FOUNDATION FOR INTELLIGENT PHYSICAL AGENTS

FIPA Agent Message Transport Specification

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Foreword

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Contents

1 Scope

This document is part of the FIPA specifications and deals with message transportation between inter-operating agents. This document also forms part of the FIPA Agent Management specification and contains specifications for agent message transport, including:

- A reference model for an agent Message Transport Service.
- Definitions for the expression of message transport information to an agent Message Transport Service.
- Definitions of Agent Message Transport Protocols for transportation of messages between agents.
- Specifications of syntactic representations of ACL.

2 Normative References

- ”FIPA Agent Management” [FIPA00023].
- ”FIPA Agent Communication Language” [FIPA00061].
- ”FIPA Communicative Acts” [FIPA00037].
- ”FIPA Content Languages” [FIPA00007].
- ”FIPA SL Content Language” [FIPA00008].
- Internet Inter-ORB Protocol (IIOP): Common Object Request Broker Architecture Version 2.2.

3 Agent Message Transport Reference Model

3.1 Message Transport Model

The FIPA Message Transport Model (MTM) comprises three levels (see *Figure 1*):

1. The Message Transport Protocol (MTP) is used to carry out the physical transfer of messages between two ACCs.

2. The Message Transport Service is a service provided by the AP to which an agent is attached. The MTS supports the transportation of FIPA ACL messages between agents on any given AP and between agents on different APs. The MTS is provided by the ACC.

3. The ACL represents the content of the messages carried by both the MTS and MTP.

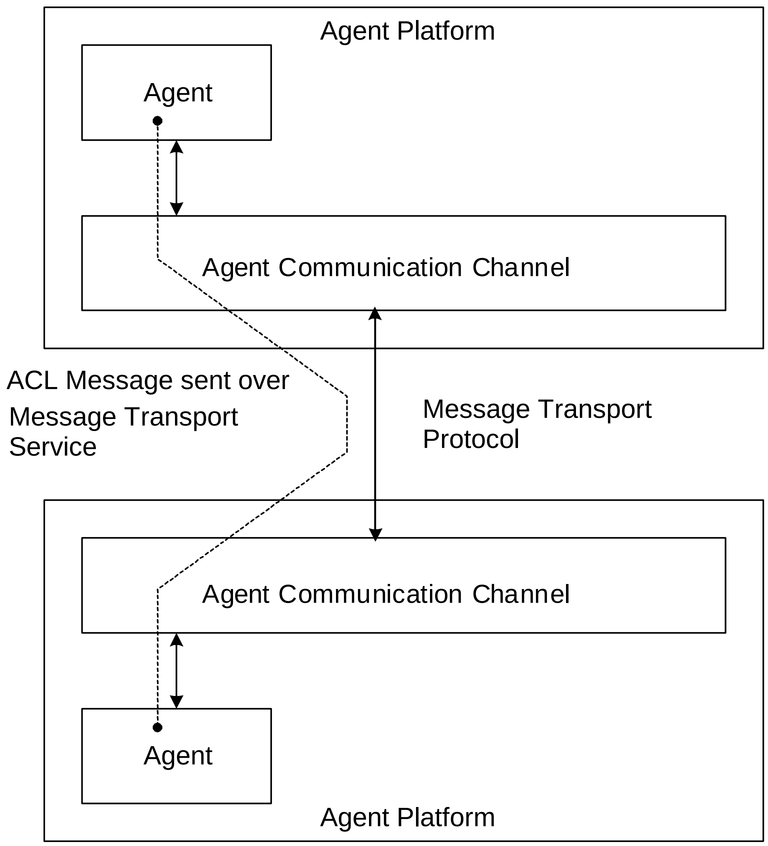

Figure 1: Overview of the Message Transport Model

3.2 Message Structure

In its abstract form, a message is made up of two parts: a message envelope expressing transport information and the message body comprising the ACL message of the agent communication.

For the purposes of message interpretation by an agent:

- ACL semantics are defined only over the ACL message delivered in the message body of a FIPA message (see [FIPA00023]).

- All information in the message envelope is supporting information only. How and if this information is used to by an agent for any kind of additional inference is undefined by FIPA.

4 Message Transport Service

The Message Transport Service (MTS) provides a mechanism for the transfer of FIPA ACL messages between agents. The agents involved may be local to a single AP or on different APs. On any given AP, the MTS is provided by an ACC.

4.1 Expressing Message Transport Information

Information relating to the delivery and transportation of messages can be specified in the message envelope of a message.

4.1.1 Abstract Message Envelope Syntax

The syntax described here is an abstract representation. Any MTP may use a different internal representation, but must express the same terms, represent the same semantics and perform the corresponding actions. See *Section 9, Normative Annex A: Concrete Message Envelope Syntax* for the lexical and syntactical representation of a message envelope for the FIPA baseline MTP.

The following are general statements about the form of a message envelope:

- A message envelope comprises a collection of slots.
- A slot is a name/value pair.
- A message envelope contains at least the mandatory `to`, `from`, `date` and `acl-representation` slots.
- A message envelope can contain optional slots.

Each ACC handling a message may add new information to the message envelope, but it may never overwrite existing information. ACCs can add new slots to a message envelope which override existing slots that have the same slot name; the mechanism for disambiguating message envelope entries in this case is specified by each concrete message envelope syntax.

4.1.2 Message Envelope Slot Semantics

4.1.2.1 Agent Message Transport Objects

The following terms are used to identify the ontology of the agent message transport objects:

- **Frame**. This is the name of this entity.
- **Ontology**. This is the name of the ontology, whose domain of discourse includes the slots described in the table.
- **Slot**. This identifies each component within the frame.
- **Description**. This is a natural language description of the semantics of each slot.
- **Presence**. This indicates whether each slot is mandatory or optional.
- **Type**. This indicates the type of each slot: `Integer`, `String`, `Word`, `URL`, `Set`, `Sequence`, `Term` or other object description.
- **Reserved Values**. This is a list of FIPA-defined constants associated with each slot.

4.1.2.2 Message Envelope Description

Frame **Ontology**	envelope fipa-agent-management			
Slot	**Description**	**Presence**	**Type**	**Reserved Values**
to	This contains the names of the primary recipients of the message.	Mandatory	Sequence of agent-identifier	
from	This is the name of the agent who actually sent the message.	Mandatory	agent-identifier	
comments	This is a comment in the message envelope.	Optional	String	
acl-representation	This is the name of the syntax representation of the message body.	Mandatory	String	See *Section 7*
content-length	This contains the length of the message body.	Optional	String	
content-encoding	This contains the language encoding of the message body	Optional[1]	String	US-ASCII, ISO-8859-{1..9}, UTF-8, Shift_JIS, EUC-JP, ISO-2022-JP, ISO-2022-JP-2
date	This contains the creation date and time of the message envelope – added by the sending agent.	Mandatory	Date	
encrypted	This contains information indicating how the message body has been encrypted.	Optional	Sequence of String[2]	
intended-receiver	This is the name of the agent to whom this instance of a message is to be delivered.	Optional	Sequence of agent-identifier	
received	This is a stamp representing the receipt of a message by an ACC.	Optional	received-object	
transport-behaviour	This contains the transport requirements of the message.	Optional	(Undefined)	

[1] If this field is not present, the default value US-ASCII is assumed for the content encoding.
[2] See [RFC822] for the structure, order and semantics of this field.

4.1.2.3 Received Object Description

Frame Ontology	received-object fipa-agent-management			
Slot	**Description**	**Presence**	**Type**	**Reserved Values**
by	The URL of the receiving ACC.	Mandatory	URL	
from	The URL of the sending ACC.	Optional	URL	
date	The time and date when a message was received.	Mandatory	DateTime	
id	The unique identifier of a message.	Optional	String	
via	The type of MTP the message was delivered over.	Optional	String	See *Section 7*

4.1.3 Updating Message Envelope Slot Information

An ACC may never overwrite information in a message envelope. To update a value in one of the envelope slots, the ACC must add a new copy of the message envelope slot (containing the new value) to the envelope.

Since this mechanism permits multiple occurrences of the same slots in a message envelope (with different values), each concrete message envelope syntax must provide a general mechanism for identifying which copy of the slot (and hence which value) is current. For example, The concrete envelope syntax given in Section 9, *Normative Annex A: Concrete Message Envelope Syntax,* specifies that the first occurrence of a slot overrides any subsequent occurrence.

4.1.4 Additional Message Envelope Slots

Any concrete syntax definition for the message envelope must include a clear mechanism for adding and distinguishing new and user defined slots added to the message envelope. For example, the concrete envelope syntax given in Section 9, *Normative Annex A: Concrete Message Envelope Syntax*, specifies that all new and user defined slots must be prefixed by “X-“.

4.2 Agent Identifiers and Transport Addresses

Agent Identifiers (AIDs) and transport addresses are defined in [FIPA00023].

4.3 Message Transport Functions of the ACC

The ACC is an entity providing a service directly to the agents on an AP. The ACC may access information provided by the other AP services (such as the AMS and DF) to carry out its message transport tasks.

4.3.1 Interfaces to the Message Transport Service

To support its task, the ACC provides one or more interfaces for the transfer of messages to and from agents and APs.

4.3.1.1 Standard MTP Interfaces to the MTS

The standard MTP interfaces of an ACC are used to provide message transport interoperability between FIPA-compliant APs. To be FIPA-compliant an ACC must have at least one such interface which supports a FIPA agent MTP as specified in *Section 6, Message Transport Protocols*. Furthermore, as a minimum, the ACC must support the FIPA baseline MTP for its AP description, additionally other standard MTP interfaces may also be provided. Refer to *Section 4.5.2, Minimal Transport Requirements for FIPA Interoperability* for information on the required standard MTP interfaces for each MTP transport profile.

When messages are received over a message interface advertised as implementing one of the FIPA standard MTPs, these messages must be handled as specified in *Section 4.3.2, Agent Communication Channel Message Handling Behaviour*.

4.3.1.2 Proprietary MTP Interfaces to the MTS

FIPA does not specify how agents communicate using proprietary interfaces with the MTS.

4.3.2 Agent Communication Channel Message Handling Behaviour

To provide the MTS, an ACC must transfer the messages it receives in accordance with the transport instructions contained in the message envelope. An ACC is only required to read the message envelope; it is not required to parse the message body.

Section 4.1.2, Message Envelope Slot Semantics specifies the expected behaviour of an ACC receiving each message envelope instruction in a message. In performing message transfer tasks, the ACC may be required to obtain information from the AMS or DF on its own AP.

Some implementations of ACCs may provide some form of buffering capability to help agents manage their messages.

4.3.2.1 Interpretation of Message Envelope Instructions

ACC message forwarding behaviour is determined by the instructions for message delivery expressed in the message envelope. Table 1 gives an overview of the ACC's basic interpretation of each slot.

Slot	**Description**
`to`	If no intended-receiver parameter is present the information in this slot is used to generate intended-receiver field for the messages the ACC subsequently forwards.
`from`	If required, the ACC returns error and confirmation messages to the agent specified in this slot.
`comments`	None.
`acl-representation`	None, this information is intended for the final recipient of the message.
`content-length`	The ACC may use this information to improve parsing efficiency.
`content-encoding`	None, this information is intended for the final recipient of the message.
`date`	None, this information is intended for the final recipient of the message.
`encrypted`	None, this information is intended for the final recipient of the message.
`intended-receiver`	An ACC uses this parameter to determine where this instance of a message should be sent. If this parameter is not provided, then the first ACC to receive the message should generate an `intended-receiver` parameter using the `to` parameter.
`received`	A new received slot is added to the envelope by each ACC that the message passes through. Each ACC handling a message must add a completed received slot.
`transport-behaviour`	If this parameter is present, the handling ACC must deliver the message according to the transport requirements specified in this parameter. If these requirements cannot be met (or understood) then the ACC raises an error (See Section 4.3.3*, Error and Confirmation Messages*).

Table 1: ACC interpretation of message envelope instructions

4.3.2.2 Forwarding Messages

The recipients of a message are specified in the `to` slot of a message envelope and take the form of AIDs. Depending upon the presence of `intended-receiver` slots the ACC forwards the message in one of the following ways:

- If an ACC receives a message envelope without an `intended-receiver`, then it generates a new `intended-receiver` slot from the `to` slot (possibly containing multiple AIDs). It may also generate multiple copies of the message with different `intended-receiver` slots if multiple receivers are specified. The `intended-receiver` slots form a delivery path showing the route that a message has taken.

- If an ACC receives a message envelope with an `intended-receiver` slot, this is used for delivery of this instance of the message (the `to` slot is ignored).

- If an ACC receives a message envelope with more than one `intended-receiver` slot, the most recent is used. Identifying which is the most recent is done using the conventions set for the concrete envelope syntax in use.

Before forwarding the message, the ACC adds a completed `received` slot to the message envelope. Once an ACC has forwarded a message it no longer needs to keep any record of that message's existence.

4.3.2.2.1 Handling a Single Receiver

In delivering a message to a single receiver specified in the `to` or `intended-Receiver` slot of a message envelope, the ACC forwards the message to one of the addresses in the `addresses` slot of the AID (see Section 4.3.2.2.2 for how to handle multiple transport addresses). If this address leads to another ACC, then it is the task of the receiving ACC to deliver the message to the receiving agent (if the agent is resident on the local platform) or to forward it on to another ACC (if the agent is not locally resident).

4.3.2.2.2 Handling Multiple Transport Addresses for a Single Receiver

The AID given in the `to` or `intended-receiver` slot (in the case of both slots being present, the information in the `intended-receiver` slot is used) of an agent message envelope may contain multiple transport addresses for a single receiving agent. The ACC uses the following method to try to deliver the message:

- Try to deliver the message to the *first* transport address in the `addresses` slot; the first is chosen to reflect the fact that the transport address list in an AID is ordered by preference.

- If this fails (because the agent or AP was not available, because the ACC does not support the appropriate message transport protocol, etc.), the ACC creates a new `intended-receiver` slot containing the AID with the failed transport address removed. The ACC then attempts to send the message to the next transport address in AID in the intended receiver list (now the first in the newly created `intended-receiver` slot).

- If delivery is still unsuccessful when all transport addresses have been tried (or the AID contained no transport addresses), the ACC may try to resolve the AID using the resolvers named in the `resolvers` slot of the AID. Again, the resolvers should, where possible, be tried in order of their appearance.

- As a last resort the ACC may try to deliver the message to the HAP of the agent (as specified in the `hap` slot of the AID).

Finally, if all previous message delivery attempts have failed, then an appropriate error message for the final failure is passed back to the sending agent (see *Section 4.3.3, Error and Confirmation Messages*).

4.3.2.2.3 Handling Multiple Receivers

An ACC uses the following rules in delivering messages to multiple intended receivers[3]:

- If an ACC receives a message envelope with no `intended-receiver` slot and a `to` slot containing more than one AID, it may or may not split these up to form separate messages[4] (each containing a subset of the agents named in the `to` slot in the `intended-receiver` slot).

[3] An ACC may decide to optimise the delivery of messages where a given message is intended for multiple receivers that reside on the same host. However, whether an ACC decides to make this optimisation or not, the semantics of message delivery within an ACC must remain the same. This is so that optimised ACCs and non-optimised ACCs can inter-operate.

[4] Not splitting up messages may be more efficient when several copies would be delivered to the same address.

- If an ACC receives a message envelope with an `intended-receiver` slot containing more than one AID, it may or may not split these up to form separate messages.

The resulting messages are handled as in the single receiver case (see Section 4.3.2.2.1).

4.3.2.3 Delivering Messages

Once a message has arrived at ACC which can directly deliver it to the agent or agents named in the `intended-receiver` slot of the message envelope, this ACC should pass the message directly to the agent(s) concerned. FIPA does not specify how final message delivery is carried out - the message may be passed to the agent(s) using any of the ACC's interfaces (proprietary or standard MTPs). An ACC should deliver the whole message, including the message envelope, to the receiving agent, however particular AP implementations may provide middleware layers to free agents of the task of processing this information.

4.3.2.4 Using a resolver

In certain circumstances, if an AID for a receiver contains no transport addresses then the ACC may try to resolve the AID by contacting one of the entities listed in the `resolvers` slot of the AID. The interface used by the ACC to do this is not specified by FIPA, it may be proprietary (if the resolver is the local platform AMS for example), ACL (if the ACC can also act as an agent and communicate using ACL) or specific to some third party resolving service.

4.3.3 Error and Confirmation Messages

Error and confirmation messages sent to *a sending agent* by the MTS are sent in the form of ACL messages over the MTS. These MTS information messages are sent on behalf of the AMS agent responsible (the `sender` slot of the message must be set the local AMS's AID) for the AP the ACC is running on. How the message is generated (whether by the AMS or by the ACC on behalf of the AMS) is not specified by FIPA.

If an error message needs to be returned, the message generated must follow the exception model defined in Section 7.3 of [Agent Management] such that:

- The communicative act is a *`failure`*,
- The predicate symbol is *`internal-error`*,
- The *argument* is a string describing the error which occurred (the form and content of which is not defined here).

4.4 Using the Message Transport Service

4.4.1 Sending Messages

An agent has three options when sending a message to another agent resident on a remote AP (see *Figure 2*):

1. Agent A sends the message to its local AP ACC using a proprietary or standard interface. The ACC then takes care of sending the message to the correct remote ACC using an MTP. The remote ACC which will eventually deliver the message.

2. Agent A sends the message directly to the ACC on the remote AP on which Agent B resides. This remote ACC then delivers the message to B. To use this method, Agent A must support access to one of the remote ACC's MTP interfaces.

3. Agent A sends the message directly to Agent B, by using a direct communication mechanism. The message transfer, addressing, buffering of messages and any error messages must be handled by the sending and receiving agents. This communication mode is not covered by FIPA.

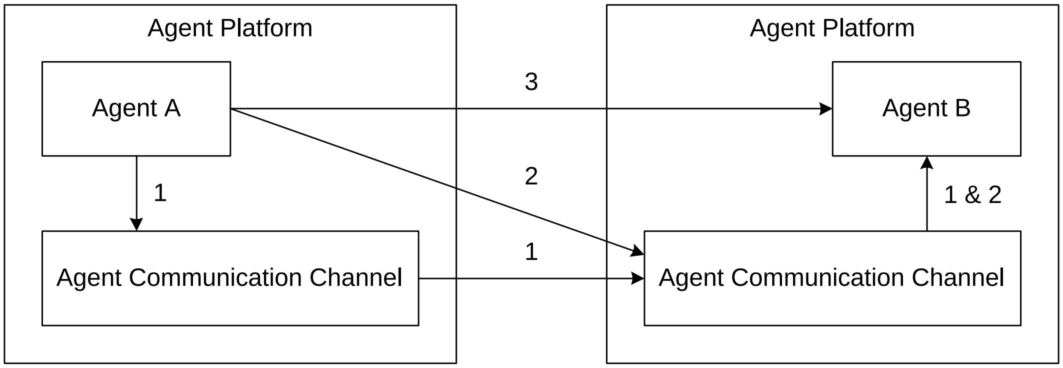

Figure 2: Three Methods of Communication between Agents on Different APs[5]

4.4.2 Receiving Messages

An agent receives an entire message including both the message envelope and message body. Consequently, the receiving agent has access to all of the message transport information expressed in the message envelope, such as encryption details, ACL representation information, the delivery path of the message, etc.

4.5 Querying Message Transport Service Polices and Capabilities

An AP must support queries about its message transport policies and capabilities. Information pertinent to the MTS (such as the particular MTPs supported by an ACC) is given in the `:transport-profile` attribute of the APs `:ap-description` (see [FIPA00023]). The AP description of an AP can be accessed by sending a `get-description` request to the AP AMS.

4.5.1 Agent Platform Transport Descriptions

The information contained in the AP description (`:ap-description`) related to transport capabilities is specified in the AP `:transport-profile` as defined in this section. The slots defined here are all part of the agent management ontology.

4.5.1.1 Agent Platform Transport Description

Frame **Ontology**	`ap-transport-description` `fipa-agent-management`			
Slot	**Description**	**Presence**	**Type**	**Reserved Values**
`Available-mtps`	List of names of MTPs supported by the AP.	Optional	`Set of mtp-description`	

4.5.1.2 Message Transport Protocol Description

Frame **Ontology**	`mtp-description` `fipa-agent-management`			
Slot	**Description**	**Presence**	**Type**	**Reserved Values**
`profile`	Gives the name of the profile this mtp forms a part of.	Optional	`String`	See *Section 4.5.2*

[5] A fourth possibility (not illustrated) as that instead of completing the last two stages of the first path, the ACC on the first platform contacts Agent B directly – this depends upon the address the ACC is delivering to.

`mtp-name`	Gives the name of the message transport protocol being supported	Optional	`String`	See *Section 6*
`addresses`	The transport addresses this mtp is supported on which this MTP supported.	Mandatory	`Sequence of URL`	

The transport description forms part of an AP description (see [FIPA00023]) and is expressed in SL0. A platform which supports transport profiles fipa-alpha (on address iiop://monitorix_platform.pt/acc) and fipa-beta (on addresses http://wap.example1.com:8001/acc and http://wap.example1.com:8002/acc).

```
(ap-transport-description
    :available-mtps
      (set
            (mtp-description
               :profile fipa-alpha
               :mtp-name fipa-iiop-std
               :addresses (set iiop://monitorix_platform.pt/acc)
            )
            (mtp-description
               :profile fipa-beta
               :mtp-name fipa-wap–std
               :addresses (set http://wap.example1.com:8001/acc
                                http://wap.example1.com:8002/acc)
            )
      )

)
```

For more information on how to generate a concrete representation of a transport description, see [FIPA00061] and [FIPA_sl].

4.5.2 Minimal Transport Requirements for FIPA Interoperability

To promote interoperability, FIPA mandates certain minimum transport capabilities for APs. The minimal transport requirements for interoperability are classified by type of network environment an AP has access to and are grouped into named interoperability transport profiles (see *Table 2*). Each named transport profile defined here has a name[6], a description, and a single baseline MTP.

Profile Name	**Description**	**Baseline ACL-Representation**	**Baseline MTP**
`fipa-alpha`	This transport profile is suggested for use in TCP/IP capable wireline environments.	`fipa-string-std` (see *Section 7.1*)	`fipa-iiop-std` (see *Section 6.1*)
`fipa-beta`	This transport profile is suggested for use in wireless environments.	`fipa-bitefficient-std` (see *Section 7.2*)	`fipa-wap-std` (see *Section 6.2*)

Table 2: Named Interoperability Transport Profiles

To match an AP description, an AP must have an ACC which supports the specified baseline MTP on at least one interface.

[6] Note that there is no ordering intended over the profiles defined in this section.

5 Representation of Time

Time tokens are based on the ISO 8601 format [ISO8601], with extensions for relative time and millisecond durations. Time expressions may be absolute, or relative to the current time. Relative times are distinguished by the character + appearing as the first character in the construct. If no type designator is given, the local timezone is used. The type designator for UTC is the character Z. UTC is preferred to prevent timezone ambiguities. Note that years must be encoded in four digits. As examples, 8:30am on April 15th, 1996 local time would be encoded as:

```
19960415T083000000
```

The same time in UTC would be:

```
19960415T083000000Z
```

While one hour, 15 minutes and 35 milliseconds from now would be:

```
+00000000T011500035
```

6 Message Transport Protocols

A Message Transport Protocol (MTP) is used to carry out the physical transportation of messages between two ACCs, between an agent and an ACC or between two agents. The MTPs and the interfaces provided by an AP are described in the AP description. See *Section 4.5.2, Minimal Transport Requirements for FIPA Interoperability* for information on which of the following MTPs also serve as baseline protocols.

6.1 Message Transport Protocol for IIOP: `fipa-iiop-std`

This MTP is based on the transfer of a single string representing the entire agent message including the message envelope in an IIOP one-way message.

Once the string has been received, the message envelope is parsed by the ACC and the message is handled according to the instructions and information given in the message envelope.

6.1.1 Interface Definition

The following IDL specifies the agent message interface. This interface contains a single operation message which supplies a string containing the ACL message as a slot.

```
module FIPA {
  interface MTS {
    oneway void message (in string acl_message);
  }
};
```

6.1.2 Concrete Message Envelope Syntax

The syntax used for the message envelope is that defined in *Section 9, Normative Annex A: Concrete Message Envelope* Syntax.

6.2 Message Transport Protocol for Wireless Networks: `fipa-wap-std`

This MTP is based on WAP Version 1.2 [WAPForum99c]. This MTP is based on the transfer of a message representing the entire agent message (including the message envelope) in a WAP message. Once the message has been received, the message envelope is parsed by the ACC and the message is handled according to the instructions and information given in the message envelope.

The following rules apply when using WAP:

- The transport addresses given must be complete, for example, `wap://example1.com:8001/acc` for a WAP phone or a `http://example2.com:9000/acc` for a WAP content server in a wireline network.

- The WAP content type for any data transfer must be set to `x-application/fipa-message.`

The WAP specification defines two modes of interaction between wireless client devices and hosts in a wireline network: through a WAP gateway and to a WAP server. The specification of this MTP does not distinguish between these. However, it should be noted that these two modes lead to different combinations of interfaces for the wireless and wireline environment hosts.

Supporting information about the management of wireless communication environments for agent communication can be found in [FIPA00014].

6.2.1 Concrete Message Envelope Syntax

The syntax used for the message envelope is that defined in Section *9, Normative Annex A: Concrete Message Envelope Syntax*.

7 Representations of ACL Messages

ACL messages need to be encoded in a particular representation before they are transported by an ACC. The representation is expressed in the `acl-representation` slot.

Some of these ACL representations must be supported dependant upon the description of a given AP, see Section *4.5.2, Minimal Transport Requirements for FIPA Interoperability* for information on which representations are mandated for which transport profile. The FIPA defined representations given in this document are as follows:

ACL Representation Name	**Description**
`fipa-string-std`	String based representation of ACL (see *Section 7.1*).
`fipa-bitefficient-std`	Bit efficient representation of ACL suited to wireless environments (see *Section 7.2*).
`fipa-xml-std`	An XML based representation of ACL (see *Section 7.3*).

7.1 String Representation: `fipa-string-std`

7.1.1 Message Syntax

This section defines the message transport syntax which is expressed in standard EBNF format. For completeness, the notation is as follows:

Grammar rule component	**Example**
Terminal tokens are enclosed in double quotes	`"("`
Non-terminals are written as capitalised identifiers	`Expression`
Square brackets denote an optional construct	`[ "," OptionalArg ]`
Vertical bars denote an alternative between choices	`Integer | Float`
Asterisk denotes zero or more repetitions of the preceding expression	`Digit*`
Plus denotes one or more repetitions of the preceding expression	`Alpha+`
Parentheses are used to group expansions	`( A | B )*`
Productions are written with the non-terminal name on the left-hand side, expansion on the right-hand side and terminated by a full stop	`ANonTerminal = "terminal".`

7.1.2 Grammar Rules

This section defines the grammar for a string representation of ACL.

```
ACLCommunicativeAct      = Message.

Message                  = "(" MessageType MessageSlot* ")".

MessageType              = See [FIPA00037] for a full list of valid performatives

MessageSlot              = ":sender" AgentIdentifier
                         | ":receiver" AgentIdentifierSet
                         | ":content" ( Expression )
                         | ":reply-with" Expression
                         | ":reply-by" DateTime
                         | ":in-reply-to" Expression
                         | “:reply-to” AgentIdentifierSet
                         | ":language" Expression
                         | “:content-language-encoding” Expression
                         | ":ontology" Expression
                         | ":protocol" Word
                         | ":conversation-id" Expression
                         | UserDefinedSlot Expression.
```

```
UserDefinedSlot   =     Word[7].

Expression              = Word
                        | String
                        | Number
                        | "(" Expression* ")".

AgentIdentifier         = "(" "AID"
                          ":name" word
                          ":hap"  URL
                          [ ":addresses" URLSequence ]
                          [ ":resolvers" AgentIdentifierSequence ]
                          ( UserDefinedSlot Expression )* ")".


AgentIdentifierSequence = "(" "sequence" AgentIdentifier* ")".

AgentIdentifierSet      = “(“ “set” AgentIdentifier* “)”.

URLSequence             = "(" "sequence" URL* ")".

DateTime                = DateTimeToken.

URL                     = See [RFC2396]
```

7.1.3 Lexical Rules

Some slightly different rules apply for the generation of lexical tokens. Lexical tokens use the same notation as above, except:

Lexical rule component	Example
Square brackets enclose a character set	["a", "b", "c"]
Dash in a character set denotes a range	["a” – "z"]
Tilde denotes the complement of a character set if it is the first character	[~ "(", ")"]
Post-fix question-mark operator denotes that the preceding lexical expression is optional (may appear zero or one times)	["0" – "9"] ? ["0" – "9"]

All the white space, tabs, carriage returns and line feeds between tokens should be skipped by the lexical analyser.

```
Word                    = [~ "\0x00" – "\0x20", "(", ")", "#", "0" – "9", "-", "@"]
                          [~ "\0x00" – "\0x20", "(", ")"]*.

String                  = StringLiteral | ByteLengthEncodedString.

StringLiteral           = "\"" ([ ~ "\"" ] | "\\\"")* "\"".

ByteLengthEncodedString[8] = "#" Digit+ "\"" <byte sequence>.

Number                  = Integer | Float.

URL                     = See [RFC2396]

DateTimeToken           = "+" ?
                           Year Month Day "T"
                           Hour Minute Second MilliSecond
                           ( TypeDesignator ? ).
```

[7] User-defined parameters must start with `X-`.

[8] Note that this cannot be transmitted over the `fipa-iiop-std` MTP.

```
Year                   = Digit Digit Digit Digit.

Month                  = Digit Digit.

Day                    = Digit Digit.

Hour                   = Digit Digit.

Minute                 = Digit Digit.

Second                 = Digit Digit.

MilliSecond            = Digit Digit Digit.

TypeDesignator         = AlphaCharacter.

AlphaCharacter         = [ "a" – "z" ] | [ "A" – "Z" ].

Digit                  = [ "0" – "9" ].

Sign                   = [ "+" , "-" ] .

Integer                = Sign? Digit+.

Dot                    = [ "." ].

Float                  = Sign? FloatMantissa FloatExponent?
                       | Sign? Digit+ FloatExponent

FloatMantissa          = Digit+ Dot Digit*
                       | Digit* Dot Digit+

FloatExponent          = Exponent Sign? Digit+

Exponent               = [ "e", "E" ]
```

7.1.4 Notes on the Grammar Rules

1. The standard definitions for integers and floating point numbers are assumed.

2. All keywords are case-insensitive.

3. A length encoded string is a context sensitive lexical token. Its meaning is as follows: the message envelope of the token is everything from the leading `#` to the separator `"` inclusive. Between the markers of the message envelope is a decimal number with at least one digit. This digit then determines that *exactly* that number of 8-bit bytes are to be consumed as part of the token, without restriction. It is a lexical error for less than that number of bytes to be available.

4. Note that not all implementations of the ACC (see [FIPA00023]) will support the transparent transmission of 8-bit characters. It is the responsibility of the agent to ensure, by reference to internal API of the ACC, that a given channel is able to faithfully transmit the chosen message encoding.

5. A well-formed message will obey the grammar, and in addition, will have at most one of each of the slots. It is an error to attempt to send a message which is not well formed. Further rules on well-formed messages may be stated or implied the operational definitions of the values of slots as these are further developed.

6. Strings encoded in accordance with ISO/IEC 2022 may contain characters which are otherwise not permitted in the definition of `Word`. These characters are ESC (`0x1B`), SO (`0x0E`) and SI (`0x0F`). This is due to the complexity that would result from including the full ISO/IEC 2022 grammar in the above EBNF description. Hence, despite the basic description above, a word may contain any well-formed ISO/IEC 2022 encoded

character, other (representations of) parentheses, spaces, or the # character. Note that parentheses may legitimately occur as *part* of a well formed escape sequence; the preceding restriction on characters in a word refers only to the encoded characters, not the form of the encoding.

7. The format for time tokens is defined in Section 5. The format for AIDs is defined in [FIPA00023].

7.2 Bit-Efficient Representation: `fipa-bitefficient-std`

This section defines the message transport syntax for a bit-efficient representation of ACL. The syntax is expressed in standard EBNF format with a some extensions which are described below. Note that this representation is *not compatible* with the `fipa-iiop-std` MTP.

Grammar rule component	Example
`0x??` is a hexadecimal byte	`0x00`
White space is not allowed between tokens	

7.2.1 Tokenised ACL Syntax

```
ACLCommunicativeAct      = Message.

Message                  = Header MessageType MessageParameter* EndofMsg.

Header                   = MessageId Version.

MessageId                = 0xFA
                         | 0xFB
                         | 0xFC.                      /* see comment a) below */

Version                  = Byte.                      /* see comment b) below */

EndofMsg                 = EndOfCollection.

EndOfCollection          = 0x01.

MessageType              = 0x00 BinWord
                         | PredefinedMsgType.         /* see comment c) below */

MessageParameter         = 0x00 BinWord BinExpression.
                         | PredefinedParam.           /* see comment d) below */

PredefinedMsgType        = 0x01                 /* accept-proposal */
                         | 0x02                 /* agree */
                         | 0x03                 /* cancel */
                         | 0x04                 /* cfp */
                         | 0x05                 /* confirm */
                         | 0x06                 /* disconfirm */
                         | 0x07                 /* failure */
                         | 0x08                 /* inform */
                         | 0x09                 /* inform-if */
                         | 0x0a                 /* inform-ref */
                         | 0x0b                 /* not-understood */
                         | 0x0c                 /* propagate */
                         | 0x0d                 /* propose */
                         | 0x0e                 /* proxy */
                         | 0x0f                 /* query-if */
                         | 0x10                 /* query-ref */
                         | 0x11                 /* refuse */
                         | 0x12                 /* reject-proposal */
                         | 0x13                 /* request */
                         | 0x14                 /* request-when */
                         | 0x15                 /* request-whenever */
                         | 0x16.                /* subscribe */

PredefinedMsgParam       = 0x02 AgentIdentifier  /* :sender */
                         | 0x03 RecipientExpr    /* :receiver */
```

```
                        | 0x04 BinExpression    /* :content */
                        | 0x05 BinExpression    /* :reply-with */
                        | 0x06 BinDateTimeToken /* :reply-by */
                        | 0x07 BinExpression    /* :in-reply-to */
                        | 0x08 BinExpression    /* :language */
                        | 0x09 BinExpression    /* :ontology */
                        | 0x0a BinWord          /* :protocol */
                        | 0x0b BinExpression.   /* :conversation-id */

AgentIdentifier         = 0x02 BinWord BinWord
                          [Addresses]
                          [Resolvers]
                          (UserDefinedParameter)*
                          EndOfCollection.

Addresses               = 0x02 UrlCollection.

Resolvers               = 0x03 AgentIdentifierCollection.

UserDefinedParameter    = 0x04 BinWord BinExpression.

UrlCollection           = (BinWord)* EndofCollection.

AgentIdentifierCollection
                        = (AgentIdentifier)* EndOfCollection.

RecipientExpr           = AgentIdentifierCollection.

BinWord                 = 0x10 Word 0x00
                        | 0x11 Index.

BinNumber               = 0x12 Digits           /* Decimal Number */
                        | 0x13 Digits.          /* Hexadecimal Number */

Digits                  = CodedNumber+.

BinString               = 0x14 String 0x00      /* New string literal */
                        | 0x15 Index            /* String literal from code table*/
                        | 0x16 Len8 ByteSeq     /* New ByteLengthEncoded string */
                        | 0x17 Len16 ByteSeq    /* New ByteLengthEncoded string */
                        | 0x18 Index            /* ByteLengthEncoded from code table*/
                        | 0x19 Len32 ByteSeq.   /* New ByteLengthEncoded string */

BinDateTimeToken        = 0x20 BinDate                      /* Absolute time */
                        | 0x21 BinDate                      /* Relative time */
                        | 0x22 BinDate TypeDesignator       /* Absolute time */
                        | 0x23 BinDate TypeDesignator.      /* Relative time */

BinDate                 = Year Month Day Hour Minute Second Millisecond.
                              /* see comment h) below */

BinExpression           = BinExpr
                        | 0xFF BinString.       /* See comment i) below */

BinExpr                 = BinWord
                        | BinString
                        | BinNumber
                        | ExprStart BinExpr* ExprEnd.

ExprStart               = 0x40               /* Level down (i.e. '(' –character) */
                        | 0x70 Word 0x00     /* Level down, new word follows */
                        | 0x71 Index         /* Level down, word code follows */
                        | 0x72 Digits        /* Level down, number follows */
                        | 0x73 Digits        /* Level down, hex number follows */
```

```
                        | 0x74 String 0x00   /* Level down, new string follows */
                        | 0x75 Index^n       /* Level down, string code follows */
                        | 0x76 Len8 String   /* Level down, new byte string (1 byte) */
                        | 0x77 Len16 String  /* Level down, new byte string (2 byte) */
                        | 0x78 Len32 String  /* Level down, new byte string (4 byte) */
                        | 0x79 Index^n.      /* Level down, byte string code follows */

ExprEnd                 = 0x40               /* Level up (i.e. ')' –character) */
                        | 0x50 Word 0x00     /* Level up, new word follows */
                        | 0x51 Index         /* Level up, word code follows */
                        | 0x52 Digits        /* Level up, number follows */
                        | 0x53 Digits        /* Level up, hexadecimal number follows */
                        | 0x54 String 0x00   /* Level up, new string follows */
                        | 0x55 Index         /* Level up, string code follows */
                        | 0x56 Len8 String   /* Level up, new byte string (1 byte) */
                        | 0x57 Len16 String  /* Level up, new byte string (2 byte) */
                        | 0x58 Len32 String  /* Level up, new byte string (4 byte) */
                        | 0x59 Index.        /* Level up, byte string code follows */

ByteSeq                 = Byte*.

Index                   = Byte
                        | Short.                /* See comment f) below */

Len8                    = Byte.                 /* See comment g) below */

Len16                   = Short.                /* See comment g) below */

Len32                   = Long.                 /* See comment g) below */

Year                    = Byte Byte.

Month                   = Byte.

Day                     = Byte.

Minute                  = Byte.

Second                  = Byte.

Millisecond             = Byte Byte.


Word                    = /* as in fipa-string-std */


String                  = /* as in fipa-string-std */


CodedNumber             = /* See comment e) below */

TypeDesignator          = /* as in fipa-string-std */
```

7.2.2 Using Dynamic Code Tables

The transport syntax can be used with or without dynamic code table. Using dynamic code table is an optional feature, which gives more compact output, but might not be appropriate if communicating peers does not have sufficient memory (e.g., in case of low-end PDAs or smart phones).

To use dynamic code tables the encoder inserts new entries (e.g., Words, Strings, etc.) into a code table while constructing bit-efficient representation for ACL message. The code table is initially empty. Whenever a new entry is added to the code table, the smallest available code (number) is allocated to it. There is no need to transfer these index codes explicitly over the communication channel. Once the code table becomes full, and something new shall be added, the sender first removes `size>>3`[9] entries from the code table using LRU algorithm (see pages 111-114 of [Tanenbaum92] for example), and then adds a new entry to code table. For example, should the code table size be 512 entries, 64 entries are removed. Correspondingly the decoder removes entries from the code table when it receives a new entry from the encoder.

The size of the code table, if used, is between 256 (2^8) entries and 65536 (2^{16}) entries. The output of this code table is always one or two bytes (one byte only when the code table size is 2^8). Using two-byte output code wastes some bits, but allows much faster parsing of messages. The code table is unidirectional, that is, if sender A adds something to code table when sending message to B, the B cannot use this code table entry when sending message back to A.

7.2.3 Notes on the Grammar Rules

a) The first byte defines the message identifier. The identifier byte can be used to separate bit-efficient ACL messages from (for example) string-based messages and separate different coding schemes. The value 0xFA defines bit-efficient coding scheme without dynamic code tables and the value 0xFB defines bit-efficient coding scheme with dynamic code tables. The message identifier 0xFC is used, when dynamic code tables are being used, but the sender do not want to update code tables (even if message contains strings that should be added to code table).

b) The second byte defines the version number. The version number byte contains the major version number in the upper four bits and minor version number in the lower four bits. This specification defines version 1.0 (coded as 0x10).

c) All message types defined in [FIPA00061] have a predefined code. If an encoder sends an ACL message with message type which has no having predefined code, it must use the extension mechanism, which adds a new message type into code table (if code tables are being used).

d) All message parameters defined in [FIPA00061] have a predefined code. If a message contains an user defined message parameter, an extension mechanism is used (byte 0x00), and new entry is added to code table (if code table is used).

e) Numbers are coded by reserving four bits for each digit in the number's ASCII representation, that is, two ASCII numbers are coded into one byte. In **Table 1** is shown a 4-bit code for each number and special codes that may appear in ASCII coded numbers.

   If the ASCII presentation of a number contains odd number characters, the last four bits of the coded number are set to zero ('padding' token), otherwise an additional 0x00 byte is added to end of coded number. If the number to be coded is integer, decimal number, or octal number, the identifier byte 0x12 is used. For hexadecimal numbers, the identifier byte 0x13 is used. Hexadecimal numbers are converted to integers before coding (the coding scheme does not allow characters from 'a' trough 'f' to appear in number).

   Numbers are never added to a dynamic code table.

Token	**Code**		**Token**	**Code**
`Padding`	0000		`7`	1000
`0`	0001		`8`	1001
`1`	0010		`9`	1010
`2`	0011		`+`	1100
`3`	0100		`E`	1101

[9] Right shifted by 3 bit positions – approximately 10%.

4	0101		-	1110
5	0110		.	1111
6	0111			

Table 1: Binary representation of number tokens

f) Index is a pointer to code table entry. Its size (in bits) depends on code table size. If the code table size is 256 entries, the size of the index is one byte; otherwise its size is two bytes (represented in network byte order).

g) “`Byte`” is a one-byte code word, “`Short`” is a short integer (two bytes, network byte order), and “`Long`” is a long integer (four bytes, network byte order).

h) Dates are coded as numbers, that is, four bits are reserved for each ASCII number (see comment e) above). Information whether the time is relative or absolute and whether the type designator is present or not, is coded into identifier byte. These fields always have static length (two bytes for year and milliseconds, one byte for other components).

i) None of the actual content of the message (the information contained in the :content parameter of the ACL message) is coded nor are any of its components are added to a code table.

7.3 XML Representation: fipa-xml-std

This section defines the message transport syntax for an XML based representation of ACL. It should be noted that some grammatical information is expressed in the comments of the DTD. These additions are normative aspects of the `fipa-xml-std` definition even though they are not checked by the XML parser.

7.3.1 XML DTD

```
<!--
 Document Type: XML DTD
 Document Purpose: Encoding of FIPA ACL messages (included in the
 FIPA Standard, Specification "Agent Message Transport"
 - see http://www.fipa.org/)

 Last Revised: 07-03-2000
-->
<!-- Possible FIPA Communicative Acts, See [FIPA00037] - <document number> for a full
list of valid performatives. -->
<!ENTITY % communicative-acts
                "accept-proposal|agree|cancel|cfp|confirm
                |disconfirm|failure|inform|not-understood
                |propose|query-if|query-ref|refuse
                |reject-proposal|request|request-when
                |request-whenever|subscribe|inform-if
                |inform-ref">

<!-- The FIPA message root element, the communicative act is
 an attribute - see below and the message itself is a list
 of parameters. The list is unordered. None of the elements
 should occur more than once except receiver.
-->
<!ENTITY % msg-param
          "receiver|sender|content|language|content-language-encoding|ontology|
           protocol|reply-with|in-reply-to|reply-by|reply-to|conversation-id" >

<!ELEMENT fipa-message (%msg-param;)* >


<!-- Attibute for the fipa-message - the communicative act itself and
      the conversation id (which is here so an ID value can be used). -->
<!ATTLIST fipa-message act (%communicative-acts;)  #REQUIRED
                       conversation-id      ID     #IMPLIED>

<!-- The agent identifier of the sender. -->
<!ELEMENT sender (a-id)>

<!-- The agent identifier(s) of the receiver. -->
<!ELEMENT receiver (a-id)>

<!-- The message content -->
<!--
One can choose to embed the actual content in the message,
or alternatively refer to a URI which represents this content
-->
<!ELEMENT content (#PCDATA)>
<!ATTLIST content href CDATA #IMPLIED>

<!-- The content language used for the content.
     The linking attribute href associated with language can be used
     to refer in an unambiguous way to the (formal) definition of the
```

```
     standard/fipa content language.
-->

<!ELEMENT language (#PCDATA)>
<!ATTLIST language href CDATA #IMPLIED>

<!-- The encoding used for the content language.
     The linking attribute href associated with encoding can be used
     to refer in an unambiguous way to the (formal) definition of the
     language encoding.
-->

<!ELEMENT content-language-encoding (#PCDATA)>
<!ATTLIST content-language-encoding href CDATA #IMPLIED>

<!-- The ontology used in the content  -->
<!--
The linking attribute href associated with ontology can be used to refer
in an unambiguous way to the (formal) definition of the ontology.
-->
<!ELEMENT ontology (#PCDATA)>
<!ATTLIST ontology href CDATA #IMPLIED>

<!-- The protocol element
The linking attribute href associated with protocol can be used to refer
in an unambiguous way to the (formal) definition of the protocol.
-->
<!ELEMENT protocol (#PCDATA)>
<!ATTLIST protocol href CDATA #IMPLIED>

<!-- The reply-with parameter -->
<!ELEMENT reply-with (#PCDATA)>
<!ATTLIST reply-with href CDATA #IMPLIED>

<!-- The in-reply-to parameter -->
<!ELEMENT in-reply-to (#PCDATA)>
<!ATTLIST in-reply-to href CDATA #IMPLIED >

<!-- The reply-by parameter -->
<!ELEMENT reply-by EMPTY>

<!-- The time should be specified in Section 5 of this document-->
<!ATTLIST reply-by time CDATA #REQUIRED
             href CDATA #IMPLIED >

<!-- The reply-to parameter -->
<!ELEMENT reply-to (a-id)>

<!-- The conversation-id parameter -->
<!ELEMENT conversation-id (#PCDATA)>
<!ATTLIST conversation-id href CDATA #IMPLIED>

<!ELEMENT a-id (name, hap, addresses?, resolvers?, user-defined*)>

<!ELEMENT name       EMPTY>
<!-- An id can be used to uniquely identify the name of the agent.
     The refid attribute can be used to refer to an already defined
     agent name, avoiding unnecessary repetition.
     Either the id OR refid should be specified,
     (both should not be present at the same time) -->

<!ATTLIST name       id     ID     #IMPLIED
                     refid  IDREF  #IMPLIED>
```

```
<!ELEMENT hap        EMPTY>
<!ATTLIST hap        href   CDATA   #IMPLIED>

<!ELEMENT addresses (url+)>
<!ELEMENT url    EMPTY>
<!ATTLIST url    href   CDATA   #IMPLIED>

<!ELEMENT resolvers (a-id+)>

<!ELEMENT user-defined (#PCDATA)>
<!ATTLIST user-defined href CDATA #IMPLIED >
```

8 References

[FIPA00023] Foundation for Intelligent Physical Agents, "FIPA Agent Management", Document Number 00023.

[FIPA00061] Foundation for Intelligent Physical Agents, "FIPA Agent Communication Language", Document Number 00061.

[FIPA00037] Foundation for Intelligent Physical Agents, "FIPA Communicative Acts", Document Number 00037.

[FIPA00007] Foundation for Intelligent Physical Agents, "FIPA Content Languages", Document Number 00007.

[FIPA00008] Foundation for Intelligent Physical Agents, "FIPA SL Content Language", Document Number 00008.

[FIPA00014] Foundation for Intelligent Physical Agents, "FIPA Nomadic Application Support", Document Number 00014.

[ISO8601] "Date Elements and Interchange Formats, Information Interchange – Representation of Dates and Times". Ref: ISO 8601:1988(E).

[OMG99] OMG Internet Inter-ORB Protocol (IIOP): Common Object Request Broker Architecture Version 2.2

[RFC822] "Standard for the Format of ARPA Internet Text Messages", D. H. Crocker, IETF RFC822, August, 1982.

[RFC2396] "Uniform Resource Identifiers (URI): Generic Syntax", T. Berners-Lee, R. Fielding, U. C. Irvine and L. Masinter. IETF RFC 2396, August 1998.

[Tanenbaum92] "Modern Operating Systems", A. S. Tanenbaum, Prentice Hall, 1992.

[WAPForum99c] WAP Forum. Wireless Application Protocol Specifications. (Draft Versions) Version 1.2. 22-November-1999. Available at URL: http://www.wapforum.org

9 Normative Annex A: Concrete Message Envelope Syntax

This section gives the concrete syntax for the message envelope specification that must be used to transport messages over the Message Transport Protocol.

This concrete syntax has been inspired by [RFC822]. In particular, the same lexical analysis of messages also applies here.

9.1 Lexical analysis

Messages consist of message envelope slots and, optionally, a message body. The message body is simply a sequence of ASCII characters representing an ACL message. The message body is separated from the message envelope by two subsequent CRLF tokens with nothing in between the tokens (that is, a line with nothing preceding the CRLF).

Each message envelope slot can be viewed as a single, logical line of ASCII characters, comprising a slot name and a slot value. For convenience, the slot value portion of this conceptual entity can be split into a multiple-line representation by inserting, at the transmitter side, a CRLF immediately followed by at least one LWSP-char (this action is called *folding*). At the receiver side, CRLF immediately followed by a LWSP-char is considered equivalent to the LWSP-char (this action is called *unfolding*).

Once a slot has been unfolded, at the receiver side it may be viewed as being composed of a slot name, followed by a colon (`:`), followed by a slot body, and terminated by a carriage-return/line-feed (CRLF). The slot name must be composed of printable ASCII characters (that is, characters that have values between 33 and 126 decimal, except colon). The slot body may be composed of any ASCII characters, except CR or LF. (While CR and/or LF may be present in the actual text, they are removed by the action of unfolding the slot.)

Except as noted, alphabetic strings may be represented in any combination of upper and lower case. However, ACC are required to preserve case information when transporting messages.

These rules show a slot meta-syntax, without regard for the particular type or internal syntax. Their purpose is to permit detection of slots; also, they present to higher-level parsers an image of each slot as fitting on one line.

```
MessageEnvelope         = Slot+ CRLF MessageBody.

MessageBody             = Text* ( CRLF Text* )*
                        | Byte*.[10]

Slot                    = SlotName ":" [ SlotBody ] CRLF.

SlotName                = 1* <any CHAR, excluding CTLs, SPACE, and ":">.

SlotBody                = SlotBodyContents [CRLF LWSP-char SlotBody].

SlotBodyContents        = <the ASCII characters making up the SlotBody, as defined in
the following section and consisting of combinations of Atom, QuotedString and specials
tokens or else consisting of Text>.
```

The following rules are used to define an underlying lexical analyser, which feeds tokens to higher level parsers.

```
                                                      ; (  Octal, Decimal.)

CHAR                    = <any ASCII character>.      ; (  0-177,  0.-127.)

DIGIT                   = <any ASCII decimal digit>.  ; ( 60- 71, 48.- 57.)
```

[10] Note that this cannot be transmitted over the `fipa-iiop-std` MTP.

```
CTL                     = <any ASCII control                 ; (  0- 37,  0.- 31.)
                              character and DEL>.            ; (    177,     127.)

CR                      = <ASCII CR, carriage return>.       ; (     15,      13.)

LF                      = <ASCII LF, linefeed>.              ; (     12,      10.)

SPACE                   = <ASCII SP, space>.                 ; (     40,      32.)

HTAB                    = <ASCII HT, horizontal-tab>.        ; (     11,       9.)

<">                     = <ASCII quote mark>.                ; (     42,      34.)

CRLF                    = CR LF.

LWSPChar                = SPACE / HTAB.                      ; semantics = SPACE

LinearWhiteSpace        = ([CRLF] LWSPChar)+.                ; semantics = SPACE
                                                             ; CRLF => folding

Text                    = <any CHAR including bare CR and
                              bare LF but NOT including CRLF>.

Atom                    = <any CHAR except <">, SPACE and CTLs>
                          <any CHAR except SPACE and CTLs> *.

QuotedString            = <"> ( QText/QuotedPair )* <">.     ; Regular qtext or
                                                             ; quoted chars.

QText                   = <any CHAR excepting <">,           ; => may be folded
                              "\" and CR, and including linear-white-space>.

QuotedPair              = "\" CHAR.                          ; may quote any char

Word                    = Atom / QuotedString.

Byte                    = <any 8-bit byte>.
```

9.2 Syntax

The following rules apply after the unfolding operation, as specified in the previous section.

```
MessageEnvelope         = Slot+ CRLF MessageBody.

Slot                    = ACLRepresentationSlot  CRLF
                        | CommentSlot            CRLF
                        | ContentLengthSlot      CRLF
                        | ContentEncodingSlot    CRLF
                        | DateSlot               CRLF
                        | EncryptedSlot          CRLF
                        | IntendedReceiverSlot   CRLF
                        | ReceivedSlot           CRLF
                        | EnvSenderSlot          CRLF
                        | EnvReceiverSlot        CRLF
                        | TransportBehaviourSlot CRLF
                        | UserDefinedSlot        CRLF.

MessageBody             = Text* ( CRLF Text* )*
```

```
                              | CRLF Byte*.
```
[11]

```
ACLRepresentationSlot    = "ACL-representation" ":" word.

CommentSlot              = "Comments" ":" text*.

ContentLengthSlot        = "Content-length" ":" DIGIT+.

ContentEncodingSlot      = "Content-encoding" ":" word.

DateSlot                 = "Date" ":" DateTime.

DateTime                 = See Section 5 of this document.

EncryptedSlot            = "Encrypted" ":" word [ word ].

IntendedReceiverSlot     = "Intended-receiver" ":" AgentIdentifierList.

AgentIdentifierList      = AgentIdentifier [ "," AgentIdentifier ]*.

ReceivedSlot             = "Received" ":"
                           [ "from" URL ]
                           [ "by"   URL ]
                           [ "id"   word ]
                           [ "via"   word ]
                           ";" DateTime.

EnvSenderSlot            = "From" ":" AgentIdentifier.

EnvReceiverSlot          = "To" ":" AgentIdentifierList.

TransportBehaviourSlot   = "Transport-behaviour" ":"
                           [ "error-messages" AgentIdentifierList ]
                           [ "delivery" word ]
                           [ "acknowledgement" AgentIdentifierList ].

UserDefinedSlot          = <any slot which has not been defined in this specification or
published as an extension to this specifications; slot name must be unique and may be
pre-empted by published extensions.>.

AgentIdentifier          = "(" "AID"
                           ":name" Word
                           ":hap"  URL
                           [ ":addresses" URLSequence ]
                           [ ":resolvers" AgentIdentifierSequence ]
                           ( UserDefinedSlot Expression )* ")".

AgentIdentifierSequence = "(" "sequence" AgentIdentifier* ")".
```
[12]

```
URLSequence              = "(" "sequence" URL* ")".

URL                      = See [RFC2396]
```

9.3 Additional Syntax Rules

The following additional rules not specified in the grammar also apply:

1. The abstract syntax of the message envelope are mandatory.

[11] Note that this cannot be transmitted over the `fipa-iiop-std` MTP.

[12] Note that a sequence is considered to have a left to right (first to last) ordering.

2. This specification permits multiple occurrences of message envelope slots. For the purposes of disambiguation the first occurrence overrides any subsequent occurrence (see [RFC822] for further details).

In the future, additional slots may be defined and added to the message envelope. Such slots are prefixed with `X-FIPA-` and their behaviour is not specified. If an organisation wishes to add its own message envelope slots it is suggested they prefix the new slot name with `X-CompanyName-` to reduce the chances of conflict.