

Left-Most Derivation

Derivation is a sequence of production rules. It is used to get the i/p string through these production rules.

We have to decide

- which Non-Terminal to replace
- production rule by which the non-terminal will be replaced

Left Most Derivation: - I/p scanned & replaced with the production rule from left → right.

eg $S \rightarrow s + s \mid s - s \mid a \mid b \mid c$
input $a - b + c$

LMD

$$\begin{aligned} S &\rightarrow s + s \\ S &\rightarrow s - s + s \\ S &\rightarrow a - s + s \\ S &\rightarrow a - b + s \\ S &\rightarrow a - b + c \end{aligned}$$

Right-Most Derivation: - I/p scanned & replaced with the production rule from right → left

$S \rightarrow s + s \mid s - s \mid a \mid b \mid c$ i/p $a - b + c$

RMD

$$\begin{aligned} S &\rightarrow s - s \\ S &\rightarrow s - s + s \\ S &\rightarrow s - s + c \\ S &\rightarrow s - b + c \\ S &\rightarrow a - b + c \end{aligned}$$

Parse Tree

It is a typical duplication of how the start symbol of a grammar derives a string in the language.

OR

It is a graphical representation of symbol that can be terminals or non-terminals.

Properties

- 1) Root is always the start symbol.
- 2) All leaf nodes are terminals.
- 3) All interior nodes \rightarrow non-terminals.

Q

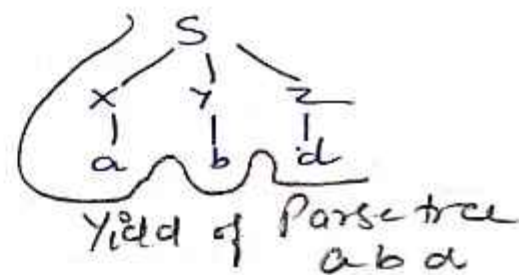
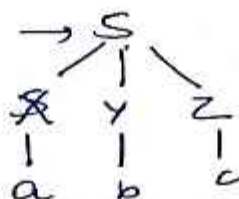
$$S \rightarrow XYZ$$

$$X \rightarrow a$$

$$Y \rightarrow b$$

$$Z \rightarrow c/d$$

$$L = \{abc, abd\}$$

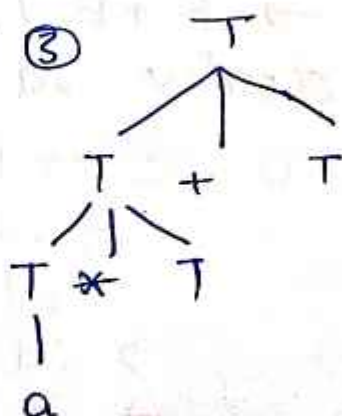
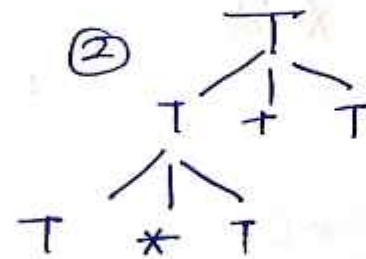
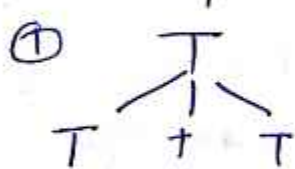


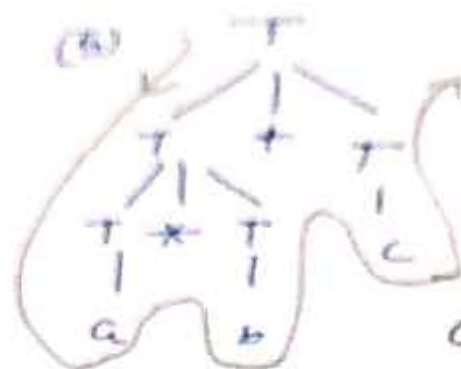
Q

$$T \rightarrow T+T / T * T$$

$$T \rightarrow a/b/c$$

$$\text{I/p } a * b + c$$





Yield of Parse Tree
 $a * b + c$

★ Ambiguous Grammar

A context free grammar is said to be ambiguous if there exists more than one derivation trees for the given i/p string more than one ^{or} Left most & Right most derivation.

→ There is no standard method to check ambiguity, we have to do it by practice / hit & trial method.

problem with ambiguity → precedence of operators is violated / not respected.

g. $E \rightarrow E + E / E * E / id$
derive $id + id * id$

L.M.D. $E \rightarrow E + E$
 $\rightarrow id + E$
 $\rightarrow id + E * E$
 $\rightarrow id + id * E$
 $\rightarrow id + id * id$

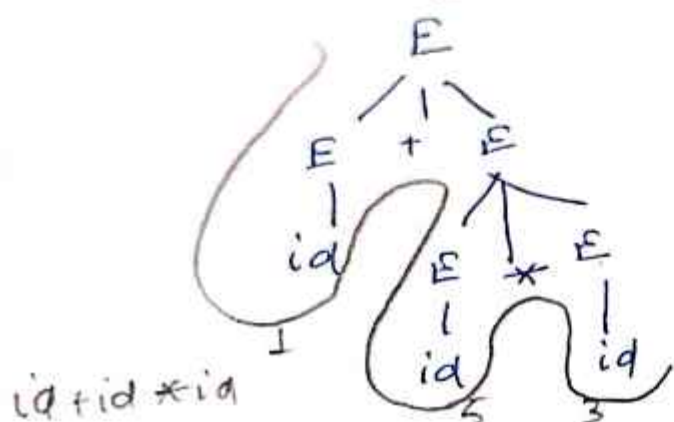
$E \rightarrow E * E$
 $\rightarrow E + E * E$
 $\rightarrow id + E * E$
 $\rightarrow id + id * E$
 $\rightarrow id + id * id$

RMD

$$\begin{aligned}
 E &\rightarrow E + E \\
 &\rightarrow E + E * E \\
 &\rightarrow E + E * id \\
 &\rightarrow E + id * id \\
 E &\rightarrow id + id * id
 \end{aligned}$$

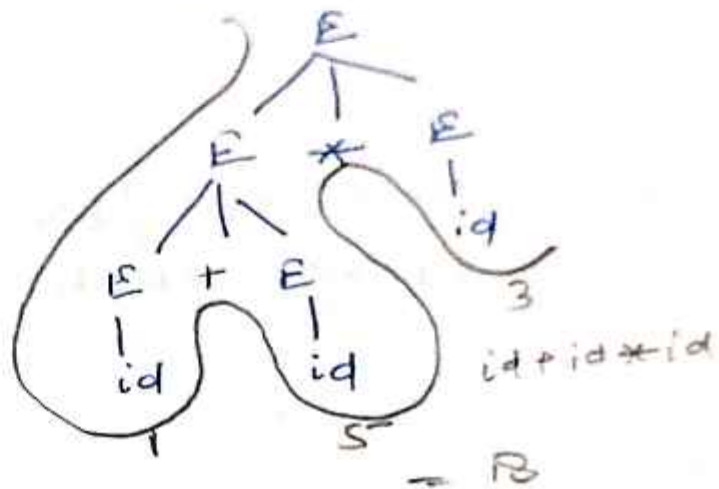
$$\begin{aligned}
 E &\rightarrow E * E \\
 E &\rightarrow E * id \\
 &\rightarrow E + E * id \\
 &\rightarrow E + id * id \\
 E &\rightarrow id + id * id
 \end{aligned}$$

Parse Tree-1 (Valid)



Valid parse tree-1 bcz
 $*$ precedence is more than other operator
 $= 16$

Parse Tree-2



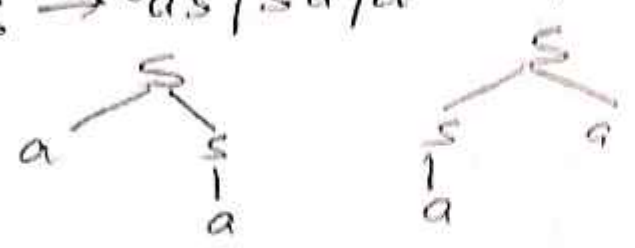
Since grammar is ambiguous. Parser will get confused which one to generate.

Note :- So, parsers don't allow ambiguous grammar except of one.

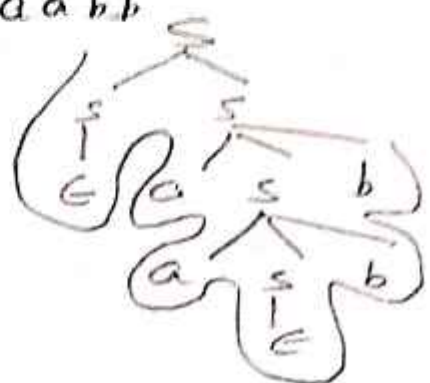
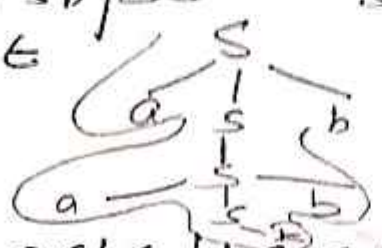
↓

operator precedence operator

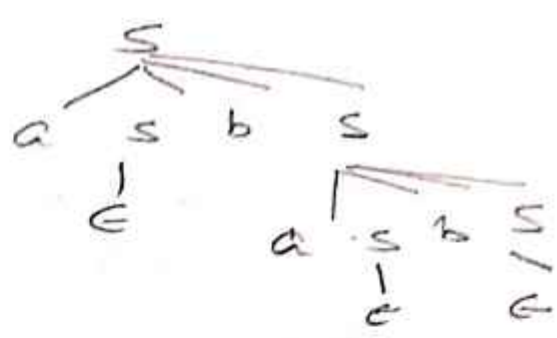
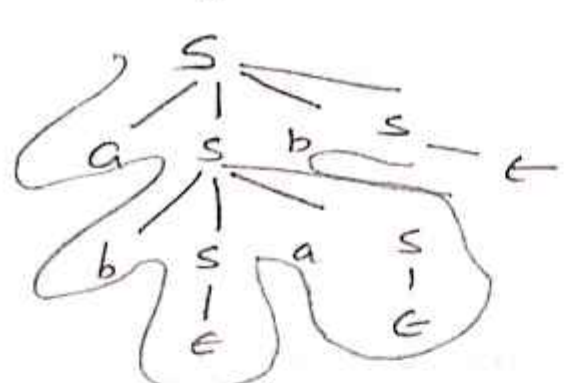
Q check grammar is ambiguous or not?
 i) $S \rightarrow as / sa / a$ string aa



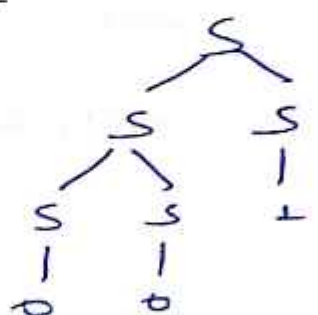
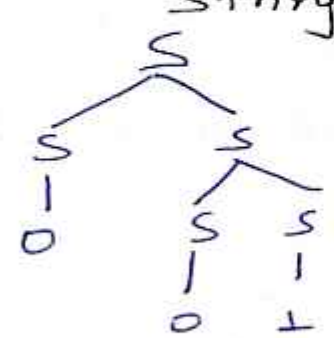
ii) $S \rightarrow a s b / S S$
 $S \rightarrow \epsilon$ string $a a b b$



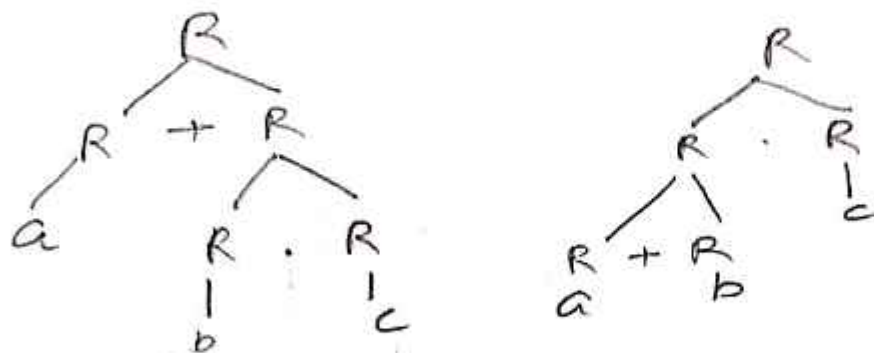
iii) $S \rightarrow a s b s / b s a s / \epsilon$
 string $a b a b$



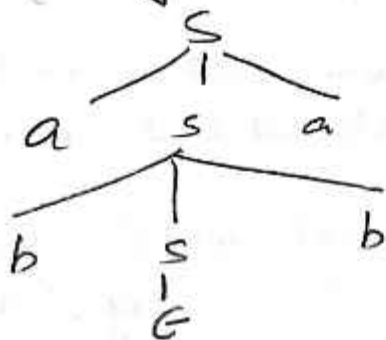
iv) $S \rightarrow S S / 0 / 1$
 String 001



v) $R \rightarrow R + R / R - R$ String $a + bc$
 $R \rightarrow a / b / c$



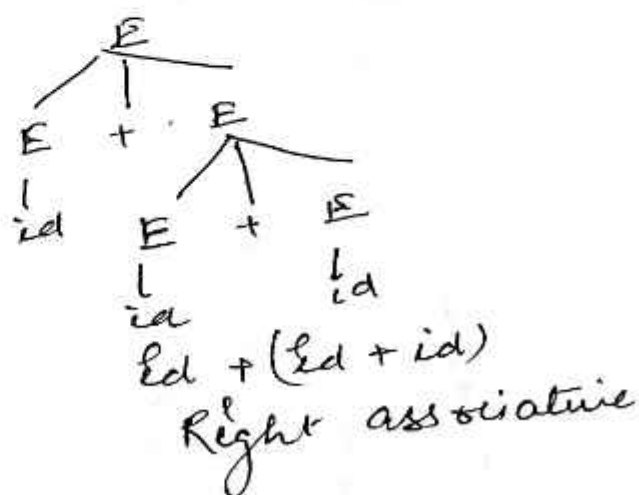
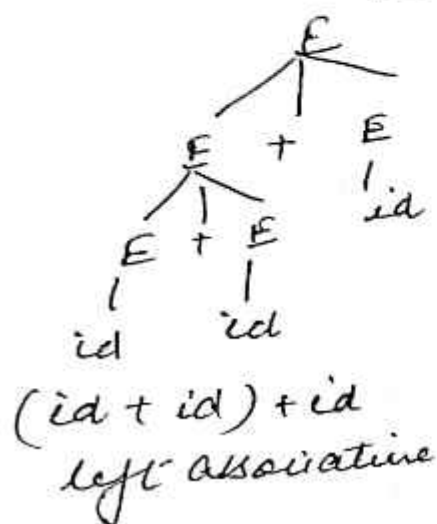
(VI) $S \rightarrow a S a / b S b / \epsilon$
 String - $abba$



\therefore This grammar is unambiguous

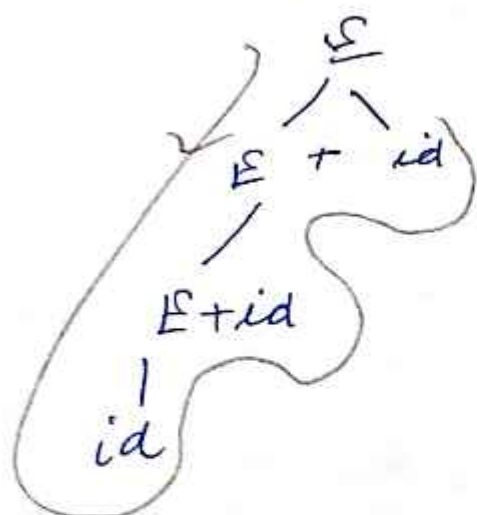
So, if we take care of (i) associativity & (ii) precedence then grammar can be unambiguous.

Q (i) $E \rightarrow E + E / E * E / id$
 $id + id + id$



To achieve left associativity, we have to grow in left direction only.

$E \rightarrow E + id / id$



We are growing only in left direction because grammar is defined as left recursive.

So, there is no possibility of getting different parse tree.

For precedence problem

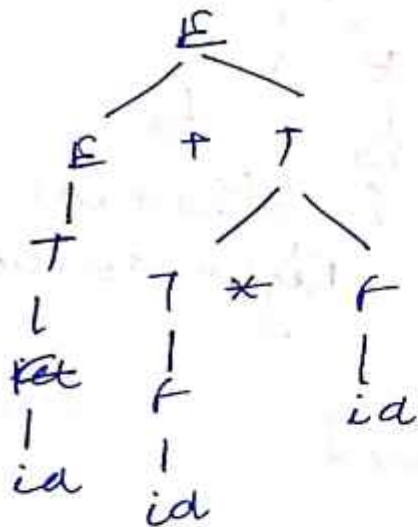
We should take care that highest precedence operation should be at the least level.

$$E \rightarrow E + E / E * E / id \quad \text{generative } id + id * id$$

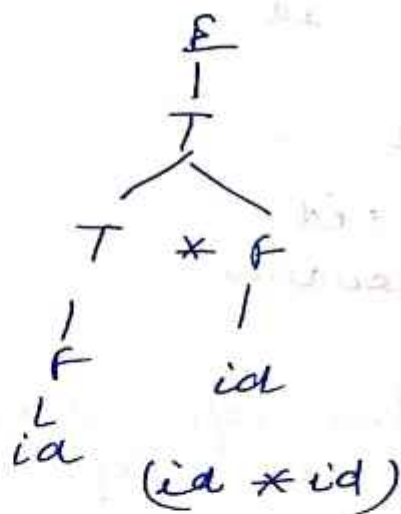
$$E \rightarrow E + T / T$$

$$T \rightarrow T * F / F$$

$$F \rightarrow id$$



$(id + (id * id))$



Right associative

like we have to grow in rightwards

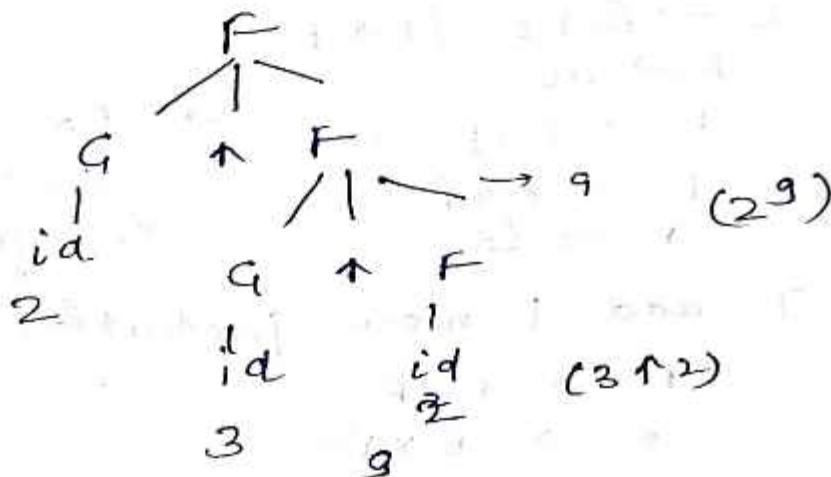
Q $(2 \uparrow (3 \uparrow 2))$ means $(2^3)^2 \rightarrow 2^9$

after
second
solved

first solved
this

using Right recursion

$F \rightarrow G \uparrow F \mid G$ (Right associativity)
 $G \rightarrow id$



Q

$bexp \rightarrow bexp \text{ OR } bexp$
 $\quad \quad \quad / bexp \text{ AND } bexp$
 $\quad \quad \quad / \text{ NOT } bexp$
 $\quad \quad \quad / \text{ True}$
 $\quad \quad \quad / \text{ false}$

True & false
are terminal

First, we have to convert in unambiguous grammar
OR < AND < NOT \rightarrow precedence of NOT is higher than AND, OR

$E \rightarrow E \text{ OR } F \mid F$
 $F \rightarrow F \text{ AND } G \mid G$
 $G \rightarrow \text{ NOT } G$
 $G \rightarrow \text{ True } \mid \text{ false}$

OR } left
AND } associative
NOT } it is not
 any
 associative

Q.

$$\begin{aligned} A &\rightarrow A \$ B / B \\ B &\rightarrow B \# C / C \\ C &\rightarrow C @ D / D \\ D &\rightarrow d \end{aligned}$$

choosing symbol & jisme
jayada operator hai hoga
uska uska precedence jayada hoga.

Then associativity &
precedence.

Associativity we find
through recursion
i.e. left Associative

$$\underline{\underline{\$ < \# < @}}$$

Q.

$$\begin{aligned} E &\rightarrow E + E / E * F \\ F &\rightarrow id \\ E &\rightarrow E + F \\ E &\rightarrow E * F \\ F &\rightarrow id \end{aligned}$$

+ & * \rightarrow same level
 \therefore same precedence
& left associative

If I add 1 more production

$$\begin{aligned} E &\rightarrow E + F \\ E &\rightarrow E * F \\ F &\rightarrow F - id \end{aligned}$$

Hence $(-)$ is having more precedence than $+$ & $*$.

Transition Diagrams

Transition diagrams are usually used for analyzing a particular pattern comparing it & generating the tokens in the lexical analyzer.

Recognition of Tokens

The regular definitions for token are as follows:-

Keywords \leftarrow if \rightarrow if

then \rightarrow then

else \rightarrow else

relap \rightarrow < | <= | = | > | >=

identifier \leftarrow

id \rightarrow letter (letter | digit)*

num \rightarrow digit⁺ (.digit⁺)? (E(+|-)? digit⁺)?

delim \rightarrow blank | tab | newline

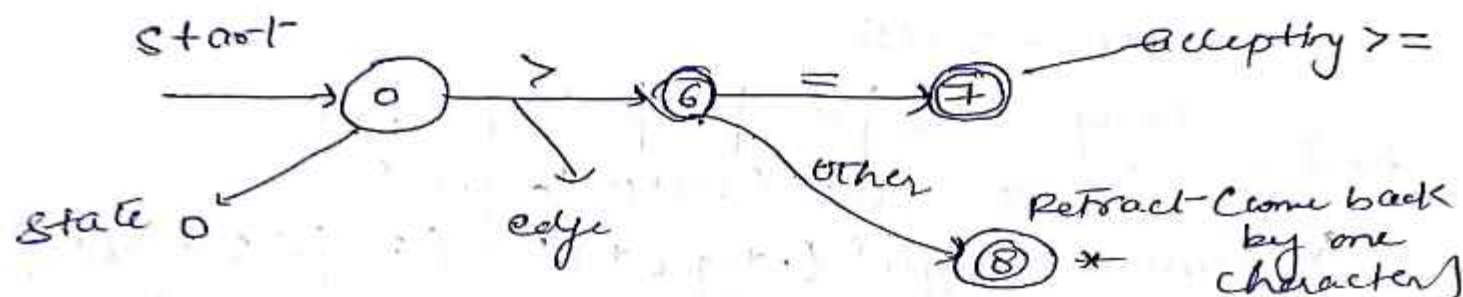
WS \rightarrow delim.

(whitespace)

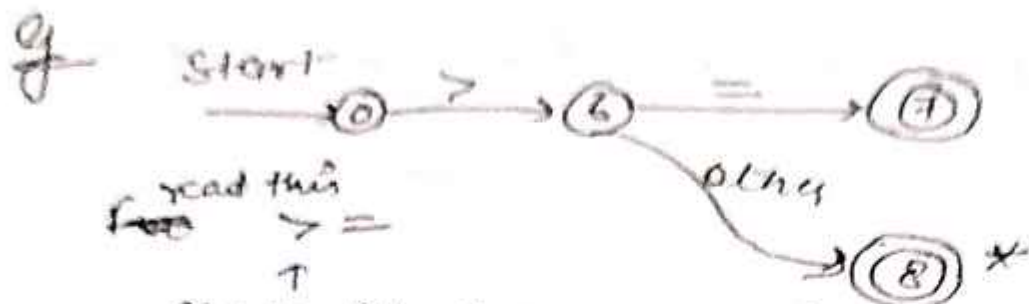
Lexical analysis uses transition diagram to keep track of information about characters that are seen as the forward pointer scans the i/p. (what is read)

Transition diagrams are also called finite automata.

- Positions in a transition diagram are drawn as circles & are called states.
- The states are connected by arrows, called edges.
- A double circle indicated an accepting state, a state in which a token is found.
- \ast indicates that i/p derivation must take place.

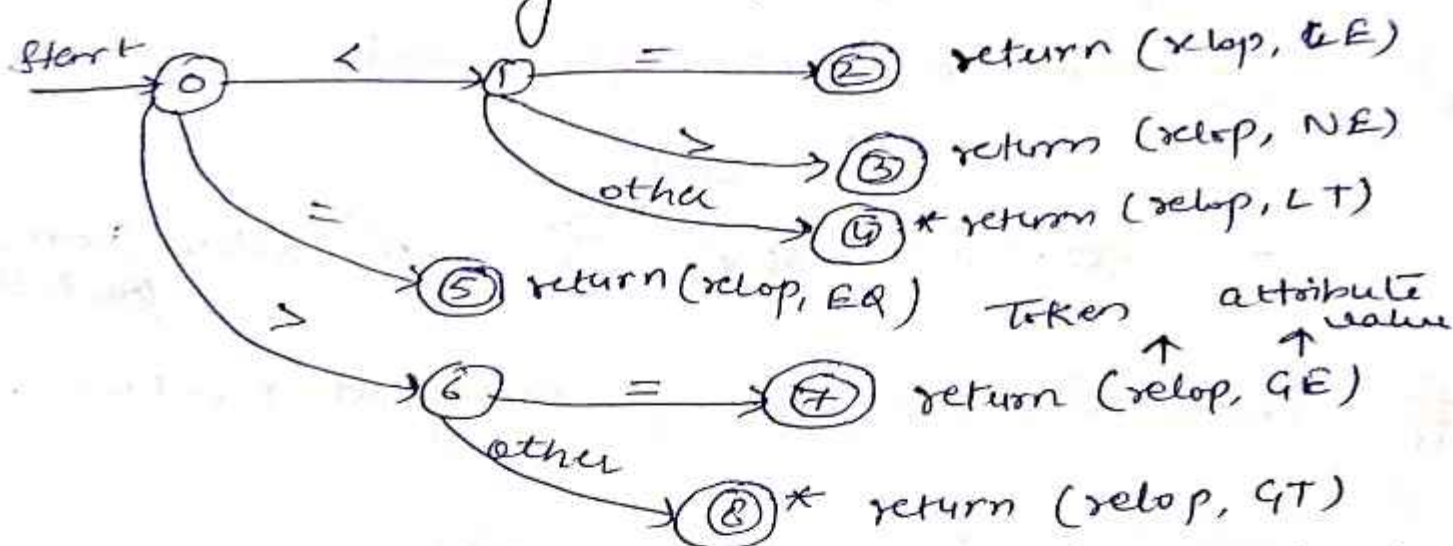


Attribute Values			
Regular Expression	Token	Attribute Value	
ws		—	
if	if	—	
then	then	—	
else	else	—	
id	id	ptr to table entry	
num	num	"	
<	<	LT	
<=	<=	LE	
=	=	EQ	
>	>	NE	
>=	>=	GT	
		GE	

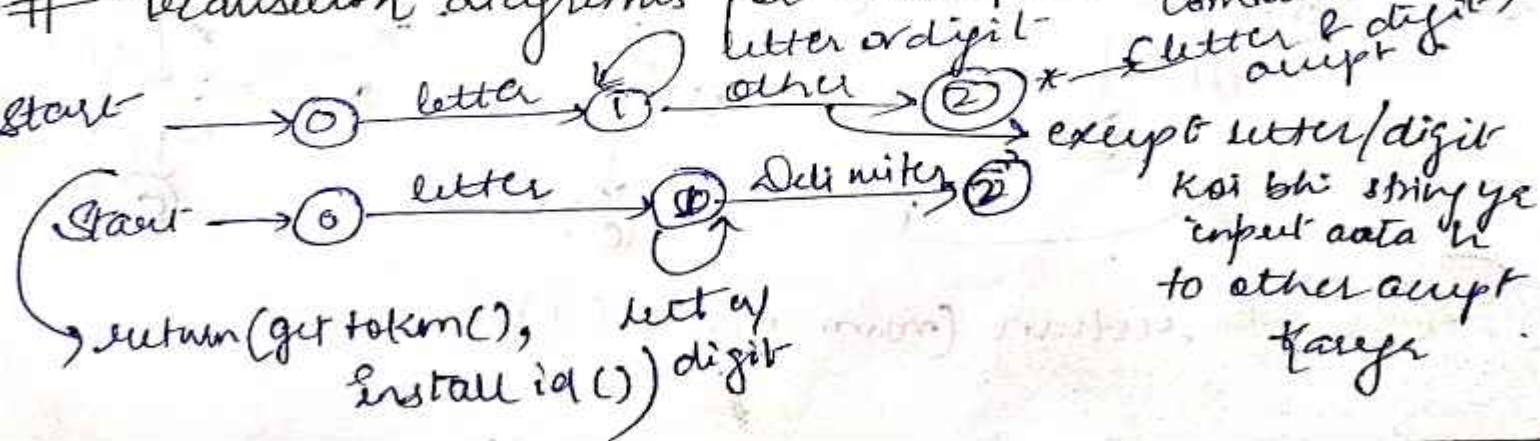


Start with 0 now move to 6 by greater than sign
 after it coming to state 6 now we are reading
 next character that is = to 2 then it to
 coming to next step (7) it is accepting

Transition Diagram for Relational operators



Transition diagrams for Identifiers & Keywords

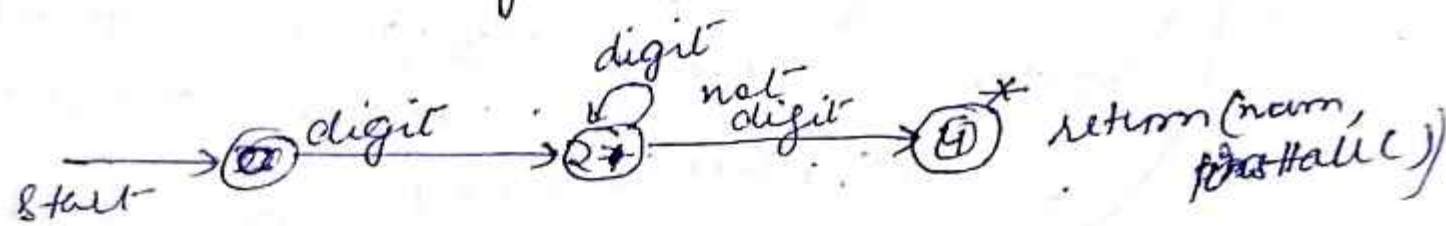


get token() :- It searches the identifiers in the symbol table & if it finds then references are passed as attributes with token id.

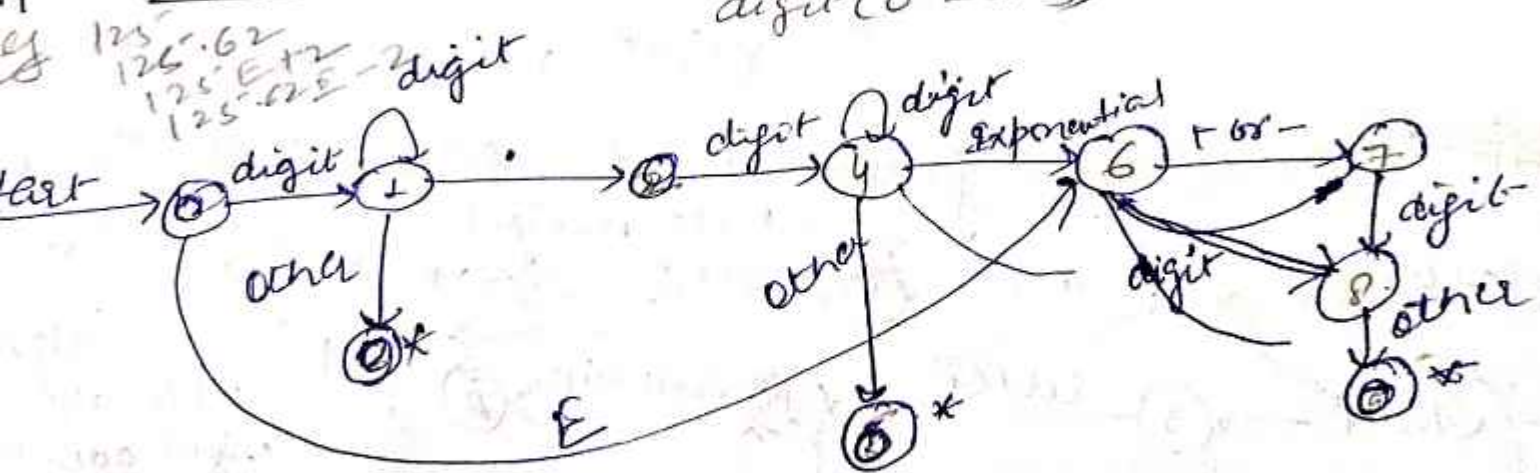
lexical analysis ~~concerns~~ ^{in the symbol table if it is found} then find the address then its value & exponent token id is both pass together.

install id() :- Whenever install id() is invoked which first enters the identifier's name, the symbol table & then passes its references. (pass address)
Keywords (if, then, else)

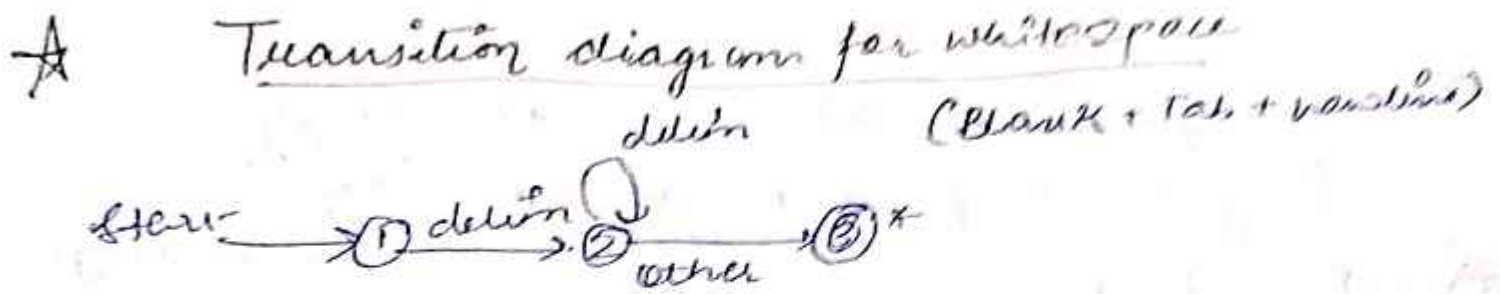
Transition diagram for number constants



Transition diagram for unsigned numbers



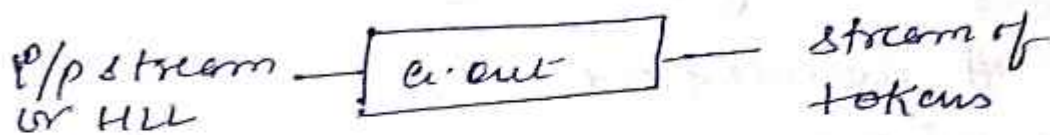
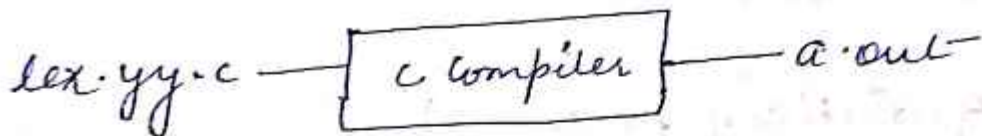
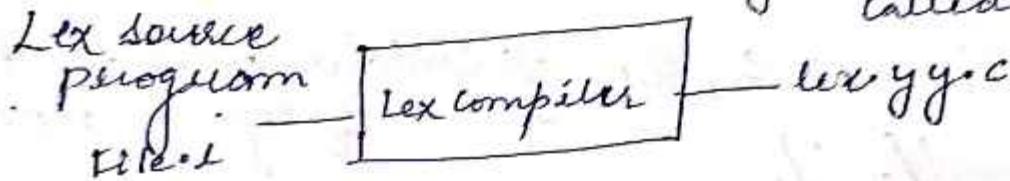
return (num, install())



Lex tool in compiler design

Lex is a tool/compiler program which generates lexical analyzer. It is used with yacc parser generator.

Lex Compiler — It will transform the P/P patterns into a transition diagram & generates code in a file called lex.yy.c.



- 1) Source code is in lex language with file name .l extension.
It is given to lex compiler, which is lex tool, & produces lex.yy.c - a C program as o/p

- ② C compiler runs this code, i.e. `lex.yy.c` program & produces as o/p `[a.out]`
 i.e. Lexical analyzer
- ③ `[a.out]` transforms as i/p stream to stream of tokens.

LEX file format

A lex program is separated into 3 sections by % % delimiters.

{ declarations } // declaration of variables, including files, libraries.
 % %

{ Transition rules } // Contains rules in form of regular expression
 % %

{ Auxiliary functions }

eg % { #include <stdio.h>
 int c=0;
 % } → (declaration)

% %

pattern { action } (Rules)

% %
 main() → function
 { }

Rules

abc - match abc

[a-z] - match small a to z

[a-z]* - match all the strings in small letters with null or more than 1 character

[a-z]+ - 1 or more character

[A-Za-z]+ - match all the character & at least 1 or more character

^a - means a should come at start

a\$ - means a at end

[0-9]+ - 1 or more digits

yywrap() - called by lex tool when i/p is exhausted return 1 if i/p is finished else 0.

yylex() - reads the i/p stream & generate tokens a/c to the regular expressions.

yytext - pointer to the i/p string.

of % { // Include <stdio.h>
% } → declaration

% % → action (will be in C language)

"hi" { printf ("By"); } → Rules.

except ^{any other word} "x" { printf ("wrong"); }

% %

main ()

{ printf ("Enter i/p");

yy lex (); // Token i/p & generate the patterns in
tokens a/c to pattern rules in
section

int yywrap () end of i/p.

{ return 1; }