

## 1 2004 Paper 4 Question 1

- (a) A context-free grammar can be formally defined as a 4-tuple. Give a precise statement of what the components are

$$G = (N, T, P, S)$$

- $G$  is the grammar

- $N$  is the set of nonterminals

A Nonterminal is an internal symbol. These represent concepts such as expressions or statements.

- $T$  is the set of terminals

A Terminal is a token passed to the parser by the lexer. These may correspond to an individual literal or a sequence of literals. Terminals are indivisible. The input to any PDA is a sequence of terminals.

- $P \subseteq N \times (N \cup T)^*$  is the set of productions

A production is of the form  $A \rightarrow \alpha$  and says that it is legal for any occurrence of  $A$  to be replaced with  $\alpha$  at any point.

- $S \in N$  is the start symbol

Note also that  $N$ ,  $T$  and  $P$  are finite; and that  $N \cup T = \emptyset$ .

- (b) Explain the difference between a grammar and the language it generates.

A grammar is a set of rules which is used to generate a language.

The language generated by a grammar is a set of strings.

Each grammar generates exactly one language, however a given language may be generated by many grammars.

A grammar is finite, while a language is infinite and a language is flat while a grammar is structured.

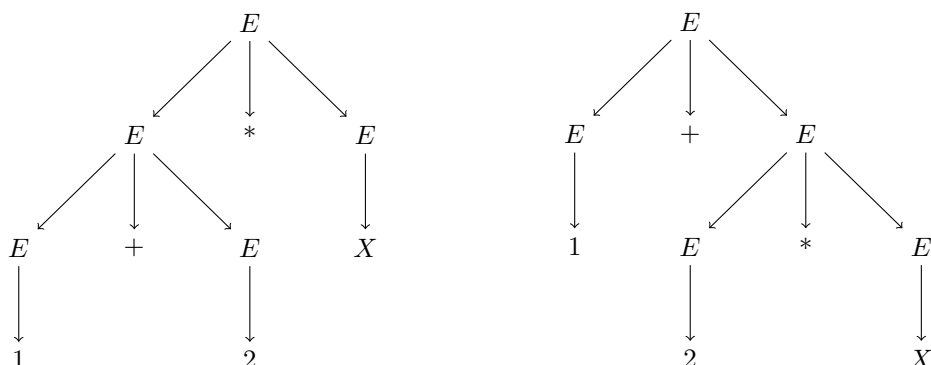
- (c) Explain what makes a grammar ambiguous, with reference to the grammar which may commonly be expressed as a “rule”

$$E ::= 1 \mid 2 \mid X \mid E + E \mid E * E \mid - E$$

where  $X$  is an identifier

A grammar is ambiguous if there exists any string for which there are multiple leftmost derivations for the grammar to generate that string. Consider the string  $1 + 2 * X$  with the grammar above.

Under the grammar above, there are two possible parse trees for  $1 + 2 * X$  and therefore the grammar is ambiguous.



<https://www.cl.cam.ac.uk/teaching/exams/pastpapers/y2004p4q1.pdf>



- (d) For the “rule” in part (c), give a formal grammar containing this “rule” and adhering to your definition in part (a).

$$G = (\{E\}, \\ \{1, 2, X, *, +\}, \\ \{(E, 1), (E', 2), (E', X), (E, E + E), (E, E * E), (E, -E)\}, \\ E)$$

$$E ::= T E' \\ E' ::= +T E' \mid *T E' \mid \varepsilon \\ T ::= N \mid -T \\ N ::= 1 \mid 2 \mid X$$

- (e) Give non-ambiguous grammars each generating the same language as your grammar in part (d) for the cases:

- (i) “-” is most tightly binding and “+” and “\*” have equal binding power and associate to the left.

$$G_1 = (\{E, E', N, T\}, \\ \{1, 2, X, *, +\}, \\ \{(E, E'T), (E', E'T+), (E', E'T*), (E', \varepsilon), (T, N), (T, -T), (N, 1), (N, 2), (N, X)\}, \\ E)$$

$$E ::= E' T \\ E' ::= E' T + \mid E' T * \mid \varepsilon \\ T ::= N \mid -T \\ N ::= 1 \mid 2 \mid X$$

- (ii) “-” is most tightly binding and “+” and “\*” have equal binding power and associate to the right.

$$G_2 = (\{E, E', N, T\}, \\ \{1, 2, X, *, +\}, \\ \{(E, TE'), (E', +TE'), (E', *TE'), (E', \varepsilon), (T, N), (T, -T), (N, 1), (N, 2), (N, X)\}, \\ E)$$

$$E ::= T E' \\ E' ::= +T E' \mid *T E' \mid \varepsilon \\ T ::= N \mid -T \\ N ::= 1 \mid 2 \mid X$$

- (iii) “-” binds more tightly than “+”, but less tightly than “\*”, with “+” left-associative and “\*” right-associative so that “ $-a + -b * c * c + d$ ” is associated as “ $((-a) + (-b * (c * d))) + d$ ”.

$$G_3 = (\{E, E', T, F, F', N\}, \\ \{1, 2, X, *, +\}, \\ \{(E, E'T), (E', E'T+), (E', \varepsilon), (T, F), (T, -T), (F, NF'), (F', *NF'), (F', \varepsilon), (N, 1), (N, 2), (N, X)\}, \\ E)$$



$$\begin{aligned} E &::= E' T \\ E' &::= E' T + \mid \varepsilon \\ T &::= F \mid - T \\ F &::= N F' \\ F' &::= * N F' \mid \varepsilon \\ N &::= 1 \mid 2 \mid X \end{aligned}$$

- (f) Give a simple recursive descent parser for your grammar in part (e)(iii) above which yields a value of type `ParseTree`. You may assume operations *mkplus*, *mktimes*, *mkneg* acting on type `ParseTree`.

```
type n = E | E' | T | F | F' | N

type t = Plus | Minus | Times | 1 | 2 | X | Epsilon

let parse ts =
  let parseE ts =
    let pt, ts = parseT ts in
    parseE' pt ts
  in
  let parseE' pt1 = function
    | Plus::ts -> (
      let pt2, ts = parseT ts in
      match ts with
      | Plus::ts -> (
        let pt2, ts = (parseT pt (Plus::ts)) in
        parseE' (mkplus pt1 pt2) ts
      )
      | _ -> pt, ts
    )
    | ts -> pt1
  in
  let parseT = function
    | Minus::ts -> (
      let pt, ts = parseT ts in
      (mkminus pt), ts
    )
    | ts -> parseF ts
  in
  let parseF ts =
    let pt, ts = parseN ts in
    parseF' pt ts
  in
  let parseF' pt1 = function
    | Times::ts -> (
      let pt2, ts = parseN ts in
      parseF' (mktimes pt1 pt2) ts
    )
    | ts -> pt1, ts
  in
  match parseE ts with
  | _, [] -> raise ParseException
  | pt, _ -> pt
```



## 2 2002 Paper 4 Question 2

The specification for a pocket-calculator-style programming language is as follows:

- Valid inputs consist either of an Expression followed by the `enter` button or of an Expression followed by `store` Identifier `enter`;
  - Expressions consist of Numbers and Identifiers connected with the binary operators `+`, `×` and `↑` (in increasing binding power), with the Unary operators `−` and `abs`, and possibly grouped with parentheses. Unary operators bind more strongly than `+` but weaker than `×` so that  $-a + b$  means  $(-a) + b$  but  $-a \times b$  means  $-(a \times b)$ .
  - Numbers consist of a sequence of at least one digit, possibly interspersed with exactly one decimal point, and possibly followed by an exponential marker “e” followed by a signed integer, e.g.  $6.023e + 22$ . Identifiers are sequences of lower-case letters.
- (a) Give a Context-Free Grammar for the set of valid input sequences using names beginning with an upper-case letter for non-terminals. It should be complete in that you should go as far as to define e.g.

**Letter** ::= a | b | c | ... | z

**Start** ::= Expression `enter` | Expression `store` Identifier `enter`

**Expression** ::= Unary OptExpression

**OptExpression** ::= `+` Unary OptExpression |  $\epsilon$

**Unary** ::= Times | `−` Unary | `abs` Unary

**Times** ::= Power OptTimes

**OptTimes** ::= `×` Unary OptTimes |  $\epsilon$

**Power** ::= Value OptPower

**OptPower** ::= `↑` OptUnary |  $\epsilon$

**OptUnary** ::= `−` OptUnary | `abs` OptUnary | Power

**Value** ::= (Expression) | Identifier | Number

**Identifier** ::= Letter OptIdentifier

**OptIdentifier** ::= Letter OptIdentifier |  $\epsilon$

**Letter** ::= a | b | c | ... | z

**Number** ::= Int OptInt OptDecimal OptSuffix | `.` Int OptInt OptSuffix

**Int** ::= 0 | 1 | ... | 9

**OptInt** ::= Int OptInt |  $\epsilon$

**OptDecimal** ::= `.` OptInt |  $\epsilon$

**OptSuffix** ::= e Sign Int OptInt

**Sign** ::= `+` | `−`

- (b) Indicate, giving brief reasoning, which non-terminals are appropriate to be processed using lexical analysis and for which using syntax analysis is proper.

It's appropriate to process **Value**, **Identifier**, **OptIdentifier**, **Letter**, **Number**, **Int**, **OptInt**, **OptDecimal**, **OptSuffix** and **Sign** in lexical analysis. This is because the language which these non-terminals can match is regular and there is no binding tightness to consider. Therefore, it's appropriate to process them during lexing.



<https://www.cl.cam.ac.uk/teaching/exams/pastpapers/y2002p4q2.pdf>



- (c) Give yacc or CUP input describing those elements deemed in part (b) to be suitable for syntax analysis. You need not give “semantic actions”.

```
%token Start Expression OptExpression Unary Times OptTimes Arrow OptArrow
```

```
%right '+'  
%noassoc '-'  
%left '*'  
%left '↑'
```

```
%%
```

```
E      : v  
        | E + E  
        | - E  
        | E * E  
        | E ↑ E  
        | E
```

