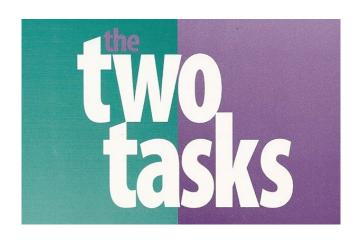
二、语法分析 (4. ANTLR 4 语法分析器)

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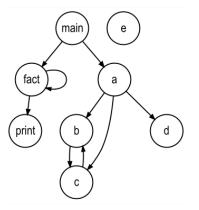




任务一: 设计一个类 C 语言 Cymbol.g4

```
int factorial(int n) {
         if (n == 1)
         then return 1;
 4
 5
         return n * factorial(n - 1);
 6
       int main() {
         factorial(5);
10
```

任务二: 抽取函数调用图 (Function Call Graph)



无奖竞猜: 我们需要写多少行 Java 代码? 约 5 行核心代码

Cymbol.g4



二义性 (ambiguous) 文法

IfStat.g4

```
stat: 'if' expr 'then' stat
| 'if' expr 'then' stat 'else' stat
| expr
; 这种定义式就存在二义性!

if a then if b then c else d

if a then if b then c else d
```

IfStat.g4

```
stat : 'if' expr 'then' stat
                 | 'if' expr 'then' stat 'else' stat
                 expr
stat : matched_stat | open_stat ;
matched_stat : 'if' expr 'then' matched_stat 'else' matched_stat
             expr
open_stat: 'if' expr 'then' stat
         | 'if' expr 'then' matched_stat 'else' open_stat
```

IfStatOpenMatched.g4

Expr.g4

```
expr :
    | expr '*' expr
    | expr '-' expr
    | DIGIT
    ;
```

运算符的结合性带来的二义性

ExprAssoc.g4

右结合运算符、前缀运算符与后缀运算符的结合性

Expr.g4

```
expr:
| expr '*' expr
| expr '-' expr
| DIGIT
;
```

运算符的优先级带来的二义性

ExprLR.g4

```
expr : expr '-' term
     I term
term : term '*' factor
     factor
factor : DIGIT ;
```

左递归 (左结合)

```
expr:
  expr '*' expr
   expr '-' expr
   DIGIT
```

ANTLR 4 可以处理该文法

ExprRR.g4

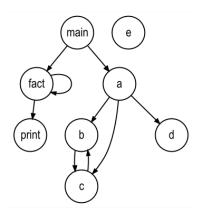
```
expr:
| expr '*' expr
| expr '-' expr
| DIGIT
;
```

ANTLR 4 可以处理该文法

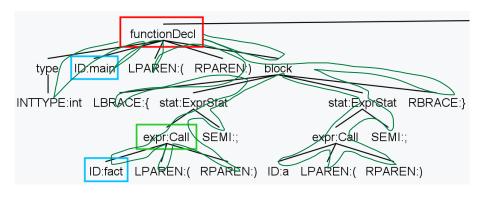
```
expr : term expr_prime ;
expr_prime : '-' term expr_prime
term : factor term_prime ;
term_prime : '*' factor term_prime
factor : DIGIT ;
```

右递归(右结合)

Function Call Graphs

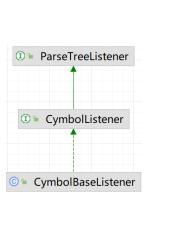


ParseTreeWalker 负责以 DFS 方式自动遍历语法树



Listener 负责监听进人、退出节点事件

__ Diagram for ejinboleistener



⊕ •	enterExprStat (ExprStatContext)	void
@ 🐿	enterFormalParameter (FormalParameterContext)	void
@ ኈ	enterFormalParameters (FormalParametersContext)	void
⊕ 🚡	enterFunctionDecl (FunctionDeclContext)	void
⊚ •	enterId(IdContext)	void
⊕ 🚡	enterIfStat (IfStatContext)	void
@ 🚡	enterIndex (IndexContext)	void
@ 🚡	enterInt(IntContext)	void
@ 🚡	enterMultDiv(MultDivContext)	void
⊕ •	enterNegate(NegateContext)	void
⊕ 🖜	enterNot(NotContext)	void
@ 🐿	enterParens (ParensContext)	void
⊚ ኈ	enterPower (PowerContext)	void
⊕ 🍗	enterProg (ProgContext)	void
<u>@</u>	enterReturnStat (ReturnStatContext)	void
@ 🚡	enterType(TypeContext)	void
@ 🐿	enterVarDecl (VarDeclContext)	void
@ 🚡	enterVarDecIStat (VarDecIStatContext)	void
@=	exitAddSub(AddSubContext)	void
@=	exitAssignStat(AssignStatContext)	void
⊚ ኈ	exitBlock(BlockContext)	void
⊕	exitBlockStat (BlockStatContext)	void
@ 🚡	exitCall(CallContext)	void
@ 🚡	exitEQNE(EQNEContext)	void
@ 🚡	exitExprList(ExprListContext)	void
@ 🐿	exitExprStat (ExprStatContext)	void
@ 🚡	exitFormalParameter (FormalParameterContext)	void
⊕ •	exitFormalParameters (FormalParametersContext)	void
⊕ 🍗	exitFunctionDecl (FunctionDeclContext)	void
@ 🚡	exitId(IdContext)	void
@ 🐿	exitlfStat(IfStatContext)	void

Timing (时机)!!!



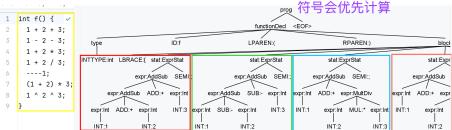
能否将 enterFunctionDecl 换成 exitFunctionDecl? 能否将 enterFunctionCall 换成 exitFunctionCall?

ParseTreeWalker ≒ Listener

```
23 🔍
        public void walk(ParseTreeListener listener, ParseTree t) {
          if ( t instanceof ErrorNode) {
24
            listener.visitErrorNode((ErrorNode)t);
25
            return:
          else if (t instanceof TerminalNode) {
29
            listener.visitTerminal((TerminalNode)t);
            return:
31
          RuleNode r = (RuleNode)t;
32
              enterRule(listener, r);
33
34
              int n = r.getChildCount();
35
              for (int i = 0; i<n; i++) {
36 (4)
                  walk(listener, r.getChild(i));
37
          exitRule(listener, r);
```

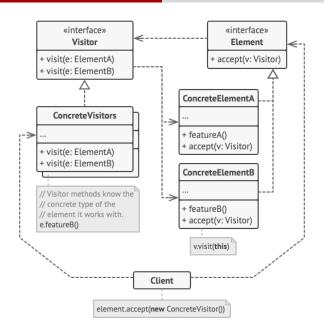


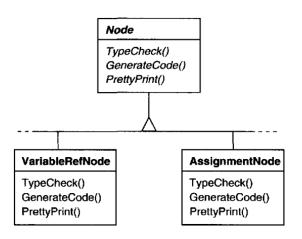
因为是DFS,所以在底层的 符号会优先计算



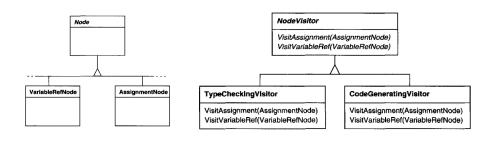
Annotated Parse Tree (标注语法分析树)

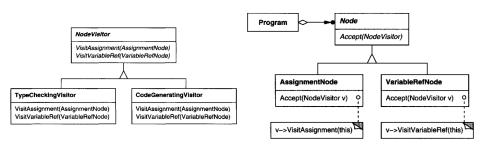
《ANTLR 4 权威指南》第 7.5.3 节





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语法分析

Thank You!

语法分析



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