An ABNF Extension for code generation

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Abstract

This document describes an ABNF extension for code generation. The extension has two features; extension rule and non-sequence group notations. The extension rules are used to direct the parser generator with things like data types, variable names, forced value for a variable, etc. The non-sequence group feature was proposed as part of RFC 2234 in the past, but dropped due to its ambiguities. The feature is proposed again in this document not as a fundamental building block, but as an add-on. The elements of a non-sequence group are unordered, and are allowed multiple appearance. We attempt to minimize the ambiguities stemmed from repetition of an element by defining specific repetition rules for elements of a non-sequence group and non-sequence group themselves.
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1. Introduction

ABNF, Augmented BNF (Backus-Naur Form) has been widely used for Internet specifications. When ABNF was documented into RFC 2234 in 1997, non-sequence group was dropped due to its ambiguities. 12 years later, we found non-sequence group still useful for code generation from it into an implementation programming language, like C. This document attempts to reduce ambiguities that stem from non-sequence group, by specifying specific repetition rules.

2. Non-sequence Group: {Rule1 Rule2}

Elements enclosed in braces are unordered. Its contents may occur in any order. Hence:

{foo bar} baz

would match (foo bar baz) and (bar foo baz).

2.1. Element’s Repetition in a non-sequence group

Repetition in a Set has a special meaning; it is expanded before Set rule applied.

Hence, when set = {3A X}, it is rolled out to {A A A X} and
(A A A X) / (A A X A) / (A X A A) / (X A A A)

2.2. Sequence, Grouping, and Alternation in a non-sequence group

An element in a non-sequence group gets "flattened out" before Set rule applied.

When g1 = {(3A) X}, it is same as {3A X} that is expanded to {A A A X}, and finally, it becomes (A A A X) / (A A X A) / (A X A A) / (X A A A)

Likewise, {(A B C) X} equals to {A B C X}

2.3. Repetition of non-sequence group

A non-sequence group with a repetition is expanded before non-sequence group rule applied.

When g1 = {A B},

2g1 = (g1 g1) = {A B} {B A} = ((A B) / (B A)) ((B A) / (A B))
   = (A B B A) / (A B A B) / (B A B A) / (B A A B)
3. Extension Rule ;;-XRule

An Extension Rule is specified using ;;-X to give data type and variable name to generated parser code. Appendix B lists predefined Extension Rules.

Each Rule has the reference index 0, and indexes on its right hand side start from 1. Alternation and repeater do not have an index value.

4. Restrictions on ABNF for code generation

4.1. Limit on value length
In case of bin-val, dec-val and hex-val, the maximum length of concatenation is 80

4.2. No option for alternation elements
An element in alternation should not have options. so the rule "A = B / C [D] / E" should change to:
"A = B / X/ E where X = C [D]"

4.3. Rule Termination
A rule should be terminated by ";" or ";;-X" for an extension rule The string from ";" to CRLF is regarded as a comment The string from ";;-X" to CRLF is regarded as an extension rule

4.4. Maximum Repetition
The maximum value of unlimited repetitions is 9999. So *(SP|HT) can occur 0 - 9999 times.

4.5. Character Range
A character value should be ranged 0 - 255 ex) 0x01-0xfc : OK 0x01-0xffcc : Not OK

5. ABNF Definition of Non-sequence Group

non-sequence group = "{" repetition *(1*c-wsp repetition ) "}" ; repetitions in any order

6. Security Considerations

Security is believed to be irrelevant to this document.
7. References

7.1. Normative References


7.2. Informative References


Appendix A. Acknowledgements

Appendix B. Extension Rules

B.1. XPDU
XPDU indicates that the rule performs encoding or decoding
Synopsis:
  ;--XPDU
Example:
  StartLine = *CRLF ( StatusLine / ReqLine)
  ;--XPDU

B.2. XCUT
XCUT is used to cut unnecessary parts when the struct type name is code-generated.
Synopsis:
  ;--XCUT [{<cut id> *}, {<cut id>}]
  where <cut id> is an integer
  It does not have any relation with decoding rules.
  If <cut id> is absent, then the rule does not get generated in the user header file
Example:
  ;--XCUT 1, 4

B.3. XTYPE
XTYPE is used to specify the data type for the rule.
If XTYPE is absent, the struct type is used by default.
Synopsis:
  ;--XTYPE [{<type id>=<type name> *}, {<type id>=<type name>}]}
  where <type id> is a number
and <typename> is one of structl, struct, uint, ushort, char*, char, uchar, enum, octet(num), octet, char(num), objid, bit, float, boolean, null or char*esc.

The following typenames are used only (typeId=0) TYPE:
structl, struct, octet(num), octet, objid, bit, enum
whereas the following is used only (typeId>0) TYPE:
null

Each typename is described below.

structl
This type name is used to generate linked struct types.
Example:

```
UriPrms = 1*( ";" UriPrms)
```

;;--XCAT 2
;;--XTYPE 0=struct.
From the above ABNF definition, something like following can be generated.
```
typedef struct UriPrms_ {
    struct UriPrms_*        next;
    UriPrm                  value;
} *UriPrms;
```

struct
This type name is used to generate struct types.

char*, uint, ushort, char, uchar, enum, char(number), float, and boolean. Their namesake types in C is type-defined by the rule names.

bit
This type name is used to define a string of zero or more bits, and identical to ASN.1 BIT STRING.

Example:
```
NotifyCompletionReason = (TimeOutToken
    / InterruptByEventToken
    / InterruptByNewSignalsDescrToken
    / OtherReasonToken)
```

;;--XTYPE 0=bit
;;--XVAR 2=onTimeOut, 3=onInterruptByEvent,
;;--XVAR 4=onInterruptByNewSignalDescr, 5=otherReason

From the above ABNF definition, something like following can be generated.
typedef unsigned char NotifyCompletion;
#define onTimeOut 0x80
#define onInterruptByEvent 0x40
#define onInterruptByNewSignalDescr 0x20
#define otherReason 0x10

null
The type name is mapped to a null type and cannot be assigned to
0'th element.
Example:
TransactionReply = ReplyToken EQUAL TransactionID LBRKT
[ ImmAckRequiredToken COMMA]
TransactionResult RBRKT
;--XCU 1,2,4,7,9
;--XVAR 3=transactionId, 6=immAckRequired,
 8=transactionResult
;--XTYPE 6=null

From the above ABNF definition, something like following can be
generated.
typef Nulltype char;
typef struct TransactionReply {
  unsigned char bit_mask;
  # define immAckRequired_present 0x80
  TransactionId transactionId;
  Nulltype immAckRequired;
  TransactionResult transactionResult;
} TransactionReply;

octet(num)
This type name is used to define a string whose length is the
given num. It can be generated into C something like:

typedef struct AAA {
  unsigned short  length;
  unsigned char value[num];
} AAA;

octet
This type name is used to define an 8-bit string.
It can be generated into C something like:

typedef struct AAA {
  unsigned short  length;
  unsigned char*  value;
}
char*esc

This type name is used when a hex-digit value is mapped to an ASCII character. For instance, "%61lice" is mapped to "alice" using the following example definition.

Example:

```
UserInfo = 1*(%x21-3F / %x41-FF) "@"
            ;--XCUT 4
            ;--XTYPE 0=char*esc
```

The above example definition can be generated to:
```
typedef xc8* UserInfo;
```

B.4. XVAR

This extension rule is used to assign variable names and values.

Synopsis:
```
;--XVAR nameId=nameVal *((, nameId=nameVal)
```

B.5. XCHOICE, XCHOICE_S

This extension rule is used to assign choice names and values.
XCHOICE for full choice names
XCHOICE_S for short choice names

Synopsis:
```
;--XCHOICE nameId=nameVal *((, nameId=nameVal)
;--XCHOICE_S 2,3,4
```

B.6. XBITMASK, XBITMASK_S

This extension rule is used to assign bitmask names and values.

Synopsis:
```
;--XBITMASK nameId=nameVal *((, nameId=nameVal)
;--XBITMASK_S 2,3,4
```

short bitmask selection method
full bitmask name : typename_variablename_present
short bitmask name : vairablename_present

B.7. XTDEF

This is used to do a typedef in C.
It should not be used with the structl type name

Synopsis:
```
;--XTDEF digit
```

Example:
```
AddRequest = AddToken EQUAL AmmRequest
            ;--XCUT 1,2
            ;--XTDEF 3
```

Then, the following code is generated from the above:
```
typedef AmmRequest AddRequest
```
B.8. XORDER

Synopsis:
   ;--XORDER digit 1*{, digit}
Example:
   CommandRequest = ["O-"] ["W-"] Command
   ;--XVAR 2=optional, 4=wildcardReturn, 5=command
   ;--XORDER 5,4,2
   A struct sequence is generated as
   command, optional, wildcardReturn

B.9. XNCASE

   Used to direct case-insensitivity, when strings compared.
Synopsis:
   ;--XNCASE ncaseId *(, ncaseId)

B.10. XLEN

   This specifies a length for an element name.
Synopsis:
   ;--XLEN number
Example:
   MessageBody = Token
   ;--XLEN ContentLength

B.11. XDUP

   Used to specify byte values which the compiler can take.
Synopsis:
   ;--XDUP <type id>=<hex-digit> *(, <hex-digit>)
Example:
   CallId = ( "Call-ID" / "i" ) HCOLON Payload CRLF
   ;--XCUT 2,3,4,6
   ;--XNCASE 2,3
   ;--XTDEF 5
   ;--XDUP 3=0x20,0x09,0x3a
   Then, the following code can be generated:
   typedef Payload CallId
   typedef struct Payload {
       xu16                   length;
       xu8*                   value;
   } Payload;

B.12. XALT

   This extension rule is used to assign a fall-back option
Synopsis:
   ;--XALT <ext id>
where <ext id> is a number
Example:
Host = Ipv4 / Ipv6 / HostName
    ;--XALT 3
HostName = 1*(Alphanum / "-"/ "." )
    ;--XTYPE 0=char

B.13. XTOK
This extension rule is used only with the struct type name and does not appear in the generated user struct code. It has relation with decoding rule.
Synopsis:
    ;--XTOK <tok id>
    where <tok id> is a number

B.14. XSTRL
This is used to appoint a char as delimiter if there exists no delimiter when one is needed.
Synopsis:
    ;--XSTRL <ext id> = <byte> *(, <byte>)
    where <ext id> is a number and <byte> is a hex-digit.
Example :
ExtHdrList = 1*(ExtHdr)
    ;--XTYPE 0=struct1
    ;--XSTRL 2=0x21,0x23-27,0x2a-2b,0x2d-2e,0x30-39,0x41-5a,0x5e-7a,
        0x7c,0x7e
;In this case, it specifies all the character suitable for ExtHdr
    = Token
    ;
ExtHdr = Token HCOLON 0*1Payload CRLF
    ;--XCUT 2,4
    ;--XVAR 1=mHdrName, 3=mHdrValue

B.15. XNRPT
Extension data are used as a general rule, when pre-conditions are not met. If extension data use XSTRL for its structl type, it’s necessary to check if the pre-conditions are met by setting XNRPT to 1. The following example shows that once ExtHdr is met, there is a chance for it to continue to be met. To avoid this situation, it’s forced to check ExtHdr only after Acceptlist and ViaList are checked.
Synopsis:
    ;--XNRPT <ext id>
    where <ext id> is a number
Example :
MsgHdrList   = *{
    0*1AcceptList
    ViaList
    0*1ExtHdrList
} CRLF
ExtHdrList = 1*(ExtHdr)
    ;--XTYPE 0=struct1
    ;--XSTRL 2=0x41-5A,0x61-7A,0x30-39,0x2d,0x2e,0x21
        ,0x25, 0x2a,0x5f,0x2b,0x60,0x27,0x7e
    ;--XNRPT 1
ExtHdr = Token HCOLON Payload CRLF
    ;--XCUT 2,4
    ;--XVAR 1=mHdrName, 3=mHdrValue

B.16. XFENC
This extension rule is used when a variable needs to be overridden
with a given value.
Synopsis:
    ;--XFENC <ext id> = <value>
where <exit id> and <value> are a number.
Example:
    HCOLON = *( SP / HTAB ) ":" 0*1LWS
        ;--XCUT 0
        ;--XFENC 5=0x20
LWS = [*WSP CRLFLWS] 1*WSP
    ;--XCUT 0

B.17. XNCMP
This extension rule is used when the length in PDU rule and the
size of the input stream are not to be compared.
Synopsis:
    ;--XNCMP
Example:
    SIPMessage = StartLine MsgHdrList
        ;--XPDU
StartLine = *CRLF (StatusLine / ReqLine)
        ;--XNLCMP
        ;--XALT 4
        ;--XCHOICE 3=SL_mStatus_chosen, 4=SL_mReq_chosen

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