

# Cosmos 1.0 Input File Grammar

Hilal Djafri

## 1 Syntax

**Generic Syntax** Let us start by the grammar of some common symbols before giving the grammar of each input file.

A natural number  $\langle \text{Integer} \rangle$ , a real number  $\langle \text{Real} \rangle$  or string type  $\langle \text{Str} \rangle$  are defined like this:

$$\begin{aligned}\langle \text{Integer} \rangle &::= [0-9]^+ | [0-9]^* \\ \langle \text{Real} \rangle &::= ([0-9]^+ | [0-9]^*[0-9]^+)([eE][+]?[0-9]^+)? \\ \langle \text{Str} \rangle &::= [a-zA-Z][a-zA-Z_0-9]^*\end{aligned}$$

All the symbols finishing by "**Tag**" refer to a tag of an object. These symbols are string type :

- $\langle \text{IConstTag} \rangle$ : A tag of a natural number constant.
- $\langle \text{RConstTag} \rangle$ : A tag of a real constant.
- $\langle \text{PTag} \rangle$ : A tag of a Petri net place.
- $\langle \text{TTag} \rangle$ : A tag of a Petri net transition.
- $\langle \text{LTag} \rangle$ : A tag of an automaton location.
- $\langle \text{VTag} \rangle$ : A tag of an automaton variable.

It is useful to define some integer constants  $\langle \text{IConstant} \rangle$  or real constants  $\langle \text{RConstant} \rangle$  which can be used by other definitions:

$$\begin{aligned}\langle \text{IConstant} \rangle &::= \text{"const" "int" } \langle \text{IConstTag} \rangle \text{ "=" } \langle \text{Integer} \rangle \text{ ";" } \\ \langle \text{RConstant} \rangle &::= \text{"const" "double" } \langle \text{RConstTag} \rangle \text{ "=" } \langle \text{Real} \rangle \text{ ";" }\end{aligned}$$

Some numerical attributes (marking values, transitions parameters, arcs multiplicity, variables rate, etc.) may be introduced as a function of numerical values (real and/or integer), constants and/or Petri net places. Let us give the grammar of such functions:

The first kind of these function is  $\langle \text{RFormula} \rangle$  for real formula. It intervenes numerical values (integer or real) and constants (integer or/and real).

$$\begin{aligned}\langle \text{RFormula} \rangle &::= \langle \text{Real} \rangle | \langle \text{RConstTag} \rangle | \langle \text{IFormula} \rangle | \langle \text{RFormula} \rangle \langle \text{ArOP} \rangle \\ &\langle \text{RFormula} \rangle | \text{"(" } \langle \text{RFormula} \rangle \text{ ")" }\end{aligned}$$

The second kind is  $\langle \text{IFormula} \rangle$  for integer formula. It intervenes numerical values (integer or real) and constants (integer or/and real) but its value should be always a natural number.

$\langle \text{IFormula} \rangle ::= \langle \text{Integer} \rangle \mid \langle \text{IConstTag} \rangle \mid \langle \text{IFormula} \rangle \langle \text{ArOpRes} \rangle \langle \text{IFormula} \rangle \mid "(" \langle \text{IFormula} \rangle ")" \mid \text{"floor" "("} \langle \text{RFormula} \rangle \text{"}"$

The third kind of functions is  $\langle \text{MRFormula} \rangle$  for marking real formula. It intervenes numerical values (integer or real), constants (integer or/and real) and Petri places.

$\langle \text{MRFormula} \rangle ::= \langle \text{PTag} \rangle \mid \langle \text{RFormula} \rangle \mid \langle \text{MRFormula} \rangle \langle \text{ArOp} \rangle \langle \text{MRFormula} \rangle \mid "(" \langle \text{MRFormula} \rangle ")"$

The last type of functions is  $\langle \text{MIFormula} \rangle$  for marking integer formula. It intervenes numerical values (integer or real), constants (integer or/and real) and Petri places but its value should be always a natural number.

$\langle \text{MIFormula} \rangle ::= \langle \text{PTag} \rangle \mid \langle \text{IFormula} \rangle \mid \langle \text{MIFormula} \rangle \langle \text{ArOpRes} \rangle \langle \text{MIFormula} \rangle \mid "(" \langle \text{MIFormula} \rangle ")" \mid \text{"floor" "("} \langle \text{RFormula} \rangle \text{"}"$

These, functions are defined with this set of arithmetic operators  $\langle \text{ArOp} \rangle$  or a its restricted set  $\langle \text{ArOpRes} \rangle$  :

$\langle \text{ArOp} \rangle ::= "+" \mid "-" \mid "*" \mid "/" \mid ""$   
 $\langle \text{ArOpRes} \rangle ::= "+" \mid "-" \mid "*" \mid ""$

**GSPN Syntax** The definition of the Petri net consists of:

$\langle \text{GSPN} \rangle ::= \{ \langle \text{IConstant} \rangle \} \{ \langle \text{RConstant} \rangle \} \langle \text{NT} \rangle \langle \text{NP} \rangle \langle \text{PList} \rangle \langle \text{TList} \rangle \langle \text{InitMarking} \rangle \langle \text{TransitionsDef} \rangle [ \langle \text{InArcs} \rangle ] [ \langle \text{OutArcs} \rangle ] [ \langle \text{InhibArcs} \rangle ]$

In the first part, some integer and/or real constants can be declared. The size of the Petri net (number of transitions and places) must be declared.

$\langle \text{IConstant} \rangle ::= \text{"const" "int"} \langle \text{IConstTag} \rangle \text{"="} \langle \text{Integer} \rangle \text{";"}$   
 $\langle \text{RConstant} \rangle ::= \text{"const" "double" } \langle \text{RConstTag} \rangle \text{"="} \langle \text{Real} \rangle \text{";"}$   
 $\langle \text{NT} \rangle ::= \text{"NbTransitions" "="} \langle \text{Integer} \rangle \text{";" } \mid \text{"NbTransitions" "="} \langle \text{IFormula} \rangle \text{";"}$   
 $\langle \text{NP} \rangle ::= \text{"NbPlaces" "="} \langle \text{Integer} \rangle \text{";" } \mid \text{"NbPlaces" "="} \langle \text{IFormula} \rangle \text{";"}$

Then, the set of transitions and places must defined:

$\langle \text{PList} \rangle ::= \text{"PlacesList" "="} \{ \langle \text{PTags} \rangle \} \text{";"}$   
 $\langle \text{PTags} \rangle ::= \langle \text{PTag} \rangle \mid \langle \text{PTags} \rangle \text{";" } \langle \text{PTag} \rangle$   
 $\langle \text{TList} \rangle ::= \text{"TransitionsList" "="} \{ \langle \text{TTags} \rangle \} \text{";"}$   
 $\langle \text{TTags} \rangle ::= \langle \text{TTag} \rangle \mid \langle \text{TTags} \rangle \text{";" } \langle \text{TTag} \rangle$

After that, the initial marking is given. By default all the places contain zero token.

$\langle \text{InitMarking} \rangle ::= \text{"Marking" "="} \{ \langle \text{Inits} \rangle \} \text{";"}$   
 $\langle \text{Inits} \rangle ::= \langle \text{Init} \rangle \mid \langle \text{Init} \rangle \text{";" } \langle \text{Inits} \rangle$   
 $\langle \text{Init} \rangle ::= "(" \langle \text{PTag} \rangle \text{";" } \langle \text{IFormula} \rangle \text{"}"$

The next step consists of a complete description of the transitions. Note that transitions which exponentially distributed will be defined differently from those with other distributions.

```

⟨TransitionsDef⟩ ::= "Transitions" "=" "{" ⟨Transitions⟩ "}" ";";
⟨Transitions⟩ ::= ⟨Transition⟩ | ⟨Transitions⟩ "," ⟨Transition⟩
⟨Transition⟩ ::= ⟨Exp⟩ | ⟨NonExp⟩

```

A transition with an exponential distribution can be marking dependent parameter. A priority and a weight will be given. A service policy will be chosen.

```

⟨Exp⟩ ::= "(" ⟨TTag⟩ "," "EXPONENTIAL" "(" ⟨MRFormula⟩ ")" "," ⟨Priority⟩
"," ⟨Weight⟩ "," ⟨Service⟩ "," ⟨Memory⟩ ")" | "(" ⟨TTag⟩ "," "EXPONENTIAL" "("
⟨MRFormula⟩ ")" "," ⟨Priority⟩ "," ⟨Weight⟩ "," ⟨Service⟩ ")"
⟨Service⟩ ::= "SINGLE" | "INFINITE" | "MULTIPLE" "(" ⟨integer⟩ ")"
⟨Memory⟩ ::= "ENABLEDMEMORY" | "AGEMEMORY"

```

A transition with non exponential distribution can't be marking dependent parameters. A priority and weight will be given. There is no service policy to chose (the only possible is single service). Then A memory policy can be chosen, by default the policy is enabled memory:

```

⟨NonExp⟩ ::= "(" ⟨TTag⟩ "," ⟨Dist⟩ "," ⟨Priority⟩ "," ⟨Weight⟩ "," ⟨Memory⟩ ")" |
 "(" ⟨TTag⟩ "," ⟨Dist⟩ "," ⟨Priority⟩ "," ⟨Weight⟩ ")"
⟨Dist⟩ ::= "IMMEDIATE" | "DETERMINISTIC" "(" ⟨Real⟩ ")" | "UNIFORM" "("
⟨Real⟩ "," ⟨Real⟩ ")" "ERLANG" "(" ⟨Integer⟩ "," ⟨Real⟩ ")" | "GAMMA" "(" ⟨Real⟩
"," ⟨Real⟩ ")" | "TRIANGLE" "(" ⟨Real⟩ "," ⟨Real⟩ "," ⟨Real⟩ ")" | "GEOMETRIC"
 "(" ⟨Real⟩ "," ⟨Real⟩ ")" | "LOGNORMAL" "(" ⟨Real⟩ "," ⟨Real⟩ ")"

```

The final part consists of introducing the different matrices of the net. Note that the arcs multiplicity can be marking dependent.

```

⟨In⟩ ::= "InArcs" "=" "{" ⟨InArcs⟩ "}" ";";
⟨InArcs⟩ ::= ⟨InArc⟩ | ⟨InArcs⟩ "," ⟨InArcs⟩
⟨InArc⟩ ::= "(" ⟨PTag⟩ "," ⟨TTag⟩ ")" | "(" ⟨PTag⟩ "," ⟨TTag⟩ "," ⟨MIFormula⟩ ")"
⟨Out⟩ ::= "OutArcs" "=" "{" ⟨OutArcs⟩ "}" ";";
⟨OutArcs⟩ ::= ⟨OutArc⟩ | ⟨OutArcs⟩ "," ⟨OutArcs⟩
⟨OutArc⟩ ::= "(" ⟨TTag⟩ "," ⟨PTag⟩ ")" | "(" ⟨TTag⟩ "," ⟨PTag⟩ "," ⟨MIFormula⟩
")"
⟨Inhib⟩ ::= "InhibArcs" "=" "{" ⟨InhibArcs⟩ "}" ";";
⟨InhibArcs⟩ ::= ⟨InhibArc⟩ | ⟨InhibArcs⟩ "," ⟨InhibArcs⟩
⟨InhibArc⟩ ::= "(" ⟨PTag⟩ "," ⟨TTag⟩ ")" | "(" ⟨PTag⟩ "," ⟨TTag⟩ "," ⟨MIFormula⟩ ")"

```

**HASL Syntax** The definition of the HASL formula consists of:

```

⟨HASL⟩ ::= {⟨IConstant⟩ } {⟨RConstant⟩ } ⟨NL⟩ ⟨NV⟩ ⟨LList⟩ ⟨VList⟩ ⟨Expression⟩
⟨InitLoc⟩ ⟨FinalLoc⟩ ⟨LocDef⟩ [⟨Edges⟩ ]

```

In the first part some constants can be declared. The number of locations and variables must be given.

```

⟨IConstant⟩ ::= "const" "int" ⟨IConstTag⟩ "=" ⟨Integer⟩ ";"
⟨RConstant⟩ ::= "const" "double" ⟨RConstTag⟩ "=" ⟨Real⟩ ";"
⟨NL⟩ ::= "NbLocations" "=" ⟨Integer⟩ ";" | "NbLocations" "=" ⟨IFormula⟩ ";"
⟨NV⟩ ::= "NbVariables" "=" ⟨Integer⟩ ";" | "NbVariables" "=" ⟨IFormula⟩ ";"

```

Then set of locations and variables will be declared:

```

⟨LList⟩ ::= "LocationsList" "=" "{" ⟨LTags⟩ "}" ";"
⟨LTags⟩ ::= ⟨LTag⟩ | ⟨LTags⟩ "," ⟨LTag⟩
⟨VList⟩ ::= "VariablesList" "=" "{" ⟨VTags⟩ "}" ";"
⟨VTags⟩ ::= ⟨VTag⟩ | ⟨VTags⟩ "," ⟨VTag⟩

```

Then the hasl expression will be introduced:

```

⟨ExpectExp⟩ ::= "AVG" "(" ⟨F⟩ ")" ";"
⟨F⟩ ::= ⟨H⟩ | ⟨F⟩ "/" ⟨RFormula⟩ | ⟨F⟩ "*" ⟨RFormula⟩ | ⟨F⟩ ⟨ArOp⟩ ⟨F⟩ | "min"
      "(" ⟨F⟩ "," ⟨F⟩ ")" | "max" "(" ⟨F⟩ "," ⟨F⟩ ")"
⟨H⟩ ::= "Last" "(" ⟨LX⟩ ")" | "Min" "(" ⟨LX⟩ ")" | "Max" "(" ⟨LX⟩ ")" | "Integral"
      "(" ⟨LX⟩ ")" | "Mean" "(" ⟨LX⟩ ")" | "Var" "(" ⟨LX⟩ ")"
⟨LX⟩ ::= ⟨term⟩ | ⟨term⟩ "+" ⟨term⟩ | ⟨term⟩ "-" ⟨term⟩
⟨term⟩ ::= ⟨VTag⟩ | ⟨Real⟩ "*" ⟨VTag⟩ | "(" ⟨MRFormula⟩ ")" "*" ⟨VTag⟩

```

The set of initial and final locations will be given:

```

⟨InitLoc⟩ ::= "InitialLocations" "=" "{" ⟨LTags⟩ "}" ";"
⟨FinalLoc⟩ ::= "FinalLocations" "=" "{" ⟨LTags⟩ "}" ";"

```

Then, the locations will be completely described. Each location is tagged with <LTag> and satisfies a property on the marking of the Petri net. At each location, the rates of the variables are given. By default rates are set to zero.

```

⟨LocDef⟩ ::= "Locations" "=" "{" ⟨Ldefs⟩ "}" ";"
⟨Ldefs⟩ ::= ⟨Ldef⟩ | ⟨Ldefs⟩ "," ⟨Ldef⟩
⟨Ldef⟩ ::= "(" ⟨LTag⟩ "," ⟨MLFormula⟩ "," "(" ⟨Vrates⟩ ")" ")"

```

```

⟨MLFormula⟩ ::= "TRUE" | ⟨MRFormula⟩ ⟨CompOp⟩ ⟨MRFormula⟩ | ⟨MLFormula⟩
⟨LogOp⟩ ⟨MLFormula⟩ | "!" "(" ⟨MLFormula⟩ ")"
⟨CompOp⟩ ::= "=" | ">" | "<" | ">=" | "<="
⟨LogOp⟩ ::= "&" | "|"

```

```

⟨Vrates⟩ ::= ⟨Vrate⟩ | ⟨Vrates⟩ "," ⟨Vrate⟩
⟨Vrate⟩ ::= ⟨VTag⟩ ":" MRFormula

```

Finally, the edges will be defined. An edge relies a location source to a location target ( <LTag> , <LTag> ). Each edge is associated to a set of Petri net transitions <Actions>. If the edge is synchronized with all Petri transitions then <Actions> will take value "ALL". If the edge is not synchronized with the Petri net (i.e an autonomous edge) then <Actions> will take value

"#". Each edge is associated to a set of linear constraints on automaton variable <Constraints>. If the edge is not subject to any constraint then <Constraints> will take value "#". Each edge is also associated to a set of variable updates <Ups>. If no update is required then <Ups> will take value "#".

```

<Edges> ::= "Edges" "=" "{" <Edefs> "}" ";"
<Edefs> ::= <Edef> | <Edefs> "," <Edef>
<Edef> ::= "(" "(" <LTag> "," <LTag> ")" "," <Actions> "," <Constraints> "," <Updates>
)"
<Actions> ::= "#" | "{" <PTags> "}" | "ALL" "
" "{" <PTags> "}"
<Constraints> ::= "#" | Constraint | Constraint "&" Constraints
<Constraint> ::= <LX> "=" <MRFormula> | <LX> ">=" <MRFormula> | <LX> "<="
<MRFormula>
<Updates> ::= "{" <Ups> "}" ";"
<Ups> ::= <Up> "," <Ups>
<Up> ::= <VTag> "=" <VMRFormula> | <VMRFormula> ::= <VTag> | <MRFormula>
| <VMRFormula> <ArOp> <VMRFormula>

```