

# A \*complete\* listing of operators in Nix, and their precedence.

This article was originally published at

<https://gist.github.com/joepie91/c3c047f3406aea9ec65eebce2ffd449d>.

The information in this article has since been absorbed into the official Nix manual. It is kept here for posterity. It may be outdated by the time you read this.

Lower precedence means a stronger binding; ie. this list is sorted from strongest to weakest binding, and in the case of equal precedence between two operators, the associativity decides the binding.

| Pre c | Abbreviation | Example                            | Assoc | Description   |
|-------|--------------|------------------------------------|-------|---|
| 1     | SELECT       | <code>e . attrpath [or def]</code> | none  | Select attribute denoted by the attribute path <code>attrpath</code> from set <code>e</code> . (An attribute path is a dot-separated list of attribute names.) If the attribute doesn't exist, return <code>default</code> if provided, otherwise abort evaluation. |
| 2     | APP          | <code>e1 e2</code>                 | left  | Call function <code>e1</code> with argument <code>e2</code> .   |
| 3     | NEG          | <code>-e</code>                    | none  | Numeric negation.   |
| 4     | HAS_ATTR     | <code>e ? attrpath</code>          | none  | Test whether set <code>e</code> contains the attribute denoted by <code>attrpath</code> ; return true or false.   |
| 5     | CONCAT       | <code>e1 ++ e2</code>              | right | List concatenation.   |
| 6     | MUL          | <code>e1 * e2</code>               | left  | Numeric multiplication.   |
| 6     | DIV          | <code>e1 / e2</code>               | left  | Numeric division.   |
| 7     | ADD          | <code>e1 + e2</code>               | left  | Numeric addition, or string concatenation.  |
| 7     | SUB          | <code>e1 - e2</code>               | left  | Numeric subtraction.  |
| 8     | NOT          | <code>!e</code>                    | left  | Boolean negation.   |
| 9     | UPDATE       | <code>e1 // e2</code>              | right | Return a set consisting of the attributes in <code>e1</code> and <code>e2</code> (with the latter taking precedence over the former in case of equally named attributes).   |
| 10    | LT           | <code>e1 &lt; e2</code>            | left  | Less than.  |
| 10    | LTE          | <code>e1 &lt;= e2</code>           | left  | Less than or equal.   |
| 10    | GT           | <code>e1 &gt; e2</code>            | left  | Greater than.   |

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|-------|---------------|-------------------------------|--------|--|
| 10    | GTE           | <code>e1 &gt;= e2</code>      | left   | Greater than or equal.                                       |
| 11    | EQ            | <code>e1 == e2</code>         | none   | Equality.  |
| 11    | NEQ           | <code>e1 != e2</code>         | none   | Inequality.  |
| 12    | AND           | <code>e1 &amp;&amp; e2</code> | left   | Logical AND.   |
| 13    | OR            | <code>e1    e2</code>         | left   | Logical OR.  |
| 14    | IMPL          | <code>e1 -&gt; e2</code>      | none   | Logical implication (equivalent to <code>!e1    e2</code> ). |

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