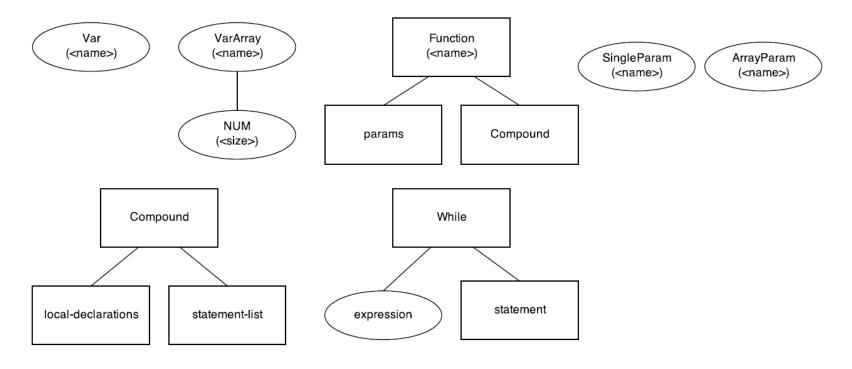
# Project #2. Parser

### **Parser**

- C-Minus Parser Implementation
   Implement the parser using Yacc (bison)
  - C-Minus Scanner with Flex should be used.
  - Some source code should be obtained using Yacc (bison)

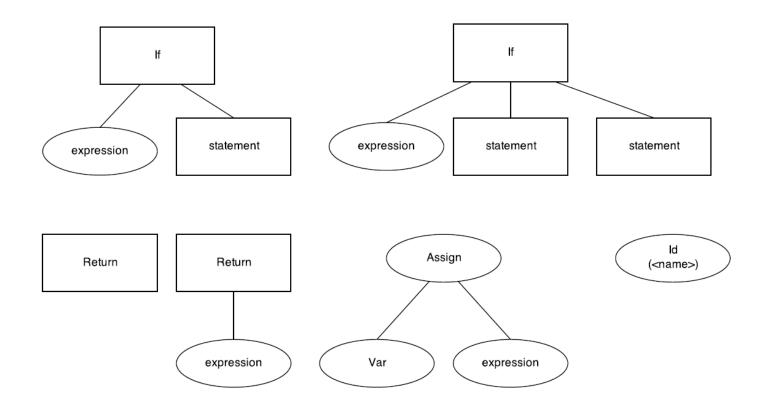
# **Parser Goal**

## Syntax Tree Definition



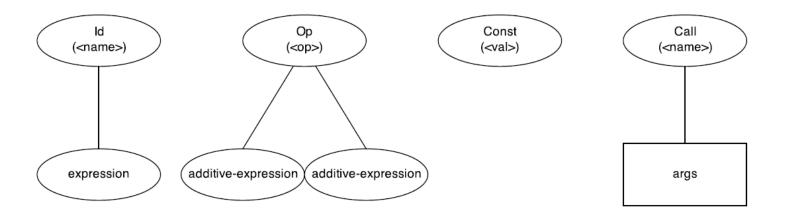
## **Parser Goal**

## Syntax Tree Definition



## **Parser Goal**

### Syntax Tree Definition



# **BNF Grammar for C-Minus**

#### Appendix A.2

```
program → declaration-list
     declaration-list → declaration-list declaration | declaration

 declaration → var-declaration | fun-declaration

4. var-declaration → type-specifier ID; | type-specifier ID [ NUM ];
5. type-specifier → int | void
   fun-declaration \rightarrow type-specifier ID ( params ) compound-stmt
   params → param-list | void
8. param-list → param-list , param | param
     param \rightarrow type-specifier ID | type-specifier ID [ ]
10. compound-stint \rightarrow { local-declarations statement-list }
11. local-declarations \rightarrow local-declarations var-declarations | empty
12. statement-list → statement-list statement | empty
13. statement → expression-stmt | compound-stmt | selection-stmt | iteration-stmt | return-stmt
14. expression-stmt → expression; ;
15. selection-stmt \rightarrow if ( expression ) statement | if ( expression ) statement
16. iteration-stmt → while (expression) statement
17. return-stmt → return ; return expression ;
     expression \rightarrow var = expression | simple-expression
19. var \rightarrow ID \mid ID [expression]
20. simple-expression → additive-expression relop additive-expression | additive-expression
21. relop \rightarrow \langle = | \langle | \rangle | \rangle = | == | !=
22. additive-expression → additive-expression addop term | term
23. addop \rightarrow + | -
24. term → term mulop factor | factor
25. mulop \rightarrow * | /
26. factor \rightarrow (expression) | var | call | NUM
27. call \rightarrow ID ( args )
28. args → arg-list | empty
29. arg-list → arg-list , expression | expression
```

# **Dangling Else Problem**

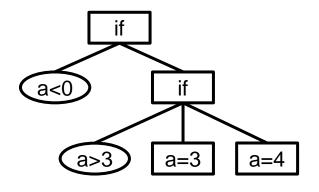
• Ambiguous(Conflict) in 13, 15

```
/* dangling else example */
void main(void) { if( a < 0 ) if ( a > 3 ) a = 3; else a = 4; }
```

- (1) void main(void) { if (a < 0) if (a > 3) a = 3; else a = 4; }
- (2) void main(void) { if (a < 0) if (a > 3) a = 3; else a = 4; }



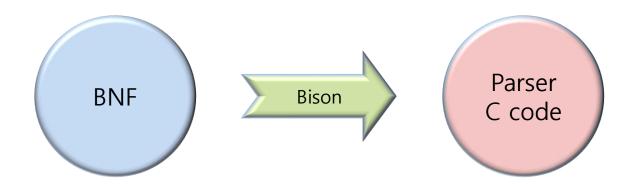
Rule: Associate the else with the nearest if



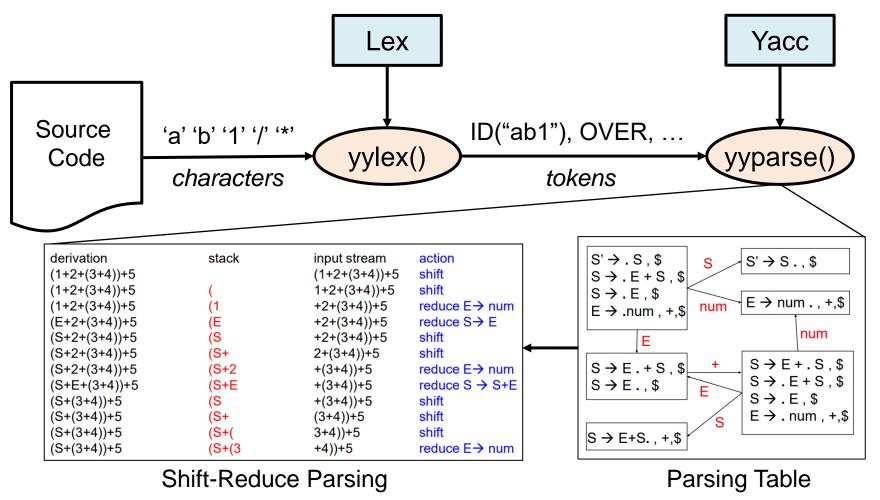
```
C-MINUS COMPILATION: test.cm
Syntax tree:
 Function declaration, name : main, return type : void
   Single parameter, name : (null), type : void
   Compound statement :
     If (condition) (body)
       Op : <
         Id : a
         Const : 0
       If (condition) (body) (else)
         c : q0
           Id: a
           Const : 3
         Assign: (destination) (source)
           Const: 3
         Assign: (destination) (source)
           Id: a
           Const: 4
```

# Yacc (bison)

- Yacc: Parser generator for UNIX
  - Yet Another Compiler Compiler
  - Bison: GNU Project parser generator (yacc replacement)
- Input BNF
- Output: C-code of parser for the input BNF



# Yacc (bison), LALR(1) Parser



# Yacc (bison) source description

Definitions,

Tokens (Priority, Associativity)

%%

Rules (BNF syntax)

Parsing Rules with C/C++ Codes (\$\$, \$1, ... are the pointers to YYSTYPE objects)

%%

#### **Subroutines**

(You don't need to modify this part)

#### rules

```
State 30
  10 if stmt: IF exp THEN . stmt seq END
            | IF exp THEN . stmt seq ELSE stmt seq END
           shift, and go to state 1
   error
   IF
           shift, and go to state 2
   REPEAT shift, and go to state 3
   READ
           shift, and go to state 4
   WRITE
           shift, and go to state 5
           shift, and go to state 6
   ID
   stmt seq
                go to state 41
   stmt
                go to state 9
   if stmt
             go to state 10
   repeat stmt go to state 11
   assign stmt go to state 12
   read stmt
                go to state 13
   write stmt
                go to state 14
State 51
```

```
10 if_stmt: IF exp THEN stmt_seq END .
$default reduce using rule 10 (if stmt)
```



rules YYSTYPE\* (treeNode\*) \$1 \$2 \$3 Pointer to \$\$ if\_stmt : IF exp THEN stmt\_seq END if stmt { \$\$ = newStmtNode(IfK); (non-terminal) \$\$->child[0] = \$2;\$\$->child[1] = \$4; I IF exp THEN stmt\_seq ELSE stmt\_seq END { \$\$ = newStmtNode(IfK); Executed at REDUCE \$\$->child[0] = \$2;\$\$->child[1] = \$4;\$\$->child[2] = \$6;\$\$ (new node) typedef struct treeNode { struct treeNode \* child[MAXCHILDREN]; struct treeNode \* sibling; int lineno: NodeKind nodekind; union { StmtKind stmt; ExpKind exp;} kind; union { TokenType op; \$2 \$4 \$6 int val: (exp) (stmt\_seq) (stmt\_seq) char \* name; } attr; ExpType type; /\* for type checking of exps \*/ } TreeNode;

YYSTYPE, savedTree, yylex()

```
#define YYSTYPE TreeNode *
static char * savedName;
static int savedLineNo;
static TreeNode * savedTree;
static int yylex(void);

AST Node Type
(defined in globals.h)

AST root
(returned by parse())
```

```
program : stmt_seq
{ savedTree = $1;}
```

#### definitions

```
%token IF THEN ELSE END REPEAT UNTIL READ WRITE
%token ID NUM
%token ASSIGN EQ LT PLUS MINUS TIMES OVER LPAREN RPAREN SEMI
%token ERROR
```

- Priority
  - Top Line < Bottom Line</li>
- Associativity
  - %left, %right, %noassoc instead of %token
  - Example: %left PLUS MINUS TIMES OVER

# Yacc (bison) Usage & Manual

Usage: yacc [options] filename

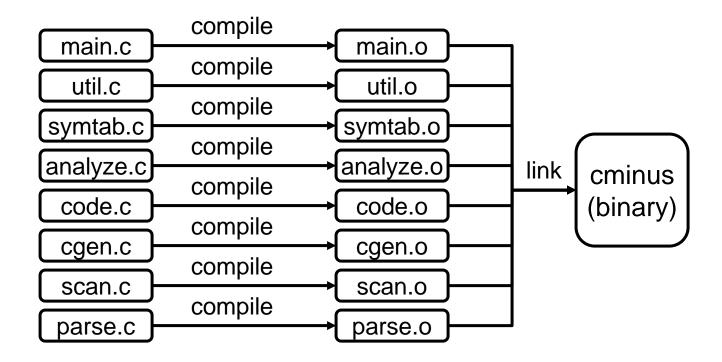
### **Options:**

```
    -d write definitions (y.tab.h)
    -o output_file (default "y.tab.c")
    -t add debugging support
    -v write description (y.output)
```

 Manual <u>http://www.gnu.org/software/bison/manual/</u> (English)

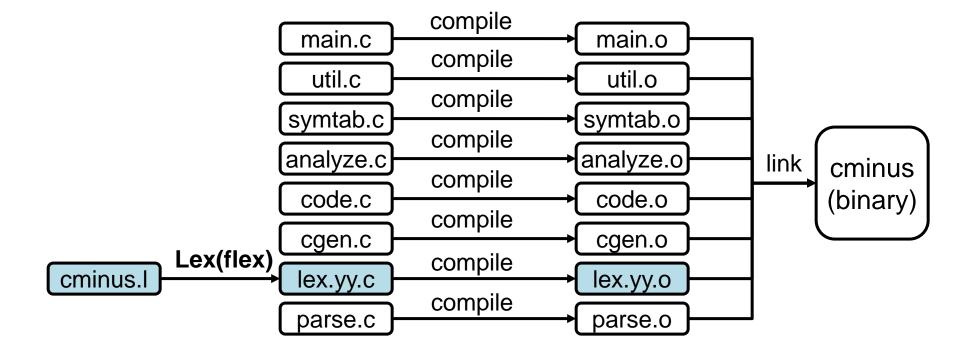
### **Hint: How to build?**

Using c-implementation
 ( = original tiny compiler build structure)



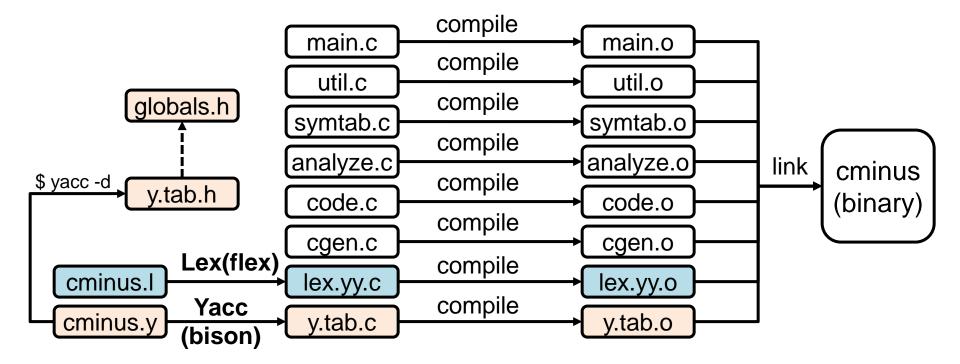
### **Hint: How to build?**

Using Lex for scanner



### **Hint: How to build?**

Using Yacc for parser(this project)



### **Hint: Build with Makefile**

```
1 # ./lex/tiny.l --> ./cminus.l
 1 # ./yacc/tiny.y --> ./cminus.y
 2 # ./yacc/globals.h --> ./globals.h
 4 CC = gcc
 5 CFLAGS =
 7 OBJS = main.o util.o lex.yy.o y.tab.o symtab.o analyze.o code.o cgen.o
 9 all: cminus
 10
11 cminus: $(OBJS)
     $(CC) $(CFLAGS) $(OBJS) -o $@ -lfl
14 main.o: main.c globals.h y.tab.h util.h scan.h parse.h analyze.h cgen.h
       $(CC) $(CFLAGS) -c main.c
15
17 util.o: util.c util.h globals.h y.tab.h
     $(CC) $(CFLAGS) -c util.c
 19
20 lex.yy.c: cminus.l
21 flex cminus.l
 23 lex.yy.o: lex.yy.c globals.h y.tab.h util.h scan.h
     $(CC) $(CFLAGS) -c lex.yy.c
25
26 y.tab.c: cminus.y
27
      yacc -d -v cminus.y
28
29 y.tab.h: y.tab.c
 31 y.tab.o: y.tab.c globals.h y.tab.h util.h scan.h parse.h
      $(CC) $(CFLAGS) -c y.tab.c
 33
 34 symtab.o: symtab.c symtab.h
      $(CC) $(CFLAGS) -c symtab.c
37 analyze.o: analyze.c globals.h y.tab.h symtab.h analyze.h
       $(CC) $(CFLAGS) -c analyze.c
 40 code.o: code.c code.h globals.h y.tab.h
    $(CC) $(CFLAGS) -c code.c
 43 cgen.o: cgen.c globals.h y.tab.h symtab.h code.h cgen.h
     $(CC) $(CFLAGS) -c cgen.c
 45
       rm -vf $(OBJS) lex.yy.c y.tab.h y.tab.c cminus
NORMAL Makefile
"Makefile" 49L, 1038C
```

## Hint: where to see?

#### main.c

- To modify code to print only Syntax Tree
- NO\_ANALYZE, TraceParse

```
/* File: main.c
 3 /* Main program for TINY compiler
 4 /* Compiler Construction: Principles and Practice
 5 /* Kenneth C. Louden
 8 #include "globals.h"
                              get a scanner-only compiler */
  #define NO PARSE FLASE
 2 /* set NO ANALYZE to TRUE to get a parser-only compiler
  #define NO ANALYZE TRUE
15 /* set NO CODE to TRUE to get a compiler that does not
16 * generate code
18 #define NO_CODE FALSE
20 #include "util.h"
21 #if NO PARSE
22 #include "scan.h"
23 #else
24 #include "parse.h"
25 #if !NO_ANALYZE
26 #include "analyze.h"
27 #if !NO CODE
28 #include "cgen.h"
29 #endif
30 #endif
31 #endif
33 /* allocate global variables */
34 int lineno = 0;
35 FILE * source;
36 FILE * listing;
37 FILE * code;
 39 /* allocate and set tracing flags *,
 40 int EchoSource = FALSE:
 41 int TraceScan = FALSE:
 42 int TraceParse = TRUE:
 43 int TraceAnalyze = FALSE;
 44 int TraceCode = FALSE;
   int Error = FALSE;
```

```
10 /* set NO_PARSE to TRUE to ge
11 #define NO_PARSE FLASE
12 /* set NO_ANALYZE to TRUE to
13 #define NO_ANALYZE TRUE
```

```
39 /* allocate and set tracing flags */
40 int EchoSource = FALSE;
41 int TraceScan = FALSE;
42 int TraceParse = TRUE;
43 int TraceAnalyze = FALSE;
44 int TraceCode = FALSE;
45
46 int Error = FALSE;
```

# Hint: where to see?

#### util.c

 printTree function should be updated to print C-Minus Syntax Tree

### • globals.h

- Overwrite your globals.h with yacc/globals.h
- "Syntax tree for parsing" should be updated to meet C-Minus Spec

### yacc/tiny.y

Baseline of cminus.y

### Other files(analyze.c, cgen.c, ...)

If need

# Example (Syntax tree)

```
/* A program to perform Euclid's
  Algorithm to computer gcd */
int gcd (int u, int v)
  if (v == 0) return u;
  else return gcd(v,u-u/v*v);
  /* u-u/v*v == u \mod v */
void main(void)
  int x; int y;
  x = input(); y = input();
  output(gcd(x,y));
```

```
C-MINUS COMPILATION: ./test/test.l.cm
Syntax tree:
  Function declaration, name : gcd, return type : int
   Single parameter, name : u, type : int
   Single parameter, name : v, type : int
   Compound statement :
     If (condition) (body) (else)
       Op : ==
         Id: v
         Const: 0
       Return:
         Id: u
       Return:
         Call, name : gcd, with arguments below
           Id: v
            Op : -
             Id: u
                 Id: u
                 Id: v
               Id: v
  Function declaration, name : main, return type : void
   Single parameter, name : (null), type : void
   Compound statement :
     Var declaration, name : x, type : int
     Var declaration, name : v, type : int
     Assign: (destination) (source)
       Id: x
       Call, name : input, with arguments below
     Assign: (destination) (source)
       Id : v
       Call, name : input, with arguments below
     Call, name : output, with arguments below
       Call, name : gcd, with arguments below
         Id: x
         Id: y
```

## **Some Comments**

- You don't need to generate exactly same output. If you generate the right result, it will be okay.
- You don't need to care about Semantics, just Syntax analyzer will be okay.

## **Some Comments**

```
/* Semantic Error Example */
/* (1) uninitialized variables a and b (2) undefined variable c */
int main ( void )
{
   int a;
   int b;
   c = a + b;
}
```

 For this example, this code will be parsed correctly even though the code has some semantic error.

# Report

#### Guideline

- Compilation method and environment
- Explanation about how to implement and how to operate
- Some explanation about the modified code
- Example and Result Screenshot

#### File format

- MS Word, HWP, PDF, ...
- GitLab Wiki Not Allowed
   (If you want, write report in markdown and take screenshot and submit in other formats(PDF, JPEG, ...))

### **Submission**

• Submission directory in repository: 2\_Parser (Please submit all your codes and reports into the submission directory)

 Questions compiler.teachingassistant@gmail.com

- Parser submission deadline
  - 11/25 (wed) 23:59:59

# **Contact (Prof. Yongjun Park)**

#### Submission

- Where: Using GitLab
  - https://hconnect.hanyang.ac.kr
  - Git Project:
     https://hconnect.hanyang.ac.kr/2020\_ELE4029\_11784/2020\_ELE4029\_Student#.git
  - Example URL: https://hconnect.hanyang.ac.kr/2020\_ELE4029\_11784/2020\_ELE4029\_2018000000.git
  - The Submission Directory is in Repo: 1\_Scanner, 2\_Parser, 3\_Semantic, ...
- Teaching Assistant
  - compiler.teachingassistant@gmail.com
  - If you don't have the GITLAB account, please let him know the account information after creation.
- What to submit
  - All the <u>source codes</u> and <u>the report</u>



# Q&A

