

Course 6

Problem: Parsing (construct the syntax tree)

if the *source program is syntactically correct*

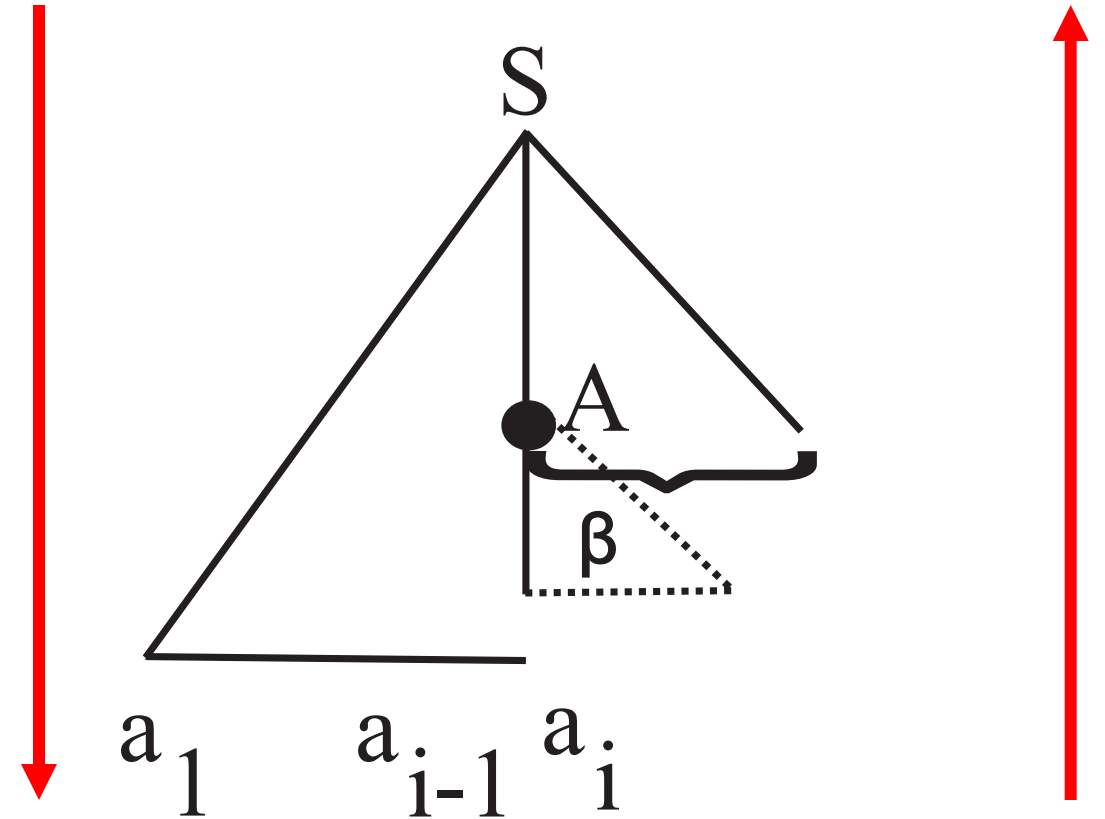
then construct syntax tree

else "syntax error"

source program is syntactically correct = $w \in L(G) \Leftrightarrow S \overset{*}{\Rightarrow} w$

Parsing

- Cfg $G = (N, \Sigma, P, S)$ check if $w \in L(G)$
- Construct parse/syntax tree
- How:
 1. Top-down vs. Bottom-up
 2. Recursive vs. linear

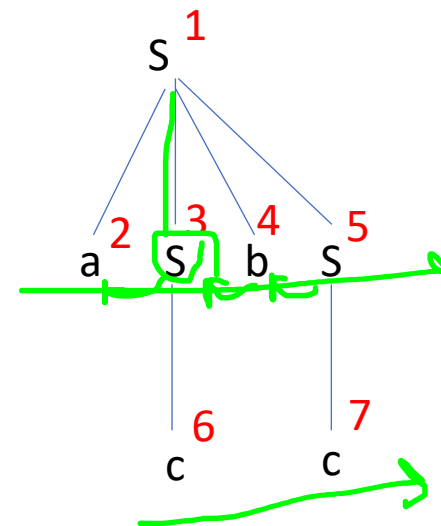


	Descendent	Ascendent
Recursive	Descendent recursive parser	Ascendent recursive parser
Linear	LL(k): LL(1)	LR(k): LR(0), SLR, LR(1), LALR

Result – parse tree -representation

- Arbitrary tree – child sybling representation
- Sequence of derivations $S \Rightarrow \alpha_1 \Rightarrow \alpha_2 \Rightarrow \dots \Rightarrow \alpha_n = w$
- String of production – index associated to prod – which prod is used at each derivation step

index	Info	Parent	Right sibling
1	S	0	0
2	a	1	0
3	S	1	2
4	b	1	3
5	S	1	4
6	c	3	0
7	c	5	0



yacc – Unix tool (Bison – Window version)

- **Yet Another Compiler Compiler**

- LALR
- C code

A yacc grammar file has four main sections

```
%{  
C declarations  
%}
```

yacc declarations

```
%%  
Grammar rules  
%%
```

Additional C code

contains declarations that define terminal and nonterminal symbols, specify precedence, and so on.

The grammar rules section

- contains one or more yacc grammar rules of the following general form:

```
result: components... {C statements}
```

```
;
```

```
exp:      exp '+' exp  
;
```

```
result:   rule1-components...  
          | rule2-components...  
          ...  
;
```

```
result:                                     /*empty */  
          | rule2-components...  
;
```

Example: expression interpreter

- input

```
%token DIGIT

%%
line : expr '\n'          { printf("%d\n", $1) ; }
    ;
expr  : expr '+' expr    { $$ = $1 + $3 ; }
    | expr '*' expr      { $$ = $1 * $3 ; }
    | '(' expr ')'        { $$ = $2 ; }
    | DIGIT
    ;

%%
```

The diagram illustrates the components of a Yacc parser. A yellow box contains the grammar rules and semantic actions. A blue arrow labeled "grammar" points to the grammar rules section. A blue arrow labeled "semantics" points to the semantic actions section. Red annotations highlight specific parts: a red line under the first rule, red circles around the non-terminals in the second rule, and red circles around the semantic actions for the second rule. Red arrows point from the non-terminals in the second rule to their corresponding semantic actions.

- Yacc has a stack of values - referenced '\$i' in semantic actions

- Input file (desk0)

```
%%  
line : expr '\n'          { printf ("%d\n", $1) ;}  
    ;  
expr  : expr '+' expr      { $$ = $1 + $3 ;}  
    | expr '*' expr        { $$ = $1 * $3 ;}  
    | '(' expr ')'         { $$ = $2 ;}  
    | DIGIT  
    ;
```

```
> make desk0  
bison -v desk0.y  
desk0.y contains 4 shift/reduce conflicts.  
gcc -o desk0 desk0.tab.c  
>
```

Conflict resolution in yacc

- Conflict **shift-reduce** – prefer **shift**
- Conflict **reduce-reduce** – chose first production

```

%%
line : expr '\n'          { printf ("%d\n", $1) ;}
    ;
expr : expr '+' expr      { $$ = $1 + $3 ;}
    | expr '*' expr       { $$ = $1 * $3 ;}
    | '(' expr ')'        { $$ = $2 ;}
    | DIGIT
    ;
%%

```

- Run yacc
- Run desk0

```

> desk0
2*3+4
14

```

Operator priority in yacc

- From low to great

```
%token DIGIT
%left '+'
%left '*'
```



```
%%
```

```
line : expr '\n'          { printf ("%d\n", $1) ; }
      ;

expr  : expr '+' expr      { $$ = $1 + $3 ; }
      | expr '*' expr      { $$ = $1 * $3 ; }
      | '(' expr ')'       { $$ = $2 ; }
      | DIGIT
      ;
```

```
%%
```

```
%left '-' // 7-4-3 = 0 ✓
%right '-' // 7-4-3 = 6 ✗
```

- Use

```
>lex spec.lxi  
>yacc -d spec.y  
>cc lex.yy.c y.tab.c -o rezultat -lfl  
>rezultat<fis_intrare
```

- More on

<http://catalog.compilertools.net/lexparse.html>

Example

Descendent recursive parser

- Example

Formal model

- Configuration

(s, i, α, β)

where:

- s = state of the parsing, can be:
 - q = normal state
 - b = back state
 - f = final state - corresponding to success: $w \in L(G)$
 - e = error state – corresponding to insuccess: $w \notin L(G)$
- i – position of current symbol in input sequence
 $w = a_1a_2...a_n, i \in \{1,...,n+1\}$
- α = working stack, stores the way the parse is built
- β = input stack, part of the tree to be built

Define moves between configurations

Initial configuration:
 $(q, 1, \varepsilon, S)$



Final configuration:
 $(f, n+1, \alpha, \varepsilon)$

Expand

WHEN: head of input stack is a nonterminal

$$(q, i, \alpha, A\beta) \vdash (q, i, \alpha \textcolor{red}{A}_1, \textcolor{red}{\gamma}_1\beta)$$

where:

$A \rightarrow \gamma_1 \mid \gamma_2 \mid \dots$ represents the productions corresponding to A

1 = first prod of A

Advance

WHEN: head of input stack is a terminal = current symbol from input

$$(q, \underline{i}, \alpha, \underline{a_i} \beta) \vdash (q, i+1, \alpha a_i, \beta)$$

Momentary insuccess

WHEN: head of input stack is a terminal \neq current symbol from input

$$(q, i, \alpha, \underset{\text{blue arrow}}{a_i} \beta) \vdash (\underset{\text{blue arrow}}{\text{red } b}, i, \alpha, \beta)$$

Back

WHEN: head of working stack is a terminal

$$(b, i, \alpha \underline{a}, \beta) \vdash (b, \underline{i-1}, \alpha, \underline{a} \beta)$$

Another try

WHEN: head of working stack is a nonterminal

$(b, i, \alpha \underline{A_j}, \gamma_j \beta) \vdash$ $(q, i, \alpha A_{j+1}, \gamma_{j+1} \beta)$, if $\exists A \rightarrow \gamma_{j+1}$
 $(b, i, \alpha, \underline{A} \beta)$, otherwise with the exception
 $(\underline{e}, i, \alpha, \beta)$, if $i=1, \underline{A=S}$, **ERROR**

Success

$$(q, \underline{n+1}, \alpha, \underline{\varepsilon}) \vdash (\textcolor{red}{f}, n+1, \alpha, \varepsilon)$$

Algorithm

Algorithm Descendent Recursive

INPUT: $G, w = a_1a_2...a_n$

OUTPUT: string of productions and message

$config = (q, 1, \epsilon, S);$

//initial configuration (s, i, α, β)

while ($s \neq f$) and ($s \neq e$) **do**

if $s = q$

then if ($i = n + 1$) and $IsEmpty(\beta)$

then $Success(config)$

else

if $Head(\beta) = A$

then $Expand(config)$

else

if $Head(\beta) = a_i$

then $Advance(config)$

else $MomentaryInsucces(config)$

else

if $s = b$

then

if $Head(\alpha) = a$

then $Back(config)$

else $AnotherTry(config)$

$endWhile$

if $s = e$ **then** $message "Error"$

else $message "Sequence accepted";$

$BuildStringOfProd(\alpha)$

$w \in L(G)$ - HOW

- Process α :
 - From left to right (reverse if stored as stack)
 - Skip terminal symbols
 - Nonterminals – index of prod
- Example: $\alpha = S_1 a S_2 a S_3 c b S_3 c$

When the algorithm will never finish?
(loop infinitely)

- $A \rightarrow A\alpha \mid b$ //left recursive