

Rewrite rules

In the following, we present rewrite rules of BPEL grammar.

system: $\wedge(\text{RACRUL proc+})$;

proc : $\wedge(\text{PROCDEF name targetnamespace supjoinFail (xmlns)+ (importtact)+ partnerlinks vars (msgexchanges)? (correlationsset)? (actbpel)+})$;

targetnamespace : $\wedge(\text{TARGNAMSPDEF Ponct ID Ponct ID Ponct})$;

supjoinFail : $\wedge(\text{SUPJOINFAILDEF Ponct ID Ponct})$;

xmlns : $\wedge(\text{TARGNAMSPDEF Ponct ID Ponct ID Ponct ID Ponct})$;

importtact : $\wedge(\text{IMPODEF namesplocat importType})$;

namesplocat : $\wedge(\text{NAMSPLOCATIONDEF location namespace}) \mid \wedge(\text{NAMSPLOCATIONDEF namespace location})$;

location : $\wedge(\text{LOCDEF Ponct ID Ponct})$;

namespace : $\wedge(\text{NAMESPDEF Ponct ID Ponct ID Ponct})$;

importType : $\wedge(\text{IMPOTYPDEF Ponct ID Ponct ID Ponct})$;

msgexchanges : $\wedge(\text{MSGECHANGSDEF (msgexchange)+})$;

msgexchange : $\wedge(\text{MSGECHANGDEF name})$;

correlations : $\wedge(\text{CORRS (correlation)+})$;

correlation : $\wedge(\text{CORREF name properties initiate})$;

initiate : $\wedge(\text{INITIATDEF Ponct ID Ponct})$;

correlationsset : $\wedge(\text{CORRSSET (correlationset)+})$;

correlationset : ^ (CORSETDEF name);

partnerlinks : ^ (PARTNERLINKS (partnerLink)+);

partnerLink : ^ (PARTNERLINKDEF name partlinktyp (myrole)? (partnerRole)?);

partlinktyp : ^ (PLTDEF Ponct ID Ponct ID Ponct);

myrole : ^ (MYROLEDEF Ponct ID Ponct);

partnerRole : ^ (PARTROLEEDEF Ponct ID Ponct);

vars : ^ (VARSEDEF (var)+);

var : ^ (VARIABLEDEF name messagetype (initialization)?);

messagetype : ^ (MSGTYPDEF Ponct ID Ponct ID Ponct);

initialization : ^ (INITIALIZATDEF partlink endpointref);

partlink : ^ (PLDEF Ponct ID Ponct);

endpointref : ^ (ENDPOINTREFDEF Ponct ID Ponct);

actbpel : ^ (ACTBPDELDEF invoke) | ^ (ACTBPDELDEF receive) | ^ (ACTBPDELDEF reply) |
^ (ACTBPDELDEF assign) | ^ (ACTBPDELDEF whileact) | ^ (ACTBPDELDEF repeatUntil) |
^ (ACTBPDELDEF ifcond) | ^ (ACTBPDELDEF flow) | ^ (ACTBPDELDEF pick) |
^ (ACTBPDELDEF sequence) | ^ (ACTBPDELDEF scopeact) | ^ (ACTBPDELDEF exitact) |
^ (ACTBPDELDEF throwact) | ^ (ACTBPDELDEF rethrow) | ^ (ACTBPDELDEF compensate) |
^ (ACTBPDELDEF foreach) | ^ (ACTBPDELDEF waitact) | ^ (ACTBPDELDEF emptyact) |
^ (ACTBPDELDEF opacact) | ^ (ACTBPDELDEF validateact);

Basic activities

receive : ^ (RECEIVEDEF name partlink porttypoperat variable (createinstance)?
(messageexchange)? (correlations)? (documentation)?);

porttypoperat : ^ (PORTOPDEF porttype operation) | ^ (PORTOPDEF operation porttype) ;

createinstance : ^ (CREATINSTDEF Ponct ID Ponct);

messageexchange : ^ (MSGEXCHDEF Ponct ID Ponct);

porttype : ^ (PORTTYPDEF Ponct ID Ponct ID Ponct);

operation : ^ (OPERATIONDEF Ponct ID Ponct);

invoke : $\wedge$ (INVOKDEF name partlink operation porttype inputvariable (outvariable)?
 (documentation)?);

inputvariable : $\wedge$ (INPUTVARDEF Ponct ID Ponct);

outvariable : $\wedge$ (OUTVARDEF Ponct ID Ponct);

assign : $\wedge$ (ASSIGNDEF validate name (copy)+);

copy : $\wedge$ (COPYDEF from to);

from : $\wedge$ (FROMDEF (varpartfr)? (valcontentto)?);

to : $\wedge$ (TODEF (varpartto)? (valcontentto)?);

varpartfr : $\wedge$ (VARPARTDEF variable part) | $\wedge$ (VARPARTDEF part variable) | $\wedge$ (VARPARTDEF
 expr) | $\wedge$ (VARPARTDEF variable) | $\wedge$ (VARPARTDEF partlink (endpointref)?);

varpartto : $\wedge$ (VARPARTTODEF variable part) | $\wedge$ (VARPARTTODEF part variable) |
 $\wedge$ (VARPARTTODEF variable) | $\wedge$ (VARPARTTODEF partlink (endpointref)?);

valcontentto : $\wedge$ (VALCONTENTTODEF expr) | $\wedge$ (VALCONTENTTODEF (idponct)+) |
 $\wedge$ (VALCONTENTTODEF query);

query : $\wedge$ (QUERY2DEF ID Ponct ID);

validate : $\wedge$ (VALIDDEF Ponct ID Ponct);

variable : $\wedge$ (VARIABLEPDEF Ponct ID Ponct);

part : $\wedge$ (PARTASSDEF Ponct ID Ponct);

expr : $\wedge$ (EXPRDEF (idponct)+);

reply : $\wedge$ (REPDEF name partlink porttypoperat variable (faultname)? (messageexchange)?
 (documentation)? (correlations)?);

faultname : $\wedge$ (FAULTNAMEDEF Ponct ID Ponct ID Ponct);

condition : $\wedge$ (CONDDEF (expressionLanguage)? valconds);

valcond : $\wedge$ (VALCONDDEF ID Ponct ID (opeponct)+ ID Ponct ID) | $\wedge$ (VALCONDDEF ID Ponct
 ID (opeponct)+ ID) | $\wedge$ (VALCONDDEF ID (opeponct)+ ID) | $\wedge$ (VALCONDDEF ID
 (opeponct)+ ID Ponct ID) | $\wedge$ (VALCONDDEF ID Ponct Ponct ID Ponct) |
 $\wedge$ (VALCONDDEF ID Ponct ID Ponct Ponct ID Ponct) ;

idponct : $\wedge$ (IDPONCTDEF ID (opeponct (ID)?)*);

opeponct : $\wedge(\text{OPPONCTDEF OPE}) \mid \wedge(\text{OPPONCTDEF Ponct})$;

valconds: $\wedge(\text{VALCONDSDEF valcond (valcond)*})$;

expressionLanguage : $\wedge(\text{EXPRESSLANGDEF Ponct ID Ponct})$;

Structured activities

repeatUntil : $\wedge(\text{REPEATDEF name (actbpel)* condition (documentation)?})$;

whileact : $\wedge(\text{WHILEACTDEF name condition (actbpel)*})$;

ifcond : $\wedge(\text{IFDEF name condition (actbpel)+ (elseifcond)* (elsecond)?})$;

elsecond : $\wedge(\text{ELSEDEF (actbpel)+})$;

elseifcond : $\wedge(\text{ELSEIFDEF condition (actbpel)+})$;

sequence : $\wedge(\text{SEQDEF (name)? (actbpel)*})$;

flow : $\wedge(\text{FLOWDEF name OPE (actbpelfl)+})$;

waitact: $\wedge(\text{WAITACTDEF name foralarm})$;

emptyact: $\wedge(\text{EMPTYACTDEF name})$;

opacact: $\wedge(\text{OPACACTDEF name})$;

validateact: $\wedge(\text{VALIDACTDEF name variablesact})$;

variablesact : $\wedge(\text{VARACTVALIDDEF Ponct (ID)+ Ponct})$;

foreach : $\wedge(\text{FOREACHDEF parallel countername name (xmlns)? startcountervalue finalcountervalue (complcond)? scopeact (documentation)?})$;

complcond : $\wedge(\text{COMPLCONDDEF branch})$;

branch : $\wedge(\text{BRANCHDEF succbranchonly (idponct)+})$;

parallel: $\wedge(\text{PARALLELDEF Ponct ID Ponct})$;

countername : $\wedge(\text{COUNTERNAMEDEF Ponct ID Ponct})$;

expridcount : $\wedge(\text{EXPRIDDEF ID})$;

startcountvalue : $\wedge$ (SATRTCOUNTERVALUEDEF endstartcountvalue);
 endstartcountvalue : $\wedge$ (ENDSTARTCOUNTDEF ID) | $\wedge$ (ENDSTARTCOUNTDEF expridcount);
 finalcountvalue : (FINALCOUNTERVALUEDEF endfinalcountvalue);
 endfinalcountvalue : $\wedge$ (ENDFINALCOUNTDEF ID) | $\wedge$ (ENDFINALCOUNTDEF expridcount);
 succbranchonly : $\wedge$ (SCUCBRANCHDEF Ponct ID Ponct);
 pick : $\wedge$ (PICKDEF name createinstance (onmsg)+ (onalarm)? (documentation)?);
 onmsg : $\wedge$ (ONMSGDEF partlink operation porttype variable (actbpel)+);
 onalarm : $\wedge$ (ONALARMDEF scopeact foralarm);
 foralarm : $\wedge$ (FORALARMDEF (ID)+);
 scopeact : $\wedge$ (SCOPEDEF (name)? (isolated)? (partnerlinks)? (vars)? (correlationsset)?
 (msgexchangs)? (actbpel)+ (faulthandler)? (compensatehandl)? (terminhandl)?
 (eventhandler)? (documentation)?);
 scopeactforeach : $\wedge$ (SCOPEFOREACHDEF (name)? (isolated)? (partnerlinks)? (vars)?
 (correlationsset)? (msgexchangs)? (actbpelfl)+ (faulthandler)?
 (compensatehandl)? (terminhandl)? (eventhandler)? (documentation)?);
 isolated : $\wedge$ (ISOLATEDDEF Ponct ID Ponct);

Faults activities

faulthandler : $\wedge$ (FAULTHANDLDEF (catchact)+ (catchactall)? (documentation)?);
 catchact : $\wedge$ (CATCHDEF (faultname)? (faultvariable)? (actbpel)* (documentation)?);
 catchactall : $\wedge$ (CATCHALLDEF (actbpel)* (documentation)?);
 faultvariable : $\wedge$ (FAULTVARDEF Ponct ID Ponct);
 compensatehandl : $\wedge$ (COMPENSHANDLDEF (actbpel)* (documentation)?);
 terminhandl : $\wedge$ (TERMINHANDLDEF (actbpel)* (documentation)?);
 eventhandler : $\wedge$ (EVENTHANDLDEF (onevent)+ (onalarm)? (documentation)?);
 onevent : $\wedge$ (ONEVENTDEF ID partlink operation (messageexchange)? (correlationsset)?
 scopeact (documentation)?);

exitact : ^ (EXITDEF name (documentation)?);

throwact: ^ (THROWDEF name faultname faultvariable (documentation)?);

rethrow : ^ (RETHROWDEF name (documentation)?);

compensate : ^ (COMPENSATEDEF name (documentation)?);

compensatescope : ^ (COMPENSATEDEF name (documentation)?);

documentation : ^ (DOCDEF (source)? (language)? (expr)?);

source : ^ (SRCDEF Ponct ID Ponct);

language : ^ (LANGDEF ID Ponct);

name : ^ (NAMEDEF Ponct ID Ponct);