On the generation of ALGOL 68 programs involving infinite modes

0. Introduction

Certain proper ALGOL 68 (particular-)programs, e.g.,

\begin{verbatim}
begin struct chain = (ref chain link); skip end
\end{verbatim}

...can only be generated according to the rules given in the Report on the Algorithmic Language ALGOL 68 (1), by producing, in an infinite number of steps, a mode of infinite length. It has raised objections that this generation process is not finite and, therefore, not constructive. Moreover, G.S. Tseytin has shown (2) that the definitions in the ALGOL 68 report do not preclude an interpretation of equality between infinite modes in which, e.g., the modes specified by the mode-indications \texttt{a} and \texttt{b} defined by the declaration

\begin{verbatim}
mode a = proc (a, \_); b = proc (a, \_)
\end{verbatim}

...are equal, although these are clearly intended to be different.

The purpose of this note is to sketch a process that allows the generation of such programs in a finite, constructive way, and yet without need to change the syntax and the metaproduction rules in the ALGOL 68 report (with one annoying exception).

1. The stages of the generation process

The generation process is described in three stages (1.1 up to 1.3), each stage yielding the material to be used in the next stage. This does not imply that it is necessary to complete the first stage first, and next the second stage, and so on; on the contrary: whenever the process cannot be continued due to shortage of material, the current stage may be interrupted in order to generate new material; it is even possible to integrate the first two stages in the last stage, but this necessitates quite some administration circumvented in the approach described here.

Before we start one change in the metaproduction rules of (1) has to be made: rule 1.2.5.f is replaced by

\begin{verbatim}
NOTION: ALPHA; MODE; NOTION ALPHA; NOTION MODE
\end{verbatim}

It is a nuisance that this change introduces unnecessary ambiguities in the process of generating the program (but not on the semantic level). These ambiguities can be circumvented, but only in a cumbersome way; we would have to write out:

\begin{verbatim}
NOTION: library prelude; library postlude; declaration prelude;
label; label sequence; etc.
\end{verbatim}

1.1. Generation of "specific" metanotions and their specific production rules

We proceed from the set of production rules of the metalanguage, obtained in 1.1.4 of (1). (Actually we need only a finite subset)

A specific metanotation is a metanotation followed by the decimal notation of a natural number; e.g., \texttt{MODE\textbackslash{}17}. Associated with a specific metanotation is its specific production rule, obtainable from a production rule for that metanotation by inserting after that metanotation, as it appears before the colon, the number of that specific metanotation and some, arbitrarily chosen, natural number after each metanotation appearing in the direct production (the part after the colon). E.g., the specific production rule...
of MODE17 might be

\[\text{MODE17: MOOD3.}\]

and that of FIELD1

\[\text{FIELD1: MODE18 field TAG23.}\]

In this example, MOOD3 is the direct production of MODE17. The set of specific metaproduction rules cannot, of course, contain both

\[\text{LOWPER1: lower.}\]

and

\[\text{LOWPER1: upper.}\]

as only one of these can be the specific production rule for LOWPER1. For any program only a finite number of specific metaproduction rules has to be generated.

1.2. Generation of "normal" production rules of the strict language

We proceed from the set of "unfinished" production rules of the strict language, as obtainable from 1.1.5 of (1) when 1.1.5.a.Step3 (i.e., replacing a metanotion by one of its terminal productions) is skipped. These unfinished production rules are turned into normal production rules (of the strict language) by inserting after each metanotion appearing in them a natural number, with the understanding that after all occurrences of a given metanotion in some rule the same natural number is inserted. So

actual \footnotesize{LOWPER1 bound: strict LOWPER1 bound.}\hspace{1cm} and

actual \footnotesize{LOWPER2 bound: strict LOWPER2 bound.}\hspace{1cm} both are normal production rules, but

actual \footnotesize{LOWPER1 bound: strict LOWPER2 bound.}\hspace{1cm} is not a normal production rule of the strict language. In contrast with the set of specific metaproduction rules, the set of normal production rules may contain both

\[\text{NOTION4096 option: NOTION4096.}\]

and

\[\text{NOTION4096 option: EMPTY1.}\]

From a given normal production rule another one may be obtained by replacing one of the specific metanotions appearing in it by the direct production of that specific metanotion. If, in stage 1, we have generated the specific metaproduction rule

\[\text{LOWPER1: lower.}\]

then we can obtain from the normal production rule

\[\text{actual LOWPER1 bound: strict LOWPER1 bound.}\]

two new ones, viz.

\[\text{actual lower bound: strict LOWPER1 bound.}\]

and

\[\text{actual LOWPER1 bound: strict lower bound.}\]

From each of these rules we may obtain yet another one:

\[\text{actual lower bound: strict lower bound.}\]

For any program only a finite number of normal production rules has to be generated.

1.3. Producing the program

Before each normal production rule obtained in stage 2, \(<\) is placed. Each colon is replaced by \(>:=<\), each comma by \(<\) and each point by \(>\).

Next, one rule \(<\text{empty}>:=<\) is added, and all occurrences of \(<\) are replaced by \(<\text{empty}>\). We thereby have obtained a Backus Normal Form grammar that produces, starting from the metalinguistic variable <program>, our program (where every symbol is still a metalinguistic variable, e.g., <begin symbol>). This syntax may, of course, be abbreviated by the convention of using \(\mid\) for alternative direct productions.
2. The context conditions

The generation of the program is only half the story; if the program is to be a proper one it has to satisfy the context conditions. The formulation of these conditions as given in (1) is not without more applicable to the treatment used here; the changes are, however, rather obvious. Instead of comparing 'reference to structured with reference ... (etc. ad infinitum) mode identifier' with some other notion, we may find ourselves in the position where we wonder whether <MODE17 mode identifier> happens to be the "same" as <structured with reference to MODE17 field TAG23 mode identifier>. This can be decided upon on the basis of the specific metaproduction rules obtained in stage 1, by means of an algorithm as has been given in (3), section 2.3.5, exercise 11.

3. Example

In the example given in the introduction, the crucial spot is the mode-declaration. The most important specific metaproduction rules and normal production rule (as modified in 1.3) directly related to that mode-declaration might be:

```
MODE17: MOOD17.
MOOD17: STOWED1.
STOWED1: structured with FIELDS1.
FIELDS1: FIELD1.
FIELD1: MODE18 field TAG23.
MODE18: MOOD18.
MOOD18: TYPE1.
TYPE1: reference to MODE17.
```

<mode declaration>::= <mode symbol> <MODE17 mode indication> <equals symbol> <actual structured with reference to MODE17 field TAG23 declarer>

In this example, 'MODE17' and 'structured with reference to MODE17 field TAG23' stand for the same mode.

References:

(2) G.S. Tseytin,

(3) D.E. Knuth,
The Art of Computer Programming,

Mathematical Centre,
Tweede Boerhaavestraat 49,
Amsterdam 1005
The Netherlands