basic symbol different from letter or digit> is false co
- 23.140 <di> in  
<basic symbol different from letter or digit> is false co



23.141 <sequence of basic symbols1>  
<basic symbol different from letter or digit1><ze><ui1>  
<sequence of basic symbols2>  
is  
<sequence of basic symbols1>  
<basic symbol different from letter or digit1><ui1>  
<sequence of basic symbols2> co

23.142 a in <aux term symb> co  
 23.143 b in <aux term symb> co  
 23.144 c in <aux term symb> co  
 23.145 d in <aux term symb> co  
 23.146 f in <aux term symb> co  
 23.147 g in <aux term symb> co  
 23.148 k in <aux term symb> co  
 23.149 l in <aux term symb> co  
 23.150 m in <aux term symb> co  
 23.151 o in <aux term symb> co  
 23.152 p in <aux term symb> co  
 23.153 t in <aux term symb> co

23.154 1 in <aux term symb> co  
 23.155 2 in <aux term symb> co  
 23.156 3 in <aux term symb> co  
 23.157 4 in <aux term symb> co

23.158 first in <aux term symb> co  
 23.159 of in <aux term symb> co  
 23.160 block in <aux term symb> co  
 23.161 formal in <aux term symb> co  
 23.162 actual in <aux term symb> co  
 23.163 save in <aux term symb> co  
 23.164 bn in <aux term symb> co  
 23.165 reset in <aux term symb> co  
 23.166 result in <aux term symb> co  
 23.167 bound in <aux term symb> co  
 23.168 pair in <aux term symb> co  
 23.169 within in <aux term symb> co  
 23.170 bounds in <aux term symb> co  
 23.171 not in <aux term symb> co  
 23.172 negative in <aux term symb> co  
 23.173 store in <aux term symb> co  
 23.174 eq in <aux term symb> co  
 23.175 subscript in <aux term symb> co  
 23.176 list in <aux term symb> co  
 23.177 go in <aux term symb> co  
 23.178 forbegin in <aux term symb> co  
 23.179 forend in <aux term symb> co  
 23.180 special in <aux term symb> co  
 23.181 equal in <aux term symb> co  
 23.182 length in <aux term symb> co



23.183 enter in <aux term symb> co  
 23.184 exit in <aux term symb> co  
 23.185 substitute in <aux term symb> co  
 23.186 function in <aux term symb> co  
 23.187 assign in <aux term symb> co  
 23.188 becomes in <aux term symb> co  
 23.189 zero in <aux term symb> co  
 23.190 sign in <aux term symb> co  
 23.191 dummy in <aux term symb> co  
 23.192 progr.p in <aux term symb> co  
 23.193 proc.body in <aux term symb> co

23.194 sign in <aux id> co  
 23.195 dummy in <aux id> co  
 23.196 dummy 1 in <aux id> co  
 23.197 dummy 2 in <aux id> co  
 23.198 forend in <aux id> co  
 23.199 <id> p in <aux id> co  
 23.200 <p> k in <aux id> co

23.201 <aux id> in <id> co

23.202 <p> k <ui> in <aux label> co  
 23.203 <p> l <ui> in <aux label> co  
 23.204 <p> m <ui> in <aux label> co

23.205 special label <p> in <aux label> co

23.206 <aux label> in <label> co

23.207 <basic symbol>  
in <sequence of basic and aux term symbols> co

23.208 <aux term symb>  
in <sequence of basic and aux term symbols> co

23.209 <sequence of basic and aux term symbols>  
 <sequence of basic and aux term symbols>  
in  
 <sequence of basic and aux term symbols> co

23.210 o im <sequence of basic and aux term symbols> is o co

23.211 o im <ass st> in <decl ass st> is o co  
 23.212 o im <dexp> in <decl dexp> is o co  
 23.213 o im <proc st> in <decl proc st> is o co  
 23.214 o im <block> in <decl block> is o co  
 23.215 o im <bplist> in <decl bplist> is o co  
 23.216 o im <switch list> in <decl switch list> is o co

23.217 o is † o †



## CHAPTER 6

### EXPLANATION OF THE DEFINITION OF ALGOL 60

In this chapter we give an explanation of the techniques used in the metaprogram for the definition of ALGOL 60. Sections 1 to 6 contain some general comments, and sections 7, 8, ..., 30 correspond to sections 0, 1, ..., 23 of the metaprogram.

#### 6.1. Defects of the definition

The following subjects have not been treated:

a. Real arithmetic.

In ALGOL 60 no exact arithmetic has been specified ([38], 3.3.6); this specification belongs to the accompanying information which should be given by the programmer (cf. also [38], 1, footnote 1). Thus, whenever one wants to execute a program in which real arithmetic is used one has to extend the metaprogram with additional truths defining this arithmetic. Moreover, the declarator "real" should then be introduced and one should give the definition of its consequences for declarations, assignment statements, etc.

b. Procedure bodies in code and strings as actual parameters.

c. Standard functions (except the function "sign").

Another interpretation might be preferred in the following three cases:

a. Only the static definition of own is given (for the definition of this static interpretation see [1]).

b. Specifications of non value parameters are ignored.

c. The effect of a jump out of a function designator which leads to a label which is local to a function designator is defined in a way which differs from the usually accepted one. Details are given below.



In general, whenever in a program something occurs which was left undefined, said to be undefined or forbidden in [38], the value of the program is " $\omega$ "<sup>1)</sup>, which is used as a symbol for "undefined" (for more details see section 6.7). However, sometimes we could not avoid choice, e.g. regarding the order of evaluation of the value parameters, where we chose the order given in the formal parameter list. Also, primaries in the expressions are evaluated in order from left to right. A third example is the case of expressions containing formal parameters, which may become undefined if the corresponding procedure is called. Example: "if f then g else h", where "f", "g", and "h" are formal parameters, might be replaced by "if true then 3 else a v b". Apparently, this does not fulfil the requirements of [38], 4.7.5. However, the metaprogram delivers "3" as the value of the last "expression".

The following two cases are treated incorrectly:

- a. A conditional statement of the form "if <bexpl> then <unc st1>", where "<bexpl>" has the value "false", is equivalent to the dummy statement only if the evaluation of "<bexpl>" has no side effects.
- b. Mutatis mutandis this holds for a goto statement leading to an undefined switch designator.

## 6.2. Structure of the metaprogram

The metaprogram of chapter 5 is used in the following way: Whenever one wants to evaluate an ALGOL 60 program, say "<program1>", the processor is asked to evaluate the following name:

‡<LIST OF METAEXPRESSIONS CONTAINED IN CHAPTER FIVE>‡ co <program1>.

The list of metaexpressions of chapter 5 is thus again directly added to V. As will be seen later, the evaluation of the simple name "<program1>" is subdivided into the evaluation of a list of simple names, roughly in such a way that each declaration or statement of the program corresponds to one simple name. Thus, during the evaluation of "<program1>", the

---

1) For easier readability, we use Greek letters in this chapter instead of the underlined Roman letters of chapter 5. Hence, " $\omega$ " corresponds to "o", " $\alpha$ " to "a", etc. (This convention is used only for single letters, not for underlined symbols containing more than one letter.)



metaprogram of chapter 5 is extended dynamically with new truths, each of which is the value of such a simple name. We distinguish two possibilities for the use of such a truth in a subsequent evaluation:

a. Direct application of the new truth.

Example: The evaluation of the assignment statement "a := 3" will result in the addition to V of the truth

(1) a is 3

(apart from some details concerning locality, which are given below; see also 4.2.3.3).

Subsequent evaluation of the variable "a" will then lead to the application of the truth (1).

b. Indirect application of the new truth: The addition to V of a truth may have the effect that another truth becomes applicable to some simple name. Remember that the applicability of a truth containing a condition may depend on whether the derived condition of this truth envelopes another truth (cf. for example the Turing machine example, 3.1.2 and 4.2.2.2, where the applicability of the truths  $T_{4,1}$  to  $T_{4,5}$  depends on the truths corresponding to the quadruples in  $V_5$ ). Many examples of this situation in the metaprogram for ALGOL 60 will follow.

The three main difficulties in the definition of ALGOL 60 proved to be:

- a. The concept of locality.
- b. The goto statements.
- c. The requirement that all identifiers of a program be declared, even in parts of the program which are not executed. Thus, we have to consider e.g. "begin if false then i := 0 end" as an incorrect ALGOL 60 program.

The first point made it necessary to introduce the notion of block number, and the last two require the equivalent of a prescan.

In the evaluation of a program we distinguish the following phases:

0. Check on the syntactic correctness of the program. The metavariable "<program>" is defined in the metaprogram (T1.33<sup>1)</sup>, T1.34, etc.) in such a way that it envelopes precisely the syntactically correct

---

1) T, followed by a number, refers to the corresponding truth in chapter 5.



ALGOL 60 programs. In fact, that part of the metaprogram that defines the syntax of an ALGOL 60 program is essentially a transcription of the Backus notation in [38]. In establishing whether T2.1 is applicable to an ALGOL 60 program, the syntactic correctness of the program is thus checked automatically by the processor. The case that T2.1 is not applicable is considered in the section on undefined values; see section 6.7.

1. The prescan phase.

- 1.1. In the first phase of the prescan the different identifiers of the program, which are introduced either by explicit declaration, or by standing as a label or a formal parameter, are noted.
- 1.2. The second phase of the prescan checks whether each identifier in the program has been declared.

2. The execution phase.

- 2.1. In the first phase of the execution, the program is scanned for the occurrence of labels, which are then supplied with the block number of the smallest embracing block. This information makes it possible to restore the correct block number, if a goto statement leads out of a block.
- 2.2. Finally, the actual execution of the program takes place.

6.3. Determination of the block number

First we give an intuitive introduction to the definition and use of the block number.

Possible block numbers are (cf. T3.2 to T3.6):

" $\beta\gamma$ ", " $\beta\gamma\beta\gamma\beta\beta\gamma$ ", " $\beta\gamma\beta\beta\gamma$ " or " $\beta\gamma\beta\gamma\beta\beta\gamma\delta\beta\gamma\beta\gamma$ ".

The following rules hold:

- a. The  $\gamma$ 's count block depth.
- b. The  $\beta$ 's between a certain  $\gamma$  and the immediately preceding  $\gamma$  count the number of parallel blocks at the depth of this  $\gamma$ .
- c. The  $\delta$ 's count the depth of procedure calls.

At the beginning of the evaluation of a program, the block number is set to " $\beta\gamma$ ", i.e., " $\beta\gamma$ " is added as a truth to V (first simple name of the right part of T2.1).



Next we consider the following example (we neglect for the moment the fact that a program is always embedded in a fixed outermost block, where some auxiliary declarations, e.g. of the function "sign", are made):

```

1: begin integer i; ...
    i := 0; ...
    2:L:begin integer j;
        ...
        end 2;
    i := i + 1; if i < 2 then goto L; ...
3:begin integer k; ...
    4:begin integer l;
        ...
        end 4; ...
    end 3; ...
end 1

```

In the prescan phase the block numbers are successively:

B <sub>Y</sub>	(initialized),
B <sub>Y</sub> B <sub>Y</sub>	(by 1: <u>begin</u> ),
B <sub>Y</sub> B <sub>Y</sub> B <sub>Y</sub>	(by 2: <u>begin</u> ),
B <sub>Y</sub> B <sub>Y</sub>	(by <u>end</u> 2),
B <sub>Y</sub> B <sub>Y</sub> B <sub>Y</sub> B <sub>Y</sub>	(by 3: <u>begin</u> ),
B <sub>Y</sub> B <sub>Y</sub> B <sub>Y</sub> B <sub>Y</sub> B <sub>Y</sub>	(by 4: <u>begin</u> ),
B <sub>Y</sub> B <sub>Y</sub> B <sub>Y</sub> B <sub>Y</sub>	(by <u>end</u> 4),
B <sub>Y</sub> B <sub>Y</sub>	(by <u>end</u> 3),
B <sub>Y</sub>	(by <u>end</u> 1).

In the execution phase, the block numbers are successively (here we suppose that block 2 is executed twice):

B <sub>Y</sub>	(end prescan),
B <sub>Y</sub> B <sub>Y</sub> B <sub>Y</sub>	(by 1: <u>begin</u> ),
B <sub>Y</sub> B <sub>Y</sub> B <sub>Y</sub> B <sub>Y</sub>	(by 2: <u>begin</u> ),
B <sub>Y</sub> B <sub>Y</sub> B <sub>Y</sub>	(by <u>end</u> 2),
B <sub>Y</sub> B <sub>Y</sub> B <sub>Y</sub> B <sub>Y</sub> B <sub>Y</sub>	(by 2: <u>begin</u> ),

$\beta\gamma\beta\beta\gamma$  (by end 2),  
 $\beta\gamma\beta\beta\gamma\beta\beta\beta\gamma$  (by 3:begin),  
 $\beta\gamma\beta\beta\gamma\beta\beta\beta\gamma\beta\gamma$  (by 4:begin),  
 $\beta\gamma\beta\beta\gamma\beta\beta\beta\gamma$  (by end 4),  
 $\beta\gamma\beta\beta\gamma$  (by end 3),  
 $\beta\gamma$  (by end 1).

The function of the  $\delta$ 's is the following:

If a procedure is called during the execution phase in a block with block number "<bn1>", and if this procedure is declared in a block with block number "<bn2>", then the block number is set to "<bn2>  $\delta$  <bn1>". Upon exit from the procedure, "<bn1>" is activated again.

Example:

```

1:begin integer i;
    procedure P;
    2:begin integer j; ... end 2, P;
    ...
    3:begin integer k;
        ...; P; ...
    end 3; ...
end 1
  
```

In the prescan the block numbers are successively:

$\beta\gamma$  (initialized),  
 $\beta\gamma\beta\gamma$  (by 1:begin),  
 $\beta\gamma\beta\gamma\beta\gamma$  (by 2:begin),  
 $\beta\gamma\beta\gamma$  (by end 2),  
 $\beta\gamma\beta\gamma\beta\beta\gamma$  (by 3:begin),  
 $\beta\gamma\beta\gamma$  (by end 3),  
 $\beta\gamma$  (by end 1).

In the execution phase the block numbers are successively:

$\beta\gamma$  (end prescan),  
 $\beta\gamma\beta\beta\gamma$  (by 1:begin),



$\beta\gamma\beta\beta\gamma\beta\gamma$  (by 3:begin),  
 $\beta\gamma\beta\beta\gamma\delta\beta\gamma\beta\beta\gamma\beta\gamma$  (entrance to P),  
 $\beta\gamma\beta\beta\gamma\beta\beta\gamma\delta\beta\gamma\beta\beta\gamma\beta\gamma$  (by 2:begin),  
 $\beta\gamma\beta\beta\gamma\delta\beta\gamma\beta\beta\gamma\beta\gamma$  (by end 2),  
 $\beta\gamma\beta\beta\gamma\beta\gamma$  (exit from P, cf. however, 6.24),  
 $\beta\gamma\beta\beta\gamma$  (by end 3),  
 $\beta\gamma$  (by end 1).

We now give a somewhat more precise description of the determination of the block number.

Each block entrance or exit, and each procedure entrance or exit in the execution phase, leads to addition to V of a new block number (a few other situations in which new block numbers are added to V will be treated below). At every moment, the last entry in V which has the syntactic form of a block number, is called the current (or active) block number. From the definition of applicability, it follows that it is always possible, by appropriate use of a condition in a truth, to find this last entry.

Suppose that, at a given moment, the current block number is " $\langle bcs1 \rangle \underline{\langle dbcs1 \rangle}$ ", and that a new block is entered. There are two possibilities: Either a truth of the form " $\langle bcs1 \rangle \langle bcl \rangle \underline{\langle dbcs \rangle}$ " occurs somewhere in V, meaning that the new block is parallel to an earlier one (possibly itself during the execution phase), in which case " $\langle bcs1 \rangle \beta \langle bcl \rangle \underline{\langle dbcs1 \rangle}$ " is added to V (T.6.4), or else no such truth is found, in which case " $\langle bcs1 \rangle \beta \gamma \underline{\langle dbcs1 \rangle}$ " is added to V (T6.3).

If the current block number is " $\langle bcs1 \rangle \langle bc \rangle \underline{\langle dbcs1 \rangle}$ ", then " $\langle bcs1 \rangle \underline{\langle dbcs1 \rangle}$ " is added to V upon exit from the block (T6.2, T6.6). The value of the last "end" of the program, i.e., of the "end" of the fixed outermost block, is defined in T6.5 and explained below.

The rules governing block entrance and exit hold both for the prescan and execution phase of blocks and procedure bodies.

If a procedure is declared in a block with block number " $\langle bn1 \rangle$ " and called from a block with block number " $\langle bn2 \rangle$ ", then " $\langle bn1 \rangle \delta \langle bn2 \rangle$ " is added to V (T17.77). After this the entrance to the procedure body (which is always made into a block) is performed according to the rules for block entrance given above.



Upon exit from a procedure, the current block number is looked up. This has the form " $\langle bcs \rangle \delta \langle bnl \rangle$ ", and " $\langle bnl \rangle$ " is added to  $V$  (T17.78). By means of the last two rules, which of course only hold in the execution phase, the correct block number is available during execution of a procedure and after exit from this procedure.

In this way, at every moment the last truth in  $V$  which has the syntactic form of a block number defines the current block number. This is used whenever an identifier is processed; identifiers are always first extended with the current block number, so that e.g. uniqueness of identifiers is guaranteed in recursive situations.

Finally, we introduce the following terminology: The "significant part" of a block number is that part of the block number that precedes the left most " $\delta$ ". If no " $\delta$ " is present, its significant part is itself. Usually, we are interested only in the significant part of the block number. Therefore, we often write "block number" where we should write "significant part of block number".

#### 6.4. The prescan

As explained above, we have introduced two phases in the evaluation of an ALGOL 60 program, the prescan phase and the execution phase, each of which is subdivided again into two phases. Each block of the program passes once through the prescan phase, whereas the number of times it is executed is clearly determined dynamically. This structure of an evaluation of the program in several phases is not available directly in the metalanguage. However, the basic idea was already demonstrated in the example of 4.2.1.4. If a certain sequence of symbols is evaluated by means of a metaprogram, it is possible to introduce as a "side effect" of the evaluation of that sequence the addition to  $V$  of new truths in such a way that when precisely the same sequence is evaluated again, its value is different from the result of the first evaluation. This idea is used extensively in the prescan rules (T4.1 to T5.15), in view of the two problems mentioned above: the processing of goto statements and the check whether all identifiers of a program are declared.



The structure of the prescan is based on the concept of "program point" (defined syntactically as the metavariable "<p>" in T3.7). Essentially, the evaluation of the ALGOL 60 program is replaced by the evaluation of a sequence of program points in such a way that:

- a. Each declaration or statement corresponds to precisely one program point. The uniqueness of the program point is achieved by defining it in such a way that its first part ("<bcs>") is equal to the block number of the block which is scanned, while its second part ("<as>") is different for each declaration or statement in this block (the declarations and statements are numbered successively in the order in which they occur in the program; see also 4.2.3.4).
- b. The evaluation of a certain program point is defined differently for the several phases.

Next we give a more detailed explanation of T4.1, the main prescan rule for declarations.

First of all, we remark that the definition of "<block tail>" is given in T1.27. Note moreover that an example of a specific case of the left part of T4.1 is provided by each specific case of the right part of T2.1. The right part of T4.1 consists of three simple names:

1. "<declaration1><p1> 1".

This means that "<declaration1>", which occurs at program point "<p1>", has to be evaluated according to the rules which are given for the evaluation of a declaration in phase 1. E.g., if "<declaration1>" is a type declaration, T7.7 or T7.8 will prove to be applicable. The details of these rules will be explained below. However, we may already mention one essential point: The effect of the evaluation of a declaration in prescan phase 1 is that the identifier which is declared is added to V, supplied with the current block number and its type, so that it is known in phase 2 of the prescan that this identifier has been declared.

2. The evaluation of the second simple name of the right part of T4.1 results in the addition to V of:



$$\begin{array}{l}
 \langle p1 \rangle \underline{is} \{ \langle \text{declaration1} \rangle \langle p1 \rangle \underline{2} \underline{co} \\
 \quad \dagger \langle p1 \rangle \underline{is} \{ \\
 (1) \quad \quad \dagger \tau \langle p1 \rangle \underline{is} \{ \langle \text{declaration1} \rangle \langle p1 \rangle \underline{4} \underline{co} \\
 \quad \quad \quad \tau \langle p1 \rangle \alpha \} \dagger \underline{co} \\
 \quad \quad \quad \langle p1 \rangle \alpha \} \dagger \underline{co} \\
 \langle p1 \rangle \alpha \}
 \end{array}$$

Suppose now that phase 2 of the prescan is reached (how the transition to phase 2 is achieved is explained later). In this phase, as in phases 3 and 4 (i.e. the two phases of the execution), the sequencing of the evaluation of the different declarations and statements of the program is replaced by the evaluation of the successive corresponding program points, which is made possible by the addition of new truths, such as (1).

Suppose moreover, that " $\langle p1 \rangle$ " is evaluated. Application of (1) then leads to the evaluation of:

- 2.1. " $\langle \text{declaration1} \rangle \langle p1 \rangle \underline{2}$ ". This means again that " $\langle \text{declaration1} \rangle$ ", occurring at program point " $\langle p1 \rangle$ ", has to be evaluated, but now according to the rules for the evaluation of a declaration in phase 2 (see e.g. T7.9, T9.14 or T11.8). Since, as a result of phase 1, it is known which identifiers have been declared, it is now possible to check whether " $\langle \text{declaration1} \rangle$ " contains only declared identifiers.
- 2.2. The evaluation of the second simple name in (1) results in the addition to V of:

$$\begin{array}{l}
 \langle p1 \rangle \underline{is} \{ \\
 (2) \quad \dagger \tau \langle p1 \rangle \underline{is} \{ \langle \text{declaration1} \rangle \langle p1 \rangle \underline{4} \underline{co} \\
 \quad \quad \quad \tau \langle p1 \rangle \alpha \} \dagger \underline{co} \\
 \langle p1 \rangle \alpha \}
 \end{array}$$

If phase 3 is reached, and supposing " $\langle p1 \rangle$ " is evaluated again, application of (2) will result in:

- 2.2.1. Addition to V of

$$(3) \quad \tau \langle p1 \rangle \underline{is} \{ \langle \text{declaration1} \rangle \langle p1 \rangle \underline{4} \underline{co} \quad \tau \langle p1 \rangle \alpha \}$$



(Note that the evaluation of "<declaration1><pl> 3" is missing. This is indeed unnecessary, since phase 3 is only introduced for the processing of labels.)

If phase 4 is reached, and supposing " $\tau$  <pl>" is evaluated (the reason for the extension of "<pl>" with the extra symbol " $\tau$ " will be given below), application of (3) will result in:

2.2.1.1. Evaluation of "<declaration1><pl> 4".

"<declaration1>", occurring at program point "<pl>", will now be evaluated according to the rules of phase 4 (e.g. T7.10, T9.15, etc.).

2.2.1.2. The evaluation will be continued by the evaluation of the next program point, i.e. of " $\tau$  <pl>  $\alpha$ ". Here we note the basic sequencing idea: The evaluation of a program point is always defined in such a way that its successor is evaluated as the next step; " $\tau$  <pl>  $\alpha$ " is the program point corresponding to the declaration or statement which follows "<declaration1>" in the program.

2.2.2. Evaluation of "<pl>  $\alpha$ "; remember that this results from application of truth (2).

2.3. Evaluation of "<pl>  $\alpha$ "; this results from application of truth (1).

3. Evaluation of "<pl>  $\alpha$  : <block tail1>"; this results from evaluating the final simple name of T4.1. If "<block tail1>" begins with a declaration, then T4.1 will be applied again. This will result in the same structure of additions to V, this time however with "<pl>  $\alpha$ " instead of "<pl>".

From the example T4.1 the outline of the structure of the sequencing of the evaluations should have become clear:

- a. By addition of new truths, program points are evaluated by application of different truths in different phases.
- b. Sequencing is achieved by organizing the added truths in such a way that evaluation of a program point leads automatically to the evaluation of the next program point.

Of course, there remains the explanation of the way in which the transition between the different phases is accomplished.



As a second example we consider T5.7. This truth has almost the same structure as T4.1. However, we note four differences:

1. The metavariable "<block end>" is used instead of "<block tail>". The definition of "<block end>" is given in T1.32 (cf. also T1.28 to T1.31). It is essentially the same as the "<compound tail>" of [38], 4.1. Some complications were caused by the for statement (see section 6.23).
2. "<unlabelled basic st1><pl> 1" is not included. In fact, in T4.1 the evaluation of "<declaration1><pl> 1" in phase 1 leads to the addition to V of information about the declaration of the corresponding identifier(s). There is apparently no point in doing this here.
3. The successor of " $\tau$  <pl>" is missing:  
The innermost metastring has the form:  
" $\{ \tau$  <pl> is <unlabelled basic st1>  $\}$ " and not:  
" $\{ \tau$  <pl> is {<unlabelled basic st1> co  $\tau$  <pl>  $\alpha$ }  $\}$ ".
4. An extra auxiliary label "<pl>  $\kappa$ " labels "<block endl>". See also section 6.6; the label "<pl>  $\kappa$ " should not be confused with the program point "<pl>  $\alpha$ ".

In order to explain the reasons for the differences mentioned in points 3 and 4, we consider the statement sequencing in somewhat more detail: We distinguish the following cases:

1. Three kinds of unlabelled basic statements, i.e., assignment statements, goto statements and procedure statements.
2. Blocks.
3. Conditional statements and compound statements.
4. For statements.
5. Dummy statements (note that by T1.1 to T1.3, a dummy statement is not an unlabelled basic statement).
6. Labelled statements.

Remarks:

1. In cases 2 to 5 above, we consider only the unlabelled statements.
2. The dummy statement is treated by:
  - a. Appropriate use of optional metavariables.
  - b. T5.1.



We shall not explain this in more detail.

3. The (complicated) treatment of the for statement is described in T16.1 to T16.32 and explained separately.
4. By applying T5.2 to T5.6, compound statements and conditional statements are replaced by sequences of goto statements and (possibly labelled) unconditional statements or for statements.

We now return to T5.7.

If "<unlabelled basic st1>" is an assignment statement, say "<ass st1>", the effect of applying T14.18 to "<ass st1><pl> 4" will be:

- a. "<ass st1>" is evaluated.
- b. " $\tau$  <pl>  $\alpha$ " is evaluated.

Thus, we use here the same technique as with declarations: the successor of the assignment statement concerned is executed as a result of the evaluation of the corresponding program point.

It is possible that a jump out of a function designator, which occurs in the assignment statement, is executed as a result of step a. If no special measures were taken (described below), subsequent evaluation of " $\tau$  <pl>  $\alpha$ " would then completely upset the correct order of statement execution. (A similar difficulty may arise e.g. in the evaluation of a bound pair list in an array declaration.)

Next, we suppose that "<unlabelled basic st1>" is a goto statement, e.g. "goto <labell>". Essentially, the result of the evaluation of "goto <labell>" is that the program point, corresponding to the statement which is labelled by "<labell>", is evaluated. In fact, one of the two main reasons for the introduction of the program points was the desire to make this solution of the processing of goto statements possible (cf. also 4.2.3.4, example 13). Details about the case in which the goto statement is not simply of the form "goto <labell>", and about the treatment of the (unfortunate) concept of the undefined dummy switch designator ([38], 4.3.5) are given below.

Finally, suppose that "<unlabelled basic st1>" is a procedure statement. Here we use the idea of A. van Wijngaarden, described in [49], which is equivalent to the following scheme (which is applied only to non type procedures):



- a. The procedure declaration is supplied with an extra formal parameter.
- b. A goto statement leading to this extra formal parameter is introduced at the end of the procedure body.
- c. As corresponding actual parameter a label which labels the statement following the procedure statement is supplied. This is the reason for the introduction of the label "<pl> κ" in T5.7. (In the case that "<unlabelled basic st1>" is not a procedure statement, "<pl> κ" has no function.)

Since this process is not applied to type procedures a difficulty arises when a function designator is used as a statement. A solution for this case is described later.

Next we make some remarks on T5.8. Here we find the same structure as in T4.1 and T5.7. However, it appears that only in phases 1 and 3 need anything be evaluated: Phase 1 is used again to establish that "<labell>" is a "declared" identifier (or integer; the somewhat unusual notion of a declared integer is apparently introduced in the following sentence of [38], 4.1.3: a label separated by a colon from a statement, ..., behaves as though declared in the head of the smallest embracing block...). This information is then used in phase 2 in the check whether labels occurring indesignational expressions have been declared. In phase 3 "label <labell><pl> 3" is evaluated, as defined in T12.3 and T12.4. The effect is that a truth is added to V establishing a correspondence between "<labell>", "<pl>" and the current block number (for the meaning of "<fgsl>" see sections 6.22 and 6.23). As explained above, the correspondence between "<labell>" and "<pl>" is used in the evaluation of a goto statement, leading to "<labell>".

There remains the treatment of blocks in the prescan (T5.9 to T5.15, cf. also T2.1):

1. Phase 1 of the prescan of the program is initiated by the evaluation of the third simple name in the right part of T2.1.
2. Before the "end" of each block (except for the program itself and procedure bodies, but including blocks within procedure bodies), an extra goto statement is included, leading to an extra label, which labels the statement immediately following the block concerned.



This is achieved by application of T5.9. Infinite addition of extra goto statements is avoided by the introduction of the auxiliary metavariable "<special block>": Once the extra goto statement is added to the block, it becomes a special block, and T5.11 becomes applicable.

3. Application of T5.11 to a special block has the following effect:

3.1. No special actions are performed in phases 1 and 3.

3.2. In phase 2 the simple names "<special block1> in <decl block>" and "first progr.p of block <p1>" are evaluated. After this, the standard addition to V of a new truth for "<p1>" is performed, and the succeeding "<p1> α" is evaluated.

The evaluation of "<special block1> in <decl block>" leads to the prescan of "<special block1>" (T5.13, "<special block1>" is a specific case of "begin <block tail>"), i.e., the prescan mechanism is activated recursively for this block by T5.13; see also below. The prescan of procedure bodies is performed by evaluating the appropriate simple names in the right parts of T13.14 to T13.17, as explained later.

By applying T5.12, the evaluation of "first progr.p of block <p1>" leads to addition to V of a truth which defines the first program point of the block corresponding to "<p1>".

One should note the difference in T5.12 between "<bcs1><as1>", which is the program point corresponding to the special block we consider, and "<bcs1><bcl> α", which is the program point corresponding to the first declaration in the block concerned. This declaration occurs one block level deeper, and therefore an extra "γ" (and one or more "β"'s) are needed; hence, the transition between "<bcs1><as1>" and "<bcs1><bcl> α".

Note moreover that "<bcs1><bcl>" was left in V as a result of the block entrance in the evaluation of "<special block1> in <decl block>", as will become clear later. However, at the moment of application of T5.12, "<bcs1><bcl>" is not the current block number, since this has been reset to "<bcs1>" upon exit from "<special block1>".



3.3. In phase 4 the evaluation takes place of "first progr.p. of block <p1>". The necessary preparations for this evaluation were made in phase 2, since:

- a. As a result of the evaluation of "<special block1> in <decl block>" (i.e. of the prescan of this block), truths have been added to V which define the values of the successive program points corresponding to the declarations and statements of this block.
- b. As a result of the evaluation of "first progr.p. of block <p1>" (in phase 2, described above), the first program point of the block concerned can be found in V.

This means that phase 3 of the evaluation of the block, corresponding to "<p1>", is started by the evaluation of "first progr.p. of block <p1>", in phase 4 of the evaluation of the smallest embracing block of the block concerned.

Note that no successor " $\tau$  <p1>  $\alpha$ " is evaluated in phase 4. This is not necessary, since the extra goto statement which was added in T5.9, ensures the execution of the successor of the block concerned.

Finally, we describe the evaluation of "<special block1> in <decl block>", i.e., the way in which the prescan mechanism for a block is called recursively.

First of all, T5.13 will be applied; hence, the two simple names in its right part are evaluated. The first one, i.e. "begin", leads to the addition to V of the block number for this new block (as described in 6.3). The second simple name is evaluated by applying T5.14. The right part of T5.14 consists of two simple names.

Evaluation of the first simple name leads to addition to V of:

```
<bcs1>  $\alpha$  is {
  {<bcs1>  $\alpha$  is {begin co
    {  $\tau$  <bcs1>  $\alpha$  is  $\tau$  <bcs1>  $\alpha\alpha$  } co
    <bcs1>  $\alpha\alpha$  } } co
  <bcs1>  $\alpha\alpha$ 
```



This is a truth of the same structure as those resulting from T4.1, T5.7, etc. We see that no special actions are taken in phases 1, 2 or 4, but only in phase 3, where "begin" is evaluated again: This time the dynamic block introduction during execution time is performed. The second simple name of the right part of T5.14, i.e., "<bcs1> αα : <block tail>", has precisely the form to which one of T4.1, T5.7, etc. is applicable. Hence, evaluation of this simple name starts the prescan of the block concerned.

Repeated application of the prescan rules T4.1, T5.7, etc. to a given block, will eventually lead to exhaustion of the sequence of declarations and statements in this block, after which a program point, corresponding to its "end", is introduced. Then T5.15, which is important for the transition between the several phases, will be applicable.

We describe its right part in detail:

1. Evaluation of its first simple name leads to addition to V of:

$$\begin{aligned} &\langle bcs1 \rangle \langle as1 \rangle \underline{is} \{ \underline{end} \underline{co} \\ &\quad \{ \langle bcs1 \rangle \langle as1 \rangle \underline{is} \{ \\ &\quad \quad \{ \tau \langle bcs1 \rangle \langle as1 \rangle \underline{is} \underline{end} \} \underline{co} \\ &\quad \quad \tau \langle bcs1 \rangle \alpha \} \} \} \end{aligned}$$

1.1. Evaluation of "<bcs1><as1>" in phase 2 has the following effect:

1.1.1. "end" is evaluated. This leads to the block exit; phase 2 of the prescan of the block concerned is now finished.

1.1.2. To V is added:

(1)  $\langle bcs1 \rangle \langle as1 \rangle \underline{is} \{ \{ \tau \langle bcs1 \rangle \langle as1 \rangle \underline{is} \underline{end} \} \underline{co} \tau \langle bcs1 \rangle \alpha \}$

Note that there is no successor of "<bcs1><as1>" in phase 2.

Evaluation of "<bcs1><as1>" in phase 3 leads to application of (1), with the following effect:

1.1.2.1. To V is added

(2)  $\tau \langle bcs1 \rangle \langle as1 \rangle \underline{is} \underline{end}$

1.1.2.2. " $\tau \langle bcs1 \rangle \alpha$ " is evaluated.

The evaluation of " $\tau \langle bcs1 \rangle \alpha$ " starts phase 4 of the block concerned; here we find the transition from phase 3 to phase 4.



The reason for the extra symbol " $\tau$ " can now be given: If this symbol had not been introduced, it would have been impossible to distinguish between phase 3 and phase 4, if the block concerned is executed more than once.

Evaluation of " $\tau$  <bcs1><as1>" in phase 4 leads to application of (2), hence "end" is evaluated, which means that the (dynamic) block exit is performed.

Again, there is no successor given of " $\tau$  <bcs1><as1>" in phase 4. If the block concerned is not the body of a type procedure, its successor is found by the extra goto statement, added in T5.9 (thus, in this case " $\tau$  <bcs1><as1>" will in fact never be evaluated), whereas in the case that the block is the body of a type procedure, there is of course no succeeding statement.

2. Evaluation of the second simple name of the right part of T5.15, i.e., of "<bcs1>  $\alpha$ ", starts phase 2 of the prescan; here we note the transition from phase 1 to phase 2.

We now summarize the rules about initiation of and transition between the different phases:

1. Phase 1 of the prescan of the program is initiated by the evaluation of the third simple name of the right part of T2.1.
2. Phase 1 of the prescan of all other blocks is initiated by evaluating "<special block1> in <decl block>" (T5.11; the similar case of procedure bodies is treated by T13.14 to T13.17).
3. Transition from phase 1 to phase 2 is performed by application of T5.15.
4. Phase 3 of the program is initiated by the evaluation of the first program point of the program, i.e., of " $\beta\gamma\alpha$ " (fourth simple name of the right part of T2.1).
5. Phase 3 of the execution of inner "normal" blocks (i.e. blocks other than procedure bodies) is initiated by the evaluation of "first progr.p. of block <p1>", in phase 4 of the evaluation of the smallest embracing block (T5.11).
6. Phase 3 of the execution of procedure bodies is initiated by a mechanism explained later.



7. The transition from phase 3 to phase 4 is performed by application of T5.15.

6.5. The requirement that all identifiers of a program be declared

In phase 2, application of T4.1 and T5.7 leads to evaluation of "<declaration><p1> 2" and "<unlabelled basic st1><p1> 2" (evaluation, in phase 2, of "<special block1> in <decl block>" results in the same simple names).

Depending upon the different kinds of declarations and unlabelled basic statements, the following possibilities arise:

- a. <type declaration1><p1> 2
- b. <array declaration1><p1> 2
- c. <switch declaration1><p1> 2
- d. <procedure declaration1><p1> 2
- e. <ass st1><p1> 2
- f. goto <dexpl><p1> 2
- g. <proc st1><p1> 2

Clearly, it is not necessary to check whether identifiers occurring in type declarations have been declared. Hence, the definition of T7.9, which simply leads to the addition of "tr" to V.

(This is a device which is used often in the metaprogram; addition of "tr" to V has no influence on the rest of the evaluation of the program. The reason for inclusion of T7.9 is the desire to obtain a uniform treatment of declarations in T4.1; various reasons for addition of "tr" to V in several other cases will appear in the sequel.)

By T9.14, "<array declaration1><p1> 2" also has the value "tr". The check whether the identifiers occurring in the bound pair lists have been declared is already performed in phase 1, since these identifiers have to be declared in embracing blocks and not in the block itself in which the array declaration occurs. Details of this check are given later. By T11.8, evaluation of a switch declaration in phase 2 leads to evaluation of "<switch list1> in <decl switch list>", where "<switch list1>" is the switch list occurring in the switch declaration concerned.



The more complicated treatment of procedure declarations in phase 2 is explained below.

By T14.17, T15.1 and T17.62, evaluation of "ass st1<pl> 2", "goto <dexpl><pl> 2", and "<proc st1><pl> 2" leads to evaluation of "<ass st1> in <decl ass st>", "<dexpl> in <decl dexp>", and "<proc st1> in <decl proc st>" respectively.

Next we explain the way in which the simple names "<switch list> in <decl switch list>", ..., "<proc st> in<decl proc st>" are evaluated.

The main features of the evaluation of these simple names are:

- a. Inclusion in the metaprogram, in addition to the truths which are equivalent to the BNF rules of [38], of related truths, such as:
  - "<decl factor> in <decl term>" besides "<factor> in <term>",
  - "<decl aexp> in <decl sub exp>" besides "<aexp> in <sub exp>",
  - "<decl int var> in <decl primary>" besides "<int var> in <primary>",
  - "<decl saexp><rel op><decl saexp> in <decl bprimary>" besides "<saexp><rel op><saexp> in <bprimary>",
  - etc.
- b. Use of a search in embracing blocks, by means of the block number.
- c. Use of information which is added to V in phase 1.

As a result of these three points, the process of checking whether all identifiers of a program are declared is performed automatically by the processor, as follows from the definition of envelope and applicability.

We give an example:

In order to evaluate "a := b + c in <decl ass st>", T14.15 is eventually tried for applicability (the preceding truths, in particular T14.16 will prove to be inapplicable). T14.15 is applicable, if "a in <decl int left part list>" and "b + c in <decl aexp>" have the value "tr".

Application of T14.11, T14.3 and T18.33, to "a in <decl int left part list>" leads to evaluation of "a in <decl int var id>".

Application of T19.28, T19.26, T19.24, T19.19, T19.15, T19.10 and T18.33 to "b + c in <decl aexp>" leads to evaluation of "b in <decl int var id>" and "c in <decl int var id>". Application of T18.11 to "a in <decl int var id>" leads to evaluation of "a <bcs1> in <decl int var id>", where "<bcs1>" is the current block number.



If "a" has been declared in this same block, application of T18.27 results in the value "tr" for "a in <decl int var id>". (As will be seen later, if "a" is an integer variable, declared in the block with block number "<bcs1>", there will have been left in V a truth of the form "integer a <bcs1>", as a result of phase 1. Since the condition of T18.27 envelopes this truth, T18.27 is applicable to "a <bcs1> in <decl int var id>".)

If "a" is not declared in the block with block number "<bcs1>", it might be a formal parameter, in which case T18.23 applies (the way in which "formal a <bcs1>" might have been added to V is again described later). If "a" is not a formal parameter either, then by T18.19 the evaluation of "a <bcs2><bcl> in <decl int var id>" (with "<bcs2><bcl>="<bcs1>"), is replaced by the evaluation of "a <bcs2> in <decl int var id>", i.e., the smallest embracing block is now considered, and T18.27 and T18.23 are tried again (note that the current block number is not changed if an embracing block is tried).

In case of no success, by repeated application of T18.19, all embracing blocks are searched, until there is no longer an embracing block. Then T18.15 applies, and the value of "a in <decl int var id>" is some symbol, viz. "ω", different from "tr", which means ultimately that T14.15 is not applicable to "a := b + c in <decl ass st>".

If, on the other hand, "a" and also "b" and "c", have been declared correctly, the final result is that "a := b + c in <decl ass st>" has the value "tr", which is then the result of the evaluation of "a := b + c <pl> 2" in phase 2. Again, addition of "tr" to V does not influence the rest of the evaluation.

The case that one of the identifiers in "a := b + c" turns out not to be an integer variable nor a formal parameter, will be treated below (6.7). In a sense, the evaluation of the program is then stopped.

From the given example, it follows that phase 2 is in fact not only used for the test whether all identifiers have been declared, but also to check that the identifiers have the correct types. With formal parameters, this check is of course in general impossible. Therefore, the type of a formal parameter is always considered to be correct.

All evaluations in phase 2 proceed essentially as in the above given example.



### 6.6. Auxiliary identifiers and labels

In several places we have introduced auxiliary identifiers and labels, such as: the identifiers "dummy 1", "dummy 2" and "sign" in T2.1, the labels "<p> λ 1" to "<p> λ 4" in T5.3 to T5.6, the label "<p> κ" in T5.7, etc. (a complete list is given in T23.194 to T23.200 and T23.202 to T23.205). By T23.201 and T23.206, these auxiliary identifiers and labels are indeed identifiers and labels; hence, the metaprogram will treat simple names which contain these auxiliary identifiers and labels in the same way as simple names containing "normal" (i.e. defined as in [38]) identifiers and labels. However, there is one exception to this rule: If an auxiliary identifier or label occurs in the original program, then by T2.2 or T2.3, its value is defined to be "ω" (6.7).

### 6.7. "Undefined values" (T0.1 to T0.7)

Whenever in the course of the evaluation of a program something occurs which was left undefined, said to be undefined or forbidden in [38], we have tried to arrange that the value of the program is then "ω". It is, however, in general impossible to deliver the single symbol "ω" as the value of the whole program (with two exceptions, see below), since, as a result of the prescan, the evaluation of the program is divided into the evaluation of a list of simple names. Thus, the value of the program is necessarily the list of the values of these simple names. The best we could do was to try to organize the evaluation of the program in such a way that essentially, whenever the value of a certain simple name happens to be "ω", that then the values of the remaining simple names are also "ω", so that the value of the program terminates with a list of "ω"'s.

We now give more details about our treatment of the "undefined values". First we treat the case that the "program" which is evaluated contains an auxiliary identifier or label. Then, by T2.2 or T2.3, its value is defined to be "ω" (provided it consists only of basic symbols or auxiliary terminal symbols (see below)).

If the program does not contain an auxiliary identifier or label, but it is syntactically incorrect for some other reason, then T0.1 will be



applied, again with the result " $\omega$ ".

(Note that the introduction of an auxiliary identifier or label results in a program which is syntactically incorrect in the sense of [38], but which is still a specific case of "<program>" as defined in the metaprogram. Hence, the need for truths T2.2 and T2.3.)

The syntactic definition of a sequence of basic and aux(iliary) term(inal) symbols is given in T23.207 to T23.209. The auxiliary terminal symbols are listed in T23.142 to T23.193. Examples of their use have already been given in the definition of a block number, a program point, the symbols "1", "2", "3", "4", which indicate evaluations in the different phases, the simple name "first progr.p. of block <p>", etc.

As explained above, the evaluation of a syntactically correct ALGOL 60 program is divided into the evaluation of a list of simple names. Each of these simple names (except for the metastrings) is either a sequence of basic and auxiliary terminal symbols, or of one of the forms "<ass st1> in <decl ass st>", ..., "<switch list1> in <decl switch list>". (Remember that simple names of the second kind were introduced in phase 2.)

The metaprogram is organized in such a way that whenever one of these simple names contains something which was left undefined, said to be undefined or forbidden in [38] (e.g. an undeclared identifier, an identifier which is declared more than once in the same block, an array element with subscripts outside the array bounds, number of actual parameters in a procedure call different from the number of formal parameters, etc.), then the value of that simple name is either directly defined to be " $\omega$ " (see e.g. T7.8), or none of the truths except one of T0.1 to T0.7 will be applicable.

Suppose now that the evaluation of a certain simple name has resulted in the addition of " $\omega$ " to V; from then on, all remaining simple names (for an exception see below) will also have the value " $\omega$ ", since one of T23.210 to T23.216 will now be applicable: The addition of " $\omega$ " to V has the effect that the condition in T23.210 to T23.216 has the value "tr". Thus, once a certain simple name has the value " $\omega$ ", all other simple names will have the value " $\omega$ ".



There is, however, an exception to this rule: As follows from the definition of the metalanguage, metastrings are not evaluated by applying the metaprogram; hence, the occurrence of " $\omega$ " in V will not prevent the addition of the values of these metastrings to V.

#### 6.8. Syntax of a program (T1.1 to T1.34)

The truths in this section are essentially equivalent to the BNF rules for an ALGOL 60 program, cf. [38], 4.1.1, etc. Some minor modifications were needed for the treatment of the dummy statement. Also, the metavariables "<block end>" and "<block tail>" were introduced for subsequent use, e.g. in the prescan rules. The reason for the unusual definition of "<block end>" will become clear when we treat the for statement.

#### 6.9. Value of a program (T2.1 to T2.3)

The main aspects of T2.1 have already been treated in the description of the prescan. The first simple name of its right part initializes the block number. The second simple name initializes a for counter, which is used in the definition of the for statement and is explained later. The third simple name initiates the prescan. Note that the given program is embedded into an outermost block which contains auxiliary declarations. The reason for the type declarations "integer dummy 1" and "boolean dummy 2" will become clear below. The integer procedure "sign" is introduced in view of the definition of the for statement. Evaluation of the fourth simple name starts the execution of the program. T2.2 and T2.3 were treated above.

#### 6.10. Syntax of block number and program point (T3.1 to T3.7)

This requires no special comment.

#### 6.11. Prescan declarations (T4.1 to T4.3)

T4.1 has been explained already.



By means of T4.2, a type declaration, containing more than one identifier, is replaced by a sequence of type declarations, each containing only one identifier.

T4.3 has a similar function for array declarations.

#### 6.12. Prescan statements (T5.1 to T5.15)

The meaning of T5.1 and T5.2 is clear.

T5.3 to T5.6 are used to transform a conditional statement into a sequence of unconditional statements or for statements.

T5.7 to T5.15 have been treated already in the description of the prescan mechanism.

#### 6.13. Value of begin and end (T6.1 to T6.6)

Except for T6.5, these truths were treated above.

T6.5 needs some more explanation. We have already mentioned that jumps out of function designators occurring in expressions can upset the correct order of evaluation of a program: For example, let " $\langle pl \rangle$ " correspond to an assignment statement; then from T14.18 it follows that after the completion of the evaluation of this assignment statement, " $\tau \langle pl \rangle \alpha$ " has to be evaluated. However, if a jump out of this assignment statement occurs, we have to find a way to avoid subsequent evaluation of " $\tau \langle pl \rangle \alpha$ ". This is accomplished by the following device:

- a. Each block ends with a goto statement, leading to the successor of this block; hence, a jump out of a function designator leads to the evaluation of the whole rest of the program (for an exception see below), and only after completion of the whole program will the evaluation of T14.18 be continued by evaluating " $\tau \langle pl \rangle \alpha$ ".
- b. However, application of T6.5 will result in addition to V, in phase 4, of the truth " $\langle \text{sequence of basic and aux term symbols} \rangle$ ".

Thus, after "completion" of the program, every simple name which is evaluated afterwards, such as " $\tau \langle pl \rangle \alpha$ ", has the value "tr". This means that we have in a way cancelled the superfluous evaluations after the actual completion of the program.



The above described scheme does not work for a jump out of a function designator to a label which is local to a function designator, cf. 6.1.

#### 6.14. Type declarations (T7.1 to T7.13)

The meaning of T7.1 to T7.6 is obvious.

T7.7 leads to addition to V of the identifier concerned, supplied with its type and the current block number. However, if the same identifier has been declared already in this block, then T7.8 will be applicable and "ω" is added to V. In fact, if "<idl>" has been declared already in this block, then a truth will have been added to V which is enveloped by "<specifier><idl><bcs1>", whence the applicability of T7.8. For the definition of "<specifier>" see T13.4 to T13.7.

By T7.10 and T7.11, evaluation of a declaration of a non own simple variable in phase 4 leads again to addition to V of the identifier concerned, supplied with its type and the current block number (the block number in phase 4 is of course different from that in phase 2).

T7.12 and T7.13 treat the somewhat more complicated case of own type declarations, e.g. "own <typel><idl><p1> 4". Two cases are distinguished:

1. If the block in which the declaration of the own simple variable occurs is executed for the first time, T7.12 will apply; hence, two truths are added to V:

(1) <typel><idl><bcs1>

This is just the same as with a non own simple variable.

(2) τ <p1> is {own <typel><idl><p1> 4 <bcs1> co τ <p1> α}

(2) has the following effect:

2. If the block in which the declaration of the own simple variable occurs is executed again, then the program point corresponding to this declaration will be evaluated by applying truth (2):
  - 2.1. Evaluation of the first simple name of the right part of (2) is performed by applying T7.13. Again, two simple names are evaluated:
    - 2.1.1. The first simple name of the right part of T7.13 is of the same form as an own declaration which is executed for the first time (see 1. above).



2.1.2. The second simple name leads to addition to V of

(3)  $\langle id1 \rangle \langle bcs1 \rangle \underline{is} \langle id1 \rangle \langle bcs2 \rangle$

Here " $\langle bcs1 \rangle$ " is the block number of the current activation of the block concerned, " $\langle bcs2 \rangle$ " is the block number of its previous activation. The effect of (3) is that if " $\langle id1 \rangle$ " is evaluated at the moment that " $\langle bcs1 \rangle$ " is the current block number, and if there has been no assignment to " $\langle id1 \rangle$ " during this activation of the block, then evaluation of " $\langle id1 \rangle \langle bcs1 \rangle$ " is replaced by evaluation of " $\langle id1 \rangle \langle bcs2 \rangle$ "; i.e., the processor now searches for a value of " $\langle id1 \rangle$ " which was possibly assigned to it in the previous activation of the block concerned, which had as its block number " $\langle bcs2 \rangle$ ". (In order to understand this mechanism completely, one also has to know how the evaluation of a simple variable and of an assignment statement is defined.)

2.2. Evaluation of the second simple name of the right part of (2) will, as usual, lead to evaluation of the declaration or statement which follows the own type declaration.

#### 6.15. The value of a simple variable (T8.1 to T8.6)

If a simple variable, say " $\langle id1 \rangle$ ", is evaluated, and if the current block number is " $\langle bcs1 \rangle$ ", then application of T8.1 results in evaluation of " $\langle id1 \rangle \langle bcs1 \rangle$ ".

If " $\langle id1 \rangle$ " has been declared in the block with block number " $\langle bcs1 \rangle$ ", and if T8.4 proves to be applicable, then no assignment to " $\langle id1 \rangle$ " has taken place in this block, for otherwise first a dynamically added truth of the form " $\langle id1 \rangle \langle bcs1 \rangle \underline{is} \langle int1 \rangle$ " or " $\langle id1 \rangle \langle bcs1 \rangle \underline{is} \langle logical\ value1 \rangle$ " would have been met as the result of such an assignment (see also the definition of assignment statements). Thus, applicability of T8.4 indicates that the simple variable concerned did not get a value in this block, whence its value is defined to be " $\omega$ ".

Another possibility is that " $\langle id1 \rangle \langle bcs1 \rangle$ " is a formal parameter, called by name, which has an expression " $\langle expl \rangle$ " as its corresponding actual parameter. Then T8.3 will be applicable. The condition of T8.3 is then



an envelope of a truth which was left in V as the result of the treatment of procedure statements (explained below). The block number of the smallest embracing block of the procedure statement occurs as "<bn1>" in this condition. This is not the same as the block number at the moment that "<id1><bcsl>" is evaluated, since the procedure call mechanism will have changed the block number.

Evaluation of the right part of T8.3 has the following effect:

- a. Evaluation of the first simple name stores the current block number in such a way that it can be reset later (see d).
- b. The block number of the block in which the procedure statement occurs is added to V (hence, this becomes for the moment the current block number).
- c. "<expl>" is evaluated and a rule which contains this result is added to V.
- d. The block number which was preserved in a is reset.
- e. Now the value of "<id1><bcsl>" is the value of "result".

Remark: The manipulations with the block number are necessary to avoid clash of names, e.g. in the following case:

```
begin procedure P(f);
    begin integer a; ... f ... end P;
    integer a;
    ...; P(a); ...
end
```

When neither T8.4 nor T8.3 is applicable, and if we assume that "<id1>" is not a function designator (this case is treated below), then by T8.2 the value of "<id1><bcsl><bc1>" (where "<bcsl>" = "<bcsl><bc1>") is the value of "<id1><bcsl>"; i.e., the smallest embracing block is searched. (This is the same technique as was used in the check in phase 2 whether all identifiers are declared.)

Again the three possibilities are considered, viz.

- a. A value was assigned dynamically to "<id1><bcsl>".
- b. "<id1><bcsl>" was declared in the block with block number "<bcsl>", but no assignment occurred (T8.4).



c. "<idl><bc2>" is a formal parameter (T8.3).

In case of no success, T8.2 is applied again, etc.

Eventually, this process must come to an end, since "<idl>" is certainly a declared identifier or a formal parameter (this was checked already in phase 2); thus, there will be some block, embracing the initially considered one, in which one of the three above mentioned possibilities holds.

#### 6.16. Array declarations (T9.1 to T9.29)

T9.1 to T9.9 give the syntactical definition of an array declaration.

T9.10 to T9.13 define the value of an array declaration in phase 1.

The meaning of T9.10 is clear. Application of T9.11 has the following effect:

- a. The first simple name of its right part is evaluated by application of either T9.13 or T9.12. If T9.13 is applicable, then "<idl>" has been declared already in the same block and " $\omega$ " is added to V. Otherwise, a truth is added to V, containing the type of the identifier, an indication that it is an array identifier, and the block number of the block in which it is declared.
- b. The three remaining simple names check whether the identifiers in the bound pair list have been declared. This check is performed in phase 1, since these identifiers must have been declared in embracing blocks. First the block number of the smallest embracing block is activated, then " $\langle$ bplist1> in <decl bplist>" is evaluated, and finally the block number of the block concerned is restored. (By the definition of the program point, the block number of the smallest embracing block is immediately available.)

T9.14 defines the value of an array declaration in phase 2 to be "tr".

T9.15 to T9.29 define the value of an array declaration in phase 4:

- a. By T9.19 and T9.20, an integer bound pair list is defined as a bound pair list which contains only integers.
- b. By T9.15, if the array declaration contains a bound pair list which is not an integer bound pair list, the expressions in the bound pair



- list are evaluated, again after first activating the block number of the smallest embracing block, and later on reactivating the block number of the current block (T9.16 to T9.18, T9.21).
- c. The treatment of a non own array declaration is completed by T9.22, T9.24 and T9.25. Eventually, a truth is added to V, containing the identifier concerned, its type, the indication "array", and the evaluated bound pair list.
- d. The value of an own array declaration is given by T9.23 to T9.26. Essentially, the same scheme is used as with own simple variables. Only one extra difficulty arises: According to [38], 5.2.5, when a subscripted variable is evaluated, which corresponds to an own array and which has obtained a value in a former activation of the block concerned, it is necessary to check whether the subscripts are within the most recently calculated subscript bounds. This is accomplished by the condition in the second metaexpression of the right part of T9.26: Only if the subscripts are within the most recently calculated subscript bounds (i.e. if the value of "<sub exp list> within bounds of <int bplist1>" (defined in T9.27 to T9.29) is tr) is the value of the subscripted variable "<id1><bcs1>[<sub exp list1>]" equal to the value of the same variable in the previous activation, viz. "<id1><bcs2>[<sub exp list1>]".
- e. The meaning of T9.27 to T9.29 is obvious.

#### 6.17. The value of a subscripted variable (T10.1 to T10.9)

T10.1 to T10.4 define the value of a subscript expression list. If a subscripted variable, say "<id1>[<sub exp list1>]", is evaluated, T10.5 results in the evaluation of "<sub exp list1>" and the extension of "<id1>" with the current block number. T10.9 will be applicable to the result, if no assignment has been made to the subscripted variable in the block in which it has been declared, whence its value is undefined. T10.8 gives the replacement of the formal array identifier "<id1><bcs1>" by the actual array identifier "<id2><bcs2>". Note again that "<bcs2>" is the block number of the block in which the procedure statement occurs. T10.7 causes the search in an embracing block. T10.6 is applicable if none of the aforementioned cases occurs.



### 6.18. Switch declarations (T11.1 to T11.13)

T11.1 to T11.8 need no further explanation.

T11.9 to T11.13 define the value of a switch declaration in phase 4. We demonstrate the effect of these truths by an example: Evaluation of

"switch S := L, if i > 0 then P else Q, M[3] <p> 4"

in a block with block number "<bcs1><dbcs1>" leads to addition to V of:

switch S <bcs1><dbcs1> co

S <bcs1> [1] eq L co

S <bcs2> [2] eq if i > 0 then P else Q co

S <bcs2> [3] eq M[3]

Remark: "<ui>" in T11.12 and T11.13 stands for "unsigned integer", and is defined in T22.59. The definition of addition is also given later.

### 6.19. "Label declarations" (T12.1 to T12.4)

T12.1 and T12.2 have the usual meaning.

By means of T12.3 and T12.4, the evaluation of "<labell><p1> 3" results in the addition to V of a truth which contains "<labell>", the current block number and for counter (see section 6.23), and the program point corresponding to the statement which is labelled by "<labell>".

### 6.20. Procedure declarations (T13.1 to T13.31)

T13.1 to T13.11 define the syntax of a procedure declaration.

T13.12 and T13.13 define the value of a procedure declaration in phase 1.

If the procedure identifier has not been declared before in the same block, a truth is added to V containing the identifier, an indication that it is a procedure identifier, possibly of some type, the current block number, and possibly a formal parameter part. The addition of the formal parameter part is used later to check in phase 2 whether the number of actual parameters in a procedure statement is equal to the number of formal parameters in the corresponding declaration.

T13.14 to T13.19 define the value of a procedure declaration in phase 2.

We explain only T13.16, the others being similar. Let

"procedure <idl> (<id list1>); <value part1><spec part1><st1><p1> 2"

be the declaration concerned.



- a. An extra "begin" is evaluated (to ensure the right scope for the formal parameters).
- b. "formal <id list1>, <p1> κ" is evaluated. "<p1> κ" is the extra formal parameter which was already mentioned in 6.4. The effect of evaluating a list of formal parameters is the addition to V of these parameters, supplied with the current block number and the indication "formal" (T13.18, T13.19). This information is used later on in phase 2, in the check whether the procedure body contains only declared identifiers.
- c. "begin integer dummy; <st1>; goto <p1> κ end in <decl block>" is evaluated. This means that the prescan mechanism is activated (T5.14) for the procedure body. Note that "<st1>" is embedded in an auxiliary block (by means of the declaration "integer dummy") and that an extra goto statement is inserted, leading to the extra formal parameter "<p1> κ".
- d. The first program point of the procedure body is stored by applying T13.20 (cf. T5.12).
- e. The "end", corresponding to the "begin" in a, is evaluated.

Remark: From T13.15 and T13.17 it follows that no extra formal parameter is inserted for type procedures.

T13.21 to T13.31 define the value of a procedure declaration in phase 4. By applying T13.21, the procedure declaration is first extended with the first program point of its body. This first program point is available as a result of one of T13.14 to T13.17, and T13.20.

Next the extra formal parameter is added in case of a non type procedure (T13.22, T13.23). In the left parts of T13.22 and T13.23, "<p1>" is the program point corresponding to the procedure declaration, and "<p2>" the first program point of its body. Once the addition of the extra formal parameter is made, "<p1>" is no longer necessary and is therefore omitted. This omission is also done in case of type procedures by T13.24.

T13.25 to T13.28 define some auxiliary metavariables. After application of T13.22 to T13.24 two possibilities arise:

- a. The procedure declaration has no value part. Then by T13.29, the



relevant information is added to V. Note that the specification part is ignored.

- b. The procedure declaration does have a value part. Then by T13.30 and T13.31, the entries in the formal parameter list which occur in the value part are supplied with a special indication, viz. the corresponding specifier. If this process is completed for all value parameters, T13.29 will be applicable.

#### 6.21. Assignment statements (T14.1 to T14.44)

T14.1 to T14.16 give the syntax of assignment statements and of declared assignment statements.

T14.17 defines the value of an assignment statement in phase 2.

T14.18 links the assignment statement with its successor.

T14.19 to T14.44 define the value of an assignment statement in phase 4.

The ultimate result of the application of these truths to an assignment statement is the addition to V of: the variable concerned, followed by the block number of the block in which it has been declared, followed by "is", followed by the expression on the right hand side of the assignment statement (cf. T14.41 to T14.44).

Complications in the detailed definition of the evaluation of an assignment statement are caused by:

- a. Multiple assignment statements. The requirement that the expression on the right hand side is evaluated only once does not allow the first solution which comes to mind, i.e., the rewriting of the multiple assignment statement as a sequence of "simple" assignment statements.
- b. The desire to supply the variables of the left part list with the block number of the block in which they are declared (and not of the block in which the assignment statement occurs).
- c. Clash of names, especially in the case of assignment to a formal parameter which has a subscripted variable as its corresponding actual parameter.
- d. Assignment to the procedure identifier in the declaration of a type procedure.



e. The requirement that subscripted variables in a left part list have subscripts within the corresponding array bounds.

The first two problems are solved essentially by means of the introduction of the auxiliary metavariables "<ext left part>" and "<ext left part list>", and the usual search in embracing blocks. Here a scheme is used which first establishes the identity of the variables in the left part list, and then evaluates the expression on the right hand side, after which the rewriting of the assignment statement as a sequence of "simple" assignment statements becomes possible. Then T14.41 to T14.44 become applicable.

Clash of names is treated by T14.32 and T14.33. The structure of T14.32 is similar to that of T8.3.

Assignment to a procedure identifier is defined in T14.34. It will be explained later when we treat type procedures.

The check whether the subscripts of a subscripted variable are within the corresponding subscript bounds is performed by evaluating the first simple name of the right part of T14.40. The value of this simple name was defined in T9.27 to T9.29. If it has the value "tr", it will be added to V, again without any influence on the evaluation of the remainder of the program. However, if its value is not "tr", then "w" will be added to V with the usual result (6.7).

#### 6.22. Goto statements (T15.1 to T15.19)

T15.1 defines the value of a goto statement in phase 2 and T15.2 to T15.19 define its value in phase 4.

The requirement that a goto statement, leading to an undefined switch designator, be equivalent to the dummy statement has complicated the definition of the goto statement, among other things because it is necessary to keep available the program point corresponding to the goto statement concerned, and the block number of the block in which this statement occurs.

By T15.2, the current block number is added to the goto statement.

By T15.3, parentheses around designational expressions are deleted.



T15.4 to T15.6 treat conditional designational expressions. If the boolean expression of the if clause is not one of the symbols "true" or "false", then this boolean expression is evaluated by T15.4, after which T15.5 or T15.6 may apply (cf. also 4.2.3.1).

After application of T15.3 to T15.6, the designational expression is either a label or a switch designator.

T15.7 to T15.12 treat the first case.

By T15.7, the current for counter is found and added to "goto <label1> <pl><bn1>". The definition of the for counter, as given in the section on for statements, is essentially similar to that of the block number: Possible for counters are: " $\phi\chi$ ", " $\phi\chi\phi\chi\phi\phi\chi$ ", " $\phi\chi\phi\phi\chi\phi\chi\phi\phi\phi\chi$ ", etc. Again, the " $\chi$ "'s count the depth of nested for statements, the " $\phi$ "'s between a certain " $\chi$ " and the immediately preceding " $\chi$ " count the number of parallel for statements on the depth of this " $\chi$ ". The for counter is used to avoid jumps into a for statement from outside (see below).

By T15.8, the current block number is added to "goto <label1><fgs1> <pl><bn1>". Note that, although at the moment of application of T15.2, "<bn1>" was the current block number, this is now no longer necessarily the case, since the block number may have changed as the result of the treatment of switches (see explanation of T15.17 below).

T15.10 defines the usual transition to a search in the embracing block, and T15.9 applies if the outermost block is reached.

T15.11 treats the case of a formal label: this label is replaced by the corresponding actual designational expression. First, however, the block number in which the procedure statement containing the formal label occurs, is activated, in order to avoid clash of names. It is not necessary to reactivate the current block number, since this will be activated eventually by T15.12.

If "<label1>" occurs in the block with block number "<bcs1><dbcs1>", then T15.12 will be applicable to "goto <label1><bcs1><fgs1><fgs><p><bn>".

The following remarks may explain T15.12:

- a. As a result of application of T12.3 and T12.4, a truth will have been left in V which is enveloped by the condition of T15.12.



- b. "<bcsl><dbcs1>" is the block number of the block in which "<labell>" was "declared". It is activated by the evaluation of the first simple name of the right part of T15.12.
- c. "τ <pl>" is the program point, corresponding to the statement which is labelled by "<labell>". Evaluation of this program point in the right part of T15.12 leads to the continuation of the evaluation of the program by evaluating this statement.
- d. "<fgs1>" is the for counter, current at the moment of "declaration" of "<labell>". It is activated by the evaluation of the second simple name of the right part of T15.12. If, at the moment that "goto <labell> <bcsl><fgs1><fgs><p><bn>" is evaluated, the for counter does not have the form "<fgs1><fgs>", then T15.12 will not be applicable: From the definition of the for counter it follows that jumps into a for statement from outside are prevented (in the sense that then only T0.1 will be applicable).
- e. The program point corresponding to the goto statement concerned and the block number of the block in which this statement occurs (the last two metavariables in the left part of T15.12) have no function in T15.12.

T15.13 to T15.19 define the value of a goto statement in the case that the designational expression is a switch designator.

By T15.13, the switch identifier is extended with the current block number and the subscript of the switch designator is evaluated.

T15.14 to T15.16 have the usual function.

If T15.17 is applicable then first the block number of the block in which the switch concerned is declared is added to V. Again, this is done to avoid clash of names ([38], 5.3.5). The second simple name of the right part of T15.17 is evaluated by application of T15.18 or T15.19.

T15.19 will be applicable if the value of the subscript in the switch designator is equal to the ordinal number of one of the items in the corresponding switch list. Then, as a result of the treatment of switch declarations, a truth will have been added to V which is enveloped by the condition of T15.19, and the evaluation of the original goto statement will be replaced by the evaluation of the goto statement leading to



the corresponding designational expression in the switch list. If, on the other hand, T15.19 is not applicable, then by T15.18 the evaluation of the goto statement concerned will simply be replaced by the evaluation of " $\tau$  <pl>  $\alpha$ ", i.e., of its successor. Note that first the block number of the block in which this goto statement occurs is reactivated; this block number was added to the goto statement by T15.2. Thus, a goto statement, leading to an undefined switch designator, is equivalent to the dummy statement (apart from side effects in the evaluation of the subscript; cf. also 6.1).

### 6.23. For statements (T16.1 to T16.32)

T16.1 to T16.7 define the syntax of a for statement.

T16.8 and T16.9 give the definition of the for counter. As will be seen from T16.13, an auxiliary terminal symbol "forbegin" is evaluated in phase 3 of the evaluation of a for statement. The value of this symbol is defined in T16.10, T16.11 and T16.12. These truths are analogous to T6.1, T6.3 and T6.4, respectively. Together with the truths defining the value of "forend" (given later), they perform the updating of the for counter.

The prescan rules for the for statement are given in the rest of section 16. The main reason for their complex structure is the fact that it is not correct to rewrite a for statement, containing a for list with more than one element, as a sequence of for statements, each containing just one element of this for list (thus, the proposed semantics of the for statement in [24] contains an error). This was pointed out to us by B.J. Mailloux and is demonstrated by the following example:

"for i := 1, 2 do begin own integer j; if i = 1 then j := 0; j := j + 1 end"  
is not equivalent with:

"for i := 1 do begin own integer j; if i = 1 then j := 0; j := j + 1 end;  
for i := 2 do begin own integer j; if i = 1 then j := 0; j := j + 1 end".

The essential feature in the prescan rules for the for statement is the introduction of a "dynamic label", called "special label <pl>". Here we mean by "dynamic" that this special label is associated successively with different labels in the program (also especially introduced for this



purpose). It is then possible, after completion of an evaluation of the statement after the for clause, to resume the evaluation of the for statement with the next assignment to the controlled variable, by means of a jump backwards to this dynamic label.

A precise description now follows:

First we consider T16.13. Its right part consists of two simple names. The structure of its first simple name is similar to that used in the prescan rules of sections 4 and 5 of the metaprogram. Apparently, its only use is the evaluation of "forbegin" in phase 3. In the second simple name we observe:

- a. The introduction of the extra labels " $\langle pl \rangle \mu 1$ " and " $\langle pl \rangle \mu 2$ ".  
The label " $\langle pl \rangle \mu 1$ " labels the statement "st1" that occurs after the for clause. In the remainder of this section, we shall call "st1" the "controlled statement".  
The label " $\langle pl \rangle \mu 2$ " labels the construction "forend ( $\langle int \text{ var1} \rangle$ )". This construction will be used later at the end of the evaluation of the for statement. Note that "forend ( $\langle int \text{ var1} \rangle$ )" has syntactically the form of a procedure statement, since "forend" is an auxiliary identifier (T23.198).
- b. The introduction of the extra goto statement "goto special label  $\langle pl \rangle$ ".  
Again, this is a syntactically correct goto statement, since "special label  $\langle pl \rangle$ " is an auxiliary label by T23.205.
- c. From a and b it follows that the sequence of symbols after " $\langle pl \rangle \mu 1$ " is indeed a blockend. This fact is used later, in the left parts of T16.14 to T16.20.

After application of T16.13, one of T16.14 to T16.19 will be applicable to the second simple name of the right part of T16.13. T16.14 to T16.16 treat the case in which the for list contains more than one element, and T16.17 to T16.19 the other case. Suppose T16.14 is applicable. The first simple name of its right part has the usual structure. We see that, in phase 4, a correspondence is set up between the special label and the auxiliary label " $\langle pl \rangle \mu 3$ ".

From the second simple name it follows that:



- a. After execution of "`<int var1> := <aexpl>`", a jump is performed to the controlled statement ("`<p2> μ 1`" labels this controlled statement as a result of T16.13; note that "`<p2>`" is fixed for the whole for statement).
- b. After execution of the controlled statement, "`goto special label <p1>`" will be executed. As a result of the association of the special label and "`<p1> μ 3`", this jump will cause the next assignment to the controlled variable to be executed.

In T16.15 the same principle is used. The jump to the controlled statement is executed only if the boolean expression after "while" has the value "true"; otherwise, the next element of the for list is considered. T16.16 defines the step-until element. The second simple name of its right part is similar to [38], 4.6.4.2. E.g., "`<p1> μ 7`" corresponds to the label "Element exhausted", and "`<p1> μ 6`" to the label "L1". For the definition of the integer procedure "sign", see T2.1.

T16.17 to T16.19 treat for list elements, in the case that these elements are the last ones of the for list.

In T16.17, the special label is now associated with "`<p2> μ 2`"; by T16.13, this label labels the construction which ends the for statement. Hence, "`goto special label <p2>`" will here cause the evaluation of "forend (`<int var1>`)".

T16.18 and T16.19 are similar to T16.16 and T16.17, but now "`<p2> μ 2`" corresponds to the label "Element exhausted".

T16.20 gives the prescan rule for the auxiliary statement "`goto special label <p1>`". From its structure, it follows that only phase 4, in which T16.21 will be applicable, is of importance. We see that the jump to the special label is replaced by a jump to the auxiliary label most recently associated with it: as a result of one of T16.14 to T16.19, a truth will have been left in V which is enveloped by the condition of T16.21.

T16.22 is the prescan rule for the end of the for statement. The requirement that the value of the controlled variable be undefined upon exit from the for statement makes the remaining truths of this section necessary. First, by evaluating the first simple name of the right part of T16.23,



the for counter is updated. Next, the value of the controlled variable is set to "ω". The usual technique for the search in embracing blocks and the treatment of formal parameters is applied (cf. e.g. T16.27 with T14.32). Ultimately, either T16.28 or T16.32 will apply, resulting in the addition to V of a truth which defines the value of the controlled variable to be "ω".

#### 6.24. Procedure statements and function designators (T17.1 to T17.104)

T17.1 to T17.61 define:

"<proc id>" and "<decl proc id>",  
 "<int proc id>" and "<decl int proc id>",  
 "<boolean proc id>" and "<decl boolean proc id>",  
 "<proc st>" and "<decl proc st>",  
 "<int funct des>" and "<decl int funct des>",  
 "<boolean funct des>" and "<decl boolean funct des>",  
 "<act par>" and "<decl act par>", and  
 "<act par list>" and "<decl act par list>".

The mechanism explained in 6.5 is used extensively. In the cases of "<decl proc st>", "<decl int funct des>", and "<decl boolean funct des>", it is checked whether the number of actual parameters is equal to the number of formal parameters in the corresponding declaration (T17.57 to T17.59 and T17.60, T17.61).

T17.62 gives the value of a procedure statement in phase 2. The remaining truths of this section treat procedure statements and function designators in phase 4.

After application of T17.63, T17.64, (T17.66), T17.68 and T17.70, which have the usual meaning, to a procedure statement (supposing that the procedure concerned is not a function designator), either T17.72 or T17.73 will prove to be applicable.

A similar scheme is used for function designators in T17.65, T17.67, T17.69 and T17.71, after which T17.74 will be applicable. Note, however, the differences between the two cases: A procedure statement is always accompanied by its corresponding program point (e.g. "<p1>" in T17.63),



which clearly does not exist for function designators. Also, an empty actual parameter part does not occur here with function designators, since this case will be taken care of by T8.1 to T8.3.

T17.72 treats procedure statements without parameters. Evaluation of its right part has the following effect:

- a. The block number of the block in which the corresponding declaration occurs is activated by evaluating "enter procedure <idl><bcsl>" (cf. T17.77 and section 6.3).
- b. The extra formal parameter "<p3> κ" is associated (see below) with the extra actual parameter "<p2> κ". Cf. also T5.7.
- c. The first program point of the procedure is evaluated.

One might expect the evaluation of "exit procedure" as the fourth simple name, corresponding to the "enter procedure" of a. However, this is not necessary, since the correct block number is activated after the completion of the evaluation of the procedure statement as a result of the evaluation of the inserted auxiliary goto statement (this fact was ignored in the second example of section 6.3 on block numbers).

A procedure statement with parameters is evaluated by means of T17.73. Again, the procedure entrance is performed, and the formal parameters (which include the extra formal label) are associated with the actual parameters, after which the first program point of the procedure body is evaluated.

T17.74 treats function designators. The following simple names are evaluated:

- a. "enter procedure <idl><bcsl>". The procedure entrance is performed.
- b. An extra "begin", in view of:
- c. "<type1><idl> π". This is a type declaration; hence, T7.11 will be applicable (cf. also T23.199). It is introduced to make assignment to the procedure identifier possible (T14.34). The extra symbol "π" is necessary in recursive situations. Without this indication, an occurrence of the procedure identifier other than as a left part, would not cause recursive activation of the procedure, but would simply deliver the value that was last assigned to it.



- d. "<ext formal par part1> substitute <act par part1>". The formal parameters are associated with the actual parameters. Cf. also T17.104.
- e. "<p1>". The first program point of the procedure body is evaluated.
- f. "function value : va {<idl>  $\pi$ }". The value assigned to the procedure identifier is stored. Cf. T17.79.
- g. "exit procedure". The block number of the block in which the function designator occurs is restored (T17.78). By the definition of "exit procedure", it is not necessary to include the evaluation of an "end", corresponding to the "begin" of b.
- h. "function value". Thus, finally, the value of the function designator is the value of "function value", as stored by T17.79.

T17.75 and T17.76 treat function designators, occurring as statements. These cannot be treated as "normal" procedures, since no extra goto statement was included at the moment of their declaration. The solution to this difficulty is provided by including such a function designator in an auxiliary assignment statement. Note that the left parts of these assignment statements have been declared in T2.1. The correct sequencing is ensured here by evaluating " $\tau$  <p1>  $\alpha$ ", which corresponds to the successor of the procedure statement.

T17.80 to T17.104 define the formal-actual substitution.

T17.81 defines the call by value of a formal parameter, specified "integer" or "boolean":

- a. An extra "begin" is evaluated.
- b. The formal parameter is declared to be of the specified type.
- c. The assignment to the formal parameter is performed (T17.82), with some precautions because of the possibility of clash of names: Before the evaluation of the assignment statement, the block number of the block in which the procedure statement or function designator occurs is activated.
- d. The formal-actual substitution of the remaining parameters is performed, if necessary. Cf. also T17.103.

Again, no "end" corresponding to the "begin" of a is evaluated. The correct block number will be activated upon exit from the procedure either by the



extra goto statement in case of procedure statements, or by the evaluation of "exit procedure" in case of function designators.

By T17.83, a formal parameter which was called by value and specified "integer procedure" or "boolean procedure", is treated as a formal parameter, called by value and specified "integer" or "boolean".

T17.84 to T17.97 treat value arrays.

By T17.84, first an extra "begin" is evaluated, then follows the evaluation of "<type1> array <id1> actual <id2>" (see below), after which the remaining substitutions are performed, if necessary.

By T17.85 to T17.89, the declaration of the actual array identifier is looked up, after which the formal identifier is declared to be an array with the same bounds as the actual (first simple name of the right part of T17.89). The evaluation of the second simple name of the right part of T17.89 will result in the assignment of the value of the actual array (i.e. of the ordered set of values of the corresponding array of subscripted variables, [38], 2.8) to the newly declared array. This assignment is performed by application of T17.91 to T17.95. Auxiliary truths for this purpose are T17.90, T17.96 and T17.97.

Finally, we explain the treatment of formal parameters called by name. If there are formal parameters left in the extended formal list which are called by value, they are treated first (T17.98); otherwise, T17.100 is applicable. First an extra "begin" is evaluated to ensure the correct scope of the formal parameter. The second simple name of the right part of T17.100 is evaluated by application of T17.101, resulting in the addition to V of a truth containing the formal parameter, the block number of the block which was entered in T17.100, the corresponding actual parameters, and the block number of the block in which the procedure statement or function designator occurs. The use of such a truth was already demonstrated in T8.3, T10.8, T14.31, T14.32, etc. The section ends with the auxiliary truths T17.102 to T17.104.



6.25. Variables (T18.1 to T18.44)

In this section, the definitions of variables and of declared variables are given. The technique described in 6.5 is used.

6.26. Syntax of arithmetic expressions (T19.1 to T19.30)

This section is simply a transcription of [38], 3.3.1, together with the definition of the "declared" counterparts of the metavariables concerned.

6.27. Syntax of boolean expressions (T20.1 to T20.40)

See section 6.26.

6.28. Syntax of designational expressions (T21.1 to T21.25)

See section 6.26.

6.29. The value of boolean expressions and of arithmetic expressions (T22.1 to T22.92)

By T22.1 and T22.2, the value of an expression between parentheses is equal to the value of the same expression with the parentheses deleted. T22.3, T22.5 and T22.7 define the value of a conditional arithmetic expression. If the boolean expression of the if clause is not one of the symbols "true" or "false", it will be evaluated by application of T22.3, after which T22.5 or T22.7 may be applicable (cf. also 4.2.3.1).

Similarly, the value of a conditional boolean expression is defined in T22.4, T22.6 and T22.8.

T22.9 to T22.14 give the value of a simple boolean expression, which is neither a boolean primary different from a relation, nor is enveloped by one of the left parts of T22.15 to T22.41. Cf. also 4.2.3.2.

Note that the observance of the precedence rules for the operators is achieved by the definition of T22.9 to T22.14. For the sake of completeness, we mention the relevant truths for evaluation of a boolean primary:

a. The value of a logical value is itself (T23.22).



- b. A boolean variable is evaluated by means of T8.1 or T10.5.
- c. The value of a relation is given by T22.9.
- d. The value of " $\langle \text{bexp} \rangle$ " is given by T22.2.
- e. The value of a boolean function designator is given by T8.1 or T17.65.

T22.15 to T22.32 define the usual truth tables for the operators " $\neg$ ", " $\wedge$ ", " $\vee$ ", " $\supset$ ", and " $\equiv$ ".

T22.33 to T22.41 define relations involving integers; every relation is first reduced to the relation " $\langle \text{int} \rangle \leq \langle \text{int} \rangle$ ", which is in turn reduced to the evaluation of " $\langle \text{int} \rangle \leq 0$ ", as defined in T22.39 to T22.41.

T22.42 and T22.43 are used in the evaluation of expressions as " $+(-3)$ ", and T22.44 to T22.46 in the evaluation of e.g. " $3+(-5)$ " and " $+3 \leq +5$ " (by T22.38, this leads to the evaluation of " $+3 - +5$ ").

T22.47 to T22.50 define the value of a simple arithmetic expression involving integer variables or function designators or containing more than one operator. Again, the precedence of the operators is observed in these truths. Note the deviant form of the right part of T22.47 (the value of " $(-2) \uparrow 2$ " is not equal to the value of " $-2 \uparrow 2$ ").

T22.51 to T22.53 define exponentiation. Since exponentiation is not defined for non-positive exponents (this would lead to "real" numbers), the value of the expression after "else" in the right part of T22.52 is " $\omega$ "; i.e., the value of " $0 \uparrow 0$ " is " $\omega$ ".

T22.54 and T22.55 define integer division. The left part of T22.54 might, for example, be an envelope of the result of application of T22.48 and T22.1 to " $3 \div (-5)$ ".

T22.56 to T22.58 define multiplication.

T22.59 to T22.61 define the syntax of an unsigned integer, an integer and a sequence of zeroes.

T22.62 to T22.92 define addition and subtraction of integers (cf. [49], p. 17, 18 and 4.2.3.3).

### 6.30. Basic symbols and auxiliary symbols. Comment conventions (T23.1 to T23.217)

T23.1 to T23.15 define the syntax of identifiers, constants (cf. T8.6, T14.26, etc.) and digits.

T23.16 to T23.19 define the value of a number.

T23.20 to T23.22 define the syntax and the value of a logical value.

T22.23 to T23.74 list the letters.

By T23.75 to T23.119, an "end comment symbol" is any ALGOL 60 basic symbol except the symbols ";", "end" and "else". By T23.122 to T23.124, a "comment symbol" is any ALGOL 60 basic symbol other than a semicolon. These definitions are used to define the comment conventions of [38], 2.3 in T23.135 to T23.137.

By T23.134 a parameter delimiter which is not a comma is replaced by a comma.

T23.138 to T23.141 are introduced because of [38], 3.5.5.

T23.142 to T23.193 list the auxiliary symbols which were introduced in the preceding sections.

T23.194 to T23.200 list the auxiliary identifiers; the auxiliary labels are given by T23.202 to T23.205.

T23.207 to T23.209 define a sequence of basic and auxiliary terminal symbols, used in T0.1, T6.5 and T23.210.

The remaining truths were explained in 6.7.



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