



INTERNATIONAL TELECOMMUNICATION UNION

CCITT

THE INTERNATIONAL
TELEGRAPH AND TELEPHONE
CONSULTATIVE COMMITTEE

Z.200

(11/1988)

SERIES Z: LANGUAGES AND GENERAL SOFTWARE
ASPECTS FOR TELECOMMUNICATION SYSTEMS

CCITT HIGH LEVEL LANGUAGE (CHILL)

Reedition of CCITT Recommendation Z.200 published in
the Blue Book, Fascicle X.6 (1988)

NOTES

- 1 CCITT Recommendation Z.200 was published in Fascicle X.6 of the *Blue Book*. This file is an extract from the *Blue Book*. While the presentation and layout of the text might be slightly different from the *Blue Book* version, the contents of the file are identical to the *Blue Book* version and copyright conditions remain unchanged (see below).
- 2 In this Recommendation, the expression “Administration” is used for conciseness to indicate both a telecommunication administration and a recognized operating agency.

© ITU 1988, 2010

All rights reserved. No part of this publication may be reproduced, by any means whatsoever, without the prior written permission of ITU.

CCITT HIGH LEVEL LANGUAGE (CHILL)

(Geneva 1988)

CONTENTS

1 Introduction	1
1.1 General	1
1.2 Language survey	1
1.3 Modes and classes	2
1.4 Locations and their accesses	2
1.5 Values and their operations	3
1.6 Actions	3
1.7 Input and output	3
1.8 Exception handling	4
1.9 Time supervision	4
1.10 Program structure	4
1.11 Concurrent execution	5
1.12 General semantic properties	5
1.13 Implementation options	5
2 Preliminaries	7
2.1 The metalanguage	7
2.1.1 The context-free syntax description	7
2.1.2 The semantic description	7
2.1.3 The examples	8
2.1.4 The binding rules in the metalanguage	8
2.2 Vocabulary	8
2.3 The use of spaces	9
2.4 Comments	9
2.5 Format effectors	9
2.6 Compiler directives	10
2.7 Names and their defining occurrences	10
3 Modes and classes	12
3.1 General	12
3.1.1 Modes	12
3.1.2 Classes	12
3.1.3 Properties of, and relations between, modes and classes	12
3.2 Mode definitions	13
3.2.1 General	13
3.2.2 Synmode definitions	14
3.2.3 Newmode definitions	14
3.3 Mode classification	15
3.4 Discrete modes	16
3.4.1 General	16
3.4.2 Integer modes	16
3.4.3 Boolean modes	17
3.4.4 Character modes	17
3.4.5 Set modes	18
3.4.6 Range modes	19
3.5 Powerset modes	20
3.6 Reference modes	20
3.6.1 General	20
3.6.2 Bound reference modes	21
3.6.3 Free reference modes	21
3.6.4 Row modes	21
3.7 Procedure modes	22

3.8	Instance modes	23
3.9	Synchronisation modes	23
3.9.1	General	23
3.9.2	Event modes	24
3.9.3	Buffer modes	24
3.10	Input-Output Modes	25
3.10.1	General	25
3.10.2	Association modes	25
3.10.3	Access modes	25
3.10.4	Text modes	26
3.11	Timing modes	27
3.11.1	General	27
3.11.2	Duration modes	27
3.11.3	Absolute time modes	27
3.12	Composite modes	28
3.12.1	General	28
3.12.2	String modes	28
3.12.3	Array modes	29
3.12.4	Structure modes	31
3.12.5	Layout description for array modes and structure modes	34
3.13	Dynamic modes	37
3.13.1	General	37
3.13.2	Dynamic string modes	37
3.13.3	Dynamic array modes	37
3.13.4	Dynamic parameterised structure modes	37
4	Locations and their accesses	39
4.1	Declarations	39
4.1.1	General	39
4.1.2	Location declarations	39
4.1.3	Loc-identity declarations	40
4.2	Locations	41
4.2.1	General	41
4.2.2	Access names	42
4.2.3	Dereferenced bound references	42
4.2.4	Dereferenced free references	43
4.2.5	Dereferenced rows	43
4.2.6	String elements	44
4.2.7	String slices	45
4.2.8	Array elements	46
4.2.9	Array slices	46
4.2.10	Structure fields	47
4.2.11	Location procedure calls	48
4.2.12	Location built-in routine calls	48
4.2.13	Location conversions	49
5	Values and their operations	50
5.1	Synonym definitions	50
5.2	Primitive value	50
5.2.1	General	50
5.2.2	Location contents	51
5.2.3	Value names	51
5.2.4	Literals	52
5.2.4.1	General	52
5.2.4.2	Integer literals	53
5.2.4.3	Boolean literals	53
5.2.4.4	Character literals	54
5.2.4.5	Set literals	54
5.2.4.6	Emptiness literal	54
5.2.4.7	Character string literals	55
5.2.4.8	Bit string literals	56
5.2.5	Tuples	56
5.2.6	Value string elements	60

5.2.7	Value string slices	60
5.2.8	Value array elements	61
5.2.9	Value array slices	62
5.2.10	Value structure fields	63
5.2.11	Expression conversions	63
5.2.12	Value procedure calls	64
5.2.13	Value built-in routine calls	64
5.2.14	Start expressions	65
5.2.15	Zero-adic operator	65
5.2.16	Parenthesised expression	65
5.3	Values and expressions	66
5.3.1	General	66
5.3.2	Expressions	67
5.3.3	Operand-0	68
5.3.4	Operand-1	69
5.3.5	Operand-2	69
5.3.6	Operand-3	71
5.3.7	Operand-4	72
5.3.8	Operand-5	73
5.3.9	Operand-6	74
6	Actions	75
6.1	General	75
6.2	Assignment action	75
6.3	If action	77
6.4	Case action	78
6.5	Do action	79
6.5.1	General	79
6.5.2	For control	80
6.5.3	While control	82
6.5.4	With part	83
6.6	Exit action	83
6.7	Call action	84
6.8	Result and return action	86
6.9	Goto action	87
6.10	Assert action	87
6.11	Empty action	87
6.12	Cause action	88
6.13	Start action	88
6.14	Stop action	88
6.15	Continue action	88
6.16	Delay action	89
6.17	Delay case action	90
6.18	Send action	91
6.18.1	General	91
6.18.2	Send signal action	91
6.18.3	Send buffer action	92
6.19	Receive case action	92
6.19.1	General	92
6.19.2	Receive signal case action	93
6.19.3	Receive buffer case action	94
6.20	CHILL built-in routine calls	95
6.20.1	CHILL simple built-in routine calls	95
6.20.2	CHILL location built-in routine calls	95
6.20.3	CHILL value built-in routine calls	96
6.20.4	Dynamic storage handling built-in routines	98
7	Input and Output	100
7.1	I/O reference model	100
7.2	Association values	101
7.2.1	General	101
7.2.2	Attributes of association values	101
7.3	Access values	102

7.3.1	General	102
7.3.2	Attributes of access values	102
7.4	Built-in routines for input output	102
7.4.1	General	102
7.4.2	Associating an outside world object	103
7.4.3	Dissociating an outside world object	103
7.4.4	Accessing association attributes	104
7.4.5	Modifying association attributes	104
7.4.6	Connecting an access location	105
7.4.7	Disconnecting an access location	107
7.4.8	Accessing attributes of access locations	107
7.4.9	Data transfer operations	108
7.5	Text input output	110
7.5.1	General	110
7.5.2	Attributes of text values	110
7.5.3	Text transfer operations	111
7.5.4	Format control string	113
7.5.5	Conversion	114
7.5.6	Editing	116
7.5.7	I/O control	117
7.5.8	Accessing the attributes of a text location	118
8	Exception handling	120
8.1	General	120
8.2	Handlers	120
8.3	Handler identification	120
9	Time supervision	122
9.1	General	122
9.2	Timeoutable processes	122
9.3	Timing actions	122
9.3.1	Relative timing action	122
9.3.2	Absolute timing action	123
9.3.3	Cyclic timing action	123
9.4	Built-in routines for time	124
9.4.1	Duration built-in routines	124
9.4.2	Absolute time built-in routine	124
9.4.3	Timing built-in routine call	125
10	Program Structure	127
10.1	General	127
10.2	Reaches and nesting	128
10.3	Begin-end blocks	130
10.4	Procedure definitions	131
10.5	Process definitions	133
10.6	Modules	134
10.7	Regions	135
10.8	Program	135
10.9	Storage allocation and lifetime	136
10.10	Constructs for piecewise programming	136
10.10.1	Remote pieces	136
10.10.2	Spec modules, spec regions and contexts	138
10.10.3	Quasi statements	139
10.10.4	Matching between quasi defining occurrences and defining occurrences	140
11	Concurrent execution	142
11.1	Processes and their definitions	142
11.2	Mutual exclusion and regions	142
11.2.1	General	142
11.2.2	Regionality	143
11.3	Delaying of a process	144
11.4	Re-activation of a process	145
11.5	Signal definition statements	145
12	General semantic properties	146
12.1	Mode rules	146

12.1.1	Properties of modes and classes	146
12.1.1.1	Read-only property	146
12.1.1.2	Parameterisable modes	146
12.1.1.3	Referencing property	146
12.1.1.4	Tagged parameterised property	146
12.1.1.5	Non-value property	147
12.1.1.6	Root mode	147
12.1.1.7	Resulting class	147
12.1.2	Relations on modes and classes	148
12.1.2.1	General	148
12.1.2.2	Equivalence relations on modes	148
12.1.2.3	The relation similar	148
12.1.2.4	The relation v-equivalent	149
12.1.2.5	The relation equivalent	149
12.1.2.6	The relation l-equivalent	150
12.1.2.7	The relations equivalent and l-equivalent for fields	150
12.1.2.8	The relation equivalent for layout	150
12.1.2.9	The relation alike	151
12.1.2.10	The relation alike for fields	152
12.1.2.11	The relation novelty bound	152
12.1.2.12	The relation read-compatible	153
12.1.2.13	The relations dynamic equivalent and read-compatible	154
12.1.2.14	The relation restrictable	154
12.1.2.15	Compatibility between a mode and a class	155
12.1.2.16	Compatibility between classes	155
12.2	Visibility and name binding	155
12.2.1	Degrees of visibility	156
12.2.2	Visibility conditions and name binding	156
12.2.3	Visibility in reaches	157
12.2.3.1	General	157
12.2.3.2	Visibility statements	158
12.2.3.3	Prefix rename clause	158
12.2.3.4	Grant statement	159
12.2.3.5	Seize statement	161
12.2.4	Implied name strings	162
12.2.5	Visibility of field names	164
12.3	Case selection	164
12.4	Definition and summary of semantic categories	166
12.4.1	Names	166
12.4.2	Locations	167
12.4.3	Expressions and values	167
12.4.4	Miscellaneous semantic categories	168
13	Implementation options	169
13.1	Implementation defined built-in routines	169
13.2	Implementation defined integer modes	169
13.3	Implementation defined process names	169
13.4	Implementation defined handlers	169
13.5	Implementation defined exception names	169
13.6	Other implementation defined features	169
Appendix A:	Character set for CHILL	171
Appendix B:	Special symbols	172
Appendix C:	Special simple name strings	173
C.1	Reserved simple name strings	173
C.2	Predefined simple name strings	174
C.3	Exception names	175
Appendix D:	Program examples	176
Appendix E:	Decommited features	202
Appendix F:	Collected syntax	205
Appendix G:	Index of production rules	228
Appendix H:	Index	237

1 INTRODUCTION

This recommendation defines the CCITT high level programming language CHILL. CHILL stands for CCITT High Level Language.

The following sub-sections in this chapter introduce some of the motivations behind the language design and provide an overview of the language features.

For information concerning the variety of introductory and training material on this subject, the reader is referred to the CCITT Manuals, "Introduction to CHILL" and "CHILL user's manual".

An alternative definition of CHILL, in a strict mathematical form (based on the VDM notation), is available in the CCITT Manual entitled "Formal definition of CHILL".

1.1 GENERAL

CHILL is a strongly typed, block structured language designed primarily for the implementation of large and complex embedded systems.

CHILL was designed to:

- enhance reliability and run time efficiency by means of extensive compile-time checking;
- be sufficiently flexible and powerful to encompass the required range of applications and to exploit a variety of hardware;
- provide facilities that encourage piecewise and modular development of large systems;
- cater for real-time implementations by providing built-in concurrency and time supervision primitives;
- permit the generation of highly efficient object code;
- be easy to learn and use.

The expressive power inherent in the language design allow engineers to select the appropriate constructs from a rich set of facilities such that the resulting implementation can match the original specification more precisely.

Because CHILL is careful to distinguish between static and dynamic objects, nearly all the semantic checking can be achieved at compile time. This has obvious run time benefits. Violation of CHILL dynamic rules results in run-time exceptions which can be intercepted by an appropriate exception handler (however, generation of such implicit checks is optional, unless a user defined handler is explicitly specified).

CHILL permits programs to be written in a machine independent manner. The language itself is machine independent; however, particular compilation systems may require the provision of specific implementation defined objects. It should be noted that programs containing such objects will not, in general, be portable.

1.2 LANGUAGE SURVEY

A CHILL program consists essentially of three parts:

- a description of data objects;
- a description of actions which are to be performed upon the data objects;
- a description of the program structure.

Data objects are described by data statements (declaration and definition statements), actions are described by action statements and the program structure is determined by program structuring statements.

The manipulatable data objects of CHILL are values and locations where values can be stored. The actions define the operations to be performed upon the data objects and the order in which values are stored into and retrieved from locations. The program structure determines the lifetime and visibility of data objects.

CHILL provides for extensive static checking of the use of data objects in a given context.

In the following sections, a summary of the various CHILL concepts is given. Each section is an introduction to a chapter with the same title, describing the concept in detail.

1.3 MODES AND CLASSES

A location has a mode attached to it. The mode of a location defines the set of values which may reside in that location and other properties associated with it (note that not all properties of a location are determinable by its mode alone). Properties of locations are: size, internal structure, read-onliness, referability, etc. Properties of values are: internal representation, ordering, applicable operations, etc.

A value has a class attached to it. The class of a value determines the modes of the locations that may contain the value.

CHILL provides the following categories of modes:

discrete modes	integer, character, boolean, set (symbolic) modes and ranges thereof;
powerset modes	sets of elements of some discrete mode;
reference modes	bound references, free references and rows used as references to locations;
composite modes	string, array and structure modes;
procedure modes	procedures considered as manipulatable data objects;
instance modes	identifications for processes;
synchronisation modes	event and buffer modes for process synchronisation and communication;
input-output modes	association, access and text modes for input-output operations;
timing modes	duration and absolute time modes for time supervision.

CHILL provides denotations for a set of standard modes. Program defined modes can be introduced by means of mode definitions. Some language constructs have a so-called dynamic mode attached. A dynamic mode is a mode of which some properties can be determined only dynamically. Dynamic modes are always parameterised modes with run-time parameters. A mode that is not dynamic is called a static mode.

Classes have no denotation in CHILL. They are introduced in the metalanguage only to describe static and dynamic context conditions.

1.4 LOCATIONS AND THEIR ACCESSES

Locations are (abstract) places where values can be stored or from which values can be obtained. In order to store or obtain a value, a location has to be accessed.

Declaration statements define names to be used for accessing a location. There are:

1. location declarations;
2. loc-identity declarations.

The first one creates locations and establishes access names to the newly created locations. The latter one establishes new access names for locations created elsewhere.

Apart from location declarations, new locations can be created by means of a *GETSTACK* or *ALLOCATE* built-in routine calls yielding reference values (see below) to the newly created location.

A location may be **referable**. This means that a corresponding reference value exists for the location. This reference value is obtained as the result of the referencing operation, applied to the **referable** location. By dereferencing a reference value, the referred location is obtained. CHILL requires certain locations to be **referable** and others to be not **referable**, but for other locations it is left to the implementation to decide whether or not they are **referable**. Referability must be a statically determinable property of locations.

A location may have a **read-only** mode, which means that it can only be accessed to obtain a value and not to store a new value into it (except when initialising).

A location may be composite, which means that it has sub-locations which can be accessed separately. A sub-location is not necessarily **referable**. A location containing at least one **read-only** sub-location is said to have the **read-only property**. The accessing methods delivering sub-locations (or sub-values) are indexing and slicing for strings and for arrays, and selection for structures.

A location has a mode attached. If this mode is dynamic, the location is called a dynamic mode location.

The following properties of a location, although statically determinable, are not part of the mode:

referability: whether or not a reference value exists for the location;

storage class: whether or not it is statically allocated;

regionality: whether or not the location is declared within a region.

1.5 VALUES AND THEIR OPERATIONS

Values are basic objects on which specific operations are defined. A value is either a (CHILL) defined value or an **undefined** value (in the CHILL sense). The usage of an undefined value in specified contexts results in an undefined situation (in the CHILL sense) and the program is considered to be incorrect.

CHILL allows locations to be used in contexts where values are required. In this case, the location is accessed to obtain the value contained in it.

A value has a class attached. **Strong** values are values that besides their class also have a mode attached. In that case the value is always one of the values defined by the mode. The class is used for compatibility checking and the mode for describing properties of the value. Some contexts require those properties to be known and a **strong** value will then be required.

A value may be **literal**, in which case it denotes an implementation independent discrete value, known at compile time. A value may be **constant**, in which case it always delivers the same value, i.e. it need only be evaluated once. When the context requires a **literal** or **constant** value, the value is assumed to be evaluated before run-time and therefore cannot generate a run-time exception. A value may be **intra-regional**, in which case it can refer somehow to locations declared within a region. A value may be composite, i.e. contain sub-values.

Synonym definition statements establish new names to denote **constant** values.

1.6 ACTIONS

Actions constitute the algorithmic part of a CHILL program.

The assignment action stores a (computed) value into one or more locations. The procedure call invokes a procedure, a built-in routine call invokes a built-in routine (a built-in routine is a procedure whose definition need not be written in CHILL and whose parameter and result mechanism may be more general). To return from and/or establish the result of a procedure call, the return and result actions are used.

To control the sequential action flow, CHILL provides the following flow of control actions:

if action	for a two-way branch;
case action	for a multiple branch. The selection of the branch may be based upon several values, similarly to a decision table;
do action	for iteration or bracketing;
exit action	for leaving a bracketed action or a module in a structured manner;
cause action	to cause a specific exception;
goto action	for unconditional transfer to a labelled program point.

Action and data statements can be grouped together to form a module or begin-end block, which form a (compound) action.

To control the concurrent action flow, CHILL provides the start, stop, delay, continue, send, delay case, and receive case actions, and receive and start expressions.

1.7 INPUT AND OUTPUT

The input and output facilities of CHILL provide the means to communicate with a variety of devices in the outside world.

The input-output reference model knows three states. In the free state there is no interaction with the outside world.

Through an *ASSOCIATE* operation the file handling state is entered. In the file handling state there are locations of association mode, which denote outside world objects. It is possible via built-in routines to read and modify the language defined attributes of associations, i.e. **existing**, **readable**, **writeable**, **indexable**, **sequencible** and **variable**. File creation and deletion are also done in the file handling state.

Through the *CONNECT* operation, a location of access mode is connected to a location of an association mode, and the data transfer state is entered. The *CONNECT* operation allows positioning of a **base** index in a file. In the data transfer state various attributes of locations of access mode can be inspected and the data transfer operations *READRECORD* and *WRITERECORD* can be applied.

Through the text transfer operations, CHILL values can be represented in a human-readable form which can be transferred to or from a file or a CHILL location.

1.8 EXCEPTION HANDLING

The dynamic semantic conditions of CHILL are those (non context-free) conditions that, in general, cannot be statically determined. (It is left to the implementation to decide whether or not to generate code to test the dynamic conditions at run time, unless an appropriate handler is explicitly specified.) The violation of a dynamic semantic rule causes a run-time exception; however, if an implementation can determine statically that a dynamic condition will be violated, it may reject the program.

Exceptions can also be caused by the execution of a cause action or, conditionally, by the execution of an assert action. When, at a given program point, an exception occurs, control is transferred to the associated handler for that exception, if it is specifiable (i.e. it has a name) and is specified. Whether or not a handler is specified for an exception at a given point can be statically determined. If no explicit handler is specified, control may be transferred to an implementation defined exception handler.

Exceptions have a name, which is either a CHILL defined exception name, an implementation defined exception name, or a program defined exception name. Note that when a handler is specified for an exception name, the associated dynamic condition must be checked.

1.9 TIME SUPERVISION

Time supervision facilities of CHILL provide the means to react to the elapse of time in the external world. CHILL processes may be interrupted only at precise **timeoutable** points during execution. When this happens, control is transferred to an appropriate handler.

Programs may detect the elapsing of a period of time or may synchronise to an absolute point of time or at precise intervals without cumulated drifts. Built-in routines for time are provided to convert time and duration values into integer values, to put a process in a waiting state and to detect the expiration of a time supervision.

1.10 PROGRAM STRUCTURE

The program structuring statements are the begin-end block, module, procedure, process and region. The program structuring statements provide the means of controlling the lifetime of locations and the visibility of names.

The lifetime of a location is the time during which a location exists within the program. Locations can be explicitly declared (in a location declaration) or generated (*GETSTACK* or *ALLOCATE* built-in routine call), or they can be implicitly declared or generated as the result of the use of language constructs.

A name is said to be **visible** at a certain point in the program if it may be used at that point. The scope of a name encompasses all the points where it is **visible**, i.e. where the denoted object is identified by that name.

Begin-end blocks determine both visibility of names and lifetime of locations.

Modules are provided to restrict the visibility of names to protect against unauthorised usage. By means of visibility statements, it is possible to exercise control over the visibility of names in various program parts.

A procedure is a (possibly parameterised) sub-program that may be invoked (called) at different places within a program. It may return a value (value procedure) or a location (location procedure), or deliver no result. In the latter case the procedure can only be called in a procedure call action.

Processes and regions provide the means by which a structure of concurrent executions can be achieved.

A complete CHILL program is a list of modules or regions that is considered to be surrounded by an (imaginary) process definition. This outermost process is started by the system under whose control the program is executed.

Constructs are provided to facilitate various ways of piecewise development of programs. A spec module and spec region are used to define the static properties of a program piece, a context is used to define the static properties of seized names. In addition it is possible to specify that the text of a program piece is to be found somewhere else through the remote facility.

1.11 CONCURRENT EXECUTION

CHILL allows for the concurrent execution of program units. A process is the unit of concurrent execution. The evaluation of a start expression causes the creation of a new process of the indicated process definition. The process is then considered to be executed concurrently with the starting process. CHILL allows for one or more processes with the same or different definition to be active at one time. The stop action, executed by a process, causes its termination.

A process is always in one of two states; it can be active or delayed. The transition from active to delayed is called the delaying of the process; the transition from delayed to active is called the re-activation of the process. The execution of delaying actions on events, or receiving actions on buffers or signals, or sending actions on buffers, can cause the executing process to become delayed. The execution of a continue action on events, or sending actions on buffers or signals, or receiving actions on buffers can cause a delayed process to become active again.

Buffers and events are locations with restricted use. The operations send, receive and receive case are defined on buffers; the operations delay, delay case and continue are defined on events. Buffers are a means of synchronising and transmitting information between processes. Events are used only for synchronisation. Signals are defined in signal definition statements. They denote functions for composing and decomposing lists of values transmitted between processes. Send actions and receive case actions provide for communication of a list of values and for synchronisation.

A region is a special kind of module. Its use is to provide for mutually exclusive access to data structures that are shared by several processes.

1.12 GENERAL SEMANTIC PROPERTIES

The semantic (non context-free) conditions of CHILL are the mode and class compatibility conditions (mode checking) and the visibility conditions (scope checking). The mode rules determine how names may be used; the scope rules determine where names may be used.

The mode rules are formulated in terms of compatibility requirements between modes, between classes and between modes and classes. The compatibility requirements between modes and classes and between classes themselves are defined in terms of equivalence relations between modes. If dynamic modes are involved, mode checking is partly dynamic.

The scope rules determine the visibility of names through the program structure and explicit visibility statements. The explicit visibility statements influence the scope of the mentioned names and also of possibly implied names of the mentioned names. Names introduced in a program have a place where they are defined or declared. This place is called the defining occurrence of the name. The places where the name is used are called applied occurrences of the name. The name binding rules associate a unique defining occurrence with each applied occurrence of the name.

1.13 IMPLEMENTATION OPTIONS

CHILL allows for implementation defined integer modes, implementation defined built-in routines, implementation defined process names, implementation defined exception handlers and implementation defined exception names.

An implementation defined integer mode must be denoted by an implementation defined **mode** name. This name is considered to be defined in a newmode definition statement that is not specified in CHILL. Extending the existing CHILL-defined arithmetic operations to the implementation defined integer modes is allowed within the framework of the CHILL syntactic and semantic rules. Examples of implementation defined integer modes are long integers, and short integers.

A built-in routine is a procedure whose definition need not be written in CHILL and that may have a more general parameter passing and result transmission scheme than CHILL procedures.

A built-in **process** name is a **process** name whose definition need not be written in CHILL and that may have a more general parameter passing scheme than CHILL processes. A CHILL process may cooperate with built-in processes or start such processes.

An implementation defined exception handler is a handler appended to a process definition. If this handler receives control after the occurrence of an exception, the implementation decides which actions are to be taken. An implementation defined exception is caused if an implementation defined dynamic condition is violated.

NOTE

Recommendation Z.200 was prepared by the International Telegraph and Telephone Consultative Committee (CCITT) of the International Telecommunication Union (ITU) and was adopted, under a special "fast-track procedure", as International Standard ISO/IEC 9496 by ISO (the International Organization for Standardization) and IEC (the International Electrotechnical Commission) through their Joint Technical Committee ISO/IEC JTC 1, *Information technology*.

The text of CCITT Recommendation Z.200 serves as ISO/IEC 9496.

2 PRELIMINARIES

2.1 THE METALANGUAGE

The CHILL description consists of two parts:

- the description of the context-free syntax;
- the description of the semantic conditions.

2.1.1 The context-free syntax description

The context-free syntax is described using an extension of the Backus-Naur Form. Syntactic categories are indicated by one or more English words, written in slanted characters, enclosed between angular brackets (< and >). This indicator is called a non-terminal symbol. For each non-terminal symbol, a production rule is given in an appropriate syntax section. A production rule for a non-terminal symbol consists of the non-terminal symbol at the lefthand side of the symbol ::=, and one or more constructs, consisting of non-terminal and/or terminal symbols at the righthand side. These constructs are separated by a vertical bar (|) to denote alternative productions for the non-terminal symbol.

Sometimes the non-terminal symbol includes an underlined part. This underlined part does not form part of the context-free description but defines a semantic category (see section 2.1.2).

Syntactic elements may be grouped together by using curly brackets ({ and }). Repetition of curly bracketed groups is indicated by an asterisk (*) or plus (+). An asterisk indicates that the group is optional and can be further repeated any number of times; a plus indicates that the group must be present and can be further repeated any number of times. For example, { A }* stands for any sequence of A's, including zero, while { A }+ stands for any sequence of at least one A. If syntactic elements are grouped using square brackets ([and]), then the group is optional. A curly or square bracketed group may contain one or more vertical bars, indicating alternative syntactic elements.

A distinction is made between strict syntax, for which the semantic conditions are given directly, and derived syntax. The derived syntax is considered to be an extension of the strict syntax and the semantics for the derived syntax is indirectly explained in terms of the associated strict syntax.

It is to be noted that the context-free syntax description is chosen to suit the semantic description in this document and is not made to suit any particular parsing algorithm (e.g. there are some context-free ambiguities introduced in the interest of clarity). The ambiguities are resolved using the semantic category of the syntactic elements.

2.1.2 The semantic description

Each syntactic category (non-terminal symbol) is described in sub-sections **semantics**, **static properties**, **dynamic properties**, **static conditions** and **dynamic conditions**.

The section **semantics** describes the concepts denoted by the syntactic categories (i.e. their meaning and behaviour).

The section **static properties** defines statically determinable semantic properties of the syntactic category. These properties are used in the formulation of static and/or dynamic conditions in the sections where the syntactic category is used.

The section **dynamic properties** defines the properties of the syntactic category, which are known only dynamically.

The section **static conditions** describes the context-dependent, statically checkable conditions which must be fulfilled when the syntactic category is used. Some static conditions are expressed in the syntax by means of an underlined part in the non-terminal symbol (see section 2.1.1). This use requires the non-terminal to be of a specific semantic category. E.g. <boolean expression> is identical to <expression> in the context free sense, but semantically it requires the *expression* to be of a boolean class.

The section **dynamic conditions** describes the context-dependent conditions that must be fulfilled during execution. In some cases, conditions are static if no dynamic modes are involved. In those cases, the condition is mentioned under **static conditions** and referred to under **dynamic conditions**. In other cases, dynamic conditions can be checked statically; an implementation may treat this as a violation of a static condition.

In the semantic description, different fonts are used in the following ways: slanted font (without < and >) is used to indicate syntactic objects; corresponding terms in roman font indicate corresponding semantic objects (e.g. a *location* denotes a location). Bolding is used to name semantic properties; sometimes a property can be expressed syntactically as well as semantically (e.g. the sentence “the **expression** is constant” means the same as “the expression is a constant expression”).

Unless otherwise specified, the semantics, properties and conditions described in the sub-section of a syntactic category hold regardless of the context in which in other sections that syntactic category may appear.

The properties of a syntactic category *A* that has a production rule of the form $A ::= B$, where *B* is a syntactic category, are the same as *B* unless otherwise specified.

2.1.3 The examples

For most syntax sections, there is a section **examples** giving one or more examples of the defined syntactic categories. These examples are extracted from a set of program examples contained in Appendix D. References indicate via which syntax rule each example is produced and from which example it is taken.

E.g. 6.20 $(d+5)/5$ (1.2) indicates an example of the terminal string $(d+5)/5$, produced via rule (1.2) of the appropriate syntax section, taken from program example no. 6 line 20.

2.1.4 The binding rules in the metalanguage

Sometimes the semantic description mentions CHILL **special** simple name strings (see Appendix C). These **special** simple name strings are always used with their CHILL meaning and are therefore not influenced by the binding rules of an actual CHILL program.

2.2 VOCABULARY

Programs are represented using the CHILL character set (see Appendix A). The alphabet is represented by the syntactic category $\langle \text{character} \rangle$, from which any character that is in the CHILL character set can be derived as terminal production.

The lexical elements of CHILL are:

- special symbols
- simple name strings
- literals.

Apart from the lexical elements there are also special character combinations. The special symbols and special character combinations are listed in Appendix B.

Simple name strings are formed according to the following syntax:

syntax:

$\langle \text{simple name string} \rangle ::=$ (1)

$\langle \text{letter} \rangle \{ \langle \text{letter} \rangle \mid \langle \text{digit} \rangle \mid _ \}^*$ (1.1)

$\langle \text{letter} \rangle ::=$ (2)

A | B | C | D | E | F | G | H | I | J | K | L | M (2.1)

| N | O | P | Q | R | S | T | U | V | W | X | Y | Z (2.2)

| a | b | c | d | e | f | g | h | i | j | k | l | m (2.3)

| n | o | p | q | r | s | t | u | v | w | x | y | z (2.4)

$\langle \text{digit} \rangle ::=$ (3)

0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 (3.1)

semantics: The underline character (_) forms part of the simple name string; e.g. the simple name string *life_time* is different from the simple name string *lifetime*. Lower case and upper case letters are different, e.g. *Status* and *status* are two different simple name strings.

The language has a number of special simple name strings with predetermined meanings (see Appendix C). Some of them are reserved, i.e. they cannot be used for other purposes.

The special simple name strings in a piece must either all be in upper case representation or all be in lower case representation. The reserved simple name strings are only reserved in the chosen representation (e.g. if the lower case fashion is chosen, row is reserved, ROW is not).

static conditions: A simple name string can not be one of the reserved simple name strings (see Appendix C.1).

2.3 THE USE OF SPACES

A space terminates any lexical element or special character combination. Lexical elements are also terminated by the first character that cannot be part of the lexical element. For instance, *IFBTHEN* will be considered a simple name string and not as the beginning of an action *IF B THEN*, */*** will be considered as the concatenation symbol (*//*) followed by an asterisk (***) and not as a divide symbol (*/*) followed by a comment opening bracket (*/**).

2.4 COMMENTS

syntax:

<comment> ::= (1)

<bracketed comment> (1.1)

 | *<line-end comment>* (1.2)

<bracketed comment> ::= (2)

/ <character string> */* (2.1)

<line-end comment> ::= (3)

-- <character string> <end-of-line> (3.1)

<character string> ::= (4)

 { *<character>* }* (4.1)

N.B. *end-of-line* denotes the end of the line in which the comment occurs.

semantics: A comment conveys information to the reader of a program. It has no influence on the program semantics.

A comment may be inserted at all places where spaces are allowed as delimiters.

A bracketed comment is terminated by the first occurrence of the special sequence: **/*. A line-end comment is terminated by the first occurrence of the end of the line.

examples:

4.1 */* from collected algorithms from CACM no. 93 */* (2.1)

2.5 FORMAT EFFECTORS

The format effectors BS (Backspace), CR (Carriage return), FF (Form feed), HT (Horizontal tabulation), LF (Line feed), and VT (Vertical tabulation) of the CHILL character set (see Appendix A, positions FE₀ to FE₅) are not mentioned in the CHILL context-free syntax description. When used, they have the same delimiting effect as a space. Spaces and format effectors may not occur within lexical elements (except character string literals).

2.6 COMPILER DIRECTIVES

syntax:

$\langle \text{directive clause} \rangle ::=$ (1)
 $\langle \rangle \langle \text{directive} \rangle \{ , \langle \text{directive} \rangle \}^* \langle \rangle$ (1.1)

$\langle \text{directive} \rangle ::=$ (2)
 $\langle \text{implementation directive} \rangle$ (2.1)

semantics: A directive clause conveys information to the compiler. This information is specified in an implementation defined format.

An implementation directive must not influence the program semantics, i.e. a program with implementation directives is correct, in the CHILL sense, if and only if it is correct without these directives.

A *directive clause* is terminated by the first occurrence of the directive ending symbol ($\langle \rangle$). A *directive* may contain any character of the character set (see Appendix A).

static properties: A *directive clause* may be inserted at any place where spaces are allowed. It has the same delimiting effect as a space. The names used in a *directive clause* follow an implementation defined name binding scheme which does not influence the CHILL name binding rules (see section 12.2).

2.7 NAMES AND THEIR DEFINING OCCURRENCES

syntax:

$\langle \text{name} \rangle ::=$ (1)
 $\langle \text{name string} \rangle$ (1.1)

$\langle \text{name string} \rangle ::=$ (2)
 $\langle \text{simple name string} \rangle$ (2.1)
 $| \langle \text{prefixed name string} \rangle$ (2.2)

$\langle \text{prefixed name string} \rangle ::=$ (3)
 $\langle \text{prefix} \rangle ! \langle \text{simple name string} \rangle$ (3.1)

$\langle \text{prefix} \rangle ::=$ (4)
 $\langle \text{simple prefix} \rangle \{ ! \langle \text{simple prefix} \rangle \}^*$ (4.1)

$\langle \text{simple prefix} \rangle ::=$ (5)
 $\langle \text{simple name string} \rangle$ (5.1)

$\langle \text{defining occurrence} \rangle ::=$ (6)
 $\langle \text{simple name string} \rangle$ (6.1)

$\langle \text{defining occurrence list} \rangle ::=$ (7)
 $\langle \text{defining occurrence} \rangle \{ , \langle \text{defining occurrence} \rangle \}^*$ (7.1)

$\langle \text{field name} \rangle ::=$ (8)
 $\langle \text{simple name string} \rangle$ (8.1)

$\langle \text{field name defining occurrence} \rangle ::=$ (9)
 $\langle \text{simple name string} \rangle$ (9.1)

$\langle \text{field name defining occurrence list} \rangle ::=$ (10)
 $\langle \text{field name defining occurrence} \rangle \{ , \langle \text{field name defining occurrence} \rangle \}^*$ (10.1)

$\langle \text{exception name} \rangle ::=$ (11)
 $\langle \text{simple name string} \rangle$ (11.1)
 $| \langle \text{prefixed name string} \rangle$ (11.2)

$\langle \text{text reference name} \rangle ::=$ (12)
 $\langle \text{simple name string} \rangle$ (12.1)
 $| \langle \text{prefixed name string} \rangle$ (12.2)

semantics: Names in a program denote objects. Given an occurrence of a name (formally: an occurrence of a terminal production of name) in a program, the binding rules of section 12.2 provide *defining occurrences* (formally: occurrences of terminal productions of *defining occurrence*) to which that (occurrence of) name is **bound**. The name then denotes the object defined or declared by the *defining occurrences*. (There can be more than one *defining occurrence* for a name only in the case of *set element* names or of names with *quasi defining occurrences*.) *Defining occurrences* are said to define the name. A name is said to be an applied occurrence of the name created by the *defining occurrence* to which it is **bound**. The name has its rightmost *simple name string* equal to that of the name.

Similarly, *field names* are **bound** to *field name defining occurrences* and denote the fields (of a structure mode) defined by those *field name defining occurrences*.

Exception names are used to identify exception handlers according to the rules stated in Chapter 8.

Text reference names are used to identify descriptions of pieces of source text in an implementation defined way, subject to the rules in section 10.10.1.

When a name is **bound** to more than one *defining occurrence*, each of the *defining occurrences* to which the name is **bound** defines or declares the same object (see 10.10 and 12.2.2 for precise rules).

definition of notation: Given a *name string* NS, and a string of characters P, which is either a *prefix* or is empty, the result of prefixing NS with P, written P ! NS, is defined as follows:

- if P is empty, then P ! NS is NS;
- otherwise P ! NS is the name string obtained by concatenating all the characters in P, a prefixing operator and all the characters in NS.

For example, if P is “q ! r” and NS is “s ! n” then P ! NS is “q ! r ! s ! n”.

static properties: Each *simple name string* has a **canonical** name string attached which is the *simple name string* itself. A *name string* has a **canonical** name string attached which is:

- if the *name string* is a *simple name string*, then the **canonical** name string of that *simple name string*;
- if the *name string* is a *prefixed name string*, then the concatenation in left to right order of all *simple name strings* in the *name string*, separated by prefixing operators, i.e. interspersed spaces, comments and format effectors (if any) are left out.

In the rest of this document:

- the name string of a *name*, *exception name* or *text reference name* is used to denote the **canonical** name string of the *name string* in that *name*, *exception name* or *text reference name*, respectively;
- the name string of a *defining occurrence*, *field name* or *field name defining occurrence* is used to denote the **canonical** name string of the *simple name string* in that *defining occurrence*, *field name* or *field name defining occurrence*, respectively.

The binding rules are such that:

- *names* with a *simple name string* are **bound** to *defining occurrences* with the same *name string*;
- *names* with a *prefixed name string* are **bound** to *defining occurrences* with the same *name string* as the rightmost *simple name string* in the *prefixed name string* of the *name*;
- *field names* are **bound** to *field name defining occurrences* with the same *name string* as the *field names*.

A *name* inherits all the static properties attached to the name defined by the *defining occurrence* to which it is **bound**. A *field name* inherits all static properties attached to the field name defined by the *field name defining occurrence* to which it is **bound**.

3 MODES AND CLASSES

3.1 GENERAL

A location has a mode attached to it; a value has a class attached to it. The mode attached to a location defines the set of values that may be contained in the location, the access methods of the location and the allowed operations on the values. The class attached to a value is a means of determining the modes of the locations that may contain the value. Some values are **strong**. A **strong** value has a class and a mode attached. **Strong** values are required in those value contexts where mode information is needed.

3.1.1 Modes

CHILL has static modes (i.e. modes for which all properties are statically determinable) and dynamic modes (i.e. modes for which some properties are only known at run time). Dynamic modes are always parameterised modes with run-time parameters.

Static modes are terminal productions of the syntactic category *mode*.

In this document, virtual **mode** names are introduced to describe modes which are not denoted explicitly in the program text. In such cases the **mode** name is preceded by an ampersand symbol (&).

Modes are also parameterised by values not explicitly denoted in the program text.

3.1.2 Classes

Classes have no denotation in CHILL.

The following kinds of classes exist and any value in a CHILL program has a class of one of these kinds:

- For a mode M there exists the M-value class. All values with such a class and only those values are **strong** and the mode attached to the value is M.
- For a mode M there exists the M-derived class.
- For any mode M there exists the M-reference class.
- The **null** class.
- The **all** class.

The last two classes are constant classes, i.e. they do not depend on a mode M. A class is said to be dynamic if and only if it is an M-value class, an M-derived class, or an M-reference class, where M is a dynamic mode.

3.1.3 Properties of, and relations between, modes and classes

Modes in CHILL have properties. These may be hereditary or non-hereditary properties. A hereditary property is inherited from a defining mode to a **mode** name defined by it. Below a summary is given of the properties that apply to all modes (except for the first, they are all defined in section 12.1):

- A mode has a **novelty** (defined in sections 3.2.2, 3.2.3 and 3.3).
- A mode can have the **read-only property**.
- A mode can be **parameterisable**.
- A mode can have the **referencing property**.
- A mode can have the **tagged parameterised property**.
- A mode can have the **non-value property**.

Classes in CHILL may have the following properties (defined in section 12.1):

- A class can have a **root mode**.
- One or more classes may have a **resulting class**.

Operations in CHILL are determined by the modes and classes of locations and values. This is expressed by the mode checking rules which are defined in section 12.1 as a number of relations between modes and classes. There exists the following relations:

- Two modes can be **similar**.
- Two modes can be **v-equivalent**.
- Two modes can be **equivalent**.
- Two modes can be **l-equivalent**.
- Two modes can be **alike**.
- Two modes can be **novelty bound**.
- Two modes can be **read-compatible**.
- Two modes can be **dynamic read-compatible**.
- Two modes can be **dynamic equivalent**.
- A mode can be **restrictable** to a mode.
- A mode can be **compatible** with a class.
- A class can be **compatible** with a class.

3.2 MODE DEFINITIONS

3.2.1 General

syntax:

<mode definition> ::= (1)
<defining occurrence list> = <defining mode> (1.1)

<defining mode> ::= (2)
<mode> (2.1)

derived syntax: A *mode definition* where the *defining occurrence list* consists of more than one *defining occurrence* is derived from several mode definitions, one for each *defining occurrence*, separated by commas, with the same *defining mode*. For example:

NEWMODE *dollar, pound = INT;*

is derived from:

NEWMODE *dollar = INT , pound = INT;*

semantics: A mode definition defines a name that denotes the specified mode. Mode definitions occur in *synmode* and *newmode* definition statements. A *synmode* is **synonymous** with its defining mode. A *newmode* is not **synonymous** with its defining mode. The difference is defined in terms of the property **novelty**, that is used in the mode checking (see section 12.1).

static properties: A *defining occurrence* in a *mode definition* defines a **mode name**.

Predefined **mode names** and implementation defined integer **mode names** (if any, see section 3.4.2) are also **mode names**.

A **mode name** has a **defining mode** which is the *defining mode* in the *mode definition* which defines it. (For predefined and implementation defined **mode names** this **defining mode** is a virtual mode). The hereditary properties of a **mode name** are those of its **defining mode**.

A set of recursive definitions is a set of mode definitions or synonym definitions (see section 5.1) such that the *defining mode* in each *mode definition* or *constant value* or *mode* in each *synonym definition* is, or directly contains, a **mode name** or a **synonym name** defined by a definition in the set.

A set of recursive mode definitions is a set of recursive definitions having only mode definitions. (Any set of recursive definitions must be a set of recursive mode definitions; see section 5.1).

Any mode being or containing a **mode** name defined in a set of recursive mode definitions is said to denote a recursive mode. A path in a set of recursive mode definitions is a list of **mode** names, each name indexed with a marker such that:

- all names in the path have a different definition;
- for each name, its successor is or directly occurs in its defining mode (the successor of the last name is the first name);
- the marker indicates uniquely the position of the name in the defining mode of its predecessor (the predecessor of the first name is the last name).

(Example: `NEWMODE M = STRUCT (i M, n REF M)`; contains two paths: $\{M_i\}$ and $\{M_n\}$.)

A path is **safe** if and only if at least one of its names is contained in a *reference mode*, a *row mode*, or a *procedure mode* at the marked place.

static conditions: For any set of recursive mode definitions, all its paths must be **safe**. (The first path of the example above is not **safe**).

examples:

1.15 `operand_mode = INT` (1.1)

3.3 `complex = STRUCT (re,im INT)` (1.1)

3.2.2 Synmode definitions

syntax:

`<synmode definition statement> ::=` (1)

`SYNMODE <mode definition> { , <mode definition> }*` ; (1.1)

semantics: A synmode definition statement defines **mode** names which are **synonymous** with their defining mode.

static properties: A *defining occurrence* in a *mode definition* in a *synmode definition statement* defines a **synmode** name (which is also a **mode** name). A **synmode** name is said to be **synonymous** with a mode M (conversely, M is said to be **synonymous** with the **synmode** name) if and only if:

- either M is the **defining** mode of the **synmode** name;
- or the **defining** mode of the **synmode** name is itself a **synmode** name **synonymous** with M.

The **novelty** of a **synmode** name is that of its **defining** mode.

If the **defining** mode is a **range** mode, then the **parent** mode of the **synonym** name is that of its **defining** mode. If the **defining** mode is a **varying** string mode, then the **component** mode of the **synonym** name is that of its **defining** mode.

examples:

6.3 `SYNMODE month = SET (jan, feb, mar, apr, may, jun,`
`jul, aug, sep, oct, nov, dec)`; (1.1)

3.2.3 Newmode definitions

syntax:

`<newmode definition statement> ::=` (1)

`NEWMODE <mode definition> { , <mode definition> }*` ; (1.1)

- It is an implicit **read-only** mode if it is not an explicit **read-only** mode and if:
 - it is the **element** mode of a **read-only** array mode (see section 3.12.3);
 - it is a **field** mode of a **read-only** structure mode or it is the mode of a **tag** field of a **parameterised** structure mode (see section 3.12.4).

A *mode* has the same properties as the *non-composite mode* or *composite mode* in it. In the following sections, the properties are defined for predefined **mode** names and for *modes* that are not mode names; the properties of mode names are defined in section 3.2. **Read-only** modes have the same properties as their corresponding non-read-only modes except for the **read-only** property (see section 12.1.1.1).

A mode has the following non-hereditary properties:

- A **novelty** that is either **nil** or the *defining occurrence* in a *mode definition* in a *newmode definition statement*. The **novelty** of a mode which is not a mode name (nor **READ** mode name) is defined as follows:
 - if it is a **parameterised** string mode, a **parameterised** array mode or a **parameterised** structure mode, its **novelty** is that of its **origin** string mode, **origin** array mode or **origin variant** structure mode, respectively;
 - if it is a range mode, its **novelty** is that of its **parent** mode;
 - otherwise its **novelty** is **nil**.

The **novelty** of a mode that is a mode name (**READ** mode name) is defined in sections 3.2.2 and 3.2.3.

- A **size** that is the value delivered by *SIZE (&M)*, where *&M* is a virtual **synmode** name **synonymous** with the *mode*.

3.4 DISCRETE MODES

3.4.1 General

syntax:

```

<discrete mode> ::=
    <integer mode> (1)
    | <boolean mode> (1.1)
    | <character mode> (1.2)
    | <set mode> (1.3)
    | <range mode> (1.4)
    | <range mode> (1.5)
  
```

semantics: A discrete modes defines sets and subsets of well-ordered values.

3.4.2 Integer modes

syntax:

```

<integer mode> ::=
    <integer mode name> (1)
    <integer mode name> (1.1)
  
```

predefined names: The name *INT* is predefined as an **integer** mode name.

semantics: An integer mode defines a set of signed integer values between implementation defined bounds over which the usual ordering and arithmetic operations are defined (see section 5.3). An implementation may define other integer modes with different bounds (e.g. *LONG_INT*, *SHORT_INT*, ...) that may also be used as **parent** modes for ranges (see section 13.2). The internal representation of an integer value is the integer value itself.

static properties: An integer mode has the following hereditary properties:

- An **upper bound** and a **lower bound** which are the literals denoting respectively the highest and lowest value defined by the integer mode. They are implementation defined.
- A **number of values** which is **upper bound - lower bound + 1**.

examples:

1.5 *INT* (1.1)

3.4.3 Boolean modes

syntax:

<*boolean mode*> ::= (1)
 <*boolean mode name*> (1.1)

predefined names: The name *BOOL* is predefined as a **boolean mode name**.

semantics: A boolean mode defines the logical truth values (*TRUE* and *FALSE*), with the usual boolean operations (see section 5.3). The internal representations of *FALSE* and *TRUE* are the integer values 0 and 1, respectively. This representation defines the ordering of the values.

static properties: A boolean mode has the following hereditary properties:

- An **upper bound** which is *TRUE*, and a **lower bound** which is *FALSE*.
- A **number of values** which is 2.

examples:

5.4 *BOOL* (1.1)

3.4.4 Character modes

syntax:

<*character mode*> ::= (1)
 <*character mode name*> (1.1)

predefined names: The name *CHAR* is predefined as a **character mode name**.

semantics: A character mode defines the character values as described by the CHILL character set (see Appendix A). This alphabet defines the ordering of the characters and the integer values which are their internal representations.

The dereferencing operation is defined on reference values (see sections 4.2.3, 4.2.4 and 4.2.5), delivering the location that is referenced.

Two reference values are equal if and only if they both refer to the same location, or both do not refer to a location (i.e. they are the value *NULL*).

3.6.2 Bound reference modes

syntax:

$\langle \text{bound reference mode} \rangle ::=$ (1)

REF $\langle \text{referenced mode} \rangle$ (1.1)

 | $\langle \text{bound reference mode name} \rangle$ (1.2)

$\langle \text{referenced mode} \rangle ::=$ (2)

$\langle \text{mode} \rangle$ (2.1)

semantics: A bound reference mode defines reference values to locations of the specified referenced mode.

static properties: A bound reference mode has the following hereditary property:

- A referenced mode which is the *referenced mode*.

examples:

10.42 **REF** *cell* (1.1)

3.6.3 Free reference modes

syntax:

$\langle \text{free reference mode} \rangle ::=$ (1)

$\langle \text{free reference mode name} \rangle$ (1.1)

predefined names: The name *PTR* is predefined as a **free reference mode name**.

semantics: A free reference mode defines reference values to locations of any static mode.

examples:

19.8 **PTR** (1.1)

3.6.4 Row modes

syntax:

$\langle \text{row mode} \rangle ::=$ (1)

ROW $\langle \text{string mode} \rangle$ (1.1)

 | **ROW** $\langle \text{array mode} \rangle$ (1.2)

 | **ROW** $\langle \text{variant structure mode} \rangle$ (1.3)

 | $\langle \text{row mode name} \rangle$ (1.4)

semantics: A row mode defines reference values to locations of dynamic mode (which are locations of some parameterised mode with statically unknown parameters).

A row value may refer to:

- string locations with statically unknown **string length**,
- array locations with statically unknown **upper bound**,
- parameterised structure locations with statically unknown parameters.

static properties: A row mode has the following hereditary property:

- A **referenced origin** mode which is the string mode, the array mode, or the variant structure mode, respectively.

static condition: The variant structure mode must be parameterisable.

examples:

8.6 **ROW CHARS** (*max*) (1.1)

3.7 PROCEDURE MODES

syntax:

`<procedure mode> ::=` (1)

`PROC ([<parameter list>]) [<result spec>]` (1.1)

`[EXCEPTIONS (<exception list>)] [RECURSIVE]` (1.2)

`| <procedure mode name>`

`<parameter list> ::=` (2)

`<parameter spec> { , <parameter spec> }*` (2.1)

`<parameter spec> ::=` (3)

`<mode> [<parameter attribute>]` (3.1)

`<parameter attribute> ::=` (4)

`IN | OUT | INOUT | LOC [DYNAMIC]` (4.1)

`<result spec> ::=` (5)

`RETURNS (<mode> [<result attribute>])` (5.1)

`<result attribute> ::=` (6)

`[NONREF] LOC [DYNAMIC]` (6.1)

`<exception list> ::=` (7)

`<exception name> { , <exception name> }*` (7.1)

semantics: A procedure mode defines (**general**) procedure values, i.e. the objects denoted by **general procedure** names that are names defined in procedure definition statements. Procedure values indicate pieces of code in a dynamic context. Procedure modes allow for manipulating a procedure dynamically, e.g. passing it as a parameter to other procedures, sending it as message value to a buffer, storing it into a location, etc.

Procedure values can be called (see section 6.7).

Two procedure values are equal if and only if they denote the same procedure in the same dynamic context, or if they both denote no procedure (i.e. they are the value *NULL*).

static properties: A procedure mode has the following hereditary properties:

- A list of **parameter specs**, each consisting of a mode and possibly a parameter attribute. The **parameter specs** are defined by the *parameter list*.
- An optional **result spec**, consisting of a mode and an optional result attribute. The **result spec** is defined by the *result spec*.
- A possibly empty list of **exception names** which are those mentioned in the *exception list*.
- A **recursivity** which is **recursive** if **RECURSIVE** is specified; otherwise an implementation defined default specifies either **recursive** or **non-recursive**.

static conditions: All names mentioned in *exception list* must be different.

Only if **LOC** is specified in the *parameter spec* or *result spec* may the *mode* in it have the **non-value** property.

If **DYNAMIC** is specified in the *parameter spec* or the *result spec*, the *mode* in it must be parameterisable.

3.8 INSTANCE MODES

syntax:

<instance mode> ::= (1)
<instance mode name> (1.1)

predefined names: The name *INSTANCE* is predefined as an **instance mode** name.

semantics: An instance mode defines values which identify processes. The creation of a new process (see sections 5.2.14, 6.13 and 11.1) yields a unique instance value as identification for the created process.

Two instance values are equal if and only if they identify the same process, or they both identify no process (i.e. they are the value *NULL*).

examples:

15.39 *INSTANCE* (1.1)

3.9 SYNCHRONISATION MODES

3.9.1 General

syntax:

<synchronisation mode> ::= (1)
<event mode> (1.1)
| *<buffer mode>* (1.2)

semantics: A synchronisation mode provides a means for synchronisation and communication between processes (see chapter 11). There exists no expression in CHILL denoting a value defined by a synchronisation mode. As a consequence, there are no operations defined on the values.

3.9.2 Event modes

syntax:

$\langle \text{event mode} \rangle ::=$ (1)

$\text{EVENT} [(\langle \text{event length} \rangle)]$ (1.1)

$| \langle \text{event mode name} \rangle$ (1.2)

$\langle \text{event length} \rangle ::=$ (2)

$\langle \text{integer literal expression} \rangle$ (2.1)

semantics: An event mode location provides a means for synchronisation between processes. The operations defined on event mode locations are the continue action, the delay action and the delay case action, which are described in section 6.15, 6.16 and 6.17, respectively.

The *event length* specifies the maximum number of processes that may become delayed on an event location; that number is unlimited if no *event length* is specified.

static properties: An event mode has the following hereditary property:

- An optional *event length* which is the value delivered by *event length*.

static conditions: The *event length* must deliver a positive value.

examples:

14.10 **EVENT** (1.1)

3.9.3 Buffer modes

syntax:

$\langle \text{buffer mode} \rangle ::=$ (1)

$\text{BUFFER} [(\langle \text{buffer length} \rangle)] \langle \text{buffer element mode} \rangle$ (1.1)

$| \langle \text{buffer mode name} \rangle$ (1.2)

$\langle \text{buffer length} \rangle ::=$ (2)

$\langle \text{integer literal expression} \rangle$ (2.1)

$\langle \text{buffer element mode} \rangle ::=$ (3)

$\langle \text{mode} \rangle$ (3.1)

semantics: A buffer mode location provides a means for synchronisation and communication between processes. The operations defined on buffer locations are the send action, the receive case action and the receive expression, described in section 6.18, 6.19 and 5.3.9, respectively.

The *buffer length* specifies the maximum number of values that can be stored in an event location; that number is unlimited if no *buffer length* is specified.

static properties: A buffer mode has the following hereditary properties:

- An optional *buffer length* which is the value delivered by *buffer length*.
- A *buffer element mode* which is the *buffer element mode*.

derived syntax: The index mode notation *literal range* is derived from the discrete mode **RANGE** (*literal range*).

semantics: An access mode location provides a means for positioning a file and for transferring values from a CHILL program to a file in the outside world, and vice versa.

An access mode may define a *record mode*; this record mode defines the **root** mode of the class of the values that can be transferred via a location of that access mode to or from a file. The mode of the transferred value may be dynamic, i.e. the **size** of the record may vary, when the attribute **DYNAMIC** is specified in the access mode denotation or when *record mode* is a **varying** string mode. In the latter case **DYNAMIC** need not be specified.

An access mode may also define an *index mode*; such an index mode defines the size of a “window” to (a part of) the file, from which it is possible to read (or write) records randomly. Such a window can be positioned in an (indexable) file by the connect operation. If no *index mode* is specified, then it is possible to transfer records only sequentially.

static properties: An access mode has the following hereditary properties:

- An optional **record** mode which is the *record mode* if present. It is a **dynamic record** mode if **DYNAMIC** is specified or if *record mode* is a **varying** string mode, otherwise it is a **static record** mode.
- An optional **index** mode which is the *index mode*.

static conditions: The optional *record mode* must not have the **non-value** property.

If **DYNAMIC** is specified, the record mode must be **parameterisable** and must not be a **tagless** structure mode.

The *index mode* must neither be a **numbered set** mode nor a **numbered range** mode.

examples:

20.18	ACCESS (<i>index_set</i>) <i>record_type</i>	(1.1)
22.20	ACCESS <i>string</i> DYNAMIC	(1.1)
20.18	<i>record_type</i>	(2.1)
20.18	<i>index_set</i>	(3.1)

3.10.4 Text modes

syntax:

$\langle \text{text mode} \rangle ::=$	(1)
TEXT ($\langle \text{text length} \rangle$) [$\langle \text{index mode} \rangle$] [DYNAMIC]	(1.1)
$\langle \text{text length} \rangle ::=$	(2)
$\langle \text{integer literal expression} \rangle$	(2.1)

semantics: A text mode location provides a means for transferring values represented in human-readable form from a CHILL program to a file in the outside world, and vice versa. A text mode location has a **text record** and an access sub-locations. The **text record** sub-location is initialised with an empty string.

A text mode has a **text length**, which defines the maximum length of the records that can be transferred, and possibly an **index** mode that has the same meaning as for access modes.

static properties: A text mode has the following hereditary properties:

- A **text length** which is the value delivered by *text length*.
- A **text record mode** which is **CHARS** (<*text length*>) **VARYING**.
- It has an **access mode** which is **ACCESS** [(<*index mode*>)] **CHARS** (<*text length*>) [**DYNAMIC**] (<*index mode*> and **DYNAMIC** are part of the mode only if they are specified).

examples:

26.8 **TEXT** (80) **DYNAMIC** (1.1)

3.11 TIMING MODES

3.11.1 General

syntax:

<*timing mode*> ::= (1)
 <*duration mode*> (1.1)
 | <*absolute time mode*> (1.2)

semantics: A timing mode provides a means for time supervision of processes as described in chapter 9. Timing values are created by a set of built-in routines. The relational operators are defined on timing values.

3.11.2 Duration modes

syntax:

<*duration mode*> ::= (1)
 <*duration mode name*> (1.1)

predefined names: The name *DURATION* is predefined as a **duration mode name**.

semantics: A duration mode defines values which represent periods of time. The set of values defined by the duration mode is implementation defined. An implementation may choose to represent duration values as pairs of precision and value. Duration values are ordered in the intuitive way.

3.11.3 Absolute time modes

syntax:

<*absolute time mode*> ::= (1)
 <*absolute time mode name*> (1.1)

predefined names: The name *TIME* is predefined as an **absolute time mode name**.

semantics: An absolute time mode defines values which represent points in time. The set of values defined by the absolute time mode is implementation defined. Absolute time values are ordered in the intuitive way.

3.12 COMPOSITE MODES

3.12.1 General

syntax:

<code><composite mode> ::=</code>	(1)
<code><string mode></code>	(1.1)
<code><array mode></code>	(1.2)
<code><structure mode></code>	(1.3)

semantics: A composite mode defines composite values, i.e. values consisting of sub-components which can be accessed or obtained (see sections 4.2.6-4.2.10 and 5.2.6-5.2.10).

3.12.2 String modes

syntax:

<code><string mode> ::=</code>	(1)
<code><string type> (<string length>) [VARYING]</code>	(1.1)
<code><parameterised string mode></code>	(1.2)
<code><string mode name></code>	(1.3)
 <code><parameterised string mode> ::=</code>	 (2)
<code><origin string mode name> (<string length>)</code>	(2.1)
<code><parameterised string mode name></code>	(2.2)
 <code><origin string mode name> ::=</code>	 (3)
<code><string mode name></code>	(3.1)
 <code><string type> ::=</code>	 (4)
BOOLS	(4.1)
CHARS	(4.2)
 <code><string length> ::=</code>	 (5)
<code><integer literal expression></code>	(5.1)

semantics: A fixed string mode defines bit or character string values of a length indicated or implied by the string mode. A varying string mode defines bit or character string values whose actual length can vary dynamically from 0 to the string length. The length is known only at runtime from the value of the attribute actual length. For a fixed string mode the actual length is always equal to the string length. Character strings are sequences of character values; bit strings are sequences of boolean values.

String values are either empty or have string elements which are numbered from 0 upward.

The string values of a given string mode are well-ordered in accordance with the ordering of the component values and the following definition.

Two strings s and t are equal if and only if they are empty or have the same length l and $s(i) = t(i)$ for all $0 \leq i < l$. A string s precedes t when either:

- there exists an index j such that $s(j) < t(j)$ and $s(0 : j - 1) = t(0 : j - 1)$, or
- $LENGTH(s) < LENGTH(t)$ and $s = t(0 \text{ UP } LENGTH(s))$.

The concatenation operator is defined on string values. The usual logical operators are defined on bit string values and operate between their corresponding elements (see section 5.3).

static properties: A string mode has the following hereditary properties:

- A **string length** which is the value delivered by *string length*.
- An **upper bound** and a **lower bound** which are the values delivered by *string length* – 1 and 0, respectively.
- It is a **bit** string mode or a **character** string mode, depending on whether *string type* specifies **BOOLS** or **CHARS**, or whether *origin string mode name* is a **bit** or **character** string mode.
- It is a **varying** string mode if **VARYING** is specified or if the *origin string mode name* is a **varying** string mode; otherwise it is a **fixed** string mode.

A string mode is **parameterised** if and only if it is a *parameterised string mode*.

A **parameterised** string mode has an **origin** string mode which is the mode denoted by *origin string mode name*.

A **varying** string mode has the following non-hereditary property: it has a **component** mode, defined as follows:

- If the **varying** string mode is of the form:

<string type> (*<string length>*) **VARYING**

then it is *<string type>* (*<string length>*).

- If the **varying** string mode is of the form:

<origin string mode name> (*<string length>*)

then the **component** mode is *&name* (*string length*), where *&name* is a virtually introduced **synmode** name **synonymous** with the **component** mode of the *origin string mode name*.

- If the **varying** string mode is a *string mode* name which is a **synmode** name, then its **component** mode is that of the defining mode of the **synmode** name; otherwise it is a **newmode** name and then its **component** mode is the virtually introduced **component** mode (see section 3.2.3).

static conditions: The *string length* must deliver a non-negative value.

The value delivered by the *string length* directly contained in a *parameterised string mode* must be less than or equal to the **string length** of the *origin string mode name*. This condition applies only to the **parameterised** string modes that are not introduced virtually.

examples:

7.51 **CHARS** (20) (1.1)
 22.22 **CHARS** (20) **VARYING** (1.1)

3.12.3 Array modes

syntax:

<array mode> ::= (1)
 ARRAY (*<index mode>* { , *<index mode>* }*)
 <element mode> { *<element layout>* }* (1.1)
 | *<parameterised array mode>* (1.2)
 | *<array mode name>* (1.3)

<parameterised array mode> ::= (2)
 <origin array mode name> (*<upper index>*) (2.1)
 | *<parameterised array mode name>* (2.2)

<origin array mode name> ::= (3)
 <array mode name> (3.1)

<upper index> ::= (4)
 <discrete literal expression> (4.1)

<element mode> ::= (5)
 <mode> (5.1)

3.12.4 Structure modes

syntax:

<code><structure mode> ::=</code>	(1)
<code>STRUCT (<field> { , <field> }*)</code>	(1.1)
<code> <parameterised structure mode></code>	(1.2)
<code> <structure mode name></code>	(1.3)
<code><field> ::=</code>	(2)
<code><fixed field></code>	(2.1)
<code> <alternative field></code>	(2.2)
<code><fixed field> ::=</code>	(3)
<code><field name defining occurrence list> <mode> [<field layout>]</code>	(3.1)
<code><alternative field> ::=</code>	(4)
<code>CASE [<tag list>] OF</code>	
<code><variant alternative> { , <variant alternative> }*</code>	
<code>[ELSE [<variant field> { , <variant field> }*]] ESAC</code>	(4.1)
<code><variant alternative> ::=</code>	(5)
<code>[<case label specification>] : [<variant field> { , <variant field> }*]</code>	(5.1)
<code><tag list> ::=</code>	(6)
<code><tag field name> { , <tag field name> }*</code>	(6.1)
<code><variant field> ::=</code>	(7)
<code><field name defining occurrence list> <mode> [<field layout>]</code>	(7.1)
<code><parameterised structure mode> ::=</code>	(8)
<code><origin variant structure mode name> (<literal expression list>)</code>	(8.1)
<code> <parameterised structure mode name></code>	(8.2)
<code><origin variant structure mode name> ::=</code>	(9)
<code><variant structure mode name></code>	(9.1)
<code><literal expression list> ::=</code>	(10)
<code><discrete literal expression> { , <discrete literal expression> }*</code>	(10.1)

derived syntax: A *fixed field* occurrence or *variant field* occurrence, where *field name defining occurrence list* consists of more than one *field name defining occurrence*, is derived syntax for several *fixed field* occurrences or *variant field* occurrences with one *field name defining occurrence* respectively, each with the specified *mode* and optional *field layout*. In the case of *field layout*, this *field layout* must not be pos. For example:

`STRUCT (I,J BOOL PACK)`

is derived from:

`STRUCT (I BOOL PACK, J BOOL PACK)`

semantics: Structure modes define composite values consisting of a list of values, selectable by a component name. Each value is defined by a mode that is attached to the component name. Structure values may reside in (composite) structure locations, where the component name serves as an access to the sub-location. The components of a structure value or location are called fields and their names **field** names.

There are **fixed** structures, **variant** structures and **parameterised** structures.

Fixed structures consist only of fixed fields, i.e. fields that are always present and that can be accessed without any dynamic check.

Variant structures have variant fields, i.e. fields that are not always present. For **tagged variant** structures, the presence of these fields is known only at run time from the value(s) of certain associated fixed field(s) called **tag fields**. **Tag-less variant** structures do not have **tag fields**. Because the composition of a **variant** structure may change during run time, the **size** of a variant structure location is based upon the largest choice (worst case) of variant alternatives.

In an *alternative field* the *variant alternative* chosen is that for which values give in the case label specification match; if no value match, the *variant alternative* following **ELSE** (which will be present) is chosen.

A **parameterised** structure is determined from a **variant** structure mode for which the choice of variant alternatives is statically specified by means of literal expressions. The composition is fixed from the point of the creation of the parameterised structure and may not change during run time. The **tag fields**, if present, are **read-only** and automatically initialised with the specified values. For a parameterised structure location, a precise amount of storage can be allocated at the point of declaration or generation. Note that dynamic **parameterised** structure modes also exist; their semantics are defined in section 3.13.4.

The layout of a structure location or value can be controlled by means of a field layout specification (see section 3.12.5).

Two structure values are equal if and only if the corresponding component values are equal. However, if the structure values are **tag-less variant** structure values, the result of comparison is implementation defined.

static properties:

general:

A structure mode has the following hereditary properties:

- It is a **fixed** structure mode if it is a *structure mode* that does not directly contain an *alternative field* occurrence.
- It is a **variant** structure mode if it is a *structure mode* and contains at least one *alternative field* occurrence.
- It is a **parameterised** structure mode if it is a *parameterised structure mode*.
- It has a set of field names. This set is defined below for the different cases. A name is said to be a **field name** if and only if it is defined in a *field name defining occurrence list* in *fixed fields* or *variant fields* in a *structure mode*.

Each *fixed field*, *variant field* and therefore each **field name** of a structure mode has a **field mode** attached that is either *M* or **READ M**, where *M* is the *mode* in the *fixed field* or *variant field*. The **field mode** is **READ M** if *M* is not a **read-only** mode and either the structure mode is a **read-only** mode, or the field is a **tag field** of a **parameterised** structure mode. The **field mode** is an implicit **read-only** mode if it is **READ M**.

A *fixed field*, *variant field* and therefore a **field name** of a given structure mode has a **field layout** attached to it that is the *field layout* in the *fixed field* or *variant field*, if present; otherwise it is the default field layout, which is either **PACK** or **NOPACK**.

- It is a **mapped** mode if its field names have a *field layout* that is *pos*.

fixed structures:

A **fixed** structure mode has the following hereditary property:

- A set of **field names** which is the set of names defined by any *field name defining occurrence list* in *fixed fields*. These **field names** are **fixed field names**.

variant structures:

A **variant** structure mode has the following hereditary properties:

- A set of **field names** which is the union of the set of names defined by any *field name defining occurrence list* in *fixed fields* and the set of names defined by any *field name defining occurrence list* in *alternative fields*. **Field names** defined by a *field name defining occurrence list* in *fixed fields* are the **fixed field names** of the **variant** structure mode; its other **field names** are the **variant field names**.

A **field name** of a **variant** structure mode is a **tag field name** if and only if it occurs in any *tag list* of an *alternative field*. *Alternative fields* in which no *tag list* are specified are **tag-less alternative fields**.

- A **variant** structure mode is a **tag-less variant** structure mode if all its *alternative field* occurrences are **tag-less**. Otherwise it is a **tagged variant** structure mode.
- A **variant** structure mode is a **parameterisable variant** structure mode if it is either a **tagged variant** structure mode or a **tag-less variant** structure mode where for each of the *alternative field* occurrences a *case label specification* is given for all the *variant alternative* occurrences in it.
- A **parameterisable variant** structure mode has a list of classes attached, determined as follows:
 - if it is a **tagged variant** structure mode, the list of M_i -value classes, where M_i are the modes of the **tag field** names in the order that they are defined in *fixed fields*;
 - if it is a **tag-less variant** structure mode, the list is built up from the individual **resulting lists** of classes of each *alternative field* by concatenating them in the order as the *alternative fields* occur. The **resulting list of classes** of an *alternative field* occurrence is the **resulting list of classes** of the list of *case label specification* occurrences in it (see section 12.3).

parameterised structures:

A **parameterised** structure mode has the following hereditary properties:

- An **origin variant** structure mode which is the mode denoted by *origin variant structure mode name*.
- A set of **field names** which is the union of the set of **fixed field** names of its **origin variant** structure mode and the set of those **variant field** names of its **origin variant** structure mode that are defined in *variant alternative* occurrences that are selected by the list of values defined by *literal expression list*.

The set of **tag field** names of a *parameterised structure mode* is the set of **tag field** names of its **origin variant** structure mode.

- A list of values attached, defined by *literal expression list*.
- It is a **tagged parameterised** structure mode if its **origin variant** structure mode is a **tagged variant** structure mode; otherwise the **parameterised** structure mode is **tag-less**.

For dynamic **parameterized** structure modes see section 3.13.4.

static conditions:

general:

All **field names** of a structure mode must be different.

If any field has a field layout which is *pos*, all the fields must have a field layout which must be *pos*.

variant structures:

A **tag field** name must be a **fixed field** name and must be textually defined before all the *alternative field* occurrences in whose *tag list* it is mentioned. (As a consequence, a **tag field** precedes all the **variant fields** that depend upon it). The mode of a **tag field** name must be a discrete mode.

The *mode* of *variant field* may have neither the **non-value property** nor the **tagged parameterised property**.

In a **variant** structure mode the *alternative field* occurrences must be either all **tagged** or all **tag-less**. For **tag-less alternative fields**, *case label specification* may be omitted in all *variant alternative* occurrences together, or must be specified for each *variant alternative* occurrence.

If, for a **tag-less variant** structure mode, any of its *alternative fields* has *case label specification* given, all its *alternative fields* must have *case label specification*.

For *alternative fields*, the case selection conditions must be fulfilled (see section 12.3), and the same completeness, consistency and compatibility requirements must hold as for the case action (see section 6.4). Each of the **tag field** names of *tag list* (if present) serves as a case selector with the M -value class, where M is the mode of the **tag field** name. In the case of **tag-less alternative fields**, the checks involving the case selector are ignored.

For a **parameterisable variant** structure mode none of the classes of its attached list of classes may be the **all class**. (This condition is automatically fulfilled by a **tagged variant** structure mode.)

parameterised structures:

The *origin variant structure mode name* must be **parameterisable**.

There must be as many **literal** expressions in the *literal expression list* as there are classes in the list of classes of the *origin variant structure mode name*. The class of each **literal** expression must be **compatible** with the corresponding (by position) class of the list of classes. If the latter class is an M-value class, the value delivered by the **literal** expression must be one of the values defined by M.

examples:

```
3.3   STRUCT (re, im INT)                                     (1.1)
11.7  STRUCT (status SET (occupied, free),
        CASE status OF
          (occupied): p piece,
          (free):
        ESAC)                                               (1.1)
2.6   fraction                                             (1.3)
11.7  status SET (occupied, free)                           (3.1)
11.8  status                                               (6.1)
11.9  p piece                                              (7.1)
```

3.12.5 Layout description for array modes and structure modes

syntax:

```
<element layout> ::=                                     (1)
    PACK | NOPACK | <step>                               (1.1)

<field layout> ::=                                     (2)
    PACK | NOPACK | <pos>                               (2.1)

<step> ::=                                             (3)
    STEP (<pos> [ , <step size> ] )                     (3.1)

<pos> ::=                                             (4)
    POS (<word> , <start bit> , <length> )              (4.1)
  | POS (<word> [ , <start bit> [ : <end bit> ] ] )      (4.2)

<word> ::=                                             (5)
    <integer literal expression>                        (5.1)

<step size> ::=                                       (6)
    <integer literal expression>                       (6.1)

<start bit> ::=                                       (7)
    <integer literal expression>                       (7.1)

<end bit> ::=                                         (8)
    <integer literal expression>                       (8.1)

<length> ::=                                          (9)
    <integer literal expression>                       (9.1)
```

semantics: It is possible to control the layout of an array or a structure by giving packing or mapping information in its mode. Packing information is either **PACK** or **NOPACK**, mapping information is either *step* in the case of array modes, or *pos* in the case of structure modes. The absence of *element layout* or *field layout* in an array or structure mode will always be interpreted as packing information, i.e. either as **PACK** or as **NOPACK**.

If **PACK** is specified for elements of an array or fields of a structure, it means that the use of memory space is optimised for the array elements or structure fields, whereas **NOPACK** implies that the access time for the array elements or the structure fields is optimised. **NOPACK** also implies referable.

The **PACK**, **NOPACK** information is applied only for one level, i.e. it is applied to the elements of the array or fields of the structure, not for possible components of the array element or structure field. The layout information is always attached to the nearest mode to which it may apply and which does not already have layout attached. For example, if the default packing is **NOPACK**:

STRUCT (f ARRAY (0:1) m PACK)

is equivalent to:

STRUCT (f ARRAY (0:1) m PACK NOPACK)

It is also possible to control the precise layout of an array or a structure by specifying positioning information for its components in the mode. This positioning information is given in the following ways:

- For array modes, the positioning information is given for all elements together, in the form of a *step* following the array mode.
- For structure modes, the positioning information is given for each field individually, in the form of a *pos*, following the mode of the field.

Mapping information with *pos* is given in terms of word and bit-offsets. A *pos* of the form:

POS (<word> , <start bit> , <length>)

defines a bit-offset of

$NUM (word) * WIDTH + NUM (start\ bit)$

and a length of $NUM (length)$ bits, where *WIDTH* is the (implementation defined) number of bits in a word, and *word* is an *integer literal* expression.

When *pos* is specified in *field layout* it defines that the corresponding field starts at the given bit-offset from the start of each location of that mode, and occupies the given length.

A *step* of the form:

STEP (<pos> , <step size>)

defines a series of bit-offsets b_i for i taking values 0 to $n - 1$ where n is the **number of elements** in the array and

$b_i = i * NUM (step\ size)$.

The j -th element of the array starts at a bit-offset of $p + b_j$ from the start of each location of the array mode, where p is the bit-offset specified in *pos*. Each element occupies the length given in *pos*.

Defaults

The notation:

POS (<word number> , <start bit> : <end bit>)

is semantically equivalent to:

POS (<word number> , <start bit> , $NUM (<end\ bit>) - NUM (<start\ bit>) + 1$)

The notation:

POS (<word number> , <start bit>)

is semantically equivalent to:

POS (<word number> , <start bit> , *BSIZE*)

where *BSIZE* is the minimum number of bits which is needed to be occupied by the component for which the *pos* is specified.

The notation:

POS (<word number>)

is semantically equivalent to:

POS (<word number> , 0 , *BSIZE*)

The notation:

STEP (<pos>)

is semantically equivalent to

STEP (<pos> , *SSIZE*)

where *SSIZE* is the <length> specified in *pos* or derivable from *pos* by the above rules.

static properties: For any location of an array mode the element layout of the mode determines the referability of its sub-locations (including sub-arrays, array slices) as follows:

- either all sub-locations are **referable**, or none of them are;
- if the element layout is **NOPACK** all sub-locations are **referable**.

For any location of a structure mode, the referability of the structure field selected by a **field name** is determined by the field layout of the **field name** as follows:

- the **field name** is **referable** if the field layout is **NOPACK**.

static conditions: If the **element** mode of a given array mode or the **field** mode of a **field name** of a given structure mode, is itself an array or structure mode, then it must be a **mapped** mode if the given array or structure mode is **mapped**.

Each of *word*, *start bit*, *end bit*, *length* and *step size* must, if specified, deliver a non negative value; and the values delivered by *start bit* and *end bit* must be less than *WIDTH*, the number of bits in an implementation's word; and the value delivered by *start bit* must be less than or equal to that of *end bit*.

Each implementation defines for each mode a minimum number of bits its values need to occupy; call this the minimum bit occupancy. For discrete modes it is any number of bits not less than log to the base two of the **number of values** of the mode. For array modes it is the offset of the element of the highest index plus its occupied bits. For structure modes it is the offset of the highest bit occupied.

For each *pos* the *length* specified must not be less than the minimum bit occupancy of the mode of the associated field or array components.

For each **mapped** array mode the *step size* must not be less than the *length* given or implied in the *pos*.

Consistency and feasibility

Consistency:

No component of a structure may be specified such that it occupies any bits occupied by another component of the same object except in the case of two **variant field** names defined in the same *alternative field* occurrence; however, in the latter case the **variant field** names may not both be defined in the same *variant alternative* nor both following **ELSE**.

Feasibility:

There are no language defined feasibility requirements, except for the one that can be deduced from the rule that the referability of a sub-location of any (**referable** or non-**referable**) location is determined only by the (element or field) layout, which is a property of the mode of the location. This places some restrictions on the mapping of components that themselves have **referable** components.

examples:

17.5	PACK	(1.1)
19.14	POS (1,0:15)	(4.2)

3.13 DYNAMIC MODES

3.13.1 General

A dynamic mode is a mode of which some properties are known only at run time. Dynamic modes are always parameterised modes with one or more run-time parameters. For description purposes, virtual denotations are introduced in this document. These virtual denotations are preceded by the ampersand symbol (&) to distinguish them from actual notations which appears in a CHILL program text.

3.13.2 Dynamic string modes

virtual denotation: $\&\langle\text{origin string mode name}\rangle (\langle\text{integer expression}\rangle)$

semantics: A dynamic string mode is a parameterised string mode with statically unknown length.

static properties: Dynamic string modes have the same properties as string modes, except for the properties described below.

dynamic properties:

- A dynamic string mode has a dynamic **string length** which is the value delivered by *integer expression*.
- A dynamic string mode has an **upper bound** and a **lower bound** which are the values delivered by **string length** --1 and 0, respectively.

3.13.3 Dynamic array modes

virtual denotation: $\&\langle\text{origin array mode name}\rangle (\langle\text{discrete expression}\rangle)$

semantics: A dynamic array mode is a parameterised array mode with statically unknown **upper bound**.

static properties: Dynamic array modes have the same properties as array modes, except for the properties described below.

dynamic properties:

- A dynamic array mode has a dynamic **upper bound** which is the value delivered by *discrete expression*, and a dynamic **number of elements** which is the value delivered by

$$NUM (\text{discrete expression}) - NUM (\text{lower bound}) + 1$$

where *lower bound* is the **lower bound** of the *origin array mode name*.

3.13.4 Dynamic parameterised structure modes

virtual denotation: $\&\langle\text{origin variant structure mode name}\rangle (\langle\text{expression list}\rangle)$

semantics: A dynamic **parameterised** structure mode is a **parameterised** structure mode with statically unknown parameters.

static properties: The static properties of a dynamic **parameterised** structure mode are those of a static **parameterised** structure mode except for the following:

- The set of **field** names of a dynamic **parameterised** structure mode is the set of **field** names of its **origin variant** structure mode.

dynamic properties:

- A dynamic **parameterised** structure mode has a list of values attached that is the list of values delivered by the expressions in the *expression list*.

4 LOCATIONS AND THEIR ACCESSES

4.1 DECLARATIONS

4.1.1 General

syntax:

```
<declaration statement> ::= (1)
    DCL <declaration> { , <declaration> }* ; (1.1)

<declaration> ::= (2)
    <location declaration> (2.1)
    | <loc-identity declaration> (2.2)
```

semantics: A declaration statement declares one or more names to be an access to a location.

examples:

```
6.9    DCL j INT := julian_day_number, (1.1)
        d, m, y INT;
11.36  starting_square LOC := b(m.lin_1)(m.col_1) (2.2)
```

4.1.2 Location declarations

syntax:

```
<location declaration> ::= (1)
    <defining occurrence list> <mode> [ STATIC ] [ <initialisation> ] (1.1)

<initialisation> ::= (2)
    <reach-bound initialisation> (2.1)
    | <lifetime-bound initialisation> (2.2)

<reach-bound initialisation> ::= (3)
    <assignment symbol> <value> [ <handler> ] (3.1)

<lifetime-bound initialisation> ::= (4)
    INIT <assignment symbol> <constant value> (4.1)
```

semantics: A location declaration creates as many locations as there are *defining occurrences* specified in the *defining occurrence list*.

With *reach-bound initialisation*, the *value* is evaluated each time the reach in which the declaration is placed is entered (see section 10.2) and the delivered value is assigned to the location(s). Before the *value* is evaluated the location(s) contain(s) the **undefined** value.

With *lifetime-bound initialisation*, the value yielded by the constant value is assigned to the location(s) only once at the beginning of the lifetime of the location(s) (see sections 10.2 and 10.9).

Specifying no *initialisation* is semantically equivalent to the specification of a *lifetime-bound initialisation* with the **undefined** value (see section 5.3.1).

The meaning of the **undefined** value as initialisation for a location which has attached a mode with the **tagged parameterised property** or the **non-value property** is as follows:

- **tagged parameterised property:** the created **tag** field sub-location(s) are initialised with their corresponding parameter value.
- **non-value property:**
 - the created event and/or buffer (sub-)location(s) are initialised to “empty”, i.e. no delayed processes are attached to the event or buffer nor are there messages in the buffer;
 - the created association (sub-)location(s) are initialised to “empty”, i.e. they do not contain an association;

- the created access (sub-)location(s) are initialised to “empty”, i.e. they are not connected to an association;
- the created text (sub-)location(s) have a **text record** sub-location which is initialised with an empty string and an access sub-location which is initialised with “empty”, i.e. it is not connected to an association.

The semantics of **STATIC** and *handler* can be found in section 10.9 and chapter 8, respectively.

static properties: A *defining occurrence* in a *location declaration* defines a **location** name. The mode attached to the **location** name is the *mode* specified in the *location declaration*. A **location** name is referable.

static conditions: The class of the *value* or constant *value* must be **compatible** with the *mode* and the delivered value should be one of the values defined by the *mode*, or the **undefined** value.

If the *mode* has the **read-only property**, *initialisation* must be specified. If the *mode* has the **non-value property**, *reach-bound initialisation* must not be specified.

If *initialisation* is specified, the *value* must be **regionally safe** for the location (see section 11.2.2).

dynamic conditions: In the case of *reach-bound initialisation*, the assignment conditions of *value* with respect to the *mode* apply (see section 6.2).

examples:

5.7	k2, x, w, t, s, r <i>BOOL</i>	(1.1)
6.9	:= <i>julian_day_number</i>	(3.1)
8.4	INIT := ['A':'Z']	(4.1)

4.1.3 Loc-identity declarations

syntax:

<i><loc-identity declaration></i>	::=	(1)
	<i><defining occurrence list></i> <i><mode></i> LOC [DYNAMIC]	
	<i><assignment symbol></i> <i><location></i> [<i><handler></i>]	(1.1)

semantics: A loc-identity declaration creates as many access names to the specified location as there are *defining occurrences* specified in the *defining occurrence list*. The mode of the location may be dynamic only if **DYNAMIC** is specified.

If the *location* is evaluated dynamically, this evaluation is done each time the reach in which the loc-identity declaration is placed is entered. In this case, a declared name denotes an **undefined** location prior to the first evaluation during the lifetime of the access denoted by the declared name (see sections 10.2 and 10.9).

static properties: A *defining occurrence* in a *loc-identity declaration* defines a **loc-identity** name. The mode attached to a **loc-identity** name is, if **DYNAMIC** is not specified, the *mode* specified in the *loc-identity declaration*; otherwise it is the dynamically parameterised version of it that has the same parameters as the mode of the *location*.

A **loc-identity** name is referable if and only if the specified *location* is referable.

static conditions: If **DYNAMIC** is specified in the *loc-identity declaration*, the *mode* must be **parameterisable**. The specified *mode* must be **dynamic read-compatible** with the mode of the *location* if **DYNAMIC** is specified and **read-compatible** with the mode of the *location* otherwise.

The *location* must not be a *string element* or *string slice* in which the *mode* of the *string location* is a **varying** string mode.

dynamic conditions: The **RANGEFAIL** or **TAGFAIL** exception occurs if **DYNAMIC** is specified, and the above-mentioned **dynamic read-compatible** check fails.

examples:

11.36 starting square **LOC** := $b(m.lin_1)(m.col_1)$ (1.1)

4.2 LOCATIONS

4.2.1 General

syntax:

<code><location> ::=</code>	(1)
<code><access name></code>	(1.1)
<code> <dereferenced bound reference></code>	(1.2)
<code> <dereferenced free reference></code>	(1.3)
<code> <dereferenced row></code>	(1.4)
<code> <string element></code>	(1.5)
<code> <string slice></code>	(1.6)
<code> <array element></code>	(1.7)
<code> <array slice></code>	(1.8)
<code> <structure field></code>	(1.9)
<code> <location procedure call></code>	(1.10)
<code> <location built-in routine call></code>	(1.11)
<code> <location conversion></code>	(1.12)

semantics: A location is an object that can contain values. Locations have to be accessed to store or obtain a value.

static properties: A *location* has the following properties:

- A mode, as defined in the appropriate sections. This mode is either static or dynamic.
- It is **static** or not (see section 10.9).
- It is **intra-regional** or **extra-regional** (see section 11.2.2).
- It is **referable** or not. The language definition requires certain locations to be **referable** and others to be not **referable** as defined in the appropriate sections. An implementation may extend referability to other locations except when explicitly disallowed.

4.2.2 Access names

syntax:

<access name> ::=	(1)
< <u>location</u> name>	(1.1)
< <u>loc-identity</u> name>	(1.2)
< <u>location enumeration</u> name>	(1.3)
< <u>location do-with</u> name>	(1.4)

semantics: An access name delivers a location. An access name is one of the following:

- a **location** name, i.e. a name explicitly declared in a *location declaration* or implicitly declared in a *formal parameter* without the **LOC** attribute;
- a **loc-identity** name, i.e. a name explicitly declared in a *loc-identity declaration* or implicitly declared in a *formal parameter* with the **LOC** attribute;
- a **location enumeration** name, i.e. a *loop counter* in a *location enumeration*;
- a **location do-with** name, i.e. a *field name* used as direct access in the *do action* with a *with part*.

If the location denoted by a *location do-with* name is a variant field of a tag-less variant structure location, the semantics are implementation defined.

static properties: The (possibly dynamic) mode attached to an access name is the mode of the *location* name, *loc-identity* name, *location enumeration* name or *location do-with* name, respectively.

An access name is referable if and only if it is a *location* name, a referable *loc-identity* name, a referable *location enumeration* name, or a referable *location do-with* name.

dynamic conditions: When accessing via a *loc-identity* name, it must not denote an **undefined** location.

When accessing via a *loc-identity* name a location which is a **variant** field, the variant field access conditions for the location must be satisfied (see section 4.2.10). Accessing via a *location do-with* name causes a **TAGFAIL** exception if the denoted location is a **variant** field and the variant field access conditions for the location are not satisfied.

examples:

4.12	a	(1.1)
11.39	starting	(1.2)
15.35	each	(1.3)
5.10	c1	(1.4)

4.2.3 Dereferenced bound references

syntax:

<dereferenced bound reference> ::=	(1)
< <u>bound reference primitive</u> value> -> [< <u>mode</u> name>]	(1.1)

semantics: A dereferenced bound reference delivers the location that is referenced by the bound reference value.

static properties: The mode attached to a *dereferenced bound reference* is the mode name if specified, otherwise the **referenced** mode of the mode of the bound reference primitive value. A *dereferenced bound reference* is **referable**.

static conditions: The bound reference primitive value must be **strong**. If the optional mode name is specified, it must be **read-compatible** with the **referenced** mode of the mode of the bound reference primitive value.

dynamic conditions: The lifetime of the referenced location must not have ended.

The *EMPTY* exception occurs if the bound reference primitive value delivers the value *NULL*.

If the referenced location is a **variant** field, the variant field access conditions for the location must be satisfied (see section 4.2.10).

examples:

10.54 $p \rightarrow$ (1.1)

4.2.4 Dereferenced free references

syntax:

$\langle \text{dereferenced free reference} \rangle ::=$ (1)
 $\langle \text{free reference primitive value} \rangle \rightarrow \langle \text{mode name} \rangle$ (1.1)

semantics: A dereferenced free reference delivers the location that is referenced by the free reference value.

static properties: The mode attached to a *dereferenced free reference* is the mode name. A *dereferenced free reference* is **referable**.

static conditions: The free reference primitive value must be **strong**.

dynamic conditions: The lifetime of the referenced location must not have ended.

The *EMPTY* exception occurs if the free reference primitive value delivers the value *NULL*.

The mode name must be **read-compatible** with the mode of the referenced location.

If the referenced location is a **variant** field, the variant field access conditions for the location must be satisfied (see section 4.2.10).

4.2.5 Dereferenced rows

syntax:

$\langle \text{dereferenced row} \rangle ::=$ (1)
 $\langle \text{row primitive value} \rangle \rightarrow$ (1.1)

semantics: A dereferenced row delivers the location that is referenced by the row value.

static properties: The dynamic mode attached to a *dereferenced row* is constructed as follows:

$\& \textit{origin_mode} \textit{name} (\langle \textit{parameter} \rangle \{ , \langle \textit{parameter} \rangle \}^*)$

where *origin mode name* is a virtual *synmode* name *synonymous* with the *referenced origin mode* of the mode of the *row primitive value* and where the parameters are, depending on the *referenced origin mode*:

- the dynamic **string length**, in the case of a string mode;
- the dynamic **upper bound**, in the case of an array mode;
- the list of values associated with the mode of the parameterised structure location, in the case of a **variant** structure mode.

A *dereferenced row* is *referable*.

static conditions: The *row primitive value* must be **strong**.

dynamic conditions: The lifetime of the referenced location must not have ended.

The *EMPTY* exception occurs if the *row primitive value* delivers *NULL*.

If the referenced location is a **variant** field, the variant field access conditions for the location must be satisfied (see section 4.2.10).

examples:

8.11 *input* -> (1.1)

4.2.6 String elements

syntax:

$\langle \textit{string_element} \rangle ::=$ (1)

$\langle \textit{string_location} \rangle (\langle \textit{start_element} \rangle)$ (1.1)

$\langle \textit{start_element} \rangle ::=$ (2)

$\langle \textit{integer_expression} \rangle$ (2.1)

semantics: A string element delivers a (sub-)location which is the element of the specified string location indicated by *start element*.

static properties: The mode attached to the *string element* is *BOOL* or *CHAR* depending on whether the mode of the *string location* is a **bit** string mode or a **character** string mode.

If the mode of the *string location* is a **varying** string mode, then the *string element* is not **referable**.

dynamic conditions: The *RANGEFAIL* exception occurs if the following relation does not hold:

$$0 \leq \textit{NUM} (\textit{start_element}) \leq L - 1$$

Where *L* is the **actual length** of the *string location*.

examples:

18.16 *string* ->(i) (1.1)

4.2.7 String slices

syntax:

$\langle \text{string slice} \rangle ::=$ (1)

$\langle \text{string location} \rangle (\langle \text{left element} \rangle : \langle \text{right element} \rangle)$ (1.1)

$| \langle \text{string location} \rangle (\langle \text{start element} \rangle \text{ UP } \langle \text{slice size} \rangle)$ (1.2)

$\langle \text{left element} \rangle ::=$ (2)

$\langle \text{integer expression} \rangle$ (2.1)

$\langle \text{right element} \rangle ::=$ (3)

$\langle \text{integer expression} \rangle$ (3.1)

$\langle \text{slice size} \rangle ::=$ (4)

$\langle \text{integer expression} \rangle$ (4.1)

semantics: A string slice delivers a (possibly dynamic) string location that is the part of the specified string location indicated by *left element* and *right element* or *start element* and *slice size*. The (possibly dynamic) length of the string slice is determined from the specified expressions.

A *string slice* in which the *right element* delivers a value which is less than that delivered by the *left element* or in which *slice size* delivers a non positive value denotes an empty string.

static properties: The (possibly dynamic) mode attached to a *string slice* is a **parameterised** string mode constructed as:

$\&\text{name} (\text{string size})$

where $\&\text{name}$ is a virtual **synmode** name **synonymous** with the (possibly dynamic) mode of the *string location* if it is a **fixed** string mode, otherwise with the **component** mode, and where *string size* is either

$NUM (\text{right element}) - NUM (\text{left element}) + 1$

or

$NUM (\text{slice size})$.

However, if an empty string is denoted, *string size* is 0. The mode attached to a *string slice* is static if *string size* is **literal**, i.e. *left element* and *right element* are **literal** or *slice size* is **literal**; otherwise the mode is dynamic.

If the mode of the *string location* is a **varying** string mode, then the *string slice* is not **referable**.

static conditions: The following relations must hold:

$0 \leq NUM (\text{left element}) \leq L - 1$

$0 \leq NUM (\text{right element}) \leq L - 1$

$0 \leq NUM (\text{start element}) \leq L - 1$

$NUM (\text{start element}) + NUM (\text{slice size}) \leq L$

where L is the **actual length** of the *string location*. If L and the value all *integer expressions* are known statically, the relations can be checked statically.

dynamic conditions: The **RANGEFAIL** exception occurs if a dynamic part of the check of the relations above fails.

examples:

18.26 *blanks* (count : 9) (1.1)

18.23 *string* ->(scanstart UP 10) (1.2)

4.2.8 Array elements

syntax:

$\langle \text{array element} \rangle ::=$ (1)

$\langle \text{array location} \rangle (\langle \text{expression list} \rangle)$ (1.1)

$\langle \text{expression list} \rangle ::=$ (2)

$\langle \text{expression} \rangle \{ , \langle \text{expression} \rangle \}^*$ (2.1)

derived syntax: The notation: $(\langle \text{expression list} \rangle)$ is derived syntax for:

$(\langle \text{expression} \rangle) \{ (\langle \text{expression} \rangle) \}^*$

where there are as many parenthesised expressions as there are expressions in the *expression list*.

Thus an *array element* in the strict syntax has only one (index) expression.

semantics: An array element delivers a (sub-)location which is the element of the specified array location indicated by *expression*.

static properties: The mode attached to the array element is the *element* mode of the mode of the *array location*.

An array element is referable if the *element layout* of the mode of the *array location* is **NOPACK**.

static conditions: The class of the *expression* must be compatible with the *index* mode of the mode of the *array location*.

dynamic conditions: The *RANGEFAIL* exception occurs if the following relation does not hold:

$L \leq \text{expression} \leq U$

where *L* and *U* are the lower bound and the (possibly dynamic) upper bound of the mode of the *array location*, respectively.

examples:

11.36 $b(m.lin_1)(m.col_1)$ (1.1)

4.2.9 Array slices

syntax

$\langle \text{array slice} \rangle ::=$ (1)

$\langle \text{array location} \rangle (\langle \text{lower element} \rangle : \langle \text{upper element} \rangle)$ (1.1)

$| \langle \text{array location} \rangle (\langle \text{first element} \rangle \text{ UP } \langle \text{slice size} \rangle)$ (1.2)

$\langle \text{lower element} \rangle ::=$ (2)

$\langle \text{expression} \rangle$ (2.1)

$\langle \text{upper element} \rangle ::=$ (3)

$\langle \text{expression} \rangle$ (3.1)

$\langle \text{first element} \rangle ::=$ (4)

$\langle \text{expression} \rangle$ (4.1)

semantics: An array slice delivers a (possibly dynamic) array location which is the part of the specified array location indicated by *lower element* and *upper element* or *first element* and *slice size*. The **lower bound** of the array slice is equal to the lower bound of the specified array; the (possibly dynamic) **upper bound** is determined from the specified expressions.

static properties: The (possibly dynamic) mode attached to an array slice is a **parameterised array mode** constructed as:

$$\&name \text{ (upper index)}$$

where *&name* is a virtual **synmode** name **synonymous** with the (possibly dynamic) mode of the array location and *upper index* is either an expression whose class is **compatible** with the classes of *lower element* and *upper element* and delivers a value such that:

$$NUM \text{ (upper index)} = NUM \text{ (} L \text{)} + NUM \text{ (upper element)} - NUM \text{ (lower element)}$$

or is an expression whose class is **compatible** with the class of *first element* and delivers a value such that:

$$NUM \text{ (upper index)} = NUM \text{ (} L \text{)} + NUM \text{ (slice size)} - 1$$

where *L* is the **lower bound** of the mode of the array location.

The mode attached to an array slice is static if *upper index* is **literal**, i.e. *lower element* and *upper element* are both **literal** or *slice size* is **literal**; otherwise the mode is dynamic.

An array slice is **referable** if the **element layout** of the mode of the array location is **NOPACK**.

static conditions: The classes of *lower element* and *upper element* or the class of *first element* must be **compatible** with the **index mode** of the array location.

The following relations must hold:

$$L \leq \text{lower element} \leq \text{upper element} \leq U$$

$$1 \leq NUM \text{ (slice size)} \leq NUM \text{ (} U \text{)} - NUM \text{ (} L \text{)} + 1$$

$$NUM(L) \leq NUM \text{ (first element)} \leq NUM \text{ (first element)} + NUM \text{ (slice size)} - 1 \leq NUM \text{ (} U \text{)}$$

where *L* and *U* are respectively the **lower bound** and **upper bound** of the mode of the array location. If *U* and the value of all expressions are known statically, the relations can be checked statically.

dynamic conditions: The **RANGEFAIL** exception occurs if a dynamic part of the check of the relations above fails.

examples:

$$17.27 \text{ res (0 : count - 1)} \tag{1.1}$$

4.2.10 Structure fields

syntax:

$$\begin{aligned} \langle \text{structure field} \rangle ::= & \tag{1} \\ & \langle \text{structure location} \rangle . \langle \text{field name} \rangle \tag{1.1} \end{aligned}$$

semantics: A structure field delivers a (sub-)location which is the field of the specified structure location indicated by *field name*. If the structure location has a **tag-less variant** structure mode and the *field name* is a **variant field name**, the semantics are implementation defined.

static properties: The mode of the *structure field* is the mode of the *field name*.

A *structure field* is referable if the *field layout* of the *field name* is **NOPACK**.

static conditions: The *field name* must be a name from the set of *field names* of the mode of the *structure location*.

dynamic conditions: A *location* must not denote:

- a **tagged variant** structure mode location in which the associated **tag** field value(s) indicate(s) that the field does not exist;
- a **dynamic parameterised** structure mode location in which the associated list of values indicates that the field does not exist.

The above mentioned conditions are called the **variant field access conditions** for the location (note that the condition do not include the occurrence of an exception). The **TAGFAIL** exception occurs if they are not satisfied for the *structure location*.

examples:

10.57 last ->.info (1.1)

4.2.11 Location procedure calls

syntax:

<location procedure call> ::= (1)
<location procedure call> (1.1)

semantics: A location procedure call delivers the location returned from the procedure.

static properties: The mode attached to a *location procedure call* is the mode of the **result spec** of the *location* procedure call if **DYNAMIC** is not specified in it; otherwise it is the dynamically parameterised version of it that has the same parameters as the mode of the delivered location.

The *location procedure call* is referable if **NONREF** is not specified in the **result spec** of the *location* procedure call.

dynamic conditions: The *location* procedure call must not deliver an **undefined** location and the lifetime of the delivered location must not have ended.

4.2.12 Location built-in routine calls

syntax:

<location built-in routine call> ::= (1)
<location built-in routine call> (1.1)

semantics: A location built-in routine call delivers the location returned from the built-in routine call.

static properties: The mode attached to the *location built-in routine call* is the mode of the **result spec** of the *location built-in routine call*.

dynamic conditions: The *location built-in routine call* must not deliver an **undefined** location and the lifetime of the delivered location must not have ended.

4.2.13 Location conversions

syntax:

$\langle \text{location conversion} \rangle ::=$ (1)
 $\langle \text{mode name} \rangle (\langle \text{static mode location} \rangle)$ (1.1)

semantics: A location conversion delivers the location denoted by *static mode location*. However, it overrides the CHILL mode checking and compatibility rules and explicitly attaches a mode to the location.

The precise dynamic semantics of a location conversion are implementation defined.

static properties: The mode of a *location conversion* is the *mode name*.

A *location conversion* is referable.

static conditions: The *static mode location* must be referable.

The following relation must hold:

$$SIZE (\text{mode name}) = SIZE (\text{static mode location})$$

5 VALUES AND THEIR OPERATIONS

5.1 SYNONYM DEFINITIONS

syntax:

$\langle \text{synonym definition statement} \rangle ::=$ (1)
 $\text{SYN } \langle \text{synonym definition} \rangle \{ , \langle \text{synonym definition} \rangle \}^* ;$ (1.1)

$\langle \text{synonym definition} \rangle ::=$ (2)
 $\langle \text{defining occurrence list} \rangle [\langle \text{mode} \rangle] = \langle \text{constant value} \rangle$ (2.1)

derived syntax: A *synonym definition*, where *defining occurrence list* consists of more than one *defining occurrence*, is derived from several *synonym definition* occurrences, one for each *defining occurrence* with the same constant value and *mode*, if present. E.g. $\text{SYN } i , j = 3;$ is derived from $\text{SYN } i = 3, j = 3;$.

semantics: A *synonym definition* defines a name that denotes the specified constant value.

static properties: A *defining occurrence* in a *synonym definition* defines a **synonym** name.

The class of the **synonym** name is, if a *mode* is specified, the M-value class, where M is the *mode*, otherwise the class of the constant value.

A **synonym** name is **undefined** if and only if the constant value is an **undefined** value (see section 5.3.1).

A **synonym** name is **literal** if and only if the constant value is **literal**.

static conditions: If a *mode* is specified, it must be **compatible** with the class of the constant value and the value delivered by the constant value must be one of the values defined by the *mode*.

Synonym definitions must not be recursive nor mutually recursive via other synonym definitions or mode definitions, i.e. no set of recursive definitions may contain synonym definitions (see section 3.2.1).

examples:

1.17 $\text{SYN } \text{neutral_for_add} = 0,$
 $\text{neutral_for_mult} = 1;$ (1.1)

2.18 $\text{neutral_for_add fraction} = [0,1]$ (2.1)

5.2 PRIMITIVE VALUE

5.2.1 General

syntax:

$\langle \text{primitive value} \rangle ::=$ (1)
 $\langle \text{location contents} \rangle$ (1.1)
 $\langle \text{value name} \rangle$ (1.2)
 $\langle \text{literal} \rangle$ (1.3)
 $\langle \text{tuple} \rangle$ (1.4)
 $\langle \text{value string element} \rangle$ (1.5)
 $\langle \text{value string slice} \rangle$ (1.6)
 $\langle \text{value array element} \rangle$ (1.7)
 $\langle \text{value array slice} \rangle$ (1.8)
 $\langle \text{value structure field} \rangle$ (1.9)
 $\langle \text{expression conversion} \rangle$ (1.10)

<value procedure call>	(1.11)
<value built-in routine call>	(1.12)
<start expression>	(1.13)
<zero-adic operator>	(1.14)
<parenthesised expression>	(1.15)

semantics: A primitive value is the basic constituent of an expression. Some primitive values have a dynamic class, i.e. a class based on a dynamic mode. For these primitive values the compatibility checks can only be completed at run time. Check failure will then result in the *TAGFAIL* or *RANGEFAIL* exception.

static properties: The class of the *primitive value* is the class of the *location contents*, *value name*, etc., respectively.

A *primitive value* is **constant** if and only if it is a **constant value name**, a *literal*, a **constant tuple**, a **constant expression conversion**, a **constant value built-in routine call** or a **constant parenthesised expression**.

A *primitive value* is **literal** if and only if it is a *value name* that is **literal**, a **discrete literal**, or a *value built-in routine call* that is **literal**.

5.2.2 Location contents

syntax:

<location contents> ::=	(1)
<location>	(1.1)

semantics: A *location contents* delivers the value contained in the specified location. The location is accessed to obtain the stored value.

static properties: The class of the *location contents* is the M-value class, where M is the (possibly dynamic) mode of the *location*.

static conditions: The mode of the *location* must not have the **non-value** property.

dynamic conditions: The delivered value must not be **undefined**.

examples:

3.7 c2.im	(1.1)
----------------	-------

5.2.3 Value names

syntax:

<value name> ::=	(1)
< <u>synonym name</u> >	(1.1)
< <u>value enumeration name</u> >	(1.2)
< <u>value do-with name</u> >	(1.3)
< <u>value receive name</u> >	(1.4)
< <u>general procedure name</u> >	(1.5)

semantics: A value name delivers a value. A value name is one of the following:

- a **synonym name**, i.e. a name defined in a *synonym definition statement*;
- a **value enumeration name**, i.e. a name defined by a *loop counter* in a *value enumeration*;
- a **value do-with name**, i.e. a field name introduced as value name in the *do action* with a *with part*;
- a **value receive name**, i.e. a name introduced in a *receive case action*;
- a **general procedure name** (see section 10.4).

If the value denoted by a *value do-with* name is a variant field of a tag-less variant structure value, the semantics are implementation defined.

static properties: The class of a *value name* is the class of the *synonym name*, *value enumeration name*, *value do-with name*, *value receive name* or the M-derived class, where M is the mode of the *general procedure name*, respectively.

A *value name* is **literal** if and only if it is a *synonym name* that is **literal**.

A *value name* is **constant** if it is a *synonym name* or a *general procedure name* denoting a **procedure name** which has attached a *procedure definition* which is not surrounded by a block.

static conditions: The *synonym name* must not be **undefined**.

dynamic conditions: Evaluating a *value do-with* name causes a *TAGFAIL* exception if the denoted value is a **variant field** and the variant field access conditions for the value are not satisfied.

examples:

10.12	max	(1.1)
8.8	i	(1.2)
15.54	this_counter	(1.4)

5.2.4 Literals

5.2.4.1 General

syntax:

<literal> ::=	(1)
<integer literal>	(1.1)
<boolean literal>	(1.2)
<character literal>	(1.3)
<set literal>	(1.4)
<emptiness literal>	(1.5)
<character string literal>	(1.6)
<bit string literal>	(1.7)

semantics: A literal delivers a **constant value**.

static properties: The class of the *literal* is the class of the *integer literal*, *boolean literal*, etc., respectively. A *literal* is **discrete** if it is either an *integer literal*, a *boolean literal*, a *character literal* or a *set literal*.

The letter together with the following apostrophe which starts an *integer literal*, *boolean literal*, and *bit string literal* (i.e. *B'*, *D'*, *H'*, *O'*, *b'*, *d'*, *h'*, *o'*) is a **literal qualification**.

5.2.4.2 Integer literals

syntax:

$\langle \text{integer literal} \rangle ::=$ (1)

$\langle \text{decimal integer literal} \rangle$ (1.1)

| $\langle \text{binary integer literal} \rangle$ (1.2)

| $\langle \text{octal integer literal} \rangle$ (1.3)

| $\langle \text{hexadecimal integer literal} \rangle$ (1.4)

$\langle \text{decimal integer literal} \rangle ::=$ (2)

$[\{ D | d \} ' \{ \langle \text{digit} \rangle | - \}]^+$ (2.1)

$\langle \text{binary integer literal} \rangle ::=$ (3)

$\{ B | b \} ' \{ 0 | 1 | - \}^+$ (3.1)

$\langle \text{octal integer literal} \rangle ::=$ (4)

$\{ O | o \} ' \{ \langle \text{octal digit} \rangle | - \}^+$ (4.1)

$\langle \text{hexadecimal integer literal} \rangle ::=$ (5)

$\{ H | h \} ' \{ \langle \text{hexadecimal digit} \rangle | - \}^+$ (5.1)

$\langle \text{hexadecimal digit} \rangle ::=$ (6)

$\langle \text{digit} \rangle | A | B | C | D | E | F | a | b | c | d | e | f$ (6.1)

$\langle \text{octal digit} \rangle ::=$ (7)

$0 | 1 | 2 | 3 | 4 | 5 | 6 | 7$ (7.1)

semantics: An integer literal delivers a non-negative integer value. The usual decimal (base 10) notation is provided as well as binary (base 2), octal (base 8) and hexadecimal (base 16). The underline character (_) is not significant, i.e. it serves only for readability and it does not influence the denoted value.

static properties: The class of an *integer literal* is the *INT*-derived class. An *integer literal* is **constant** and **literal**.

static conditions: The string following the apostrophe (') and the whole *integer literal* must not consist solely of underline characters.

examples:

6.11 1_721_119 (1.1)

$D'1_721_119$ (1.1)

$B'101011_110100$ (1.2)

$O'53_64$ (1.3)

$H'AF4$ (1.4)

5.2.4.3 Boolean literals

syntax:

$\langle \text{boolean literal} \rangle ::=$ (1)

$\langle \text{boolean literal name} \rangle$ (1.1)

predefined names: The names *FALSE* and *TRUE* are predefined as **boolean literal** names.

semantics: A boolean literal delivers a boolean value.

static properties: The class of a *boolean literal* is the *BOOL*-derived class. A *boolean literal* is **constant** and **literal**.

examples:

5.46 *FALSE* (1.1)

5.2.4.4 Character literals

syntax:

<character literal> ::= (1)
'*<character>* | *<control sequence>*' (1.1)

semantics: A character literal delivers a character value. Apart from the printable representation, the *control sequence* representation may be used.

static properties: The class of a *character literal* is the *CHAR*-derived class. A *character literal* is **constant** and **literal**.

static conditions: A *control sequence* in a *character literal* must denote only one character.

examples:

7.9 '*M*' (1.1)

5.2.4.5 Set literals

syntax:

<set literal> ::= (1)
<set element name> (1.1)

semantics: A set literal delivers a set value. A set literal is a name defined in a set mode.

static properties: The class of a *set literal* is the *M*-derived class, where *M* is the set mode attached to the *set element name*. A *set literal* is **constant** and **literal**.

examples:

6.51 *dec* (1.1)
11.78 *king* (1.1)

5.2.4.6 Emptiness literal

syntax:

<emptiness literal> ::= (1)
<emptiness literal name> (1.1)

predefined names: The name *NULL* is predefined as an **emptiness literal** name.

semantics: The emptiness literal delivers either the empty reference value, i.e. a value which does not refer to a location, the empty procedure value, i.e. a value which does not indicate a procedure, or the empty instance value, i.e. a value which does not identify a process.

static properties: The class of the *emptiness literal* is the **null** class. An *emptiness literal* is **constant**.

examples:

10.43 *NULL* (1.1)

5.2.4.7 Character string literals

syntax:

<character string literal> ::= (1)
" { <non-reserved character> | <quote> | <control sequence> }* " (1.1)

<quote> ::= (2)
"" (2.1)

<control sequence> ::= (3)
^ (<integer literal expression> { , <integer literal expression> }*) (3.1)
| ^ <non-special character> (3.2)
| ^^ (3.3)

semantics: A character string literal delivers a character string value that may be of length 0. It is a list of values for the elements of the string; the values are given for the elements in increasing order of their index from left to right. To represent the character quote (") within a character string literal, it has to be written twice ("").

Apart from the printable representation, the *control sequence* representation may be used. A *control sequence* in which the circumflex character (^) is followed by an open parenthesis denotes the sequence of characters whose representations are the integer literal expression in it; otherwise if it is followed by another circumflex character it denotes itself, otherwise it denotes the character whose representation is obtained by logically negating the b7 of the internal representation of the non-special character in it (see Appendix A).

static properties: The **string length** of a *character string literal* is the number of non-reserved character, quote and characters denoted by *control sequence* occurrences.

The class of a *character string literal* is the **CHARS** (*n*)-derived class, where *n* is the **string length** of the *character string literal*. A *character string literal* is **constant**.

static conditions: The value delivered by an integer literal expression in a *control sequence* must belong to the range of values defined by the representations of the characters in the CHILL character set (see Appendix A).

examples:

8.20 "A-B<ZAA9K' " (1.1)

5.2.4.8 Bit string literals

syntax:

$\langle \text{bit string literal} \rangle ::=$	(1)
$\langle \text{binary bit string literal} \rangle$	(1.1)
$\langle \text{octal bit string literal} \rangle$	(1.2)
$\langle \text{hexadecimal bit string literal} \rangle$	(1.3)
$\langle \text{binary bit string literal} \rangle ::=$	(2)
$\{ B \mid b \} ' \{ 0 \mid 1 \mid - \}^* '$	(2.1)
$\langle \text{octal bit string literal} \rangle ::=$	(3)
$\{ O \mid o \} ' \{ \langle \text{octal digit} \rangle \mid - \}^* '$	(3.1)
$\langle \text{hexadecimal bit string literal} \rangle ::=$	(4)
$\{ H \mid h \} ' \{ \langle \text{hexadecimal digit} \rangle \mid - \}^* '$	(4.1)

semantics: A bit string literal delivers a bit string value that may be of length 0. Binary, octal or hexadecimal notations may be used. The underline character () is insignificant, i.e. it serves only for readability and does not influence the indicated value.

A bit string literal is a list of values for the elements of the string; the values are given for the elements in increasing order of their index from left to right.

static properties: The string length of a *bit string literal* is either the number of 0 and 1 occurrences after *B*', three times the number of *octal digit* occurrences after *O*' or four times the number of *hexadecimal digit* occurrences after *H*'.

The class of a *bit string literal* is the **BOOLS** (*n*)-derived class, where *n* is the string length of the *bit string literal*. A *bit string literal* is **constant**.

examples:

$B'101011_110100'$	(1.1)
$O'53_64'$	(1.2)
$H'AF4'$	(1.3)

5.2.5 Tuples

syntax:

$\langle \text{tuple} \rangle ::=$	(1)
$[\langle \text{mode name} \rangle] (: \{ \langle \text{powerset tuple} \rangle \mid \langle \text{array tuple} \rangle \mid \langle \text{structure tuple} \rangle \} :)$	(1.1)
$\langle \text{powerset tuple} \rangle ::=$	(2)
$[\{ \langle \text{expression} \rangle \mid \langle \text{range} \rangle \} \{ , \{ \langle \text{expression} \rangle \mid \langle \text{range} \rangle \} \}^*]$	(2.1)
$\langle \text{range} \rangle ::=$	(3)
$\langle \text{expression} \rangle : \langle \text{expression} \rangle$	(3.1)
$\langle \text{array tuple} \rangle ::=$	(4)
$\langle \text{unlabelled array tuple} \rangle$	(4.1)
$\langle \text{labelled array tuple} \rangle$	(4.2)
$\langle \text{unlabelled array tuple} \rangle ::=$	(5)
$\langle \text{value} \rangle \{ , \langle \text{value} \rangle \}^*$	(5.1)
$\langle \text{labelled array tuple} \rangle ::=$	(6)
$\langle \text{case label list} \rangle : \langle \text{value} \rangle \{ , \langle \text{case label list} \rangle : \langle \text{value} \rangle \}^*$	(6.1)
$\langle \text{structure tuple} \rangle ::=$	(7)
$\langle \text{unlabelled structure tuple} \rangle$	(7.1)
$\langle \text{labelled structure tuple} \rangle$	(7.2)
$\langle \text{unlabelled structure tuple} \rangle ::=$	(8)
$\langle \text{value} \rangle \{ , \langle \text{value} \rangle \}^*$	(8.1)

<labelled structure tuple> ::= (9)
*<field name list> : <value> { , <field name list> : <value> }** (9.1)

<field name list> ::= (10)
*. <field name> { , . <field name> }** (10.1)

derived syntax: The tuple opening and closing brackets, [and], are derived syntax for (: and :), respectively. This is not indicated in the syntax to avoid confusion with the use of square brackets as meta symbols.

semantics: A tuple delivers either a powerset value, an array value or a structure value.

If it is a powerset value, it consists of a list of expressions and/or ranges denoting those member values which are in the powerset value. A range denotes those values which lie between or are one of the values delivered by the expressions in the range. If the second expression delivers a value which is less than the value delivered by the first expression, the range is empty, i.e. it denotes no values. The powerset tuple may denote the empty powerset value.

If it is an array value, it is a (possibly labelled) list of values for the elements of the array; in the unlabelled array tuple, the values are given for the elements in increasing order of their index; in the labelled array tuple, the values are given for the elements whose indices are specified in the case label list labelling the value. It can be used as a shorthand for large array tuples where many values are the same. The label **ELSE** denotes all the index values not mentioned explicitly. The label * denotes all index values (for further details, see section 12.3).

If it is a structure value, it is a (possibly labelled) set of values for the fields of the structure. In the unlabelled structure tuple, the values are given for the fields in the same order as they are specified in the attached structure mode. In the labelled structure tuple, the values are given for the fields whose field names are specified in the field name list for the value.

The order of evaluation of the expressions and values in a tuple is undefined and they may be considered as being evaluated in mixed order.

static properties: The class of a tuple is the M-value class, where M is the mode name, if specified. Otherwise M depends upon the context where the tuple occurs, according to the following list:

- if the tuple is the value or constant value in an *initialisation* in a *location declaration*, then M is the mode in the *location declaration*;
- if the tuple is the righthand side value in a *single assignment action*, then M is the (possibly dynamic) mode of the lefthand side *location*;
- if the tuple is the constant value in a *synonym definition* with a specified mode, then M is that mode;
- if the tuple is an *actual parameter* in a *procedure call* or in a *start expression* where **DYNAMIC** is not specified in the corresponding *parameter spec*, then M is the mode in the corresponding *parameter spec*;
- if the tuple is the value in a *return action* or a *result action*, then M is the mode of the **result spec** of the **procedure** name of the *result action* or *return action* (see section 6.8);
- if the tuple is a value in a *send action*, then it is the associated mode specified in the signal definition of the signal name or the **buffer element** mode of the mode of the buffer location;
- if the tuple is an expression in an *array tuple*, then M is the **element** mode of the mode of the *array tuple*;
- if the tuple is an expression in an *unlabelled structure tuple* or a *labelled structure tuple* where the associated *field name list* consists of only one *field name*, then M is the mode of the field in the *structure tuple* for which the tuple is specified;
- If the tuple is the value in a **GETSTACK** or **ALLOCATE** built-in routine call, then M is the mode denoted by *mode argument*.

A tuple is **constant** if and only if each value or expression occurring in it is **constant**.

static conditions: The optional *mode* name may be deleted only in the contexts specified above. Depending on whether a *powerset tuple*, *array tuple* or *structure tuple* is specified, the following compatibility requirements must be fulfilled:

a. *powerset tuple*

1. The mode of the *tuple* must be a powerset mode.
2. The class of each *expression* must be **compatible** with the **member** mode of the mode of the *tuple*.
3. For a **constant** powerset tuple the value delivered by each *expression* must be one of the values defined by that **member** mode.

b. *array tuple*

1. The mode of the *tuple* must be an array mode.
2. The class of each *value* must be **compatible** with the **element** mode of the mode of the *tuple*.
3. In the case of an *unlabelled array tuple*, there must be as many occurrences of *value* as the **number of elements** of the array mode of the *tuple*.
4. In the case of a *labelled array tuple*, the case selection conditions must hold for the list of *case label list* occurrences (see section 12.3). The **resulting class** of the list must be **compatible** with the **index** mode of the mode of the *tuple*. The list of case label specifications must be **complete**.
5. In the case of a *labelled array tuple*, the values explicitly indicated by each case label in a *case label list* must be values defined by the **index** mode of the *tuple*.
6. In an *unlabelled array tuple*, at least one *value* occurrence must be an *expression*.
7. For a **constant array tuple**, where the **element** mode of the mode of the *tuple* is a discrete mode, each specified *value* must deliver a value defined by that **element** mode, unless it is an **undefined** value.

c. *structure tuple*

1. The mode of the *tuple* must be a structure mode.
2. This mode must not be a structure mode which has **field** names which are **invisible** (see section 12.2.5).

In the case of an *unlabelled structure tuple*:

- If the mode of the *tuple* is neither a **variant** structure mode nor a **parameterised** structure mode, then:
 3. There must be as many occurrences of *value* as there are **field** names in the list of **field** names of the mode of the *tuple*.
 4. The class of each *value* must be **compatible** with the mode of the corresponding (by position) **field** name of the mode of the *tuple*.
- If the mode of the *tuple* is a **tagged variant** structure mode or a **tagged parameterised** structure mode, then:
 5. Each *value* specified for a **tag** field must be a *discrete literal* *expression*.
 6. There must be as many occurrences of *value* as there are **field** names indicated as existing by the value(s) delivered by the *discrete literal* *expression* occurrences specified for the **tag** fields.
 7. The class of each *value* must be **compatible** with the mode of the corresponding **field** name.
- If the mode of the *tuple* is a **tag-less variant** structure mode or a **tag-less parameterised** structure mode, then:
 8. No *unlabelled structure tuple* is allowed.

In the case of a *labelled structure tuple*:

- If the mode of the *tuple* is neither a **variant** structure mode nor a **parameterised** structure mode, then:
 9. Each **field** name of the list of **field** names of the mode of the *tuple* must be mentioned once and only once in a *field name list* and in the same order as in the mode of the *tuple*.
 10. The class of each *value* must be **compatible** with the mode of every **field** name specified in the *field name list* labelling that *value*.
- If the mode of the *tuple* is a **tagged variant** structure mode or a **tagged parameterised** structure mode, then:
 11. Each *value* that is specified for a **tag** field must be a *discrete literal* expression.
 12. Only **field** names corresponding to fields indicated as existing by the *value(s)* delivered by the *discrete literal* expression occurrences specified for the **tag** fields may be specified and all of them must be specified and must be in the same order as in the mode of the *tuple*.
 13. The class of each *value* must be **compatible** with the mode of any **field** name specified in the *field name list* labelling that *value*.
- If the mode of the *tuple* is a **tag-less variant** structure mode or a **tag-less parameterised** structure mode, then:
 14. **Field** names mentioned in *field name list*, which are defined in the same *alternative field*, must be all defined in the same *variant alternative* or defined after **ELSE**. All the **field** names of a selected *variant alternative* or defined after **ELSE** must be mentioned once and only once in the same order as in the mode of the *tuple*.
 15. The class of each *value* must be **compatible** with the mode of any **field** name specified in the *field name list* labelling that *value*.
- 16. If the mode of the *tuple* is a **tagged parameterised** structure mode, the list of *values* delivered by the *discrete literal* expression occurrences specified for the **tag** fields must be the same as the list of *values* of the mode of the *tuple*.
- 17. For a **constant structure tuple**, each *value* specified for a field with a discrete mode must deliver a *value* defined by the **field** mode, unless it is an **undefined** *value*.
- 18. At least one *value* occurrence must be an *expression*.

No *tuple* may have two *value* occurrences in it such that one is **extra-regional** and the other is **intra-regional** (see section 11.2.2).

dynamic conditions: The assignment conditions of any *value* with respect to the **member** mode, **element** mode or associated **field** mode, in the case of *powerset tuple*, *array tuple* or *structure tuple*, respectively (see section 6.2) apply (refer to conditions a2, b2, c4, c7, c10, c13 and c15).

If the *tuple* has a dynamic array mode, the **RANGEFAIL** exception occurs if any of the conditions b3 or b5 are not satisfied.

If the *tuple* has a dynamic **parameterised** structure mode, the **TAGFAIL** exception occurs if any of the conditions c14 or c16 are not satisfied.

The *value* delivered by a *tuple* must not be **undefined**.

examples:

- | | | |
|-------|---|-------|
| 9.6 | <code>number_list []</code> | (1.1) |
| 9.7 | <code>[2:max]</code> | (2.1) |
| 8.26 | <code>[('A'):3,('B','K','Z'):1,(ELSE):0]</code> | (6.1) |
| 17.5 | <code>[(*):']</code> | (6.1) |
| 12.35 | <code>(:NULL,NULL,536:)</code> | (7.1) |
| 11.18 | <code>[.status:occupied,.p:[white,rook]]</code> | (9.1) |

5.2.6 Value string elements

syntax:

$\langle \text{value string element} \rangle ::=$ (1)
 $\langle \text{string primitive value} \rangle (\langle \text{start element} \rangle)$ (1.1)

N.B. if the *string primitive value* is a *string location*, the syntactic construct is ambiguous and will be interpreted as a *string element* (see section 4.2.6).

semantics: A value string element delivers a value which is the element of the specified string value indicated by *start element*.

static properties: The class of the *value string element* is the *BOOL*-value class or *CHAR*-value class depending on whether the mode of the *string primitive value* is a bit string mode or a **character** string mode.

dynamic conditions: The value delivered by a *value string element* must not be **undefined**.

The *RANGEFAIL* exception occurs if the following relation does not hold:

$$0 \leq \text{NUM}(\text{start element}) \leq L - 1$$

Where *L* is the **actual length** of the *string primitive value*.

5.2.7 Value string slices

syntax:

$\langle \text{value string slice} \rangle ::=$ (1)
 $\langle \text{string primitive value} \rangle (\langle \text{left element} \rangle : \langle \text{right element} \rangle)$ (1.1)
 $| \langle \text{string primitive value} \rangle (\langle \text{start element} \rangle \text{ UP } \langle \text{slice size} \rangle)$ (1.2)

N.B. if the *string primitive value* is a *string location*, the syntactic construct is ambiguous and will be interpreted as a *string slice* (see section 4.2.7).

semantics: A value string slice delivers a (possibly dynamic) string value which is the part of the specified string value indicated by *left element* and *right element* or *start element* and *slice size*. The (possibly dynamic) length of the string slice is determined from the specified expressions.

A *string slice* in which the *right element* delivers a value which is less than that delivered by the *left element* or in which *slice size* delivers a non positive value denotes an empty string.

static properties: The (possibly dynamic) class of a *value string slice* is the M-value class if the *string primitive value* is **strong** and otherwise the M-derived class, where M is a **parameterised** string mode constructed as:

$\&\text{name}(\text{string size})$

where $\&\text{name}$ is a virtual **synmode** name **synonymous** with the (possibly dynamic) **root** mode of the *string primitive value* if it is a **fixed** string mode, otherwise with the **component** mode, and where *string size* is either

$$\text{NUM}(\text{right element}) - \text{NUM}(\text{left element}) + 1$$

or

$\text{NUM}(\text{slice size})$.

However, if an empty string is denoted, *string size* is 0. The class of a *value string slice* is **static** if *string size* is **literal**, i.e. *left element* and *right element* are **literal** or *slice size* is **literal**; otherwise the class is **dynamic**.

static conditions: The following relations must hold:

$$0 \leq NUM(\textit{left element}) \leq L - 1$$

$$0 \leq NUM(\textit{right element}) \leq L - 1$$

$$0 \leq NUM(\textit{start element}) \leq L - 1$$

$$NUM(\textit{start element}) + NUM(\textit{slice size}) \leq L$$

where L is the **actual length** of the string primitive value. If L and the value all integer expressions are known statically, the relations can be checked statically.

dynamic conditions: The value delivered by a *value string slice* must not be **undefined**.

The *RANGEFAIL* exception occurs if a dynamic part of the check of the relations above fails.

5.2.8 Value array elements

syntax:

$$\begin{aligned} \langle \textit{value array element} \rangle ::= & & (1) \\ \langle \textit{array primitive value} \rangle (\langle \textit{expression list} \rangle) & & (1.1) \end{aligned}$$

N.B. If the array primitive value is an array location the syntactic construct is ambiguous and will be interpreted as an *array element* (see section 4.2.8).

derived syntax: See section 4.2.8.

semantics: A value array element delivers a value which is the element of the specified array value indicated by *expression*.

static properties: The class of the *value array element* is the M-value class, where M is the **element** mode of the mode of the array primitive value.

static conditions: The class of the *expression* must be **compatible** with the **index** mode of the mode of the array primitive value.

dynamic conditions: The value delivered by a *value array element* must not be **undefined**.

The *RANGEFAIL* exception occurs if the following relation does not hold:

$$L \leq \textit{expression} \leq U$$

where L and U are the **lower bound** and (possibly dynamic) **upper bound** of the mode of the array primitive value, respectively.

5.2.9 Value array slices

syntax:

$\langle \text{value array slice} \rangle ::=$ (1)

$\langle \underline{\text{array}} \text{ primitive value} \rangle (\langle \text{lower element} \rangle : \langle \text{upper element} \rangle)$ (1.1)

$| \langle \underline{\text{array}} \text{ primitive value} \rangle (\langle \text{first element} \rangle \text{ UP } \langle \text{slice size} \rangle)$ (1.2)

N.B. If the array primitive value is an array location, the syntactic construct is ambiguous and will be interpreted as an array slice (see section 4.2.9).

semantics: A value array slice delivers an (possibly dynamic) array value which is the part of the specified array value indicated by *lower element* and *upper element*, or *first element* and *slice size*. The **lower bound** of the value array slice is equal to the **lower bound** of the specified array value; the (possibly dynamic) **upper bound** is determined from the specified expressions.

static properties: The (possibly dynamic) class of a value array slice is the M-value class, where M is a parameterised array mode constructed as:

$\&\text{name} (\text{upper index})$

where $\&\text{name}$ is a virtual **synmode** name **synonymous** with the (possibly dynamic) mode of the array primitive value and *upper index* is either an expression whose class is **compatible** with the classes of *lower element* and *upper element* and delivers a value such that:

$NUM (\text{upper index}) = NUM (L) + NUM (\text{upper element}) - NUM (\text{lower element})$

or is an expression whose class is **compatible** with the class of *first element* and delivers a value such that:

$NUM (\text{upper index}) = NUM (L) + NUM (\text{slice size}) - 1$

where L is the **lower bound** of the mode of the array primitive value.

The class of a value array slice is static if *upper index* is **literal**, i.e. *lower element* and *upper element* both are **literal** or *slice size* is **literal**; otherwise the class is dynamic.

static conditions: The classes of *lower element* and *upper element* or the class of *first element* must be **compatible** with the **index** mode of the array primitive value.

The following relations must hold:

$L \leq \text{lower element} \leq \text{upper element} \leq U$

$1 \leq NUM (\text{slice size}) \leq NUM (U) - NUM (L) + 1$

$NUM (L) \leq NUM (\text{first element}) \leq NUM (\text{first element}) + NUM (\text{slice size}) - 1 \leq NUM (U)$

where L and U are, respectively, the **lower bound** and **upper bound** of the mode of the array primitive value. If U and the value of all expressions are known statically, the relations can be checked statically.

dynamic conditions: The value delivered by a value array slice must not be **undefined**.

The **RANGEFAIL** exception occurs if a dynamic part of the check of the relations above fails.

5.2.10 Value structure fields

syntax:

$\langle \text{value structure field} \rangle ::=$ (1)
 $\langle \text{structure primitive value} \rangle . \langle \text{field name} \rangle$ (1.1)

N.B. If the *structure primitive value* is a *structure location*, the syntactic construct is ambiguous and will be interpreted as a *structure field* (see section 4.2.10).

semantics: A value structure field delivers a value which is the field of the specified structure value indicated by *field name*. If the *structure primitive value* has a **tag-less variant** structure mode and the *field name* is a **variant field name**, the semantics are implementation defined.

static properties: The class of *value structure field* is the M-value class, where M is the mode of the *field name*.

static conditions: The *field name* must be a name from the set of **field names** of the mode of the *structure primitive value*.

dynamic conditions: The value delivered by a *value structure field* must not be **undefined**.

A value must not denote:

- a **tagged variant** structure mode value in which the associated **tag** field value(s) indicate(s) that the denoted field does not exist;
- a **dynamic parameterised** structure mode value in which the associated list of values indicates that the field does not exist.

The above mentioned conditions are called the **variant field access conditions** for the value (note that the condition do not include the occurrence of an exception). The *TAGFAIL* exception occurs if they are not satisfied for the *structure primitive value*.

examples:

16.51 (RECEIVE user_buffer).allocator (1.1)

5.2.11 Expression conversions

syntax:

$\langle \text{expression conversion} \rangle ::=$ (1)
 $\langle \text{mode name} \rangle (\langle \text{expression} \rangle)$ (1.1)

N.B. If the *expression* is a *static mode location*, the syntactic construct is ambiguous and will be interpreted as a *location conversion* (see section 4.2.13).

semantics: An expression conversion overrides the CHILL mode checking and compatibility rules. It explicitly attaches a mode to the expression. If the mode of the *mode name* is a discrete mode and the class of the value delivered by the expression is discrete, then the value delivered by the expression conversion is such that:

$$NUM (\text{mode name } (\text{expression})) = NUM (\text{expression})$$

Otherwise the value delivered by the expression conversion is implementation defined and depends on the internal representation of values.

static properties: The class of the *expression conversion* is the M-value class, where M is the *mode name*. An *expression conversion* is **constant** if and only if the *expression* is **constant**.

static conditions: The mode name must not have the **non-value property**. An implementation may impose additional static conditions.

dynamic conditions: If the class of the value delivered by *expression* is discrete and if the mode of the mode name is a discrete mode which does not define a value with an internal representation equal to *NUM* (*expression*), then the *OVERFLOW* exception occurs. An implementation may impose additional dynamic conditions that, when violated, result in the occurrence of an exception defined by the implementation.

5.2.12 Value procedure calls

syntax:

<value procedure call> ::= (1)
<value procedure call> (1.1)

semantics: A value procedure call delivers the value returned from a procedure.

static properties: The class of the *value procedure call* is the M-value class, where M is the mode of the **result spec** of the value procedure call.

dynamic conditions: The value procedure call must not deliver an **undefined** value (see sections 5.3.1 and 6.8).

examples:

6.50 *julian_day_number*([10,dec,1979]) (1.1)
11.63 *ok_bishop*(b,m) (1.1)

5.2.13 Value built-in routine calls

syntax:

<value built-in routine call> ::= (1)
<value built-in routine call> (1.1)

semantics: A value built-in routine call delivers the value returned by the built-in routine.

static properties: The class attached to the *value built-in routine call* is the class of the value built-in routine call.

dynamic conditions: The value built-in routine call must not deliver an **undefined** value (see sections 5.3.1 and 6.8).

5.2.14 Start expressions

syntax:

$\langle \text{start expression} \rangle ::=$ (1)
START $\langle \text{process name} \rangle$ ([$\langle \text{actual parameter list} \rangle$]) (1.1)

semantics: The evaluation of the start expression creates and activates a new process whose definition is indicated by the process name (see chapter 11). The start expression delivers the instance value identifying the created process. Parameter passing is analogous to procedure parameter passing; however, additional actual parameters may be given with an implementation defined meaning.

static properties: The class of the *start expression* is the *INSTANCE*-derived class.

static conditions: The number of *actual parameter* occurrences in the *actual parameter list* must not be less than the number of *formal parameter* occurrences in the *formal parameter list* of the process definition of the process name. If the number of actual parameters is m and the number of formal parameters is n ($m \geq n$), the compatibility and **regionality** requirements for the first n actual parameters are the same as for procedure parameter passing (see section 6.7). The static conditions for the rest of the actual parameters are implementation defined.

dynamic conditions: For parameter passing, the assignment conditions of any actual value with respect to the mode of its associated formal parameter apply (see section 6.7).

The *start expression* causes the *SPACEFAIL* exception if storage requirements cannot be satisfied.

examples:

15.35 **START** counter() (1.1)

5.2.15 Zero-adic operator

syntax:

$\langle \text{zero-adic operator} \rangle ::=$ (1)
THIS (1.1)

semantics: The zero-adic operator delivers the unique instance value identifying the process executing it.

static properties: The class of the *zero-adic operator* is the *INSTANCE*-derived class.

5.2.16 Parenthesised expression

syntax:

$\langle \text{parenthesised expression} \rangle ::=$ (1)
($\langle \text{expression} \rangle$) (1.1)

semantics: A parenthesised expression delivers the value delivered by the evaluation of the expression.

static properties: The class of the *parenthesised expression* is the class of the *expression*.

A *parenthesised expression* is **constant (literal)** if and only if the *expression* is **constant (literal)**.

examples:

5.10 (a1 OR b1) (1.1)

5.3 VALUES AND EXPRESSIONS

5.3.1 General

syntax:

<value> ::= (1)

<expression> (1.1)

| <undefined value> (1.2)

<undefined value> ::= (2)

* (2.1)

| <undefined synonym name> (2.2)

semantics: A value is either an **undefined** value or a (CHILL defined) value delivered as the result of the evaluation of an expression.

Except where explicitly indicated to the contrary, the order of evaluation of the constituents of an expression and their sub-constituents, etc., is undefined and they may be considered as being evaluated in mixed order. They need only be evaluated to the point that the value to be delivered is determined uniquely. If the context requires a **constant** or **literal** expression, the evaluation is assumed to be done prior to run time and cannot cause an exception. An implementation will define ranges of allowed values for **literal** and **constant** expressions and may reject a program if such a prior-to-run-time evaluation delivers a value out of the implementation defined bounds.

static properties: The class of a *value* is the class of the *expression* or *undefined value*, respectively.

The class of the *undefined value* is the **all** class if the *undefined value* is a ***; otherwise the class is the class of the *undefined synonym* name.

A *value* is **constant** if and only if it is an *undefined value* or an *expression* which is **constant**. A *value* is **literal** if and only if it is an *expression* which is **literal**.

dynamic properties: A value is said to be **undefined** if it is denoted by the *undefined value* or when explicitly indicated in this document. A composite value is **undefined** if and only if all its sub-components (i.e. substring values, element values, field values) are **undefined**.

examples:

6.40 (146_097*c)/4+(1_461*y)/4
+(153+m+c)/5+day+1_721_119 (1.1)

5.3.2 Expressions

syntax:

<code><expression> ::=</code>	(1)
<code><operand-0></code>	(1.1)
<code><conditional expression></code>	(1.2)
<code><conditional expression> ::=</code>	(2)
<code>IF <boolean expression> <then alternative></code>	
<code><else alternative> FI</code>	(2.1)
<code>CASE <case selector list> OF { <value case alternative> }⁺</code>	
<code>[ELSE <sub expression>] ESAC</code>	(2.2)
<code><then alternative> ::=</code>	(3)
<code>THEN <sub expression></code>	(3.1)
<code><else alternative> ::=</code>	(4)
<code>ELSE <sub expression></code>	(4.1)
<code>ELSIF <boolean expression></code>	
<code><then alternative> <else alternative></code>	(4.2)
<code><sub expression> ::=</code>	(5)
<code><expression></code>	(5.1)
<code><value case alternative> ::=</code>	(6)
<code><case label specification> : <sub expression> ;</code>	(6.1)

semantics: If **IF** is specified, the *boolean expression* is evaluated and if it yields *TRUE*, the result is the value delivered by the *sub expression* in the *then alternative*, otherwise it is the value delivered by the *else alternative*.

The value delivered by an *else alternative* is the value of the *sub expression* if **ELSE** is specified, otherwise the *boolean expression* is evaluated and if it yields *TRUE*, it is the value delivered by the *sub expression* in the *then alternative*, otherwise it is the value delivered by the *else alternative*.

If **CASE** is specified, the *sub expressions* in the *case selector list* are evaluated and if a *case label specification* matches, the result is the value delivered by the corresponding *sub expression*, otherwise it is the value delivered by the *sub expression* following **ELSE** (which will be present).

Unused *sub expressions* in a *conditional expression* are not evaluated.

static properties: If an *expression* is an *operand-0*, the class of the *expression* is the class of the *operand-0*. If it is a *conditional expression*, the class of the *expression* is the *M-value class*, where *M* is the mode which depends on the context where the *conditional expression* occurs according to the same rules that define the mode of the class of a tuple without a *mode name* (see section 5.2.5).

An *expression* is **constant (literal)** if and only if it is either an *operand-0* which is **constant (literal)**, or a *conditional expression* in which all *boolean expression* or *case selector list* in it are **constant (literal)** and in which all *sub expressions* in it are **constant (literal)**.

static conditions: If an *expression* is a *conditional expression* the following conditions apply:

- a *conditional expression* may occur only in the contexts in which a tuple without a *mode name* in front of it may occur;
- each *sub expression* must be **compatible** with the mode that is derived from the context with the same rules as for tuples. However, the dynamic part of the compatibility relation applies only to the selected *sub expression*;

- if **CASE** is specified, the case selection conditions must be fulfilled (see section 12.3), and the same completeness, consistency and compatibility requirements must hold as for the case action (see section 6.4);
- no *conditional expression* may have two *sub expression* occurrences in it such that one is **extra-regional** and the other is **intra-regional** (see section 11.2.2).

dynamic conditions: In the case of a *conditional expression*, the assignment conditions of the value delivered by the selected *sub expression* with respect to the mode M derived from the context apply.

5.3.3 Operand-0

syntax:

$$\begin{aligned} \langle \text{operand-0} \rangle & ::= & (1) \\ & \langle \text{operand-1} \rangle & (1.1) \\ & | \langle \text{sub operand-0} \rangle \{ \text{OR} \mid \text{ORIF} \mid \text{XOR} \} \langle \text{operand-1} \rangle & (1.2) \\ \langle \text{sub operand-0} \rangle & ::= & (2) \\ & \langle \text{operand-0} \rangle & (2.1) \end{aligned}$$

semantics: If **OR**, **ORIF** or **XOR** is specified, *sub operand-0* and *operand-1* deliver:

- boolean values, in which case **OR** and **XOR** denote the logical operators “inclusive disjunction” and “exclusive disjunction”, respectively, delivering a boolean value. If **ORIF** is specified and *operand-0* delivers the boolean value *TRUE*, then this is the result, otherwise the result is *operand-1*;
- bit string values, in which case **OR** and **XOR** denote the logical operations on each element of the bit strings, delivering a bit string value;
- powerset values, in which case **OR** denotes the union of both powerset values and **XOR** denotes the powerset value consisting of those member values which are in only one of the specified powerset values (e.g. $A \text{ XOR } B = A - B \text{ OR } B - A$).

static properties: If an *operand-0* is an *operand-1*, the class of *operand-0* is the class of *operand-1*. If **OR**, **ORIF** or **XOR** is specified, the class of *operand-0* is the **resulting class** of the classes of *sub operand-0* and *operand-1*.

An *operand-0* is **constant (literal)** if and only if it is either an *operand-1* which is **constant (literal)**, or built up from an *operand-0* and an *operand-1* which are both **constant(literal)**.

static conditions: If **OR**, **ORIF** or **XOR** is specified, the class of *sub operand-0* must be **compatible** with the class of *operand-1*. If **ORIF** is specified, both classes must have a boolean root mode, otherwise both classes must have a boolean, powerset or bit string root mode, in which case the **actual length** of *sub operand-0* and *operand-1* must be the same. This check is dynamic if one or both modes is (are) dynamic or **varying** string modes.

dynamic conditions: In the case of **OR** or **XOR**, a *RANGEFAIL* exception occurs if one or both operands have a dynamic class and the dynamic part of the above mentioned compatibility check fails.

examples:

$$\begin{aligned} 10.31 \quad i < \text{min} & & (1.1) \\ 10.31 \quad i < \text{min} \text{ OR } i > \text{max} & & (1.2) \end{aligned}$$

5.3.4 Operand-1

syntax:

$\langle \text{operand-1} \rangle ::=$ (1)
 $\langle \text{operand-2} \rangle$ (1.1)
 | $\langle \text{sub operand-1} \rangle \{ \text{AND} \mid \text{ANDIF} \} \langle \text{operand-2} \rangle$ (1.2)

$\langle \text{sub operand-1} \rangle ::=$ (2)
 $\langle \text{operand-1} \rangle$ (2.1)

semantics: If **AND** or **ANDIF** is specified, *sub operand-1* and *operand-2* deliver:

- boolean values, in which case **AND** denotes the logical “conjunction” operation, delivering a boolean value. If **ANDIF** is specified and *sub operand-1* delivers the boolean value *FALSE*, then this is the result, otherwise the result is *operand-2*;
- bit string values, in which case **AND** denotes the logical operation on each element of the bit strings, delivering a bit string value;
- powerset values, in which case **AND** denotes the “intersection” operation of powerset values delivering a powerset value as a result.

static properties: If an *operand-1* is an *operand-2*, the class of *operand-1* is the class of *operand-2*.

If **AND** or **ANDIF** is specified, the class of *operand-1* is the resulting class of the classes of *sub operand-1* and *operand-2*.

An *operand-1* is constant (**literal**) if and only if it is either an *operand-2* which is constant (**literal**), or built up from an *operand-1* and an *operand-2* which are both constant (**literal**).

static conditions: If **AND** or **ANDIF** is specified, the class of *sub operand-1* must be **compatible** with the class of *operand-2*. If **ANDIF** is specified, both classes must have a boolean **root** mode, otherwise both classes must have a boolean, powerset or **bit string root** mode, in which case the **actual length** of *sub operand-1* and *operand-2* must be the same. This check is dynamic if one or both modes is (are) dynamic or **varying** string modes.

dynamic conditions: In the case of **AND**, a **RANGEFAIL** exception occurs if one or both operands have a dynamic class and the dynamic part of the above mentioned compatibility check fails.

examples:

5.10 (a1 OR b1) (1.1)
5.10 NOT k2 AND (a1 OR b1) (1.2)

5.3.5 Operand-2

syntax:

$\langle \text{operand-2} \rangle ::=$ (1)
 $\langle \text{operand-3} \rangle$ (1.1)
 | $\langle \text{sub operand-2} \rangle \langle \text{operator-3} \rangle \langle \text{operand-3} \rangle$ (1.2)

$\langle \text{sub operand-2} \rangle ::=$ (2)
 $\langle \text{operand-2} \rangle$ (2.1)

$\langle \text{operator-3} \rangle ::=$ (3)
 $\langle \text{relational operator} \rangle$ (3.1)
 | $\langle \text{membership operator} \rangle$ (3.2)
 | $\langle \text{powerset inclusion operator} \rangle$ (3.3)

<relational operator> ::= (4)

= | /= | > | >= | < | <= (4.1)

<membership operator> ::= (5)

IN (5.1)

<powerset inclusion operator> ::= (6)

<= | >= | < | > (6.1)

semantics: The equality (=) and inequality (/=) operators are defined between all values of a given mode. The other relational operators (less than: <, less than or equal to: <=, greater than: >, greater than or equal to: >=) are defined between values of a given discrete, timing or string mode. All the relational operators deliver a boolean value as result.

The membership operator is defined between a member value and a powerset value. The operator delivers *TRUE* if the member value is in the specified powerset value, otherwise *FALSE*.

The powerset inclusion operators are defined between powerset values and they test whether or not a powerset value is contained in: <=, is properly contained in: <, contains: >= or properly contains: > the other powerset value. A powerset inclusion operator delivers a boolean value as result.

static properties: If an operand-2 is an operand-3, the class of operand-2 is the class of operand-3. If an operator-3 is specified, the class of operand-2 is the *BOOL*-derived class.

An operand-2 is **constant (literal)** if and only if it is either an operand-3 which is **constant (literal)** or built up from a *sub operand-2* and an operand-3 which are both **constant (literal)**.

static conditions: If an operator-3 is specified, the following compatibility requirements between the class of *sub operand-2* and the class of operand-3 must be fulfilled:

- if operator-3 is = or /=, both classes must be **compatible**;
- if operator-3 is a *relational operator* other than = or /=, both classes must be **compatible** and must have a discrete, timing or string **root mode**;
- if operator-3 is a *membership operator*, the class of operand-3 must have a powerset **root mode** and the class of *sub operand-2* must be **compatible** with the **member mode** of that **root mode**;
- if operator-3 is a *powerset inclusion operator*, both classes must be **compatible** and must have a powerset **root mode**.

dynamic conditions: In the case of a *relational operator*, a *RANGEFAIL* or *TAGFAIL* exception occurs if one or both operands have a dynamic class and the dynamic part of the above mentioned compatibility check fails. The *TAGFAIL* exception occurs if and only if a dynamic class is based upon a dynamic **parameterised structure mode**.

examples:

10.50 NULL (1.1)

10.50 last=NULL (1.2)

5.3.6 Operand-3

syntax

<code><operand-3> ::=</code>	(1)
<code><operand-4></code>	(1.1)
<code><sub operand-3> <operator-4> <operand-4></code>	(1.2)
 <code><sub operand-3> ::=</code>	(2)
<code><operand-3></code>	(2.1)
 <code><operator-4> ::=</code>	(3)
<code><arithmetic additive operator></code>	(3.1)
<code><string concatenation operator></code>	(3.2)
<code><powerset difference operator></code>	(3.3)
 <code><arithmetic additive operator> ::=</code>	(4)
<code>+ -</code>	(4.1)
 <code><string concatenation operator> ::=</code>	(5)
<code>//</code>	(5.1)
 <code><powerset difference operator> ::=</code>	(6)
<code>-</code>	(6.1)

semantics: If *operator-4* is an arithmetic additive operator, both operands deliver integer values and the resulting integer value is the sum (+) or difference (-) of the two values.

If *operator-4* is a string concatenation operator, both operands deliver either bit string values or character string values; the resulting value consists of the concatenation of these values. Boolean (character) values are also allowed; they are regarded as bit (character) string values of length 1.

If *operator-4* is the powerset difference operator, both operands deliver powerset values and the resulting value is the powerset value consisting of those member values which are in the value delivered by *sub operand-3* and not in the value delivered by *operand-4*.

static properties: If an *operand-3* is an *operand-4*, the class of *operand-3* is the class of *operand-4*. If an *operator-4* is specified, the class of *operand-3* is determined by *operator-4* as follows:

- if *operator-4* is a *string concatenation operator*, the class of *operand-3* is dependent on the classes of *operand-4* and *sub operand-3*, in which an operand that is a boolean or a character value is regarded as a value whose class is a **BOOLS** (1)-derived class or **CHARS** (1)-derived class, respectively:
 - if none of them is **strong**, the class is the **BOOLS** (n)-derived class or **CHARS** (n)-derived class, depending on whether both operands are bit or character strings, where n is the sum of the **string lengths** of the **root modes** of both classes;
 - otherwise the class is the **&name(n)**-value class, where **&name** is a virtual **synmode** name **synonymous** with the **root mode** of the **resulting class** of the classes of the operands and n is the sum of the **string lengths** of the **root modes** of both classes

(this class is dynamic if one or both operands have a dynamic class).

- if *operator-4* is an *arithmetic additive operator* or *powerset difference operator*, the class of *operand-3* is the **resulting class** of the classes of *operand-4* and *sub operand-3*.

An *operand-3* is **constant (literal)** if and only if it is either an *operand-4* which is **constant (literal)**, or built up from an *operand-3* and an *operand-4* which are both **constant (literal)** and *operator-4* is either the *arithmetic additive operator* or the *powerset difference operator*.

If *operator-4* is the *string concatenation operator*, an *operand-3* is **constant** if it is built up from an *operand-3* and *operand-4* which are both **constant**.

static conditions: If an arithmetic multiplicative operator is specified, the classes of operand-5 and sub operand-4 must be compatible and both must have an integer root mode.

dynamic conditions: In the case of an operand-4 that is not constant, an OVERFLOW exception occurs if a multiplication (*), a division (/), a modulo (MOD), or a remainder (REM) operation gives rise to a value that is not one of the values defined by the root mode of the class of operand-4 or is performed on operand values for which the operator is mathematically not defined, i.e. division or remainder with an operand-5 delivering 0 or a modulo operation with an operand-5 delivering a non-positive integer value.

examples:

6.15 1_461 (1.1)

6.15 (4 * d + 3) / 1_461 (1.2)

5.3.8 Operand-5

syntax

<operand-5> ::= (1)

[<monadic operator>] <operand-6> (1.1)

<monadic operator> ::= (2)

- | NOT (2.1)

| <string repetition operator> (2.2)

<string repetition operator> ::= (3)

(<integer literal expression>) (3.1)

semantics: If the monadic operator is a change-sign operator (-), operand-6 delivers an integer value and the resulting integer value is the previous integer value with its sign changed.

If the monadic operator is NOT, operand-6 delivers a boolean value, a bit string value, or a powerset value. In the first two cases the logical negation of the boolean value or of the elements of the bit string value is delivered. In the latter case, the set complement value, i.e. the set of those member values which are not in the operand powerset value, is delivered.

If the monadic operator is a string repetition operator, operand-6 is a character string literal or a bit string literal. If the integer literal expression delivers 0, the result is the empty string value; otherwise the result is the string value formed by concatenating the string with itself as many times as specified by the value delivered by the literal expression minus 1.

static properties: If operand-5 is an operand-6, the class of operand-5 is the class of operand-6.

If a monadic operator is specified, the class of operand-5 is:

- if the monadic operator is - or NOT then the resulting class of operand-6;
- if the monadic operator is the string repetition operator, then it is the CHARS (n)- or BOOLS (n)-derived class (depending on whether the literal was a character string literal or bit string literal) where $n = r * l$, where r is the value delivered by the integer literal expression and l is the string length of the string literal.

An operand-5 is constant if and only if the operand-6 is constant. An operand-5 is literal if and only if the operand-6 is literal and the monadic operator is - or NOT.

static conditions: If monadic operator is -, the class of operand-6 must have an integer root mode.

If monadic operator is NOT, the class of operand-6 must have a boolean, bit string or powerset root mode.

If monadic operator is the string repetition operator, operand-6 must be a character string literal or a bit string literal. The integer literal expression must deliver a non-negative integer-value.

dynamic conditions: If *operand-5* is not constant, an *OVERFLOW* exception occurs if a change sign (-) operation gives rise to a value which is not one of the values defined by the root mode of the class of the *operand-5*.

examples:

5.10	NOT k2	(1.1)
7.54	(6)''	(1.1)
7.54	(6)	(2.2)

5.3.9 Operand-6

syntax:

<operand-6> ::=	(1)
<referenced location>	(1.1)
<receive expression>	(1.2)
<primitive value>	(1.3)
<referenced location> ::=	(2)
-> <location>	(2.1)
<receive expression> ::=	(3)
RECEIVE <buffer location>	(3.1)

semantics: A referenced location delivers a reference to the specified location.

The receive expression receives a value from the *buffer location*. The executing process may become delayed and may re-activate another process, delayed on sending to the specified buffer location (see section 6.19.3 for details).

static properties: The class of an *operand-6* is the class of the *referenced location*, *receive expression* or *primitive value*, respectively. The class of the *referenced location* is the M-reference class where M is the mode of the *location*. The class of the *receive expression* is the M-value class, where M is the *buffer element mode* of the mode of the *buffer location*.

An *operand-6* is constant if and only if the *primitive value* is constant or the *referenced location* is constant. A *referenced location* is constant if and only if the *location* is static. An *operand-6* is literal if and only if the *primitive value* is literal.

static conditions: The *location* must be referable.

dynamic conditions: The lifetime of the *buffer location* must not end while the executing process is delayed on it.

examples:

8.25	-> c	(2.1)
16.51	RECEIVE user..buffer	(3.1)

6 ACTIONS

6.1 GENERAL

syntax:

<code><action statement> ::=</code>	<code>(1)</code>
<code>[<defining occurrence> :] <action> [<handler>] [<simple name string>] ;</code>	<code>(1.1)</code>
<code> <module></code>	<code>(1.2)</code>
<code> <spec module></code>	<code>(1.3)</code>
<code> <context module></code>	<code>(1.4)</code>
<code><action> ::=</code>	<code>(2)</code>
<code><bracketed action></code>	<code>(2.1)</code>
<code> <assignment action></code>	<code>(2.2)</code>
<code> <call action></code>	<code>(2.3)</code>
<code> <exit action></code>	<code>(2.4)</code>
<code> <return action></code>	<code>(2.5)</code>
<code> <result action></code>	<code>(2.6)</code>
<code> <goto action></code>	<code>(2.7)</code>
<code> <assert action></code>	<code>(2.8)</code>
<code> <empty action></code>	<code>(2.9)</code>
<code> <start action></code>	<code>(2.10)</code>
<code> <stop action></code>	<code>(2.11)</code>
<code> <delay action></code>	<code>(2.12)</code>
<code> <continue action></code>	<code>(2.13)</code>
<code> <send action></code>	<code>(2.14)</code>
<code> <cause action></code>	<code>(2.15)</code>
<code><bracketed action> ::=</code>	<code>(3)</code>
<code><if action></code>	<code>(3.1)</code>
<code> <case action></code>	<code>(3.2)</code>
<code> <do action></code>	<code>(3.3)</code>
<code> <begin-end block></code>	<code>(3.4)</code>
<code> <delay case action></code>	<code>(3.5)</code>
<code> <receive case action></code>	<code>(3.6)</code>
<code> <timing action></code>	<code>(3.7)</code>

semantics: Action statements constitute the algorithmic part of a CHILL program. Any action statement may be labelled. Those actions that may never cause an exception may not have a handler appended.

static properties: A *defining occurrence* in an *action statement* defines a *label name*.

static conditions: The *simple name string* may only be given after an *action* which is a *bracketed action* or if a *handler* is specified, and only if a *defining occurrence* is specified. The *simple name string* must be the same name string as the *defining occurrence*.

6.2 ASSIGNMENT ACTION

syntax:

<code><assignment action> ::=</code>	<code>(1)</code>
<code><single assignment action></code>	<code>(1.1)</code>
<code> <multiple assignment action></code>	<code>(1.2)</code>
<code><single assignment action> ::=</code>	<code>(2)</code>
<code><location> <assignment symbol> <value></code>	<code>(2.1)</code>
<code> <location> <assigning operator> <expression></code>	<code>(2.2)</code>
<code><multiple assignment action> ::=</code>	<code>(3)</code>
<code><location> { , <location> }⁺ <assignment symbol> <value></code>	<code>(3.1)</code>

<i><assigning operator></i> ::=	(4)
<i><closed dyadic operator></i> <i><assignment symbol></i>	(4.1)
<i><closed dyadic operator></i> ::=	(5)
OR XOR AND	(5.1)
<i><powerset difference operator></i>	(5.2)
<i><arithmetic additive operator></i>	(5.3)
<i><arithmetic multiplicative operator></i>	(5.4)
<i><string concatenation operator></i>	(5.5)
<i><assignment symbol></i> ::=	(6)
:=	(6.1)

semantics: An assignment action stores a value into one or more locations.

If an assignment symbol is used, the value yielded by the right hand side is stored into the location(s) specified at the left hand side.

If an assigning operator is used, the value contained in the location is combined with the right hand side value (in that order) according to the semantics of the specified closed dyadic operator, and the result is stored back into the same location.

The evaluation of the left hand side location(s), of the right hand side value, and of the assignment themselves are performed in an unspecified and possibly mixed order. Any assignment may be performed as soon as the value and a location have been evaluated.

If the location (or any of the locations) is the tag field of a variant structure, the semantics for the variant fields that depend on it are implementation defined.

static conditions: The modes of all *location* occurrences must be **equivalent** and they must have neither the **read-only property** nor the **non-value property**. Each mode must be **compatible** with the class of the *value*. The checks are dynamic in the case where dynamic mode locations and/or a value with a dynamic class are involved.

The *value* must be **regionally safe** for every *location* (see section 11.2.2).

If any *location* has a **fixed** string mode, then the **string length** of the mode and the **actual length** of the value must be the same; otherwise, if it has a **varying** string mode, then the **string length** of the mode must not be less than the **actual length** of the value. This check is dynamic if one or both modes is (are) dynamic or **varying** string modes. This condition is called the string assignment condition.

dynamic conditions: The *RANGEFAIL* or *TAGFAIL* exception occurs if the mode of the location and/or that of the value are dynamic modes and the dynamic part of the above mentioned compatibility checks fails.

The *RANGEFAIL* exception occurs if the mode of the location and/or that of the value are **varying** string modes and the dynamic part of the above mentioned compatibility checks fails.

The *RANGEFAIL* exception occurs if any *location* has a range mode and the value delivered by the evaluation of *value* is neither one of the values defined by the range mode nor the **undefined** value.

The above mentioned dynamic conditions together with the string assignment condition are called the assignment conditions of a value with respect to a mode.

In the case of an *assigning operator*, the same exceptions are caused as if the expression:

<location> *<closed dyadic operator>* (*<expression>*)

were evaluated and the delivered value stored into the specified location (note that the location is evaluated once only).

examples:

4.12	a := b+c	(1.1)
10.25	stackindex- := 1	(2.1)
19.19	x->.prex, x->.next := NULL	(3.1)
10.25	- :=	(4.1)

6.3 IF ACTION

syntax:

<i><if action></i> ::=	IF <i><boolean expression></i> <i><then clause></i> [<i><else clause></i>] FI	(1) (1.1)
<i><then clause></i> ::=	THEN <i><action statement list></i>	(2) (2.1)
<i><else clause></i> ::=	ELSE <i><action statement list></i>	(3) (3.1)
	ELSIF <i><boolean expression></i> <i><then clause></i> [<i><else clause></i>]	(3.2)

derived syntax: The notation:

ELSIF *<boolean expression>* *<then clause>* [*<else clause>*]

is derived syntax for:

ELSE IF *<boolean expression>* *<then clause>* [*<else clause>*] **FI**;

semantics: An if action is a conditional two-way branch. If the *boolean expression* yields *TRUE*, the action statement list following **THEN** is entered; otherwise the action statement list following **ELSE**, if present, is entered.

dynamic conditions: The *SPACEFAIL* exception occurs if storage requirements cannot be satisfied.

examples:

7.22	IF n >= 50 THEN rn(r) := 'L'; n- := 50; r+ := 1; FI	(1.1)
10.50	IF last = NULL THEN first,last := p; ELSE last->.succ := p; p->.pred := last; last := p; FI	(1.1)

6.4 CASE ACTION

syntax:

<case action> ::= (1)
 CASE *<case selector list>* **OF** [*<range list>* ;] { *<case alternative>* }+
 [**ELSE** *<action statement list>*] **ESAC** (1.1)

<case selector list> ::= (2)
 discrete expression { , *discrete expression* }* (2.1)

<range list> ::= (3)
 discrete mode name { , *discrete mode name* }* (3.1)

<case alternative> ::= (4)
 <case label specification> : *<action statement list>* (4.1)

semantics: A case action is a multiple branch. It consists of the specification of one or more discrete expressions (the case selector list) and a number of labelled action statement lists (case alternatives). Each action statement list is labelled with a case label specification which consists of a list of case label list specifications (one for each case selector). Each case label list defines a set of values. The use of a list of discrete expressions in the case selector list allows selection of an alternative based on multiple conditions.

The case action enters that action statement list for which values given in the case label specification match the values in the case selector list; if no value match, the *action statement list* following **ELSE** is entered.

The expressions in the case selector list are evaluated in an undefined and possibly mixed order. They need be evaluated only up to the point where a case alternative is uniquely determined.

static conditions: For the list of case label specification occurrences, the case selection conditions apply (see section 12.3).

The number of *discrete expression* occurrences in the *case selector list* must be equal to the number of classes in the **resulting list of classes** of the list of *case label list* occurrences and, if present, to the number of *discrete mode name* occurrences in the *range list*.

The class of any *discrete expression* in the *case selector list* must be **compatible** with the corresponding (by position) class of the **resulting list of classes** of the *case label list* occurrences and, if present, **compatible** with the corresponding (by position) *discrete mode name* in the *range list*. The latter mode must also be **compatible** with the corresponding class of the **resulting list of classes**.

Any value delivered by a *discrete literal expression* or defined by a *literal range* or by a *discrete mode name* in a *case label* (see section 12.3) must lie in the range of the corresponding *discrete mode name* of the *range list*, if present, and also in the range defined by the mode of the corresponding *discrete expression* in the *case selector list*, if it is a **strong *discrete expression***. In the latter case, the values defined by the corresponding *discrete mode name* of the *range list*, if present, must also lie in that range.

The optional **ELSE** part according to the syntax may only be omitted if the list of *case label list* occurrences is **complete** (see section 12.3).

dynamic conditions: The *RANGEFAIL* exception occurs if a *range list* is specified and the value delivered by a *discrete expression* in the *case selector list* does not lie within the bounds specified by the corresponding *discrete mode name* in the *range list*.

The *SPACEFAIL* exception occurs if storage requirements cannot be satisfied.

examples:

```
4.11  CASE order OF
      (1): a := b+c;
          RETURN;
      (2): d := 0;
      (ELSE): d := 1;
      ESAC
11.43  starting.p.kind, starting.p.color
11.58  (rook),(*):
      IF NOT ok_rook(b,m)
      THEN
          CAUSE illegal;
      FI;
```

(1.1)
(2.1)
(4.1)

6.5 DO ACTION

6.5.1 General

syntax:

```
<do action> ::=
      DO [ <control part> ; ] <action statement list> OD
<control part> ::=
      <for control> [ <while control> ]
      | <while control>
      | <with part>
```

(1)
(1.1)
(2)
(2.1)
(2.2)
(2.3)

semantics: A do action has one out of three different forms: the do-for and the do-while versions, both for looping, and the do-with version as a convenient short hand notation for accessing structure fields in an efficient way. If no control part is specified, the action statement list is entered once, each time the do action is entered.

When the do-for and the do-while versions are combined, the while control is evaluated after the for control, and only if the do action is not terminated by the for control.

If the specified control part is a for control and/or while control, then for as long as control stays inside the reach of the do action, the action statement list is entered according to the control part, but the do reach is not re-entered for each execution of the action statement list.

dynamic conditions: The *SPACEFAIL* exception occurs if storage requirements cannot be satisfied.

examples:

```
4.17  DO FOR i := 1 TO c;
      op(a,b,d,order-1);
      d := a;
      OD
15.58  DO WITH each;
      IF this_counter = counter
      THEN
          status := idle;
          EXIT find_counter;
      FI;
      OD
```

(1.1)
(1.1)

6.5.2 For control

syntax:

<for control> ::=	(1)
FOR { <iteration> { , <iteration> }* EVER }	(1.1)
<iteration> ::=	(2)
<value enumeration>	(2.1)
<location enumeration>	(2.2)
<value enumeration> ::=	(3)
<step enumeration>	(3.1)
<range enumeration>	(3.2)
<powerset enumeration>	(3.3)
<step enumeration> ::=	(4)
<loop counter> <assignment symbol>	
<start value> [<step value>] [DOWN] <end value>	(4.1)
<loop counter> ::=	(5)
<defining occurrence>	(5.1)
<start value> ::=	(6)
<discrete expression>	(6.1)
<step value> ::=	(7)
BY <integer expression>	(7.1)
<end value> ::=	(8)
TO <discrete expression>	(8.1)
<range enumeration> ::=	(9)
<loop counter> [DOWN] IN <discrete mode name>	(9.1)
<powerset enumeration> ::=	(10)
<loop counter> [DOWN] IN <powerset expression>	(10.1)
<location enumeration> ::=	(11)
<loop counter> [DOWN] IN <composite object>	(11.1)
<composite object> ::=	(12)
<array location>	(12.1)
<array expression>	(12.2)
<string location>	(12.3)
<string expression>	(12.4)

N.B. If the *composite object* is a (*string*, *array*) *location*, the syntactic ambiguity is resolved by interpreting *composite object* as a *location* rather than an *expression*.

semantics: The for control may mention several loop counters. The loop counters are evaluated each time in an unspecified order, before entering the action statement list, and they need be evaluated only up to the point that it can be decided to terminate the do action. The do action is terminated if at least one of the loop counters indicates termination.

1. **do for ever:**

The action list is indefinitely repeated. The do action can only terminate by a transfer of control out of it.

2. **value enumeration:**

The action statement list is repeatedly entered for the set of specified values of the loop counters. The set of values is either specified by a *discrete mode name* (range enumeration), or by a powerset value (powerset enumeration), or by a start value, step value and end value (step enumeration).

The loop counter implicitly defines a name which denotes its value or location inside the action statement list.

range enumeration:

In the case of range enumeration without (with) **DOWN** specification, the initial value of the loop counter is the smallest (greatest) value in the set of values defined by the *discrete mode* name. For subsequent executions of the action statement list, the *next value* will be evaluated as:

$SUCC(\text{previous value}) \quad (PRED(\text{previous value}))$.

Termination occurs if the action statement list has been executed for the greatest (smallest) value defined by the *discrete mode* name.

powerset enumeration:

In the case of powerset enumeration without (with) **DOWN** specification, the initial value of the loop counter is the smallest (highest) member value in the denoted powerset value. If the powerset value is empty, the action statement list will not be executed. For subsequent executions of the action statement list, the next value will be the next greater (smaller) member value in the powerset value. Termination occurs if the action statement list has been executed for the greatest (smallest) value. When the do action is executed, the **powerset** expression is evaluated only once.

step enumeration:

In the case of step enumeration without (with) **DOWN** specification, the set of values of the loop counter is determined by a start value, an end value, and possibly a step value. When the do action is executed, these expressions are evaluated only once in an unspecified and possibly mixed order. The step value is always positive. The test for termination is made before each execution of the action statement list. Initially, a test is made to determine whether the start value of the loop counter is greater (smaller) than the end value. For subsequent executions, *next value* will be evaluated as:

$\text{previous value} + \text{step value} \quad (\text{previous value} - \text{step value})$

in the case of *step value* specification; otherwise as:

$SUCC(\text{previous value}) \quad (PRED(\text{previous value}))$.

Termination occurs if the evaluation yields a value which is greater (smaller) than the end value or would have caused an **OVERFLOW** exception.

3. location enumeration:

In the case of a location enumeration without (with) **DOWN** specification, the action statement list is repeatedly entered for a set of locations which are the elements of the array location denoted by *array location* or the components of the string location denoted by *string location*. If an *array* or *string* expression is specified that is not a location, a location containing the specified value will be implicitly created. The lifetime of the created location is the do action. The mode of the created location is dynamic if the value has a dynamic class. The semantics are as if before each execution of the action statement list the loc-identity declaration:

DCL <loop counter> <mode> **LOC** := <composite object> (<index>);

were encountered, where *mode* is the element mode of the array location or *&name(1)* such that *&name* is a virtual **synmode** name **synonymous** with the mode of the string location if it is a **fixed** string mode, otherwise with the **component** mode, and where *index* is initially set to the **lower bound** (**upper bound**) of the mode of location and *index* before each subsequent execution of the action statement list is set to $SUCC(\text{index})$ ($PRED(\text{index})$). The action statement list will not be executed if the **actual length** of the *string location* equals 0. The do action is terminated if *index* just after an execution of the action statement list is equal to the **upper bound** (**lower bound**) of the mode of location. When the do action is executed, the *composite object* is evaluated only once.

static properties: A loop counter has a name string attached which is the name string of its *defining occurrence*.

value enumeration:

The name defined by the *loop counter* is a **value enumeration** name.

step enumeration:

The class of the name defined by a *loop counter* is the **resulting class** of the classes of the *start value*, the *step value*, if present, and the *end value*.

range enumeration:

The class of the name defined by the *loop counter* is the M-value class, where M is the discrete mode name.

powerset enumeration:

The class of the name defined by the *loop counter* is the M-value class, where M is the **member mode** of the mode of the (strong) powerset expression.

location enumeration:

The name defined by the *loop counter* is a **location enumeration** name. Its mode is the **element mode** of the mode of the array location or array expression or the string mode &name(1), where &name is a virtual **synmode** name **synonymous** with the mode of string location or the **root mode** of the string expression.

A **location enumeration** name is referable if the element layout of the mode of the array location is **NOPACK**.

static conditions: The classes of *start value*, *end value* and *step value*, if present, must be pairwise **compatible**.

The **root mode** of the class of a *loop counter* in a *value enumeration* must not be a **numbered set mode**.

dynamic conditions: A **RANGEFAIL** exception occurs if the value delivered by *step value* is not greater than 0. This exception occurs outside the block of the *do action*.

examples:

4.17	FOR <i>i</i> := 1 TO <i>c</i>	(1.1)
15.37	FOR EVER	(1.1)
4.17	<i>i</i> := 1 TO <i>c</i>	(3.1)
9.12	<i>j</i> := MIN (<i>sieve</i>) BY MIN (<i>sieve</i>) TO <i>max</i>	(3.1)
14.28	<i>i</i> IN INT (1:100)	(3.2)

6.5.3 While control

syntax:

<while control> ::=	(1)
WHILE < <u>boolean expression</u> >	(1.1)

semantics: The boolean expression is evaluated just before entering the action statement list (after the evaluation of the for control, if present). If it yields **TRUE**, the action statement list is entered; otherwise the *do action* is terminated.

examples:

7.35	WHILE <i>n</i> >= 1	(1.1)
------	----------------------------	-------

6.5.4 With part

syntax:

$\langle \text{with part} \rangle ::=$ (1)
 WITH $\langle \text{with control} \rangle \{ , \langle \text{with control} \rangle \}^*$ (1.1)

$\langle \text{with control} \rangle ::=$ (2)
 $\langle \text{structure location} \rangle$ (2.1)
 | $\langle \text{structure primitive value} \rangle$ (2.2)

N.B. If the *with control* is a structure location, the syntactic ambiguity is resolved by interpreting *with control* as a *location* rather than a *primitive value*.

semantics: The (visible) field names of the mode of the structure locations or structure value specified in each *with control* are made available as direct accesses to the fields.

The visibility rules are as if a field name defining occurrence were introduced for each **field name** attached to the mode of the location or primitive value and with the same name string as the field name.

If a structure location is specified, access names with the same name string as the field names of the mode of the structure location are implicitly declared, denoting the sub-locations of the structure location.

If a structure primitive value is specified, value names with the same name string as the field names of the mode of the (strong) structure primitive value are implicitly defined, denoting the sub-values of the structure value.

When the do action is entered, the specified structure locations and/or structure values are evaluated once only on entering the do action, in an unspecified, possibly mixed order.

static properties: The (virtual) defining occurrence introduced for a **field name** has the same name string as the *field name defining occurrence* of that **field name**.

If a structure primitive value is specified, a (virtual) defining occurrence in a *with part* defines a **value do-with name**. Its class is the M-value class, where M is the mode of that **field name** of the structure mode of the structure primitive value which is made available as **value do-with name**.

If a structure location is specified, a (virtual) defining occurrence in a *with part* defines a **location do-with name**. Its mode is the mode of that **field name** of the mode of the structure location which is made available as **location do-with name**. A **location do-with name** is referable if the field layout of the associated **field name** is NOPACK.

examples:

15.58 **WITH** *each* (1.1)

6.6 EXIT ACTION

syntax:

$\langle \text{exit action} \rangle ::=$ (1)
 EXIT $\langle \text{label name} \rangle$ (1.1)

semantics: An exit action is used to leave a bracketed action statement or a module. Execution is resumed immediately after the closest surrounding bracketed action statement or module labelled with the label name.

static conditions: The *exit action* must lie within the bracketed action statement or module of which the *defining occurrence* in front has the same name string as *label* name.

If the *exit action* is placed within a procedure or process definition, the exited bracketed action statement or module must also lie within the same procedure or process definition (i.e. the *exit action* cannot be used to leave procedures or processes).

No *handler* may be appended to an *exit action*.

examples:

15.62 **EXIT** *find_counter* (1.1)

6.7 CALL ACTION

syntax:

<call action> ::= (1)

<procedure call> (1.1)

 | *<built-in routine call>* (1.2)

<procedure call> ::= (2)

 { *<procedure name>* | *<procedure primitive value>* } (2.1)

 ([*<actual parameter list>*])

<actual parameter list> ::= (3)

<actual parameter> { , *<actual parameter>* }* (3.1)

<actual parameter> ::= (4)

<value> (4.1)

 | *<location>* (4.2)

<built-in routine call> ::= (5)

<built-in routine name> ([*<built-in routine parameter list>*]) (5.1)

<built-in routine parameter list> ::= (6)

<built-in routine parameter> { , *<built-in routine parameter>* }* (6.1)

<built-in routine parameter> ::= (7)

<value> (7.1)

 | *<location>* (7.2)

 | *<non-reserved name>* [(*<built-in routine parameter list>*)] (7.3)

N.B. If the *actual parameter* or *built-in routine parameter* is a *location*, the syntactic ambiguity is resolved by interpreting it as a *location* rather than a *value*.

semantics: A call action causes the call of either a procedure or a built-in routine. A procedure call causes a call of the **general** procedure indicated by the value delivered by the *procedure primitive value* or the procedure indicated by the *procedure name*. The actual values and locations specified in the actual parameter list are passed to the procedure.

A *built-in routine call* is either a *CHILL built-in routine call* or an implementation *built-in routine call* (see sections 6.20 and 13.1, respectively).

A value, a location, or any program defined name that is not a **reserved** simple name string may be passed as *built-in routine parameter*. The built-in routine call may return a value or a location.

A built-in routine may be generic, i.e. its class (if it is a **value** built-in routine call) or its mode (if it is a **location** built-in routine call) may depend not only on the *built-in routine name* but also on the static properties of the actual parameters passed and the static context of the call.

static properties: A *procedure call* has the following properties attached: a list of **parameter specs**, possibly a **result spec**, a possibly empty set of exception names, a **generality**, a **recursivity**, and possibly it is **intra-regional** (the latter is only possible with a procedure name, see section 11.2.2). These properties are inherited from the procedure name or any mode **compatible** with the class of the procedure primitive value (in the latter case, the generality is always **general**).

A *procedure call* with a **result spec** is a location procedure call if and only if **LOC** is specified in the **result spec**; otherwise it is a value procedure call.

A built-in routine name is a CHILL or an implementation defined name that is considered to be defined in the reach of the imaginary outermost process definition or in any context (see section 10.8).

A *built-in routine call* is a location built-in routine call if it delivers a location; it is a value built-in routine call if it delivers a value.

static conditions: The number of *actual parameter* occurrences in the *procedure call* must be the same as the number of its parameter specs. The compatibility requirements for the *actual parameter* and corresponding (by position) parameter spec of the *procedure call* are:

- If the parameter spec has the **IN** attribute (default), the *actual parameter* must be a *value* whose class is **compatible** with the mode in the corresponding parameter spec. The latter mode must not have the **non-value property**. The *actual parameter* is a *value* which must be **regionally safe** for the *procedure call*.
- If the parameter spec has the **INOUT** or **OUT** attribute, the *actual parameter* must be a *location*, whose mode must be **compatible** with the M-value class, where M is the mode in the corresponding parameter spec. The mode of the (actual) *location* must be static and must not have the **read-only property** nor the **non-value property**. The *actual parameter* is a *location*. It can be viewed as a *value* which must be **regionally safe** for the *procedure call*.
- If the parameter spec has the **INOUT** attribute, the mode in the parameter spec must be **compatible** with the M-value class where M is the mode of the *location*.
- If the parameter spec has the **LOC** attribute specified without **DYNAMIC**, the *actual parameter* must be a *location* which is both **referable** and such that the mode in the parameter spec is **read-compatible** with the mode of the (actual) *location*, or the *actual parameter* must be a *value* which is not a *location* but whose class is **compatible** with the mode in the parameter spec.
- If the parameter spec has the **LOC** attribute with **DYNAMIC** specified, the *actual parameter* must be a *location* which is both **referable** and such that the mode in the parameter spec is **dynamic read-compatible** with the mode of the (actual) *location*, or the *actual parameter* must be a *value* which is not a *location* but whose class is **compatible** with a parameterised version of this mode.
- If the parameter spec has the **LOC** attribute then
 - if the *actual parameter* is a *location* it must have the same **regionality** as the *procedure call*;
 - if the *actual parameter* is a *value* then it must be **regionally safe** for the *procedure call*.

dynamic conditions: A *procedure call* or *built-in routine call* can cause any of the exceptions from the attached set of exception names. A *procedure call* causes the **EMPTY** exception if the procedure primitive value delivers **NULL**; it causes the **SPACEFAIL** exception if storage requirements cannot be satisfied. If the **recursivity** of the procedure is **non-recursive**, then the procedure must not call itself either directly or indirectly.

Parameter passing can cause the following exceptions:

- If the parameter spec has the **IN** or **INOUT** attribute, the assignment conditions of the (actual) value with respect to the mode of the parameter spec apply at the point of the call (see section 6.2) and the possible exceptions are caused before the procedure is called.
- If the parameter spec has the **INOUT** or **OUT** attribute, the assignment conditions of the local value of the formal parameter with respect to the mode of the (actual) *location* apply at the point of return (see section 6.2) and possible exceptions are caused after the procedure has returned.

- If the parameter spec has the **LOC** attribute and the *actual parameter* is a *value* which is not a *location*, the assignment conditions of the (actual) *value* with respect to the mode of the parameter spec apply at the point of the call and the possible exceptions are caused before the procedure is called (see section 6.2).

The *procedure primitive value* must not deliver a procedure defined within a process definition whose activation is not the same as the activation of the process executing the procedure call (other than the imaginary outermost process) and the lifetime of the denoted procedure must not have ended.

examples:

4.18 *op(a,b,d,order-1)* (1.1)

6.8 RESULT AND RETURN ACTION

syntax:

<return action> ::= (1)
 RETURN [*<result>*] (1.1)

<result action> ::= (2)
 RESULT *<result>* (2.1)

<result> ::= (3)
 <value> (3.1)
 | *<location>* (3.2)

derived syntax: The *return action* with *result* is derived from **DO RESULT** *<result>* ; **RETURN**; **OD**.

semantics: A *result action* serves to establish the result to be delivered by a procedure call. This result may be a *location* or a *value*. A *return action* causes the return from the invocation of the procedure within whose definition it is placed. If the procedure returns a result, this result is determined by the latest executed *result action*. If no *result action* has been executed, the procedure call delivers an **undefined location** or **undefined value**, respectively.

static properties: A *result action* and a *return action* have a **procedure name** attached, which is the name of the closest surrounding procedure definition.

static conditions: A *return action* and a *result action* must be textually surrounded by a procedure definition. A *result action* may only be specified if its **procedure name** has a **result spec**.

A *handler* must not be appended to a *return action* (without *result*).

If **LOC** (**LOC DYNAMIC**) is specified in the **result spec** of the **procedure name** of the *result action*, the *result* must be a *location*, such that the mode in the **result spec** is **read-compatible** (**dynamic read-compatible**) with the mode of the *location*. The *location* must be **referable** if **NONREF** is not specified in the **result spec**. The *result* is a *location* which must have the same **regionality** as the **procedure name** attached to the *result action*.

If **LOC** is not specified in the **result spec** of the **procedure name** of the *result action*, the *result* must be a *value*, whose class is **compatible** with the mode in the **result spec**. The *result* is a *value* which must be **regionally safe** for the **procedure name** attached to the *result action*.

dynamic conditions: If **LOC** is not specified in the **result spec** of the **procedure name**, the **assignment conditions** of the **value** in the **result action** with respect to the **mode** in the **result spec** of its **procedure name** apply.

examples:

4.21	RETURN	(1.1)
1.6	RESULT <i>i+j</i>	(2.1)
5.19	<i>c</i>	(3.1)

6.9 GOTO ACTION

syntax:

<goto action> ::=	(1)
GOTO < <u>label</u> name>	(1.1)

semantics: A **goto action** causes a transfer of control. Execution is resumed with the action statement labelled with the label name.

static conditions: If a **goto action** is placed within a procedure or process definition, the label indicated by the label name must also be defined within the definition (i.e. it is not possible to jump outside a procedure or process invocation).

A **handler** must not be appended to a **goto action**.

6.10 ASSERT ACTION

syntax:

<assert action> ::=	(1)
ASSERT < <u>boolean</u> expression>	(1.1)

semantics: An **assert action** provides a means of testing a condition.

dynamic conditions: The **ASSERTFAIL** exception occurs if the boolean expression delivers **FALSE**.

examples:

4.7	ASSERT <i>b>0 AND c>0 AND order>0</i>	(1.1)
-----	--	-------

6.11 EMPTY ACTION

syntax:

<empty action> ::=	(1)
<empty>	(1.1)
<empty> ::=	(2)

semantics: An **empty action** causes no action.

static conditions: A **handler** must not be appended to an **empty action**.

6.12 CAUSE ACTION

syntax:

<cause action> ::= **CAUSE** *<exception name>* (1)
(1.1)

semantics: A cause action causes the exception whose name is indicated by *exception name* to occur.

static conditions: A *handler* must not be appended to a *cause action*.

examples:

4.9 **CAUSE** *wrong_input* (1.1)

6.13 START ACTION

syntax:

<start action> ::= *<start expression>* (1)
(1.1)

semantics: A start action evaluates the start expression (see section 5.2.14) without using the resulting instance value.

examples:

14.45 **START** *call_distributor ()* (1.1)

6.14 STOP ACTION

syntax:

<stop action> ::= **STOP** (1)
(1.1)

semantics: A stop action terminates the process executing it (see section 11.1).

static conditions: A *handler* must not be appended to a *stop action*.

6.15 CONTINUE ACTION

syntax:

<continue action> ::= **CONTINUE** *<event location>* (1)
(1.1)

6.17 DELAY CASE ACTION

syntax:

```
<delay case action> ::= (1)
    DELAY CASE [ SET <instance location> [ <priority> ] ; | <priority> ; ]
    { <delay alternative> }+
    ESAC (1.1)
```

```
<delay alternative> ::= (2)
    ( <event list> ) : <action statement list> (2.1)
```

```
<event list> ::= (3)
    <event location> { , <event location> }* (3.1)
```

semantics: A delay case action evaluates, in an unspecified and possibly mixed order, the instance location, if present, and all event locations specified in a *delay alternative*.

Then a *DELAYFAIL* exception occurs (see below) or the executing process becomes delayed.

If the executing process becomes delayed, it becomes a member with a priority of the set of delayed processes attached to each of the specified event locations. The priority is the one specified, if any, otherwise 0 (lowest).

If the delayed process becomes re-activated by another process executing a continue action on an event location, the corresponding *action statement list* is entered. If several *delay alternatives* specify the same event location, the choice between them is not specified. Prior to entering, if an instance location is specified, the instance value identifying the process that has executed the continue action is stored in it.

dynamic properties: A process executing a delay case action becomes **timeoutable** when it reaches the point of execution where it may become delayed. It ceases to be **timeoutable** when it leaves that point.

static conditions: The mode of the instance location must not have the **read-only property**. The integer literal expression in *priority* must not deliver a negative value.

dynamic conditions: The *DELAYFAIL* exception occurs if any event location has a mode with an **event length** attached which is equal to the number of processes already delayed on that event location.

The lifetime of none of the event locations must end while the executing process is delayed on them.

The *SPACEFAIL* exception occurs if storage requirements cannot be satisfied.

examples:

```
14.26 DELAY CASE
    (operator_is_ready): /* some actions */
    (switch_is_closed): DO FOR i IN INT (1:100);
                        CONTINUE operator_is_ready;
                        /* empty the queue */
                        OD;
    ESAC (1.1)
```

6.18 SEND ACTION

6.18.1 General

syntax:

`<send action> ::=` (1)

`<send signal action>` (1.1)

`| <send buffer action>` (1.2)

semantics: A send action initiates the transfer of synchronisation information from a sending process. The detailed semantics depend on whether the synchronisation object is a signal or a buffer.

6.18.2 Send signal action

syntax:

`<send signal action> ::=` (1)

`SEND <signal name> [(<value> { , <value> }*)]`
`[TO <instance primitive value>] [<priority>]` (1.1)

semantics: A send signal action evaluates, in an unspecified and possibly mixed order, the list of values, if present, and the instance primitive value, if present.

The signal specified by signal name is composed for transmission from the specified values and a priority. The priority is the one specified, if any, otherwise 0 (lowest).

If the signal name has a **process name** attached, only processes with that name may receive the signal; if an instance primitive value is specified, only that process may receive the signal. Otherwise any process may receive the signal.

If the signal has a non-empty set of delayed processes attached, in which one or more may receive the signal, one of these will be re-activated. If there are several such processes, one will be selected in an implementation defined way. If there are no such processes, the signal becomes pending.

If a process becomes re-activated, it is removed from all sets of delayed processes of which it was a member.

static conditions: The number of *value* occurrences must be equal to the number of modes of the signal name. The class of each *value* must be **compatible** with the corresponding mode of the signal name. No *value* occurrence may be **intra-regional** (see section 11.2.2). The integer literal expression in *priority* must not deliver a negative value.

dynamic conditions: The assignment conditions of each *value* with respect to its corresponding mode of the signal name apply.

The *EMPTY* exception occurs if the instance primitive value delivers *NULL*.

The lifetime of the process indicated by the value delivered by the instance primitive value must not have ended at the point of the execution of the send signal action.

The *SENDFAIL* exception occurs if the signal name has a **process name** attached which is not the name of the process indicated by the value delivered by the instance primitive value.

examples:

15.78 `SEND ready TO received_user` (1.1)

15.86 `SEND readout(count) TO user` (1.1)

6.18.3 Send buffer action

syntax:

$\langle \text{send buffer action} \rangle ::=$ (1)
 $\text{SEND } \langle \text{buffer location} \rangle (\langle \text{value} \rangle) [\langle \text{priority} \rangle]$ (1.1)

semantics: A send buffer action evaluates the buffer location and the *value* in any order.

If the buffer location has a non-empty set of delayed processes attached, one of these will be re-activated. If there are several such processes, one will be selected in an implementation defined way. If there are no such processes and the capacity of the buffer location is exceeded, the executing process becomes delayed with a priority. Otherwise the value is stored with a priority. The priority is the one specified, if any, otherwise 0 (lowest). The capacity of the buffer is exceeded if the buffer location has a mode with a **buffer length** attached which is equal to the number of values already stored in the buffer location.

If the executing process becomes delayed, it becomes a member of the set of delayed sending processes attached to the buffer location. If a process becomes re-activated, it is removed from all sets of delayed processes of which it was a member.

dynamic properties: A process executing a send buffer action becomes **timeoutable** when it reaches the point of execution where it may become delayed. It ceases to be **timeoutable** when it leaves that point.

static conditions: The class of the *value* must be **compatible** with the **buffer element** mode of the mode of the buffer location. The *value* must not be **intra-regional** (see section 11.2.2). The integer literal expression in *priority* must not deliver a negative value.

dynamic conditions: The assignment conditions of the *value* with respect to the **buffer element** mode of the mode of the buffer location apply; the possible exceptions occur before the process may become delayed.

The lifetime of the buffer location must not end while the executing process is delayed on it.

examples:

16.119 SEND user->([ready, ->counter_buffer])k (1.1)

6.19 RECEIVE CASE ACTION

6.19.1 General

syntax:

$\langle \text{receive case action} \rangle ::=$ (1)
 $\langle \text{receive signal case action} \rangle$ (1.1)
 $| \langle \text{receive buffer case action} \rangle$ (1.2)

semantics: A receive case action receives synchronisation information transmitted by a send action. The detailed semantics depend on the synchronisation object used, which is either a signal or a buffer. Entering a receive case action does not necessarily result in a delaying of the executing process (see chapter 11 for further details).

6.19.2 Receive signal case action

syntax:

<receive signal case action> ::= (1)

*RECEIVE CASE [SET <instance location> ;]
{ <signal receive alternative> }⁺
[ELSE <action statement list>] ESAC (1.1)*

<signal receive alternative> ::= (2)

(<signal name> [IN <defining occurrence list>]) : <action statement list> (2.1)

semantics: A receive signal case action evaluates the instance location, if present.

Then the executing process: (immediately) receives a signal or, if **ELSE** is specified, enters the corresponding *action statement list*, otherwise becomes delayed. The executing process immediately receives a signal if one of a signal name specified in a *signal receive alternative* is pending and may be received by the process. If more than one signal may be received, one with the highest priority will be selected in an implementation defined way.

If the executing process becomes delayed, it becomes a member of the set of delayed processes attached to each of the specified signals. If the delayed process becomes re-activated by another process executing a send signal action, it receives a signal.

If the executing process receives a signal, the corresponding *action statement list* is entered. Prior to entering, if an instance location is specified, the instance value identifying the process that has sent the received signal is stored in it. If the signal name of the received signal has a list of modes attached, a list of **value receive names** is specified; the signal carries a list of values, and the **value receive names** denote their corresponding value in the entered *action statement list*.

static properties: A *defining occurrence* in the *defining occurrence list* of a *signal receive alternative* defines a **value receive name**. Its class is the M-value class, where M is the corresponding mode in the list of modes attached to the signal name in front of it.

dynamic properties: A process executing a receive signal case action becomes **timeoutable** when it reaches the point of execution where it may become delayed. It ceases to be **timeoutable** when it leaves that point.

static conditions: The mode of the instance location must not have the **read-only property**.

All signal name occurrences must be different.

The optional **IN** and the *defining occurrence list* in the *signal receive alternative* must be specified if and only if the signal name has a non-empty set of modes. The number of names in the *defining occurrence list* must be equal to the number of modes of the signal name.

dynamic conditions: The *SPACEFAIL* exception occurs if storage requirements cannot be satisfied.

examples:

```
15.83 RECEIVE CASE
      (advance): count + := 1;
      (terminate):
          SEND readout(count) TO user;
          EXIT work_loop;
      ESAC (1.1)
```

6.19.3 Receive buffer case action

syntax:

```
<receive buffer case action> ::= (1)
    RECEIVE CASE [ SET <instance location> ; ]
    { <buffer receive alternative> }+
    [ ELSE <action statement list> ]
    ESAC (1.1)
```

```
<buffer receive alternative> ::= (2)
    ( <buffer location> IN <defining occurrence> ) : <action statement list> (2.1)
```

semantics: A receive buffer case action evaluates, in an unspecified and possibly mixed order, the *instance location*, if present, and all *buffer locations* specified in a *buffer receive alternative*.

Then the executing process: (immediately) receives a value or, if **ELSE** is specified, enters the corresponding *action statement list*, otherwise becomes delayed. The executing process immediately receives a value if one is stored in, or a sending process delayed on, one of the specified buffer locations. If more than one value may be received, one with the highest priority will be selected in an implementation defined way.

If the executing process becomes delayed, it becomes a member of the set of delayed processes attached to each of the specified buffer locations. If the delayed process becomes re-activated by another process executing a send buffer action, it receives a value.

If the executing process receives a value, the corresponding *action statement list* is entered. If several *buffer receive alternatives* specify the same buffer location, the choice between them is not specified. Prior to entering, if an *instance location* is specified, the instance value identifying the process that has sent the received value is stored in it. The specified **value receive name** denotes the received value in the entered *action statement list*.

Another process becomes re-activated if the executing process receives a value from a buffer location, the attached set of delayed sending processes of which is not empty. The re-activated process is one with the highest priority attached, if the received value was stored in the buffer location, otherwise the one sending the received value. In the former case, the value to be sent by the re-activated process is stored in the buffer location (the capacity of which remains exceeded), and if more than one process may be re-activated, one will be selected in an implementation defined way. The re-activated process is removed from the set of delayed sending processes attached to the buffer location.

static properties: A *defining occurrence* in a *buffer receive alternative* defines a **value receive name**. Its class is the M-value class, where M is the **buffer element mode** of the mode of the *buffer location* labelling the *buffer receive alternative*.

dynamic properties: A process executing a receive buffer case action becomes **timeoutable** when it reaches the point of execution where it may become delayed. It ceases to be **timeoutable** when it leaves that point.

static conditions: The mode of the *instance location* must not have the **read-only property**.

dynamic conditions: The *SPACEFAIL* exception occurs if storage requirements cannot be satisfied.

The lifetime of none of the *buffer* locations must end while the executing process is delayed on them.

6.20 CHILL BUILT-IN ROUTINE CALLS

syntax:

<CHILL built-in routine call> ::= (1)
 <CHILL simple built-in routine call> (1.1)
 | *<CHILL location built-in routine call>* (1.2)
 | *<CHILL value built-in routine call>* (1.3)

predefined names: The CHILL built-in routine names are predefined as **built-in routine** names (see section 6.7).

semantics: A *CHILL built-in routine call* is either a *CHILL simple built-in routine call*, which delivers no results (see section 6.20.1), a *CHILL location built-in routine call*, which delivers a location (see section 6.20.2), or a *CHILL value built-in routine call*, which delivers a value (see section 6.20.3).

static properties: A *CHILL built-in routine call* is a **location built-in routine call** if it is a *CHILL location built-in routine call*; it is a **value built-in routine call** if it is a *CHILL value built-in routine call*.

6.20.1 CHILL simple built-in routine calls

syntax:

<CHILL simple built-in routine call> ::= (1)
 <terminate built-in routine call> (1.1)
 | *<io simple built-in routine call>* (1.2)
 | *<timing simple built-in routine call>* (1.3)

semantics: A *CHILL simple built-in routine call* is a *built-in routine call* which delivers neither a value nor a location. The simple built-in routines for input output are defined in Chapter 7. The simple built-in routines for timing are defined in Chapter 9.

6.20.2 CHILL location built-in routine calls

syntax:

<CHILL location built-in routine call> ::= (1)
 <io location built-in routine call> (1.1)

semantics: A *CHILL location built-in routine call* is a *built-in routine call* that delivers a location. The location built-in routines for input output are defined in Chapter 7.

6.20.3 CHILL value built-in routine calls

syntax:

<CHILL value built-in routine call> ::=	(1)
NUM (<discrete expression>)	(1.1)
PRED (<discrete expression>)	(1.2)
SUCC (<discrete expression>)	(1.3)
ABS (<integer expression>)	(1.4)
CARD (<powerset expression>)	(1.5)
MAX (<powerset expression>)	(1.6)
MIN (<powerset expression>)	(1.7)
SIZE ({ <location> <mode argument> })	(1.8)
UPPER (<upper lower argument>)	(1.9)
LOWER (<upper lower argument>)	(1.10)
LENGTH (<length argument>)	(1.11)
<allocate built-in routine call>	(1.12)
<io value built-in routine call>	(1.13)
<time value built-in routine call>	(1.14)
<mode argument> ::=	(2)
<mode name>	(2.1)
<array mode name> (<expression>)	(2.2)
<string mode name> (<integer expression>)	(2.3)
<variant structure mode name> (<expression list>)	(2.4)
<upper lower argument> ::=	(3)
<array location>	(3.1)
<array expression>	(3.2)
<array mode name>	(3.3)
<string location>	(3.4)
<string expression>	(3.5)
<string mode name>	(3.6)
<discrete location>	(3.7)
<discrete expression>	(3.8)
<discrete mode name>	(3.9)
<length argument> ::=	(4)
<string location>	(4.1)
<string expression>	(4.2)

N.B. If the upper lower argument is an (array, string, discrete) location, the syntactic ambiguity is resolved by interpreting upper lower argument as a location rather than an expression or primitive value. If the length argument is a string location, the syntactic ambiguity is resolved by interpreting length argument as a location rather than an expression.

semantics: A CHILL value built-in routine call is a built-in routine call that delivers a value.

NUM delivers an integer value with the same internal representation as the value delivered by its argument.

PRED and SUCC deliver respectively the next lower and higher discrete value of their argument.

ABS delivers the absolute value of its argument.

CARD, MAX and MIN are defined on powerset values. CARD delivers the number of element values in its argument.

MAX and *MIN* deliver respectively the greatest and smallest element value in their argument.

SIZE is defined on referable locations and (possibly dynamic) modes. In the first case, it delivers the number of addressable memory units occupied by that location; in the second case, the number of addressable memory units that a referable location of that mode will occupy. The mode is static if the *mode argument* is a mode name, otherwise it is a dynamically parameterised version of it, with parameters as specified in the *mode argument*. In the first case, the *location* will not be evaluated at run time.

UPPER and *LOWER* are defined on (possibly dynamic):

- array, string and discrete locations, delivering the **upper bound** and **lower bound** of the mode of the location,
- array and string expressions, delivering the **upper bound** and **lower bound** of the mode of the value's class,
- strong discrete expressions, delivering the **upper bound** and **lower bound** of the mode of the value's class,
- array, string and discrete mode names, delivering the **upper bound** and **lower bound** of the mode.

LENGTH delivers the **actual length** of its argument.

static properties: The class of a *NUM* built-in routine call is the *INT*-derived class. The built-in routine call is **constant** if and only if the argument is either **constant** or **literal**.

The class of a *PRED* or *SUCC* built-in routine call is the **resulting class** of the argument. The built-in routine call is **constant (literal)** if and only if the argument is **constant (literal)**.

The class of an *ABS* built-in routine call is the **resulting class** of the argument. The built-in routine call is **constant (literal)** if and only if the argument is **constant (literal)**.

The class of a *CARD* built-in routine call is the *INT*-derived class. The built-in routine call is **constant** if and only if the argument is **constant**.

The class of a *MAX* or *MIN* built-in routine call is the M-value class, where M is the **member mode** of the mode of the powerset expression. The built-in routine call is **constant** if and only if the argument is **constant**.

The class of a *SIZE* built-in routine call is the *INT*-derived class. The built-in routine call is **constant** if the mode of the argument is static.

The class of an *UPPER* and *LOWER* built-in routine call is

- the M-value class if upper lower argument is an array location, array expression or array mode name, where M is the **index mode** of array location, array expression or array mode name, respectively;
- the *INT*-derived class if upper lower argument is a string location, string expression or string mode name;
- the M-value class if upper lower argument is a discrete location, discrete expression or discrete mode name, where M is the mode of discrete location, or discrete expression, or discrete mode name, respectively.

An *UPPER* or *LOWER* built-in routine call is **constant** if the upper lower argument is an (array, string or discrete) mode name, if the mode of the array or string location is static, if the array or string expression has a static class, or if upper lower argument is a discrete expression or a discrete location.

The class of a *LENGTH* built-in routine call is the *INT*-derived class.

static conditions: If the argument of a *PRED* or *SUCC* built-in routine call is **constant**, it must not deliver, respectively, the smallest or greatest discrete value defined by the **root mode** of the class of the argument. The **root mode** of the discrete expression argument of *PRED* and *SUCC* must not be an **unnumbered set mode**.

If the argument of a *MAX* or *MIN* built-in routine call is **constant**, it must not deliver the empty powerset value.

The *location* argument of *SIZE* must be referable.

The *discrete* expression as an argument of *UPPER* and *LOWER* must be strong.

The following compatibility requirements hold for a *mode argument* which is not a single *mode name*:

- The class of the expression must be **compatible** with the **index** mode of the *array mode* name.
- The *variant structure mode* name must be **parameterisable** and there must be as many expressions in the *expression list* as there are classes in its list of classes and the class of each expression must be **compatible** with the corresponding class in the list of classes.

dynamic conditions: *PRED* and *SUCC* cause the *OVERFLOW* exception if they are applied to the smallest or greatest discrete value defined by the *root* mode of the class of the argument.

NUM and *CARD* cause the *OVERFLOW* exception if the resulting value is outside the set of values defined by *INT*.

MAX and *MIN* cause the *EMPTY* exception if they are applied to empty powerset values.

ABS causes the *OVERFLOW* exception if the resulting value is outside the bounds defined by the *root* mode of the class of the argument.

The *RANGEFAIL* exception occurs if in the *mode argument*:

- the *expression* delivers a value which is outside the set of values defined by the **index** mode of the *array mode* name;
- the *integer* expression delivers a negative value or a value which is greater than the **string length** of the *string mode* name;
- any expression in the *expression list* for which the corresponding class in the list of classes of the *variant structure mode* name is an M-value class (i.e. is strong) delivers a value which is outside the set of values defined by M.

examples:

9.12 *MIN* (*sieve*) (1.7)

11.47 *PRED* (*col_1*) (1.2)

11.47 *SUCC* (*col_1*) (1.3)

6.20.4 Dynamic storage handling built-in routines

syntax:

<allocate built-in routine call> ::= (1)

GETSTACK (<mode argument> [, <value>]) (1.1)

 | *ALLOCATE* (<mode argument> [, <value>]) (1.2)

<terminate built-in routine call> ::= (2)

TERMINATE (<reference primitive value>) (2.1)

semantics: *GETSTACK* and *ALLOCATE* create a location of the specified mode and deliver a reference value for the created location. *GETSTACK* creates this location on the stack (see section 10.9). A location whose mode is that of the *mode argument* is created and a value referring to it is delivered. The created location is initialised with the value of *value*, if present; otherwise with the **undefined** value (see section 4.1.2).

TERMINATE ends the lifetime of the location referred to by the value delivered by *reference primitive value*. An implementation might as a consequence release the storage occupied by this location.

static properties: The class of a *GETSTACK* or *ALLOCATE* built-in routine call is the M-reference class, where M is the mode of *mode argument*. M is either the mode name or a **parameterised** mode constructed as:

&<array mode name> (<expression>) or

&<string mode name> (<integer expression>) or

&<variant structure mode name> (<expression list>),

respectively.

A *GETSTACK* or *ALLOCATE* built-in routine call is **intra-regional** if it is surrounded by a region, otherwise it is **extra-regional**.

static conditions: The class of the *value*, if present, in the *GETSTACK* and *ALLOCATE* built-in routine call must be **compatible** with the mode of *mode argument*; this check is dynamic in case the mode of *mode argument* is a dynamic mode.

If the first argument of *GETSTACK* or *ALLOCATE* has the **read-only property**, the second argument must be present.

The *value*, if present, in the *GETSTACK* and *ALLOCATE* built-in routine call, must be **regionally safe** for the created location.

dynamic properties: A reference value is an **allocated** reference value if and only if it is returned by an *ALLOCATE* built-in routine call.

dynamic conditions: *GETSTACK* causes the *SPACEFAIL* exception if storage requirements cannot be satisfied.

ALLOCATE causes the *ALLOCATEFAIL* exception if storage requirements cannot be satisfied.

For *GETSTACK* and *ALLOCATE* the assignment conditions of the value delivered by *value* with respect to the mode of *mode argument* apply.

TERMINATE causes the *EMPTY* exception if the reference primitive value delivers the value *NULL*.

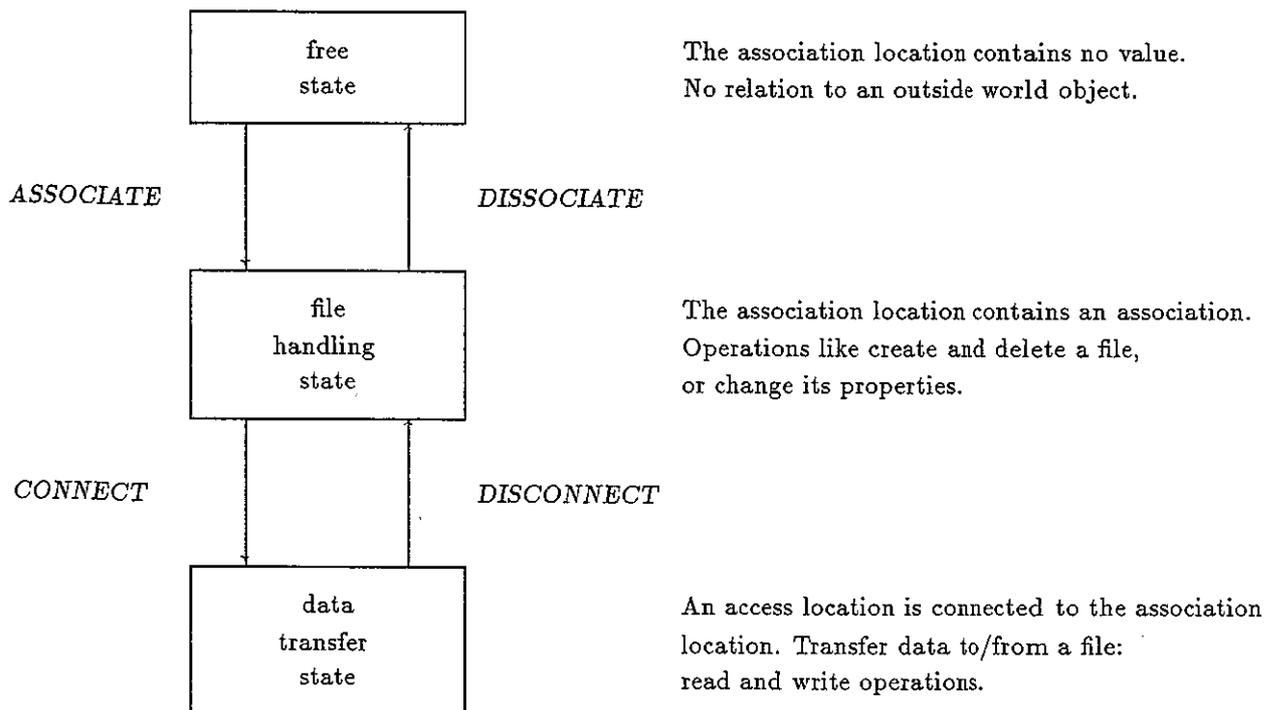
The reference primitive value must deliver an **allocated** reference value. The lifetime of the referenced location must not have ended.

7 INPUT AND OUTPUT

7.1 I/O REFERENCE MODEL

A model is used for the description of the input/output facilities in an implementation independent way; it distinguishes three states for a given association location: a free state, a file handling state and a data transfer state.

The diagram shows the three states and the possible transitions between the states.



The model assumes that objects, in implementations often referred to as datasets, files or devices, exist in the outside world, i.e. the external environment of a CHILL program. Such an outside world object is called a file in the model. A file can be a physical device, a communication line or just a file in a file management system; in general, a file is an object that can produce and/or consume data.

Manipulating a file in CHILL requires an association; an association is created by the associate operation and it identifies a file. An association has attributes; these attributes describe the properties of a file that is or could be attached to the association.

In the free state, there is no interaction or relation between the CHILL program and outside world objects. The associate operation changes the state of the model from the free state into the file handling state. This operation takes as one argument an association location and an implementation defined denotation for an outside world object for which an association must be created; additional arguments may be used to indicate the kind of association for the object and the initial values for the attributes of the association. A particular association also implies an (implementation dependent) set of operations that may be applied on the file that is attached to that association.

In the file handling state, it is possible to manipulate a file and its properties via an association, provided that the association enables the particular operation; for operations that change the properties of a file, an exclusive association for the file will be necessary in general.

The model assumes associations in general are exclusive, i.e. only one association exists at the same time for a given outside world object. However, implementations may allow the creation of more associations for the same object, provided that the object can be shared among different users (programs) and/or among different associations within the same program. All operations in the file handling state take an association as an argument.

The dissociate operation is used to end an association for an outside world object; this operation causes transition from the file handling state back to the free state.

Transferring data to or from a file is possible only in the data transfer state; transfer operations require an access location to be connected to an association for that file. The connect operation connects an access location to an association and changes the state of the model into the data transfer state. The operation takes an association location and an access location as arguments; the association location contains an association for the file to, or from, which data can be transferred via the access location. Additional arguments of the connect operation denote for which type of transfer operations the access location must be connected, and to which record the file must be positioned. At most one access location can be connected to an association location at any one time.

The disconnect operation takes an access location as argument and disconnects it from the association it is connected to; it changes the state of the model back to the file handling state.

In the data transfer state, an access location must be used as an argument of a transfer operation; there are two transfer operations provided, namely, a read operation to transfer data from a file to the program and a write operation to transfer data from the program to a file. The transfer operations use the record mode of the access location to transform CHILL values into records of the file, and vice versa.

A file is viewed in the model as an array of values; each element of this array relates to a record of the file. The element mode of this array is determined by the connect operation to be the record mode of the access location being connected. An index value is assigned to each record of the file; this value uniquely identifies each record of the file. In the description of the connect and transfer operations, three special index values will be used, namely, a **base** index, a **current** index and a **transfer** index. The **base** index is set by the connect operation and remains unchanged until a subsequent connect operation; it is used to calculate the **transfer** index in transfer operations and the **current** index in a connect operation. The **transfer** index denotes the position in the file where a transfer will take place; the **current** index denotes the record to which the file currently is positioned.

7.2 ASSOCIATION VALUES

7.2.1 General

An association value reflects the properties of a file that is or could be attached to it. A particular association value also implies an (implementation dependent) set of operations on the file that is possibly attached to it.

Association values have no denotation but are contained in locations of association mode; there exists no expression denoting a value of association mode. Association values can only be manipulated by built-in routines that take an association location as parameter.

7.2.2 Attributes of association values

An association value has attributes; the attributes describe the properties of the association and the file that may or could be attached to it.

The following attributes are language defined:

- **existing**: indicating that a (possibly empty) file is attached to the association;
- **readable**: indicating that read operations are possible for the file when it is attached to the association;
- **writable**: indicating that write operations are possible for the file when it is attached to the association;
- **indexable**: indicating that the file, when it is attached to the association, allows for random access to its records;
- **sequencible**: indicating that the file, when it is attached to the association, allows for sequential access to its records;
- **variable**: indicating that the **size** of the records of the file, when it is attached to the association, may vary within the file.

These attributes have a boolean value; the attributes are initialized when the association is created and may be updated as a consequence of particular operations on the association. This list comprises the language defined attributes only; implementations may add attributes according to their own needs.

7.3 ACCESS VALUES

7.3.1 General

Access values are contained in locations of access mode. An access location is necessary to transfer data from or to a file in the outside world.

Access values have no denotation but are contained in locations of access mode; there exists no expression denoting a value of access mode. Access values can only be manipulated by built-in routines that take an access location as parameter.

7.3.2 Attributes of access values

Access values have attributes that describe their dynamic properties, the semantics of transfer operations, and the conditions under which exceptions can occur.

CHILL defines the following attributes:

- **usage**: indicating for which transfer operation(s) the access location is connected to an association; the attribute is set by the connect operation.
- **outoffile**: indicating whether or not the transfer index calculated by the last read operation was in the file; the attribute is initialized to *FALSE* by the connect operation and is set by every read operation.

7.4 BUILT-IN ROUTINES FOR INPUT OUTPUT

7.4.1 General

Language defined built-in routines are defined for operations on association locations and access locations, and for inspecting and changing the attributes of their values.

The built-in routines will be described in the following sections.

syntax:

<i><io value built-in routine call> ::=</i>	<i>(1)</i>
<i><association attr built-in routine call></i>	<i>(1.1)</i>
<i><isassociated built-in routine call></i>	<i>(1.2)</i>
<i><access attr built-in routine call></i>	<i>(1.3)</i>
<i><readrecord built-in routine call></i>	<i>(1.4)</i>
<i><gettext built-in routine call></i>	<i>(1.5)</i>
<i><io simple built-in routine call> ::=</i>	<i>(2)</i>
<i><dissociate built-in routine call></i>	<i>(2.1)</i>
<i><modification built-in routine call></i>	<i>(2.2)</i>
<i><connect built-in routine call></i>	<i>(2.3)</i>
<i><disconnect built-in routine call></i>	<i>(2.4)</i>
<i><writerecord built-in routine call></i>	<i>(2.5)</i>
<i><text built-in routine call></i>	<i>(2.6)</i>
<i><settext built-in routine call></i>	<i>(2.7)</i>
<i><io location built-in routine call> ::=</i>	<i>(3)</i>
<i><associate built-in routine call></i>	<i>(3.1)</i>

static conditions: A built-in routine parameter in an io built-in routine that is an association, access or text location must be referable.

7.4.2 Associating an outside world object

syntax:

<associate built-in routine call> ::= (1)
ASSOCIATE (<association location> [, <associate parameter list>]) (1.1)

<isassociated built-in routine call> ::= (2)
ISASSOCIATED (<association location>) (2.1)

<associate parameter list> ::= (3)
<associate parameter> { , <associate parameter> } (3.1)*

<associate parameter> ::= (4)
<location> (4.1)
| <value> (4.2)

semantics: *ASSOCIATE* creates an association to an outside world object. It initializes the association location with the created association. It initializes the attributes of the created association. The association location is also returned as a result of the call. The particular association that is created is determined by the locations and/or values occurring in the *associate parameter list*; the modes (classes) and the semantics of these locations (values) are implementation defined.

ISASSOCIATED returns *TRUE* if association location contains an association and *FALSE* otherwise.

static properties: The class of an *ISASSOCIATED* built-in routine call is the *BOOL*-derived class. The mode of an *ASSOCIATE* built-in routine call is the mode of the association location.

The regionality of an *ASSOCIATION* built-in routine call is that of the association location.

static conditions: The mode and the class of each *associate parameter* is implementation defined.

dynamic conditions: *ASSOCIATE* causes the *ASSOCIATEFAIL* exception if the association location already contains an association or if the association cannot be created due to implementation defined reasons.

examples:

20.21 *ASSOCIATE (file_ association, "DSK:RECORDS.DAT"); (1.1)*

7.4.3 Dissociating an outside world object

syntax:

<dissociate built-in routine call> ::= (1)
DISSOCIATE (<association location>) (1.1)

semantics: *DISSOCIATE* terminates an association to an outside world object. An access location that is still connected to the association contained in an association location is disconnected before the association is terminated.

dynamic conditions: *DISSOCIATE* causes the *NOTASSOCIATED* exception if association location does not contain an association.

examples:

22.38 *DISSOCIATE (association); (1.1)*

7.4.4 Accessing association attributes

syntax:

```
<association attr built-in routine call> ::= (1)
    EXISTING (<association location> ) (1.1)
    | READABLE (<association location> ) (1.2)
    | WRITEABLE (<association location> ) (1.3)
    | INDEXABLE (<association location> ) (1.4)
    | SEQUENCIBLE (<association location> ) (1.5)
    | VARIABLE (<association location> ) (1.6)
```

semantics: *EXISTING*, *READABLE*, *WRITEABLE*, *INDEXABLE*, *SEQUENCIBLE* and *VARIABLE* return respectively the value of the *existing-*, *readable-*, *writable-*, *indexable-*, *sequencible-* and *variable-*attribute of the association contained in *association location*.

static properties: The class of an *association attr built-in routine call* is the *BOOL*-derived class.

dynamic conditions: The *association attr built-in routine call* causes the *NOTASSOCIATED* exception if *association location* does not contain an association.

7.4.5 Modifying association attributes

syntax:

```
<modification built-in routine call> ::= (1)
    CREATE (<association location> ) (1.1)
    | DELETE (<association location> ) (1.2)
    | MODIFY (<association location> [ , <modify parameter list> ] ) (1.3)

<modify parameter list> ::= (2)
    <modify parameter> { , <modify parameter> }* (2.1)

<modify parameter> ::= (3)
    <value> (3.1)
    | <location> (3.2)
```

semantics: *CREATE* creates an empty file and attaches it to the association denoted by the *association location*. The *existing-*attribute of the indicated association is set to *TRUE* if the operation succeeds.

DELETE detaches a file from the association denoted by *association location* and deletes the file. The *existing-*attribute of the indicated association is set to *FALSE* if the operation succeeds.

MODIFY provides the means of changing properties of an outside world object for which an association exists and that is denoted by *association location*; the locations and/or values that occur in *modify parameter list* describe how the properties must be modified. The modes (classes) and the semantics of these locations (values) are implementation defined.

dynamic conditions: *CREATE*, *DELETE* and *MODIFY* cause the *NOTASSOCIATED* exception if the *association location* does not contain an association.

CREATE causes the *CREATEFAIL* exception if one of the following conditions occurs:

- the *existing-*attribute of the association is *TRUE*;
- the creation of the file fails (implementation defined).

CONNECT (re)positions the file that is attached to the denoted association; i.e. it establishes a (new) **base index** and **current index** in the file. The (new) **base index** depends upon the value that is delivered by *where expression*:

- if *where expression* delivers **FIRST** or is not specified, the **base index** is set to 0; i.e. the file is positioned before the first record;
- if *where expression* delivers **SAME**, the **base index** is set to the **current index** in the file; i.e. the file position is not changed;
- if *where expression* delivers **LAST**, the **base index** is set to N, where N denotes the number of records in the file; i.e. the file is positioned after the last record.

After a **base index** is set, a **current index** will be established by **CONNECT**. This **current index** depends upon the optional specification of an *index expression*:

- if no *index expression* is specified, the **current index** is set to the (new) **base index**;
- if an *index expression* is specified, the **current index** is set to

$$\text{base index} + \text{NUM}(v) - \text{NUM}(l)$$

where *l* denotes the **lower bound** of the access location's **index mode** and *v* denotes the value that is delivered by *index expression*.

If the access location is being connected for sequential write operations (i.e. the access location has no **index mode** and the *usage expression* delivers **WRITEONLY**), then those records in the file that have an index greater than the (new) **current index** will be removed from the file; i.e. the file may be truncated or emptied by **CONNECT**.

An access location that has no **index mode** cannot be connected to an association for read and write operations at the same time.

Any access location to which the denoted association may be connected will be disconnected implicitly before the association is connected to the location that is denoted by *transfer location*.

CONNECT initializes the **outoffile**-attribute of the access location to **FALSE** and sets the **usage**-attribute according to the value that is delivered by *usage expression*.

static properties: The mode attached to a *transfer location* is the mode of the *access location* or the **access mode** of the *text location*, respectively.

static conditions: The mode of *transfer location* must have an **index mode** if an *index expression* is specified; the class of the value delivered by *index expression* must be **compatible** with that **index mode**. The *transfer location* must have the same **regionality** as the *association location*.

The class of the value delivered by *usage expression* must be **compatible** with the **USAGE**-derived class.

The class of the value delivered by *where expression* must be **compatible** with the **WHERE**-derived class.

dynamic conditions: **CONNECT** causes the **NOTASSOCIATED** exception if *association location* does not contain an association.

CONNECT causes the **CONNECTFAIL** exception if one of the following conditions occurs:

- the association's **existing**-attribute is **FALSE**;
- the association's **readable**-attribute is **FALSE** and *usage expression* delivers **READONLY** or **READWRITE**;
- the association's **writable**-attribute is **FALSE** and *usage expression* delivers **WRITEONLY** or **READWRITE**;
- the association's **indexable**-attribute is **FALSE** and access location has an **index mode**;
- the association's **sequencible**-attribute is **FALSE** and access location has no **index mode**;
- *where expression* delivers **SAME**, while the association contained in *association location* is not connected to an access location;
- the association's **variable**-attribute is **FALSE** and the access location has a **dynamic record mode**, while *usage expression* delivers **WRITEONLY** or **READWRITE**;

- the association's **variable-attribute** is *TRUE* and the access location has a **static record** mode, while *usage expression* delivers *READONLY* or *READWRITE*;
- the access location has no **index** mode, while *usage expression* delivers *READWRITE*;
- the association contained in *association location* cannot be connected to the access location, due to implementation defined conditions.

CONNECT causes the *RANGEFAIL* exception if the **index** mode of access location is a range mode and the *index expression* delivers a value which lies outside the bounds of that range mode.

The *EMPTY* exception occurs if the **access reference** of the *text location* delivers the value *NULL*.

examples:

```
20.22 CONNECT (record_file, file_association, READWRITE);      (1.1)
20.22 READWRITE                                              (3.1)
```

7.4.7 Disconnecting an access location

syntax:

```
<disconnect built-in routine call> ::= (1)
DISCONNECT ( <transfer location> ) (1.1)
```

semantics: *DISCONNECT* disconnects the access location denoted by *transfer location* from the association it is connected to.

dynamic conditions: *DISCONNECT* causes the *NOTCONNECTED* exception if the access location denoted by *transfer location* is not connected to an association.

7.4.8 Accessing attributes of access locations

syntax:

```
<access attr built-in routine call> ::= (1)
GETASSOCIATION ( <transfer location> ) (1.1)
| GETUSAGE ( <transfer location> ) (1.2)
| OUTOFFILE ( <transfer location> ) (1.3)
```

semantics: *GETASSOCIATION* returns a reference value to the association location that the access location denoted by *transfer location* is connected to; it returns *NULL* if the access location is not connected to an association.

GETUSAGE returns the value of the **usage-attribute**; i.e. *READONLY* (*WRITEONLY*) if the access location is connected only for read (write) operations, or *READWRITE* if the access location is connected for both read and write operations.

OUTOFFILE returns the value of the **outoffile-attribute** of access location; i.e. *TRUE* if the last read operation calculated a transfer index that was not in the file, *FALSE* otherwise.

static properties: The class of a *GETASSOCIATION* built-in routine call is the *ASSOCIATION*-reference class. The **regionality** of an *GETASSOCIATION* built-in routine call is that of the *transfer location*.

The class of an *OUTOFFILE* built-in routine call is the *BOOL*-derived class.

The class of a *GETUSAGE* built-in routine call is the *USAGE*-derived class.

dynamic conditions: *GETUSAGE* and *OUTOFFILE* cause the *NOTCONNECTED* exception if the access location is not connected to an association.

examples:

21.47 *OUTOFFILE* (*infile* (*FALSE*)) (1.3)

7.4.9 Data transfer operations

syntax:

<readrecord built-in routine call> ::= (1)
READRECORD (<access location> [, <index expression>]
[, <store location>]) (1.1)

<writerecord built-in routine call> ::= (2)
WRITERECORD (<access location> [, <index expression>] ,
<write expression>) (2.1)

<store location> ::= (3)
<static mode location> (3.1)

<write expression> ::= (4)
<expression> (4.1)

N.B. If the access location has an **index** mode, the syntactic ambiguity is resolved by interpreting the second argument as an *index expression* rather than a *store location*.

semantics: For the transfer of data to or from a file, the built-in routines *WRITERECORD* and *READRECORD* are defined. The access location must have a **record** mode, and it must be connected to an association in order to transfer data to or from the file that is attached to that association. The transfer direction must not be in contradiction with the value of the access location's **usage**-attribute.

Before a transfer takes place, the **transfer index**, i.e. the position in the file of the record to be transferred, is calculated. If the access location has no **index** mode, the **transfer index** is the **current** index incremented by 1; if the access location has an **index** mode, the **transfer index** is calculated as follows:

$$\text{transfer index} := \text{base index} + \text{NUM}(v) - \text{NUM}(l) + 1$$

where *l* is the **lower bound** of the mode of the access location's **index** mode and *v* denotes the value that is delivered by *index expression*. If the transfer of the record with the calculated **transfer index** has been performed successfully, the **current** index becomes the **transfer index**.

The read operation:

READRECORD transfers data from a file in the outside world to the CHILL program.

If the calculated **transfer index** is not in the file, the **outoffile**-attribute is set to *TRUE*; otherwise the file is positioned, the record is read, and the **outoffile**-attribute is set to *FALSE*.

The record that is read must not deliver an **undefined** value; the effect of the read operation is implementation defined if the record being read from the file is not a legal value according to the **record** mode of the access location.

If a *store location* is specified, then the value of the record that was read is assigned to this location. If no *store location* is specified, the value will be assigned to an implicitly created location; the lifetime of this location ends when the access location is disconnected or reconnected. Whether the referenced location is created only once by the connect operation, or every time a read operation is performed, is not defined.

READRECORD returns in both cases a reference value that refers to the (possibly dynamic mode) location to which the value was assigned.

If the **outoffile**-attribute is set to *TRUE* as a result of the built-in routine call, then the *NULL* value is returned as a result of the call.

The write operation:

WRITERECORD transfers data from the CHILL program to a file in the outside world. The file is positioned to the record with the calculated index and the record is written.

After the record has been written successfully, the number of records is set to the **transfer** index, if the latter is greater than the actual number of records.

The record written by *WRITERECORD* is the value delivered by *write expression*.

static properties: The class of the value that was read by *READRECORD* is the M-value class, where M is the **record** mode of the access location, if it has a **static record** mode, or a dynamically parameterised version of it, if the location has a **dynamic record** mode; the parameters of such a dynamically parameterised record mode are:

- the dynamic **string length** of the string value that was read in case of a string mode;
- the dynamic **upper bound** of the array value that was read in case of an array mode;
- the list of (tag) values associated with the mode of the structure value that was read in case of a **variant** structure.

The class of the *READRECORD* built-in routine call is the M-reference class if *store location* is not specified, otherwise it is the S-reference class, where S is the mode of the *store location*.

The **regionality** of a *READRECORD* built-in routine call is that of the *store location* if it is specified, otherwise it is that of the access location.

static conditions: The access location must have a record mode.

An *index expression* may not be specified if access location has no **index** mode and must be specified if access location has an **index** mode; the class of the value delivered by *index expression* must be **compatible** with that **index** mode.

The *store location* must be referable.

The mode of *store location* must not have the **read-only property**.

If *store location* is specified, then the mode of *store location* must be **equivalent** with the **record** mode of the access location, if it has a **static record** mode or a **varying string record** mode, otherwise a dynamically parameterised version of it; the parameters of such a dynamically parameterised mode are those of the value that has been read.

The class of the value delivered by *write expression* must be **compatible** with the **record** mode of the access location, if it has a **static record** mode or a **varying string record** mode; otherwise there should exist a dynamically parameterised version of **record** mode that is **compatible** with the class of *write expression*. The assignment conditions of the value of *write expression* with respect to the above mentioned mode apply.

dynamic conditions: The *RANGEFAIL* or *TAGFAIL* exceptions occur if the dynamic part of the above mentioned compatibility check fails.

The *READRECORD* and *WRITERECORD* built-in routine call cause the *NOTCONNECTED* exception if the access location is not connected to an association.

The *READRECORD* or *WRITERECORD* built-in routine call cause the *RANGEFAIL* exception if the **index** mode of access location is a range mode and the *index expression* delivers a value that lies outside the bounds of that range mode.

The *READRECORD* built-in routine call causes the *READFAIL* exception if one of the following conditions occurs:

- the value of the **usage**-attribute is *WRITEONLY*;
- the value of the **outoffile**-attribute is *TRUE* and the access location is connected for sequential read operations;
- the reading of the record with the calculated index fails, due to outside world conditions.

The *WRITERECORD* built-in routine call causes the *WRITEFAIL* exception if one of the following conditions occurs:

- the value of the *usage*-attribute is *READONLY*;
- the writing of the record with the calculated index fails, due to outside world conditions.

If the *RANGEFAIL* exception or the *NOTCONNECTED* exception occur then it occurs before the value of any attribute is changed and before the file is positioned.

examples:

20.24	<i>READRECORD</i> (<i>record_file</i> , <i>curindex</i> , <i>record_buffer</i>);	(1.1)
22.25	<i>READRECORD</i> (<i>fileaccess</i>);	(1.1)
20.32	<i>WRITERECORD</i> (<i>record_file</i> , <i>curindex</i> , <i>record_buffer</i>);	(2.1)
21.61	<i>WRITERECORD</i> (<i>outfile</i> , <i>buffers(flag)</i>);	(2.1)
20.24	<i>record_buffer</i>	(3.1)
21.61	<i>buffers(flag)</i>	(4.1)

7.5 TEXT INPUT OUTPUT

7.5.1 General

Text output operations allow the representation of CHILL values in a human-readable form; text input operations perform the opposite transformation.

Text transfer operations are defined on top of the basic CHILL input/output model and operate on files that may be accessed either sequentially or randomly and whose records may have a fixed or variable length.

The model assumes that every record has a (possibly empty) positioning information attached, in implementations often referred to as carriage control or control characters.

Manipulating a text file in CHILL requires an association; transferring data to or from a text file requires a text location to be connected to an association for that file.

Text transfer operations can be applied to CHILL values that may become records of some text file, as well as to CHILL locations that are not necessarily related to any i/o activity of the program.

The possibility to recover from a piece of text the same CHILL values that originated it cannot be guaranteed in general, but rather it depends on the specific representation that has been used.

Text values are contained in locations of text mode. A text location is necessary to transfer data in human-readable form.

Text values have no denotation but are contained in locations of text mode; there exists no expression denoting a value of text mode. Text values can only be manipulated by built-in routines that take a text location as parameter.

7.5.2 Attributes of text values

Text values have attributes that describe their dynamic properties. The following attributes are defined:

- **actual index**: indicating the next character position of the text record to be read or written. It has a mode which is *INT (0:L)*, where *L* is the text length of the value's mode. It is initialised to 0 when a text location is created.
- **text record reference**: indicating a reference value to the text record sub-location of the text location. It has a mode which is *REF M*, where *M* is the text record mode of the value's mode.
- **access reference**: indicating a reference value to the access sub-location of the text location. It has a mode which is *REF M*, where *M* is the access mode of the value's mode.

7.5.3 Text transfer operations

syntax:

<code><text built-in routine call> ::=</code>	(1)
<code>READTEXT (<text io argument list>)</code>	(1.1)
<code> WRITETEXT (<text io argument list>)</code>	(1.2)
<code><text io argument list> ::=</code>	(2)
<code><text argument> [, <index expression>] ,</code>	
<code><format argument> [, <io list>]</code>	(2.1)
<code><text argument> ::=</code>	(3)
<code><text location></code>	(3.1)
<code> <character string location></code>	(3.2)
<code> <character string expression></code>	(3.3)
<code><format argument> ::=</code>	(4)
<code><character string expression></code>	(4.1)
<code><io list> ::=</code>	(5)
<code><io list element> { , <io list element> }*</code>	(5.1)
<code><io list element> ::=</code>	(6)
<code><value argument></code>	(6.1)
<code> <location argument></code>	(6.2)
<code><location argument> ::=</code>	(7)
<code><discrete location></code>	(7.1)
<code> <string location></code>	(7.2)
<code><value argument> ::=</code>	(8)
<code><discrete expression></code>	(8.1)
<code> <string expression></code>	(8.2)

N.B. If the *io list element* is a location, the syntactic ambiguity is resolved by interpreting the *io list element* as a *location argument* rather than a *value argument*.

semantics: *READTEXT* applies the conversion, editing and i/o control functions contained in the *format argument* to the *text record* denoted by the *text argument*; this (possibly) produces a list of values that are assigned to the elements of the *io list* in the sequence in which they are specified. *WRITETEXT* performs the opposite operation. No implicit i/o operations are performed.

If the *text argument* is a *character string location* or a *character string expression*, then the conversion and editing functions are applied without any relation with the external world. In this case the **actual index** denotes a location that is implicitly created at the beginning of the built-in routine call and initialised to 0. The *text record* is the character string denoted by *character string location* or *character string expression* and the *text length* its *string length*.

The elements of the *io list* may be either:

- *value arguments* and *location arguments*, or
- *variable clause widths* as described below.

Relationships between a format argument and an io list

The value delivered by a *format argument* must have the form of a *format control string* (see 7.5.4.)

During the execution of a text i/o built-in routine call the *format control string* (see 7.5.4) denoted by the *format argument* and the *io list* are scanned from left to right. Each occurrence of a *format text* and *format specification* is interpreted and the appropriate action is taken as follows:

a. *format text*:

In *READTEXT* the *text record* should contain at the *actual index* position a string slice which is equal to the string delivered by *format text*. In *WRITETEXT*, the string delivered by *format text* is transferred to the *text record*. The semantics are the same as if a *format specification* which is %C and an *io list element* that delivers the same string value as that delivered by *format text* were encountered.

b. *format specification*:

If the *format specification* contains a *repetition factor*, then it is equivalent to a sequence of as many *format element* occurrences as the number denoted by *repetition factor*.

If the *format specification* is a *format clause*, then it contains a *control code*. If the *control code* is a *conversion clause*, then an *io list element* is taken from the *io list* and the conversion function selected by the *conversion code*, *conversion qualifiers* and *clause width* is applied to it (see section 7.5.5). If the *control code* is an *editing clause* or an *io clause*, then the editing or io function selected by the *editing code* or *io code* and *clause width* is applied to the *text argument* without reference to the *io list* (see sections 7.5.6 and 7.5.7).

If the *clause width* is *variable*, then a value is taken from the list, which denotes the *width* parameter of the conversion or editing control function.

If the *format specification* is a *parenthesised clause*, then the *format control string* that is contained in it is scanned.

The interpretation of the *format control string* terminates when the end of the string delivered by *format control string* has been reached.

The *io list elements* of the *io list* are scanned in the order that they are specified.

static conditions: If the *text argument* is a *string location*, its mode must be a *varying* string mode.

An *index expression* may not be specified if the *text argument* is not a *text location* or if it is and its access mode has no *index* mode and must be specified if the access mode has an *index* mode; the class of the value delivered by *index expression* must be *compatible* with that *index* mode.

A *text argument* in a *WRITETEXT* built-in routine call must be a *location*.

A *string location* in a *text argument* must be *referable*.

dynamic conditions: The *TEXTFAIL* exception occurs if:

- the string value delivered by the *format argument* cannot be derived as a terminal production of the *format control string*, or
- an attempt to assign to the *actual index* a value which is less than 0 or greater than *text length* is made, or
- during the interpretation, the end of the *format control string* has been reached and the *io list* is not completely scanned, or no more elements can be taken from the *io list* and the *format control string* contains more *conversion codes* or *variable clause widths*, or
- an *io clause* is encountered and the *text argument* is not a *text location*, or
- a *format text* is encountered in *READTEXT* and the *text record* does not contain at the *actual index* position a string which is equal to the string delivered by *format text*.

Any exception defined for the *READRECORD* and *WRITERECORD* built-in routine call can occur if an i/o control function is executed and any one of the dynamic conditions defined is violated.

examples:

26.18 *WRITETEXT* (output, "%B%/", 10) (1.2)

7.5.4 Format control string

syntax:

<format control string> ::= (1)

[*<format text>*] { *<format specification>* [*<format text>*] }* (1.1)

<format text> ::= (2)

{ *<non-percent character>* | *<percent>* } (2.1)

<percent> ::= (3)

% % (3.1)

<format specification> ::= (4)

% [*<repetition factor>*] *<format element>* (4.1)

<repetition factor> ::= (5)

{ *<digit>* }+ (5.1)

<format element> ::= (6)

<format clause> (6.1)

| *<parenthesised clause>* (6.2)

<format clause> ::= (7)

<control code> [% .] (7.1)

<control code> ::= (8)

<conversion clause> (8.1)

| *<editing clause>* (8.2)

| *<io clause>* (8.3)

<parenthesised clause> ::= (9)

(*<format control string>* %) (9.1)

N.B. A *format specification* is terminated by the first character that cannot be part of the *format element*. Spaces and format effectors may not be used within *format elements*. A period (.) may be used to terminate a *format clause*. It belongs to the *format clause* and it has only a delimiting effect. To represent the character percent (%) within a *format text*, it has to be written twice (%%).

semantics: A *format control string* specifies the external form of the values being transferred and the layout of data within the records. A *format control string* is composed of *format text* occurrences, which denote fixed parts of the records and of *format specification* occurrences, which denote the external representations of CHILL values, allowing the editing of the *text record* or controlling the actual i/o operations.

A *format specification* that contains a *repetition factor* and a *format clause* is equivalent to as many identical *format specification* occurrences for the *format clause* as the *repetition factor*. A *repetition factor* can be 0, in which case the *format specification* is not considered. E.g. "%3D4" is equivalent to "%D4%D4%D4".

The decimal notation is assumed for the *digits* in a *repetition factor*.

A *format control string* in a *parenthesised clause* is repeatedly scanned according to the *repetition factor*. If none is specified, 1 is assumed by default.

examples:

26.20 size = %C%/ (1.1)

7.5.5 Conversion

syntax:

<conversion clause> ::= (1)

<conversion code> { <conversion qualifier> }*
[<clause width>] (1.1)

<conversion code> ::= (2)

B | O | H | C (2.1)

<conversion qualifier> ::= (3)

L | E | P <character> (3.1)

<clause width> ::= (4)

{ <digit> }+ | V (4.1)

derived syntax: A conversion clause in which a clause width is not present is derived syntax for a conversion clause in which a clause width that is 0 is specified.

semantics: A conversion in a *READTEXT* built-in routine call transforms a string which is an external representation into a CHILL value. A conversion in a *WRITETEXT* built-in routine call performs the opposite transformation. The conversion code together with the conversion qualifier specify the type of the conversion and the details of the requested operation such as justification, overflow handling and padding.

The external representation is a string whose length usually depends on the value being converted. That string may contain the minimum number of characters that are necessary to represent the CHILL value (free format) or may have a given length (fixed format).

In the fixed format a slice of width size starting from the actual index position is read from or written into the text record according to the justification and padding selected by conversion qualifiers, as follows:

- in *READTEXT*: all padding characters (to the left or to the right according to the justification), if any, are removed. However, when characters or fixed character strings are being read, the maximum number *N* of padding characters that are removed is **width** - *L*, where *L* is 1 or **string length**, respectively. No characters are removed if *N* < 0. The remaining characters are taken as the external representation;
- in *WRITETEXT*: if the length of the external representation is less than or equal to **width**, then the characters are justified to the left or to the right in the slice (according to the justification). The unused string elements, if any, are filled with the padding character. Otherwise the string is truncated (on the left if the justification to the right is selected, otherwise on the right), or **width** "overflow" indicator characters (*) are transferred, if the qualifier *E* is present. The truncation is applied to the external representation, including the minus sign, if any.

In the free format the following holds:

- in *READTEXT*: padding characters, if any, are skipped except when a character or a character string is being read and the conversion qualifier *P* is not specified. Then, the external representation is taken as the longest slice of characters that starts at the **actual index** and is made of all the subsequent characters that may lexically belong to it as defined below.
- in *WRITETEXT*: the string delivered by the conversion is inserted starting from the **actual index** position.

In *WRITETEXT* the string which is the external representation is transferred to the text record without regard to its actual length. After the transfer, the **actual index** is automatically advanced to the next available character position and the **actual length** is set to the maximum value between the **actual index** and the (old) actual length.

A *clause width* is **constant** if it is made of *digits*. The decimal notation is assumed. Otherwise it is **variable**.

If the **width** is zero, then the free format is chosen, otherwise the **width** is the length of the fixed format.

If the **width** is too small to contain the string, the appropriate action is taken depending on the *conversion qualifier*.

In a *READTEXT* the external representation that is applied is the one defined below for the mode of the *location argument*.

In a *WRITETEXT* the external representation that is applied is the one defined below for the mode *M* of the *M-value* or *M-derived class* of the value delivered by the *value argument*.

Conversion codes

Conversion codes are represented as single letters. The following *conversion codes* are defined:

B: binary representation;

O: octal representation;

H: hexadecimal representation;

C: conversion: indicates the default external representation of *CHILL* values, which depends on the mode of the value being converted (see below).

The external representation depends on the *conversion code* and the mode of the value being converted.

Conversion qualifiers

Conversion qualifiers are represented as single letters. The following *conversion qualifiers* are defined:

L: left justification. Right justification is assumed if it is not present. In the free format the qualifier has no effect.

E: overflow evidence. In *WRITETEXT* the overflow indication is selected; if the qualifier is not present, then truncation is performed. In *READTEXT* or in the free format this qualifier has no effect.

P: padding. The character that follows the qualifier specifies the padding character. If *P* is not present, then the padding character is assumed to be space by default. In *READTEXT* if the free format is selected, then spaces and HT (Horizontal Tabulation) are considered as the same character for skipping purposes, either when specified after the qualifier or when applied by default.

External representation

The external representation of *CHILL* values is defined as follows:

a. integers

Integer values are lexically represented as one or more digits in a decimal default base without leading zeroes and with a leading sign if negative. A leading plus sign and leading zeroes are discarded in *READTEXT*. The following *conversion codes* are available: *B*, *O*, *C* and *H*. The *conversion code C* selects the decimal representation. The digits that may belong to the representation are only those that are selected by the *conversion code*.

b. booleans

Boolean values are lexically represented as *simple name string*, that are *TRUE* and *FALSE* (in upper-case (e.g. *TRUE*) or lower case (e.g. *true*) depending on the representation chosen by the implementation for the *special simple name strings*). The following *conversion code* is available: *C*.

c. characters

Character values are lexically represented as strings of length *1*. The following *conversion code* is available: *C*.

d. sets

Set mode values are lexically represented as simple name strings, that are the set literals. The following *conversion code* is available: *C*.

e. ranges

Range values have the same representation as the values of their *root* mode. However, only the representations of the values defined by the range mode belong to the set of external representations associated to the range mode.

f. character strings

Character string values are lexically represented as strings of characters of length *L*. In *WRITETEXT* *L* is the **actual length**. In *READTEXT* *L* is the **string length** if the string is a **fixed** string, otherwise it is a **varying** string and *L* is the **string length**, unless there are less characters available in the (slice of) **text record** at the **actual index** position, in which case *L* is the number of available characters. The following *conversion code* is available: *C*.

g. bit strings

Bit string values are lexically represented as strings of binary digits. The same rules as for character strings apply to determine the number of digits. The following *conversion code* is available: *C*.

dynamic properties: A *clause width* has a **width**, which is the value delivered by *digits* or by a value from the *io list* if the *clause width* is **variable**.

dynamic conditions: The *TEXTFAIL* exception occurs if:

- in *READTEXT*, the **text record** does not contain a string slice starting at the **actual index** that (after the removal or skipping of padding characters, see above) can be interpreted as an external representation of one of the values of the mode of the current *location argument* (including an attempt to read a non-empty external representation from a **text record** when **actual index = actual length**), or
- in *WRITETEXT*, a string slice that is the external representation of the current *value argument* can not be transferred to the **text record** starting at the **actual index**, or
- in *READTEXT* a *conversion code* is encountered and the current element in the *io list* is not a **location**, or the mode of the **location** has the **read-only property**, or
- a **variable clause width** is encountered and the corresponding *io list element* in the *io list* does not have an integer class or it is less than 0.

examples:

26.21 *CL6* (1.1)

7.5.6 Editing

syntax:

<editing clause> ::= (1)

<editing code> [<clause width>] (1.1)

<editing code> ::= (2)

X | < | > | *T* (2.1)

derived syntax: An *editing clause* in which a *clause width* is not present is derived syntax for an *editing clause* in which a *clause width* that is 1 is specified if the *editing code* is not *T*, otherwise 0, respectively.

semantics: The following editing functions are defined:

X: space: **width** space characters are inserted or skipped.

>: skip right: the **actual index** is moved rightward for **width** positions.

<: skip left: the **actual index** is moved leftward for **width** positions.

T: tabulation: the **actual index** is moved to the position **width**.

In *WRITETEXT*, if the **actual index** is moved to a position which is greater than the **actual length**, then a string of *N* space characters, where *N* is the difference between the **actual index** and the (old) **actual length** is appended to the **text record**. The **actual length** is set to the maximum value between the **actual index** and the (old) **actual length**.

dynamic conditions: The *TEXTFAIL* exception occurs if:

- the **actual index** is moved to a position which is less than 0 or greater than **text length**, or
- in *READTEXT* the **actual index** is moved to a position which is greater than the **actual length**, or
- in *READTEXT* the *editing code X* is specified and a string of **width** space or HT (Horizontal Tabulation) characters is not present in the **text record** at the **actual index** position.

examples:

26.22 X (1.1)

7.5.7 I/O control

syntax:

<io clause> ::= (1)
 <io code> (1.1)

<io code> ::= (2)
 / | - | + | ? | ! | = (2.1)

semantics: The i/o control functions (except %=) perform an i/o operation. They allow precise control over the transfer of the **text record**. In *READTEXT*, all the functions have the same effect, to read the next record from the file. In *WRITETEXT*, the **text record** and the appropriate representation of the carriage control information are transferred. The initial position of the carriage at the time the *text location* is connected is such that the first character of the first **text record** is printed at the beginning of the first unoccupied line (regardless of any positioning information attached to the **text record**).

The carriage placement is described by means of the following abstract operations on the current column, line and page (*x, y, z*) considering columns as being numbered from zero starting at the left margin, and lines from zero starting at the top margin.

nl(*w*): the carriage is moved *w* lines downward, at the beginning of the line (new position: (0, (*y + w*) mod *p*, *z + (y + w)/p*, where *p* is the number of lines per page));

np(*w*): the carriage is moved *w* pages downward at the beginning of the line (new position: (0, 0, *z + w*)).

The following control functions are provided:

- /: next record: the record is printed on the next line (nl(1), print record, nl(0));
- +: next page: the record is printed on the top of the next page (np(1), print record, nl(0));
- : current line: the record is printed on the current line (print record, nl(0));
- ?: prompt: the record is printed on the next line. The carriage is left at the end of the line (nl(1), print record);
- !: emit: no carriage control is performed (print record);
- =: end page: defines the positioning of the next record, if any, to be at the top of the next page (this overrides the positioning performed before the printing of the record). It does not cause any i/o operation.

The I/O transfer is performed as follows:

- in *READTEXT*, the semantics are as if a *READRECORD (A,I,R)*, where *A* is the access sub-location of the *text* location, *I* is the *index expression* (if any) and *R* denotes the *text record*, were executed. After the I/O transfer *actual index* is set to 0 and *actual length* to the *string length* of the string value that was read;
- in *WRITETEXT*, the semantics are as if a *WRITERECORD (A,I,R)*, where *A* is the access sub-location of the *text* location, *I* is the *index expression* (if any) and *R* denotes the *text record*, were executed. The associated positioning information is also transferred. If the record mode of the access is not *dynamic*, then the *text record* is filled at the end with space characters and its *actual length* is set to *text length* before the transfer takes place. After the I/O transfer *actual index* and *actual length* are set to 0.

examples:

26.21 / (1.1)

7.5.8 Accessing the attributes of a text location

syntax:

```
<gettext built-in routine call> ::= (1)
    GETTEXTRECORD ( <text location> ) (1.1)
    | GETTEXTINDEX ( <text location> ) (1.2)
    | GETTEXTACCESS ( <text location> ) (1.3)
    | EOLN ( <text location> ) (1.4)

<settext built-in routine call> ::= (2)
    SETTEXTRECORD ( <text location> , <character string location> ) (2.1)
    | SETTEXTINDEX ( <text location> , <integer expression> ) (2.2)
    | SETTEXTACCESS ( <text location> , <access location> ) (2.3)
```

semantics: *GETTEXTRECORD* returns the text record reference of *text* location.

GETTEXTINDEX returns the *actual index* of *text* location.

GETTEXTACCESS returns the *access reference* of *text* location.

EOLN delivers *TRUE* if no more characters are available in the *text record* (i.e. if the *actual index* equals the *actual length*).

SETTEXTRECORD stores a reference to the location delivered by *character string location* into the *text record reference* of the *text* location.

SETTEXTINDEX has the same semantics as an *editing clause* in *WRITETEXT* in which *editing code* is *T* and *clause width* delivers the same value as *integer expression*, applied to the **text record** denoted by *text location*.

SETTEXTACCESS stores a reference to the location delivered by *access location* into the **access reference** of the *text location*.

static properties: The class of the *GETTEXTRECORD* built-in routine call is the **M-reference class**, where *M* is the **text record mode** of the *text location*.

The class of the *GETTEXTINDEX* built-in routine call is the *INT*-derived class.

The class of the *GETTEXTACCESS* built-in routine call is the **M-reference class**, where *M* is the **access mode** of the *text location*.

The class of the *EOLN* built-in routine call is the *BOOL*-derived class.

A *GETTEXTRECORD* or *GETTEXTACCESS* built-in routine call has the same **regionality** as the *text location*.

static conditions: The mode of the *character string location* argument of *SETTEXTRECORD* must be **read-compatible** with the **text record mode** of the *text location*.

The mode of the *access location* argument of *SETTEXTACCESS* must be **read-compatible** with the **access mode** of the *text location*.

The *location* argument in *SETTEXTRECORD* and *SETTEXTACCESS* must have the same **regionality** as the *text location*.

dynamic conditions: The *TEXTFAIL* exception occurs if the *integer expression* argument of *SETTEXTINDEX* delivers a value that is less than 0 or greater than the **text length** of the *text location*.

examples:

26.23 *GETTEXTINDEX* (output) (1.2)

8 EXCEPTION HANDLING

8.1 GENERAL

An exception is either a language defined exception, in which case it has a language defined exception name, a user defined exception, or an implementation defined exception. A language defined exception will be caused by the dynamic violation of a dynamic condition. Any exception can be caused by the execution of a cause action.

When an exception is caused, it may be handled, i.e. an action statement list of an appropriate handler will be executed.

Exception handling is defined such that at any statement it is statically known which exceptions might occur (i.e. it is statically known which exceptions cannot occur) and for which exceptions an appropriate handler can be found or which exceptions may be passed to the calling point of a procedure. If an exception occurs and no handler for it can be found, the program is in error.

When an exception occurs at an action statement or a declaration statement, the execution of the statement is performed up to an unspecified extent, unless stated otherwise in the appropriate section.

8.2 HANDLERS

syntax:

```
<handler> ::= (1)
              ON { <on-alternative> }* [ ELSE <action statement list> ] END (1.1)
```

```
<on-alternative> ::= (2)
                   (<exception list>) : <action statement list> (2.1)
```

semantics: A handler is entered if it is appropriate for an exception E according to section 8.3. If E is mentioned in an *exception list* in an *on-alternative* in the *handler*, the corresponding *action statement list* is entered; otherwise **ELSE** is specified and the corresponding *action statement list* is entered.

When the end of the chosen *action statement list* is reached, the *handler* and the construct to which the *handler* is appended are terminated.

static conditions: All the *exception names* in all the *exception list* occurrences must be different.

dynamic conditions: The *SPACEFAIL* exception occurs if an *action statement list* is entered and storage requirements cannot be satisfied.

examples:

```
10.47  ON
        (ALLOCATEFAIL): CAUSE overflow;
        END (1.1)
```

8.3 HANDLER IDENTIFICATION

When an exception E occurs at an action or module A, or a data statement or region D, the exception may be handled by an appropriate handler; i.e. an *action statement list* in the *handler* will be executed or the exception may be passed to the calling point of a procedure; or, if neither is possible, the program is in error.

For any action or module A, or data statement or region D, it can be statically determined whether for a given exception E at A or D an appropriate handler can be found or whether the exception may be passed to the calling point.

An appropriate handler for A or D with respect to an exception with exception name E is determined as follows:

1. if a handler which mentions E in an *exception list* or which specifies **ELSE** is appended to or included in A or D, and E occurs in the reach directly enclosing the handler, then that handler is the appropriate one with respect to E;
2. otherwise, if A or D is directly enclosed by a bracketed action, a module or a region, the appropriate handler (if present) is the appropriate handler for the bracketed action, module or region with respect to E;
3. otherwise, if A or D is placed in the reach of a procedure definition then:
 - if a handler which mentions E in an exception list or specifies **ELSE** is appended to the procedure definition, then that handler is the appropriate handler,
 - otherwise, if E is mentioned in the exception list of the procedure definition, then E is caused at the calling point,
 - otherwise there is no handler;
4. otherwise, if A or D is placed in the reach of a process definition, then:
 - if a handler which mentions E in an exception list or specifies **ELSE** is appended to the process definition, then that handler is the appropriate handler,
 - otherwise there is no handler; however, in this situation an implementation defined handler may be appropriate (see section 13.4);
5. otherwise, if A is an action of an action statement list in a handler, then the appropriate handler is the appropriate handler for the action A' or data statement or region D' with respect to E which the handler is appended to or included in but considered as if that handler were not specified.

If an exception is caused and the transfer of control to the appropriate handler implies exiting from blocks, local storage will be released when exiting from the block.

9 TIME SUPERVISION

9.1 GENERAL

It is assumed that a concept of time exists externally to a CHILL program (system). CHILL does not specify the precise properties of time, but provides mechanisms to enable a program to interact with the external world's view of time.

9.2 TIMEOUTABLE PROCESSES

The concept of a **timeoutable** process exists in order to identify the precise points during program execution where a time interrupt may occur, that is, when a time supervision may interfere with the normal execution of a process.

A process becomes **timeoutable** when it reaches a well-defined point in the execution of certain actions. CHILL defines a process to become **timeoutable** during the execution of specific actions; an implementation may define a process to become **timeoutable** during the execution of further actions.

9.3 TIMING ACTIONS

syntax:

```
<timing action> ::= (1)
    <relative timing action> (1.1)
    | <absolute timing action> (1.2)
    | <cyclic timing action> (1.3)
```

semantics: A timing action specifies time supervisions of the executing process. A time supervision may be initiated, it may expire and it may cease to exist. Because of the cyclic timing action and because of the nesting of timing actions, several time supervisions may be associated with the same process.

A time interrupt occurs when a process is **timeoutable** and at least one of its associated time supervisions has expired. The occurrence of a time interrupt implies that the first expired time supervision ceases to exist; furthermore, it leads to the transfer of control associated with that time supervision in the supervised process. If the supervised process was delayed, it becomes re-activated.

Time supervisions also cease to exist when control leaves the timing action that initiated them.

9.3.1 Relative timing action

syntax:

```
<relative timing action> ::= (1)
    AFTER <duration primitive value> [ DELAY ] IN (1.1)
    <action statement list> <timing handler> END
<timing handler> ::= (2)
    TIMEOUT <action statement list> (2.1)
```

semantics: The *duration primitive value* is evaluated, a time supervision is initiated, and then the *action statement list* is entered.

If **DELAY** is not specified, the time supervision is initiated before the *action statement list* is entered, otherwise it is initiated when the executing process becomes **timeoutable** at the point of execution specified by the *action statement* in the *action statement list*.

If **DELAY** is specified, the time supervision ceases to exist if it has been initiated and the executing process ceases to be **timeoutable**.

The time supervision expires if it has not ceased to exist when the specified period of time has elapsed since initiation.

The transfer of control associated with the time supervision is to the *action statement list* of the *timing handler*.

static conditions: If **DELAY** is specified the *action statement list* must consist of precisely one *action statement* that may itself cause the executing process to become **timeoutable**.

dynamic conditions: The **TIMERFAIL** exception occurs if the initiation of the time supervision fails for an implementation defined reason.

9.3.2 Absolute timing action

syntax:

<absolute timing action> ::= (1)

AT *<absolute time primitive value>* **IN**
<action statement list> *<timing handler>* **END** (1.1)

semantics: The *absolute time primitive value* is evaluated, a time supervision is initiated, and then the *action statement list* is entered.

The time supervision expires if it has not ceased to exist at (or after) the specified point in time.

The transfer of control associated with the time supervision is to the *action statement list* of the *timing handler*.

dynamic condition: The **TIMERFAIL** exception occurs if the initiation of the time supervision fails for an implementation defined reason.

9.3.3 Cyclic timing action

syntax:

<cyclic timing action> ::= (1)

CYCLE *<duration primitive value>* **IN**
<action statement list> **END** (1.1)

semantics: The cyclic timing action is intended to ensure that the executing process enters the *action statement list* at precise intervals without cumulated drifts (this implies that the execution time for the *action statement list* on average should be less than the specified duration value). The *duration primitive value* is evaluated, a relative time supervision is initiated, and then the *action statement list* is entered.

The time supervision expires if it has not ceased to exist when the specified period of time has elapsed since initiation. Indivisibly with the expiration a new time supervision with the same duration value is initiated.

The transfer of control associated with the time supervision is to the beginning of the *action statement list*.

Note that the cyclic timing action can only terminate by a transfer of control out of it.

dynamic properties: The executing process becomes **timeoutable** if and when control reaches the end of the *action statement list*.

dynamic conditions: The *TIMERFAIL* exception occurs if any initiation of a time supervision fails for an implementation defined reason.

9.4 BUILT-IN ROUTINES FOR TIME

syntax:

<time value built-in routine call> ::= (1)
 <duration built-in routine call> (1.1)
 | <absolute time built-in routine call> (1.2)

semantics: Implementations are likely to have quite different requirements and capabilities in terms of precision and range of time values. The built-in routines defined below are intended to accomodate these differences in a portable manner.

9.4.1 Duration built-in routines

syntax:

<duration built-in routine call> ::= (1)
 MILLISECS (<integer expression>) (1.1)
 | SECS (<integer expression>) (1.2)
 | MINUTES (<integer expression>) (1.3)
 | HOURS (<integer expression>) (1.4)
 | DAYS (<integer expression>) (1.5)

semantics: A duration built-in routine call delivers a duration value with implementation defined and possibly varying precision (i.e. *MILLISECS* (1000) and *SECS* (1) may deliver different duration values); this value is the closest approximation in the chosen precision to the indicated period of time.

static properties: The class of a duration built-in routine call is the *DURATION*-derived class.

dynamic conditions: The *RANGEFAIL* exception occurs if the implementation cannot deliver a duration value denoting the indicated period of time.

9.4.2 Absolute time built-in routine

syntax:

<absolute time built-in routine call> ::= (1)
 ABSTIME ([[[[[[<year expression> ,] <month expression> ,]
 <day expression> ,] <hour expression> ,]
 <minute expression> ,] <second expression>]) (1.1)

 <year expression> ::= (2)
 <integer expression> (2.1)

 <month expression> ::= (3)
 <integer expression> (3.1)

 <day expression> ::= (4)
 <integer expression> (4.1)

<hour expression> ::= (5)
 <integer expression> (5.1)

<minute expression> ::= (6)
 <integer expression> (6.1)

<second expression> ::= (7)
 <integer expression> (7.1)

semantics: The *ABSTIME* built-in routine call delivers an absolute time value denoting the point in time in the Gregorian calendar indicated in the parameter list. When higher order parameters are omitted, the point in time indicated is the next one that matches the low order parameters present (e.g. *ABSTIME (15,12,00,00)* denotes noon on the 15th in this or the next month.

When no parameters are specified, an absolute time value denoting the present point in time is delivered.

static properties: The class of the absolute time built-in routine call is the *TIME*-derived class.

dynamic conditions: The *RANGEFAIL* exception is caused if the implementation cannot deliver an absolute time value denoting the indicated point in time.

9.4.3 Timing built-in routine call

syntax:

<timing simple built-in routine call> ::= (1)
 WAIT () (1.1)
 | *EXPIRED* () (1.2)
 | *INTTIME* (<absolute time primitive value> , [[[[<year location>
 <month location> ,] <day location> ,]
 <hour location> ,] <minute location> ,]
 <second location>) (1.3)

<year location> ::= (2)
 <integer location> (2.1)

<month location> ::= (3)
 <integer location> (3.1)

<day location> ::= (4)
 <integer location> (4.1)

<hour location> ::= (5)
 <integer location> (5.1)

<minute location> ::= (6)
 <integer location> (6.1)

<second location> ::= (7)
 <integer location> (7.1)

semantics: *WAIT* unconditionally makes the executing process **timeoutable**: its execution can only terminate by a time interrupt.

EXPIRED makes the executing process **timeoutable** if one of its associated time supervision has expired; otherwise it has no effect.

INTTIME assigns to the specified integer locations an integer representation of the point in time in the Gregorian calendar specified by the *absolute time primitive value*.

static conditions: All specified integer locations must be **referable** and their modes may not have the **read-only property**.

dynamic properties: *WAIT* makes the executing process **timeoutable**.

EXPIRED makes the executing process **timeoutable** if there is an expired time supervision associated with it.

10 PROGRAM STRUCTURE

10.1 GENERAL

The *if action*, *case action*, *do action*, *delay case action*, *begin-end block*, *module*, *region*, *spec module*, *spec region*, *context*, *receive case action*, *procedure definition* and *process definition* determine the program structure; i.e. they determine the scope of names and the lifetime of locations created in them.

- The word *block* will be used to denote:
 - the *action statement list* in a *do action* including any *loop counter* and *while control*;
 - the *action statement list* in a *then clause* in an *if action*;
 - the *action statement list* in a *case alternative* in a *case action*;
 - the *action statement list* in a *delay alternative* in a *delay case action*;
 - the *begin-end block*;
 - the *procedure definition* excluding the *result spec* and *parameter spec* of all *formal parameters* of the *formal parameter list*;
 - the *process definition* excluding the *parameter spec* of all *formal parameters* of the *formal parameter list*;
 - the *action statement list* in a *buffer receive alternative* or in a *signal receive alternative*, including any *defining occurrences* in a *defining occurrence list* after **IN**;
 - the *action statement list* after **ELSE** in an *if action* or *case action* or a *receive case action* or *handler*;
 - the *on-alternative* in a *handler*;
 - the *action statement list* in a *relative timing action*, an *absolute timing action*, a *cyclic timing action* or in a *timing handler*.
- The word *modulion* will be used to denote:
 - a *module* or *region*, excluding the *context list* and *defining occurrence*, if any;
 - a *spec module* or *spec region*, excluding the *context list*, if any;
 - a *context*.
- The word *group* will denote either a *block* or a *modulion*.
- The word *reach* or *reach of a group* will denote that part of the group that is not surrounded (see section 10.2) by an inner group.

A group influences the scope of each name created in its reach. Names are created by *defining occurrences*:

- A *defining occurrence* in the *defining occurrence list* of a *declaration*, *mode definition* or *synonym definition* or appearing in a *signal definition* creates a name in the reach where the *declaration*, *mode definition*, *synonym definition* or *signal definition*, respectively, is placed.
- A *defining occurrence* in a *set mode* creates a name in the reach directly enclosing the *set mode*.
- A *defining occurrence* appearing in the *defining occurrence list* in a *formal parameter list* creates a name in the reach of the associated *procedure definition* or *process definition*.
- A *defining occurrence* in front of a colon followed by an *action*, *region*, *procedure definition*, or *process definition* creates a name in the reach where the *action*, *region*, *procedure definition*, *process definition*, respectively, is placed.
- A (virtual) *defining occurrence* introduced by a *with part* or in a *loop counter* creates a name in the reach of the block of the associated *do action*.
- A *defining occurrence* in the *defining occurrence list* of a *buffer receive alternative* or a *signal receive alternative* creates a name in the reach of the block of the associated *buffer receive alternative* or *signal receive alternative*, respectively.
- A (virtual) *defining occurrence* for a language predefined or an implementation defined name creates a name in the reach of the imaginary outermost process (see section 10.8).

The places where a name is used are called applied occurrences of the name. The name binding rules associate a *defining occurrence* with each applied occurrence of the name (see section 12.2.2).

A name has a certain scope, i.e. that part of the program where its definition or declarations can be seen and, as a consequence, where it may be freely used. The name is said to be **visible** in that part. Locations and procedures have a certain lifetime, i.e. that part of the program where they exist. Blocks determine both visibility of names and the lifetime of the locations created in them. Modulions determine only visibility; the lifetime of locations created in the reach of a modulion will be the same as if they were created in the reach of the first surrounding block. Modulions allow for restricting the visibility of names. For instance, a name created in the reach of a module will not automatically be **visible** in inner or outer modules, although the lifetime might allow for it.

10.2 REACHES AND NESTING

syntax:

<code><begin-end body> ::=</code>	(1)
<code><data statement list> <action statement list></code>	(1.1)
<code><proc body> ::=</code>	(2)
<code><data statement list> <action statement list></code>	(2.1)
<code><process body> ::=</code>	(3)
<code><data statement list> <action statement list></code>	(3.1)
<code><module body> ::=</code>	(4)
<code>{ <data statement> <visibility statement> <region> </code>	
<code><spec region> }* <action statement list></code>	(4.1)
<code><region body> ::=</code>	(5)
<code>{ <data statement> <visibility statement> }*</code>	(5.1)
<code><spec module body> ::=</code>	(6)
<code>{ <quasi data statement> <visibility statement> </code>	
<code><spec module> <spec region> }*</code>	(6.1)
<code><spec region body> ::=</code>	(7)
<code>{ <quasi data statement> <visibility statement> }*</code>	(7.1)
<code><context body> ::=</code>	(8)
<code>{ <quasi data statement> <visibility statement> </code>	
<code><spec module> <spec region> }*</code>	(8.1)
<code><action statement list> ::=</code>	(9)
<code>{ <action statement> }*</code>	(9.1)
<code><data statement list> ::=</code>	(10)
<code>{ <data statement> }*</code>	(10.1)
<code><data statement> ::=</code>	(11)
<code><declaration statement></code>	(11.1)
<code> <definition statement></code>	(11.2)
<code><definition statement> ::=</code>	(12)
<code><synmode definition statement></code>	(12.1)
<code> <newmode definition statement></code>	(12.2)
<code> <synonym definition statement></code>	(12.3)
<code> <procedure definition statement></code>	(12.4)
<code> <process definition statement></code>	(12.5)
<code> <signal definition statement></code>	(12.6)
<code> <empty> ;</code>	(12.7)

semantics: When a reach of a block is entered, all the lifetime-bound initialisations of the locations created when entering the block are performed. Subsequently, the reach-bound initialisations in the block reach, the possibly dynamic evaluations in the loc-identity declarations, the reach-bound initialisations in the regions and the actions are performed in the order they are textually specified.

When a reach of a modulon is entered, the reach-bound initialisations, the possibly dynamic evaluations in the loc-identity declarations, the reach-bound initialisations in the regions and the actions (if the modulon is a module) that are in the modulon reach are performed in the order they are textually specified.

A data statement, action, module or region, is terminated either by completing it, or by terminating a handler appended to it.

When a reach-bound initialisation, loc-identity declaration, action, module, region, procedure or process is terminated, execution is resumed as follows, depending on the statement or the kind of termination:

- if the statement is terminated by completing the execution of a handler, then the execution is resumed with the subsequent statement;
- otherwise, if it is an action that implies a transfer of control, the execution is resumed with the statement defined for that action (see sections 6.5, 6.6, 6.8, 6.9);
- otherwise, if it is a procedure, control is returned to the calling point (see section 10.4).
- otherwise, if it is a process, the execution of that process (or the program, if it is the outermost process) ends (see section 11.1) and execution is (possibly) resumed with another process;
- otherwise control will be given to the subsequent statement.

static properties: Any reach is directly enclosed in zero or more groups as follows:

- If the reach is the reach of a *do action*, *begin-end block*, *procedure definition*, *process definition*, then it is directly enclosed in the group in whose reach the *do action*, *begin-end block*, *procedure definition* or *process definition*, respectively, is placed, and only in that group.
- If the reach is the *action statement list* of a *timing action* or *timing handler*, or one of the *action statement lists* of an *if action*, *case action* or *delay case action*, then it is directly enclosed in the group in whose reach the *timing action*, *timing handler*, *if action*, *case action* or *delay case action* is placed, and only in that group.
- If the reach is the *action statement list*, or a *buffer receive alternative*, or *signal receive alternative*, or the *action statement list* following **ELSE** in a *receive buffer case action* or *receive signal case action*, then it is directly enclosed in the group in whose reach the *receive buffer case action* or *receive signal case action* is placed, and only in that group.
- If the reach is the *action statement list* in an *on-alternative* or the *action statement list* following **ELSE** in a *handler* which is not appended to a group, then it is directly enclosed in the group in whose reach the statement to which the *handler* is appended is placed, and only in that group.
- If the reach is an *on-alternative* or *action statement list* after **ELSE** of a *handler* which is appended to a group, then it is directly enclosed in the group to which the *handler* is appended, and only in that group.
- If the reach is a *module*, *region*, *spec module* or *spec region*, then it is directly enclosed in the group in whose reach it is placed, and also directly enclosed in the *context* directly in front of the *module*, *region*, *spec module* or *spec region*, if any. This is the only case where a reach has more than one directly enclosing group.
- If the reach is a *context*, then it is directly enclosed in the *context* directly in front of it. If there is no such *context*, it has no directly enclosing group.

A reach has directly enclosing reaches that are the reaches of the directly enclosing groups. A statement has a unique directly enclosing group, namely, the group in which the statement is placed. A reach is said to directly enclose a group (reach) if and only if the reach is a directly enclosing reach of the group (reach).

A statement (reach) is said to be surrounded by a group if and only if either the group is the directly enclosing group of the statement (reach) or a directly enclosing reach is surrounded by the group.

A reach is said to be entered when:

- **Module reach:** the module is executed as an action (e.g. the module is not said to be entered when a goto action transfers control to a **label** name defined inside the module).
- **Begin-end reach:** the begin-end block is executed as an action.
- **Region reach:** the region is encountered (e.g. the region is not said to be entered when one of its **critical** procedures is called).
- **Procedure reach:** the procedure is entered via a procedure call.
- **Process reach:** the process is activated via the evaluation of a start expression.
- **Do reach:** the do action is executed as an action after the evaluation of the expressions or locations in the control part.
- **Buffer-receive alternative reach, signal receive alternative reach:** the alternative is executed on reception of a buffer value or signal.
- **On-alternative reach:** the on-alternative is executed on the cause of an exception.
- **Other block reaches:** the action statement list is entered.

An action statement list is said to be entered when and only when its first action, if present, receives control from outside the action statement list.

A reach is a **quasi reach** if it is the one of a *spec module*, *spec region* or *context*, otherwise it is a **real reach**.

A *defining occurrence* is a **quasi defining occurrence** if:

- it is surrounded by a *context* and not by a module or region, or
- it is surrounded by a *simple spec module* or a *simple spec region*, or
- it is not surrounded by one of the above mentioned groups and it is surrounded by a *module spec* or a *region spec* and it is contained in a *quasi declaration*, a *quasi procedure definition statement* or a *quasi process definition statement*, and it is not the *defining occurrence* of a **set element name**,

otherwise it is a **real defining occurrence**.

10.3 BEGIN-END BLOCKS

syntax:

```
<begin-end block> ::= (1)
    BEGIN <begin-end body> END (1.1)
```

semantics: A begin-end block is an action, possibly containing local declarations and definitions. It determines both visibility of locally created names and the lifetimes of locally created locations (see sections 10.9 and 12.2).

dynamic conditions: The *SPACEFAIL* exception occurs if storage requirements cannot be satisfied.

examples: see 15.73 - 15.90

10.4 PROCEDURE DEFINITIONS

syntax:

<code><procedure definition statement> ::=</code>	(1)
<code> <defining occurrence> : <procedure definition></code>	
<code> [<handler>] [<simple name string>] ;</code>	(1.1)
<code><procedure definition> ::=</code>	(2)
<code> PROC ([<formal parameter list>]) [<result spec>]</code>	
<code> [EXCEPTIONS (<exception list>)] <procedure attribute list></code>	
<code> <proc body> END</code>	(2.1)
<code><formal parameter list> ::=</code>	(3)
<code> <formal parameter> { , <formal parameter> }*</code>	(3.1)
<code><formal parameter> ::=</code>	(4)
<code> <defining occurrence list> <parameter spec></code>	(4.1)
<code><procedure attribute list> ::=</code>	(5)
<code> [<generality>] [RECURSIVE]</code>	(5.1)
<code><generality> ::=</code>	(6)
<code> GENERAL</code>	(6.1)
<code> SIMPLE</code>	(6.2)
<code> INLINE</code>	(6.3)

derived syntax: A *formal parameter*, where *defining occurrence list* consists of more than one *defining occurrence*, is derived from several *formal parameter* occurrences, separated by commas, one for each *defining occurrence* and each with the same *parameter spec*. E.g. `i, j INT LOC` is derived from `i INT LOC, j INT LOC`.

semantics: A procedure definition statement defines a (possibly) parameterised sequence of actions that may be called from different places in the program. The procedure is terminated and control is returned to the calling point either by executing a return action or by reaching the end of the *proc body* or by terminating a handler appended to the procedure definition (falling through). Different degrees of complexity of procedures may be specified as follows:

- simple** procedures (**SIMPLE**) are procedures that cannot be manipulated dynamically. They are not treated as values, i.e. they cannot be stored in a procedure location nor can they be passed as parameters to or returned as result from a procedure call.
- general** procedures (**GENERAL**) do not have the restrictions of **simple** procedures and may be treated as procedure values.
- inline** procedures (**INLINE**) have the same restrictions as **simple** procedures and they cannot be **recursive**. They have the same semantics as normal procedures, but the compiler will insert the generated object code at the point of invocation rather than generating code for actually calling the procedure.

Only **simple** and **general** procedures may be specified to be (mutually) **recursive**. When no procedure attributes are specified, an implementation default will apply.

A procedure may return a value or it may return a location (indicated by the **LOC** attribute in the result spec).

The *defining occurrence* in front of the procedure definition defines the name of the procedure.

parameter passing:

There are basically two parameter passing mechanisms: the “pass by value” (**IN**, **OUT** and **IN-OUT**) and the “pass by location” (**LOC**).

pass by value

In pass by value parameter passing, a value is passed as a parameter to the procedure and stored in a local location of the specified parameter mode. The effect is as if, at the beginning of the procedure call, the location declaration:

```
DCL <defining occurrence> <mode> := <actual parameter>;
```

were encountered for the *defining occurrences* of the *formal parameter*. However the procedure is entered after the actual parameters have been evaluated. Optionally, the keyword **IN** may be specified to indicate pass by value explicitly.

If the attribute **INOUT** is specified, the actual parameter value is obtained from a location and just before returning the current value of the formal parameter is restored in the actual location.

The effect of **OUT** is the same as for **INOUT** with the exception that the initial value of the actual location is not copied into the formal parameter location upon procedure entry; therefore, the formal parameter has an **undefined** initial value. The store-back operation need not be performed if the procedure causes an exception at the calling point.

pass by location

In pass by location parameter passing, a (possibly dynamic mode) location is passed as a parameter to the procedure body. Only **referable** locations can be passed in this way. The effect is as if at the entry point of the procedure the loc-identity declaration statement:

```
DCL <defining occurrence> <mode>  
LOC [ DYNAMIC ] := <actual parameter>;
```

were encountered for the *defining occurrences* of the *formal parameter*. However the procedure is entered after the actual parameters have been evaluated.

If a *value* is specified that is not a *location*, a location containing the specified value will be implicitly created and passed at the point of the call. The lifetime of the created location is the procedure call. The mode of the created location is dynamic if the value has a dynamic class.

result transmission:

Both a value and a location may be returned from the procedure. In the first case, a *value* is specified in any *result action*, in the latter case, a *location* (see section 6.8). If the attribute **NONREF** is not given in the *result spec*, the *location* must be **referable**. The returned value or location is determined by the most recently executed result action before returning. If a procedure with a result spec returns without having executed a result action, the procedure returns an **undefined** value or an **undefined** location. In this case the procedure call may not be used as a location procedure call (see section 4.2.11) nor as a value procedure call (see section 5.2.12), but only as a call action (section 6.7).

static properties: A *defining occurrence* in a *procedure definition statement* defines a **procedure name**.

A **procedure name** has a *procedure definition* attached that is the *procedure definition* in the statement in which the **procedure name** is defined.

A **procedure name** has the following properties attached, as defined by its *procedure definition*:

- It has a list of **parameter specs** that are defined by the *parameter spec* occurrences in the *formal parameter list*, each parameter consisting of a mode and possibly a parameter attribute.
- It has possibly a **result spec**, consisting of a mode and an optional result attribute.
- It has a possibly empty list of exception names, which are the names mentioned in *exception list*.
- It has a **generality** that is, if *generality* is specified, either **general** or **simple** or **inline**, depending on whether **GENERAL**, **SIMPLE** or **INLINE** is specified; otherwise an implementation default specifies **general** or **simple**. If the **procedure name** is defined inside a region, its **generality** is **simple**.
- It has a **recursivity** which is **recursive** if **RECURSIVE** is specified; otherwise an implementation default specifies either **recursive** or **non-recursive**. However, if the **generality** is **inline** or if the **procedure name** is **critical** (see section 11.2.1) the **recursivity** is **non-recursive**.

A procedure name that is **general** is a **general procedure name**. A **general procedure name** has a procedure mode attached, formed as:

```
PROC ( [ <parameter list> ] ) [ <result spec> ]
[ EXCEPTIONS ( <exception list> ) ] [ RECURSIVE ]
```

where <result spec>, if present, and <exception list> are the same as in its *procedure definition* and <parameter list> is the sequence of <parameter spec> occurrences in the *formal parameter list*, separated by commas.

A name defined in a *defining occurrence list* in the *formal parameter* is a **location name** if and only if the *parameter spec* in the *formal parameter* does not contain the **LOC** attribute. If it does contain the **LOC** attribute, it is a **loc-identity name**. Any such a **location name** or **loc-identity name** is **referable**.

static conditions: If a procedure name is **intra-regional** (see section 11.2.2), its procedure definition must not specify **GENERAL**.

If a procedure name is **critical** (see section 11.2.1), its definition may specify neither **GENERAL** nor **RECURSIVE**.

No procedure definition may specify both **INLINE** and **RECURSIVE**.

If specified, the *simple name string* must be equal to the name string of the *defining occurrence* in front of the *procedure definition*.

Only if **LOC** is specified in the *parameter spec* or *result spec* may the mode in it have the **non-value property**.

All exception names mentioned in *exception list* must be different.

examples:

```
1.4   add:
      PROC (i,j INT) RETURNS (INT) EXCEPTIONS (OVERFLOW);
          RESULT i+j;
      END add;                                     (1.1)
```

10.5 PROCESS DEFINITIONS

syntax:

```
<process definition statement> ::= (1)
```

```
    <defining occurrence> : <process definition>
    [ <handler> ] [ <simple name string> ] ; (1.1)
```

```
<process definition> ::= (2)
```

```
    PROCESS ( [ <formal parameter list> ] ) <process body> END (2.1)
```

semantics: A process definition statement defines a possibly parameterised sequence of actions that may be started for concurrent execution from different places in the program (see chapter 11).

static properties: A *defining occurrence* in a *process definition statement* defines a **process name**.

A **process name** has the following property attached, as defined by its *process definition*:

- It has a list of **parameter specs** that are defined by the *parameter spec* occurrences in the *formal parameter list*, each parameter consisting of a mode and possibly a parameter attribute.

static conditions: If specified, the *simple name string* must be equal to the name string of the *defining occurrence* in front of the *process definition*.

A *process definition statement* must not be surrounded by a region or by a block other than the imaginary outermost process definition (see section 10.8).

The parameter attributes in the *formal parameter list* must not be **INOUT** nor **OUT**.

Only if **LOC** is specified in the *parameter spec* in a *formal parameter* in the *formal parameter list* may the mode in it have the **non-value property**.

examples:

```
14.13  PROCESS ();
        wait:
        PROC (x INT);
          /*some wait action*/
        END wait;
        DO FOR EVER;
          wait(10 /* seconds */);
          CONTINUE operator_is_ready;
        OD;
      END
```

(2.1)

10.6 MODULES

syntax:

```
<module> ::= (1)
  [ <context list> ] [ <defining occurrence> : ]
  MODULE [ BODY ] <module body> END
  [ <handler> ] [ <simple name string> ]; (1.1)
  | <remote modulion> (1.2)
```

semantics: A module is an action statement possibly containing local declarations and definitions. A module is a means of restricting the visibility of name strings; it does not influence the lifetime of the locally declared locations.

The detailed visibility rules for modules are given in section 12.2.

static properties: A *defining occurrence* in a *module* defines a **module** name as well as a **label** name. The name has the *module* (seen as a *modulion*, i.e. excluding the *context list* and *defining occurrence*, if any) attached.

A *module* is developed piecewisely if and only if a *context list* is specified.

A *module* is a **module body** if and only if **BODY** is specified.

static conditions: If specified, the *simple name string* must be equal to the name string of the *defining occurrence*.

A *remote modulion* in a *module* must refer to a *module*.

examples:

```
7.48  MODULE
      SEIZE convert;
      DCL n INT INIT := 1979;
      DCL rn CHARS (20) INIT := (20)' ';
      GRANT n,rn;
      convert();
      ASSERT rn = "MDCCCCLXXVIII"//(6)' ';
      END
```

(1.1)

10.7 REGIONS

syntax:

```
<region> ::= (1)
  [ <context list> ] [ <defining occurrence> : ]
  REGION [ BODY ] <region body> END
  [ <handler> ] [ <simple name string> ]; (1.1)
  | <remote modulion> (1.2)
```

semantics: A region is a means of providing mutually exclusive access to its locally declared data objects for the concurrent executions of processes (see chapter 11). It determines visibility of locally created names in the same way as a module.

static properties: A *defining occurrence* in a *region* defines a **region** name. It has the region (seen as a modulion, i.e. excluding the *context list* and *defining occurrence*, if any) attached.

A region is developed piecewisely if and only if a *context list* is specified.

A region is a **region body** if and only if **BODY** is specified.

static conditions: If specified, the *simple name string* must be equal to the name string of the *defining occurrence*.

A region must not be surrounded by a block other than the imaginary outermost process definition.

A *remote modulion* in a *region* must refer to a *region*.

examples: see 13.1 - 13.28

10.8 PROGRAM

syntax:

```
<program> ::= (1)
  { <module> | <spec module> | <region> | <spec region> }+ (1.1)
```

semantics: Programs consist of a list of modules or regions surrounded by an imaginary outermost process definition.

The definitions of the CHILL pre-defined names (see Appendix C.2) and the implementation defined built-in routines and integer modes are considered, for lifetime purposes, to be defined in the reach of the imaginary outermost process definition. For their visibility see section 12.2.

10.9 STORAGE ALLOCATION AND LIFETIME

The time during which a location or procedure exists within its program is its lifetime.

A location is created by a declaration or by the execution of a *GETSTACK* or an *ALLOCATE* built-in routine call.

The lifetime of a location declared in the reach of a block is the time during which control lies in that block or in a procedure whose call originated from that block, unless it is declared with the attribute **STATIC**. The lifetime of a location declared in the reach of a modulation is the same as if it were declared in the reach of the closest surrounding block of the modulation. The lifetime of a location declared with the attribute **STATIC** is the same as if it were declared in the reach of the imaginary outermost process definition. This implies that for a location declaration with the attribute **STATIC** storage allocation is made only once, namely, when starting the imaginary outermost process. If such a declaration appears inside a procedure definition or process definition, only one location will exist for all invocations or activations.

The lifetime of a location created by executing a *GETSTACK* built-in routine call ends when the directly enclosing block terminates.

The lifetime of a location created by an *ALLOCATE* built-in routine call is the time starting from the *ALLOCATE* call until the time that the location cannot be accessed anymore by any CHILL program. The latter is always the case if a *TERMINATE* built-in routine is applied to an allocated reference value that references the location.

The lifetime of an access created in a loc-identity declaration is the directly enclosing block of the loc-identity declaration.

The lifetime of a procedure is the directly enclosing block of the procedure definition.

static properties: A location is said to be **static** if and only if it is a *static mode* location of one of the following kinds:

- A *location* name that is declared with the attribute **STATIC** or whose definition is not surrounded by a block other than the imaginary outermost process definition.
- A *string element* or *string slice* where the *string* location is **static** and either the *left element* and *right element*, or *start element* and *slice size* are **constant**.
- An *array element* where the *array* location is **static** and the *expression* is **constant**.
- An *array slice* where the *array* location is **static** and either the *lower element* and *upper element* or the *first element* and *slice size* are **constant**.
- A *structure field* where the *structure* location is **static**.
- A *location conversion* where the *location* occurring in it is **static**.

10.10 CONSTRUCTS FOR PIECEWISE PROGRAMMING

Modules and regions are the elementary units (pieces) in which a complete CHILL program that is developed piecewisely can be subdivided. The text of such pieces is indicated by remote constructs (see section 10.10.1). CHILL defines the syntax and semantics of complete programs, in which all occurrences of remote pieces have been virtually replaced by the referred text.

10.10.1 Remote pieces

syntax:

<remote modulation> ::= (1)
[*<simple name string>* :] **REMOTE** *<piece designator>* ; (1.1)

<remote spec> ::= (2)
[*<simple name string>* :] **SPEC REMOTE** *<piece designator>* ; (2.1)

<code><remote context> ::=</code>	(3)
<code>CONTEXT REMOTE <piece designator></code>	
<code>[<context body>] FOR</code>	(3.1)
<code><context module> ::=</code>	(4)
<code>CONTEXT MODULE REMOTE <piece designator> ;</code>	(4.1)
<code><piece designator> ::=</code>	(5)
<code><character string literal></code>	(5.1)
<code> <text reference name></code>	(5.2)
<code> <empty></code>	(5.3)

derived syntax: The notation:

`CONTEXT MODULE REMOTE <piece designator>`

is derived syntax for:

`CONTEXT REMOTE <piece designator> FOR
MODULE SEIZE ALL; END;`

N.B. This construct is redundant but can be used for consistence checking.

semantics: *Remote modulions, remote specs, remote contexts* and *context modules* are means to represent the source text of a program as a set of (interconnected) files.

A *piece designator* refers in an implementation defined way to a description of a piece of CHILL source text, as follows:

- If the *piece designator* is empty, the source text is retrieved from a place determined by the structure of the program.
- If the *piece designator* contains a *character string literal*, the *character string literal* is used to retrieve the source text.
- If the *piece designator* contains a *text reference name*, the *text reference name* is interpreted in an implementation defined way to retrieve the source text.

A program with 1. *remote modulions*, 2. *remote specs*, is equivalent to the program built by replacing each 1. *remote modulions*, 2. *remote specs*, by the piece of CHILL text referred to by its *piece designator*.

A program with *remote contexts* is equivalent to the program built by replacing each *remote context* by the piece of CHILL text referred to by its *piece designator* in which the *context body* has been virtually inserted immediately after the last occurrence of *context body* in the *context list* referred to by the *piece designator*.

If the designated piece is not available as CHILL text, then the *piece designator* in it is considered to refer to an equivalent piece of CHILL text which is introduced virtually.

Although the semantics of a remote piece is defined in terms of replacement, CHILL does not imply any textual substitution.

static conditions: The *piece designator* in a 1. *remote modulion*, 2. *remote spec*, 3. *remote context*, 4. *context module*, must refer to a description of a piece of source text which is a terminal production of a 1. *module* or *region* that is not a *remote modulion*, 2. *spec module* or *spec region* that is not a *remote spec*, 3., 4. *context list* which is not a *remote context*.

When the source text referred to by the *piece designator* in a *remote modulion* starts with a *defining occurrence*, then the *remote modulion* must start with a *simple name string* which is the name string of that *defining occurrence*.

When the source text referred to by the *piece designator* in a *remote spec* starts with a *simple name string*, then the *remote spec* must start with the same *simple name string*.

static conditions: In a *spec module* or a *spec region*, the optional *simple name string* following **END** may only be present if the optional *simple name string* before **SPEC** is present. When both are present, they must have equal name strings.

A *context* which has no directly enclosing group may not contain visibility statements.

A *real reach* that contains a 1. *spec module*, 2. *spec region* must also contain at least a *remote modulion* and vice-versa.

If a *real reach* contains a 1. *module* which is a **module body**, 2. *region* which is a **region body**, then it must contain also a 1. *module spec*, 2. *region spec* such that the *simple name strings* in front of them have equal name strings. The 1. *module spec*, 2. *region spec* is said to have a **corresponding** 1. **module body**, 2. **region body**.

A *remote spec* in a 1. *spec module*, 2. *spec region* must refer to a 1. *spec module*, 2. *spec region*.

examples:

```
23.2  letter_count:
      SPEC MODULE
        SEIZE max;
        count: PROC (input ROW CHARS (max) IN,
                    output ARRAY ('A':'Z') INT OUT) END;
        GRANT count;
      END letter_count;                                     (1.1)
```

```
24.1  CONTEXT
      count: PROC (ROW CHARS (max) IN,
                  ARRAY ('A':'Z') INT OUT) END;
      FOR                                             (8.1)
```

10.10.3 Quasi statements

syntax:

```
<quasi data statement> ::=                                     (1)
    <quasi declaration statement>                           (1.1)
    | <quasi definition statement>                           (1.2)

<quasi declaration statement> ::=                             (2)
    DCL <quasi declaration> { , <quasi declaration> } * ;   (2.1)

<quasi declaration> ::=                                       (3)
    <quasi location declaration>                             (3.1)
    | <quasi loc-identity declaration>                       (3.2)

<quasi location declaration> ::=                               (4)
    <defining occurrence list> <mode> [ STATIC ]             (4.1)

<quasi loc-identity declaration> ::=                           (5)
    <defining occurrence list> <mode>
    LOC [ NONREF ] [ DYNAMIC ]                               (5.1)

<quasi definition statement> ::=                               (6)
    <synmode definition statement>                           (6.1)
    | <newmode definition statement>                         (6.2)
    | <synonym definition statement>                         (6.3)
    | <quasi synonym definition statement>                   (6.4)
    | <quasi procedure definition statement>                 (6.5)
    | <quasi process definition statement>                   (6.6)
    | <quasi signal definition statement>                   (6.7)
    | <empty> ;                                              (6.8)
```

- <quasi synonym definition statement> ::= (7)
SYN <quasi synonym definition> { , <quasi synonym definition> }* ; (7.1)
- <quasi synonym definition> ::= (8)
 <defining occurrence list> { <mode> = [<constant value>] |
 [<mode>] = <literal expression> } (8.1)
- <quasi procedure definition statement> ::= (9)
 <defining occurrence> : **PROC** ([<quasi formal parameter list>])
 [<result spec>] [**EXCEPTIONS** (<exception list>)]
 <procedure attribute list> **END** [<simple name string>] ; (9.1)
- <quasi formal parameter list> ::= (10)
 <quasi formal parameter> { , <quasi formal parameter> }* (10.1)
- <quasi formal parameter> ::= (11)
 <simple name string> { , <simple name string> }* <parameter spec> (11.1)
- <quasi process definition statement> ::= (12)
 <defining occurrence> : **PROCESS** ([<quasi formal parameter list>])
END [<simple name string>] ; (12.1)
- <quasi signal definition statement> ::= (13)
SIGNAL <quasi signal definition> { , <quasi signal definition> }* ; (13.1)
- <quasi signal definition> ::= (14)
 <defining occurrence> [= (<mode> { , <mode> }*)] [**TO**] (14.1)

semantics: Quasi statements are used in *spec modules*, *spec regions* and *contexts* to specify static properties of names. These specifications are redundant, but quasi statements can be used for piecewise programming.

An implementation that can not guarantee the equality of the values between **quasi constant synonym** names and the corresponding **real** ones may disallow the indication of the *constant value*.

Note that in CHILL no *quasi defining occurrences* exist for **label** names.

static properties: Quasi statements are restricted forms of the corresponding *statements*, and have the same static properties.

The name defined by a *defining occurrence* in a *quasi loc-identity declaration* is **referable** if **NON-REF** is not specified.

static conditions: Quasi statements are restricted forms of the corresponding statements and are subject to their static conditions.

A *quasi synonym definition statement* may only be directly enclosed in a *simple spec module*, *simple spec region* or *context*. A *synonym definition statement* in a *quasi definition statement* may only be directly enclosed in a *module spec* or *region spec*.

10.10.4 Matching between quasi defining occurrences and defining occurrences

Two *defining occurrences* are said to **match** if they have identical semantic categories and:

- If they are **synonym** names, then they must have the same **regionality** and **value**, the **root** mode of their classes must be **alike**, they must both have an **M-value**, **M-derived**, **M-reference**, **null** or **all** class, and if the one which is quasi is **literal**, then so the other one must be.
- If they are **set element** names, then the attached set modes must be **alike**.
- If they are **newmode** names or **synmode** names, then their modes must be **alike**.
- If they are **location** names or **loc-identity** names, then they must have the same **regionality**, they both must be or both not be **referable**, they both must be or both not be **static**, and their modes must be **alike**.

- If they are **procedure** names, then they must have the same **regionality** and **generality**, they both must be or both not be **critical**, they must satisfy the same conditions of alikeness as procedure modes, and corresponding (by position) *simple name strings* in the *formal parameter list* and *quasi formal parameter list* must be the same.
- If they are **process** names, then the parameters of their process definitions must satisfy the same conditions of matching and alikeness as the parameters of **procedure** names.
- If they are **signal** names, then they must both specify or both not specify **TO**, their lists of modes must have the same number of modes, and corresponding modes must be **alike**.

If two structure modes are **novelty bound** in a reach R, then they must have the same set of **visible** field names in R.

The following rules apply:

- If a *name string* in a reach that is not the reach of a *spec module*, *spec region* or *context* is **bound** to a **quasi defining occurrence**, then it must also be **bound** to a **defining occurrence** which is not a **quasi defining occurrence**, and further:
 - Let a *name string* be **bound** to a **quasi defining occurrence** QD and be **bound** also to a **real defining occurrence** RD in reach R, then:
 1. QD and RD must **match** as defined above, and
 2. RD and QD must both be enclosed in an enclosed group of R or both not be enclosed in the group of R or, if R is the reach of a *module* or *region* which is a **module body** or **region body**, then QD must be enclosed in the group of the **corresponding module spec** or **region spec** and RD must be enclosed in the group of R.
 - If a *name string* in a **real** reach R is **bound** to a **quasi defining occurrence** that is enclosed in the group of R (i.e. surrounded by a *spec modulion*), then it must also be **bound** to a **real defining occurrence** that is surrounded by the group of a *module* or *region* that are indicated by a *remote modulion* directly enclosed in R (informally, if the interface grants, so must the implementation). If the **quasi defining occurrence** is enclosed in the group of a *module spec* or a *region spec*, then the **real** one must be enclosed in the group of the **corresponding modulion**.
 - If a *name string* in a **real** reach R is **bound** to a **real defining occurrence** that is enclosed in the group of a *module* or *region* that are indicated by a *remote modulion* directly enclosed in R, then it must also be **bound** to a **quasi defining occurrence** that is enclosed into the group of R (i.e. surrounded by a *spec modulion*. Informally, if the implementation grants, so must the interface).
 - For each *name string* in the reach Q of a *spec module* or *spec region* directly enclosed in a **real** reach R that is **bound** to a **defining occurrence** not surrounded by Q, there must be an identical *name string* in the reach of a *module* or *region* that is indicated by a *remote modulion* directly enclosed in R that is **bound** to the same **defining occurrence** (informally, if the interface seizes, so must the implementation).
- If two *name strings* are **bound** to the same 1. **real**, 2. **quasi defining occurrence** in a reach, then both *name strings* must be **bound** to the same 1. **quasi**, 2. **real defining occurrence**, or both not be further **bound**.
- A **real novelty** may not be **novelty bound** to two **quasi novelties** in any reach.

Let a **quasi novelty** QN and a **real novelty** RN be **novelty bound** to each other in a reach R; then RN and QN must both be enclosed in an enclosed group of R or both not be enclosed in the group of R, or if R is the reach of a *module* or *region* which is a **module body** or **region body**, then RN must be enclosed in the group of R and QN must be enclosed in the group of the **corresponding module spec** or **region spec**.

11 CONCURRENT EXECUTION

11.1 PROCESSES AND THEIR DEFINITIONS

A process is the sequential execution of a series of statements. It may be executed concurrently with other processes. The behaviour of a process is described by a process definition (see section 10.5), that describes the objects local to a process and the series of action statements to be executed sequentially.

A process is created by the evaluation of a start expression (see section 5.2.14). It becomes active (i.e. under execution) and is considered to be executed concurrently with other processes. The created process is an activation of the definition indicated by the **process** name of the process definition. An unspecified number of processes with the same definition may be created and may be executed concurrently. Each process is uniquely identified by an instance value, yielded as the result of the start expression or the evaluation of the **THIS** operator. The creation of a process causes the creation of its locally declared locations, except those declared with the attribute **STATIC** (see section 10.9), and of locally defined values and procedures. The locally declared locations, values and procedures are said to have the same activation as the created process to which they belong. The imaginary outermost process (see section 10.8), which is the whole CHILL program under execution, is considered to be created by a start expression executed by the system under whose control the program is executing. At the creation of a process, its formal parameters, if present, denote the values and locations as delivered by the corresponding actual parameters in the start expression.

A process is terminated by the execution of a stop action, by reaching the end of the process body or by terminating a handler specified at the end of the process definition (falling through). If the imaginary outermost process executes a stop action or falls through, the termination will be completed when and only when all other processes in the program are terminated.

A process is, at the CHILL programming level, always in one of two states: it is either active (i.e. under execution) or delayed (i.e. waiting for a condition to be fulfilled). The transition from active to delayed is called the delaying of the process; the transition from delayed to active is called the re-activation of the process.

11.2 MUTUAL EXCLUSION AND REGIONS

11.2.1 General

Regions (see section 10.7) are a means of providing processes with mutually exclusive access to locations declared in them. Static context conditions (see section 11.2.2) are made such that accesses by a process (which is not the imaginary outermost process) to locations declared in a region can be made only by calling procedures that are defined inside the region and granted by the region.

A **procedure** name is said to denote a **critical** procedure (and it is a **critical procedure** name) if it is defined inside a region and granted by the region.

A region is said to be free if and only if control lies in none of its **critical** procedures or in the region itself performing reach-bound initialisations.

The region will be locked (to prevent concurrent execution) if:

- The region is entered (note that because regions are not surrounded by a block, no concurrent attempts can be made to enter the region).
- A **critical** procedure of the region is called.
- A process, delayed in the region, is re-activated.

The region will be released, becoming free again, if:

- The region is left.
- The **critical** procedure returns.
- The **critical** procedure executes an action that causes the executing process to become delayed (see section 11.3). In the case of dynamically nested **critical** procedure calls, only the latest locked region will be released.
- The process executing the **critical** procedure terminates. In the case of dynamically nested **critical** procedure calls, all the regions locked by the process will be released.

If, while the region is locked, a process attempts to call one of its **critical** procedures or a process delayed in the region is re-activated, the process is suspended until the region is released. (Note that the process remains active in the CHILL sense).

When a region is released and more than one process has been suspended while attempting to call one of its **critical** procedures or to be re-activated in one of its **critical** procedures, only one process will be selected to lock the region according to an implementation defined scheduling algorithm.

11.2.2 Regionality

To allow for checking statically that a location declared in a region can only be accessed by calling **critical** procedures or by entering the region for performing reach-bound initialisations, the following static context conditions are enforced:

- the **regionality** requirements mentioned in the appropriate sections (assignment action, procedure call, send action, result action, etc.);
- **intra-regional** procedures are not **general** (see section 10.4);
- **critical** procedures are neither **general** nor **recursive** (see section 10.4).

A *location* and *procedure call* have a **regionality** which is **intra-regional** or **extra-regional**. A *value* has a **regionality** which is **intra-regional** or **extra-regional** or **nil**. These properties are defined as follows:

1. Location

A *location* is **intra-regional** if and only if any of the following conditions are fulfilled:

- It is an *access name* that is either:
 - a *location* name declared textually inside a *region* or *spec region* and not defined in a *formal parameter* of a **critical** procedure,
 - a *loc-identity* name, where the *location* in its declaration is **intra-regional** or that is defined in a *formal parameter* of an **intra-regional** procedure,
 - a *location enumeration* name, where the *array location* or *string location* in the associated *do action* is **intra-regional**,
 - a *location do-with* name, where the *structure location* in the associated *do action* is **intra-regional**.
- It is a *dereferenced bound reference*, where the *bound reference primitive value* in it is **intra-regional**.
- It is a *dereferenced free reference*, where the *free reference primitive value* in it is **intra-regional**.
- It is a *dereferenced row*, where the *row primitive value* in it is **intra-regional**.
- It is an *array element* or *array slice*, where the *array location* in it is **intra-regional**.
- It is a *string element* or *string slice*, where the *string location* in it is **intra-regional**.
- It is a *structure field*, where the *structure location* in it is **intra-regional**.
- It is a *location procedure call*, where in the *location procedure call* a *procedure* name is specified which is **intra-regional**.
- It is a *location built-in routine call*, that the CHILL definition or the implementation specifies to be **intra-regional**.
- It is a *location conversion*, where the *static mode location* in it is **intra-regional**.

A *location* which is not **intra-regional** is **extra-regional**.

2. Value

A *value* has a **regionality** depending on its class. If it has the M-derived class or the **all** class or the **null** class then it has **regionality nil**. Otherwise it has the M-value class or the M reference class and it has a **regionality** depending on the mode M as follows:

If the *value* has the M-value class and M does not have the **referencing property** then the **regionality** is **nil**; otherwise the *value* is an *operand-6* (and has the **referencing property**) or a *conditional expression*:

If it is a *primitive value* then:

- If it is a *location contents* that is a *location*, then it is that of the *location*.
- If it is a *value name*, then:
 - if it is a *synonym* name then it is that of the *constant* value in its definition;
 - if it is a *value do-with* name then it is that of the *structure primitive value* in the associated do action;
 - if it is a *value receive* name then it is **extra-regional**.
- If it is a *tuple* then if one of the *value* occurrences in it has **regionality** not **nil**, then it is that of that *value* (it does not matter which choice is made, see section 5.2.5 static conditions); otherwise it is **nil**.
- If it is a *value array element* or a *value array slice* then it is that of the *array primitive value* in it.
- If it is a *value structure field* then it is that of the *structure primitive value* in it.
- If it is an *expression conversion* then it is that of the *expression* in it.
- If it is a *value procedure call* then it is that of the *procedure call* in it.
- If it is a *value built-in routine call* that the CHILL definition or the implementation specifies to be **intra-regional** or **extra-regional**.

If it is a *referenced location* then it is that of the *location* in it.

If it is a *receive expression* then it is **extra-regional**.

If it is a *conditional expression*, then if one of the *sub expression* occurrences in it has **regionality** not **nil**, then it is that of that *sub expression* (it does not matter which choice is made, see section 5.3.2 static conditions); otherwise it is **nil**.

3. Procedure name

A *procedure* name is **intra-regional** if and only if it is defined inside a *region* or *spec region* and it is not **critical** (i.e. not granted by the region). Otherwise it is **extra-regional**.

4. Procedure call

A *procedure call* is **intra-regional** if it contains a *procedure* name which is **intra-regional**; otherwise it is **extra-regional**.

A *value* is **regionally safe** for a non-terminal (used only for *location*, *procedure call* and *procedure name*) if and only if:

- the non-terminal is **extra-regional** and the *value* is not **intra-regional**;
- the non-terminal is **intra-regional** and the *value* is not **extra-regional**;
- the non-terminal has **regionality nil**.

11.3 DELAYING OF A PROCESS

An active process may become delayed by executing (evaluating) one of the following actions (expressions):

- delay action (see section 6.16),
- delay case action (see section 6.17),
- receive expression (see section 5.3.9),
- receive signal case action (see section 6.19.2),
- receive buffer case action (see section 6.19.3),
- send buffer action (see section 6.18.3).

When a process becomes delayed while its control lies within a **critical** procedure, the associated region will be released. The dynamic context of the process is retained until it is re-activated. The process then attempts to lock the region again, which may cause it to be suspended.

11.4 RE-ACTIVATION OF A PROCESS

A delayed process may become re-activated if it is time supervised and a time interrupt occurs (see chapter 9). It may also become re-activated if another process executes (evaluates) one of the following actions (expressions):

- continue action (see section 6.15),
- send signal action (see section 6.18.2),
- send buffer action (see section 6.18.3),
- receive expression (see section 5.3.9),
- receive buffer case action (see section 6.19.3).

When a process, while having locked a region, re-activates another process, it remains active, i.e. it will not release the region at that point.

11.5 SIGNAL DEFINITION STATEMENTS

syntax:

$\langle \text{signal definition statement} \rangle ::=$ (1)
SIGNAL $\langle \text{signal definition} \rangle \{ , \langle \text{signal definition} \rangle \}^*$; (1.1)

$\langle \text{signal definition} \rangle ::=$ (2)
 $\langle \text{defining occurrence} \rangle [= (\langle \text{mode} \rangle \{ , \langle \text{mode} \rangle \}^*)] [\text{TO } \langle \text{process name} \rangle]$ (2.1)

semantics: A signal definition defines a composing and decomposing function for values to be transmitted between processes. If a signal is sent, the specified list of values is transmitted. If no process is waiting for the signal in a receive case action, the values are kept until a process receives the values.

static properties: A *defining occurrence* in a *signal definition* defines a **signal name**.

A **signal name** has the following properties:

- It has an optional list of modes attached, that are the modes mentioned in the *signal definition*.
- It has an optional **process name** attached that is the process name specified after **TO**.

static conditions: No *mode* in a *signal definition* may have the **non-value property**.

examples:

15.27 **SIGNAL** *initiate* = (*INSTANCE*), (1.1)
terminate;

12 GENERAL SEMANTIC PROPERTIES

12.1 MODE RULES

12.1.1 Properties of modes and classes

12.1.1.1 Read-only property

Informal

A mode has the **read-only property** if it is a **read-only** mode or contains a component or a sub-component, etc. which is a **read-only** mode.

Definition

A mode has the **read-only property** if and only if it is:

- an array mode with an **element** mode that has the **read-only property**;
- a structure mode where at least one of its **field** modes has the **read-only property**, where the field is not a tag field with an implicit **read-only** mode of a **parameterised** structure mode;
- a **read-only** mode.

12.1.1.2 Parameterisable modes

Informal

A mode is **parameterisable** if it can be parameterised.

Definition

A mode is **parameterisable** if and only if it is

- a string mode;
- an array mode;
- a **parameterisable variant** structure mode.

12.1.1.3 Referencing property

Informal

A mode has the **referencing property** if it is a reference mode or contains a component or a sub-component, etc. which is a reference mode.

Definition

A mode has the **referencing property** if and only if it is:

- a reference mode;
- an array mode with an **element** mode that has the **referencing property**;
- a structure mode where at least one of its **field** modes has the **referencing property**.

12.1.1.4 Tagged parameterised property

Informal

A mode has the **tagged parameterised property** if it is a **tagged parameterised** structure mode or contains a component or a sub-component etc. which is a **tagged parameterised** structure mode.

Definition

A mode has the **tagged parameterised property** if and only if it is:

- an array mode with an **element** mode which has the **tagged parameterised property**;
- a structure mode where at least one of its **field** modes has the **tagged parameterised property**;
- a **tagged parameterised** structure mode.

12.1.1.5 Non-value property

Informal

A mode has the **non-value property** if no expression or primitive value denotation exists for the mode.

Definition

A mode has the **non-value property** if and only if it is:

- an event mode, a buffer mode, an access mode, an association mode or a text mode;
- an array mode with an **element** mode that has the **non-value property**;
- a structure mode where at least one of its **field** modes has the **non-value property**.

12.1.1.6 Root mode

Any mode M has a **root** mode defined as:

- M, if M is not a range mode;
- the **parent** mode of M, if M is a range mode.

Any M-value class or M-derived class has a **root** mode which is the **root** mode of M.

12.1.1.7 Resulting class

Given two **compatible** classes (see section 12.1.2.16), which are either the **all** class, an M-value class or an M-derived class, where M is either a discrete mode, a powerset mode or a string mode, the **resulting class** is defined in terms of the notion of **resulting mode** R of M and N and the **root** mode P of M.

Given two **similar** modes M and N, the **resulting mode** R is defined as:

- if the **root** mode of one is a **fixed** string mode and the other one is a **varying** string mode, then it is the **root** mode of the one (between M and N) whose **root** mode is a **varying** string mode;
- otherwise it is P.

The **resulting class** is defined as:

- the **resulting class** of the M-value class and the N-value class is the R-value class;
- the **resulting class** of the M-value class and the N-derived class or the **all** class is the P-value class;
- the **resulting class** of the M-derived class and the N-derived class is the R-derived class;
- the **resulting class** of the M-derived class and the **all** class is the P-derived class;
- the **resulting class** of the **all** class and the **all** class is the **all** class.

Given a list C_i of pairwise **compatible** classes ($i=1, \dots, n$), the **resulting class** of the list of classes is recursively defined as the **resulting class** of the **resulting class** of the list C_i ($i=1, \dots, n-1$) and the class C_n if $n > 1$; otherwise as the **resulting class** of C_1 and C_1 .

12.1.2 Relations on modes and classes

12.1.2.1 General

In the following sections, the compatibility relations are defined between modes, between classes, and between modes and classes. These relations are used throughout the document to define static conditions.

The compatibility relations themselves are defined in terms of other relations which are mainly used in this chapter for the above mentioned purpose.

12.1.2.2 Equivalence relations on modes

Informal

The following equivalence relations play a role in the formulation of the compatibility relations:

- Two modes are **similar** if they are of the same kind; i.e. they have the same hereditary properties.
- Two modes are **v-equivalent** (value-equivalent) if they are **similar** and also have the same **novelty**.
- Two modes are **equivalent** if they are **v-equivalent** and also possible differences in value representation in storage or minimum storage size are taken into account.
- Two modes are **l-equivalent** (location-equivalent) if they are **equivalent** and also have the same **read-only** specification.
- Two modes are **alike** if they are indistinguishable; i.e. if all operations that can be applied to objects of one of the modes can be applied to the other one as well, provided that **novelty** is not taken into account.
- Two modes are **novelty bound** if they are **alike** and have equal **novelty** specification.

Definition

In the following sections, the equivalence relations on modes are given in the form of a (partial) set of relations. The full equivalence algorithms are obtained by taking the symmetric, reflexive and transitive closure of this set of relations. The modes mentioned in the relations may be virtually introduced or dynamic. In the latter case, the complete equivalence check can only be performed at run time. Check failure of the dynamic part will result in the *RANGEFAIL* or *TAGFAIL* exception (see appropriate sections).

Checking two recursive modes for any equivalence requires the checking of associated modes in the corresponding paths of the set of recursive modes by which they are defined. Equivalence between the modes holds if no contradiction is found. (As a consequence, a path of the checking algorithm stops successfully if two modes which have been compared before, are compared).

12.1.2.3 The relation similar

Two modes are **similar** if and only if:

- they are integer modes;
- they are boolean modes;
- they are character modes;
- they are set modes such that:
 1. they define the same **number of values**;
 2. for each **set element** name defined by one mode there is a **set element** name defined by the other mode which has the same name string and the same representation value;
 3. they both are **numbered set modes** or both are **unnumbered set modes**.
- they are range modes with **similar parent modes**;
- one is a range mode whose **parent mode** is **similar** to the other mode;
- they are powerset modes such that their **member modes** are **equivalent**;
- they are bound reference modes such that their **referenced modes** are **equivalent**;

- they are free reference modes;
- they are row modes such that their **referenced origin modes** are **equivalent**;
- they are procedure modes such that:
 1. they have the same number of **parameter specs** and corresponding (by position) **parameter specs** have **l-equivalent** modes and the same parameter attributes, if present;
 2. they both have or both do not have a **result spec**. If present, the **result specs** must have **l-equivalent** modes and the same attributes, if present;
 3. they have the same list of **exception names**;
 4. they have the same **recursivity**;
- they are instance modes;
- they are event modes such that they both have no **event length** or both have the same **event length**;
- they are buffer modes such that:
 1. they both have no **buffer length** or both have the same **buffer length**;
 2. they have **l-equivalent buffer element** modes;
- they are association modes;
- they are access modes such that:
 1. they both have no **index mode** or both have **index modes** which are **equivalent**;
 2. at least one has no **record mode**, or both have **record modes** that are **l-equivalent** and that are both **static record modes** or both **dynamic record modes**;
- they are text modes such that:
 1. they have the same **text length**;
 2. they have **l-equivalent text record** modes;
 3. they have **l-equivalent access** modes;
- they are duration modes;
- they are absolute time modes;
- they are string modes such that they are both **bit string modes** or both are **character string modes**;
- they are array modes such that:
 1. their **index modes** are **v-equivalent**;
 2. their **element modes** are **equivalent**;
 3. their **element layouts** are **equivalent**;
 4. they have the same **number of elements**. This check is dynamic if one or both modes is (are) dynamic. Check failure will result in the *RANGEFAIL* exception;
- they are structure modes which are not **parameterised** structure modes such that:
 1. in the strict syntax, they have the same number of **fields** and corresponding (by position) **fields** are **equivalent**;
 2. if they are both **parameterisable variant** structure modes, their lists of classes must be **compatible**;
- they are **parameterised** structure modes such that:
 1. their **origin variant** structure modes are **similar**;
 2. their corresponding (by position) values are the same. This check is dynamic if one or both modes is (are) dynamic. Check failure will result in the *TAGFAIL* exception.

12.1.2.4 The relation v-equivalent

Two modes are **v-equivalent** if and only if they are **similar** and have the same **novelty**.

12.1.2.5 The relation equivalent

Two modes are **equivalent** if and only if they are **v-equivalent** and:

- if one is a range mode, the other must also be a range mode and both **upper bounds** must be equal and both **lower bounds** must be equal;

- if one is a **fixed** string mode, the other one must also be a **fixed** string mode, and they must have the same **string length**. This check is dynamic in the case that one or both modes is (are) dynamic. Check failure will result in the *RANGEFAIL* exception;
- if one is a **varying** string mode, the other one must also be a **varying** string mode, and they must have the same **string length**. This check is dynamic in the case that one or both modes is (are) dynamic. Check failure will result in the *RANGEFAIL* exception.

12.1.2.6 The relation l-equivalent

Two modes are **l-equivalent** if and only if they are **equivalent** and if one is a **read-only** mode, the other must also be a **read-only** mode, and:

- if they are bound reference modes, their **referenced** modes must be **l-equivalent**;
- if they are row modes, their **referenced origin** modes must be **l-equivalent**;
- if they are array modes, their **element** modes must be **l-equivalent**;
- if they are structure modes which are not **parameterised** structure modes, corresponding (by position) **fields** in the strict syntax must be **l-equivalent**; if they are **parameterised** structure modes, their **origin variant** structure modes must be **l-equivalent**.

12.1.2.7 The relations equivalent and l-equivalent for fields

Two *fields* (both *fields* in the context of two given structure modes) are 1. **equivalent**, 2. **l-equivalent** if and only if both *fields* are *fixed fields* which are 1. **equivalent**, 2. **l-equivalent** or both are *alternative fields* which are 1. **equivalent**, 2. **l-equivalent**.

The relations **equivalent** and **l-equivalent** are recursively defined for corresponding *fixed fields*, *variant fields*, *alternative fields* and *variant alternatives*, respectively, in the following way:

- *Fixed fields* and *variant fields*
 1. Both *fixed fields* or *variant fields* must have **equivalent field layout**.
 2. Both field modes must be 1. **equivalent**, 2. **l-equivalent**.
- *Alternative fields*
 1. Both *alternative fields* have *tag lists* or both have no *tag lists*. In the former case, the *tag lists* must have the same number of **tag field** names and corresponding (by position) **tag field** names must denote corresponding *fixed fields*.
 2. Both must have the same number of *variant alternatives* and corresponding (by position) *variant alternatives* must be 1. **equivalent**, 2. **l-equivalent**.
 3. Both must have no **ELSE** specified or both must have **ELSE** specified. In the latter case, the same number of *variant fields* must follow and corresponding (by position) *variant fields* must be 1. **equivalent**, 2. **l-equivalent**.
- *Variant alternatives*
 1. Both *variant alternatives* must have the same number of *case label lists* and corresponding (by position) *case label lists* must either be both *irrelevant*, or both define the same set of values.
 2. Both *variant alternatives* must have the same number of *variant fields* and corresponding (by position) *variant fields* must be 1. **equivalent**, 2. **l-equivalent**.

12.1.2.8 The relation equivalent for layout

In the rest of the section, it will be assumed that each *pos* is of the form:

POS (<number>,<start bit>,<length>)

and that each *step* is of the form:

STEP (<pos>,<step size>)

Section 3.12.5 gives the appropriate rules to bring *pos* or *step* in the required form.

- **Field layout**

Two **field layouts** are **equivalent** if they are both **NOPACK**, or both **PACK**, or both *pos*. In the latter case the one *pos* must be **equivalent** to the other one (see below).

- Element layout

Two **element layouts** are **equivalent** if they are both **NOPACK**, both **PACK**, or both *step*. In the latter case the *pos* in the one *step* must be **equivalent** to the *pos* in the other one (see below) and *step size* must deliver the same values for the two **element layouts**.

- Pos

A *pos* is **equivalent** to another *pos* if and only if both *word* occurrences deliver the same value, both *start bit* occurrences deliver the same value and both *length* occurrences deliver the same value.

12.1.2.9 The relation alike

Two modes are **alike** if and only if they both are or both are not **read-only** modes and they both have **novelty nil** or both have the same **novelty** and:

- they are integer modes;
- they are boolean modes;
- they are character modes;
- they are **similar** set modes;
- they are range modes with equal **upper bounds** and equal **lower bounds**;
- they are powerset modes such that their **member** modes are **alike**;
- they are bound reference modes such that their **referenced** modes are **alike**;
- they are free reference modes;
- they are row modes such that their **referenced origin** modes are **alike**;
- they are procedure modes such that:
 1. they have the same number of **parameter specs** and corresponding (by position) **parameter specs** have **alike** modes and the same parameter attributes, if present;
 2. they both have or both do not have a **result spec**. If present, the **result specs** must have **alike** modes and the same attributes, if present;
 3. they have the same list of **exception** names;
 4. they have the same **recursivity**;
- they are instance modes;
- they are event modes such that they both have no **event length** or both have the same **event length**;
- they are buffer modes such that:
 1. they both have no **buffer length** or both have the same **buffer length**;
 2. they have **buffer element** modes which are **alike**;
- they are association modes;
- they are access modes such that:
 1. they both have no **index** mode or both have **index** modes that are **alike**;
 2. at least one has no **record** mode or both have **record** modes that are **alike** and that are both **static record** modes or both **dynamic record** modes;
- they are text modes such that:
 1. they have the same **text length**;
 2. their **text record** modes are **alike**;
 3. their **access** modes are **alike**;
- they are duration modes;
- they are absolute time modes;

- they are string modes such that:
 1. they both are **bit** string modes or both are **character** string modes;
 2. they have the same **string length**;
 3. they both are **fixed** string modes or both are **varying** string modes;
- they are array modes such that:
 1. their **index** modes are **alike**;
 2. their **element** modes are **alike**;
 3. their **element layouts** are **equivalent**;
 4. they have the same **number of elements**;
- they are structure modes that are not **parameterised** structure modes such that:
 1. in the strict syntax they have the same number of *fields* and corresponding (by position) *fields* are **alike**;
 2. if they are both **parameterisable variant** structure modes, their lists of classes must be **compatible**;
- they are **parameterised** structure modes such that:
 1. their **origin variant** structure modes are **alike**;
 2. their corresponding (by position) values are the same.

12.1.2.10 The relation alike for fields

Two *fields* (both *fields* in the context of two given structure modes) are **alike** if and only if both *fields* are *fixed fields* which are **alike** or both are *alternative fields* which are **alike**.

The relation **alike** is recursively defined for corresponding *fixed fields*, *variant fields*, *alternative fields* and *variant alternatives*, respectively, in the following way:

- *Fixed fields* and *variant fields*
 1. Both *fixed fields* or *variant fields* must have **equivalent field layout**.
 2. Both **field** modes must be **alike**.
 3. Both *fixed fields* or *variant fields* must have the same *name string* attached.
- *Alternative fields*
 1. Both *alternative fields* have *tag lists* or both have no *tag lists*. In the former case, the *tag lists* must have the same number of **tag field** names and corresponding (by position) **tag field** names must denote corresponding *fixed fields*.
 2. Both must have the same number of *variant alternatives* and corresponding (by position) *variant alternatives* must be **alike**.
 3. Both must have no **ELSE** specified or both must have **ELSE** specified. In the latter case, the same number of *variant fields* must follow and corresponding (by position) *variant fields* must be **alike**.
- *Variant alternatives*
 1. Both *variant alternatives* must have the same number of *case label lists* and corresponding (by position) *case label lists* must either be both *irrelevant*, or both define the same set of values.
 2. Both *variant alternatives* must have the same number of *variant fields* and corresponding (by position) *variant fields* must be **alike**.

12.1.2.11 The relation novelty bound

Informal

In a program, each **quasi** newmode must represent at most one **real** newmode. This is established as follows: when a *name string* is **bound** to both a **real** and a *quasi defining occurrence* all the newmodes involved are paired. The relation **novelty bound** is then established between **novelties**.

Definition

The relation **novelty paired** applies between two modes and a reach. For each *name string* bound in a reach R to both a **real** and a **quasi defining occurrence**:

- if they are **synonym** names, then the **root** modes of their classes are **novelty paired** in R;
- if they are **set element** names, then the modes of the attached **set** modes are **novelty paired** in R;
- if they are **location** or **loc-identity** names, then their **location** modes are **novelty paired** in R;
- if they are **procedure** names, then the modes of the **parameter specs** and **result spec**, if present, are **novelty paired** in R;
- if they are **process** names, then the modes of the **parameter specs** are **novelty paired** in R;
- if they are **signal** names, then the modes in the list of modes are **novelty paired** in R.

If two modes are **novelty paired** in a reach R, then:

- if they are **powerset** modes, their **member** modes are **novelty paired** in R;
- if they are **bound reference** modes, their **referenced** modes are **novelty paired** in R;
- if they are **row** modes, their **referenced origin** modes are **novelty paired** in R;
- if they are **procedure** modes, the modes of their **parameter specs** and **result spec**, if present, are **novelty paired** in R;
- if they are **buffer** modes, their **buffer element** modes are **novelty paired** in R;
- if they are **access** modes, their **index** modes, if present, and **record** modes, if present, are **novelty paired** in R;
- if they are **text** modes, their **index** modes, if present, are **novelty paired** in R;
- if they are **array** modes, their **index** modes and **element** modes are **novelty paired** in R;
- if they are **structure** modes, their **field** modes are **novelty paired** in R.

If two modes are **novelty paired** in a reach R and their **novelties** are not equal, then the **real** and **quasi novelties** of the modes are **novelty bound** to each other in R.

Two **novelties** are considered the same if they are:

- the same **real novelty**, or
- a **real novelty** and a **quasi novelty** that are **novelty bound**.

12.1.2.12 The relation read-compatible

Informal

The relation **read-compatible** is relevant for **equivalent** modes. A mode M is said to be **read-compatible** with a mode N if it or its possible (sub-)components have equal or more restrictive **read-only** specifications and, if they are reference modes, refer to **l-equivalent** locations. This relation is therefore non-symmetric.

Example:

READ REF READ CHAR is **read-compatible** with **REF READ CHAR**

Definition

A mode M is said to be **read-compatible** with a mode N (a non-symmetric relation) if and only if M and N are **equivalent** and, if N is a **read-only** mode, then M must also be a **read-only** mode and further:

- if M and N are **bound reference** modes, the **referenced** mode of M must be **l-equivalent** with the **referenced** mode of N;
- if M and N are **row** modes, the **referenced origin** mode of M must be **l-equivalent** with the **referenced origin** mode of N;

- if M and N are array modes, the **element** mode of M must be **read-compatible** with the **element** mode of N;
- if M and N are structure modes which are not **parameterised** structure modes, any **field** mode of M must be **read-compatible** with the corresponding **field** mode of N. If M and N are **parameterised** structure modes, the **origin variant** structure mode of M must be **read-compatible** with the **origin variant** structure mode of N.

12.1.2.13 The relations dynamic equivalent and read-compatible

Informal

The relations 1. **dynamic equivalent**, 2. **dynamic read-compatible**, are relevant only for modes that can be dynamic, i.e. string, array and **variant** structure modes. A **parameterisable** mode M is said to be 1. **dynamic equivalent**, 2. **dynamic read-compatible** with a (possibly dynamic) mode N, if there exists a dynamically parameterised version of M which is 1. **equivalent**, 2. **read-compatible** with N.

Definition

A mode M is 1. **dynamic equivalent** to a mode N, 2. **dynamic read-compatible** with a mode N (a non-symmetric relation) if and only if one of the following holds:

- M and N are string modes such that $M(p)$ is 1. **equivalent**, 2. **read-compatible** with N, where p is the (possibly dynamic) length of N. The value p must not be greater than the **string length** of M. This check is dynamic if N is a dynamic mode. Check failure will result in a *RANGEFAIL* exception;
- M and N are array modes such that $M(p)$ is 1. **equivalent**, 2. **read-compatible** with N, where p is such that $NUM(p) - LOWER(M) + 1$ is the (possibly dynamic) **number of elements** of N. The value p must not be greater than the **upper bound** of M. This check is dynamic if N is a dynamic mode. Check failure will result in a *RANGEFAIL* exception;
- M is a **parameterisable variant** structure mode and N is a **parameterised** structure mode such that $M(p_1, \dots, p_n)$ is 1. **equivalent**, 2. **read-compatible** with N, where p_1, \dots, p_n denote the list of values of N.

12.1.2.14 The relation restrictable

Informal

The relation **restrictable** is relevant for **equivalent** modes with the **referencing property**. A mode M is said to be **restrictable** to a mode N if it or its possible (sub-)components refer to locations with equal or more restrictive **read-only** specification than those referenced by N. This relation is therefore non-symmetric.

Example:

REF READ INT is restrictable to **REF INT**

STRUCT (P REF READ BOOL) is restrictable to **STRUCT (Q REF BOOL)**

Definition

A mode M is **restrictable** to a mode N (a non-symmetric relation) if and only if M and N are **equivalent** and further:

- if M and N are bound reference modes, the **referenced** mode of M must be **read-compatible** with the **referenced** mode of N;
- if M and N are row modes, the **referenced origin** mode of M must be **read-compatible** with the **referenced origin** mode of N;
- if M and N are array modes, the **element** mode of M must be **restrictable** to the **element** mode of N;
- if M and N are structure modes, each **field** mode of M must be **restrictable** to the corresponding **field** mode of N.

12.1.2.15 Compatibility between a mode and a class

- Any mode *M* is **compatible** with the **all** class.
- A mode *M* is **compatible** with the **null** class if and only if *M* is a reference mode or a procedure mode or an instance mode.
- A mode *M* is **compatible** with the *N*-reference class if and only if it is a reference mode and one of the following conditions is fulfilled:
 1. *N* is a static mode and *M* is a bound reference mode whose **referenced mode** is **read-compatible** with *N*;
 2. *N* is a static mode and *M* is a free reference mode;
 3. *M* is a row mode whose **referenced origin mode** is **dynamic read-compatible** with *N*.
- A mode *M* is **compatible** with the *N*-derived class if and only if *M* and *N* are **similar**.
- A mode *M* is **compatible** with the *N*-value class if and only if one of the following holds:
 1. if *M* does not have the **referencing property**, *M* and *N* must be **v-equivalent**;
 2. if *M* does have the **referencing property**, *M* must be **restrictable** to *N*.

12.1.2.16 Compatibility between classes

- Any class is **compatible** with itself.
- The **all** class is **compatible** with any other class.
- The **null** class is **compatible** with any *M*-reference class.
- The **null** class is **compatible** with the *M*-derived class or *M*-value class if and only if *M* is a reference mode, procedure mode or instance mode.
- The *M*-reference class is **compatible** with the *N*-reference class if and only if *M* and *N* are **equivalent**. If *M* and/or *N* is (are) a dynamic mode, the dynamic part of the equivalence check is ignored, i.e. no exceptions can occur.
- The *M*-reference class is **compatible** with the *N*-value class if and only if *N* is a reference mode and one of the following conditions is fulfilled:
 1. *M* is a static mode and *N* is a bound reference mode whose **referenced mode** is **equivalent** to *M*.
 2. *M* is a static mode and *N* is a free reference mode.
 3. *N* is a row mode whose **referenced origin mode** is **dynamic equivalent** with *M*;
- The *M*-derived class is **compatible** with the *N*-derived class or *N*-value class if and only if *M* and *N* are **similar**.
- The *M*-value class is **compatible** with the *N*-value class if and only if *M* and *N* are **v-equivalent**.

Two lists of classes are **compatible** if and only if both lists have the same number of classes and corresponding (by position) classes are **compatible**.

12.2 VISIBILITY AND NAME BINDING

The definition of visibility and name binding is based on the following terminology:

- *name string*: denotes a terminal string that has attached a **canonical name string** (see section 2.7) and visibility properties;
- *name*: denotes a *simple name string* associated with the *defining occurrence* that has created it (see section 10.1);
- *name*: denotes an applied occurrence of a name (with a possibly prefixed name string).

12.2.1 Degrees of visibility

The binding rules are based on the visibility of *name strings* in the reaches of a program. Within a reach, each *name string* has one of the following four degrees of visibility:

Visibility	Properties (informal)
directly strongly visible	<i>Name string</i> is visible by creation, granting or seizing or inheritance from spec to body
indirectly strongly visible	<i>Name string</i> is predefined or inherited via block nesting
weakly visible	<i>Name string</i> is implied by a strongly visible name string
invisible	<i>Name string</i> may not be applied

Table 1. Degrees of visibility

A *name string* is said to be **strongly visible** in a reach if it is either **directly strongly visible** or **indirectly strongly visible** in that reach. A *name string* is said to be **visible** if it is either **weakly** or **strongly visible**, in that reach. Otherwise the *name string* is said to be **invisible** in that reach. The program structuring statements and visibility statements determine uniquely to which visibility class each *name string* belongs.

When a *name string* is **visible** in a reach, it can be **directly linked** to another *name string* in another reach, or **directly linked** to a *defining occurrence* in the program. The rules for **direct linkage** are in section 12.2.3. Notice that any application of a rule introduces a new **direct linkage** for a *name string*.

Based on **direct linkage**, the notion of (not necessarily **direct**) **linkage** is defined as follows:

A *name string* N_1 , **visible** in reach R_1 , is said to be **linked** to *name string* N_2 in reach R_2 or to *defining occurrence* D , if and only if one of the following conditions holds:

- N_1 in R_1 is **directly linked** to N_2 in R_2 or to D . However, if N_1 is **directly linked** to more than one *defining occurrence* in R_1 , then all but one of these *defining occurrences* are superfluous, and N_1 is **linked** to an arbitrary one of them in R_1 .
- N_1 in R_1 is **directly linked** to some N in some R , and N in R is **linked** to N_2 in R_2 or to D .

12.2.2 Visibility conditions and name binding

In each reach of a program, the following conditions must be satisfied:

- If a *name string* is **strongly visible** in a reach and has more than one **direct linkage**, then:
 - it must be **directly linked** to *defining occurrences* only, and these *defining occurrences* must define the same set elements of set modes that are **similar**, or
 - it must be **linked** to exactly one *real defining occurrence* and one *quasi defining occurrence*.

A *name string* **weakly visible** in a reach, and **linked** as a **weakly visible name string** in that reach to *defining occurrences* that do not define the same set element of **similar** set modes, is said to have a **weak clash** in that reach.

A *name string* NS, visible in reach R, is said to be **bound** in R to several *defining occurrences* according to the following rules:

- If NS is **strongly visible** in R, NS is **bound** to the *defining occurrences* to which it is **linked** in R (as a **strongly visible name string**). If it is **bound** both to a **quasi defining occurrence** and a **real defining occurrence**, then the **quasi** one is redundant and does not participate further to visibility and name binding (i.e. it is not seized, granted, inherited and does not introduce **implied names**);
- else, if NS is **weakly visible** in R, it is **bound** to the *defining occurrences* to which it is **linked** in R (as a **weakly visible name string**), provided NS has no **weak clash** in R. (**Weak clashes** are allowed in a reach if no *name* with a *name string* with a **weak clash** exists in the reach);
- otherwise NS is not **bound** in R.

static condition: The *name string* attached to each *name* directly enclosed in a reach must be **bound** in that reach.

binding of names: A *name* N with attached *name string* NS in a reach R is **bound** to the *defining occurrences* to which NS is **bound** in R.

12.2.3 Visibility in reaches

12.2.3.1 General

A *name string* is **directly strongly visible** in a reach according to the following rules:

- the *name string* is seized into the reach (see 12.2.3.5);
- the *name string* is granted into the reach (see 12.2.3.4);
- there is a *defining occurrence* with that *name string* in the reach. In that case, the *name string* in the reach is **directly linked** to the *defining occurrence*. (Note that the *name string* may be **directly linked** to several *defining occurrences* in the reach.)
- The reach is a 1. *module body*, 2. *region body* and the *name string* is **directly strongly visible** in the reach of a **corresponding** 1. *spec module*, 2. *spec region*. The *name string* is **directly linked** to the *name string* in the corresponding reach.

A *name string* which is not **directly strongly visible** in a reach is **indirectly strongly visible** in it according to the following rules:

- The reach is a block, and the *name string* is **strongly visible** in the directly enclosing reach. The *name string* is said to be inherited by the block, and is **directly linked** to the same *name string* in the directly enclosing reach.
- The reach is not a block in which the *name string* is inherited and the *name string* is a language (see Appendix C.2) or implementation defined *name string*. The *name string* is considered to be **directly linked** to a *defining occurrence* in the reach of the imaginary outermost process definition for its predefined meaning.

A *name string* which is not **strongly visible** in a reach is **weakly visible** in it if it is **implied** by a *name string* which is **strongly visible** in the reach. The *name string* in the reach is **directly linked** to an **implied defining occurrence** (see section 12.2.4).

12.2.3.2 Visibility statements

syntax:

$$\begin{aligned} \langle \text{visibility statement} \rangle &::= && (1) \\ &\quad \langle \text{grant statement} \rangle && (1.1) \\ &\quad | \langle \text{seize statement} \rangle && (1.2) \end{aligned}$$

semantics: Visibility statements are only allowed in modulon reaches and control the visibility of the name strings mentioned in them and implicitly of their **implied name strings**.

static properties: A *visibility statement* has one or two **origin** reaches (see 10.2) and one or two **destination** reaches attached, defined as follows:

- If the *visibility statement* is a *seize statement*, its **destination** reach is the reach directly enclosing the *seize statement*, and its **origin** reaches are the reaches directly enclosing that reach.
- If the *visibility statement* is a *grant statement*, then its **origin** reach is the reach directly enclosing the *grant statement*, and its **destination** reaches are the reaches directly enclosing that reach.

12.2.3.3 Prefix rename clause

syntax:

$$\begin{aligned} \langle \text{prefix rename clause} \rangle &::= && (1) \\ &\quad (\langle \text{old prefix} \rangle \rightarrow \langle \text{new prefix} \rangle) ! \langle \text{postfix} \rangle && (1.1) \\ \\ \langle \text{old prefix} \rangle &::= && (2) \\ &\quad \langle \text{prefix} \rangle && (2.1) \\ &\quad | \langle \text{empty} \rangle && (2.2) \\ \\ \langle \text{new prefix} \rangle &::= && (3) \\ &\quad \langle \text{prefix} \rangle && (3.1) \\ &\quad | \langle \text{empty} \rangle && (3.2) \\ \\ \langle \text{postfix} \rangle &::= && (4) \\ &\quad \langle \text{seize postfix} \rangle \{ , \langle \text{seize postfix} \rangle \}^* && (4.1) \\ &\quad | \langle \text{grant postfix} \rangle \{ , \langle \text{grant postfix} \rangle \}^* && (4.2) \end{aligned}$$

derived syntax: A *prefix rename clause* where the *postfix* consists of more than one *seize postfix* (*grant postfix*) is derived syntax for several *prefix rename clauses*, one for each *seize postfix* (*grant postfix*), separated by commas, with the same *old prefix* and *new prefix*.

For example:

$$\text{GRANT } (p \rightarrow q) ! a , b ;$$

is derived syntax for

$$\text{GRANT } (p \rightarrow q) ! a , (p \rightarrow q) ! b ;$$

semantics: Prefix rename clauses are used in visibility statements to express change of prefix in prefixed name strings that are granted or seized. (Since prefix rename clauses can be used without prefix changes—when both the *old prefix* and the *new prefix* are empty—they are taken as the semantic base for visibility statements).

static properties: A *prefix rename clause* has one or two **origin** reaches attached, which are the **origin** reaches of the *visibility statement* in which it is written.

A *prefix rename clause* has one or two **destination** reaches attached, which are the **destination** reaches of the *visibility statement* in which it is written.

A *postfix* has a set of *name strings* attached, which is the set of *name strings* attached to its *seize postfix* or the set of *name strings* attached to its *grant postfix*. These *name strings* are the *postfix name strings* of the *prefix rename clause*.

A *prefix rename clause* has a set of **old name strings** and a set of **new name strings** attached. Each *postfix name string* attached to the *prefix rename clause* gives both an **old name string** and a **new name string** attached to the *prefix rename clause*, as follows: the **new name string** is obtained by prefixing the *postfix name string* with the **new prefix**; the **old name string** is obtained by prefixing the *postfix name string* with the **old prefix**.

When a **new name string** and an **old name string** are obtained from the same *postfix name string*, the **old name string** is said to be the source of the **new name string**.

visibility rules: The **new name strings** attached to a *prefix rename clause* are **strongly visible** in their **destination** reaches and are **directly linked** in those reaches to their sources in the **origin** reaches. If the *prefix rename clause* is part of a *seize (grant) statement*, those *name strings* are seized (granted) in their **destination** reach (reaches).

A *name string* NS is said to be **seizable** by modulon M directly enclosed in reach R if and only if it is **strongly visible** in R and it is neither **linked** in R to any *name string* in the reach of M nor **directly linked** to the *defining occurrence* of a predefined *name string*.

A *name string* NS is said to be **grantable** by modulon M directly enclosed in reach R if and only if it is **strongly visible** in the reach of M and it is neither **linked** in it to any *name string* in R nor **directly linked** in it to the *defining occurrence* of a predefined *name string*.

static conditions: If a *prefix rename clause* is in a *seize statement* directly enclosed in the reach of modulon M then each of its **old name strings** must be:

- **bound** in the reach directly enclosing the reach of M and
- **seizable** by M.

If a *prefix rename clause* is in a *grant statement* directly enclosed in the reach of modulon M then each of its **old name strings** must be:

- **bound** in the reach of M and
- **grantable** by M.

A *prefix rename clause* that occurs in a *grant (seize) statement* must have a *postfix* that is a *grant (seize) postfix*.

examples:

25.35 (stack ! int -> stack)! ALL (1.1)

12.2.3.4 Grant statement

syntax:

<grant statement> ::= (1)

 GRANT <prefix rename clause> { , <prefix rename clause> }* ; (1.1)

 | GRANT <grant window> [<prefix clause>] ; (1.2)

$\langle \text{grant window} \rangle ::=$ (2)
 $\langle \text{grant postfix} \rangle \{ , \langle \text{grant postfix} \rangle \}^*$ (2.1)

$\langle \text{grant postfix} \rangle ::=$ (3)
 $\langle \text{name string} \rangle$ (3.1)
 $| \langle \text{newmode name string} \rangle \langle \text{forbid clause} \rangle$ (3.2)
 $| [\langle \text{prefix} \rangle !] \text{ALL}$ (3.3)

$\langle \text{prefix clause} \rangle ::=$ (4)
 $\text{PREFIXED} [\langle \text{prefix} \rangle]$ (4.1)

$\langle \text{forbid clause} \rangle ::=$ (5)
 $\text{FORBID} \{ \langle \text{forbid name list} \rangle \mid \text{ALL} \}$ (5.1)

$\langle \text{forbid name list} \rangle ::=$ (6)
 $(\langle \text{field name} \rangle \{ , \langle \text{field name} \rangle \}^*)$ (6.1)

semantics: Grant statements are a means of extending the visibility of name strings in a modulation reach into the directly enclosing reaches. **FORBID** can be specified only for **newmode** names which are structure modes. It means that all locations and values of that mode have fields which may be selected only inside the granting modulation, not outside.

The following visibility rules apply:

- If the *grant statement* contains *prefix rename clause(s)*, the *grant statement* has the effect of its *prefix rename clause(s)* (see section 12.2.3.3).
- If the *grant statement* contains *grant windows*, it is shorthand notation for a set of *grant statements* with *prefix rename clauses* constructed as follows:
 - For each *grant postfix* in the *grant window*, there is a corresponding *grant statement*.
 - The *old prefix* in their *prefix rename clause* is empty.
 - The *new prefix* in their *prefix rename clause* is the *prefix* attached to the *prefix clause* in the *grant statement*, or it is empty if there is no *prefix clause* in the original *grant statement*.
 - The *postfix* in the *prefix rename clause* is the corresponding *postfix* in the *grant window*.
- The notation **FORBID ALL** is shorthand notation for forbidding all the *field names* of the **newmode** name (see section 12.2.5).
- If a *prefix rename clause* in a *grant statement* has a *grant postfix* which contains a *prefix* and **ALL**, then it is of the form:

$$(OP \rightarrow NP) ! P ! \text{ALL}$$

where *OP* and *NP* are the possibly empty *old prefix* and *new prefix*, respectively, and *P* is the *prefix* in the *grant postfix*. The *prefix rename clause* is then shorthand notation for a clause of the form:

$$(OP ! P \rightarrow NP ! P) ! \text{ALL}$$

static properties: A *prefix clause* has a *prefix* attached, defined as follows:

- If the *prefix clause* contains a *prefix*, then that *prefix* is attached.
- Otherwise the attached *prefix* is a *simple prefix* whose *name string* is determined as follows:
 - If the reach directly enclosing the *prefix* is a *module* or *region*, then the *name string* is the same as the one of the modulation name of that modulation.
 - If the reach directly enclosing the *prefix* is a *spec region* or *spec module*, then the *name string* is the *name string* in front of **SPEC**.

The following visibility rules apply:

- If the *seize statement* contains *prefix rename clause(s)*, the *seize statement* has the effect of its *prefix rename clause(s)* (see section 12.2.3.3).
- If the *seize statement* contains a *seize window*, it is shorthand notation for a set of *seize statements* with *prefix rename clauses* constructed as follows:
 - For each *seize postfix* in the *seize window*, there is a corresponding *seize statement*.
 - The *old prefix* in their *prefix rename clause* is the *prefix* attached to the *prefix clause* in the *seize statement*, or is empty if there is no *prefix clause* in the original *seize statement*.
 - The *new prefix* in their *prefix rename clause* is empty.
 - The *postfix* in their *prefix rename clause* is the corresponding *postfix* of the *seize window*.
- If a *prefix rename clause* in a *seize statement* has a *seize postfix* which contains a *prefix* and **ALL**, then it is of the form:

$$(OP \rightarrow NP) ! P ! \mathbf{ALL}$$

where *OP* and *NP* are the possibly empty *old prefix* and *new prefix*, respectively, and *P* is the *prefix* in the *seize postfix*. The *prefix rename clause* is then shorthand notation for a clause of the form:

$$(OP ! P \rightarrow NP ! P) ! \mathbf{ALL}$$

static properties: A *seize postfix* has a set of *name strings* attached, defined as follows:

- If the *seize postfix* is a *name string*, the set containing only the *name string*.
- Else, if the *seize postfix* is **ALL**, let *OP* be the (possibly empty) *old prefix* of the *prefix rename clause* of which the *seize postfix* is part, the set contains all *name strings* of the form *OP ! S*, for any *name string S*, such that *OP ! S* is **strongly visible** in the reach directly enclosing the modulon in which the *seize statement* is placed and **seizable** by this modulon.

static conditions: The *prefix rename clause* in a *seize statement* must have a *seize postfix*.

If a *seize statement* contains a *prefix clause* which does not contain a *prefix*, then its directly enclosing modulon must not be a *context* and,

- if its directly enclosing modulon is a *module* or *region*, then it must be named (i.e. it must be headed by a *defining occurrence* followed by a colon);
- if its directly enclosing modulon is a *spec module* or a *spec region*, then it must be headed by a *simple name string*.

examples:

25.35 **SEIZE** (*stack ! int -> stack*) ! **ALL**; (1.1)

12.2.4 Implied name strings

Each *name string* **strongly visible** in a reach *R* has a set of **implied name strings**, which may be **weakly visible** in *R*.

Each *mode* has a possibly empty set of **implied defining occurrences** attached in a reach, as listed in Table 2.

Each *name string* *NS*, **strongly visible** in reach *R*, has a set of **implied defining occurrences**, defined as follows, where *D* is one of the *defining occurrences* to which *NS* is **bound** in *R*:

- If *D* defines an **access name** of mode *M*, the **implied defining occurrences** of *NS* in *R* are those **implied** in *R* by *M*.
- If *D* defines a **mode name**, the **implied defining occurrences** of *NS* in *R* are those **implied** in *R* by the defining mode of the **mode name**.

- If D defines a **procedure name**, the **implied defining occurrences** of NS in R are those **implied** in R by the modes of the **parameter specs** and the **result spec** of the procedure, if any.
- If D defines a **process name**, the **implied defining occurrences** of NS in R are those **implied** in R by the modes of the **parameter specs**, if any.
- If D defines a **signal name**, the **implied defining occurrences** of NS in R are all **defining occurrences** **implied** in R by all modes attached to the signal.
- Otherwise the set is empty.

Modes	Set of implied defining occurrences
<i>INT</i> , <i>BOOL</i> , <i>CHAR</i> , <i>RANGE (...)</i> <i>BIN (n)</i> , <i>PTR</i> , <i>INSTANCE</i> , <i>EVENT</i> , <i>ASSOCIATION</i> , <i>TIME</i> , <i>DURATION</i> , <i>BOOLS (n)</i> , <i>CHARS (n)</i>	Empty
<i>mode name</i>	The set of <i>defining occurrences</i> implied in R by its defining mode
<i>mode name (...)</i> (parameterised)	The set of <i>defining occurrences</i> implied in R by <i>mode name</i>
<i>M(m:n)</i> , <i>REF M</i> , <i>ROW M</i> , <i>READ M</i> <i>POWERSET M</i> , <i>BUFFER M</i> <i>TEXT (...)</i> <i>M</i>	The set of <i>defining occurrences</i> implied in R by <i>M</i>
<i>SET (...)</i>	The set of <i>set element defining occurrences</i> in the mode
<i>PROC (M₁, ..., M_n)(M_{n+1})</i>	The union of the sets of the <i>defining occurrences</i> implied in R by <i>M₁</i> through <i>M_{n+1}</i>
<i>ARRAY (M) N</i> , <i>ACCESS (M) N</i>	The union of the sets of the <i>defining occurrences</i> implied in R by <i>M</i> , and <i>N</i>
<i>STRUCT (N₁ M₁, ..., N_n M_n)</i>	The union of the sets of <i>defining occurrences</i> implied in R by <i>M_i</i> for fields that are visible in R. For variant structures it is the union of the <i>defining occurrences</i> implied in R by the fields of the variant structure that are visible in R

Table 2. Implied defining occurrences of modes in reach R

If a name string NS, strongly visible in a reach R, has **implied defining occurrences**, each of those *defining occurrences* specifies an **implied name string** for NS in R: let D be a *defining occurrence* **implied** by NS in R and let Ni be the name string of D. There are two cases:

- NS is a *simple name string*. Then Ni is an **implied name string** of NS.
- NS is of the form *P ! S*, where *S* is a *simple name string*. Then *P ! Ni* is an **implied name string** of NS.

examples:

```
m: MODULE
    DCL x SET (on, off);
    GRANT x PREFIXED;
END;
/* m ! x visible here with implied m ! on, m ! off */
```

12.2.5 Visibility of field names

Field names may occur only in the following contexts:

- *structure fields* and *value structure fields*,
- *labelled structure tuples*,
- *forbid clauses* in *grant statements*.

In each of these cases, the *name string* of the *field name* can be **bound** to a *field name defining occurrence* in the mode M or in the defining mode of M, obtained as follows:

- M is the mode of the structure location or (**strong**) structure primitive value;
- M is the mode of the *structure tuple*;
- M is the mode of the *defining occurrence* to which the newmode name string is **bound** in the reach in which the *forbid clause* is placed.

However, if the **novelty** of M is a *defining occurrence* that defines a **newmode** name that has been granted by a *grant statement* in a modulon as a *grant postfix* with a *forbid clause*, then the field names mentioned in the *forbid name list* are only **visible**:

- in the group of the granting modulon,
- if the **novelty** of M is **novelty bound** to a **quasi novelty** N, then in the group of the reach in which N is directly enclosed,
- if the modulon is a *module spec* or *region spec*, then in the reach of the **corresponding** modulon.

Outside these reaches the *field names* mentioned in the *forbid name list* are **invisible** and cannot be used.

12.3 CASE SELECTION

syntax:

<code><case label specification> ::=</code>	(1)
<code> <case label list> { , <case label list> }*</code>	(1.1)
<code><case label list> ::=</code>	(2)
<code> (<case label> { , <case label> }*)</code>	(2.1)
<code> <irrelevant></code>	(2.2)
<code><case label> ::=</code>	(3)
<code> <discrete literal expression></code>	(3.1)
<code> <literal range></code>	(3.2)
<code> <discrete mode name></code>	(3.3)
<code> ELSE</code>	(3.4)
<code><irrelevant> ::=</code>	(4)
<code> (*)</code>	(4.1)

semantics: Case selection is a means of selecting an alternative from a list of alternatives. The selection is based upon a specified list of selector values. Case selection may be applied to:

- alternative fields (see section 3.12.4), in which case a list of variant fields is selected,
- labelled array tuples (see section 5.2.5), in which case an array element value is selected,
- conditional expressions (see section 5.3.2), in which case an expression is selected,
- case action (see section 6.4), in which case an action statement list is selected.

In the first, third and fourth situations, each alternative is labelled with a case label specification; in the labelled array tuple, each value is labelled with a case label list. For ease of description, the case label list in the labelled array tuple will be considered in this section as a case label specification with only one case label list occurrence.

Case selection selects that alternative which is labelled by the case label specification which matches the list of selector values. (The number of selector values will always be the same as the number of case label list occurrences in the case label specification.) A list of values is said to match a case label specification if and only if each value matches the corresponding (by position) case label list in the case label specification.

A value is said to match a case label list if and only if:

- the case label list consists of case labels and the value is one of the values explicitly indicated by one of the case labels or implicitly indicated in the case of **ELSE**;
- the case label list consists of *irrelevant*.

The values explicitly indicated by a case label are the values delivered by any *discrete literal* expression, or defined by the *literal range* or *discrete mode name*. The values implicitly indicated by **ELSE** are all the possible selector values which are not explicitly indicated by any associated case label list (i.e. belonging to the same selector value) in any case label specification.

static properties:

- An *alternative fields* with *case label specification*, a *labelled array tuple*, a *conditional expression*, or a *case action* has a list of case label specifications attached, formed by taking the *case label specification* in front of each *variant alternative*, *value* or *case alternative*, respectively.
- A *case label* has a class attached, which is, if it is a *discrete literal* expression, the class of the *discrete literal* expression; if it is a *literal range*, the **resulting class** of the classes of each *discrete literal* expression in the *literal range*; if it is a *discrete mode name*, the **resulting class** of the M-value class where M is the *discrete mode name*; if it is **ELSE**, the **all** class.
- A *case label list* has a class attached, which is, if it is *irrelevant*, then the **all** class, otherwise the **resulting class** of the classes of each *case label*.
- A *case label specification* has a list of classes attached, which are the classes of the case label lists.
- A list of case label specifications has a **resulting list of classes** attached. This **resulting list of classes** is formed by constructing, for each position in the list, the **resulting class** of all the classes that have that position.

A list of case label specifications is **complete** if and only if for all lists of possible selector values, a case label specification is present, which matches the list of selector values. The set of all possible selector values is determined by the context as follows:

- For a **tagged variant** structure mode it is the set of values defined by the mode of the corresponding **tag** field.
- For a **tag-less variant** structure mode it is the set of values defined by the **root** mode of the corresponding **resulting class** (this class is never the **all** class, see section 3.12.4).
- For an array tuple, it is the set of values defined by the **index** mode of the mode of the array tuple.
- For a case action with a range list, it is the set of values defined by the corresponding discrete mode in the range list.
- For a case action without a range list, or a conditional expression it is the set of values defined by M where the class of the corresponding selector is the M-value class or the M-derived class.

static conditions: For each *case label specification* the number of *case label list* occurrences must be equal.

For any two *case label specification* occurrences, their lists of classes must be **compatible**.

The list of *case label specification* occurrences must be **consistent**, i.e. each list of possible selector values matches at most one case label specification.

examples:

11.9	(<i>occupied</i>)	(2.1)
11.58	(<i>rook</i>),(*)	(1.1)
8.26	(ELSE)	(2.1)

12.4 DEFINITION AND SUMMARY OF SEMANTIC CATEGORIES

This section gives a summary of all semantic categories which are indicated in the syntax description by means of an underlined part. If these categories are not defined in the appropriate sections, the definition is given here, otherwise the appropriate section will be referenced.

12.4.1 Names

Mode names

<u>absolute time mode</u> name:	a name defined to be an absolute time mode.
<u>access mode</u> name:	a name defined to be an access mode.
<u>array mode</u> name:	a name defined to be an array mode.
<u>association mode</u> name:	a name defined to be an association mode.
<u>boolean mode</u> name:	a name defined to be a boolean mode.
<u>bound reference mode</u> name:	a name defined to be a bound reference mode.
<u>buffer mode</u> name:	a name defined to be a buffer mode.
<u>character mode</u> name:	a name defined to be a character mode.
<u>discrete mode</u> name:	a name defined to be a discrete mode.
<u>duration mode</u> name:	a name defined to be a duration mode.
<u>event mode</u> name:	a name defined to be an event mode.
<u>free reference mode</u> name:	a name defined to be a free reference mode.
<u>instance mode</u> name:	a name defined to be an instance mode.
<u>integer mode</u> name:	a name defined to be an integer mode.
<u>mode</u> name:	see section 3.2.1
<u>newmode</u> name:	see section 3.2.3
<u>parameterised array mode</u> name:	a name defined to be a parameterised array mode.
<u>parameterised string mode</u> name:	a name defined to be a parameterised string mode.
<u>parameterised structure mode</u> name:	a name defined to be a parameterised structure mode.
<u>powerset mode</u> name:	a name defined to be a powerset mode.
<u>procedure mode</u> name:	a name defined to be a procedure mode.
<u>range mode</u> name:	a name defined to be a range mode.
<u>row mode</u> name:	a name defined to be a row mode.
<u>set mode</u> name:	a name defined to be a set mode.
<u>string mode</u> name:	a name defined to be a string mode.
<u>structure mode</u> name:	a name defined to be a structure mode.
<u>synmode</u> name:	see section 3.2.2
<u>variant structure mode</u> name:	a name defined to be a variant structure mode.

Access names

<u>location</u> name:	see sections 4.1.2.
<u>location do-with</u> name:	see section 6.5.4.
<u>location enumeration</u> name:	see section 6.5.2.
<u>loc-identity</u> name:	see sections 4.1.3.

Value names

<u>boolean literal</u> name:	see section 5.2.4.3.
<u>emptiness literal</u> name:	see section 5.2.4.6.
<u>synonym</u> name:	see section 5.1.
<u>value do-with</u> name:	see section 6.5.4.
<u>value enumeration</u> name:	see section 6.5.2.
<u>value receive</u> name:	see sections 6.19.2, 6.19.3.

Miscellaneous names

<u>bound reference location</u> name:	a <u>location</u> name with a bound reference mode.
<u>built-in routine</u> name:	any CHILL or implementation defined name denoting a built-in routine.
<u>free reference location</u> name:	a <u>location</u> name with a free reference mode.
<u>general procedure</u> name:	a <u>procedure</u> name whose generality is general .
<u>label</u> name:	see sections 6.1, 10.6.
<u>newmode</u> name string:	a name string bound to the defining occurrence of a newmode name.
<u>non-reserved</u> name:	a name which is none of the reserved names mentioned in Appendix C.1.
<u>procedure</u> name:	see section 10.4.
<u>process</u> name:	see section 10.5.
<u>set element</u> name:	see section 3.4.5.
<u>signal</u> name:	see section 11.5.
<u>tag field</u> name:	see section 3.12.4.
<u>undefined synonym</u> name:	see section 5.1.

12.4.2 Locations

<u>access</u> location:	a <i>location</i> with an access mode.
<u>array</u> location:	a <i>location</i> with an array mode.
<u>association</u> location:	a <i>location</i> with an association mode.
<u>character string</u> location:	a <i>location</i> with a character string mode.
<u>buffer</u> location:	a <i>location</i> with a buffer mode.
<u>discrete</u> location:	a <i>location</i> with a discrete mode.
<u>event</u> location:	a <i>location</i> with an event mode.
<u>instance</u> location:	a <i>location</i> with an instance mode.
<u>static mode</u> location:	a <i>location</i> with a static mode.
<u>string</u> location:	a <i>location</i> with a string mode.
<u>structure</u> location:	a <i>location</i> with a structure mode.
<u>text</u> location:	a <i>location</i> with a text mode.

12.4.3 Expressions and values

<u>absolute time primitive</u> value:	a <i>primitive value</i> whose class is compatible with an absolute time mode.
<u>array</u> expression:	an <i>expression</i> whose class is compatible with an array mode.
<u>array primitive</u> value:	a <i>primitive value</i> whose class is compatible with an array mode.
<u>boolean</u> expression:	an <i>expression</i> whose class is compatible with a boolean mode.
<u>bound reference primitive</u> value:	a <i>primitive value</i> whose class is compatible with a bound reference mode.
<u>character string</u> expression:	an <i>expression</i> whose class is compatible with a character string mode.

<u>constant</u> value:	a value which is constant .
<u>discrete</u> expression:	an expression whose class is compatible with a discrete mode.
<u>discrete literal</u> expression:	a <u>discrete</u> expression which is literal .
<u>duration</u> primitive value:	a primitive value whose class is compatible with a duration mode.
<u>free reference</u> primitive value:	a primitive value whose class is compatible with a free reference mode.
<u>instance</u> primitive value:	a primitive value whose class is compatible with an instance mode.
<u>integer</u> expression:	an expression whose class is compatible with an integer mode.
<u>integer literal</u> expression:	an <u>integer</u> expression which is literal .
<u>powerset</u> expression:	an expression whose class is compatible with a powerset mode.
<u>procedure</u> primitive value:	a primitive value whose class is compatible with a procedure mode.
<u>reference</u> primitive value:	a primitive value whose class is compatible with either a bound reference mode, a free reference mode or a row mode.
<u>row</u> primitive value:	a primitive value whose class is compatible with a row mode.
<u>string</u> expression:	an expression whose class is compatible with a string mode.
<u>string</u> primitive value:	a primitive value whose class is compatible with a string mode.
<u>structure</u> primitive value:	a primitive value whose class is compatible with a structure mode.

12.4.4 Miscellaneous semantic categories

<u>array</u> mode:	a mode in which the <i>composite mode</i> is an <i>array mode</i> .
<u>discrete</u> mode:	a mode in which the <i>non-composite mode</i> is a <i>discrete mode</i> .
<u>location</u> built-in routine call:	see section 6.7
<u>location</u> procedure call:	see section 6.7
<u>non-reserved</u> character:	a character which is neither a quote (") nor a circumflex (^).
<u>non-special</u> character:	a character which is neither a circumflex (^) nor an open parenthesis (()).
<u>string</u> mode:	a mode in which the <i>composite mode</i> is a <i>string mode</i> .
<u>value</u> built-in routine call:	see section 6.7
<u>value</u> procedure call:	see section 6.7

13 IMPLEMENTATION OPTIONS

13.1 IMPLEMENTATION DEFINED BUILT-IN ROUTINES

semantics: An implementation may provide for a set of implementation defined built-in routines in addition to the set of language defined built-in routines.

The parameter passing mechanism is implementation defined.

predefined names: The name of an implementation defined built-in routine is predefined as a **built-in routine name**.

static properties: A **built-in routine name** may have a set of implementation defined exception names attached. A *built-in routine call* is a **value (location) built-in routine call** if and only if the implementation specifies that for a given choice of static properties of the parameters and the given static context of the call, the built-in routine call delivers a value (location).

The implementation specifies also the **regionality** of the value (location).

13.2 IMPLEMENTATION DEFINED INTEGER MODES

An implementation defines the **upper bound** and **lower bound** of the integer mode *INT*. An implementation may define integer modes other than the ones defined by *INT*; e.g. short integers, long integers, unsigned integers. These integer modes must be denoted by implementation defined integer **mode names**. These names are considered to be **newmode names**, similar to *INT*. Their value ranges are implementation defined. These integer modes may be defined as **root modes** of appropriate classes.

13.3 IMPLEMENTATION DEFINED PROCESS NAMES

An implementation may define a set of implementation defined **process names**; i.e. **process names** whose definition is not specified in CHILL. The definition is considered to be placed in the reach of the imaginary outermost process or in any context. Processes of this name may be started and instance values denoting such processes may be manipulated.

13.4 IMPLEMENTATION DEFINED HANDLERS

An implementation may specify that an implementation defined handler is appended to a process definition; such a handler may handle any exception.

13.5 IMPLEMENTATION DEFINED EXCEPTION NAMES

An implementation may define a set of exception names.

13.6 OTHER IMPLEMENTATION DEFINED FEATURES

- Static check of dynamic conditions (see section 2.1.2)
- *implementation directive* (see section 2.6)
- *text reference name* (see sections 2.7 and 10.10.1)
- default **recursivity** and **generality** (see sections 3.7 and 10.4)
- set of values of duration modes (see section 3.11.2)
- set of values of absolute time modes (see section 3.11.3)
- default **element layout** (see section 3.12.3)

- comparison of **tag-less variant** structure values (see section 3.12.4)
- number of bits in a word (see section 3.12.5)
- minimum bit occupancy (see section 3.12.5)
- additional **referable** (sub-)locations (see section 4.2.1)
- semantics of a *location do-with* name and *value do-with* name which is a **variant** field of a **tag-less variant** structure location (see sections 4.2.2 and 5.2.3)
- semantics of **variant** fields of **tag-less variant** structures (see section 4.2.10, 5.2.13 and 6.2)
- semantics of *location conversion* (see section 4.2.13)
- semantics of *expression conversion* and additional conditions (see section 5.2.11)
- additional *actual parameters* in a *start expression* (see section 5.2.14)
- ranges of values for **literal** and **constant** expressions (see section 5.3.1)
- scheduling algorithm (see sections 6.15, 6.18.2, 6.18.3, 6.19.2 and 6.19.3)
- releasing of storage in *TERMINATE* (see section 6.20.4)
- denotation for files (see section 7.1)
- operations on associations (see sections 7.1 and 7.2.1)
- non-exclusive associations (see section 7.1)
- additional attributes of association values (see section 7.2.2)
- semantics of *associate parameters* (see section 7.4.2)
- *ASSOCIATEFAIL* exception (see section 7.4.2)
- semantics of *modify parameters* (see section 7.4.5)
- *CREATEFAIL*, *DELETEFAIL* and *MODIFYFAIL* exception (see section 7.4.5)
- *CONNECTFAIL* exception (see section 7.4.6)
- semantics of reading of records that are not legal values according to the record mode (see section 7.4.9)
- additional **timeoutable** actions (see section 9.2)
- *TIMERFAIL* exception (see sections 9.3.1, 9.3.2 and 9.3.3)
- precision of duration values (see sections 9.4.1 and 9.4.2)
- indication of **constant** value in *quasi synonym definitions* (see section 10.10.3)
- **regionality** of built-in routines (see section 11.2.2).

APPENDIX A: CHARACTER SET FOR CHILL

The character set of CHILL is an extension of the CCITT Alphabet No. 5, International Reference Version, Recommendation V3. For the values whose representations are greater than 127, no graphical representation is defined.

The integer representation is the binary number formed by bits b_8 to b_1 , where b_1 is the least significant bit.

	$b_7b_6b_5$	000	001	010	011	100	101	110	111
$b_4b_3b_2b_1$		0	1	2	3	4	5	6	7
0000	0	NUL	TC ₇ (DLE)	SP	0	@	P	'	p
0001	1	TC ₁ (SOH)	DC ₁	!	1	A	Q	a	q
0010	2	TC ₂ (STX)	DC ₂	”	2	B	R	b	r
0011	3	TC ₃ (ETX)	DC ₃	#	3	C	S	c	s
0100	4	TC ₄ (EOT)	DC ₄	\$	4	D	T	d	t
0101	5	TC ₅ (ENQ)	TC ₈ (NAK)	%	5	E	U	e	u
0110	6	TC ₆ (ACK)	TC ₉ (SYN)	&	6	F	V	f	v
0111	7	BEL	TC ₁₀ (ETB)	,	7	G	W	g	w
1000	8	FE ₀ (BS)	CAN	(8	H	X	h	x
1001	9	FE ₁ (HT)	EM)	9	I	Y	i	y
1010	10	FE ₂ (LF)	SUB	*	:	J	Z	j	z
1011	11	FE ₃ (VT)	ESC	+	;	K	[k	{
1100	12	FE ₄ (FF)	IS ₄ (FS)	,	<	L	\	l	
1101	13	FE ₅ (CR)	IS ₃ (GS)	-	=	M]	m	}
1110	14	SO	IS ₂ (RS)	.	>	N	^	n	~
1111	15	SI	IS ₁ (US)	/	?	O	_	o	DEL

APPENDIX B: SPECIAL SYMBOLS AND CHARACTER COMBINATIONS

	Name	Use
;	semicolon	terminator for statements etc.
,	comma	separator in various constructs
(left parenthesis	opening parenthesis of various constructs
)	right parenthesis	closing parenthesis of various constructs
[left square bracket	opening bracket of a tuple
]	right square bracket	closing bracket of a tuple
(:	left tuple bracket	opening bracket of a tuple
:)	right tuple bracket	closing bracket of a tuple
:	colon	label indicator, range indicator
.	dot	field selection symbol
:=	assignment symbol	assignment, initialisation
<	less than	relational operator
<=	less than or equal	relational operator
=	equal	relational operator, assignment, initialisation, definition indicator
/=	not equal	relational operator
>=	greater than or equal	relational operator
>	greater than	relational operator
+	plus	addition operator
-	minus	subtraction operator
*	asterisk	multiplication operator, undefined value, unnamed value, irrelevant symbol
/	solidus	division operator
//	double solidus	concatenation operator
->	arrow	referencing and dereferencing, prefix renaming
<>	diamond	start or end of a directive clause
/*	comment opening	bracket start of a comment
*/	comment closing	bracket end of a comment
'	apostrophe	start or end symbol in various literals
"	quote	start or end symbol in character string literals
""	double quote	quote within character string literals
!	prefixing operator	prefixing of names
B'	literal qualification	binary base for literal
D'	literal qualification	decimal base for literal
H'	literal qualification	hexadecimal base for literal
O'	literal qualification	octal base for literal
--	line end	line end delimiter of in-line comments

APPENDIX C: SPECIAL SIMPLE NAME STRINGS

C.1 RESERVED SIMPLE NAME STRINGS

ACCESS	END	NOT	SEND
AFTER	ESAC		SET
ALL	EVENT		SIGNAL
AND	EVER	OD	SIMPLE
ANDIF	EXCEPTIONS	OF	SPEC
ARRAY	EXIT	ON	START
ASSERT		OR	STATIC
AT		ORIF	STEP
	FI	OUT	STOP
	FOR		STRUCT
BEGIN	FORBID		SYN
BIN		PACK	SYNMODE
BODY		POS	
BOOLS	GENERAL	POWERSET	
BUFFER	GOTO	PREFIXED	TEXT
BY	GRANT	PRIORITY	THEN
		PROC	THIS
		PROCESS	TIMEOUT
			TO
CASE	IF		
CAUSE	IN		
CHARS	INIT	RANGE	
CONTEXT	INLINE	READ	UP
CONTINUE	INOUT	RECEIVE	
CYCLE		RECURSIVE	
		REF	VARYING
	LOC	REGION	
DCL		REM	
DELAY		REMOTE	WHILE
DO	MOD	RESULT	WITH
DOWN	MODULE	RETURN	
DYNAMIC		RETURNS	
		ROW	XOR
	NEWMODE		
ELSE	NONREF		
ELSIF	NOPACK	SEIZE	

C.2 PREDEFINED SIMPLE NAME STRINGS

ABS	FALSE	MILLISECS	SETTEXTACCESS
ABSTIME	FIRST	MIN	SETTEXTINDEX
ALLOCATE		MINUTES	SETTEXTRECORD
ASSOCIATE	GETASSOCIATION	MODIFY	SIZE
ASSOCIATION	GETSTACK		SUCC
	GETTEXTACCESS		
	GETTEXTINDEX	NULL	
BOOL	GETTEXTRECORD	NUM	TERMINATE
	GETUSAGE		TIME
			TRUE
CARD		OUTOFFILE	
CHAR	HOURS		
CONNECT			UPPER
CREATE		PRED	USAGE
	INDEXABLE	PTR	
	INSTANCE		
DAYS	INT		VARIABLE
DELETE	INTTIME	READABLE	
DISCONNECT	ISASSOCIATED	READONLY	
DISSOCIATE		READRECORD	WAIT
DURATION		READTEXT	WHERE
	LAST	READWRITE	WRITEABLE
	LENGTH		WRITEONLY
EOLN	LOWER		WRITERECORD
EXISTING		SAME	WRITETEXT
EXPIRED		SECS	
	MAX	SEQUENCIBLE	

C.3 EXCEPTION NAMES

ALLOCATEFAIL	NOTASSOCIATED
ASSERTFAIL	OVERFLOW
ASSOCIATEFAIL	RANGEFAIL
CONNECTFAIL	READFAIL
CREATEFAIL	SENDFAIL
DELAYFAIL	SPACEFAIL
DELETEFAIL	TAGFAIL
EMPTY	TEXTFAIL
MODIFYFAIL	TIMERFAIL
NOTCONNECTED	WRITEFAIL

APPENDIX D: PROGRAM EXAMPLES

1. Operations on integers

```
1  integer_operations:
2  MODULE
3
4      add:
5      PROC (i,j INT) RETURNS (INT) EXCEPTIONS (OVERFLOW);
6          RESULT i+j;
7      END add;
8
9      mult:
10     PROC (i,j INT) RETURNS (INT) EXCEPTIONS (OVERFLOW);
11         RESULT i*j;
12     END mult;
13
14     GRANT add, mult;
15     SYNMODE operand_mode=INT;
16     GRANT operand_mode;
17     SYN neutral_for_add=0,
18         neutral_for_mult=1;
19     GRANT neutral_for_add,
20         neutral_for_mult;
21
22 END integer_operations;
```

2. Same operations on fractions

```
1  fraction_operations:
2  MODULE
3      NEWMODE fraction=STRUCT (num,denum INT);
4
5      add:
6      PROC (f1,f2 fraction) RETURNS (fraction) EXCEPTIONS (OVERFLOW);
7          RETURN [f1.num*f2.denum+f2.num*f1.denum,f1.denum*f2.denum];
8      END add;
9
10     mult:
11     PROC (f1,f2 fraction) RETURNS (fraction) EXCEPTIONS (OVERFLOW);
12         RETURN [f1.num*f2.num,f2.denum*f1.denum];
13     END mult;
14
15     GRANT add, mult;
16     SYNMODE operand_mode=fraction;
17     GRANT operand_mode;
18     SYN neutral_for_add fraction=[ 0,1 ],
19         neutral_for_mult fraction=[ 1,1 ];
20     GRANT neutral_for_add,
21         neutral_for_mult;
22
23 END fraction_operations;
```

3. Same operations on complex numbers

```
1  complex_operations:
2  MODULE
3      NEWMODE complex=STRUCT (re,im INT);
4
5      add:
6      PROC (c1,c2 complex) RETURNS (complex) EXCEPTIONS (OVERFLOW);
7          RETURN [c1.re+c2.re,c1.im+c2.im];
8      END add;
9
10     mult:
11     PROC (c1,c2 complex) RETURNS (complex) EXCEPTIONS (OVERFLOW);
12         RETURN [c1.re*c2.re-c1.im*c2.im,c1.re*c2.im+c1.im*c2.re];
13     END mult;
14
15     GRANT add, mult;
16     SYNMODE operand_mode=complex;
17     GRANT operand_mode;
18     SYN neutral_for_add=complex [ 0,0 ],
19         neutral_for_mult=complex [ 1,0 ];
20     GRANT neutral_for_add,
21         neutral_for_mult;
22
23     END complex_operations;
```

4. General order arithmetic

```
1  general_order_arithmetic: /* from collected algorithms from CACM no. 93 */
2  MODULE
3      op:
4      PROC (a INT INOUT, b,c,order INT)
5          EXCEPTIONS (wrong_input) RECURSIVE;
6          DCL d INT;
7          ASSERT b>0 AND c>0 AND order>0
8              ON (ASSERTFAIL):
9                  CAUSE wrong_input;
10             END;
11             CASE order OF
12                 (1):      a := b+c;
13                         RETURN;
14                 (2):      d := 0;
15                 (ELSE):  d := 1;
16             ESAC;
17             DO FOR i := 1 TO c;
18                 op (a,b,d,order-1);
19                 d := a;
20             OD;
21             RETURN;
22     END op;
23
24     GRANT op;
25
26     END general_order_arithmetic;
```

5. Adding bit by bit and checking the result

```

1  add_bit_by_bit:
2  MODULE
3      adder:
4      PROC (a STRUCT (a2,a1 BOOL) IN, b STRUCT (b2,b1 BOOL) IN)
5          RETURNS (STRUCT (c4,c2,c1 BOOL));
6          DCL c STRUCT (c4,c2,c1 BOOL);
7          DCL k2,x,w,t,s,r BOOL;
8          DO WITH a,b,c;
9              k2 := a1 AND b1;
10             c1 := NOT k2 AND (a1 OR b1);
11             x := a2 AND b2 AND k2;
12             w := a2 OR b2 OR k2;
13             t := b2 AND k2;
14             s := a2 AND k2;
15             r := a2 AND b2;
16             c4 := r OR s OR t;
17             c2 := x OR (w AND NOT c4);
18         OD;
19     RETURN c;
20 END adder;
21 GRANT adder;
22 END add_bit_by_bit;
23
24 exhaustive_checker:
25 MODULE
26     SEIZE adder;
27     DCL a STRUCT (a2,a1 BOOL),
28         b STRUCT (b2,b1 BOOL);
29     SYNMODE res=ARRAY (1:16) STRUCT (c4,c2,c1 BOOL);
30     DCL r INT, results res;
31     DO WITH a,b;
32         r := 0;
33         DO FOR a2 IN BOOL;
34             DO FOR a1 IN BOOL;
35                 DO FOR b2 IN BOOL;
36                     DO FOR b1 IN BOOL;
37                         r+ := 1;
38                         results (r) := adder (a,b);
39                     OD;
40                 OD;
41             OD;
42         OD;
43     OD;
44     ASSERT
45         results=res [[FALSE,FALSE,FALSE],[FALSE,FALSE,TRUE],
46                     [FALSE,TRUE,FALSE],[FALSE,TRUE,TRUE],
47                     [FALSE,FALSE,TRUE],[FALSE,TRUE,FALSE],
48                     [FALSE,TRUE,TRUE],[TRUE,FALSE,FALSE],
49                     [FALSE,TRUE,FALSE],[FALSE,TRUE,TRUE],
50                     [TRUE,FALSE,FALSE],[TRUE,FALSE,TRUE],
51                     [FALSE,TRUE,TRUE],[TRUE,FALSE,FALSE],
52                     [TRUE,FALSE,TRUE],[TRUE,TRUE,FALSE]];
53 END exhaustive_checker;

```

6. Playing with dates

```

1  playing_with_dates:
2  MODULE/* from collected algorithms from CACM no. 199 */
3      SYNMODE month=SET (jan,feb,mar,apr,may,jun,
4                          jul,aug,sep,oct,nov,dec);
5      NEWMODE date=STRUCT (day INT (1:31), mo month, year INT);
6
7      gregorian_date:
8      PROC (julian_day_number INT) RETURNS (date);
9          DCL j INT := julian_day_number,
10             d,m,y INT;
11             j- := 1_721_119;
12             y := (4 * j - 1) / 146_097;
13             j := 4 * j - 1 - 146_097 * y;
14             d := j / 4;
15             j := (4 * d + 3) / 1_461;
16             d := 4 * d + 3 - 1_461 * j;
17             d := (d + 4) / 4;
18             m := (5 * d - 3) / 153;
19             d := 5 * d - 3 - 153 * m;
20             d := (d + 5) / 5;
21             y := 100 * y + j;
22             IF m < 100 THEN m + := 3;
23                 ELSE m - := 9;
24                     y + := 1;
25             FI;
26             RETURN [d,month (m+1), y];
27     END gregorian_date;
28
29     julian_day_number:
30     PROC (d date) RETURNS (INT);
31         DCL c,y,m INT;
32         DO WITH d;
33             m := NUM (mo)+1;
34             IF m > 2 THEN m - := 3;
35                 ELSE m + := 9;
36                     year - := 1;
37             FI;
38             c := year/100;
39             y := year-100*c;
40             RETURN (146_097*c)/4+(1_461*y)/4
41                 +(153+m+c)/5+day+1_721_119;
42         OD;
43     END julian_day_number;
44     GRANT gregorian_date, julian_day_number;
45 END playing_with_dates;
46
47 test:
48 MODULE
49     SEIZE gregorian_date, julian_day_number;
50     ASSERT julian_day_number ([ 10,dec,1979 ])=julian_day_number
51         (gregorian_date(julian_day_number([ 10,dec,1979 ])));
52 END test;

```

7. Roman numerals

```

1  Roman:
2  MODULE
3      SEIZE n,rn;
4      GRANT convert;
5      convert:
6      PROC () EXCEPTIONS (string_too_small);
7          DCL r INT := 0;
8          DO WHILE n>=1_000;
9              rn(r) := 'M';
10             n - := 1_000;
11             r + := 1;
12         OD;
13         IF n>500 THEN rn(r) := 'D';
14             n - := 500;
15             r + := 1;
16         FI;
17         DO WHILE n>=100;
18             rn(r) := 'C';
19             n - := 100;
20             r + := 1;
21         OD;
22         IF n>=50 THEN rn(r) := 'L';
23             n - := 50;
24             r + := 1;
25         FI;
26         DO WHILE n>=10;
27             rn(r) := 'X';
28             n - := 10;
29             r + := 1;
30         OD;
31         IF n>=5 THEN rn(r) := 'V';
32             n - := 5;
33             r + := 1;
34         FI;
35         DO WHILE n>=1;
36             rn(r) := 'I';
37             n - := 1;
38             r + := 1;
39         OD;
40         RETURN;
41     END ON (RANGEFAIL): DO FOR i := 0 TO UPPER (rn);
42         rn(i) := '?';
43     OD;
44     CAUSE string_too_small;
45 END convert;
46 END Roman;
47 test:
48 MODULE
49     SEIZE convert;
50     DCL n INT INIT := 1979;
51     DCL rn CHARS (20) INIT := (20) ' ';
52     GRANT n,rn;
53     convert ();
54     ASSERT rn="MDCCLXXVIII"//(6) ' ';
55 END test;

```

8. Counting letters in a character string of arbitrary length

```

1  letter_count:
2  MODULE
3      SEIZE max;
4      DCL letter POWERSET CHAR INIT := ['A': 'Z'];
5      count:
6      PROC (input ROW CHARS (max) IN, output ARRAY ('A': 'Z') INT OUT);
7          output := [(ELSE) : 0];
8          DO FOR i := 0 TO UPPER (input ->);
9              IF input -> (i) IN letter
10                 THEN
11                     output (input -> (i)) + := 1;
12                 FI;
13             OD;
14         END count;
15     GRANT count;
16 END letter_count;
17 test:
18 MODULE
19     SYNMODE results=ARRAY ('A': 'Z')INT;
20     DCL c CHARS (10) INIT := "A-B<ZAA9K'.";
21     DCL output results;
22     SYN max=10_000;
23     GRANT max;
24     SEIZE count;
25     count (-> c,output);
26     ASSERT output=results [( 'A' ) : 3, ('B', 'K', 'Z') : 1, (ELSE) : 0];
27 END test;

```

9. Prime numbers

```

1  prime:
2  MODULE
3
4      SYN max = H'7FFF;
5      NEWMODE number_list =POWERSET INT (2:max);
6      SYN empty = number_list [ ];
7      DCL sieve number_list INIT := [ 2:max ],
8          primes number_list INIT := empty;
9      GRANT primes;
10     DO WHILE sieve/=empty;
11         primes OR := [MIN (sieve)];
12         DO FOR j := MIN (sieve) BY MIN (sieve) TO max;
13             sieve - := [j];
14         OD;
15     OD;
16 END prime;

```

10. Implementing stacks in two different ways, transparent to the user

```

1  stack: MODULE
2      NEWMODE element =STRUCT (a INT, b BOOL);
3      stacks_1:
4      MODULE

```

```

5      SEIZE element;
6      SYN max=10_000,min=1;
7      DCL stack ARRAY (min : max) element,
8          stackindex INT INIT := min;
9
10     push:
11     PROC (e element) EXCEPTIONS (overflow);
12         IF stackindex=max
13             THEN CAUSE overflow;
14         FI;
15         stackindex + := 1;
16         stack (stackindex) := e;
17         RETURN;
18     END push;
19
20     pop:
21     PROC () EXCEPTIONS (underflow);
22         IF stackindex=min
23             THEN CAUSE underflow;
24         FI;
25         stackindex - := 1;
26         RETURN;
27     END pop;
28
29     elem:
30     PROC (i INT) RETURNS (element LOC) EXCEPTIONS (bounds);
31         IF i<min OR i>max
32             THEN CAUSE bounds;
33         FI;
34         RETURN stack (i);
35     END elem;
36
37     GRANT push,pop,elem;
38     END stacks_1;
39     stacks_2:
40     MODULE
41         SEIZE element;
42         NEWMODE cell=STRUCT (pred,succ REF cell,info element);
43         DCL p,last,first REF cell INIT := NULL;
44
45         push:
46         PROC (e element) EXCEPTIONS (overflow);
47             p := ALLOCATE (cell) ON
48                 (ALLOCATEFAIL) : CAUSE overflow;
49             END;
50             IF last=NULL
51                 THEN first := p;
52                     last := p;
53                 ELSE last ->. succ := p;
54                     p ->. pred := last;
55                     last := p;
56             FI;
57             last ->. info := e;
58             RETURN;
59         END push;
60
61         pop:
62         PROC () EXCEPTIONS (underflow);
63             IF last=NULL
64                 THEN CAUSE underflow;
65             FI;

```

```

66         p := last;
67         last := last ->. pred;
68         IF last = NULL
69             THEN first := NULL;
70             ELSE last ->. succ := NULL;
71         FI;
72         TERMINATE(p);
73         RETURN;
74     END pop;
75
76     elem:
77     PROC (i INT) RETURNS (element LOC) EXCEPTIONS (bounds);
78         IF first=NULL
79             THEN CAUSE bounds;
80         FI;
81         p := first;
82         DO FOR j := 2 TO i;
83             IF p ->. succ=NULL
84                 THEN CAUSE bounds;
85             FI;
86             p := p ->. succ;
87         OD;
88         RETURN p ->. info;
89     END elem;
90
91     /* GRANT push,pop,elem; */
92     END stacks_2;
93 END stack;

```

11. Fragment for playing chess

```

1  chess_fragments:
2  MODULE
3      NEWMODE piece=STRUCT (color SET (white,black),
4                          kind SET (pawn,rook,knight,bishop,queen,king));
5      NEWMODE column=SET (a,b,c,d,e,f,g,h);
6      NEWMODE line=INT (1 : 8);
7      NEWMODE square=STRUCT (status SET (occupied,free),
8                          CASE status OF
9                              (occupied) : p piece,
10                             (free) :
11                             BSAC);
12      NEWMODE board=ARRAY (line) ARRAY (column) square;
13      NEWMODE move=STRUCT (lin_1,lin_2 line,
14                          col_1,col_2 column);
15
16      initialise:
17      PROC (bd board INOUT);
18          bd := [ (1): [(a,h): [.status: occupied, .p : [white,rook]],
19                    (b,g): [.status: occupied, .p : [white,knight]],
20                    (c,f): [.status: occupied, .p : [white,bishop]],
21                    (d): [.status: occupied, .p : [white,queen]],
22                    (e): [.status: occupied, .p : [white,king]],
23                    (2): [(ELSE):[.status: occupied, .p : [white,pawn]]],
24                    (3:6):[(ELSE):[.status: free]],
25                    (7): [(ELSE):[.status: occupied, .p : [black,pawn]]],
26                    (8): [(a,h): [.status: occupied, .p : [black,rook]],
27                    (b,g): [.status: occupied, .p : [black,knight]],

```

```

28             (c,f):  [.status: occupied, .p : [black,bishop]],
29             (d):   [.status: occupied, .p : [black,queen]],
30             (e):   [.status: occupied, .p : [black,king]]
31         ];
32     RETURN;
33 END initialise;
34 register_move:
35 PROC (b board LOC,m move) EXCEPTIONS (illegal);
36     DCL starting_square LOC := b (m.lin_1)(m.col_1),
37         arriving_square LOC := b (m.lin_2)(m.col_2);
38     DO WITH m;
39         IF starting.status=free THEN CAUSE illegal; FI;
40         IF arriving.status/=free THEN
41             IF arriving.p.kind=king THEN CAUSE illegal; FI;
42         FI;
43         CASE starting.p.kind, starting.p.color OF
44             (pawn),(white):
45             IF col_1 = col_2 AND (arriving.status/=free
46                 OR NOT (lin_2=lin_1+1 OR lin_2=lin_1+2 AND lin_2=2))
47                 OR (col_2=PRED (col_1) OR col_2=SUCC (col_1))
48                 AND arriving.status=free THEN CAUSE illegal; FI;
49             IF arriving.status/=free THEN
50                 IF arriving.p.color=white THEN CAUSE illegal; FI; FI;
51             (pawn),(black):
52             IF col_1=col_2 AND (arriving.status/=free
53                 OR NOT (lin_2=lin_1-1 OR lin_2=lin_1-2 AND lin_1=7))
54                 OR (col_2=PRED (col_1) OR col_2=SUCC (col_1))
55                 AND arriving.status=free THEN CAUSE illegal; FI;
56             IF arriving.status/=free THEN
57                 IF arriving.p.color=black THEN CAUSE illegal; FI; FI;
58             (rook),(*):
59             IF NOT ok_rook (b,m)
60                 THEN CAUSE illegal;
61             FI;
62             (bishop),(*):
63             IF NOT ok_bishop (b,m)
64                 THEN CAUSE illegal;
65             FI;
66             (queen),(*):
67             IF NOT ok_rook (b,m) AND NOT ok_bishop (b,m)
68                 THEN CAUSE illegal;
69             FI;
70             (knight),(*):
71             IF ABS (ABS (NUM (col_2)-NUM (col_1))
72                 -ABS (lin_2- lin_1)) /= 1
73                 OR ABS (NUM (col_2)-NUM (col_1))
74                 +ABS (lin_2- lin_1) =/ 3 THEN CAUSE illegal; FI;
75             IF arriving.status/=free THEN
76                 IF arriving.p.color=starting.p.color THEN
77                     CAUSE illegal; FI; FI;
78             (king),(*):
79             IF ABS (NUM (col_2)-NUM (col_1)) > 1
80                 OR ABS (lin_2- lin_1) > 1
81                 OR lin_2=lin_1 AND col_2=col_1 THEN CAUSE illegal; FI;
82             IF arriving.status/=free THEN
83                 IF arriving.p.color=starting.p.color THEN
84                     CAUSE illegal; FI; FI; /* checking king moving to check not implemented */
85         ESAC;
86     OD;
87     arriving := starting;
88     starting := [.status:free];

```

```

89     RETURN;
90 END register_move;
91 ok_rook:
92 PROC (b board,m move) RETURNS (BOOL);
93     DCL starting_square := b (m.lin_1)(m.col_1),
94         arriving_square := b (m.lin_2)(m.col_2);
95
96     DO WITH m;
97         IF NOT (col_2=col_1 OR lin_1=lin_2) THEN RETURN FALSE; FI;
98         IF arriving.status/=free THEN
99             IF arriving.p.color=starting.p.color THEN;
100            RETURN FALSE; FI; FI;
101         IF col_1=col_2
102            THEN IF lin_1<lin_2
103                THEN DO FOR lin := lin_1+1 TO lin_2-1;
104                    IF b (lin)(col_1).status/=free
105                        THEN RETURN FALSE;
106                    FI;
107                OD;
108                ELSE DO FOR lin := lin_1-1 DOWN TO lin_2+1;
109                    IF b (lin)(col_1).status/=free
110                        THEN RETURN FALSE;
111                    FI;
112                OD;
113            FI;
114        ELSIF col_1<col_2
115            THEN DO FOR col := SUCC (col_1) TO PRED (col_2);
116                IF b (lin_1)(col).status/=free
117                    THEN RETURN FALSE;
118                FI;
119            OD;
120            ELSE DO FOR col := SUCC (col_2) DOWN TO PRED (col_1);
121                IF b (lin_1)(col).status/=free
122                    THEN RETURN FALSE;
123                FI;
124            OD;
125        FI;
126        RETURN TRUE;
127    OD;
128 END ok_rook;
129 ok_bishop:
130 PROC (b board,m move) RETURNS (BOOL);
131     DCL starting_square := b (m.lin_1)(m.col_1),
132         arriving_square := b (m.lin_2)(m.col_2),
133         col column;
134
135     DO WITH m;
136         CASE lin_2>lin_1,col_2>col_1 OF
137             (TRUE),(TRUE): col := col_1;
138                 DO FOR lin := lin_1+1 TO lin_2-1;
139                     col := SUCC (col);
140                     IF b (lin)(col).status/=free
141                         THEN RETURN FALSE;
142                     FI;
143                 OD;
144                 IF SUCC (col)/=col_2
145                     THEN RETURN FALSE;
146                 FI;
147             (TRUE),(FALSE): col := col_1;
148                 DO FOR lin := lin_1+1 TO lin_2-1;
149                     col := PRED (col);

```

```

150         IF b (lin)(col).status/=free
151             THEN RETURN FALSE;
152         FI;
153     OD;
154     IF PRED (col)/=col_2
155         THEN RETURN FALSE;
156     FI;
157     (FALSE),(TRUE): col := col_1;
158     DO FOR lin := lin_1-1 DOWN TO lin_2+1;
159         col := SUCC (col);
160         IF b (lin)(col).status/=free
161             THEN RETURN FALSE;
162         FI;
163     OD;
164     IF SUCC (col)/=col_2
165         THEN RETURN FALSE;
166     FI;
167     (FALSE),(FALSE): col := col_1;
168     DO FOR lin := lin_1-1 DOWN TO lin_2+1;
169         col := PRED (col);
170         IF b (lin)(col).status/=free
171             THEN RETURN FALSE;
172         FI;
173     OD;
174     IF PRED (col)/=col_2
175         THEN RETURN FALSE;
176     FI;
177     ESAC;
178     IF arriving.status=free THEN RETURN TRUE;
179     ELSE RETURN arriving.p.color/=starting.p.color; FI;
180 OD;
181 END ok_bishop;
182 END chess_fragments;

```

12. Building and manipulating a circularly linked list

```

1  circular_list:
2  MODULE
3      handle_list:
4      MODULE
5          GRANT insert, remove, node;
6          NEWMODE node=STRUCT (pred, suc REF node, value INT);
7          DCL pool ARRAY (1:1000)node;
8          DCL head node := (: NULL,NULL,0 :);
9
10         insert: PROC (new node);
11             /* insert actions */
12         END insert;
13
14         remove: PROC ();
15             /* remove actions */
16         END remove;
17
18         initialize_list:
19         BEGIN
20             DCL last REF node := ->head;
21             DO FOR new IN pool;
22                 new.pred := last;

```

```

23         last->.suc := ->new;
24         last := ->new;
25         new.value := 0;
26     OD;
27     head.pred := last;
28     last->.suc := ->head;
29     END initialize_list;
30
31     END handle_list;
32     manipulate:
33     MODULE
34         SEIZE node, remove, insert;
35         DCL node_a node := (: NULL,NULL,536 :);
36         remove();
37         remove();
38         insert(node_a);
39     END manipulate;
40     END circular_list;

```

13. A region for managing competing accesses to a resource

```

1  allocate_resources:
2  REGION
3      GRANT allocate, deallocate;
4      NEWMODE resource_set = INT (0:9);
5      DCL allocated ARRAY (resource_set)BOOL := (: (resource_set): FALSE :);
6      DCL resource_freed EVENT;
7
8      allocate:
9      PROC () RETURNS (resource_set);
10         DO FOR EVER;
11             DO FOR i IN resource_set;
12                 IF NOT allocated(i)
13                     THEN
14                         allocated(i) := TRUE;
15                         RETURN i;
16                     FI;
17             OD;
18             DELAY resource_freed;
19         OD;
20     END allocate;
21
22     deallocate:
23     PROC (i resource_set);
24         allocated(i) := FALSE;
25         CONTINUE resource_freed;
26     END deallocate;
27
28     END allocate_resources;

```

14. Queuing calls to a switchboard

```

1  switchboard:
2  MODULE
3      /* This example illustrates a switchboard which queues incoming calls
4      and feeds them to the operator at an even rate. Every time the

```

```

5      operator is ready one and only one call is let through. This is
6      handled by a call distributor which lets calls through at fixed
7      intervals. If the operator is not ready or there are other calls
8      waiting, a new call must queue up to wait for its turn. */
9      DCL operator_is_ready,
10         switch_is_closed EVENT;
11
12      call_distributor:
13      PROCESS ();
14         wait:
15         PROC (x INT);
16         /*some wait action*/
17         END wait;
18         DO FOR EVER;
19             wait(10 /*seconds*/);
20             CONTINUE operator_is_ready;
21         OD;
22      END call_distributor;
23
24      call_process:
25      PROCESS ();
26         DELAY CASE
27         (operator_is_ready): /* some actions */;
28         (switch_is_closed): DO FOR i IN INT (1:100);
29                             CONTINUE operator_is_ready;
30                             /* empty the queue*/
31                             OD;
32         ESAC;
33      END call_process;
34
35      operator:
36      PROCESS ();
37         DCL time INT;
38         DO FOR EVER;
39             IF time = 1700
40                 THEN CONTINUE switch_is_closed;
41             FI;
42         OD;
43      END operator;
44
45      START call_distributor();
46      START operator();
47      DO FOR i IN INT (1:100);
48          START call_process();
49      OD;
50      END switchboard;

```

15. Allocating and deallocating a set of resources

```

1  definitions:
2  MODULE
3  SIGNAL
4      acquire,
5      release=(INSTANCE),
6      congested,
7      ready,
8      advance,
9      readout=(INT);

```

```

10     GRANT ALL;
11 END definitions;
12 counter_manager:
13 MODULE
14 /* To illustrate the use of signals and the receive case, (buffers
15    might have been used instead) we will look at an example where an
16    allocator manages a set of resources, in this case a set of
17    counters. The module is part of a larger system where there are
18    users, that can request the services of the counter_manager. The
19    module is made to consist of two process definitions, one for the
20    allocation and one for the counters. Initiate and terminate
21    are internal signals sent from the allocator
22    to the counters. All the other signals are external, being sent
23    from or to the users. */
24
25 SEIZE/* external signals */
26     acquire, release, congested,ready,advance,readout;
27 SIGNAL initiate = (INSTANCE),
28     terminate;
29 allocator:
30 PROCESS ();
31     NEWMODE no_of_counters = INT (1:100);
32 DCL counters ARRAY (no_of_counters)
33     STRUCT (counter INSTANCE,status SET (busy,idle));
34 DO FOR each IN counters;
35     each := (: START counter(), idle :);
36 OD;
37 DO FOR EVER;
38 BEGIN
39     DCL user INSTANCE;
40     await_signals:
41     RECEIVE CASE SET user;
42     (acquire):
43         DO FOR each IN counters;
44             DO WITH each;
45                 IF status = idle
46                     THEN
47                         status := busy;
48                         SEND initiate (user) TO counter;
49                         EXIT await_signals;
50                 FI;
51             OD;
52         OD;
53         SEND congested TO user;
54         (release IN this_counter):
55         SEND terminate TO this_counter;
56         find_counter:
57         DO FOR each IN counters;
58             DO WITH each;
59                 IF this_counter = counter
60                     THEN
61                         status := idle;
62                         EXIT find_counter;
63                 FI;
64             OD;
65         OD find_counter;
66     ESAC await_signals;
67 END;
68 OD;
69 END allocator;
70 counter:

```

```

71     PROCESS ();
72         DO FOR EVER;
73         BEGIN
74             DCL user INSTANCE,
75                 count INT := 0;
76             RECEIVE CASE
77                 (initiate IN received_user):
78                 SEND ready TO received_user;
79                 user := received_user;
80             ESAC;
81             work_loop:
82             DO FOR EVER;
83                 RECEIVE CASE
84                     (advance): count + := 1;
85                     (terminate):
86                     SEND readout(count) TO user;
87                     EXIT work_loop;
88                 ESAC;
89             OD work_loop;
90         END;
91     OD;
92     END counter;
93     START allocator();
94     END counter_manager;

```

16. Allocating and deallocating a set of resources using buffers

```

1
2
3     user_world:
4     MODULE
5     /* This example is the same as no.15 except that buffers are
6        used for communication in stead of signals.
7        The main difference is that processes are now identified
8        by means of references to local message buffers rather than
9        by instance values. There is one message buffer declared
10       local to each process. There is one set of message types
11       for each process definition. When started each process must
12       identify its buffer address to the starting process.
13       The user_world module sketches some of the environment in
14       which the counter_manager is used. */
15
16     SEIZE allocator;
17     GRANT user_buffers,user_messages,
18         allocator_messages, allocator_buffers,
19         counter_messages, counters_buffers;
20     NEWMODE
21     user_messages =
22     STRUCT (type SET (congested, ready,
23         readout, allocator_id),
24         CASE type OF
25             (congested) : ,
26             (ready) : counter REF counters_buffers,
27             (readout) : count INT,
28             (allocator_id): allocator REF allocator_buffers
29         ESAC),
30     user_buffers = BUFFER (1) user_messages,
31     allocator_messages =

```

```

32     STRUCT (type SET (acquire, release, counter_id),
33             CASE type OF
34                 (acquire) : user REF user_buffers,
35                 (release,
36                 counter_id): counter REF counters_buffers
37             ESAC),
38     allocator_buffers = BUFFER (1) allocator_messages,
39     counter_messages =
40     STRUCT (type SET (initiate, advance, terminate),
41             CASE type OF
42                 (initiate) : user REF user_buffers,
43                 (advance,
44                 terminate):
45             ESAC),
46     counters_buffers = BUFFER (1) counter_messages;
47 DCL user_buffer user_buffers,
48     allocator_buf REF allocator_buffers,
49     counter_buf REF counters_buffers;
50 START allocator(->user_buffer);
51 allocator_buf := (RECEIVE user_buffer).allocator;
52 END user_world;
53 counter_manager:
54 MODULE
55 SEIZE user_buffers, user_messages,
56     allocator_messages, allocator_buffers,
57     counter_messages, counters_buffers;
58 GRANT allocator;
59
60 allocator:
61 PROCESS (starter REF user_buffers);
62     DCL allocator_buffer allocator_buffers;
63     NEWMODE no_of_counters = INT (1:10);
64     DCL counters ARRAY (no_of_counters)
65         STRUCT (counter REF counters_buffers,
66                 status SET (busy, idle)),
67     message allocator_messages;
68 SEND starter->([allocator_id, ->allocator_buffer]);
69 DO FOR each IN counters;
70     START counter(->allocator_buffer);
71     each := [(RECEIVE allocator_buffer).counter, idle];
72 OD;
73 DO FOR EVER;
74     BEGIN
75     DCL user REF user_buffers;
76     message := RECEIVE allocator_buffer;
77     handle_messages:
78     CASE message.type OF
79     (acquire):
80         user := message.user;
81         DO FOR each IN counters;
82             DO WITH each;
83                 IF status= idle
84                     THEN status := busy;
85                         SEND counter->([initiate, user]);
86                         EXIT handle_messages;
87                 FI;
88             OD;
89         OD;
90     SEND user->([congested]);
91     (release):
92     SEND message.counter->([terminate]);

```

```

93         find_counter:
94         DO FOR each IN counters;
95             DO WITH each;
96                 IF message.counter = counter
97                     THEN status := idle;
98                     EXIT find_counter;
99             FI;
100        OD;
101        OD find_counter;
102        (counter_id); ;
103        ESAC handle_messages;
104    END;
105    OD;
106    END allocator;
107    counter:
108    PROCESS (starter REF allocator_buffers);
109        DCL counter_buffer counters_buffers;
110        SEND starter->([counter_id, ->counter_buffer]);
111        DO FOR EVER;
112            BEGIN
113                DCL user REF user_buffers,
114                    count INT := 0,
115                    message counter_messages;
116                message := RECEIVE counter_buffer;
117                CASE message.type OF
118                    (initiate): user := message.user;
119                    SEND user->([ready, ->counter_buffer]);
120                ELSE/* some error action */
121                ESAC;
122            work_loop:
123            DO FOR EVER;
124                message := RECEIVE counter_buffer;
125                CASE message.type OF
126                    (advance) : count + := 1;
127                    (terminate):SEND user->([readout, count]);
128                    EXIT work_loop;
129                ELSE/* some error action */
130                ESAC;
131            OD work_loop;
132        END;
133    OD;
134    END counter;
135    END counter_manager;

```

17. String scanner1

```

1  string_scanner1: /* This program implements strings by means
2                    of packed arrays of characters. */
3  MODULE
4      SYN
5          blanks ARRAY (0:9)CHAR PACK = [(*):' '], linelength = 132;
6      SYNMODE
7          stringptr = ROW ARRAY (lineindex)CHAR PACK,
8          lineindex = INT (0:linelength-1);
9
10     scanner:
11     PROC (string stringptr, scanstart lineindex INOUT,
12          scanstop lineindex, stopset POWERSET CHAR)

```

```

13     RETURNS (ARRAY (0:9)CHAR PACK);
14     DCL count INT := 0,
15         res ARRAY (0:9)CHAR PACK := blanks;
16     DO
17         FOR c IN string->(scanstart:scanstop)
18         WHILE NOT (c IN stopset);
19             count + := 1;
20     OD;
21     IF count>0
22     THEN
23         IF count>10
24         THEN
25             count := 10;
26         FI;
27         res(0:count-1) := string->(scanstart:scanstart+count-1);
28     FI;
29     RESULT res;
30     IF scanstart+count < scanstop
31     THEN
32         scanstart := scanstart+count+1;
33     FI;
34 END scanner;
35
36 GRANT scanner;
37
38 END string_scanner1;

```

18. String scanner2

```

1  string_scanner2: /* This example is the same as no.17 but it uses
2                    character string instead of packed arrays */
3  MODULE
4      SYN
5          blanks = (10)' ', linelength = 132;
6      SYNMODE
7          stringptr = ROW CHARS (linelength),
8          lineindex = INT (0:linelength-1);
9
10     scanner:
11         PROC (string stringptr, scanstart lineindex INOUT,
12             scanstop lineindex, stopset POWERSET CHAR)
13             RETURNS (CHARS (10));
14             DCL count INT := 0;
15             DO FOR i := scanstart TO scanstop
16                 WHILE NOT (string->(i) IN stopset);
17                     count + := 1;
18             OD;
19             IF count>0
20             THEN
21                 IF count>=10
22                 THEN
23                     RESULT string->(scanstart UP 10);
24                 ELSE
25                     RESULT string->(scanstart:scanstart+count-1)
26                         //blanks(count:9);
27                 FI;
28             ELSE
29                 RESULT blanks;

```

```

30         FI;
31         IF scanstart+count < scanstop
32             THEN
33                 scanstart := scanstart+count+1;
34         FI;
35     END scanner;
36
37     GRANT scanner;
38
39 END string_scanner2;

```

19. Removing an item from a double linked list

```

1  queue: MODULE
2      SYNMODE info=INT;
3      queue_removal:
4      MODULE
5          SEIZE info;
6          GRANT remove;
7          remove:
8          PROC (p PTR) RETURNS (info) EXCEPTIONS (EMPTY);
9              /* This procedure removes the item referred to
10             by p from a queue and returns the information
11             contents of that queue element */
12             SYNMODE element = STRUCT (
13                 i info POS (0,8:31),
14                 prev PTR POS (1,0:15),
15                 next PTR POS (1,16:31));
16             DCL x REF element LOC := element(p), prev, next PTR;
17             prev := x->.prev;
18             next := x->.next;
19             x->.prev, x->.next := NULL;
20             RESULT x->.i;
21             p := prev;
22             x->.next := next;
23             p := next;
24             x->.prev := prev;
25         END remove;
26     END queue_removal;
27 END queue;

```

20. Update a record of a file

```

1  read_modify_write:
2  MODULE
3
4      /* this example indicates how the CHILL i/o concepts can be used */
5      /* to write an application where a record of a random accessible */
6      /* file can be updated or added if not yet in use */
7
8  NEWMODE
9      index_set = INT (1:1000),
10     record_type = STRUCT (
11         free  BOOL,
12         count INT,
13         name  CHARS (20));

```

```

14
15  DCL
16    curindex      index_set,
17    file_association  ASSOCIATION,
18    record_file   ACCESS (index_set) record_type,
19    record_buffer record_type;
20
21  ASSOCIATE (file_association,"DSK:RECORDS.DAT"); /* create association */
22  CONNECT (record_file,file_association,READWRITE); /* connect to file */
23  curindex := 123; /* position record */
24  READRECORD (record_file,curindex,record_buffer); /* read the record */
25  IF record_buffer.free /* if record is free */
26  THEN /* the claim and */
27    record_buffer.free := FALSE /* initialize it */
28    record_buffer.count := 0;
29    record_buffer.name := "CHILL I/O concept ";
30  FI;
31  record_buffer.count + := 1; /* increment its count*/
32  WRITERECORD (record_file, curindex, record_buffer); /* write the record */
33  DISSOCIATE (file_association); /* end the association*/
34
35  END read_modify_write;

```

21. Merge two sorted files

```

1  merge_sorted_files:
2  MODULE
3
4  /* this example shows how two sorted files can be merged into one */
5  /* new sorted file, where the field 'key' is used for sorting */
6  /* the old sorted files are deleted after the merging has been done */
7
8  NEWMODE
9    record_type = STRUCT (
10      key INT,
11      name CHARS (50));
12
13  DCL
14    flag      BOOL,
15    infile    ARRAY (BOOL) ACCESS record_type,
16    outfile   ACCESS record_type,
17    buffers   ARRAY (BOOL) record_type,
18    innames   ARRAY (BOOL) CHARS (10) INIT := ["FILE.IN.1 ","FILE.IN.2 "],
19    outname   CHARS (10) INIT := "FILE.OUT ",
20    inassocs  ARRAY (BOOL) ASSOCIATION,
21    outassoc  ASSOCIATION;
22
23  /* associate both sorted input files, connect an access to them for input */
24  /* and read their first record into a buffer */
25
26  DO
27    FOR curfile IN infile,
28      curbuffer IN buffers,
29      curassoc IN inassocs,
30      curname IN innames;
31      CONNECT (curfile, ASSOCIATE (curassoc,curname), READONLY);
32      READRECORD (curfile, curbuffer);
33  OD;

```

```

34
35  /* associate the output file, create a file for the association */
36  /* and connect an access to it for output */
37
38  ASSOCIATE (outassoc,outname);
39  CREATE (outassoc);
40  CONNECT (outfile, outassoc, WRITEONLY);
41  merge_files:
42  DO FOR EVER
43
44      /* determine which file, if any at all, to process next*/
45      /* 'flag' indicates the file */
46
47      CASE OUTOFFILE (infile(FALSE)),OUTOFFILE (infile(TRUE)) OF
48          (TRUE), (TRUE): /* both files are empty */
49              EXIT merge_files;
50          (TRUE), (FALSE): /* one file is empty */
51              flag := TRUE;
52          (FALSE), (TRUE): /* one file is empty */
53              flag := FALSE;
54          (FALSE), (FALSE): /* no file is empty */
55              flag := buffers(FALSE).key>buffers(TRUE).key;
56  ESAC;
57
58      /* output the buffer which currently contains a record with the */
59      /* smallest value for 'key', fill the buffer with a new record */
60
61      WRITERECORD (outfile,buffers(flag));
62      READRECORD (infile(flag), buffers(flag));
63  OD merge_files;
64
65  /* delete the input files and close the output file */
66
67  DO
68      FOR curassoc IN inassoc;
69          DELETE (curassoc); /* delete the file */
70          DISSOCIATE (curassoc); /* and terminate association */
71  OD;
72  DISSOCIATE (outassoc); /* disconnect and terminate */
73
74  END merge_sorted_files;

```

22. Read a file with variable length records

```

1  variable_length_records:
2  MODULE
3
4  /* This example shows how a file which consists of variable length */
5  /* records can be treated. */
6  /* The file consists of a number of strings of varying length; the */
7  /* algorithm will read a string, allocate an appropriate location */
8  /* for it, and put the reference to this location into a push down list */
9
10  NEWMODE
11  string = CHARS (80),
12  link_record = STRUCT (
13      next_record REF link_record,
14      string_row ROW string);

```

```

15
16  DCL
17     pushdownlist  REF link_record INIT := NULL,
18     length        INT (1:80),
19     temporaryrow  ROW string,
20     fileaccess    ACCESS string DYNAMIC,
21     association   ASSOCIATION;
22     filename      CHARS (20) VARYING INIT := "INPUT.DATA";
23  ASSOCIATE (association,filename);          /* associate the input file */
24  CONNECT (fileaccess, association, READONLY); /* connect access for input */
25  temporaryrow := READRECORD (fileaccess);  /* read the first record */
26  DO                                         /* while not end-of-file */
27     WHILE NOT(OUTOFFILE(fileaccess));
28     pushdownlist := ALLOCATE (link_record, /* get a new link record */
29                             [pushdownlist,NULL]); /* and initialize it */
30     length := 1 + UPPER (temporaryrow->); /* determine length of string */
31     DO
32         WITH pushdownlist->; /* add new string to list */
33         string_row := ALLOCATE (CHARS (length), /* allocate space for string */
34                                 temporaryrow->); /* and fill it */
35     OD;
36     temporaryrow := READRECORD (fileaccess); /* get next record in file */
37  OD;
38  DISSOCIATE (association); /* end the association */
39
40  END variable_length_records;

```

23. The use of spec modules

```

1     /* The examples 23 and 24 are example 8 divided in two pieces. */
2  letter_count:
3  SPEC MODULE
4     /* This is a spec module for the corresponding module in example 8. */
5     SEIZE max;
6     count:
7     PROC (input ROW CHARS (max) IN, output ARRAY ('A':'Z') INT OUT) END;
8     GRANT count;
9  END letter_count;
10 letter_count: REMOTE "example 24";
11 test:
12 MODULE
13     /* This is the module 'test' from example 8. */
14     /* It can now be piecewise compiled together with */
15     /* the above spec module */
16     SYNMODE results = ARRAY ('A':'Z') INT;
17     DCL c CHARS (10) INIT := "A-B<ZAA9K' ";
18     DCL output results;
19     SYN max = 10_000;
20     GRANT max;
21     SEIZE count;
22     count (-> c, output);
23     ASSERT output = results [( 'A' ) : 3, ( 'B', 'K', 'Z' ) : 1, ( ELSE ) : 0 ];
24  END test;

```

24. Example of a context

```

1  CONTEXT
2      /* This is a context for the module "letter_count" */
3      /* as used in example 23, allowing the piecewise */
4      /* compilation of "letter_count" */
5      SYN max = 10_000;
6  FOR
7  letter_count:
8  MODULE
9      SEIZE max;
10     DCL letter POWERSET CHAR INIT := ['A': 'Z'];
11     count:
12     PROC (input ROW CHARS (max) IN, output ARRAY ('A':'Z') INT OUT);
13         output := [(ELSE) : 0];
14         DO FOR i := 0 TO UPPER (input ->);
15             IF input -> (i) IN letter THEN
16                 output (input -> (i)) + := 1;
17             FI;
18         OD;
19     END count;
20     GRANT count;
21 END letter_count;

```

25. The use of prefixing and remote modules

```

1      /* This example uses the module 'stack' from example 27 or 28. */
2      /* It shows how prefixes can be used to prevent name clashes. */
3      /* It uses the remote construct to share the source code. */
4  char_stack:
5  MODULE
6      SYNMODE element = CHAR;
7      GRANT (-> stack ! char) ! ALL;
8      stack: SPEC REMOTE "example 29";
9      stack: REMOTE      "example 27 or 28";
10 END char_stack;
11
12 int_stack:
13 MODULE
14     SYNMODE element = INT;
15     GRANT (-> stack ! int) ! ALL;
16     stack: SPEC REMOTE "example 29";
17     stack: REMOTE      "example 27 or 28";
18 END int_stack;
19     /* Here 'push', 'pop' and 'element' are visible but */
20     /* with prefixes 'stack ! char' and 'stack ! int' for */
21     /* the implementations with element = CHAR and */
22     /* element = INT, respectively. */
23     /* Below are some possibilities of using the granted */
24     /* names inside modules. */
25 MODULE
26     SEIZE ALL PREFIXED stack ;
27     DCL c CHAR;
28     int ! push (123) ;
29     char ! push ('a') ;
30     int ! pop ( ) ;
31     c = char ! elem (1) ;

```

```

32 END;
33
34 MODULE
35     SEIZE (stack ! int -> stack) ! ALL;
36     stack ! push (345);
37     stack ! pop ( );
38 END;

```

26. The use of text i/o

```

1  textio:
2  MODULE
3
4      /* This example shows the use of the text i/o features. */
5
6      DCL
7          outfile ASSOCIATION,
8          output TEXT (80) DYNAMIC,
9          size INT := 12345,
10         flag BOOL := FALSE,
11         set SET (a,b,c) := b,
12         s1 CHARS (5) := "CHILL",
13         s2 CHARS (5) DYNAMIC := "text";
14
15     ASSOCIATE (outfile,"OUTPUT.DATA");           -- associate the output file
16     CREATE (outfile);                             -- create it
17     CONNECT (output,outfile,WRITEONLY);         -- then connect text location
18     WRITETEXT (output,"%B%",10);                 -- 1010
19     WRITETEXT (output,"%C%",set);                -- b
20     WRITETEXT (output,"size = %C%",size);        -- size = 12345
21     WRITETEXT (output,"%CL6%C i/o%",s1,s2);     -- CHILL text i/o
22     WRITETEXT (output,"flag = %X%C",flag);      -- flag = FALSE
23     size := GETTEXTINDEX (output);               -- 12
24     DISSOCIATE (outfile);
25 END textio;

```

27. A generic stack

```

1      /* This example implements a generic stack. Please */
2      /* note that the element mode has been left out. */
3      /* The element mode is defined in the surroundings. */
4      /* The context is a virtually introduced context, */
5      /* and it has no source. */
6  CONTEXT REMOTE FOR
7  stack:
8  MODULE
9      SEIZE element;
10     NEWMODE cell = STRUCT (pred,succ REF cell,info element);
11     DCL p,last,first REF cell INIT := NULL;
12
13     push:
14     PROC (e element) EXCEPTIONS (overflow)
15         p := ALLOCATE (cell) ON (ALLOCATEFAIL): CAUSE overflow; END;
16         IF last = NULL THEN
17             first := p;
18             last := p;

```

```

19      ELSE
20          last -> .succ := p;
21          p -> .pred := last;
22          last := p;
23      FI;
24      last -> .info := e;
25      RETURN;
26  END push;
27
28  pop:
29  PROC () EXCEPTIONS (underflow)
30      IF last = NULL THEN
31          CAUSE underflow;
32      FI;
33      p := last;
34      last := last -> .pred;
35      IF last = NULL THEN
36          first := NULL;
37      ELSE
38          last -> .succ := NULL;
39      FI;
40      TERMINATE (p);
41      RETURN;
42  END pop;
43
44  elem:
45  PROC (i INT) RETURNS (element LOC) EXCEPTIONS (bounds)
46      IF first = NULL THEN
47          CAUSE bounds;
48      FI;
49      p := first;
50      DO FOR j := 2 TO i;
51          IF p -> .succ = NULL THEN
52              CAUSE bounds;
53          FI;
54          p := p -> .succ;
55      OD;
56      RETURN p -> .info;
57  END elem;
58
59  GRANT push,pop,elem;
60  END stack;

```

28. An abstract data type

```

1      /* This example implements the functionality of example 27 */
2      /* demonstrating how an abstract data type can be          */
3      /* implemented in two different ways in CHILL.              */
4  CONTEXT REMOTE FOR
5  stack:
6  MODULE
7      SEIZE element;
8      SYN max = 10_000, min = 1;
9      DCL stack ARRAY (min : max) element,
10         stackindex INT INIT := min-1;
11  push:
12  PROC (e element) EXCEPTIONS (overflow)
13      IF stackindex = max THEN

```

```

14         CAUSE overflow;
15     FI;
16     stackindex += 1;
17     stack(stackindex) := e;
18     RETURN;
19 END push;
20 pop:
21 PROC () EXCEPTIONS (underflow)
22     IF stackindex = min THEN
23         CAUSE underflow;
24     FI;
25     stackindex-:= 1;
26     RETURN;
27 END pop;
28
29 elem:
30 PROC (i INT) RETURNS (element LOC) EXCEPTIONS (bounds)
31     IF i < min OR i > max THEN
32         CAUSE bounds;
33     FI;
34     RETURN stack(i);
35 END elem;
36
37 GRANT push,pop,elem;
38 END stacks;

```

29. Example of a spec module

```

1     /*This SPEC MODULE defines the interface of example 27 and 28. */
2 stack: SPEC MODULE
3     SEIZE element;
4     push: PROC (e element) EXCEPTIONS (overflow) END;
5     pop: PROC () EXCEPTIONS (underflow) END;
6     elem: PROC (i INT) RETURNS (element LOC) EXCEPTIONS (bounds) END;
7     GRANT push,pop,elem;
8 END stack;

```

APPENDIX E: DECOMMITTED FEATURES

The features described in the following are not part of the present Recommendation Z200, but were part of the Recommendation Z200, 1984, Red Book, Volume VI — Fascicle VI.12. In the following a brief description is given; for a complete definition of them, refer to the relevant sections of the Z200 1984, that are hereafter mentioned. These features may be supported by an implementation.

1. Free directive (See section 2.6)

A free directive freed the reserved simple name strings specified in the reserved simple name string list so that they could be redefined.

2. Integer modes syntax (See section 3.4.2)

BIN was derived syntax for *INT*.

3. Set modes with holes (See section 3.4.5)

A set mode defined a set of named or unnamed values. A set mode was a set mode **with holes**, if and only if the number of its set element names was less than the **number of values** of the set mode.

4. Procedure modes syntax (See section 3.7)

A *result spec* without the optional reserved simple name string **RETURNS** was derived syntax for the *result spec* with **RETURNS**.

5. Array modes syntax (See section 3.11.3)

The reserved simple name string **ARRAY** was optional.

6. Level structure notation (See section 3.11.5)

A *level structure mode* was derived syntax for a *nested structure mode*. In the level structure notation the fields were preceded by a level number. If a structure contained fields that were themselves structures or arrays of structures, a hierarchy of structures was formed and a level number could be associated with each field. Instead of writing nested structure modes, it was allowed in the *level structure mode* to write the level number in the front of the field name.

7. Map reference names (See section 3.11.6)

Map reference names could be used to specify mapping in an implementation defined way.

8. Based declarations (See section 4.1.4)

A based declaration without a bound or free reference location name was derived syntax for a synmode definition statement. A based declaration with a bound or free reference location name defined one or more access names. These names served as an alternative way of accessing a location by dereferencing the reference value contained in the specified reference location. This dereferencing operation was performed each time and only when an access was made via a declared based name.

9. Character string literals (See section 5.2.4.6)

Character string literals were delimited by apostrophe characters. Apart from the printable representation, the hexadecimal representation could be used. Character string literals of length one served as character literals.

10. Addr notation (See section 5.3.8)

ADDR (<location>) was derived syntax for \rightarrow <location>.

11. Assignment syntax (See section 6.2)

The = symbol was derived syntax for the := symbol.

12. Case action syntax (See section 6.4)

The range list of a case action could be specified more generally by a discrete mode, and not only by a discrete mode name.

13. Do for action syntax (See section 6.5.2)

The range in the range enumeration of a do-for action could be specified more generally by a discrete mode, and not only by a discrete mode name.

14. Explicit loop counters (See section 6.5.2)

If an access name was visible in the reach where the do action was placed, which was equal to one of the names defined by a loop counters, then the loop counter was **explicit**; otherwise it was **implicit**. In the former case, the value of the loop counter was stored into the denoted location just prior to abnormal termination.

A distinction was made between **normal** and **abnormal** termination. Normal termination occurred if the evaluation of at least one of the loop counters indicated termination. Abnormal termination occurred if the evaluation of while condition delivered *FALSE* or if the do action was left by a transfer of control out of it.

15. Call action syntax (See section 6.7)

The reserved simple name string **CALL** was optional. A call action with **CALL** was derived from a call action without **CALL**.

16. RECURSEFAIL exception (See section 6.7)

The *RECURSEFAIL* exception was caused when a non-recursive procedure called itself recursively.

17. Start action syntax (See section 6.13)

The start action with the **SET** option was derived syntax for the single assignment action:
<instance location> := <start expression>

18. Explicit value receive names (See section 6.19)

A receive signal case action and a receive buffer case action could introduce **value receive names**. If a name was visible in the reach where the receive signal case action was placed, which was equal to one of the names introduced after **IN**, then the **value receive name** was **explicit**; otherwise it was **implicit**. In the former case, the received value was stored into the denoted location immediately before the execution of the action statement list.

19. Blocks (See section 8.1)

The *if action*, *case action*, *do action* and *delay case action* were not defined to be blocks.

20. Entry statement (See section 8.4)

A procedure could have multiple entry points by means of entry statements. These statements were considered to be additional procedure definitions. The defining occurrence in the entry statement defined the name of the entry point in the procedure in which reach it was placed. The entry point was determined by the textual position of the entry statement.

21. Register names (See section 8.4)

Register specification could be given in the formal parameter of the procedure and in the result spec. In the pass by value case, it meant that the actual value was contained in the specified register; in the pass by location case, it meant that the (hidden) pointer to the actual location was contained in the specified register. If the specification was in the result spec it meant that the returned value or the (hidden) pointer to the returned location was contained in the specified register.

22. Weakly visible names and visibility statements (See section 10.2.4.3)

A *name string* NS weakly visible in reach R was said to be seizable by modulon M directly enclosed in R if NS was linked in R to a *defining occurrence* not surrounded by the reach of M. A *name string* NS weakly visible in reach R of modulon M was said to be grantable by M if NS was linked in R to a *defining occurrence* surrounded by R.

23. Seizing by modulon name (See section 10.2.4.5)

If a *prefix rename clause* in a *seize statement* had a *seize postfix* which contained a modulon *name string* and ALL, then the *prefix rename clause* was equivalent to a set of *seize statements*, for any name string that was strongly visible in the reach that directly enclosed the modulon in which the *seize statement* was placed and was seizable by this modulon, and was granted by the modulon attached to the modulon name in the reach directly enclosing the modulon in which the *seize statement* was placed.

24. Predefined simple name strings (See section C.2)

AND, NOT, OR, REM, MOD, THIS and XOR were predefined simple name strings.

APPENDIX F: COLLECTED SYNTAX

2 PRELIMINARIES

```
<simple name string> ::=
    <letter> { <letter> | <digit> | - }*

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

<digit> ::=
    0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9

<comment> ::=
    <bracketed comment>
    | <line-end comment>

<bracketed comment> ::=
    /* <character string> */

<line-end comment> ::=
    -- <character string> <end-of-line>

<character string> ::=
    { <character> }*

<directive clause> ::=
    <> <directive> { , <directive> }* <>

<directive> ::=
    <implementation directive>

<name> ::=
    <name string>

<name string> ::=
    <simple name string>
    | <prefixed name string>

<prefixed name string> ::=
    <prefix> ! <simple name string>

<prefix> ::=
    <simple prefix> { ! <simple prefix> }*

<simple prefix> ::=
    <simple name string>

<defining occurrence> ::=
    <simple name string>

<defining occurrence list> ::=
    <defining occurrence> { , <defining occurrence> }*

<field name> ::=
    <simple name string>

<field name defining occurrence> ::=
    <simple name string>

<field name defining occurrence list> ::=
    <field name defining occurrence> { , <field name defining occurrence> }*

<exception name> ::=
    <simple name string>
    | <prefixed name string>

<text reference name> ::=
    <simple name string>
    | <prefixed name string>
```

3 MODES AND CLASSES

```
<mode definition> ::=
    <defining occurrence list> = <defining mode>
<defining mode> ::=
    <mode>
<synmode definition statement> ::=
    SYNMODE <mode definition> { , <mode definition> }* ;
<newmode definition statement> ::=
    NEWMODE <mode definition> { , <mode definition> }* ;
<mode> ::=
    [ READ ] <non-composite mode>
    | [ READ ] <composite mode>
<non-composite mode> ::=
    <discrete mode>
    | <powerset mode>
    | <reference mode>
    | <procedure mode>
    | <instance mode>
    | <synchronisation mode>
    | <input-output mode>
    | <timing mode>
<discrete mode> ::=
    <integer mode>
    | <boolean mode>
    | <character mode>
    | <set mode>
    | <range mode>
<integer mode> ::=
    <integer mode name>
<boolean mode> ::=
    <boolean mode name>
<character mode> ::=
    <character mode name>
<set mode> ::=
    SET ( <set list> )
    | <set mode name>
<set list> ::=
    <numbered set list>
    | <unnumbered set list>
<numbered set list> ::=
    <numbered set element> { , <numbered set element> }*
<numbered set element> ::=
    <defining occurrence> = <integer literal expression>
<unnumbered set list> ::=
    <set element> { , <set element> }*
<set element> ::=
    <defining occurrence>
<range mode> ::=
    <discrete mode name> ( <literal range> )
    | RANGE ( <literal range> )
    | BIN ( <integer literal expression> )
    | <range mode name>
<literal range> ::=
    <lower bound> : <upper bound>
```

```

<lower bound> ::=
    <discrete literal expression>
<upper bound> ::=
    <discrete literal expression>
<powerset mode> ::=
    POWERSET <member mode>
    | <powerset mode name>
<member mode> ::=
    <discrete mode>
<reference mode> ::=
    <bound reference mode>
    | <free reference mode>
    | <row mode>
<bound reference mode> ::=
    REF <referenced mode>
    | <bound reference mode name>
<referenced mode> ::=
    <mode>
<free reference mode> ::=
    <free reference mode name>
<row mode> ::=
    ROW <string mode>
    | ROW <array mode>
    | ROW <variant structure mode>
    | <row mode name>
<procedure mode> ::=
    PROC ( [ <parameter list> ] ) [ <result spec> ]
    [ EXCEPTIONS ( <exception list> ) ] [ RECURSIVE ]
    | <procedure mode name>
<parameter list> ::=
    <parameter spec> { , <parameter spec> }*
<parameter spec> ::=
    <mode> [ <parameter attribute> ]
<parameter attribute> ::=
    IN | OUT | INOUT | LOC [ DYNAMIC ]
<result spec> ::=
    RETURNS ( <mode> [ <result attribute> ] )
<result attribute> ::=
    [ NONREF ] LOC [ DYNAMIC ]
<exception list> ::=
    <exception name> { , <exception name> }*
<instance mode> ::=
    <instance mode name>
<synchronisation mode> ::=
    <event mode>
    | <buffer mode>
<event mode> ::=
    EVENT [ ( <event length> ) ]
    | <event mode name>
<event length> ::=
    <integer literal expression>
<buffer mode> ::=
    BUFFER [ ( <buffer length> ) ] <buffer element mode>
    | <buffer mode name>

```

```

<buffer length> ::=
    <integer literal expression>
<buffer element mode> ::=
    <mode>
<input-output mode> ::=
    <association mode>
    | <access mode>
    | <text mode>
<association mode> ::=
    <association mode name>
<access mode> ::=
    ACCESS [ ( <index mode> ) ] [ <record mode> [ DYNAMIC ] ]
    | <access mode name>
<record mode> ::=
    <mode>
<index mode> ::=
    <discrete mode>
    | <literal range>
<text mode> ::=
    TEXT ( <text length> ) [ <index mode> ] [ DYNAMIC ]
<text length> ::=
    <integer literal expression>
<timing mode> ::=
    <duration mode>
    | <absolute time mode>
<duration mode> ::=
    <duration mode name>
<absolute time mode> ::=
    <absolute time mode name>
<composite mode> ::=
    <string mode>
    | <array mode>
    | <structure mode>
<string mode> ::=
    <string type> ( <string length> ) [ VARYING ]
    | <parameterised string mode>
    | <string mode name>
<parameterised string mode> ::=
    <origin string mode name> ( <string length> )
    | <parameterised string mode name>
<origin string mode name> ::=
    <string mode name>
<string type> ::=
    BOOLS
    | CHARS
<string length> ::=
    <integer literal expression>
<array mode> ::=
    ARRAY ( <index mode> { , <index mode> } * )
    <element mode> { <element layout> } *
    | <parameterised array mode>
    | <array mode name>
<parameterised array mode> ::=
    <origin array mode name> ( <upper index> )

```

```

    | <parameterised array mode name>
<origin array mode name> ::=
    <array mode name>
<upper index> ::=
    <discrete literal expression>
<element mode> ::=
    <mode>
<structure mode> ::=
    STRUCT ( <field> { , <field> }* )
    | <parameterised structure mode>
    | <structure mode name>
<field> ::=
    <fixed field>
    | <alternative field>
<fixed field> ::=
    <field name defining occurrence list> <mode> [ <field layout> ]
<alternative field> ::=
    CASE [ <tag list> ] OF
    <variant alternative> { , <variant alternative> }*
    [ ELSE [ <variant field> { , <variant field> }* ] ] ESAC
<variant alternative> ::=
    [ <case label specification> ] : [ <variant field> { , <variant field> }* ]
<tag list> ::=
    <tag field name> { , <tag field name> }*
<variant field> ::=
    <field name defining occurrence list> <mode> [ <field layout> ]
<parameterised structure mode> ::=
    <origin variant structure mode name> ( <literal expression list> )
    | <parameterised structure mode name>
<origin variant structure mode name> ::=
    <variant structure mode name>
<literal expression list> ::=
    <discrete literal expression> { , <discrete literal expression> }*
<element layout> ::=
    PACK | NOPACK | <step>
<field layout> ::=
    PACK | NOPACK | <pos>
<step> ::=
    STEP ( <pos> [ , <step size> ] )
<pos> ::=
    POS ( <word> , <start bit> , <length> )
    | POS ( <word> [ , <start bit> [ : <end bit> ] ] )
<word> ::=
    <integer literal expression>
<step size> ::=
    <integer literal expression>
<start bit> ::=
    <integer literal expression>
<end bit> ::=
    <integer literal expression>
<length> ::=
    <integer literal expression>

```

4 LOCATIONS AND THEIR ACCESSES

`<declaration statement> ::=`
 DCL `<declaration>` { , `<declaration>` }* ;

`<declaration> ::=`
 `<location declaration>`
 | `<loc-identity declaration>`

`<location declaration> ::=`
 `<defining occurrence list>` `<mode>` [**STATIC**] [`<initialisation>`]

`<initialisation> ::=`
 `<reach-bound initialisation>`
 | `<lifetime-bound initialisation>`

`<reach-bound initialisation> ::=`
 `<assignment symbol>` `<value>` [`<handler>`]

`<lifetime-bound initialisation> ::=`
 INIT `<assignment symbol>` `<constant value>`

`<loc-identity declaration> ::=`
 `<defining occurrence list>` `<mode>` **LOC** [**DYNAMIC**]
 `<assignment symbol>` `<location>` [`<handler>`]

`<location> ::=`
 `<access name>`
 | `<dereferenced bound reference>`
 | `<dereferenced free reference>`
 | `<dereferenced row>`
 | `<string element>`
 | `<string slice>`
 | `<array element>`
 | `<array slice>`
 | `<structure field>`
 | `<location procedure call>`
 | `<location built-in routine call>`
 | `<location conversion>`

`<access name> ::=`
 `<location name>`
 | `<loc-identity name>`
 | `<location enumeration name>`
 | `<location do-with name>`

`<dereferenced bound reference> ::=`
 `<bound reference primitive value>` -> [`<mode name>`]

`<dereferenced free reference> ::=`
 `<free reference primitive value>` -> `<mode name>`

`<dereferenced row> ::=`
 `<row primitive value>` ->

`<string element> ::=`
 `<string location>` (`<start element>`)

`<start element> ::=`
 `<integer expression>`

`<string slice> ::=`
 `<string location>` (`<left element>` : `<right element>`)
 | `<string location>` (`<start element>` **UP** `<slice size>`)

`<left element> ::=`
 `<integer expression>`

`<right element> ::=`
 `<integer expression>`

`<slice size> ::=`
 `<integer expression>`

```

<array element> ::=
    <array location> ( <expression list> )
<expression list> ::=
    <expression> { , <expression> }*
<array slice> ::=
    <array location> ( <lower element> : <upper element> )
    | <array location> ( <first element> UP <slice size> )
<lower element> ::=
    <expression>
<upper element> ::=
    <expression>
<first element> ::=
    <expression>
<structure field> ::=
    <structure location> . <field name>
<location procedure call> ::=
    <location procedure call>
<location built-in routine call> ::=
    <location built-in routine call>
<location conversion> ::=
    <mode name> ( <static mode location> )

```

5 VALUES AND THEIR OPERATIONS

```

<synonym definition statement> ::=
    SYN <synonym definition> { , <synonym definition> }* ;
<synonym definition> ::=
    <defining occurrence list> [ <mode> ] = <constant value>
<primitive value> ::=
    <location contents>
    | <value name>
    | <literal>
    | <tuple>
    | <value string element>
    | <value string slice>
    | <value array element>
    | <value array slice>
    | <value structure field>
    | <expression conversion>
    | <value procedure call>
    | <value built-in routine call>
    | <start expression>
    | <zero-adic operator>
    | <parenthesised expression>
<location contents> ::=
    <location>
<value name> ::=
    <synonym name>
    | <value enumeration name>
    | <value do-with name>
    | <value receive name>
    | <general procedure name>
<literal> ::=
    <integer literal>
    | <boolean literal>
    | <character literal>

```

```

| <set literal>
| <emptiness literal>
| <character string literal>
| <bit string literal>
<integer literal> ::=
  <decimal integer literal>
  | <binary integer literal>
  | <octal integer literal>
  | <hexadecimal integer literal>
<decimal integer literal> ::=
  [ { D | d } ' ] { <digit> | - }+
<binary integer literal> ::=
  { B | b } ' { 0 | 1 | - }+
<octal integer literal> ::=
  { O | o } ' { <octal digit> | - }+
<hexadecimal integer literal> ::=
  { H | h } ' { <hexadecimal digit> | - }+
<hexadecimal digit> ::=
  <digit> | A | B | C | D | E | F | a | b | c | d | e | f
<octal digit> ::=
  0 | 1 | 2 | 3 | 4 | 5 | 6 | 7
<boolean literal> ::=
  <boolean literal name>
<character literal> ::=
  ' <character> | <control sequence> '
<set literal> ::=
  <set element name>
<emptiness literal> ::=
  <emptiness literal name>
<character string literal> ::=
  " { <non-reserved character> | <quote> | <control sequence> }* "
<quote> ::=
  ""
<control sequence> ::=
  ^ ( <integer literal expression> { , <integer literal expression> }* )
  | ^ <non-special character>
  | ^^
<bit string literal> ::=
  <binary bit string literal>
  | <octal bit string literal>
  | <hexadecimal bit string literal>
<binary bit string literal> ::=
  { B | b } ' { 0 | 1 | - }* '
<octal bit string literal> ::=
  { O | o } ' { <octal digit> | - }* '
<hexadecimal bit string literal> ::=
  { H | h } ' { <hexadecimal digit> | - }* '
<tuple> ::=
  [ <mode name> ] ( : { <powerset tuple> |
  <array tuple> | <structure tuple> } : )
<powerset tuple> ::=
  [ { <expression> | <range> } { , { <expression> | <range> } }* ]
<range> ::=
  <expression> : <expression>

```

```

<array tuple> ::=
    <unlabelled array tuple>
    | <labelled array tuple>
<unlabelled array tuple> ::=
    <value> { , <value> }*
<labelled array tuple> ::=
    <case label list> : <value> { , <case label list> : <value> }*
<structure tuple> ::=
    <unlabelled structure tuple>
    | <labelled structure tuple>
<unlabelled structure tuple> ::=
    <value> { , <value> }*
<labelled structure tuple> ::=
    <field name list> : <value> { , <field name list> : <value> }*
<field name list> ::=
    <field name> { , . <field name> }*
<value string element> ::=
    <string primitive value> ( <start element> )
<value string slice> ::=
    <string primitive value> ( <left element> : <right element> )
    | <string primitive value> ( <start element> UP <slice size> )
<value array element> ::=
    <array primitive value> ( <expression list> )
<value array slice> ::=
    <array primitive value> ( <lower element> : <upper element> )
    | <array primitive value> ( <first element> UP <slice size> )
<value structure field> ::=
    <structure primitive value> . <field name>
<expression conversion> ::=
    <mode name> ( <expression> )
<value procedure call> ::=
    <value procedure call>
<value built-in routine call> ::=
    <value built-in routine call>
<start expression> ::=
    START <process name> ( [ <actual parameter list> ] )
<zero-adic operator> ::=
    THIS
<parenthesised expression> ::=
    ( <expression> )
<value> ::=
    <expression>
    | <undefined value>
<undefined value> ::=
    *
    | <undefined synonym name>
<expression> ::=
    <operand-0>
    | <conditional expression>
<conditional expression> ::=
    | IF <boolean expression> <then alternative>
    <else alternative> FI
    | CASE <case selector list> OF { <value case alternative> }+
    [ ELSE <sub expression> ] ESAC

```

```

<then alternative> ::=
    THEN <sub expression>
<else alternative> ::=
    ELSE <sub expression>
    | ELSIF <boolean expression>
      <then alternative> <else alternative>
<sub expression> ::=
    <expression>
<value case alternative> ::=
    <case label specification> : <sub expression> ;
<operand-0> ::=
    <operand-1>
    | <sub operand-0> { OR | ORIF | XOR } <operand-1>
<sub operand-0> ::=
    <operand-0>
<operand-1> ::=
    <operand-2>
    | <sub operand-1> { AND | ANDIF } <operand-2>
<sub operand-1> ::=
    <operand-1>
<operand-2> ::=
    <operand-3>
    | <sub operand-2> <operator-3> <operand-3>
<sub operand-2> ::=
    <operand-2>
<operator-3> ::=
    <relational operator>
    | <membership operator>
    | <powerset inclusion operator>
<relational operator> ::=
    = | /= | > | >= | < | <=
<membership operator> ::=
    IN
<powerset inclusion operator> ::=
    <= | >= | < | >
<operand-3> ::=
    <operand-4>
    | <sub operand-3> <operator-4> <operand-4>
<sub operand-3> ::=
    <operand-3>
<operator-4> ::=
    <arithmetic additive operator>
    | <string concatenation operator>
    | <powerset difference operator>
<arithmetic additive operator> ::=
    + | -
<string concatenation operator> ::=
    //
<powerset difference operator> ::=
    -
<operand-4> ::=
    <operand-5>
    | <sub operand-4> <arithmetic multiplicative operator> <operand-5>
<sub operand-4> ::=

```

```

    <operand-4>
<arithmetic multiplicative operator> ::=
    * | / | MOD | REM
<operand-5> ::=
    [ <monadic operator> ] <operand-6>
<monadic operator> ::=
    - | NOT
    | <string repetition operator>
<string repetition operator> ::=
    ( <integer literal expression> )
<operand-6> ::=
    <referenced location>
    | <receive expression>
    | <primitive value>
<referenced location> ::=
    -> <location>
<receive expression> ::=
    RECEIVE <buffer location>

```

6 ACTIONS

```

<action statement> ::=
    [ <defining occurrence> : ] <action> [ <handler> ] [ <simple name string> ] ;
    | <module>
    | <spec module>
    | <context module>
<action> ::=
    <bracketed action>
    | <assignment action>
    | <call action>
    | <exit action>
    | <return action>
    | <result action>
    | <goto action>
    | <assert action>
    | <empty action>
    | <start action>
    | <stop action>
    | <delay action>
    | <continue action>
    | <send action>
    | <cause action>
<bracketed action> ::=
    <if action>
    | <case action>
    | <do action>
    | <begin-end block>
    | <delay case action>
    | <receive case action>
    | <timing action>
<assignment action> ::=
    <single assignment action>
    | <multiple assignment action>
<single assignment action> ::=
    <location> <assignment symbol> <value>
    | <location> <assigning operator> <expression>

```

```

<multiple assignment action> ::=
    <location> { , <location> }+ <assignment symbol> <value>
<assigning operator> ::=
    <closed dyadic operator> <assignment symbol>
<closed dyadic operator> ::=
    OR | XOR | AND
    | <powerset difference operator>
    | <arithmetic additive operator>
    | <arithmetic multiplicative operator>
    | <string concatenation operator>
<assignment symbol> ::=
    :=
<if action> ::=
    IF <boolean expression> <then clause> [ <else clause> ] FI
<then clause> ::=
    THEN <action statement list>
<else clause> ::=
    ELSE <action statement list>
    | ELSIF <boolean expression> <then clause> [ <else clause> ]
<case action> ::=
    CASE <case selector list> OF [ <range list> ; ] { <case alternative> }+
    [ ELSE <action statement list> ] ESAC
<case selector list> ::=
    <discrete expression> { , <discrete expression> }*
<range list> ::=
    <discrete mode name> { , <discrete mode name> }*
<case alternative> ::=
    <case label specification> : <action statement list>
<do action> ::=
    DO [ <control part> ; ] <action statement list> OD
<control part> ::=
    <for control> [ <while control> ]
    | <while control>
    | <with part>
<for control> ::=
    FOR { <iteration> { , <iteration> }* | EVER }
<iteration> ::=
    <value enumeration>
    | <location enumeration>
<value enumeration> ::=
    <step enumeration>
    | <range enumeration>
    | <powerset enumeration>
<step enumeration> ::=
    <loop counter> <assignment symbol>
    <start value> [ <step value> ] [ DOWN ] <end value>
<loop counter> ::=
    <defining occurrence>
<start value> ::=
    <discrete expression>
<step value> ::=
    BY <integer expression>
<end value> ::=
    TO <discrete expression>

```

```

<range enumeration> ::=
    <loop counter> [ DOWN ] IN <discrete mode name>
<powerset enumeration> ::=
    <loop counter> [ DOWN ] IN <powerset expression>
<location enumeration> ::=
    <loop counter> [ DOWN ] IN <composite object>
<composite object> ::=
    <array location>
    | <array expression>
    | <string location>
    | <string expression>
<while control> ::=
    WHILE <boolean expression>
<with part> ::=
    WITH <with control> { , <with control> }*
<with control> ::=
    <structure location>
    | <structure primitive value>
<exit action> ::=
    EXIT <label name>
<call action> ::=
    <procedure call>
    | <built-in routine call>
<procedure call> ::=
    { <procedure name> | <procedure primitive value> }
    ( [ <actual parameter list> ] )
<actual parameter list> ::=
    <actual parameter> { , <actual parameter> }*
<actual parameter> ::=
    <value>
    | <location>
<built-in routine call> ::=
    <built-in routine name> ( [ <built-in routine parameter list> ] )
<built-in routine parameter list> ::=
    <built-in routine parameter> { , <built-in routine parameter> }*
<built-in routine parameter> ::=
    <value>
    | <location>
    | <non-reserved name> [ ( <built-in routine parameter list> ) ]
<return action> ::=
    RETURN [ <result> ]
<result action> ::=
    RESULT <result>
<result> ::=
    <value>
    | <location>
<goto action> ::=
    GOTO <label name>
<assert action> ::=
    ASSERT <boolean expression>
<empty action> ::=
    <empty>
<empty> ::=

```

```

<cause action> ::=
    CAUSE <exception name>
<start action> ::=
    <start expression>
<stop action> ::=
    STOP
<continue action> ::=
    CONTINUE <event location>
<delay action> ::=
    DELAY <event location> [ <priority> ]
<priority> ::=
    PRIORITY <integer literal expression>
<delay case action> ::=
    DELAY CASE [ SET <instance location> [ <priority> ] ; | <priority> ; ]
    { <delay alternative> }+
    ESAC
<delay alternative> ::=
    ( <event list> ) : <action statement list>
<event list> ::=
    <event location> { , <event location> }*
<send action> ::=
    <send signal action>
    | <send buffer action>
<send signal action> ::=
    SEND <signal name> [ ( <value> { , <value> }* ) ]
    [ TO <instance primitive value> ] [ <priority> ]
<send buffer action> ::=
    SEND <buffer location> ( <value> ) [ <priority> ]
<receive case action> ::=
    <receive signal case action>
    | <receive buffer case action>
<receive signal case action> ::=
    RECEIVE CASE [ SET <instance location> ; ]
    { <signal receive alternative> }+
    [ ELSE <action statement list> ] ESAC
<signal receive alternative> ::=
    ( <signal name> [ IN <defining occurrence list> ] ) : <action statement list>
<receive buffer case action> ::=
    RECEIVE CASE [ SET <instance location> ; ]
    { <buffer receive alternative> }+
    [ ELSE <action statement list> ]
    ESAC
<buffer receive alternative> ::=
    ( <buffer location> IN <defining occurrence> ) : <action statement list>
<CHILL built-in routine call> ::=
    <CHILL simple built-in routine call>
    | <CHILL location built-in routine call>
    | <CHILL value built-in routine call>
<CHILL simple built-in routine call> ::=
    <terminate built-in routine call>
    | <io simple built-in routine call>
    | <timing simple built-in routine call>
<CHILL location built-in routine call> ::=
    <io location built-in routine call>

```

```

<CHILL value built-in routine call> ::=
    NUM ( <discrete expression> )
  | PRED ( <discrete expression> )
  | SUCC ( <discrete expression> )
  | ABS ( <integer expression> )
  | CARD ( <powerset expression> )
  | MAX ( <powerset expression> )
  | MIN ( <powerset expression> )
  | SIZE ( { <location> | <mode argument> } )
  | UPPER ( <upper lower argument> )
  | LOWER ( <upper lower argument> )
  | LENGTH ( <length argument> )
  | <allocate built-in routine call>
  | <io value built-in routine call>
  | <time value built-in routine call>

<mode argument> ::=
    <mode name>
  | <array mode name> ( <expression> )
  | <string mode name> ( <integer expression> )
  | <variant structure mode name> ( <expression list> )

<upper lower argument> ::=
    <array location>
  | <array expression>
  | <array mode name>
  | <string location>
  | <string expression>
  | <string mode name>
  | <discrete location>
  | <discrete expression>
  | <discrete mode name>

<length argument> ::=
    <string location>
  | <string expression>

<allocate built-in routine call> ::=
    GETSTACK ( <mode argument> [ , <value> ] )
  | ALLOCATE ( <mode argument> [ , <value> ] )

<terminate built-in routine call> ::=
    TERMINATE ( <reference primitive value> )

```

7 INPUT AND OUTPUT

```

<io value built-in routine call> ::=
    <association attr built-in routine call>
  | <isassociated built-in routine call>
  | <access attr built-in routine call>
  | <readrecord built-in routine call>
  | <gettext built-in routine call>

<io simple built-in routine call> ::=
    <dissociate built-in routine call>
  | <modification built-in routine call>
  | <connect built-in routine call>
  | <disconnect built-in routine call>
  | <writerecord built-in routine call>
  | <text built-in routine call>
  | <settext built-in routine call>

<io location built-in routine call> ::=
    <associate built-in routine call>

<associate built-in routine call> ::=

```

```

ASSOCIATE ( <association location> [ , <associate parameter list> ] )
<isassociated built-in routine call> ::=
    ISASSOCIATED ( <association location> )
<associate parameter list> ::=
    <associate parameter> { , <associate parameter> }*
<associate parameter> ::=
    <location>
    | <value>
<dissociate built-in routine call> ::=
    DISSOCIATE ( <association location> )
<association attr built-in routine call> ::=
    EXISTING ( <association location> )
    | READABLE ( <association location> )
    | WRITEABLE ( <association location> )
    | INDEXABLE ( <association location> )
    | SEQUENCIBLE ( <association location> )
    | VARIABLE ( <association location> )
<modification built-in routine call> ::=
    CREATE ( <association location> )
    | DELETE ( <association location> )
    | MODIFY ( <association location> [ , <modify parameter list> ] )
<modify parameter list> ::=
    <modify parameter> { , <modify parameter> }*
<modify parameter> ::=
    <value>
    | <location>
<connect built-in routine call> ::=
    CONNECT ( <transfer location> , <association location> ,
    <usage expression> [ , <where expression> [ , <index expression> ] ] )
<transfer location> ::=
    <access location>
    | <text location>
<usage expression> ::=
    <expression>
<where expression> ::=
    <expression>
<index expression> ::=
    <expression>
<disconnect built-in routine call> ::=
    DISCONNECT ( <transfer location> )
<access attr built-in routine call> ::=
    GETASSOCIATION ( <transfer location> )
    | GETUSAGE ( <transfer location> )
    | OUTOFFILE ( <transfer location> )
<readrecord built-in routine call> ::=
    READRECORD ( <access location> [ , <index expression> ]
    [ , <store location> ] )
<writerecord built-in routine call> ::=
    WRITERECORD ( <access location> [ , <index expression> ] ,
    <write expression> )
<store location> ::=
    <static mode location>
<write expression> ::=
    <expression>

```

```

<text built-in routine call> ::=
    READTEXT ( <text io argument list> )
    | WRITETEXT ( <text io argument list> )
<text io argument list> ::=
    <text argument> [ , <index expression> ] ,
    <format argument> [ , <io list> ]
<text argument> ::=
    <text location>
    | <character string location>
    | <character string expression>
<format argument> ::=
    <character string expression>
<io list> ::=
    <io list element> { , <io list element> }*
<io list element> ::=
    <value argument>
    | <location argument>
<location argument> ::=
    <discrete location>
    | <string location>
<value argument> ::=
    <discrete expression>
    | <string expression>
<format control string> ::=
    [ <format text> ] { <format specification> [ <format text> ] }*
<format text> ::=
    { <non-percent character> | <percent> }
<percent> ::=
    % %
<format specification> ::=
    % [ <repetition factor> ] <format element>
<repetition factor> ::=
    { <digit> }+
<format element> ::=
    <format clause>
    | <parenthesised clause>
<format clause> ::=
    <control code> [ % . ]
<control code> ::=
    <conversion clause>
    | <editing clause>
    | <io clause>
<parenthesised clause> ::=
    ( <format control string> % )
<conversion clause> ::=
    <conversion code> { <conversion qualifier> }*
    [ <clause width> ]
<conversion code> ::=
    B | O | H | C
<conversion qualifier> ::=
    L | E | P <character>
<clause width> ::=
    { <digit> }+ | V
<editing clause> ::=

```

```

    <editing code> [ <clause width> ]
<editing code> ::=
    X | < | > | T
<io clause> ::=
    <io code>
<io code> ::=
    / | - | + | ? | ! | =
<gettext built-in routine call> ::=
    GETTEXTRECORD ( <text location> )
    | GETTEXTINDEX ( <text location> )
    | GETTEXTACCESS ( <text location> )
    | EOLN ( <text location> )
<settext built-in routine call> ::=
    SETTEXTRECORD ( <text location> , <character string location> )
    | SETTEXTINDEX ( <text location> , <integer expression> )
    | SETTEXTACCESS ( <text location> , <access location> )

```

8 EXCEPTION HANDLING

```

<handler> ::=
    ON { <on-alternative> }* [ ELSE <action statement list> ] END
<on-alternative> ::=
    ( <exception list> ) : <action statement list>

```

9 TIME SUPERVISION

```

<timing action> ::=
    <relative timing action>
    | <absolute timing action>
    | <cyclic timing action>
<relative timing action> ::=
    AFTER <duration primitive value> [ DELAY ] IN
    <action statement list> <timing handler> END
<timing handler> ::=
    TIMEOUT <action statement list>
<absolute timing action> ::=
    AT <absolute time primitive value> IN
    <action statement list> <timing handler> END
<cyclic timing action> ::=
    CYCLE <duration primitive value> IN
    <action statement list> END
<time value built-in routine call> ::=
    <duration built-in routine call>
    | <absolute time built-in routine call>
<duration built-in routine call> ::=
    MILLISECS ( <integer expression> )
    | SECS ( <integer expression> )
    | MINUTES ( <integer expression> )
    | HOURS ( <integer expression> )
    | DAYS ( <integer expression> )
<absolute time built-in routine call> ::=
    ABSTIME ( [ [ [ [ [ <year expression> , ] <month expression> , ]
    <day expression> , ] <hour expression> , ]
    <minute expression> , ] <second expression> ] )
<year expression> ::=

```

```

    <integer expression>
<month expression> ::=
    <integer expression>
<day expression> ::=
    <integer expression>
<hour expression> ::=
    <integer expression>
<minute expression> ::=
    <integer expression>
<second expression> ::=
    <integer expression>
<timing simple built-in routine call> ::=
    WAIT ( )
    | EXPIRED ( )
    | INTTIME (<absolute time primitive value> , [ [ [ [ <year location>
    <month location> , ] <day location> , ]
    <hour location> , ] <minute location> , ]
    <second location> )
<year location> ::=
    <integer location>
<month location> ::=
    <integer location>
<day location> ::=
    <integer location>
<hour location> ::=
    <integer location>
<minute location> ::=
    <integer location>
<second location> ::=
    <integer location>

```

10 PROGRAM STRUCTURE

```

<begin-end body> ::=
    <data statement list> <action statement list>
<proc body> ::=
    <data statement list> <action statement list>
<process body> ::=
    <data statement list> <action statement list>
<module body> ::=
    { <data statement> | <visibility statement> | <region> |
    <spec region> }* <action statement list>
<region body> ::=
    { <data statement> | <visibility statement> }*
<spec module body> ::=
    { <quasi data statement> | <visibility statement> |
    <spec module> | <spec region> }*
<spec region body> ::=
    { <quasi data statement> | <visibility statement> }*
<context body> ::=
    { <quasi data statement> | <visibility statement> |
    <spec module> | <spec region> }*
<action statement list> ::=
    { <action statement> }*

```

```

<data statement list> ::=
    { <data statement> }*
<data statement> ::=
    <declaration statement>
    | <definition statement>
<definition statement> ::=
    <synmode definition statement>
    | <newmode definition statement>
    | <synonym definition statement>
    | <procedure definition statement>
    | <process definition statement>
    | <signal definition statement>
    | <empty> ;
<begin-end block> ::=
    BEGIN <begin-end body> END
<procedure definition statement> ::=
    <defining occurrence> : <procedure definition>
    [ <handler> ] [ <simple name string> ] ;
<procedure definition> ::=
    PROC ( [ <formal parameter list> ] ) [ <result spec> ]
    [ EXCEPTIONS ( <exception list> ) ] <procedure attribute list>
    <proc body> END
<formal parameter list> ::=
    <formal parameter> { , <formal parameter> }*
<formal parameter> ::=
    <defining occurrence list> <parameter spec>
<procedure attribute list> ::=
    [ <generality> ] [ RECURSIVE ]
<generality> ::=
    GENERAL
    | SIMPLE
    | INLINE
<process definition statement> ::=
    <defining occurrence> : <process definition>
    [ <handler> ] [ <simple name string> ] ;
<process definition> ::=
    PROCESS ( [ <formal parameter list> ] ) <process body> END
<module> ::=
    [ <context list> ] [ <defining occurrence> : ]
    MODULE [ BODY ] <module body> END
    [ <handler> ] [ <simple name string> ] ;
    | <remote modulon>
<region> ::=
    [ <context list> ] [ <defining occurrence> : ]
    REGION [ BODY ] <region body> END
    [ <handler> ] [ <simple name string> ] ;
    | <remote modulon>
<program> ::=
    { <module> | <spec module> | <region> | <spec region> }+
<remote modulon> ::=
    [ <simple name string> : ] REMOTE <piece designator> ;
<remote spec> ::=
    [ <simple name string> : ] SPEC REMOTE <piece designator> ;
<remote context> ::=
    CONTEXT REMOTE <piece designator>

```

```

    [ <context body> ] FOR
<context module> ::=
    CONTEXT MODULE REMOTE <piece designator> ;
<piece designator> ::=
    <character string literal>
    | <text reference name>
    | <empty>
<spec module> ::=
    <simple spec module>
    | <module spec>
    | <remote spec>
<simple spec module> ::=
    [ <context list> ] [ <simple name string> : ] SPEC MODULE
    <spec module body> END [ <simple name string> ] ;
<module spec> ::=
    [ <context list> ] <simple name string> : MODULE SPEC
    <spec module body> END [ <simple name string> ] ;
<spec region> ::=
    <simple spec region>
    | <region spec>
    | <remote spec>
<simple spec region> ::=
    [ <context list> ] [ <simple name string> : ] SPEC REGION
    <spec region body> END [ <simple name string> ] ;
<region spec> ::=
    [ <context list> ] <simple name string> : REGION SPEC
    <spec region body> END [ <simple name string> ] ;
<context list> ::=
    <context> { <context> }*
    | <remote context>
<context> ::=
    CONTEXT <context body> FOR
<quasi data statement> ::=
    <quasi declaration statement>
    | <quasi definition statement>
<quasi declaration statement> ::=
    DCL <quasi declaration> { , <quasi declaration> }* ;
<quasi declaration> ::=
    <quasi location declaration>
    | <quasi loc-identity declaration>
<quasi location declaration> ::=
    <defining occurrence list> <mode> [ STATIC ]
<quasi loc-identity declaration> ::=
    <defining occurrence list> <mode>
    LOC [ NONREF ] [ DYNAMIC ]
<quasi definition statement> ::=
    <synmode definition statement>
    | <newmode definition statement>
    | <synonym definition statement>
    | <quasi synonym definition statement>
    | <quasi procedure definition statement>
    | <quasi process definition statement>
    | <quasi signal definition statement>
    | <empty> ;
<quasi synonym definition statement> ::=

```

SYN <quasi synonym definition> { , <quasi synonym definition> }* ;
 <quasi synonym definition> ::=
 <defining occurrence list> { <mode> = [<constant value>] |
 [<mode>] = <literal expression> }
 <quasi procedure definition statement> ::=
 <defining occurrence> : **PROC** ([<quasi formal parameter list>])
 [<result spec>] [**EXCEPTIONS** (<exception list>)]
 <procedure attribute list> **END** [<simple name string>] ;
 <quasi formal parameter list> ::=
 <quasi formal parameter> { , <quasi formal parameter> }*
 <quasi formal parameter> ::=
 <simple name string> { , <simple name string> }* <parameter spec>
 <quasi process definition statement> ::=
 <defining occurrence> : **PROCESS** ([<quasi formal parameter list>])
 END [<simple name string>] ;
 <quasi signal definition statement> ::=
 SIGNAL <quasi signal definition> { , <quasi signal definition> }* ;
 <quasi signal definition> ::=
 <defining occurrence> [= (<mode> { , <mode> }*)] [**TO**]

11 CONCURRENT EXECUTION

<signal definition statement> ::=
 SIGNAL <signal definition> { , <signal definition> }* ;
 <signal definition> ::=
 <defining occurrence> [= (<mode> { , <mode> }*)] [**TO** <process name>]

12 GENERAL SEMANTIC PROPERTIES

<visibility statement> ::=
 <grant statement>
 | <seize statement>
 <prefix rename clause> ::=
 (<old prefix> -> <new prefix>) ! <postfix>
 <old prefix> ::=
 <prefix>
 | <empty>
 <new prefix> ::=
 <prefix>
 | <empty>
 <postfix> ::=
 <seize postfix> { , <seize postfix> }*
 | <grant postfix> { , <grant postfix> }*
 <grant statement> ::=
 GRANT <prefix rename clause> { , <prefix rename clause> }* ;
 | **GRANT** <grant window> [<prefix clause>] ;
 <grant window> ::=
 <grant postfix> { , <grant postfix> }*
 <grant postfix> ::=
 <name string>
 | <newmode name string> <forbid clause>
 | [<prefix> !] **ALL**
 <prefix clause> ::=
 PREFIXED [<prefix>]

```

<forbid clause> ::=
    FORBID { <forbid name list> | ALL }
<forbid name list> ::=
    ( <field name> { , <field name> }* )
<seize statement> ::=
    SEIZE <prefix rename clause> { , <prefix rename clause> }* ;
    | SEIZE <seize window> [ <prefix clause> ] ;
<seize window> ::=
    <seize postfix> { , <seize postfix> }*
<seize postfix> ::=
    <name string>
    | [ <prefix> ! ] ALL
<case label specification> ::=
    <case label list> { , <case label list> }*
<case label list> ::=
    ( <case label> { , <case label> }* )
    | <irrelevant>
<case label> ::=
    <discrete literal expression>
    | <literal range>
    | <discrete mode name>
    | ELSE
<irrelevant> ::=
    ( * )

```

APPENDIX G: INDEX OF PRODUCTION RULES

non-terminal	defined section	page	used on page(s)
<absolute time built-in routine call>	9.4.2	124	124
<absolute time mode>	3.11.3	27	27
<absolute timing action>	9.3.2	123	122
<access attr built-in routine call>	7.4.8	107	102
<access mode>	3.10.3	25	25
<access name>	4.2.2	42	41
<action>	6.1	75	75
<action statement>	6.1	75	128
<action statement list>	10.2	128	77,78,79,90,93,94,120,122,123,128
<actual parameter>	6.7	84	84
<actual parameter list>	6.7	84	65,84
<allocate built-in routine call>	6.20.4	98	96
<alternative field>	3.12.4	31	31
<arithmetic additive operator>	5.3.6	71	71,76
<arithmetic multiplicative operator>	5.3.7	72	72,76
<array element>	4.2.8	46	41
<array mode>	3.12.3	29	28
<array slice>	4.2.9	46	41
<array tuple>	5.2.5	56	56
<assert action>	6.10	87	75
<assigning operator>	6.2	76	75
<assignment action>	6.2	75	75
<assignment symbol>	6.2	76	39,40,75,76,80
<associate built-in routine call>	7.4.2	103	102
<associate parameter>	7.4.2	103	103
<associate parameter list>	7.4.2	103	103
<association attr built-in routine call>	7.4.4	104	102
<association mode>	3.10.2	25	25
<begin-end block>	10.3	130	75
<begin-end body>	10.2	128	130
<binary bit string literal>	5.2.4.8	56	56
<binary integer literal>	5.2.4.2	53	53
<bit string literal>	5.2.4.8	56	52
<boolean literal>	5.2.4.3	53	52
<boolean mode>	3.4.3	17	16
<bound reference mode>	3.6.2	21	20
<bracketed action>	6.1	75	75
<bracketed comment>	2.4	9	9
<buffer element mode>	3.9.3	24	24
<buffer length>	3.9.3	24	24
<buffer mode>	3.9.3	24	23
<buffer receive alternative>	6.19.3	94	94
<built-in routine call>	6.7	84	48,64
<built-in routine parameter>	6.7	84	84
<built-in routine parameter list>	6.7	84	84
<call action>	6.7	84	75
<case action>	6.4	78	75

non-terminal	defined section	page	used on page(s)
<case alternative>	6.4	78	78
<case label>	12.3	164	164
<case label list>	12.3	164	56,164
<case label specification>	12.3	164	31,67,78
<case selector list>	6.4	78	67,78
<cause action>	6.12	88	75
<character>			9,54,55,113,114
<character literal>	5.2.4.4	54	52
<character mode>	3.4.4	17	16
<character string>	2.4	9	9
<character string literal>	5.2.4.7	55	52,137
<CHILL built-in routine call>	6.20	95	
<CHILL location built-in routine call>	6.20.2	95	95
<CHILL simple built-in routine call>	6.20.1	95	95
<CHILL value built-in routine call>	6.20.3	96	95
<clause width>	7.5.5	114	114,116
<closed dyadic operator>	6.2	76	76
<comment>	2.4	9	
<composite mode>	3.12.1	28	15
<composite object>	6.5.2	80	80
<conditional expression>	5.3.2	67	67
<connect built-in routine call>	7.4.6	105	102
<context>	10.10.2	138	138
<context body>	10.2	128	137,138
<context list>	10.10.2	138	134,135,138
<context module>	10.10.1	137	75
<continue action>	6.15	88	75
<control code>	7.5.4	113	113
<control part>	6.5.1	79	79
<control sequence>	5.2.4.7	55	54,55
<conversion clause>	7.5.5	114	113
<conversion code>	7.5.5	114	114
<conversion qualifier>	7.5.5	114	114
<cyclic timing action>	9.3.3	123	122
<data statement>	10.2	128	128
<data statement list>	10.2	128	128
<day expression>	9.4.2	124	124
<day location>	9.4.3	125	125
<decimal integer literal>	5.2.4.2	53	53
<declaration>	4.1.1	39	39
<declaration statement>	4.1.1	39	128
<defining mode>	3.2.1	13	13
<defining occurrence>	2.7	10	10,18,75,80,94,131,133,134,135,140 145
<defining occurrence list>	2.7	10	13,39,40,50,93,131,139,140
<definition statement>	10.2	128	128
<delay action>	6.16	89	75
<delay alternative>	6.17	90	90
<delay case action>	6.17	90	75
<dereferenced bound reference>	4.2.3	42	41
<dereferenced free reference>	4.2.4	43	41
<dereferenced row>	4.2.5	43	41

non-terminal	defined section	page	used on page(s)
<digit>	2.2	8	8,53,113,114
<directive>	2.6	10	10
<directive clause>	2.6	10	
<disconnect built-in routine call>	7.4.7	107	102
<discrete mode>	3.4.1	16	15
<dissociate built-in routine call>	7.4.3	103	102
<do action>	6.5.1	79	75
<duration built-in routine call>	9.4.1	124	124
<duration mode>	3.11.2	27	27
<editing clause>	7.5.6	116	113
<editing code>	7.5.6	116	116
<element layout>	3.12.5	34	29
<element mode>	3.12.3	29	29
<else alternative>	5.3.2	67	67
<else clause>	6.3	77	77
<emptiness literal>	5.2.4.6	54	52
<empty>	6.11	87	87,128,137,139,158
<empty action>	6.11	87	75
<end bit>	3.12.5	34	34
<end-of-line>			9
<end value>	6.5.2	80	80
<event length>	3.9.2	24	24
<event list>	6.17	90	90
<event mode>	3.9.2	24	23
<exception list>	3.7	22	22,120,131,140
<exception name>	2.7	10	22,88
<exit action>	6.6	83	75
<expression>	5.3.2	67	18,19,24,26,28,29,31,34,44,45 46,55,56,63,65,66,67,73,75,77 78,80,82,87,89,96,105,108,111,118 124,125,140,164
<expression conversion>	5.2.11	63	50
<expression list>	4.2.8	46	46,61,96
<field>	3.12.4	31	31
<field layout>	3.12.5	34	31
<field name>	2.7	10	31,47,57,63,160
<field name defining occurrence>	2.7	10	10
<field name defining occurrence list>	2.7	10	31
<field name list>	5.2.5	57	57
<first element>	4.2.9	46	46,62
<fixed field>	3.12.4	31	31
<forbid clause>	12.2.3.4	160	160
<forbid name list>	12.2.3.4	160	160
<for control>	6.5.2	80	79
<formal parameter>	10.4	131	131
<formal parameter list>	10.4	131	131,133
<format argument>	7.5.3	111	111
<format clause>	7.5.4	113	113
<format control string>	7.5.4	113	113
<format element>	7.5.4	113	113
<format specification>	7.5.4	113	113

non-terminal	defined section	page	used on page(s)
<format text>	7.5.4	113	113
<free reference mode>	3.6.3	21	20
<generality>	10.4	131	131
<gettext built-in routine call>	7.5.8	118	102
<goto action>	6.9	87	75
<grant postfix>	12.2.3.4	160	158,160
<grant statement>	12.2.3.4	159	158
<grant window>	12.2.3.4	160	159
<handler>	8.2	120	39,40,75,131,133,134,135
<hexadecimal bit string literal>	5.2.4.8	56	56
<hexadecimal digit>	5.2.4.2	53	53,56
<hexadecimal integer literal>	5.2.4.2	53	53
<hour expression>	9.4.2	125	124
<hour location>	9.4.3	125	125
<if action>	6.3	77	75
<implementation directive>			10
<index expression>	7.4.6	105	105,108,111
<index mode>	3.10.3	25	25,26,29
<initialisation>	4.1.2	39	39
<input-output mode>	3.10.1	25	15
<instance mode>	3.8	23	15
<integer literal>	5.2.4.2	53	52
<integer mode>	3.4.2	16	16
<io clause>	7.5.7	117	113
<io code>	7.5.7	117	117
<io list>	7.5.3	111	111
<io list element>	7.5.3	111	111
<io location built-in routine call>	7.4.1	102	95
<io simple built-in routine call>	7.4.1	102	95
<io value built-in routine call>	7.4.1	102	96
<irrelevant>	12.3	164	164
<isassociated built-in routine call>	7.4.2	103	102
<iteration>	6.5.2	80	80
<labelled array tuple>	5.2.5	56	56
<labelled structure tuple>	5.2.5	57	56
<left element>	4.2.7	45	45,60
<length>	3.12.5	34	34
<length argument>	6.20.3	96	96
<letter>	2.2	8	8
<lifetime-bound initialisation>	4.1.2	39	39
<line-end comment>	2.4	9	9
<literal>	5.2.4.1	52	50
<literal expression list>	3.12.4	31	31
<literal range>	3.4.6	19	19,25,164
<location>	4.2.1	41	40,44,45,46,47,49,51,74,75,80 83,84,86,88,89,90,92,93,94,96 103,104,105,108,111,118,125
<location argument>	7.5.3	111	111
<location built-in routine call>	4.2.12	48	41

non-terminal	defined section	page	used on page(s)
<location contents>	5.2.2	51	50
<location conversion>	4.2.13	49	41
<location declaration>	4.1.2	39	39
<location enumeration>	6.5.2	80	80
<location procedure call>	4.2.11	48	41
<loc-identity declaration>	4.1.3	40	39
<loop counter>	6.5.2	80	80
<lower bound>	3.4.6	19	19
<lower element>	4.2.9	46	46,62
<member mode>	3.5	20	20
<membership operator>	5.3.5	70	69
<minute expression>	9.4.2	125	124
<minute location>	9.4.3	125	125
<mode>	3.3	15	13,20,21,22,24,25,29,31,39,40 50,139,140,145
<mode argument>	6.20.3	96	96,98
<mode definition>	3.2.1	13	14
<modification built-in routine call>	7.4.5	104	102
<modify parameter>	7.4.5	104	104
<modify parameter list>	7.4.5	104	104
<module>	10.6	134	75,135
<module body>	10.2	128	134
<module spec>	10.10.2	138	138
<monadic operator>	5.3.8	73	73
<month expression>	9.4.2	124	124
<month location>	9.4.3	125	125
<multiple assignment action>	6.2	75	75
<name>	2.7	10	16,17,18,19,20,21,22,23,24,25 27,28,29,31,42,43,49,51,53,54 56,63,65,66,78,80,83,84,87,91 93,96,145,164
<name string>	2.7	10	10,160,161
<newmode definition statement>	3.2.3	14	128,139
<new prefix>	12.2.3.3	158	158
<non-composite mode>	3.3	15	15
<numbered set element>	3.4.5	18	18
<numbered set list>	3.4.5	18	18
<octal bit string literal>	5.2.4.8	56	56
<octal digit>	5.2.4.2	53	53,56
<octal integer literal>	5.2.4.2	53	53
<old prefix>	12.2.3.3	158	158
<on-alternative>	8.2	120	120
<operand-0>	5.3.3	68	67,68
<operand-1>	5.3.4	69	68,69
<operand-2>	5.3.5	69	69
<operand-3>	5.3.6	71	69,71
<operand-4>	5.3.7	72	71,72
<operand-5>	5.3.8	73	72
<operand-6>	5.3.9	74	73
<operator-3>	5.3.5	69	69

non-terminal	defined section	page	used on page(s)
<operator-4>	5.3.6	71	71
<origin array mode name>	3.12.3	29	29
<origin string mode name>	3.12.2	28	28
<origin variant structure mode name>	3.12.4	31	31
<parameter attribute>	3.7	22	22
<parameterised array mode>	3.12.3	29	29
<parameterised string mode>	3.12.2	28	28
<parameterised structure mode>	3.12.4	31	31
<parameter list>	3.7	22	22
<parameter spec>	3.7	22	22,131,140
<parenthesised clause>	7.5.4	113	113
<parenthesised expression>	5.2.16	65	51
<percent>	7.5.4	113	113
<piece designator>	10.10.1	137	136,137
<pos>	3.12.5	34	34
<postfix>	12.2.3.3	158	158
<powerset difference operator>	5.3.6	71	71,76
<powerset enumeration>	6.5.2	80	80
<powerset inclusion operator>	5.3.5	70	69
<powerset mode>	3.5	20	15
<powerset tuple>	5.2.5	56	56
<prefix>	2.7	10	10,158,160,161
<prefix clause>	12.2.3.4	160	159,161
<prefixed name string>	2.7	10	10
<prefix rename clause>	12.2.3.3	158	159,161
<primitive value>	5.2.1	50	42,43,60,61,62,63,74,83,84,91 98,122,123,125
<priority>	6.16	89	89,90,91,92
<proc body>	10.2	128	131
<procedure attribute list>	10.4	131	131,140
<procedure call>	6.7	84	48,64,84
<procedure definition>	10.4	131	131
<procedure definition statement>	10.4	131	128
<procedure mode>	3.7	22	15
<process body>	10.2	128	133
<process definition>	10.5	133	133
<process definition statement>	10.5	133	128
<program>	10.8	135	
<quasi data statement>	10.10.3	139	128
<quasi declaration>	10.10.3	139	139
<quasi declaration statement>	10.10.3	139	139
<quasi definition statement>	10.10.3	139	139
<quasi formal parameter>	10.10.3	140	140
<quasi formal parameter list>	10.10.3	140	140
<quasi location declaration>	10.10.3	139	139
<quasi loc-identity declaration>	10.10.3	139	139
<quasi procedure definition statement>	10.10.3	140	139
<quasi process definition statement>	10.10.3	140	139
<quasi signal definition>	10.10.3	140	140
<quasi signal definition statement>	10.10.3	140	139
<quasi synonym definition>	10.10.3	140	140

non-terminal	defined section	page	used on page(s)
<quasi synonym definition statement>	10.10.3	140	139
<quote>	5.2.4.7	55	55
<range>	5.2.5	56	56
<range enumeration>	6.5.2	80	80
<range list>	6.4	78	78
<range mode>	3.4.6	19	16
<reach-bound initialisation>	4.1.2	39	39
<readrecord built-in routine call>	7.4.9	108	102
<receive buffer case action>	6.19.3	94	92
<receive case action>	6.19.1	92	75
<receive expression>	5.3.9	74	74
<receive signal case action>	6.19.2	93	92
<record mode>	3.10.3	25	25
<referenced location>	5.3.9	74	74
<referenced mode>	3.6.2	21	21
<reference mode>	3.6.1	20	15
<region>	10.7	135	128,135
<region body>	10.2	128	135
<region spec>	10.10.2	138	138
<relational operator>	5.3.5	70	69
<relative timing action>	9.3.1	122	122
<remote context>	10.10.1	137	138
<remote modulation>	10.10.1	136	134,135
<remote spec>	10.10.1	136	138
<repetition factor>	7.5.4	113	113
<result>	6.8	86	86
<result action>	6.8	86	75
<result attribute>	3.7	22	22
<result spec>	3.7	22	22,131,140
<return action>	6.8	86	75
<right element>	4.2.7	45	45,60
<row mode>	3.6.4	21	20
<second expression>	9.4.2	125	124
<second location>	9.4.3	125	125
<seize postfix>	12.2.3.5	161	158,161
<seize statement>	12.2.3.5	161	158
<seize window>	12.2.3.5	161	161
<send action>	6.18.1	91	75
<send buffer action>	6.18.3	92	91
<send signal action>	6.18.2	91	91
<set element>	3.4.5	18	18
<set list>	3.4.5	18	18
<set literal>	5.2.4.5	54	52
<set mode>	3.4.5	18	16
<settext built-in routine call>	7.5.8	118	102
<signal definition>	11.5	145	145
<signal definition statement>	11.5	145	128
<signal receive alternative>	6.19.2	93	93
<simple name string>	2.2	8	10,75,131,133,134,135,136,138,140
<simple prefix>	2.7	10	10
<simple spec module>	10.10.2	138	138

non-terminal	defined section	page	used on page(s)
<simple spec region>	10.10.2	138	138
<single assignment action>	6.2	75	75
<slice size>	4.2.7	45	45,46,60,62
<spec module>	10.10.2	138	75,128,135
<spec module body>	10.2	128	138
<spec region>	10.10.2	138	128,135
<spec region body>	10.2	128	138
<start action>	6.13	88	75
<start bit>	3.12.5	34	34
<start element>	4.2.6	44	44,45,60
<start expression>	5.2.14	65	51,88
<start value>	6.5.2	80	80
<step>	3.12.5	34	34
<step enumeration>	6.5.2	80	80
<step size>	3.12.5	34	34
<step value>	6.5.2	80	80
<stop action>	6.14	88	75
<store location>	7.4.9	108	108
<string concatenation operator>	5.3.6	71	71,76
<string element>	4.2.6	44	41
<string length>	3.12.2	28	28
<string mode>	3.12.2	28	28
<string repetition operator>	5.3.8	73	73
<string slice>	4.2.7	45	41
<string type>	3.12.2	28	28
<structure field>	4.2.10	47	41
<structure mode>	3.12.4	31	28
<structure tuple>	5.2.5	56	56
<sub expression>	5.3.2	67	67
<sub operand-0>	5.3.3	68	68
<sub operand-1>	5.3.4	69	69
<sub operand-2>	5.3.5	69	69
<sub operand-3>	5.3.6	71	71
<sub operand-4>	5.3.7	72	72
<synchronisation mode>	3.9.1	23	15
<synmode definition statement>	3.2.2	14	128,139
<synonym definition>	5.1	50	50
<synonym definition statement>	5.1	50	128,139
<tag list>	3.12.4	31	31
<terminate built-in routine call>	6.20.4	98	95
<text argument>	7.5.3	111	111
<text built-in routine call>	7.5.3	111	102
<text io argument list>	7.5.3	111	111
<text length>	3.10.4	26	26
<text mode>	3.10.4	26	25
<text reference name>	2.7	10	137
<then alternative>	5.3.2	67	67
<then clause>	6.3	77	77
<time value built-in routine call>	9.4	124	96
<timing action>	9.3	122	75
<timing handler>	9.3.1	122	122,123
<timing mode>	3.11.1	27	15

non-terminal	defined section	page	used on page(s)
<timing simple built-in routine call>	9.4.3	125	95
<transfer location>	7.4.6	105	105,107
<tuple>	5.2.5	56	50
<undefined value>	5.3.1	66	66
<unlabelled array tuple>	5.2.5	56	56
<unlabelled structure tuple>	5.2.5	56	56
<unnumbered set list>	3.4.5	18	18
<upper bound>	3.4.6	19	19
<upper element>	4.2.9	46	46,62
<upper index>	3.12.3	29	29
<upper lower argument>	6.20.3	96	96
<usage expression>	7.4.6	105	105
<value>	5.3.1	66	39,50,56,57,75,84,86,91,92,98 103,104,140
<value argument>	7.5.3	111	111
<value array element>	5.2.8	61	50
<value array slice>	5.2.9	62	50
<value built-in routine call>	5.2.13	64	51
<value case alternative>	5.3.2	67	67
<value enumeration>	6.5.2	80	80
<value name>	5.2.3	51	50
<value procedure call>	5.2.12	64	51
<value string element>	5.2.6	60	50
<value string slice>	5.2.7	60	50
<value structure field>	5.2.10	63	50
<variant alternative>	3.12.4	31	31
<variant field>	3.12.4	31	31
<visibility statement>	12.2.3.2	158	128
<where expression>	7.4.6	105	105
<while control>	6.5.3	82	79
<with control>	6.5.4	83	83
<with part>	6.5.4	83	79
<word>	3.12.5	34	34
<write expression>	7.4.9	108	108
<writerecord built-in routine call>	7.4.9	108	102
<year expression>	9.4.2	124	124
<year location>	9.4.3	125	125
<zero-adic operator>	5.2.15	65	51

APPENDIX H: INDEX

Page numbers in boldface are references to the defining occurrences of an item; normal font refers to applied occurrences of indexed items.

- ABS* 72, **96**, 97–98, 174
- absolute time built-in routine call 125
- absolute time built-in routine call* 124
- absolute time mode 2, **28**, 149, 151, 166–167, 169
- absolute time mode* 27
- absolute time mode name** 27
- absolute time mode name* 27, 166
- absolute time primitive value* 123, 125, 167
- absolute timing action* 122, **123**, 127
- absolute value 96
- ABSTIME* 124, 125, 174
- ACCESS** 25, 27, 163, 173
- access 2, 5, 12, 31, 34, 39–40, 42, 83, 101, 118, 135–136, 142
- access attr built-in routine call* 102, **107**
- access attribute **102**
- access location 100–103, 105–108
- access location 101
- access location* 105–106, 108–109, 118–119, 167
- access mode 4, **26**, 102, 147, 149, 151, 153, 166–167
- access mode* 25
- access mode 27, 106, 110, 112, 119, 149, 151
- access mode name* 25, 166
- access name 2, 40, **42**, 83, 166
- access name 41, **42**, 143
- access name 162
- access reference 107, 110, 118–119
- access sub-location 26, 40, 105, 110, 118
- Access values **102**
- action 1, 3, 5–6, 9, 75, 80, 87, 90, 112, 115, 120–122, 128–131, 133, 142, 144–145, 170
- action* 75, 127
- action statement 1, **75**, 87, 120, 134, 142
- action statement* 75, 122–123, 128
- action statement list 77–82, 120–121, 123, 130, 164
- action statement list* 77–79, 90, 93–94, 120, 122–123, 127, 128, 129
- activation 86, 136, **142**
- active 5, **142**, 143–145
- actual index** 110–112, 114, 116–118
- actual length** 28, 44–45, 60–61, 68–69, 76, 81, 97, 114, 116–118
- actual parameter 65, 84, 132, 142
- actual parameter 57, 65, **84**, 85–86, 170
- actual parameter list 84
- actual parameter list* 65, **84**
- AFTER** 122, 173
- alike 13, 140–141, **148**, 151, 152
- ALL** 137, **160–161**, 162, 173
- all class 12, 33, **66**, 140, 143, 147, 155, 165
- ALLOCATE* 2, 4, 57, **98**, 99, 136, 174
- allocate built-in routine call* 96, **98**
- allocated reference value 99, 136
- ALLOCATEFAIL* 99, 175
- alternative fields 164
- alternative field* 31, 32–33, 36, 59, 150, 152, 165
- AND** 69, **76**, 173
- ANDIF** 69, 173
- applied occurrence 5, 11, **128**, 155
- arithmetic additive operator **71**
- arithmetic additive operator* 71, 72, 76
- arithmetic multiplicative operator **72**
- arithmetic multiplicative operator* 72, 73, 76
- ARRAY** 29, 30, 35, 163, 173
- array element 34–35, **46**, 164
- array element 41, **46**, 61, 136, 143
- array expression* 80, 82, 96–97, 167
- array location 22, 30, 46–47, 81
- array location* 46–47, 61–62, 80–82, 96–97, 136, 143, 167
- array mode 16, **30**, 34–37, 44, 58, 109, 146–147, 149–150, 152–154, 166–167
- array mode 28, **29**, 30, 168
- array mode* 21–22, 168
- array mode name* 29, 96–99, 166
- array primitive value* 61–62, 144, 167
- array slice 36, **47**
- array slice 41, **46**, 47, 62, 136, 143
- array tuple 57, 165
- array tuple **56**, 57–59
- array value 30, 57, 61–62, 109
- ASSERT** 87, 173
- assert action 4, **87**
- assert action* 75, **87**
- ASSERTFAIL* 87, 175
- assigning operator 76
- assigning operator* 75, **76**, 77
- assignment action **76**, 143
- assignment action* 75
- assignment conditions 40, 59, 65, 68, **76**, 85–87, 91–92, 99, 109
- assignment symbol **76**
- assignment symbol* 39–40, 75, **76**, 80
- ASSOCIATE* 4, 25, 100, 103, 174
- associate built-in routine call* 102, 103
- associate parameter **103**, 170
- associate parameter list* **103**
- ASSOCIATEFAIL* 103, 170, 175
- ASSOCIATION* 25, 103, 107, 163, 174
- association 2, 4, **25**, 39–40, 100–110, 170
- association attr built-in routine call* 102, **104**
- association attribute **101**
- association location 100–103, 107
- association location* 103–107, 167
- association mode 4, **25**, 101, 147, 149, 151, 166–167
- association mode* 25
- association mode name** 25
- association mode name* 25, 166

association value 101, 170
AT 123, 173

 Backus-Naur Form 7
 base index 4, 101, 106, 108
BEGIN 130, 173
 begin-end block 3-4, 130
begin-end block 75, 127, 129, 130
begin-end body 128, 130
BIN 19, 20, 163, 173
binary bit string literal 56
binary integer literal 53
 binding rules 8, 11, 156
 bit string 28, 68-69
 bit string literal 56
bit string literal 52, 56, 73
 bit string mode 29, 44, 60, 149, 152
 bit string value 28, 56, 68-69, 71, 73, 116
 block 1, 52, 82, 121, 127, 128, 130, 134-136, 142, 156-157
BODY 134-135, 173
BOOL 17, 44, 54, 60, 70, 72, 103-104, 107, 154, 163, 174
 boolean expression 82
boolean expression 7, 67, 77, 82, 87, 167
 boolean literal 54
boolean literal 52, 53, 54
 boolean literal names 53
boolean literal name 53, 166
 boolean mode 17, 148, 151, 166-167
boolean mode 16, 17
 boolean mode name 17
boolean mode name 17, 166
 boolean value 28, 54, 68-70, 73, 101, 115
BOOLS 28, 29, 56, 71, 73, 163, 173
 bound 11, 138, 141, 152-153, 157, 159, 161-162, 164, 167
 bound reference 2, 20, 42
bound reference location name 167
 bound reference mode 21, 148, 150-151, 153-155, 166-168
bound reference mode 20, 21
bound reference mode name 21, 166
bound reference primitive value 42-43, 143, 167
 bracketed action 3, 83-84, 121
bracketed action 75
bracketed comment 9
BUFFER 24, 163, 173
 buffer 5, 22, 39, 91-92, 130
buffer element mode 24, 25
buffer element mode 24, 57, 74, 92, 94, 149, 151, 153
buffer length 24, 92, 149, 151
buffer length 24, 25
 buffer location 24, 74, 92, 94
buffer location 57, 74, 92, 94-95, 167
 buffer mode 2, 24, 147, 149, 151, 153, 166-167
buffer mode 23, 24
buffer mode name 24, 166
buffer receive alternative 94, 127, 129
 built-in routine call 3-4, 48, 57, 84, 97, 99, 103, 107-114, 119, 125, 136, 169
built-in routine call 84, 85, 95-96, 169
 built-in routine name 95, 169
built-in routine name 84-85, 167
built-in routine parameter 84, 102
built-in routine parameter list 84
BY 80, 173

 call action 84, 132
call action 75, 84
 canonical name string 11, 155
CARD 96, 97-98, 174
 carriage placement 117
CASE 31, 67, 68, 78, 90, 93-94, 173
 case action 3, 33, 68, 78, 164-165
case action 75, 78, 127, 129, 165
 case alternative 78
case alternative 78, 127, 165
 case label 58, 165
case label 78, 164, 165
 case label list 57, 78, 164-165
case label list 56, 58, 78, 150, 152, 164, 165
 case label specification 32, 58, 78, 164, 165
case label specification 31, 33, 67, 78, 164, 165
 case selection 164, 165
 case selection conditions 33, 58, 68, 78
 case selector list 78
case selector list 67, 78
CAUSE 88, 173
 cause action 3-4, 88, 120
cause action 75, 88
 change-sign 73
CHAR 17-18, 44, 54, 60, 72, 153, 163, 174
 character 2, 7-11, 17, 28, 54-55, 71, 110, 113-118
character 8-9, 54, 114, 168
 character literal 18, 54
character literal 52, 54
 character mode 17, 18, 148, 151, 166
character mode 16, 17
 character mode name 17
character mode name 17, 166
 character set 8-10, 17, 55, 171
 character string 28, 71, 111, 114, 116
character string 9
character string expression 111, 167
 character string literal 9, 55
character string literal 52, 55, 73, 137
character string location 111, 118-119, 167
 character string mode 29, 44, 60, 149, 152, 167
 character string value 28, 55, 71, 116
CHARS 27, 28, 29, 55, 71, 73, 163, 173
CHILL 1-10, 12-13, 17, 23, 25-26, 37, 49, 55, 63, 66, 75, 85, 95, 100-102, 108-110, 113-115, 122, 135-137, 140, 142-144, 167, 169
CHILL built-in routine call 84, 95
CHILL location built-in routine call 95
CHILL simple built-in routine call 95
CHILL value built-in routine call 95, 96
 class 2-3, 5, 7, 12, 13, 19-20, 26, 30, 33-34, 40, 46-47, 50-74, 76, 78, 82-86, 91-94, 97-99, 103-104, 106-107, 109, 112, 115-116, 119, 124-

125, 140, 143, 147-149, 152-153, 155-156, 165,
 167-169
clause width 112, 114, 115-116, 119
closed dyadic operator 76
closed dyadic operator 76, 77
closest surrounding 83, 86, 136
comment 9, 11
comment 9
compatibility relations 148
compatible 13, 20, 30, 34, 40, 46-47, 50, 58-59,
 61-62, 67-70, 72-73, 76, 78, 82, 85-86, 91-92,
 98-99, 106, 109, 112, 147, 149, 152, 155, 165,
 167-168
complement 73
complete 58, 78, 165
component mode 14-15, 29, 45, 60, 81
composite mode 2, 28
composite mode 15-16, 28, 168
composite object 80, 81
composite value 28, 30-31, 66
concatenation 9, 11, 28, 71
concurrent execution 5, 133, 135, 142
conditional expression 164-165
conditional expression 67, 68, 143-144, 165
conjunction 69
CONNECT 4, 100, 105, 106-107, 174
connect built-in routine call 102, 105
connect operation 26, 101, 102, 105, 108
connected 4, 40, 100-103, 105-110, 117
CONNECTFAIL 106, 170, 175
consistency 33, 36, 68
consistent 165
constant 3, 50-59, 63, 66-74, 97, 115, 136, 140,
 168, 170
constant classes 12
constant value 3, 170
constant value 13, 39-40, 50, 57, 140, 144, 168
CONTEXT 137-138, 173
context 5, 85, 169
context 127, 129-130, 138, 139-141, 161-162
context body 128, 137-138
context list 127, 134-135, 137, 138
context module 75, 137
CONTINUE 88, 173
continue action 5, 24, 89, 90, 145
continue action 75, 88
control code 112, 113
control part 79, 130
control part 79
control sequence 54, 55
conversion clause 112-113, 114
conversion code 115
conversion code 112, 114, 115-116
conversion qualifier 112, 114, 115
CREATE 104, 174
created 2, 11, 23, 25, 27, 39-40, 65, 81, 98-101,
 103, 108, 110-111, 127, 128, 130, 132, 135-
 136, 142, 155
CREATEFAIL 104, 170, 175
critical 130, 132-133, 141, 142, 143-144
critical procedure name 142
current index 101, 106, 108
CYCLE 123, 173
cyclic timing action 122-123
cyclic timing action 122, 123, 127

data statement 1, 3, 120-121, 129
data statement 128
data statement list 128
data transfer state 4, 100, 101
day expression 124
day location 125
DAYS 124, 174
DCL 39, 81, 132, 139, 173
decimal integer literal 53
declaration 1, 32, 39, 128, 130, 134, 136, 143, 161
declaration 39, 127
declaration statement 2, 39, 120
declaration statement 39, 128
defined value 3, 142
defining mode 12-15, 29, 105, 162, 164
defining mode 13
defining mode 13, 14-15, 19, 163
defining occurrence 5, 83
defining occurrence 10-11, 13-16, 18, 39-40, 50,
 75, 80-81, 84, 93-94, 127-128, 130-135, 137,
 140-141, 145, 155-157, 159, 161-164, 167
defining occurrence list 10, 13, 39-40, 50, 93, 127,
 131, 133, 139-140
definition statements 1
definition statement 128
DELAY 89-90, 122, 123, 173
delay action 24, 89, 144
delay action 75, 89
delay alternative 90, 127
delay case action 24, 90, 144
delay case action 75, 90, 127, 129
delayed 5, 24, 39, 74, 89-95, 122, 142, 143-145
DELAYFAIL 89-90, 175
delaying 5, 92, 142
DELETE 104, 105, 174
DELETEFAIL 105, 170, 175
dereferenced bound reference 42
dereferenced bound reference 41, 42, 43, 143
dereferenced free reference 43
dereferenced free reference 41, 43, 143
dereferenced row 43
dereferenced row 41, 43, 44, 143
dereferencing 2, 21
derived class 12, 53-56, 65, 70-71, 73, 97, 103-104,
 106-107, 119, 124-125
derived syntax 7, 30-31, 57, 77, 114, 116, 137, 158
destination reach 158, 159
difference 71
digits 115-116
digit 8, 53, 113-116
direct linkage 156
directive 10
directive 10
directive clause 10
directive clause 10
directly enclose 129

directly enclosed 121, 129, 140-141, 157, 159, 161, 164
 directly enclosing 121, 127, 129, 136, 139, 157-162
 directly linked 156, 157, 159
 directly strongly visible 156, 157
 DISCONNECT 100, 107, 174
 disconnect built-in routine call 102, 107
 disconnect operation 101
 discrete 51
 discrete expressions 78, 97
 discrete expression 37, 78, 80, 96-98, 111, 168
 discrete literal 52
 discrete literal expression 19, 29, 31, 58-59, 78, 164-165, 168
 discrete locations 97
 discrete location 96-97, 111, 167
 discrete mode 2, 16, 26, 33, 36, 58-59, 63-64, 147, 165-168
 discrete mode 15, 16, 168
 discrete mode 20, 25, 168
 discrete mode name 19-20, 78, 80-82, 96-97, 164-166
 DISSOCIATE 25, 100, 103, 174
 dissociate built-in routine call 102, 103
 dissociate operation 100
 division remainder 72
 DO 79, 86, 173
 do action 3, 79, 80-83, 130, 144
 do action 42, 52, 75, 79, 127, 129, 143
 DOWN 80, 81, 173
 DURATION 27, 124, 163, 174
 duration built-in routine call 124
 duration built-in routine call 124
 duration mode 27, 149, 151, 166, 168-169
 duration mode 27
 duration mode name 27
 duration mode name 27, 166
 duration primitive value 122-123, 168
 duration values 170
 DYNAMIC 22, 23, 25-26, 27, 40, 41, 48, 57, 85-86, 132, 139, 173
 dynamic array mode 37, 59
 dynamic class 12, 51, 68-71, 76, 81, 132
 dynamic condition 4, 6-7, 64, 76, 113, 120, 169
 dynamic conditions 7
 dynamic equivalent 13, 154, 155
 dynamic mode 2, 5, 7, 12, 20, 22, 37, 44, 51, 76, 99, 154-155
 dynamic mode location 3, 76
 dynamic parameterised structure mode 32, 38, 48, 59, 63, 70
 dynamic properties 102, 110
 dynamic properties 7
 dynamic read-compatible 13, 41, 85-86, 154, 155
 dynamic record mode 26, 106, 109, 149, 151
 dynamic string mode 37
 editing clause 112-113, 116, 119
 editing code 112, 116, 117, 119
 element 2, 7, 28, 30, 34-36, 44, 46, 55-57, 60-61, 66, 68-69, 73, 81, 96-97, 101, 111-112, 116
 element layout 36, 82, 151
 element layout 30, 46-47, 149, 151-152, 169
 element layout 29-30, 34
 element mode 30, 81, 101
 element mode 29, 30
 element mode 16, 30, 36, 46, 57-59, 61, 82, 146-147, 149-150, 152-154
 ELSE 31, 32, 36, 57, 59, 67, 77-78, 93-94, 120, 121, 127, 129, 150, 152, 164, 165, 173
 else alternative 67
 else clause 77
 ELSIF 67, 77, 173
 emptiness literal 55
 emptiness literal 52, 54, 55
 emptiness literal name 55
 emptiness literal name 54, 166
 EMPTY 43-44, 85, 91, 98-99, 107, 175
 empty 11, 23, 28, 39-40, 57, 81, 85, 94, 101, 104, 110, 132, 137, 158, 160-163
 empty 87, 128, 137, 139, 158
 empty action 87
 empty action 75, 87
 empty instance value 55
 empty powerset value 57, 97-98
 empty procedure value 55
 empty reference value 55
 empty string 26, 40, 45, 60, 73
 END 120, 122-123, 130-131, 133-135, 137, 138, 139, 140, 173
 end bit 34, 36
 end value 80-81
 end value 80, 82
 end-of-line 9
 enter 142
 entered 4, 39-40, 77-83, 90, 93-94, 120, 122-123, 128-129, 130, 132, 142
 EOLN 118-119, 174
 equality 70, 140
 equivalence relations 5, 148
 equivalent 13, 76, 109, 148-149, 150-155
 ESAC 31, 67, 78, 90, 93-94, 173
 EVENT 24, 163, 173
 event length 24, 89-90, 149, 151
 event length 24
 event list 90
 event location 24, 89-90
 event location 88-90, 167
 event mode 24, 147, 149, 151, 166-167
 event mode 23, 24
 event mode name 24, 166
 EVER 80, 173
 exception 1, 3-6, 11, 41-48, 51-52, 59-66, 68-70, 72-79, 81-82, 85-93, 95, 98-99, 102-110, 112-113, 116-117, 119, 120, 121, 123-125, 130, 132, 148-150, 154-155, 169-170
 exception handling 120
 exception list 121
 exception list 22, 23, 120-121, 131-133, 140
 exception name 4, 85, 120-121, 132, 133, 169
 exception name 10-11, 22, 88, 120

exception names 23, 149, 151
EXCEPTIONS 22, 131, 133, 140, 173
exclusive disjunction 68
EXISTING 104, 174
existing 4, 101, 104-106
EXIT 83, 173
exit action 3, 83, 84
exit action 75, 83, 84
EXPIRED 125, 126, 174
explicit read-only mode 15
explicit read-only mode 15-16
explicitly indicated 58, 66, 165
expression 23, 25, 32, 34, 38, 45-47, 51, 57, 60, 62-63, 65-66, 73, 77-78, 81, 98, 101-102, 105, 110, 130, 144-145, 147, 164, 170
expression 7, 46-47, 56-59, 61-66, 67, 75, 77, 80, 96, 98-99, 105, 108, 136, 144, 167-168
expression conversion 63
expression conversion 50-51, 63, 144, 170
expression list 37-38, 46, 61, 96, 98-99
extra-regional 41, 59, 68, 99, 143, 144

FALSE 17, 53, 69-70, 87, 102-108, 115, 174, 203
feasibility 36
FI 67, 77, 173
field 11, 31, 32-36, 47-48, 57, 59, 63, 66, 83, 146, 160, 163
field 31, 149-150, 152
field layout 32-33, 36, 83, 150
field layout 32, 48, 150, 152
field layout 31-32, 34, 35
field mode 16, 32, 36, 59, 146-147, 150, 152-154
field name 11, 57, 83, 164
field name 10, 11, 47, 57, 63, 160-161, 164
field name 31, 32, 33, 36, 38, 42, 48, 52, 58-59, 63, 83, 161
field name 47-48, 164
field name defining occurrence 83
field name defining occurrence 10-11, 31, 83, 164
field name defining occurrence list 10, 31-32
field name list 57
field name list 57, 59, 161
file 4, 26, 100, 101-102, 104-110, 117, 170
file handling state 4, 100, 101
file positioning 106
file truncation 106
FIRST 105-106, 174
first element 46, 47, 62, 136
fixed field 31-32
fixed field 31, 32-33, 150, 152
fixed field name 32, 33
fixed format 114-115
fixed string 116
fixed string mode 28, 29, 45, 60, 76, 81, 147, 150
fixed structure mode 32
FOR 80, 137-138, 173
for control 79, 80, 82
for control 79, 80
FORBID 160, 173
forbid clause 160, 161, 164
forbid name list 164
forbid name list 160, 161, 164
formal parameter 65, 85, 132, 142
formal parameter 42, 65, 127, 131, 132-134, 143
formal parameter list 65, 127, 131, 132-134, 141
format argument 111, 112
format clause 112, 113
format control string 111-112, 113
format effectors 9, 11, 113
format element 112, 113
format specification 112, 113
format text 112, 113
free 142
free format 114-115
free reference 2, 20, 43
free reference location name 167
free reference mode 21, 149, 151, 155, 166-168
free reference mode 20, 21
free reference mode name 21
free reference mode name 21, 166
free reference primitive value 43, 143, 168
free state 3, 100

GENERAL 131, 132-133, 173
general 22, 32-33, 85, 132, 133, 143, 167
general procedure 84, 131
general procedure name 22, 52, 133
general procedure name 51-52, 167
generality 85, 167
generality 85, 132, 141, 169
generality 131, 132
generated 4, 131
GETASSOCIATION 107, 174
GETSTACK 2, 4, 57, 98, 99, 136, 174
gettext built-in routine call 102, 118
GETTEXTACCESS 118-119, 174
GETTEXTINDEX 118-119, 174
GETTEXTRECORD 118-119, 174
GETUSAGE 107, 108, 174
GOTO 87, 173
goto action 3, 87, 130
goto action 75, 87
GRANT 158, 159, 173
grant postfix 158-159, 160, 161, 164
grant statement 138, 160
grant statement 158, 159, 160-161, 164
grant window 159, 160
grantable 159, 161
greater than 70, 72, 82, 98, 106, 109, 112, 117, 119, 154
greater than or equal 70
group 7, 127, 129-130, 139, 141, 161, 164

handler 1, 4-6, 11, 75, 120, 121, 129, 131, 142, 169
handler 39-40, 75, 84, 86-88, 120, 127, 129, 131, 133-135
handler identification 120
hereditary property 12, 13, 15, 17-24, 26-27, 29-30, 32-33, 148
hexadecimal bit string literal 56
hexadecimal digit 53, 56
hexadecimal integer literal 53

hour expression 124, 125
hour location 125
HOURS 124, 174

IF 9, 67, 77, 173
if action 3, 77
if action 75, 77, 127, 129
imaginary outermost process 85–86, 127, 134, 135, 136, 142, 157, 169
implementation built-in routine call 84
implementation defined built-in routine 5, 135, 169
implementation defined exception name 4–5, 169
implementation defined handler 121, 169
implementation defined integer mode 5–6
implementation defined integer mode names 13, 169
implementation defined name 10, 85, 127, 167
implementation defined name string 157
implementation defined process names 5, 169
implementation directive 10
implementation directive 10, 169
implicit read-only mode 15, 16, 30, 32, 146
implicitly indicated 165
implied 156–157, 162–163
implied defining occurrence 157, 162, 163
implied names 5, 157
implied name string 158, 162, 163
IN 22, 70, 80, 85, 93–94, 122–123, 127, 131–132, 173
inclusive disjunction 68
index expression 105, 106–109, 111–112, 118
index mode 26, 30, 106
index mode 25–26, 27, 29–30
index mode 26, 30, 46–47, 58, 61–62, 97–98, 105–109, 112, 149, 151–153, 165
INDEXABLE 104, 174
indexable 4, 101, 104–106
indexing 2
indirectly strongly visible 156, 157
inequality 70
INIT 39, 173
initialisation 39, 128
initialisation 39, 40, 57
INLINE 131, 132–133, 173
inline 132
inline procedures 131
INOUT 22, 85, 131–132, 134, 173
input-output mode 2, 25
input-output mode 15, 25
INSTANCE 23, 65, 163, 174
instance location 90, 93–94, 167
instance mode 2, 23, 149, 151, 155, 166–168
instance mode 15, 23
instance mode name 23
instance mode name 23, 166
instance primitive value 91, 168
instance value 23, 65, 88, 90, 93–94, 142, 169
INT 13, 16, 19, 30, 53, 97–98, 110, 119, 131, 154, 163, 169, 174
integer expression 37, 44–45, 61, 80, 96, 98–99, 118–119, 124–125, 168
integer literal 53
integer literal 52, 53
integer literal expression 18–20, 24, 26, 28, 34–35, 55, 73, 89–92, 168
integer location 125
integer mode 17, 135, 148, 151, 166, 168–169
integer mode 16
integer mode name 16
integer mode name 16, 166
integer value 4, 17–18, 53, 71–73, 96, 115
intersection 69
intra-regional 3, 41, 59, 68, 85, 91–92, 99, 133, 143, 144, 161
INTTIME 125, 174
invisible 58, 156, 164
io clause 112–113, 117
io code 112, 117
io list 111, 112, 116
io list element 111, 112, 116
io location built-in routine call 95, 102
io simple built-in routine call 95, 102
io value built-in routine call 96, 102
irrelevant 150, 152, 164, 165
ISASSOCIATED 103, 174
isassociated built-in routine call 102, 103
iteration 3
iteration 80

justification 114–115

l-equivalent 13, 148, 149, 150, 153
label name 75, 130, 134, 140
label name 83–84, 87, 167
labelled array tuple 57, 164
labelled array tuple 56, 58, 165
labelled structure tuple 57
labelled structure tuple 56, 57, 59, 164
LAST 105–106, 174
layout 30, 32, 34–35, 113
left element 45, 60–61, 136
LENGTH 28, 96, 97, 174
length 34, 36, 97, 151
length argument 96
less than 36, 45, 60, 65, 70, 76, 112, 116–117, 119
less than or equal 20, 29–30, 36, 70
letter 8, 52, 115
letter 8
lexical element 8, 9
lifetime 1, 4, 39–40, 43–44, 48–49, 74, 81, 86, 89–92, 95, 98–99, 108, 127, 128, 130, 132, 134–135, 136
lifetime-bound initialisations 128
lifetime-bound initialisation 39
line-end comment 9
linkage 156
linked 138, 156, 157, 159
list of classes 33, 34, 98, 147, 165
list of values 5, 33, 38, 44, 48, 55–57, 59, 63, 93, 145, 154, 165
literal 8, 17, 19, 32, 52, 73
literal 3, 34, 45, 47, 50, 51, 52–54, 60, 62, 66–74,

97, 140, 168, 170
literal 50-51, 52
literal expression 140
literal expression list 31, 33-34
literal qualification 52
literal range 19, 25-26, 78, 164-165
LOC 22, 23, 40, 42, 81, 85-87, 131-134, 139, 173
loc-identity declaration 2, 40, 81, 128-129, 132, 136
loc-identity declaration 39, 40, 41-42
loc-identity name 40, 42, 133, 140, 153, 161
loc-identity name 42, 143, 166
location 1-5, 12-13, 15, 20-22, 24-26, 31, 35-36, 39-40, 41, 42-44, 46-49, 51, 55, 74, 76-77, 80-81, 83-86, 95, 97-106, 108-112, 116, 118-119, 125-128, 130-132, 134, 136, 142-143, 153-154, 160, 169-170
location 40, 41, 48, 51, 57, 74-77, 80, 83-86, 96-97, 103-104, 132, 136, 143-144, 161, 167
location argument 111, 115-116
location built-in routine call 48
location built-in routine call 41, 48, 49
location built-in routine call 84
location built-in routine call 48-49, 143, 168
location contents 51
location contents 50, 51, 144
location conversion 49
location conversion 41, 49, 63, 136, 143, 170
location declaration 2, 4, 39, 132, 136
location declaration 39, 40, 42, 57
location do-with name 42, 83
location do-with name 42, 143, 166, 170
location enumeration 81
location enumeration 42, 80
location enumeration name 42, 82
location enumeration name 42, 143, 166
location name 40, 42, 133, 140, 161
location name 42, 136, 143, 166-167
location procedure 5
location procedure call 48, 132
location procedure call 41, 48, 143
location procedure call 48, 85, 143, 168
locked 142, 143, 145
LONG_INT 17
loop counter 80, 81
loop counter 42, 52, 80, 81-82, 127
LOWER 96, 97-98, 154, 174
lower bound 30, 47
lower bound 17-19, 29-30, 37, 46-47, 61-62, 81, 97, 106, 108, 149, 151, 169
lower bound 19, 20, 30, 37
lower case 8, 9, 115
lower element 46, 47, 62, 136

mapped 30, 32, 36
mapping 34, 35-36
match 140-141
MAX 96, 97-98, 174
member mode 20
member mode 20
member mode 20, 58-59, 70, 82, 97, 148, 151, 153
membership operator 70

membership operator 69, 70
metalanguage 2, 7
MILLISECS 124, 174
MIN 96, 97-98, 174
minute expression 124, 125
minute location 125
MINUTES 124, 174
MOD 72, 73, 173
mode 2-3, 5, 12-14, 15, 16, 22-23, 26-27, 29-37, 39-49, 51-52, 57-65, 67-70, 72, 74, 76, 78, 81-87, 89-94, 97-99, 103-106, 108-110, 112, 115-116, 119, 126, 132-134, 140-141, 143, 145-151, 153-155, 160-165
mode 12-13, 15, 16, 21-25, 29, 31-33, 39-41, 50, 57, 81, 132, 139-140, 145, 162, 168
mode argument 57, 96, 97-99
mode checking 5, 13, 49, 63
mode definition 2, 13, 14-15, 50
mode definition 13, 14-16, 127
mode name 6, 12, 13, 14-16, 97, 162
mode name 16, 42-43, 49, 56-58, 63-64, 67, 96-99, 163, 166
mode rules 5, 146
modification built-in routine call 102, 104
MODIFY 104, 105, 174
modify parameter 104, 170
modify parameter list 104, 105
MODIFYFAIL 105, 170, 175
MODULE 134, 137-138, 173
module 3-5, 83-84, 120-121, 128-130, 134, 135-136
module 75, 127, 129, 134, 135, 137-139, 141, 160-162
module body 134, 138-139, 141
module body 128, 134, 157
module name 134
module spec 130, 138, 139-141, 164
modulion 127, 128-129, 134-136, 138, 141, 158-162, 164
modulo 72, 73
monadic operator 73
monadic operator 73
month expression 124
month location 125
multi-dimensional array 30
multiple assignment action 75

name 2-6, 10, 11, 13-14, 16-18, 21-23, 25, 27, 31-32, 39-40, 42, 48, 50, 52-55, 63, 80-82, 84, 86, 88, 91, 93, 127-128, 130-135, 138, 140, 155, 160, 166-167, 169
name 10, 11, 15, 71, 81, 127, 155, 157, 166-167
name binding 5, 10, 128, 155, 156, 157
name string 11, 75, 81, 83-84, 133-135, 137, 139, 148, 157, 160-161
name string 10, 11, 138, 141, 152-153, 155-164, 167
named values 18
new prefix 158, 159-160, 162
NEWMODE 13, 14, 173
newmode definition statement 6, 13, 15

newmode definition statement 14, 15–16, 128, 139
newmode name 15, 19, 29, 140, 160, 164, 167, 169
newmode name 166
newmode name string 160–161, 164, 167
nil 16, 143–144, 151
non-composite mode 15, 16, 168
non-hereditary property 12, 16, 19, 29
non-percent character 113
non-recursive 23, 85, 132
non-reserved character 55, 168
non-reserved name 84, 167
non-special character 55, 168
non-value property 12, 23, 25–26, 33, 39–40, 51, 64, 76, 85, 133–134, 145, 147
NONREF 22, 48, 86, 132, 139, 140, 173
NOPACK 30, 32, 34, 35–36, 46–48, 82–83, 150–151, 173
NOT 73, 173
NOTASSOCIATED 103–104, 106, 175
NOTCONNECTED 107–110, 175
novelty 12–13, 14, 15, 16, 148–149, 151–153, 164
novelty bound 13, 15, 141, 148, 152, 153, 164
novelty paired 153
NULL 21–23, 43–44, 55, 85, 91, 99, 107–108, 174
null class 12, 55, 143, 155
NUM 19, 30, 35, 37, 44–45, 47, 60–64, 96, 97–98, 106, 108, 154, 174
number of elements 30, 35, 37, 58, 149, 152, 154
number of values 17–19, 36, 148
numbered range mode 19, 26
numbered set element 18
numbered set list 18
numbered set mode 18, 19, 26, 82, 148

octal bit string literal 56
octal digit 53, 56
octal integer literal 53
OD 79, 86, 173
OF 31, 67, 78, 173
old prefix 158, 159–162
ON 120, 173
on-alternative 130
on-alternative 120, 127, 129
operand-0 67, 68
operand-1 68, 69
operand-2 69, 70
operand-3 69–70, 71, 72
operand-4 71, 72, 73
operand-5 72, 73, 74
operand-6 73, 74, 143
operator-3 69, 70
operator-4 71, 72
OR 68, 76, 173
ORIF 68, 173
origin array mode 16, 30
origin array mode name 29, 30, 37
origin array mode name 15
origin reach 158, 159
origin string mode 16, 29
origin string mode name 28, 29, 37
origin string mode name 15

origin variant structure mode 16, 33, 38, 149–150, 152, 154
origin variant structure mode name 31, 33–34, 37
origin variant structure mode name 15
OUT 22, 85, 131–132, 134, 173
OUTOFFILE 107, 108, 174
outoffile 102, 106–109
outside world object 4, 25, 100, 103–104
OVERFLOW 64, 72–74, 81, 98, 175
overflow 114–115

PACK 30, 32, 34, 35, 150–151, 173
packing 34, 35
padding 114–116
parameter attribute 23, 132–134, 149, 151
parameter attribute 22
parameter list 125
parameter list 22, 23
parameter passing 6, 65, 85, 131–132, 169
parameter spec 85–86
parameter specs 23, 85, 132, 133, 149, 151, 153, 163
parameter spec 22, 23, 57, 127, 131–134, 140
parameterisable 12, 22–23, 26, 34, 41, 98, 146, 154
parameterisable variant structure mode 33, 146, 149, 152, 154
parameterised array mode 37
parameterised array mode 29, 30
parameterised array mode 15–16, 30, 47, 62, 166
parameterised array mode name 29, 166
parameterised string mode 37
parameterised string mode 28, 29
parameterised string mode 15–16, 29, 45, 60, 166
parameterised string mode name 28, 166
parameterised structure mode 31, 32–33
parameterised structure mode 15–16, 32, 33, 38, 58–59, 146, 149–150, 152, 154, 166
parameterised structure mode name 31, 166
parent mode 14–17, 19, 147–148
parenthesised clause 112, 113
parenthesised expression 46, 65
parenthesised expression 51, 65, 66
pass by location 131, 132
pass by value 131, 132
path 14, 148
percent 113
percent 113
piece 5, 9, 11, 136–137
piece designator 136, 137
piecewise programming 136, 138, 140
POS 34, 35, 150, 173
pos 151
pos 31–33, 34–35, 36, 150–151
postfix 159
postfix 158–159, 160, 162
POWERSET 20, 163, 173
powerset difference operator 71
powerset difference operator 71, 72, 76
powerset enumeration 80–81
powerset enumeration 80

powerset expression 81
powerset expression 80, 82, 96–97, 168
 powerset inclusion operator 70
powerset inclusion operator 69, 70
 powerset mode 2, 20, 58, 147–148, 151, 153, 166, 168
powerset mode 15, 20
powerset mode name 20, 166
 powerset tuple 57–58
powerset tuple 56, 58–59
 powerset value 20, 57, 68–71, 73, 80–81, 96
PRED 81, 96, 97–98, 174
 predefined name string 159
 prefix 158
prefix 10, 11, 158, 160–162
prefix clause 159, 160, 161–162
 prefix rename clauses 158
prefix rename clause 158, 159–162
PREFIXED 160, 173
 prefixed name string 155, 158
prefixed name string 10, 11
 prefixing operator 11
 primitive value 51, 83, 147
primitive value 50, 51, 74, 83, 96, 144, 167–168
PRIORITY 89, 173
 priority 89, 90–94
priority 89, 90–92
PROC 22, 131, 133, 140, 163, 173
proc body 128, 131
 procedure 2–6, 22, 48, 55, 64–65, 84–87, 120, 128–132, 136, 142–144, 163
procedure attribute list 131, 140
 procedure call 3, 5, 84, 86, 130–132, 143
procedure call 57, 84, 85, 143–144
 procedure definition 86, 121, 131, 133, 136
procedure definition 52, 127, 129, 131, 132–133
 procedure definition statements 22
procedure definition statement 128, 131, 132
 procedure mode 2, 22, 23, 133, 141, 149, 151, 153, 155, 166, 168
procedure mode 14–15, 22
procedure mode name 22, 166
 procedure name 52, 57, 86–87, 132–133, 141–142, 153, 163
procedure name 84–85, 143–144, 167
procedure primitive value 84–86, 168
 procedure values 22, 131
PROCESS 133, 140, 173
 process 2, 4–6, 23–24, 27, 39, 55, 65, 74, 84, 86–95, 122–123, 125–126, 129–130, 135, 142, 143–145, 169
 process body 142
process body 128, 133
 process creation 142
 process definition 5, 65, 84, 86–87, 121, 133, 136, 141–142, 169
process definition 127, 129, 133, 134
process definition statement 128, 133, 134
 process delaying 144
 process name 6, 91, 133, 141–142, 145, 153, 163, 169
process name 65, 145, 167
 process re-activation 145
 process termination 142
 product 72
 program 1–5, 8–12, 26, 37, 66, 75, 84, 100–101, 108–110, 120, 122, 128–129, 131, 133, 135, 136–137, 142, 152, 156
program 135
 program structure 1, 5, 127
PTR 21, 163, 174

 quasi data statement 128, 139
 quasi declaration 130, 139
 quasi declaration statement 139
 quasi defining occurrence 11, 15, 130, 138, 140–141, 152–153, 156–157
 quasi definition statement 139, 140
 quasi formal parameter 140
 quasi formal parameter list 140, 141
 quasi loc-identity declaration 139, 140
 quasi location declaration 139
 quasi novelty 15, 141, 153, 164
 quasi procedure definition statement 130, 139, 140
 quasi process definition statement 130, 139, 140
 quasi reach 130
 quasi signal definition 140
 quasi signal definition statement 139, 140
 quasi statements 140
 quasi synonym definition 140, 170
 quasi synonym definition statement 139, 140
 quote 55, 168
quote 55
 quotient 72

RANGE 19, 26, 30, 163, 173
 range 1–2, 17, 19–20, 30, 55, 57, 66, 78, 116, 124, 169
 range 56
 range enumeration 80–81
range enumeration 80
 range list 165
range list 78
 range mode 14–16, 19, 30, 76, 107, 109, 116, 147–149, 151, 166
range mode 16, 19
range mode name 19, 166
RANGEFAIL 41, 44–47, 51, 59–62, 68–70, 76, 78, 82, 98, 107, 109–110, 124–125, 148–150, 154, 175
 re-activation 5, 142
 reach 39–40, 79, 85, 89–90, 92–94, 121–123, 127, 128–130, 135–136, 138, 141, 153, 156–164, 169
 reach-bound initialisation 128–129, 142–143
reach-bound initialisation 39, 40
READ 15, 16, 30, 32, 153–154, 163, 173
 read operation 101, 102, 105, 107, 108, 109
 read-compatible 13, 41, 43, 85–86, 119, 153, 154–155
 read-only 2, 16, 32, 148, 153–154
 read-only mode 2, 15, 16, 30, 32, 146, 150–151, 153

read-only property 2, 12, 16, 40, 76, 85, 90, 93-94, 99, 109, 116, 126, 146
READABLE 104, 174
readable 4, 101, 104, 106
READFAIL 109, 175
READONLY 105-107, 110, 174
READRECORD 4, 108, 109, 113, 118, 174
readrecord built-in routine call 102, 108
READTEXT 111, 112, 114-118, 174
READWRITE 105-107, 174
real defining occurrence 130, 141, 156-157
real novelty 15, 141, 153
real reach 130, 138-139, 141
RECEIVE 74, 93-94, 173
receive buffer case action 94, 144-145
receive buffer case action 92, 94, 129
receive case action 3, 5, 24, 92, 145
receive case action 52, 75, 92, 127
receive expression 24, 74, 144-145
receive expression 74, 144
receive signal case action 93, 144
receive signal case action 92, 93, 129
record mode 26, 101, 109, 170
record mode 25-26
record mode 26, 108-109, 118, 149, 151, 153
RECURSIVE 22, 23, 131, 132-133, 173
recursive 23, 131, 132, 143
recursive definitions 13, 14, 50
recursive mode 14, 148
recursive mode definitions 14
recursivity 23, 85, 132, 149, 151, 169
REF 14, 21, 110, 153-154, 163, 173
referability 2, 36, 41
referable 2, 20, 34, 36, 40, 41, 42-49, 74, 82-83, 85-86, 97-98, 102, 109, 112, 126, 132-133, 140, 170
reference class 12, 107, 143
reference mode 2, 20, 146, 153, 155
reference mode 14-15, 20
reference primitive value 98-99, 168
reference value 2-3, 21, 22, 98-99, 107-108, 110
referenced location 43-44, 74, 99, 108
referenced location 74, 144
referenced mode 21
referenced mode 21
referenced mode 21, 43, 148, 150-151, 153-155
referenced origin mode 22, 44, 149-151, 153-155
referencing property 12, 143, 146, 154-155
REGION 135, 138, 173
region 3-5, 99, 120-121, 128-130, 132, 134, 135, 136, 142-145
region 127-129, 135, 137-139, 141, 143-144, 160-162
region body 135, 138-139, 141
region body 128, 135, 157
region name 135
region spec 130, 138, 139-141, 164
regionality 65, 85-86, 103, 106-107, 109, 119, 140-141, 143, 144, 169-170
regionally safe 40, 76, 85-86, 99, 144
relational operators 27, 70
relational operator 69, 70
relative timing action 122, 127
released 121, 142, 143-144
REM 72, 73, 173
REMOTE 136-137, 173
remote context 137, 138
remote modulation 134-135, 136-137, 138-139, 141
remote piece 136, 137
remote spec 136-137, 138-139
repetition factor 112, 113
reserved names 167
reserved simple name string 9
reserved simple name string 9, 84
restrictable 13, 154, 155
RESULT 86, 173
result 2-5, 11, 32, 51, 64, 66-70, 73, 76, 86, 92, 103, 108, 131, 142, 148-150, 154
result 86
result action 3, 86, 132, 143
result action 57, 75, 86, 87, 132
result attribute 23, 132
result attribute 22
result spec 131-132
result spec 23, 48-49, 57, 64, 85-87, 132, 149, 151, 153, 163
result spec 22, 23, 127, 131-133, 140
result transmission 6
resulting class 12, 19, 58, 68-69, 71-73, 82, 97, 147, 165
resulting list of classes 33, 78, 165
resulting lists of classes 33
resulting mode 147
RETURN 86, 173
return action 86, 131
return action 57, 75, 86
RETURNS 22, 173
right element 45, 60-61, 136
root mode 12, 19, 26, 60, 68-74, 82, 97-98, 116, 140, 147, 153, 165, 169
ROW 9, 21, 163, 173
row 2, 20, 22, 43
row mode 22, 149-151, 153-155, 166, 168
row mode 14, 20, 21
row mode name 21, 166
row primitive value 43-44, 143, 168

safe 14
SAME 105-106, 174
scope 4-5, 127, 128
second expression 57
second expression 124, 125
second location 125
SECS 124, 174
seizable 159, 162
SEIZE 137, 161, 173
seize postfix 158-159, 161, 162
seize statement 161
seize statement 158-159, 161, 162
seize window 161-162
selection 2-3, 78, 164
selector 33, 78, 165

string mode 28, 168
string mode 21-22, 168
string mode name 28-29, 96-99, 166
string primitive value 60-61, 168
string repetition operator 73
string repetition operator 73
string slice 45, 60, 112, 116
string slice 41, 45, 60, 136, 143
string type 28, 29
string value 28, 60, 73, 109, 112, 118
strong 3, 12, 43-44, 60, 71, 78, 82-83, 97-98, 164
strongly visible 156, 157, 159, 161-163
STRUCT 14, 31, 35, 154, 163, 173
structure field 34-36, 47, 79
structure field 41, 47, 48, 63, 136, 143, 164
structure location 22, 31-32, 42, 44, 47, 83
structure location 47-48, 63, 83, 136, 143, 164, 167
structure mode 2, 11, 16, 26, 31, 32-36, 57-58, 83, 141, 146-147, 149-150, 152-154, 160-161, 166-168
structure mode 28, 31, 32
structure mode name 31, 166
structure primitive value 63, 83, 144, 164, 168
structure tuple 56, 57-59, 164
structure value 31-32, 52, 57, 63, 83, 109, 170
sub expression 67, 68, 144
sub operand-0 68
sub operand-1 69
sub operand-2 69, 70
sub operand-3 71
sub operand-4 72, 73
SUCC 81, 96, 97-98, 174
sum 71
surrounded 5, 52, 86, 99, 127, 129, 130, 134-136, 141-142
SYN 50, 140, 173
synchronisation mode 2, 23
synchronisation mode 15, 23
SYNMODE 14, 173
synmode definition statement 14
synmode definition statement 14, 128, 139
synmode name 14, 16, 19, 29-30, 44-45, 47, 60, 62, 71, 81-82, 105, 140
synmode name 166
synonym definition 13, 50
synonym definition 13, 50, 57, 127
synonym definition statement 3, 50
synonym definition statement 50, 52, 128, 139-140
synonym name 13-14, 50, 52, 140, 153, 161
synonym name 51-52, 144, 166
synonymous 13, 14, 15-16, 29-30, 44-45, 47, 60, 62, 71, 81-82
syntax 7, 8, 57, 78, 136
syntax description 7, 9, 166

tag 109
tag field 16, 32, 33, 39, 48, 58-59, 63, 76, 146, 165
tag field name 32, 33, 150, 152
tag field name 31, 167
tag list 31, 32-33, 150, 152
tag-less alternative fields 33
tag-less alternative fields 32, 33
tag-less parameterised structure mode 33
tag-less parameterised structure mode 58-59
tag-less variant 170
tag-less variant structure 170
tag-less variant structure mode 33, 47, 58-59, 63, 165
TAGFAIL 41-42, 48, 51-52, 59, 63, 70, 76, 109, 148-149, 175
tagged parameterised property 12, 33, 39, 146, 147
tagged parameterised structure mode 33, 58-59, 146-147
tagged variant structure mode 33, 48, 58-59, 63, 165
TERMINATE 98, 99, 136, 170, 174
terminate built-in routine call 95, 98
terminated 9-10, 79-82, 103, 113, 120, 129, 131, 142
TEXT 26, 163, 173
text argument 111, 112
text built-in routine call 102, 111
text io argument list 111
text length 26-27, 110-112, 117-119, 149, 151
text length 26, 27
text location 110
text location 110
text location 102, 105-107, 111-112, 117-119, 167
text mode 2, 26-27, 110, 147, 149, 151, 153, 167
text mode 25, 26
text record 26, 110-114, 116-119
text record mode 27, 110, 119, 149, 151
text record reference 110, 118
text record sub-location 40
text reference name 10-11, 137, 169
text value 110
TEXTFAIL 112, 116-117, 119, 175
THEN 9, 67, 77, 173
then alternative 67
then clause 77, 127
THIS 65, 142, 173
TIME 27, 125, 163, 174
time value built-in routine call 96, 124
TIMEOUT 122, 173
timeoutable 4, 89-90, 92-94, 122-123, 125-126, 170
TIMERFAIL 123-124, 170, 175
timing action 122
timing action 75, 122, 129
timing handler 122, 123, 127, 129
timing mode 2, 27
timing mode 15, 27
timing simple built-in routine call 95, 125
TO 80, 91, 140, 141, 145, 173
transfer index 101-102, 107, 108, 109
transfer location 105, 106-107
TRUE 17, 53, 67-68, 70, 72, 77, 82, 103-105, 107-109, 115, 118, 174
truncation 114-115
tuple 57, 58, 67
tuple 50-51, 56, 57-59, 144

selector value 164, 165
 semantics 7-10, 32, 40, 42, 47, 49, 52, 63, 76, 81,
 91-92, 102-104, 112, 118-119, 131, 136-137
 semantics 7
 semantic category 7, 166
 semantic description 7-8
SEND 91-92, 173
 send action 5, 24, 91, 92, 143
 send action 57, 75, 91
 send buffer action 92, 94, 144-145
 send buffer action 91, 92
 send signal action 91, 93, 145
 send signal action 91
SENDFAIL 91, 175
SEQUENCIBLE 104, 174
 sequencible 4, 101, 104-106
SET 18, 90, 93-94, 105, 163, 173
 set element 156
 set element 18
 set element name 18, 130, 140, 148, 153
set element name 11, 54, 167
 set list 18, 19
 set literal 54, 116
 set literal 52, 54
 set mode 18, 54, 116, 148, 151, 156, 166
 set mode 16, 18, 127
 set mode 18, 54, 140, 153
set mode name 18, 166
 settext built-in routine call 102, 118
SETTEXTACCESS 119, 174
SETTEXTINDEX 119, 174
SETTEXTRECORD 118-119, 174
SHORT_INT 17
SIGNAL 140, 145, 173
 signal 5, 91-93, 130, 145, 163
 signal definition 57, 145
 signal definition 127, 145
 signal definition statements 5
 signal definition statement 128, 145
 signal name 91, 93, 141, 145, 153, 163
signal name 57, 91, 93, 167
 signal receive alternative 130
 signal receive alternative 93, 127, 129
 similar 13, 147, 148, 149, 151, 155-156, 169
SIMPLE 131, 132, 173
 simple 131, 132
 simple name string 8, 116
 simple name string 8, 9-10, 11, 75, 115, 131, 133-
 141, 155, 161-163
 simple prefix 10, 160
 simple procedures 131
 simple spec module 130, 138, 140
 simple spec region 130, 138, 140
 single assignment action 57, 75
SIZE 16, 49, 96, 97-98, 174
 size 16, 26, 32, 101
 slice size 45, 46-47, 60-62, 136
 slicing 2
 space 9
SPACEFAIL 65, 77-79, 85, 90, 93, 95, 99, 120,
 130, 175
SPEC 136, 138, 139, 160, 173
 spec module 5
 spec module 75, 127-130, 135, 137, 138, 139-141,
 157, 160-162
 spec module body 128, 138
 spec region 5
 spec region 127-130, 135, 137, 138, 139-141, 143-
 144, 157, 160-162
 spec region body 128, 138
 special character combination 8-9
 special simple name strings 8, 9, 115
 special symbol 8, 172
 stack 98
START 65, 173
 start action 88
 start action 75, 88
 start bit 34, 36, 151
 start element 44, 45, 60-61, 136
 start expression 3, 5, 65, 88, 130, 142
 start expression 51, 57, 65, 88, 170
 start value 80-81
 start value 80, 82
STATIC 39, 40, 136, 139, 142, 173
 static 41, 74, 136, 140
 static class 97
 static condition 7, 64-65, 140, 144, 148
 static conditions 7
 static mode 2, 12, 20-21, 155, 167
static mode location 49, 63, 108, 136, 143, 167
 static properties 5, 11, 38, 84, 138, 140, 169
 static properties 7
 static record mode 26, 107, 109, 149, 151
STEP 34, 35-36, 150, 173
 step 30, 34-35, 150-151
 step enumeration 80-81
 step enumeration 80
 step size 34, 35-36, 151
 step value 80-81
 step value 80, 81-82
STOP 88, 173
 stop action 5, 88, 142
 stop action 75, 88
 storage 32, 65, 77-79, 85, 90, 93, 95, 98-99, 120-
 121, 130, 148
 storage allocation 136
 store location 108, 109
 strict syntax 7, 46, 149-150, 152
 string concatenation operator 71
 string concatenation operator 71, 72, 76
 string element 28, 44, 114
 string element 41, 44, 60, 136, 143
 string expressions 97
string expression 80-82, 96-97, 111, 168
 string length 22, 28, 29, 37, 44, 55-56, 71, 73,
 76, 98, 109, 111, 114, 116, 118, 150, 152, 154
 string length 28, 29
 string location 22, 44-45, 81
string location 41, 44-45, 60, 80-82, 96-97, 111-
 112, 136, 143, 167
 string mode 28-29, 37, 44, 70, 82, 109, 146-147,
 149, 152, 154, 166-168

undefined location 40, 42, 48-49, 86, 132
undefined synonym name 66, 167
 undefined value 3
 undefined value 66
undefined value 3, 39-40, 50, 58-59, 64, 66, 76, 86, 98, 108, 132
 underline character 8, 53, 56
 union 32-33, 68, 163
 unlabelled array tuple 57
 unlabelled array tuple 56, 58
 unlabelled structure tuple 57
 unlabelled structure tuple 56, 57-58
 unnamed values 18
 unnumbered set list 18
unnumbered set mode 18, 97, 148
UP 28, 45-46, 60, 62, 173
UPPER 96, 97-98, 174
upper bound 17-19, 22, 29-30, 37, 44, 46-47, 61-62, 81, 97, 109, 149, 151, 154, 169
 upper bound 19, 20, 30
 upper case 8, 9
 upper element 46, 47, 62, 136
 upper index 29, 30, 47, 62
 upper lower argument 96, 97
USAGE 105-107, 174
usage 102, 106-110
 usage expression 105, 106-107

v-equivalent 13, 148-149, 155
 value 1-5, 12-13, 15-32, 34-37, 39-43, 45, 47-48, 50-65, 66, 67-68, 70-74, 76-78, 80-82, 84-86, 89-117, 119, 123-125, 130-132, 140, 142, 145, 148-152, 154, 160, 164-165, 169-170
 value 39-40, 56-59, 66, 75-76, 84-87, 91-92, 98-99, 103-104, 132, 143-144, 161, 165, 168
 value argument 111, 115-116
 value array element 61
 value array element 50, 61, 144
 value array slice 62
 value array slice 50, 62, 144
 value built-in routine call 64
 value built-in routine call 51, 64
 value built-in routine call 84
 value built-in routine call 64, 144, 168
 value case alternative 67
 value class 12, 33, 60, 71
 value do-with name 52, 83
 value do-with name 51-52, 144, 166, 170
 value enumeration 52, 80, 82
 value enumeration name 52, 81
 value enumeration name 51-52, 166
 value name 52, 83, 166
 value name 50, 51, 52, 144
 value procedure 5
 value procedure call 64, 132
 value procedure call 51, 64, 144
 value procedure call 64, 85, 168
 value receive name 52, 93-94
 value receive name 51-52, 144, 166
 value string element 60
 value string element 50, 60
 value string slice 60
 value string slice 50, 60, 61
 value structure field 63
 value structure field 50, 63, 144, 164
VARIABLE 104, 174
variable 4, 101, 104, 106-107, 112, 115-116
variable clause width 111-112, 116
 variant alternative 32, 59
 variant alternative 31, 32-33, 36, 59, 150, 152, 165
 variant field 32, 42, 52, 76, 164
 variant field 31, 32-33, 150, 152
 variant field 33, 42-44, 52, 170
 variant field access conditions 42-44, 48, 52, 63
variant field name 32, 33, 36, 47, 63
variant structure mode 32-33, 44, 58-59, 154, 166
variant structure mode 21-22
variant structure mode name 31, 96, 98-99, 166
VARYING 27, 28, 29, 173
varying string 109, 116
varying string mode 14-15, 26, 28, 29, 41, 44-45, 68-69, 76, 112, 147, 150, 152
 visibility 1, 4-5, 83, 128, 130, 134-135, 138, 155, 156, 157-158, 160-162
 visibility of field names 164
 visibility statements 4-5, 139, 156, 158
 visibility statement 128, 158, 159
visible 4, 128, 138, 156, 157, 163-164
 visible field names 141

WAIT 125, 126, 174
weak clash 156-157
weakly visible 156-157, 162
WHERE 105-106, 174
 where expression 105, 106
WHILE 82, 173
 while control 79
 while control 79, 82, 127
width 112, 114-117
WITH 83, 173
 with control 83
 with part 42, 52, 79, 83, 127
 word 7, 35-36, 170
 word 34, 35-36, 151
 write expression 108, 109
 write operation 100, 101, 105-107, 109
WRITEABLE 104, 174
 writeable 4, 101, 104, 106
WRITEFAIL 110, 175
WRITEONLY 105-107, 109, 174
WRITERECORD 4, 108, 109-110, 113, 118, 174
 writerecord built-in routine call 102, 108
WRITETEXT 111, 112, 114-119, 174

XOR 68, 76, 173

 year expression 124
 year location 125

 zero-adic operator 65
 zero-adic operator 51, 65

ITU-T RECOMMENDATIONS SERIES

Series A	Organization of the work of the ITU-T
Series B	Means of expression: definitions, symbols, classification
Series C	General telecommunication statistics
Series D	General tariff principles
Series E	Overall network operation, telephone service, service operation and human factors
Series F	Non-telephone telecommunication services
Series G	Transmission systems and media, digital systems and networks
Series H	Audiovisual and multimedia systems
Series I	Integrated services digital network
Series J	Transmission of television, sound programme and other multimedia signals
Series K	Protection against interference
Series L	Construction, installation and protection of cables and other elements of outside plant
Series M	TMN and network maintenance: international transmission systems, telephone circuits, telegraphy, facsimile and leased circuits
Series N	Maintenance: international sound programme and television transmission circuits
Series O	Specifications of measuring equipment
Series P	Telephone transmission quality, telephone installations, local line networks
Series Q	Switching and signalling
Series R	Telegraph transmission
Series S	Telegraph services terminal equipment
Series T	Terminals for telematic services
Series U	Telegraph switching
Series V	Data communication over the telephone network
Series X	Data networks and open system communications
Series Y	Global information infrastructure and Internet protocol aspects
Series Z	Languages and general software aspects for telecommunication systems