

Revised Report
on the
Algorithmic Language
ALGOL 68

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A van. Wijngaarden... two level grammars
M. Sintzoff... nest syntax L. Meertens... predicates

A language with two sentences

he sings a song

we sing a song

Meta rule

A) NUMBER :: singular ; plural.

Hyper-rules

a) NUMBER sentence:

NUMBER subject, NUMBER predicate.

b) NUMBER subject: NUMBER pronoun.

c) NUMBER predicate: NUMBER verb, object.

d) object: "a song".

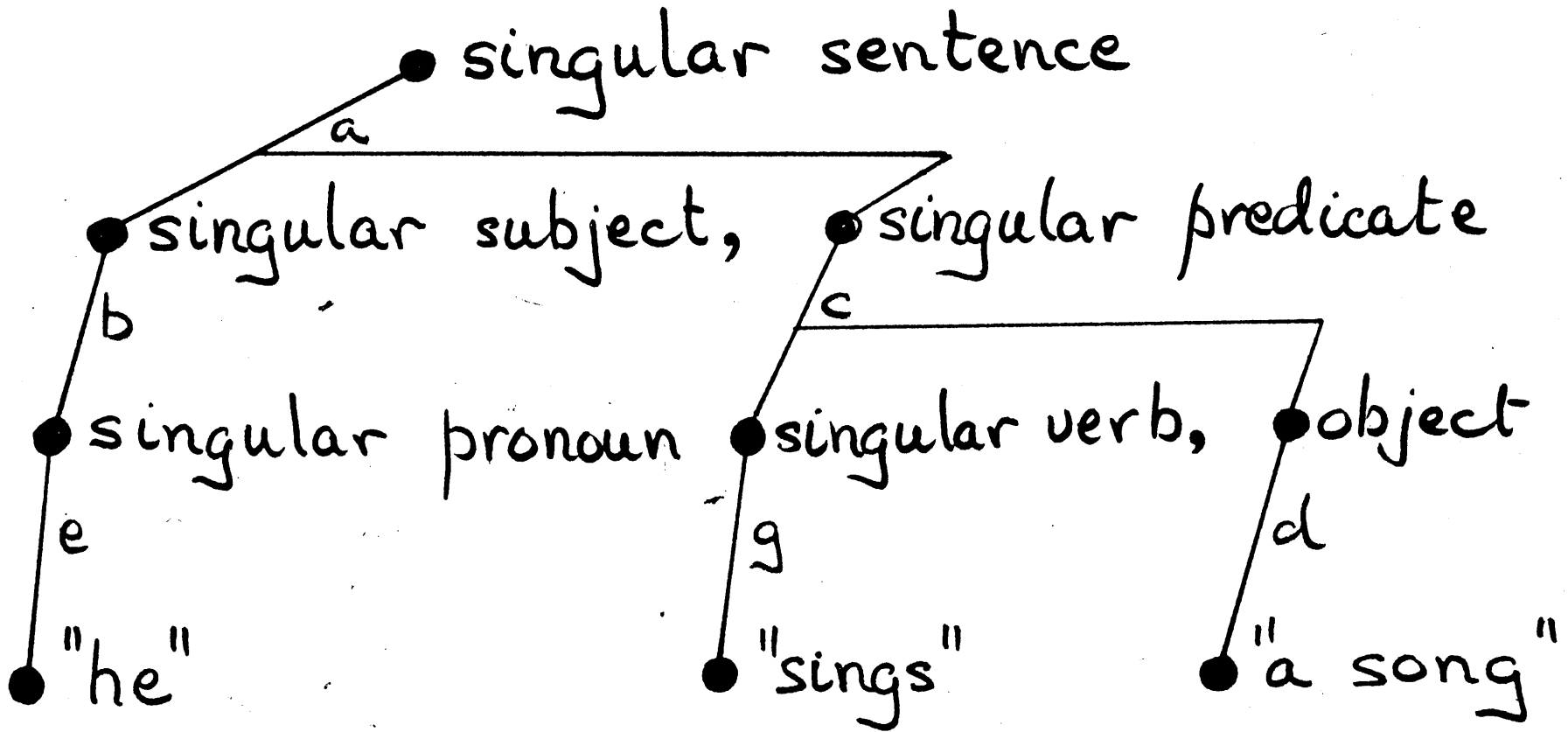
e) singular pronoun: "he".

f) plural pronoun: "we".

g) singular verb: "sings".

h) plural verb: "sing".

Parse tree for "he sings a song"



Metarules

A) PRONOUN :: he ; we.

B) VERB :: sing ; sings.

Hyper-rules

a) sentence : "PRONOUN", "VERB", object,

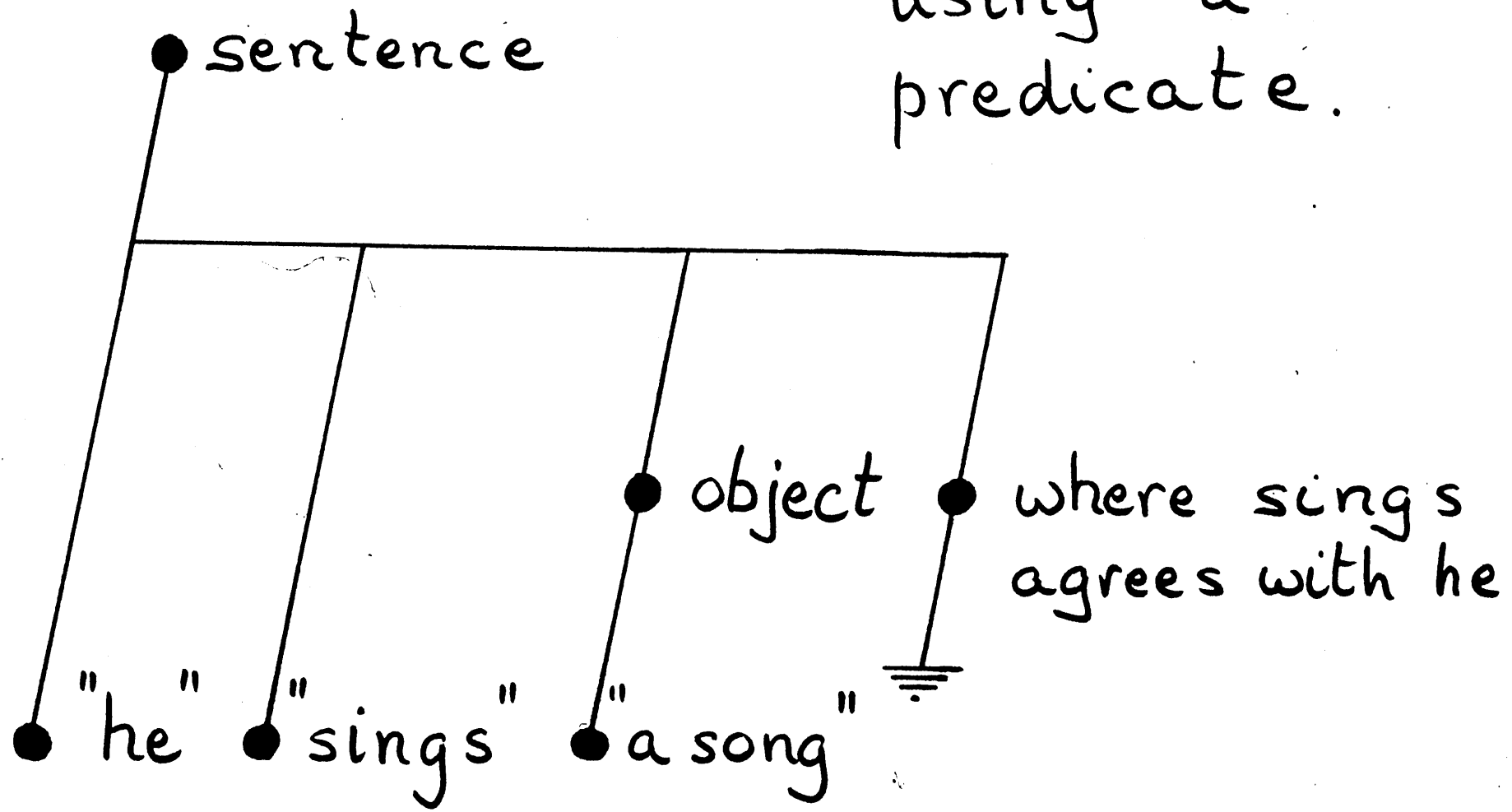
where VERB agrees with PRONOUN.

b) object : "a song".

c) where sings agrees with he :.

d) where sing agrees with we :.

Parse tree
using a
predicate.



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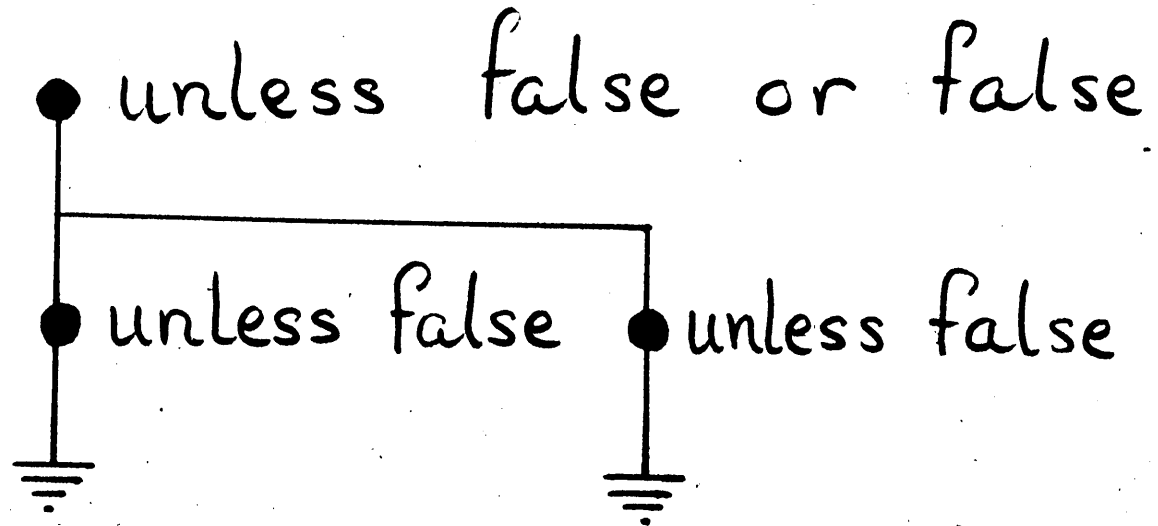
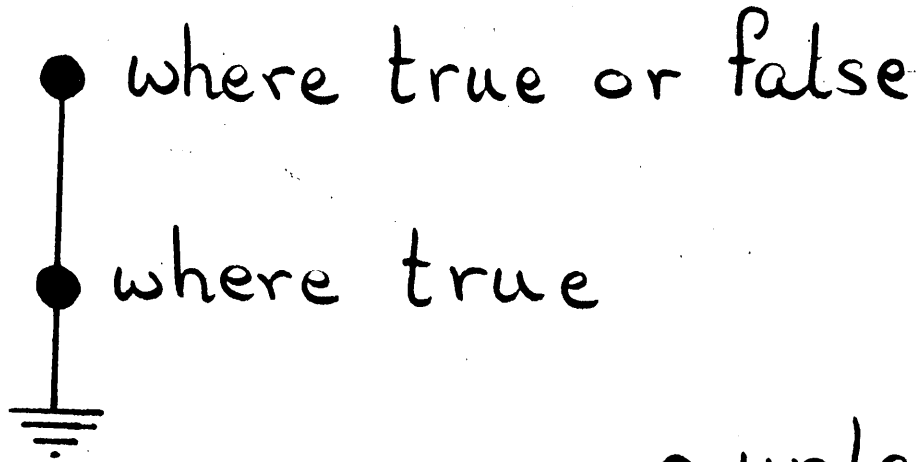
General predicates

- A) ALPHA :: 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.
- B) NOTION :: ALPHA; NOTION ALPHA.
- C) NOTETY :: NOTION; EMPTY.
- D) EMPTY ::.
- E) THING :: NOTION; <NOTETY> NOTETY;
THING <NOTETY> NOTETY.
- F) WHETHER :: where; unless.

Predicate hyper-rules

- a) where true ::
- b) unless false ::
- c) where THING1 and THING2 :
 where THING1, where THING2.
- d) where THING1 or THING2 :
 where THING1 ; where THING2.
- e) unless THING1 and THING2 :
 unless THING1 ; unless THING2.
- f) unless THING1 or THING2 :
 unless THING1 , unless THING2.

Production trees for predicates



String matching

) WHETHER $\langle \text{NOTETY1} \rangle$ is $\langle \text{NOTETY2} \rangle$:

WHETHER $\langle \text{NOTETY1} \rangle$ begins with $\langle \text{NOTETY2} \rangle$
and $\langle \text{NOTETY2} \rangle$ begins with $\langle \text{NOTETY1} \rangle$.

begins with

h) WHETHER <EMPTY> begins with <NOTION>:

WHETHER false.

i) WHETHER <NOTETY> begins with <EMPTY>:

WHETHER true.

j) WHETHER <ALPHA1 NOTETY1>

begins with <ALPHA2 NOTETY2>:

WHETHER <ALPHA1> coincides with <ALPHA2>

in <abcdefghijklmnopqrstuwxzyz>

and <NOTETY1> begins with <NOTETY2>.

coincides with

k) where $\langle \text{ALPHA} \rangle$ coincides with $\langle \text{ALPHA} \rangle$
in $\langle \text{NOTION} \rangle$: where true.

l) unless $\langle \text{ALPHA1} \rangle$ coincides with $\langle \text{ALPHA2} \rangle$
in $\langle \text{NOTION} \rangle$:

where $\langle \text{NOTION} \rangle$ contains

$\langle \text{ALPHA1 NOTETY ALPHA2} \rangle$

or $\langle \text{NOTION} \rangle$ contains

$\langle \text{ALPHA2 NOTETY ALPHA1} \rangle$.

contains

m) WHETHER <ALPHA NOTETY>

contains <NOTION>:

WHETHER <ALPHA NOTETY>

begins with <NOTION>

or <NOTETY> contains <NOTION>.

n) WHETHER <EMPTY> contains <NOTION>:

WHETHER false.

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Mode declarations

mode lr = long real ;

mode vector = [1:n] real ;

mode a = union (int, real, char);

mode cell =

struct (real val, int n, ref cell next)

Ill-formed modes

mode a = a,

mode a = b, b = a,

mode d =

struct (int n, d filler)

TALLY :: i ; TALLY i.

actual <TALLY1> declarer :

where <TALLY1> is <i>, actual declarator;

where <TALLY1> is <TALLY2 i> ,

TALLY2 mode indication.

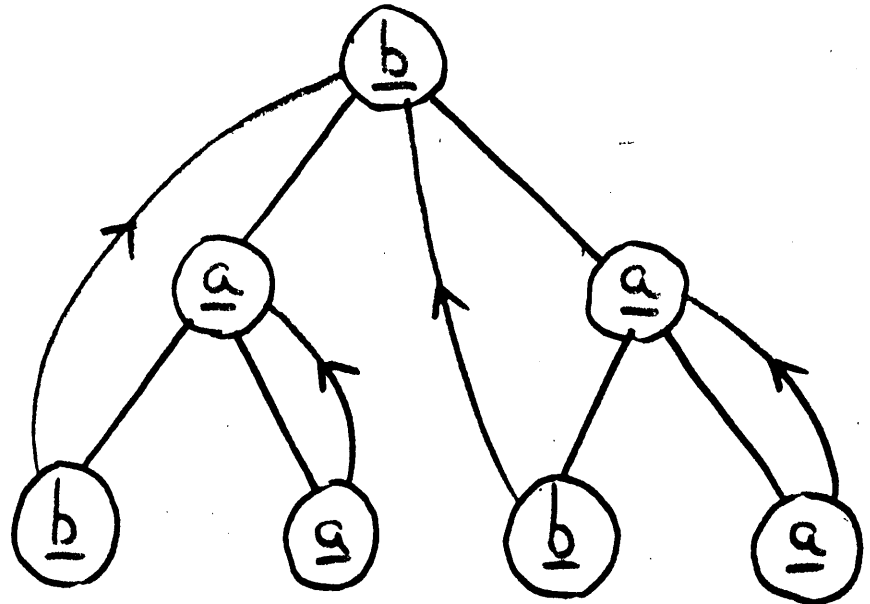
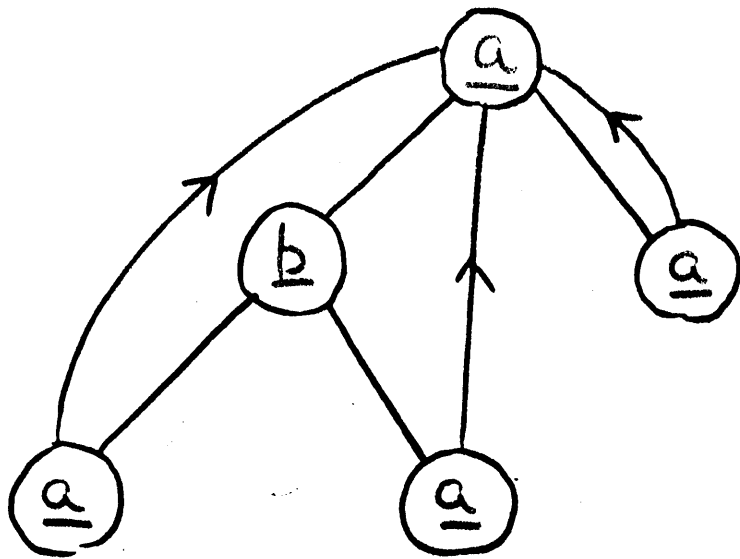
mode a = real, b = a, c = b

TALLY 1 2 3... actual-declarer

TALLY 1 2 3 mode-indication

Recursive Modes

mode a = struct (ref b x, ref a y),
b = struct (ref a x, ref a y)



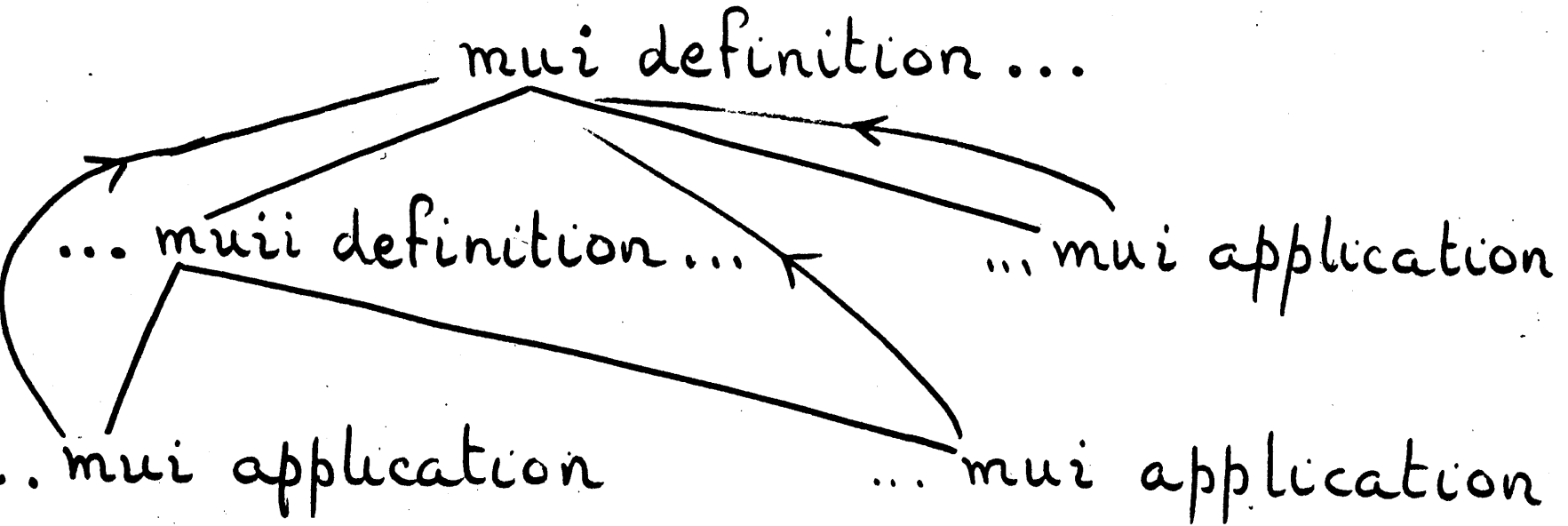
Recursive modes with finite spelling

MODE :: PLAIN; STOWED; REF to MODE;
PROCEDURE; UNITED;
MU definition of MODE; MU application.

MU :: mu TALLY.

mui definition of structured with reference to
mui definition of structured with reference
to mui application field letter x reference to
mui application field letter y mode field
letter x reference to mui application field
letter y mode

Mode spelling



Equivalence of modes

WHETHER SAFE1 MOLD1 equivalent SAFE2 MOLD2:

- where $\langle \text{SAFE1} \rangle$ contains $\langle \text{remember MOLD1 MOLD2} \rangle$
or $\langle \text{SAFE2} \rangle$ contains $\langle \text{remember MOLD2 MOLD1} \rangle$,
WHETHER true;

- unless $\langle \text{SAFE1} \rangle$ contains $\langle \text{remember MOLD1 MOLD2} \rangle$
or $\langle \text{SAFE2} \rangle$ contains $\langle \text{remember MOLD2 MOLD1} \rangle$,

WHETHER $\langle \text{HEAD3} \rangle$ is $\langle \text{HEAD4} \rangle$

and remember MOLD1 MOLD2 SAFE3

TAILETY3 equivalent SAFE4 TAILETY4,

where SAFE3 HEAD3 TAILETY3 develops from SAFE1 MOLD1

and SAFE4 HEAD4 TAILETY4 develops from SAFE2 MOLD2.

HEAD ::

TAILETY ::

PLAIN EMPTY

PREF MODE

structured with FIELDS mode

FLEXETY ROWS of MODE

procedure with PARAMETERS yielding MOID

union of MOODS mode

void EMPTY

develops from

WHETHER SAFE2 HEAD TAILETY

develops from SAFE1 MOID :

- where $\langle \text{MOID} \rangle$ is $\langle \text{HEAD TAILETY} \rangle$,
WHETHER $\langle \text{HEAD} \rangle$ shields SAFE1 to SAFE2 ;
- where $\langle \text{MOID} \rangle$ is $\langle \text{MU definition of MODE} \rangle$,
unless $\langle \text{SAFE1} \rangle$ contains $\langle \text{MU has} \rangle$,

WHETHER SAFE2 HEAD TAILETY

develops from MU has MODE SAFE1 MODE ;

- where $\langle \text{MOID} \rangle$ is $\langle \text{MU application} \rangle$
and $\langle \text{SAFE1} \rangle$ is $\langle \text{NOTION MU has MODE SAFE3} \rangle$
and $\langle \text{NOTION} \rangle$ contains $\langle \text{yin} \rangle$
and $\langle \text{NOTION} \rangle$ contains $\langle \text{yang} \rangle$,

WHETHER SAFE2 HEAD TAILETY

develops from SAFE1 MODE.