

INFO-F403 Introduction to Language Theory and Compilation

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1 Lexèmes

Définition des tokens

Lexical units	regular expressions
INT	<code>([0-9])*</code>
FLOAT	<code>([0-9]*.DOT([0-9])*)</code>
BOOL	<code>(0+1+true+false+”)</code>
STRING	<code>'([A-Za-z]+[0-9])*.'</code>
FAC	<code>!</code>
MUL	<code>*</code>
DIV	<code>/</code>
MINUS	<code>-</code>
ADD	<code>+</code>
LT	<code><</code>
GT	<code>></code>
LE	<code><=</code>
GE	<code>>=</code>
EQUIV	<code>==</code>
DIF	<code>!=</code>
AND	<code>&&</code>
OR	<code> </code>
NOT	<code>not</code>
LT-S	<code>lt</code>
GT-S	<code>gt</code>
LE-S	<code>le</code>
GE-S	<code>ge</code>
EQ-S	<code>eq</code>
NE-S	<code>ne</code>

Lexical units	regular expressions
EQUAL	<code>=</code>
DOT	<code>.</code>
SEMICOLON	<code>;</code>
COMA	<code>,</code>
OPEN-PAR	<code>(</code>
CLOSE-PAR	<code>)</code>
OPEN-BRAC	<code>{</code>
CLOSE-BRAC	<code>}</code>
OPEN-COND	<code>IF</code>
CLOSE-COND	<code>ELSE</code>
ADD-COND	<code>ELSE IF</code>
NEG-COND	<code>UNLESS</code>
RET	<code>return</code>
FUNCT-DEF	<code>SUB</code>
ID	<code>STRING</code>
FUNCT-CALL	<code>&.STRING</code>
PERL-DEF	<code>defined</code>
PERL-INT	<code>int</code>
PERL-LENG	<code>length</code>
PERL-SCAL	<code>scalar</code>
PERL-SUBS	<code>substr</code>
PERL-PRIN	<code>print</code>
COMM	<code>#.STRING</code>
VARIABLE	<code>\$.STRING</code>

coma peut définir l'opérateur coma ou juste un coma entre deux param, mais même lexical unit, c'est le parser qui se charge du reste

2 Automates

Définition des automates finis

DFA

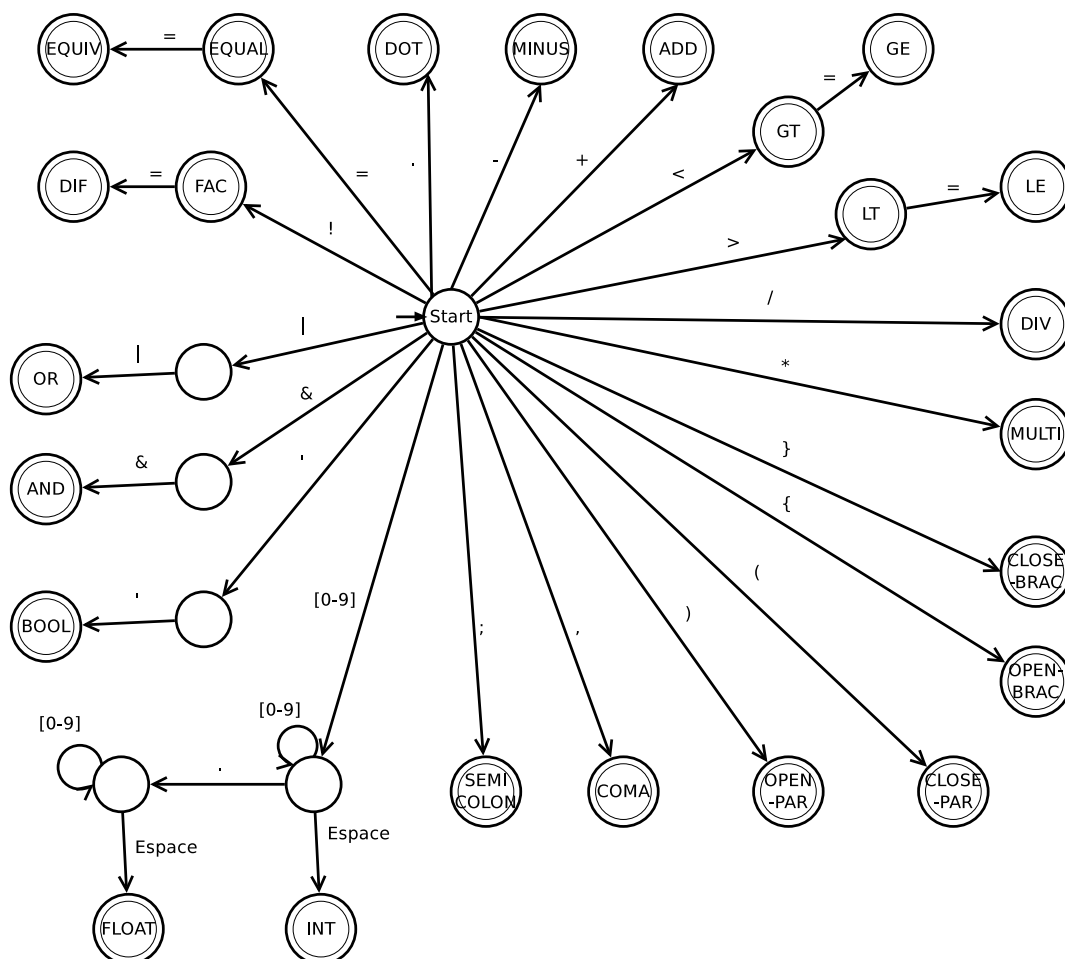


Figure 1: automate "non alphabétique"

La plupart des noeuds pointent vers le token ID, trop lourd a représenter, donc met une petite fleche bleu à la place.

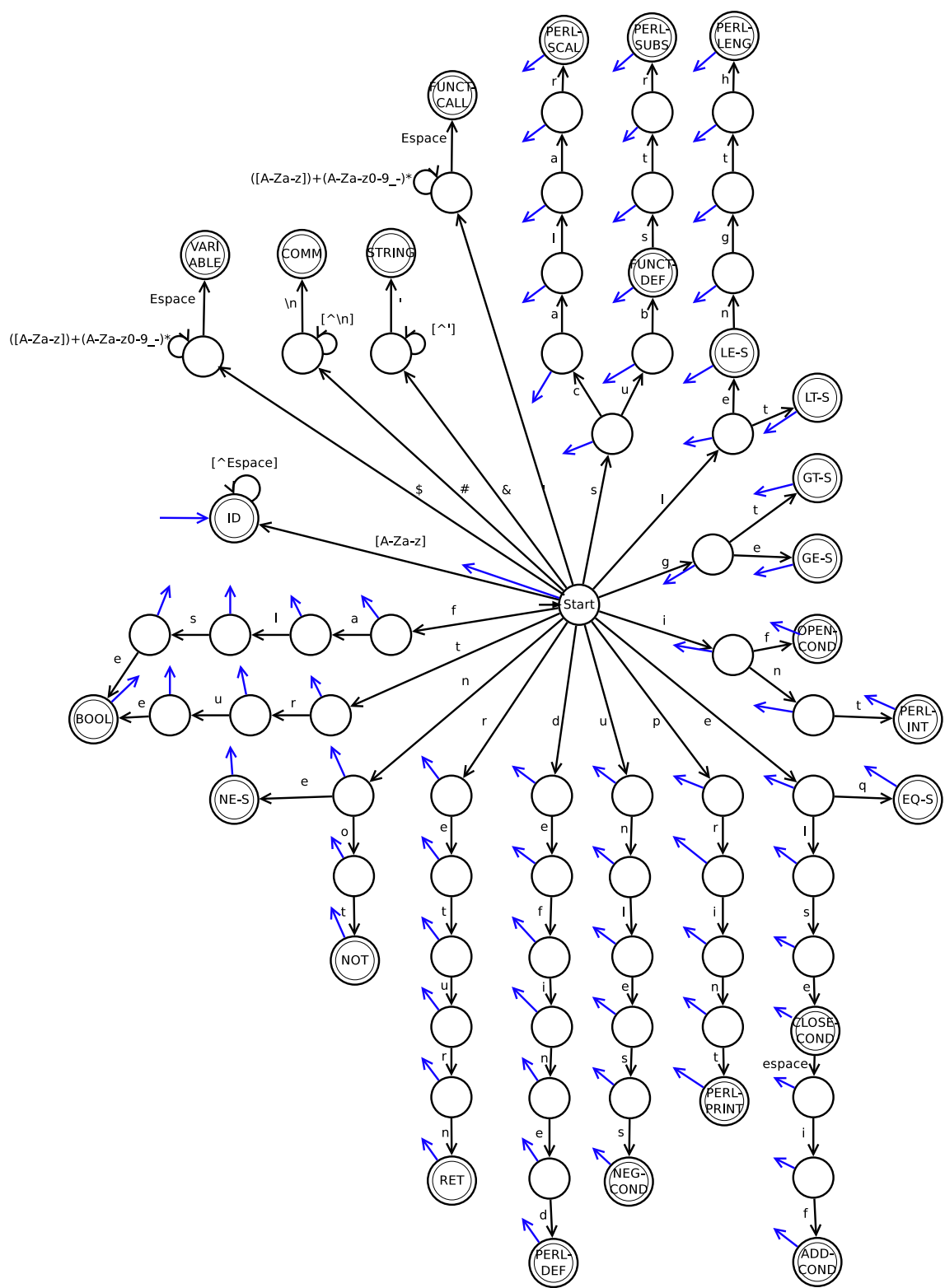


Figure 2: automate "alphabétique"

3 Grammaires

3.1 Définition de la grammaire

On se base sur la BNF donné par l'assistant et on l'adapte à notre version de perl

PROGRAM	→ PROGRAM FUNCT-LIST → PROGRAM INSTRUCT → FUNCT-LIST → INSTRUCT → EPSILON
FUNCT-LIST	→ FUNCT → FUNCT FUNCT-LIST → EPSILON
FUNCT	→ FUNCT-ID FUNCT-NAME OPEN-BRAC INSTRUCT RETURN CLOSE-BRAC → FUNCT-ID FUNCT-NAME OPEN-PAR CLOSE PAR OPEN-BRAC INSTRUCT RETURN CLOSE-BRAC → FUNCT-ID FUNCT-NAME OPEN-PAR PARAM CLOSE-PAR OPEN-BRAC INSTRUCT RETURN CL
FUNCT-CALL	→ USER-FUNCT-CALL → PERL-FUNCT-CALL
USER-FUNCT-CALL	→ FUNCT-NAME OPEN-PAR CLOSE-PAR → FUNCT-NAME OPEN-PAR PARAM CLOSE-PAR → FUNCT-NAME PARAM → FUNCT-NAME
PERL-FUNCT-CALL	→ PERL-DEF EXP → PERL-INT EXP → PERL-LENG EXP → PERL-SCAL EXP → PERL-SUBS EXP COMA INT COMA INT → PERL-SUBS EXP COMA INT → PERL-PRIN LIST
LIST	→ STRING → STRING LIST → EPSILON
PARAM	→ VAR → VAR PARAM-END → EPSILON
PARAM-END	→ COMA VAR → COMA VAR PARAM-END → EPSILON
RETURN	→ RET EXP SEMICOLON → RET EXP-COND SEMICOLON → RET VAR SEMICOLON → EPSILON

INSTRUCT	→ COND SEMICOLON INSTRUCT
	→ EXP SEMICOLON INSTRUCT
	→ FUNCT-CALL SEMICOLON INSTRUCT
	→ ASSIGNATION SEMICOLON INSTRUCT
	→ COND SEMICOLON
	→ EXP SEMICOLON
	→ FUNCT-CALL SEMICOLON
	→ ASSIGNATION SEMICOLON
	→ EPSILON
ASSIGNATION	→ VAR EQUAL VALUE
	→ VAR EQUAL EXP
COND	→ OPEN-COND EXP-COND OPEN-BRAC INSTRUCT CLOSE-BRAC COND-END
	→ NEG-COND EXP-COND OPEN-BRAC INSTRUCT CLOSE-BRAC COND-END
	→ EXP OPEN-COND EXP-COND
	→ EXP NEG-COND EXP-COND
COND-END	→ ADD-COND EXP-COND OPEN-BRAC INSTRUCT CLOSE-BRAC
	→ ADD-COND EXP-COND OPEN-BRAC INSTRUCT CLOSE-BRAC COND-END
	→ CLOSE-COND OPEN-BRAC INSTRUCT CLOSE-BRAC
	→ EPSILON
EXP	→ VAR
	→ EXP OPERATOR EXP
	→ EXP-COMP
	→ NOT EXP
	→ FAC EXP
	→ ADD EXP
	→ MINUS EXP
EXP-COMP	→ EXP OPERATOR-COMP EXP
OPERATOR	→ MUL
	→ DIV
	→ MINUS
	→ CONC
	→ ADD
OPERATOR-COMP	→ LT
	→ GT
	→ LE
	→ GE
	→ EQUIV
	→ DIF
	→ AND-LOGIC
	→ OR
	→ LT-S
	→ GT-S
	→ LE-S
	→ GE-S
	→ COMA-LOGIC
	→ EQ-S
	→ NE-S
VALUE	→ INT
	→ FLOAT
	→ BOOL
	→ STRING
VAR	→ VALUE
	→ MINUS VAR
	→ ADD VAR
	→ OPEN-PAR EXP CLOSE-PAR

3.2 Gestion des priorités

On doit adapter la grammaire pour respecter les priorités et les associativités gauche/droite.

Cela ne modifie que les règles EXP, EXP-COND, OPERATOR et OPERATOR-COND qui deviennent :

```
<EXP>  → <EXP> LT <EXP2>
        → <EXP> LT-S <EXP2>
        → <EXP> GT <EXP2>
        → <EXP> LT-S <EXP2>
        → <EXP> LE <EXP2>
        → <EXP> LE-S <EXP2>
        → <EXP> GE <EXP2>
        → <EXP> GE-S <EXP2>
        → <EXP> EQUIV <EXP2>
        → <EXP> DIF <EXP2>
        → <EXP2> EQUAL <EXP>
        → NOT <EXP>
        → FAC <EXP>
        → <EXP2>
<EXP2> → <EXP> ADD <EXP3>
        → <EXP> MINUS <EXP3>
        → <EXP> OR <EXP3>
        → <EXP3>
<EXP3> → <EXP> MUL <VAR>
        → <EXP> DIV <VAR>
        → <EXP> AND <VAR>
        → <VAR>
```

3.3 Suppression des symboles inutiles

On doit virer non-productifs et inaccessibles.

Ici ok, rien à faire

3.4 left-factoring

On vire ce qui commence pareillement

On obtient la gram suivante :

PROGRAM	→ PROGRAM PROG-END
	→ FUNCT-LIST
	→ INSTRUCT
	→ EPSILON
PROG-END	→ FUNCT-LIST
	→ INSTRUCT
FUNCT-LIST	→ FUNCT FUNCT-LIST-END
	→ EPSILON
FUNCT-LIST-END	→ FUNCT-LIST
	→ EPSILON
FUNCT	→ FUNCT-ID FUNCT-NAME FUNCT-END
FUNCT-END	→ OPEN-BRAC INSTRUCT RETURN CLOSE-BRAC
	→ OPEN-PAR FUNCT-END2
FUNCT-END2	→ CLOSE PAR OPEN-BRAC INSTRUCT RETURN CLOSE-BRAC
	→ PARAM CLOSE-PAR OPEN-BRAC INSTRUCT RETURN CLOSE-BRAC
FUNCT-CALL	→ USER-FUNCT-CALL
	→ PERL-FUNCT-CALL
USER-FUNCT-CALL	→ FUNCT-NAME USER-FUNCT-CALL-END
USER-FUNCT-CALL-END	→ OPEN-PAR USER-FUNCT-CALL-END2
	→ PARAM
	→ EPSILON
USER-FUNCT-CALL-END2	→ CLOSE-PAR
	→ PARAM CLOSE-PAR
PERL-FUNCT-CALL	→ PERL-DEF EXP
	→ PERL-INT EXP
	→ PERL-LENG EXP
	→ PERL-SCAL EXP
	→ PERL-SUBS PERL-SUBS-END
	→ PERL-PRIN LIST
PERL-SUBS-END	→ EXP COMA INT COMA INT
	→ EXP COMA INT
LIST	→ STRING LIST-END
LIST-END	→ LIST
	→ EPSILON
PARAM	→ PARAM2
	→ EPSILON
PARAM2	→ PARAM-END
	→ EPSILON
PARAM-END	→ COMA VAR PARAM-END2
	→ EPSILON
PARAM-END2	→ PARAM-END
	→ EPSILON
RETURN	→ RET RETURN-END
	→ EPSILON
RETURN-END	→ EXP SEMICOLON
	→ EXP-COND SEMICOLON
	→ VAR SEMICOLON

INSTRUCT	→ COND INSTRUCT-END
	→ EXP INSTRUCT-END
	→ FUNCT-CALL INSTRUCT-END
	→ ASSIGNATION INSTRUCT-END
	→ EPSILON
INSTRUCT-END	→ SEMICOLON INSTRUCT-END2
INSTRUCT-END2	→ INSTRUCT
	→ EPSILON
ASSIGNATION	→ VAR EQUAL ASSIGNATION-END
ASSIGNATION-END	→ VALUE
	→ EXP
COND	→ OPEN-COND EXP-COND OPEN-BRAC INSTRUCT CLOSE-BRAC COND-END
	→ NEG-COND EXP-COND OPEN-BRAC INSTRUCT CLOSE-BRAC COND-END
	→ EXP COND-END2
COND-END2	→ OPEN-COND EXP-COND
	→ NEG-COND EXP-COND
COND-END	→ ADD-COND EXP-COND OPEN-BRAC INSTRUCT CLOSE-BRAC COND-END3
	→ CLOSE-COND OPEN-BRAC INSTRUCT CLOSE-BRAC
	→ EPSILON
COND-END3	→ COND-END
	→ EPSILON
<EXP>	→ <EXP> <EXP-END>
	→ <EXP2> EQUAL <EXP>
	→ NOT <EXP>
	→ FAC <EXP>
	→ <EXP2>
<EXP-END>	→ LT <EXP2>
	→ LT-S <EXP2>
	→ GT <EXP2>
	→ LT-S <EXP2>
	→ LE <EXP2>
	→ LE-S <EXP2>
	→ GE <EXP2>
	→ GE-S <EXP2>
	→ EQUIV <EXP2>
	→ DIF <EXP2>
<EXP2>	→ <EXP> <EXP2-END>
	→ <EXP3>
<EXP2-END>	→ ADD <EXP3>
	→ MINUS <EXP3>
	→ OR <EXP3>
<EXP3>	→ <EXP> <EXP3-END>
	→ <VAR>
<EXP3-END>	→ MUL <VAR>
	→ DIV <VAR>
	→ AND <VAR>
VALUE	→ INT
	→ FLOAT
	→ BOOL
	→ STRING
VAR	→ VALUE
	→ MINUS VAR
	→ ADD VAR
	→ OPEN-PAR EXP CLOSE-PAR

3.5 récursion gauche

3.6 Grammaire finale

VERSION PROVISOIRE !!!!!!!!!!!!!!!!!!!!!!!

PROGRAM	→ PROGRAM PROG-END
	→ FUNCT-LIST
	→ INSTRUCT
	→ EPSILON
PROG-END	→ FUNCT-LIST
	→ INSTRUCT
FUNCT-LIST	→ FUNCT FUNCT-LIST-END
	→ EPSILON
FUNCT-LIST-END	→ FUNCT-LIST
	→ EPSILON
FUNCT	→ FUNCT-ID FUNCT-NAME FUNCT-END
FUNCT-END	→ OPEN-BRAC INSTRUCT RETURN CLOSE-BRAC
	→ OPEN-PAR FUNCT-END2
FUNCT-END2	→ CLOSE PAR OPEN-BRAC INSTRUCT RETURN CLOSE-BRAC
	→ PARAM CLOSE-PAR OPEN-BRAC INSTRUCT RETURN CLOSE-BRAC
FUNCT-CALL	→ USER-FUNCT-CALL
	→ PERL-FUNCT-CALL
USER-FUNCT-CALL	→ FUNCT-NAME USER-FUNCT-CALL-END
USER-FUNCT-CALL-END	→ OPEN-PAR USER-FUNCT-CALL-END2
	→ PARAM
	→ EPSILON
USER-FUNCT-CALL-END2	→ CLOSE-PAR
	→ PARAM CLOSE-PAR
PERL-FUNCT-CALL	→ PERL-DEF EXP
	→ PERL-INT EXP
	→ PERL-LENG EXP
	→ PERL-SCAL EXP
	→ PERL-SUBS PERL-SUBS-END
	→ PERL-PRIN LIST
PERL-SUBS-END	→ EXP COMA INT COMA INT
	→ EXP COMA INT
LIST	→ STRING LIST-END
LIST-END	→ LIST
	→ EPSILON
PARAM	→ PARAM2
	→ EPSILON
PARAM2	→ PARAM-END
	→ EPSILON
PARAM-END	→ COMA VAR PARAM-END2
	→ EPSILON
PARAM-END2	→ PARAM-END
	→ EPSILON
RETURN	→ RET RETURN-END
	→ EPSILON
RETURN-END	→ EXP SEMICOLON
	→ EXP-COND SEMICOLON
	→ VAR SEMICOLON

INSTRUCT	→ COND INSTRUCT-END
	→ EXP INSTRUCT-END
	→ FUNCT-CALL INSTRUCT-END
	→ ASSIGNATION INSTRUCT-END
	→ EPSILON
INSTRUCT-END	→ SEMICOLON INSTRUCT-END2
INSTRUCT-END2	→ INSTRUCT
	→ EPSILON
ASSIGNATION	→ VAR EQUAL ASSIGNATION-END
ASSIGNATION-END	→ VALUE
	→ EXP
COND	→ OPEN-COND EXP-COND OPEN-BRAC INSTRUCT CLOSE-BRAC COND-END
	→ NEG-COND EXP-COND OPEN-BRAC INSTRUCT CLOSE-BRAC COND-END
	→ EXP COND-END2
COND-END2	→ OPEN-COND EXP-COND
	→ NEG-COND EXP-COND
COND-END	→ ADD-COND EXP-COND OPEN-BRAC INSTRUCT CLOSE-BRAC COND-END3
	→ CLOSE-COND OPEN-BRAC INSTRUCT CLOSE-BRAC
	→ EPSILON
COND-END3	→ COND-END
	→ EPSILON
<EXP>	→ <EXP> <EXP-END>
	→ <EXP2> EQUAL <EXP>
	→ NOT <EXP>
	→ FAC <EXP>
	→ <EXP2>
<EXP-END>	→ LT <EXP2>
	→ LT-S <EXP2>
	→ GT <EXP2>
	→ LT-S <EXP2>
	→ LE <EXP2>
	→ LE-S <EXP2>
	→ GE <EXP2>
	→ GE-S <EXP2>
	→ EQUIV <EXP2>
	→ DIF <EXP2>
<EXP2>	→ <EXP> <EXP2-END>
	→ <EXP3>
<EXP2-END>	→ ADD <EXP3>
	→ MINUS <EXP3>
	→ OR <EXP3>
<EXP3>	→ <EXP> <EXP3-END>
	→ <VAR>
<EXP3-END>	→ MUL <VAR>
	→ DIV <VAR>
	→ AND <VAR>
VALUE	→ INT
	→ FLOAT
	→ BOOL
	→ STRING
VAR	→ VALUE
	→ MINUS VAR
	→ ADD VAR
	→ OPEN-PAR EXP CLOSE-PAR

4 Poubelle

EXPRESSION (?)	VARIABLE OPERATOR VARIABLE EXPRESSION OPERATOR VARIABLE
EXPRESSION-COND (?)	VARIABLE OPERATOR-COMP VARIABLE EXPRESSION OPERATOR-COMP VARIABLE
ASSIGNATION	VARIABLE EQUAL VALUE
CONDITION (?)	((OPEN-COND+NEG-COND)EXPRESSION-COND OPEN-BRAC INSTRUCTIONS* CLOSE-BRAC (ADD-COND EXPRESSION-COND OPEN-BRAC INSTRUCTIONS* CLOSE-BRAC)* (CLOSE-COND EXPRESSION-COND OPEN-BRAC INSTRUCTIONS* CLOSE-BRAC)) + EXPRESSION (OPEN-COND + NEG-COND) EXPRESSION-COND
INSTRUCTIONS	((CONDITION SEMICOLON)* + (EXPRESSION SEMICOLON)* + (FUNCTION-CALL SEMICOLON)* + (ASSIGNATION SEMICOLON))*
PARAM	DOLLAR VARIABLE (COMA DOLLAR VARIABLE)*
USER-FUNCT-CALL	AND FUNCTION-NAME (OPEN-PAR CLOSE-PAR + OPEN-PAR PARAM CLOSE-PAR + PARAM) SEMICOLON
PERL-FUNCT-CALL	defined EXPRESSION + int EXPRESSION + length EXPRESSION scalar EXPRESSION + substr EXPRESSION COMA INT COMA INT scalar EXPRESSION + substr EXPRESSION COMA INT + print (?liste de string)
FUNCTION-CALL	USER-FUNCT-CALL + PERL-FUNCT-CALL
FUNCTION	FUNCTION-ID FUNCTION-NAME (OPEN-PAR CLOSE-PAR + OPEN-PAR PARAM CLOSE-PAR) OPEN-BRAC INSTRUCTIONS (RETURN EXPRESSION + RETURN EXPRESSION-COND + RETURN VARIABLE) SEMICOLON CLOSE-BRAC
FUNCTION-LIST	FUNCTION*
PROGRAM	(FUNCTION-LIST + INSTRUCTIONS)*

Grammaire après gestion des priorité et associativité :

PROGRAM	→ PROGRAM FUNCT-LIST → PROGRAM INSTRUCT → FUNCT-LIST → INSTRUCT → EPSILON
FUNCT-LIST	→ FUNCT → FUNCT FUNCT-LIST → EPSILON
FUNCT	→ FUNCT-ID FUNCT-NAME OPEN-BRAC INSTRUCT RETURN CLOSE-BRAC → FUNCT-ID FUNCT-NAME OPEN-PAR CLOSE PAR OPEN-BRAC INSTRUCT RETURN CLOSE-BRAC → FUNCT-ID FUNCT-NAME OPEN-PAR PARAM CLOSE-PAR OPEN-BRAC INSTRUCT RETURN CL
FUNCT-CALL	→ USER-FUNCT-CALL → PERL-FUNCT-CALL
USER-FUNCT-CALL	→ FUNCT-NAME OPEN-PAR CLOSE-PAR → FUNCT-NAME OPEN-PAR PARAM CLOSE-PAR → FUNCT-NAME PARAM → FUNCT-NAME
PERL-FUNCT-CALL	→ PERL-DEF EXP → PERL-INT EXP → PERL-LENG EXP → PERL-SCAL EXP → PERL-SUBS EXP COMA INT COMA INT → PERL-SUBS EXP COMA INT → PERL-PRIN LIST
LIST	→ STRING → STRING LIST → EPSILON
PARAM	→ VAR → VAR PARAM-END → EPSILON
PARAM-END	→ COMA VAR → COMA VAR PARAM-END → EPSILON
RETURN	→ RET EXP SEMICOLON → RET EXP-COND SEMICOLON → RET VAR SEMICOLON → EPSILON

INSTRUCT	→ COND SEMICOLON INSTRUCT → EXP SEMICOLON INSTRUCT → FUNCT-CALL SEMICOLON INSTRUCT → ASSIGNATION SEMICOLON INSTRUCT → COND SEMICOLON → EXP SEMICOLON → FUNCT-CALL SEMICOLON → ASSIGNATION SEMICOLON → EPSILON
ASSIGNATION	→ VAR EQUAL VALUE → VAR EQUAL EXP
COND	→ OPEN-COND EXP-COND OPEN-BRAC INSTRUCT CLOSE-BRAC COND-END → NEG-COND EXP-COND OPEN-BRAC INSTRUCT CLOSE-BRAC COND-END → EXP OPEN-COND EXP-COND → EXP NEG-COND EXP-COND
COND-END	→ ADD-COND EXP-COND OPEN-BRAC INSTRUCT CLOSE-BRAC → ADD-COND EXP-COND OPEN-BRAC INSTRUCT CLOSE-BRAC COND-END → CLOSE-COND OPEN-BRAC INSTRUCT CLOSE-BRAC → EPSILON
<EXP>	→ <EXP> LT <EXP2> → <EXP> LT-S <EXP2> → <EXP> GT <EXP2> → <EXP> LT-S <EXP2> → <EXP> LE <EXP2> → <EXP> LE-S <EXP2> → <EXP> GE <EXP2> → <EXP> GE-S <EXP2> → <EXP> EQUIV <EXP2> → <EXP> DIF <EXP2> → <EXP2> EQUAL <EXP> → NOT <EXP> → FAC <EXP> → <EXP2>
<EXP2>	→ <EXP> ADD <EXP3> → <EXP> MINUS <EXP3> → <EXP> OR <EXP3> → <EXP3>
<EXP3>	→ <EXP> MUL <VAR> → <EXP> DIV <VAR> → <EXP> AND <VAR> → <VAR>
VALUE	→ INT → FLOAT → BOOL → STRING
VAR	→ VALUE → MINUS VAR → ADD VAR → OPEN-PAR EXP CLOSE-PAR