

OPC Unified Architecture

Specification

AMENDMENT X:
ExtendedTranslateBrowsePathsToNodeIds

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UNIFIED ARCHITECTURE –

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Revision 1.04 Amendment 2 Highlights

The following table includes the Mantis issues resolved with this revision.

|  |  |  |
| --- | --- | --- |
| **Mantis ID** | **Summary** | **Resolution** |
|  |  |  |

OPC Unified Architecture Specification

AMENDMENT X: Extended TranslateBrowsePathsToNodeIds

**Part 4 – Services**

Add the following after 5.8.4. TranslateBrowsePathsToNodeIds:

5.8.5 ExtendedTranslateBrowsePathsToNodeIds

5.8.5.1 Description

This Service is used to request that the Server translates one or more browse paths to NodeIds. Each browse path is constructed of a starting Node and a RelativePath. The specified starting Node identifies the Node from which the RelativePath is based. The RelativePath contains a sequence of ReferenceTypes and query patterns.

A query pattern filters resulting nodes for each translate step. Like xpath predicates is it possible to use a second relative path to address another entity to decide whether the current node will be filtered out or not.

One purpose of this Service is to allow programming against type definitions. Since BrowseNames shall be unique in the context of type definitions, a Client may create a browse path that is valid for a type definition and use this path on instances of the type. For example, an ObjectType “Boiler” may have a “HeatSensor” Variable as InstanceDeclaration. A graphical element programmed against the “Boiler” may need to display the Value of the “HeatSensor”. If the graphical element would be called on “Boiler1”, an instance of “Boiler”, it would need to call this Service specifying the NodeId of “Boiler1” as starting Node and the BrowseName of the “HeatSensor” as browse path. The Service would return the NodeId of the “HeatSensor” of “Boiler1” and the graphical element could subscribe to its Value Attribute.

If a Node has multiple targets with the same BrowseName, the Server shall return a list of NodeIds. However, since one of the main purposes of this Service is to support programming against type definitions, the NodeId of the Node based on the type definition of the starting Node is returned as the first NodeId in the list.

5.8.5.2 Parameters

Table 43 defines the parameters for the Service.

Table 43 – TranslateBrowsePathsToNodeIds Service Parameters

|  |  |  |
| --- | --- | --- |
| Name | Type | Description |
| **Request** |  |  |
|  requestHeader | RequestHeader | Common request parameters (see 7.28 for *RequestHeader* definition). |
|  browsePaths [] | BrowsePath | List of browse paths for which *NodeIds* are being requested. This structure is defined in-line with the following indented items. |
|  startingNode | NodeId | *NodeId* of the starting *Node* for the browse path. |
|  relativePath | ExtendedRelativePath | The path to follow from the *startingNode*.The last element in the *extendedRelativePath* shall always have a *targetName* specified. This further restricts the definition of the RelativePath type. The *Server* shall return *Bad*\_*BrowseNameInvalid* if the *targetName* is missing.The *extendedRelativePath* structure is defined in 7.27. |
|  |  |  |
| **Response** |  |  |
|  responseHeader | ResponseHeader | Common response parameters (see 7.29 for *ResponseHeader* definition). |
|  results [] | BrowsePathResult | List of results for the list of browse paths. The size and order of the list matches the size and order of the *browsePaths* request parameter. This structure is defined in-line with the following indented items. |
|  statusCode | StatusCode | *StatusCode* for the browse path (see 7.34 for *StatusCode* definition). |
|  targets [] | BrowsePathTarget | List of targets for the *relativePath* from the *startingNode*. This structure is defined in-line with the following indented items.A *Server* may encounter a *Reference* to a *Node* in another *Server* which it cannot follow while it is processing the *RelativePath*. If this happens the *Server* returns the *NodeId* of the external *Node* and sets the *remainingPathIndex* parameter to indicate which *RelativePath* elements still need to be processed. To complete the operation the *Client* shall connect to the other *Server* and call this service again using the target as the *startingNode* and the unprocessed elements as the *relativePath*. |
|  targetId | ExpandedNodeId | The identifier for a target of the *RelativePath*. |
|  remainingPathIndex | Index | The index of the first unprocessed element in the *ExtendedRelativePath*.This value shall be equal to the maximum value of *Index* data type if all elements were processed (see 7.13 for *Index* definition). |
|  diagnosticInfos [] | DiagnosticInfo | List of diagnostic information for the list of browse paths (see 7.8 for *DiagnosticInfo* definition). The size and order of the list matches the size and order of the *browsePaths* request parameter. This list is empty if diagnostics information was not requested in the request header or if no diagnostic information was encountered in processing of the request. |

5.8.4.3 Service results

Table 41 defines the Service results specific to this Service. Common StatusCodes are defined in 7.34.

Table 41 – TranslateBrowsePathsToNodeIds Service Result Codes

|  |  |
| --- | --- |
| Symbolic Id | Description |
| Bad\_NothingToDo | See Table 177 for the description of this result code. |
| Bad\_TooManyOperations | See Table 177 for the description of this result code. |

5.8.4.4 StatusCodes

Table 42 defines values for the operation level statusCode parameters that are specific to this Service. Common StatusCodes are defined in Table 178.

Table 42 – TranslateBrowsePathsToNodeIds Operation Level Result Codes

|  |  |
| --- | --- |
| Symbolic Id | Description |
| Bad\_NodeIdInvalid | See Table 178 for the description of this result code. |
| Bad\_NodeIdUnknown | See Table 178 for the description of this result code. |
| Bad\_NothingToDo | See Table 177 for the description of this result code.This code indicates that the relativePath contained an empty list. |
| Bad\_BrowseNameInvalid | See Table 178 for the description of this result code.This code indicates that a TargetName was missing in a RelativePath. |
| Uncertain\_ReferenceOutOfServer | The path element has targets which are in another server. |
| Bad\_TooManyMatches | The requested operation has too many matches to return.Users should use queries for large result sets. *Servers* should allow at least 10 matches before returning this error code. |
| Bad\_QueryTooComplex | The requested operation requires too many resources in the server. |
| Bad\_NoMatch | The requested relativePath cannot be resolved to a target to return. |

Add the following as 7.27. ExtendedRelativePath:

**7.27 ExtendedRelativePath**

The components of this parameter are defined in Table 169.

**Table 169 – ExtendedRelativePath**

|  |  |  |
| --- | --- | --- |
| Name | page164image5853696Typepage164image5856400page164image5856608 | Description |
| ExtendedRelativePath  | structure  | Defines a sequence of *References* and *BrowseNames* to follow.  |
|  elements []  | ExtendedRelativePath Element  | A sequence of *References* and *query patterns* to follow. This structure is defined in-line with the following indented items.Each element in the sequence is processed by finding the targets and then using those targets as the starting nodes for the next element. The targets of the final element are the target of the *ExtendedRelativePath*.  |
|  referenceTypeId  | NodeId  | The type of reference to follow from the current node.The current path cannot be followed any further if the referenceTypeId is not available on the Node instance.If not specified then all *References* are included and the parameter includeSubtypes is ignored.  |
|  isInverse  | Boolean  | Only inverse references shall be followed if this value is TRUE. Only forward references shall be followed if this value is FALSE.  |
|  includeSubtypes  | Boolean  | Indicates whether subtypes of the *ReferenceType* should be followed. Subtypes are included if this value is TRUE.  |
|  browseNamePattern | QualifiedName | Browsename included with wildcards “\*”, “?”. & is escape character:‘\*’: Zero, or more characters‘?’: One character‘&’ escape character |
|  predicates[] | PredicatePathStep | Predicates path starting from the current target node, See 7.28 |

An *ExtendedRelativePath* can be applied to any starting *Node*. The targets of the *ExtendedRelativePath* are the set of *Nodes* that are found by sequentially following the elements in *ExtendedRelativePath*.

The PredicatePath for a current target node is a filter that decides whether this current node will be removed or remain in the set of target nodes for the next translate step.

The PredicatePath is an array of PredicateSteps (predicates[]).

A text format for the *ExtendedRelativePath* can be found in Clause A.2. This format is used in examples that explain the *Services* that make use of the *ExtendedRelativePath* structure.

Samples for BrowseNamePattern:

|  |  |
| --- | --- |
| Boiler | All TargetNodes with the BrowseName Boiler |
|  |  |
| Boiler\* | All TargetNodes with the BrowseName starting with Boiler |
| Bo?ler | All strings that Starts with “Bo” followed by one character and than ends with ”ler”. |
| Bo&?ler | Bo?ler |
| Bo&&ler | Bo&ler |

**7.28 PredicatePathStep**

Each PredicateStep contains a processing instruction and additional parameters depending on the processing instruction. In difference to the RelativePath each PredicateStep should result in zero or one target nodes.

Possible Processing instructions are:

|  |  |  |
| --- | --- | --- |
| Name | page164image5854112Parameter | Description |
| Follow  | Reference | Follow a reference for the next step |
| And | None | Split predicate path to a left and right side and combine the results using a logical and:Store the current result, compute the next steps until an And or Or instruction or the end is reached. Than compute an logical and on both results. |
| Or | None  | Split predicate path to a left and right side and combine the results using a logical or:Store the current result, compute the next steps until an Or instruction or the end is reached. Than compute an logical or on both results. |
| BracketStart | None | Call a new predicate Path procession beginning with the next predicate path step. (this call recursive the predicate path processing) |
| BracketEnd | None | End the current predicate path processing, calculate the result and return this as processing result to the caller. |
| Expression | Expression | Attribute Comparative Operator Regular Expression or Number |

The components of the PredicatePathStep are defined in Table 170.

## U MonitoringMode

The *MonitoringMode* is an enumeration that specifies whether sampling and reporting are enabled or disabled for a *MonitoredItem*. The value of the publishing enabled parameter for a *Subscription* does not affect the value of the monitoring mode for a *MonitoredItem* of the *Subscription*. The values of this parameter are defined in Table 146.

Table 146 – MonitoringMode Values

|  |  |
| --- | --- |
| Value | Description |
| DISABLED\_0 | The item being monitored is not sampled or evaluated, and *Notifications* are not generated or queued. *Notification* reporting is disabled. |
| SAMPLING\_1 | The item being monitored is sampled and evaluated, and *Notifications* are generated and queued. *Notification* reporting is disabled. |
| REPORTING\_2 | The item being monitored is sampled and evaluated, and *Notifications* are generated and queued. *Notification* reporting is enabled. |

**Table 170 – PredicatePathStep**

|  |  |  |
| --- | --- | --- |
| Name | page164image5853696page164image5854112Typepage164image5856400page164image5856608 | Description |
| Processing Instruction | enum | An enumeration that specifies the processing instruction for this predicate step. It has the following values: FOLLOW\_0 Follow the reference. AND\_1 logical and OR\_2 logical or BRACKET\_START\_3 Start a subprocessing BRACKET\_END\_4 End of subprocessing EXPRESSION\_5 Compute expression |
| referenceTypeId  | NodeId  | Direction to follow beginning from the current target node or the result of the last step. Used for Processing instruction FOLLOW\_0. |
| isInverse  | Boolean  | Only inverse references shall be followed if this value is TRUE. Only forward references shall be followed if this value is FALSE. . Used for Processing instruction FOLLOW\_0. |
| includeSubtypes  | Boolean  | Indicates whether subtypes of the ReferenceType should be followed. Subtypes are included if this value is TRUE. . Used for Processing instruction FOLLOW\_0. |
| AttributeId | UInt32 | Attribute of the current predicate node to compare. (for attribute ids of Attributes, see Part 6) . Used for Processing instruction EXPRESSION\_5. |
| Comparator | enum | An enumeration that specifies the processing instruction for this predicate step. It has the following values: LESS\_THAN\_0 “<”, for Numbers only GREATER\_THAN\_1 “>”, for Numbers only LESS\_OR\_EQUAL\_2 “<=”, for Numbers only GREATER\_OR\_EQUAL\_3 “>=”, for Numbers only EQUAL\_4 “=” NOT\_EQUAL\_5 “!=”Used for Processing instruction EXPRESSION\_5. |
| RegularExpression | String | Regular expression that is operated on the attribute value. Used for Processing instruction EXPRESSION\_5. |
| Number | Number | Number the attribute value copmpared to. Used for Processing instruction EXPRESSION\_5. |

Remarks:

Whether the attribute is compared to a regular expression or a number depends on the type of the attribute. Attributes of type string are computed using a regular expression. Attributes of type Number are computed using a number.

If the type of the attribute don’t match the comparator or the “right side” an error is returned.

Exchange the following as A.2. RelativePath:

**BNF of ExtendedRelativePath**

A *ExtendedRelativePath* is a structure that describes a sequence of *References* and *Nodes* to follow. This annex describes a text format for a *RelativePath* that can be used in documentation or in files used to store configuration information.

The components of an Extended*RelativePath* text format are specified in Table A.1.

**Table A.1 – ExtendedRelativePath**

|  |  |
| --- | --- |
| **Symbol**  | **Meaning** |
| /  | The forward slash character indicates that the *Server* is to follow any subtype of *HierarchicalReferences*.  |
| .  | The period (dot) character indicates that the *Server* is to follow any subtype of a *Aggregates ReferenceType*.  |
| <[#!ns:]ReferenceType>  | A string delimited by the ‘<’ and ‘>’ symbols specifies the *BrowseName* of a *ReferenceType* to follow. By default, any *References* of the subtypes the *ReferenceType* are followed as well. A ‘#’ placed in front of the BrowseName indicates that subtypes should not be followed. A ‘!’ in front of the BrowseName is used to indicate that the inverse *Reference* should be followed. The *BrowseName* may be qualified with a namespace index (indicated by a numeric prefix followed by a colon). This namespace index is used specify the namespace component of the *BrowseName* for the *ReferenceType.* If the namespace prefix is omitted then namespace index 0 is used.  |
| [ns:]BrowsePattern‘[‘PredicatePath‘]‘ | A string that follows a ‘/’, ‘.’ or ‘>’ symbol specifies the pattern of a *BrowseName* of a target *Node* to return or follow. This BrowsePattern may be prefixed by its namespace index. If the namespace prefix is omitted then namespace index 0 is used.The BrowsePattern can be followed by a PredicatePath in brackets “[“,”]”. A PredicatePath can filter the set of target nodes.Omitting the final Browse*Pattern and PredicatePath* from a path is equivalent to a wildcard operation that matches all *Nodes* which are the target of the *Reference* specified by the path.Syntax of the pattern is defined in 7.27. Syntax of the PredicatePath is defined in A.2 |
| &  | The & sign character is the escape character. It is used to specify reserved characters that appear within a *pattern*. A reserved character is escaped by inserting the ‘&’ in front of it. Examples of *patterns* with escaped characters are: Received browse path name “&/Name\_1”“&.Name\_2”“&:Name\_3” “&&Name\_4” “&”Name\_5”Resolves to “/Name\_1” “.Name\_2” “:Name\_3” “&Name\_4” “”Name\_5” |

Table A.2 provides *RelativePaths* examples in text format.

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**Table A.2 – *BNF of PredicatesPath***

|  |  |
| --- | --- |
| **Symbol**  | **Meaning** |
| PredicatePath | PredicatePathStep |PredicatePathStep PredicatePath |
| PredicatePathStep | Reference |Expression |
| Reference | <[#!ns:]ReferenceType> |
| Expression | AttributeName Comparator RegularExpression |AttributeName Comparator Number |
| AttributeName | ‚@‘ StringString ist the name oft he attribute to use |
| Comparator | ‚<‘,‘>‘,‘<=‘,‘>=‘,‘=‘,‘!=‘ |
| Regular Expression  | ‚“‘ Regular Expression ‚“‘ToDo find reference to standardization body for regular expressions. <https://en.wikipedia.org/wiki/Regular_expression>The regular expression has to be wrapped in quotes (“). |
| Number | A floating point value, see part 6 |
| <[#!ns:]ReferenceType>  | A string delimited by the ‘<’ and ‘>’ symbols specifies the BrowseName of a ReferenceType to follow. By default, any References of the subtypes the ReferenceType are followed as well. A ‘#’ placed in front of the BrowseName indicates that subtypes should not be followed. A ‘!’ in front of the BrowseName is used to indicate that the inverse Reference should be followed. The BrowseName may be qualified with a namespace index (indicated by a numeric prefix followed by a colon). This namespace index is used specify the namespace component of the BrowseName for the ReferenceType. If the namespace prefix is omitted then namespace index 0 is used.  |
| &  | The & sign character is the escape character. It is used to specify reserved characters that appear within a pattern. A reserved character is escaped by inserting the ‘&’ in front of it. Examples of patterns with escaped characters are: Received browse path name “&/Name\_1”“&.Name\_2”“&:Name\_3” “&&Name\_4” “&”Name\_5”Resolves to “/Name\_1” “.Name\_2” “:Name\_3” “&Name\_4” “”Name\_5” |

**Table A.3 – Extended*RelativePath* Examples**

|  |  |
| --- | --- |
| **Browse Path**  | **Description**  |
| “/2:Block&.Output”  | Follows any forward hierarchical *Reference* with target *BrowseName* = “2:Block.Output”.  |
| “/3:Truck.0:Node\*”  | Follows any forward hierarchical *Reference* with target *BrowseName* = “3:Truck” and from there a forward *Aggregates Reference* to a target with any *BrowseName beginning with* “0:Node”.  |
| “<1:ConnectedTo>1:Boil\*/1:HeatSensor”  | Follows any forward Reference with a *BrowseName* = ‘1:ConnectedTo’ and finds targets with *BrowseName beginning with Boild in namespaceindex 1*. From there follows any hierarchical *Reference* and find targets with *BrowseName* = ‘1:HeatSensor’.  |
| “<0:HasChild>2:Wheel”  | Follows any forward Reference with a *BrowseName* = ‘HasChild’ and qualified with the default OPC UA namespace. Then find targets with *BrowseName* = ‘Wheel’ qualified with namespace index ‘2’.  |
| “<!HasChild>Truck”  | Follows any inverse Reference with a *BrowseName* = ‘HasChild’. Then find targets with *BrowseName* = ‘Truck’. In both cases, the namespace component of the *BrowseName* is assumed to be 0.  |
| “<1:ConnectedTo>1:Boiler\*[<1:hasFixatation>1:MountMode@value=”Screwed”]/1:CurrentTemperature”  | Follows any forward Reference with a *BrowseName* = ‘1:ConnectedTo’ and finds targets with *BrowseName* begins with ‘1:Boiler’. All found targets filtered for having a forward reference with BrowseName = ‘1:hasFixatation’ that point to a node with the BrowseName = ‘1:MountMode and the value attribute = “Screwed”. From the resulting nodes it finds all targets of hierarchical *References which have the BrowseName = ‘1:CurrentTemperature’* |
| “<!hasTypeDefinition>[<1:MountedTo><1:hasFixatation>1:Fixatation@value=”Screwed”]”  | Follows any reverse Reference with a BrowseName = ‘hasTypeDefinition’. All found targets filtered for having a forward reference with BrowseName = ‘1:MountedTo’ that point to a node having a forward reference with the BrowseName = ‘1:hasFixatation’ that point to a node with the BrowseName = ‘1:Fixatation’ and the value attribute = “Screwed”. This ExtendedRelativePath returns all instances of the starting Typedefinition Node which have a MountedTo Reference, and that targets have a hasFixatation reference with a Fixatation node and the value Screwed. |
| “<0:HasChild>” page183image37244624 | Finds all targets of forward References with a BrowseName = ‘HasChild’ and qualified with the default OPC UA namespace.  |

The following BNF describes the syntax of the Extended*RelativePath* text format.

<relative-path> ::= [<reference-type>] [<browse-name>] [<predicates-path>] [relative-path] [[1]](#footnote-1)

<reference-type> ::= '/' | '.' | '<' ['#'] ['!'] <browse-name> '>'

<browse-name> ::= [<namespace-index> ':'] <name>

<namespace-index> ::= <digit> [<digit>]

<digit> ::= '0' | '1' | '2' | '3' | '4' | '5' | '6' | '7' | '8' | '9'

<name> ::= (<name-char> | '&' <reserved-char> | '.' | '\*') [<name>]

<predicates-path> ::= '[' <predicates-step> ']'

<predicates-step> ::= [<reference-type>] [<expression>] [<predicates-step>]

<expression> ::= '@' <name> <comparator> <regular-expression-string> | <Number>

<comparator> ::= '<' | '>' |'<=' | '>=' |'!=' | '='

<Number> ::= ['+' | '-'] [<digit-sequence>] [.] [<digit-sequence>]

<digit-sequence> ::= <digit> [<digit-sequence>]

<regular-expression-string> ::= '”' < regular-expression > '”'

<regular-expression> ::= t.b.d. from Regexp definition

<reserved-char> ::= '/' | '.' | '<' | '>' | ':' | '#' | '!' | '&'| '\*'

| '['| ']'

<name-char> ::= All valid characters for a String (see Part 3) excluding reserved-chars.

1. All elements of the <relative-path> are optional, but it hast o contain at least one optional element [↑](#footnote-ref-1)