

# **CS340400 Compiler Design Homework 2**

**Deadline**

**2021/06/01 12:00 pm**

# Yacc: Yet Another Compiler-Compiler

# HW1

source code

$a = b + c * d$

Lexical Analyzer

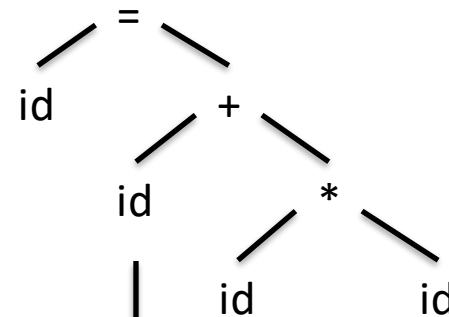
tokens

$id = id + id * id$

# HW2

Syntax Analyzer

syntax tree



# HW3

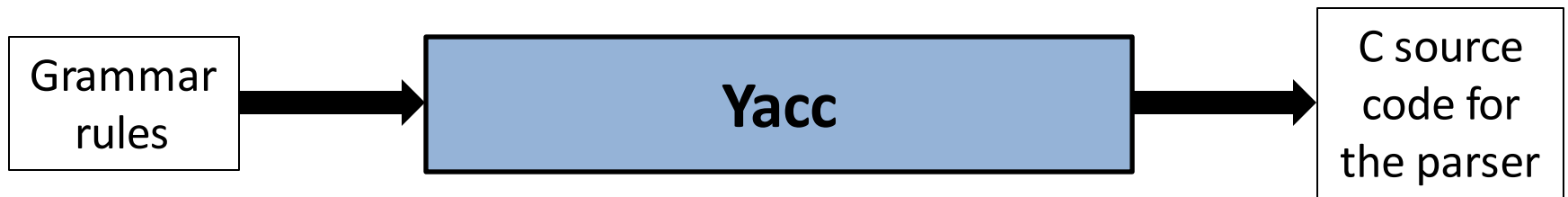
Code Generator

generated code

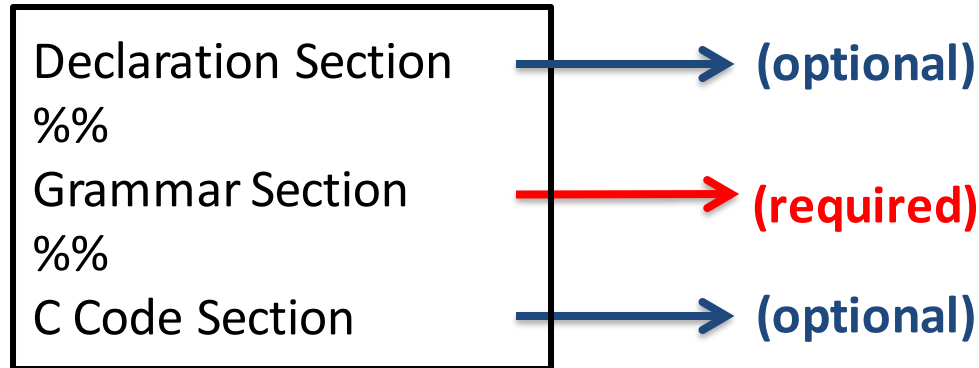
```
mul $r1, $r2, $r3
add $r0, $r1, $r4 ...
```

# What is Yacc?

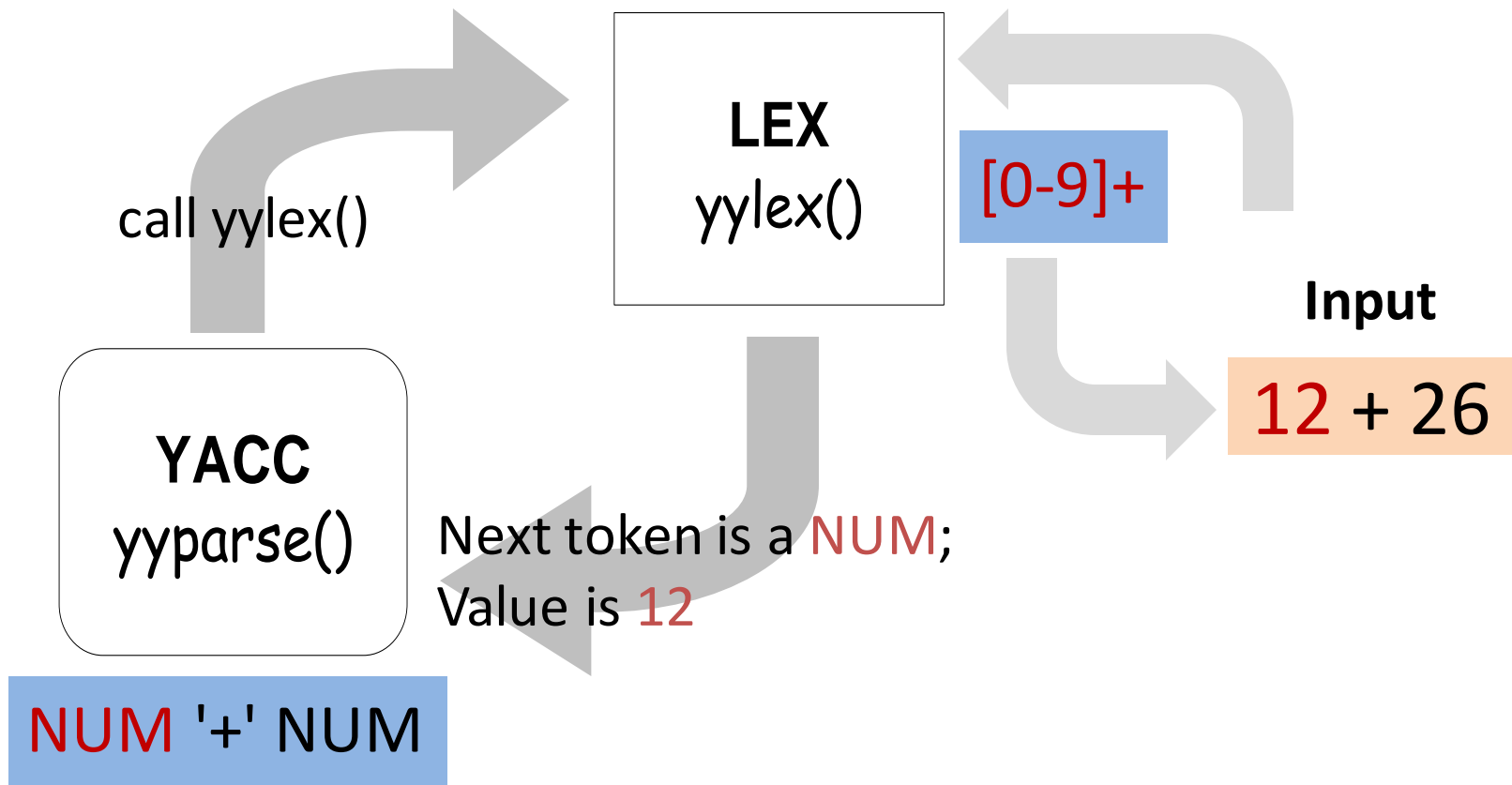
- A tool which can produce a parser with a given grammar
- A program designed to compile a LALR(1) grammar and produce the source code of the syntactic analyzer of the language defined by this grammar



# How to Write Yacc?



# How YACC Cooperates with LEX?



# Interface between Lex and Yacc

- The interface is **y.tab.h**, which is produced by Yacc.
- How to create y.tab.h and use it?
  - `$ yacc -d parser.y`
    - The command will produce y.tab.h and y.tab.c.
  - Include y.tab.h in the Lex program.

scanner

```
%{  
...  
#include "y.tab.h"  
%}  
  
%%  
"+"      { return '+'; }  
[0-9]+    { return NUM; }  
...  
%%
```

Terminals

parser

```
...  
%token NUM  
%%  
expression : expression '+' NUM  
           ;  
...  
Non-terminals
```

# yylval

- A symbol in Yacc may carry a value with `yylval`
  - For example, a numeric value 42, or a pointer to a string "Hello world!"
- Default type of `yylval` is `int`
  - The type of `yylval` can be overwritten with `%union`
  - E.g.
    - Lex

```
// by default, type of yylval is int
[0-9]+ { yylval = atoi(yytext); return NUM; }
// type of yylval is overwritten with %union
[0-9]+ { yylval.intVal = atoi(yytext); return NUM; }
```
- Yacc: Use `$$`, `$1`, `$2`, ..... to access values of reduced symbols



# %union

- **YYSTYPE** is the type defined by %union in y.tab.h.
- All symbols, include terminal and nonterminal symbols are of **YYSTYPE**.

yacc -d test.y



```
// y.tab.h
...
extern YYSTYPE yylval;
```

```
// test.y

%union{
    int intVal;
    double dval;
    struct symbol *sym;
}

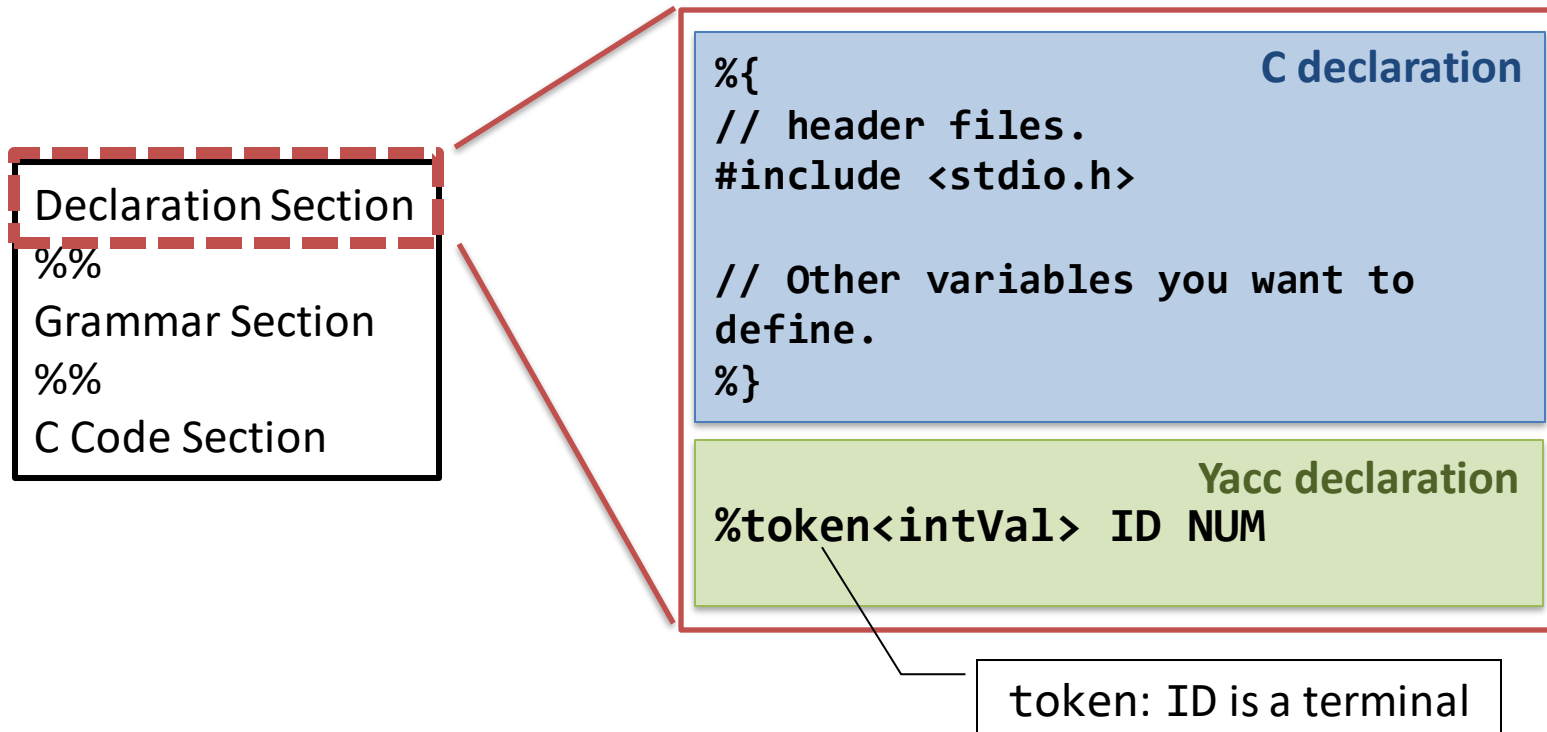
%token <intVal> NUM
%%
```

```
// test.l

%{
#include "y.tab.h"
%}
...
%%

[0-9]+ { yylval.intVal = atoi(yytext); return NUM; }
[a-zA-Z]+ { yylval.sym = check(yytext); return VARIABLE; }
```

# How to Write Yacc?

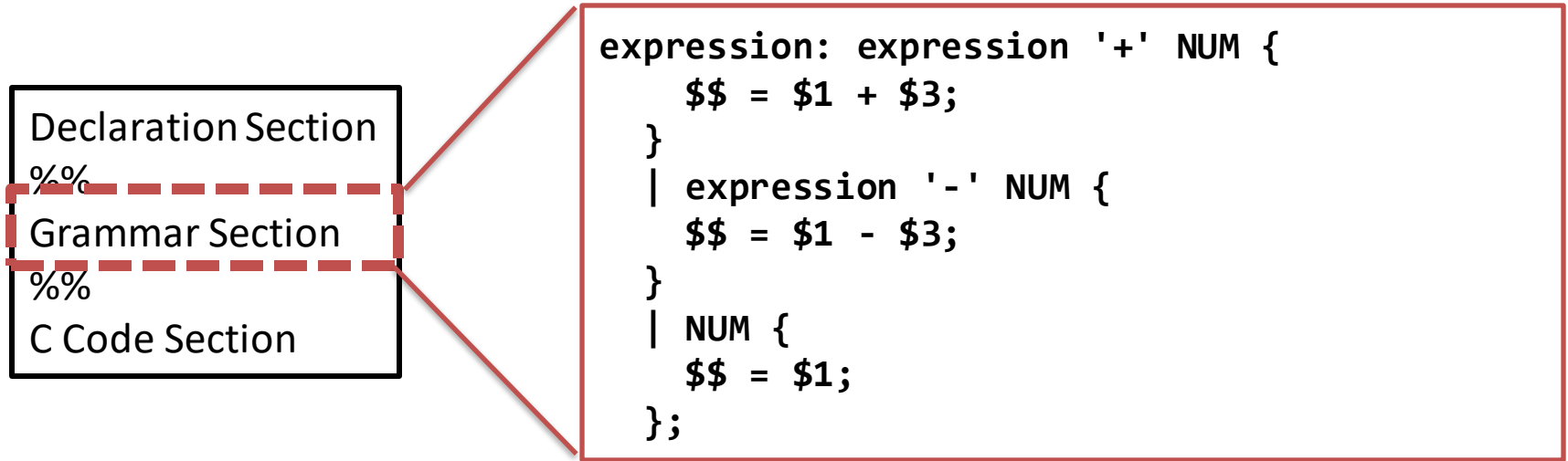


## The Definition Section

C code will be copied to the top of generated C program.

Define tokens, start symbol, terminal and non-terminal type, association .....

# How to Write Yacc?



The grammar section is where to write your own grammar.

`non-terminal: grammar_rule_1 { actions_1 }`

`...`

`| grammar_rule_n { actions_n };`

# Grammar Section

```
expr → expr '+' term | term
term → term '*' factor | factor
factor → '(' expr ')' | ID | NUM
```

Grammar



```
expr      : expr '+' term
           | term
           ;
term       : term '*' factor
           | factor
           ;
factor    : '(' expr ')'
           | ID
           | NUM
           ;
```

Grammar Section in Yacc file

# Semantic Routines

```
expr : expr '+' term      { C code }  
     | term                { C code }  
     ;  
term : term '*' factor    { C code }  
     | factor              { C code }  
     ;  
factor : '(' expr ')'     { C code }  
        | ID  
        | NUM  
        ;
```

# Semantic Routines with yylval

```
expr : expr '+' term      { $$ = $1 + $3; }
    | term                { $$ = $1; }
    ;

term : term '*' factor    { $$ = $1 * $3; }
    | factor              { $$ = $1; }
    ;

factor : '(' expr ')'     { $$ = $2; }
      | ID
      | NUM
      ;
```


# Symbol Value Numbering

\$1 

```
expr : expr '+' term      { $$ = $1 + $3; }  
      | term                { $$ = $1; }  
      ;  
term  : term '*' factor    { $$ = $1 * $3; }  
      | factor              { $$ = $1; }  
      ;  
factor : '(' expr ')'      { $$ = $2; }  
      | ID  
      | NUM  
      ;
```

# Symbol Value Numbering


```
expr : expr '+' term      { $$ = $1 + $3; }  
      | term              { $$ = $1; }  
      ;  
term  : term '*' factor   { $$ = $1 * $3; }  
      | factor            { $$ = $1; }  
      ;  
factor : '(' expr ')'    { $$ = $2; }  
        | ID  
        | NUM
```





# Symbol Value Numbering

```
expr : expr '+' term    { $$ = $1 + $3; }  
      | term             { $$ = $1; }  
      ;  
term  : term '*' factor  { $$ = $1 * $3; }  
      | factor           { $$ = $1; }  
      ;  
factor : '(' expr ')'    { $$ = $2; }  
        | ID  
        | NUM  
        ;
```



// Default action: { \$\$ = \$1; }

# How to Write Yacc?

Declaration Section

%%

Grammar Section

%%

C Code Section

```
int main(void) {  
    yyparse();  
    return 0;  
}
```

```
int yyerror(char *s) {  
    fprintf(stderr, "%s\n", s);  
    return 0;  
}
```

```
// Other functions you defined.
```

The C Code Section  
will be copied to the bottom of generated C program.

# How to Write Yacc?

Declaration Section

%%

Grammar Section

%%

C Code Section

A completed Yacc program.

```
%{
#include <stdio.h>
%}
%union { int intVal; }
%token<intVal> ID NUM '=' '+' '-'
%type<intVal> statement expression

%%
statement: ID '=' expression
        | expression { printf("= %d\n", $1); };

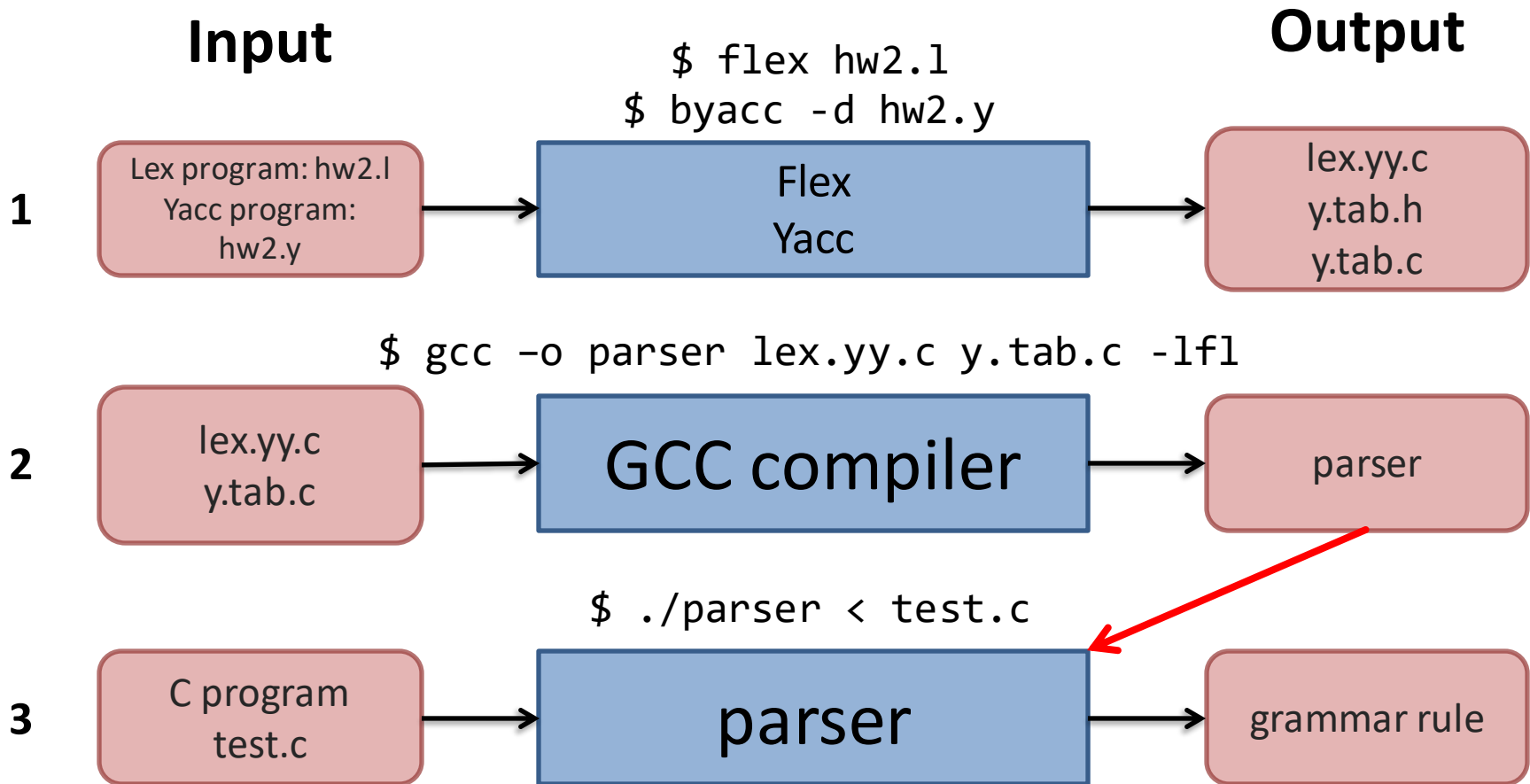
expression: expression '+' NUM { $$ = $1 +
$3; }
        | expression '-' NUM { $$ = $1 - $3; }
        | NUM { $$ = $1; };

%%

int main(void) {
    yyparse();
    return 0;
}

int yyerror(char *s) {
    fprintf(stderr, "%s\n", s);
    return 0;
}
```

# How to Use Yacc?



# Precedence / Association

- Consider two cases
  1.  $1 - 2 - 3$  (association)
  2.  $1 - 2 * 3$  (precedence)
- With grammar

```
expr: expr ' - ' expr
      | expr ' * ' expr
      | expr ' < ' expr
      | ' ( ' expr ' ) ' ;
```
- $1 - 2 - 3$  is  $(1 - 2) - 3$  or  $1 - (2 - 3)$  ?
  - Define ' - ' operator to be left associated
- $1 - 2 * 3$  is  $1 - (2 * 3)$ 
  - Define the ' \* ' operator to precede the ' - ' operator

# Precedence / Association

- In Yacc definition section:

```
%left '+' '-'          low precedence
%left '*' '/'          high precedence
%nonassoc UMINUS
```

- %left means left-associative
- %right means right-associative
- %nonassoc means non-associative

```
expr: expr '+' expr { $$ = $1 + $3; }
    | expr '-' expr { $$ = $1 - $3; }
    | expr '*' expr { $$ = $1 * $3; }
    | expr '/' expr {
        if ($3 == 0) yyerror("divide 0");
        else $$ = $1 / $3;
    }
    | '-' expr %prec UMINUS { $$ = - $2; };
```

# Shift-Reduce Conflicts

- Shift-Reduce Conflicts:
  - Occurs when a grammar is written in a way such that a decision between shifting and reducing cannot be made
  - e.g. Dangling ELSE Ambiguity
- To resolve this conflict, Yacc will choose to **shift**
- NOT GOOD!! Eliminate them.

# Shift-Reduce Conflict Example

- Grammar:  
S: IF '(' expr ')' S  
  | IF '(' expr ')' S ELSE S ;
- Input: if (e1) if (e2) s1 else s2
- When parser encounters **else**, it can either
  - **Shift** (-in else first): **else** becomes part of the inner if statement
    - if (e1) { if (e2) s1 else s2 }
  - **Reduce** (S first): **else** becomes part of the outer if statement
    - if (e1) { if (e2) s1 } else s2

• From: "A brief yacc tutorial", Saumya Debray, *The University of Arizona, Tucson, AZ 85721*.



# Reduce-Reduce Conflicts

- Reduce-Reduce Conflicts  
start: expr | stmt;  
expr: CONSTANT;  
stmt: CONSTANT;
- Yacc resolves reduce-reduce conflicts by using the rule that occurs earlier in the grammar.
- NOT GOOD!! Eliminate them.

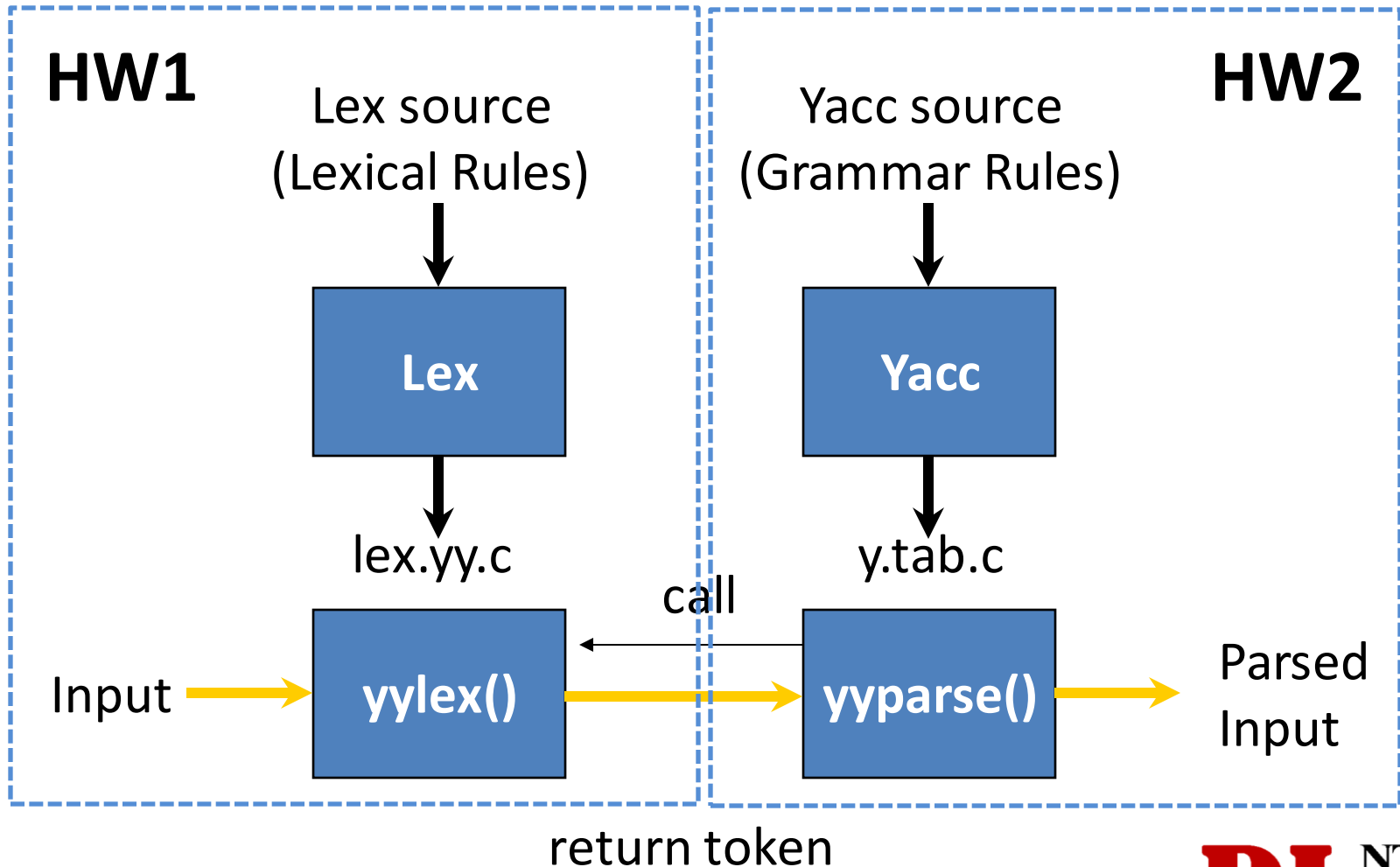
# Handling Conflicts

- General approach
  1. Use `yacc -v` to generate the file `y.output`
  2. Examine `y.output` to find reported conflicts
  3. For each conflict, examine your grammar and `y.output` to figure out why there's the conflict
  4. Transform your grammar to eliminate the conflict

# Yacc-Predefined Declaration

Name	Function
%start	Specify the start symbol of grammar.
%union	Declare the collection of data types that semantic values may have.
%token	Declare a terminal symbol (token name) with no precedence or associativity specified.
%type	Declare the type of semantic values for a nonterminal symbol.
%right	Declare a terminal symbol (token name) that is right-associative.
%left	Declare a terminal symbol (token name) that is left-associative.
%nonassoc	Declare a terminal symbol (token name) that is non-associative. Using it in a way that would be associative is a syntax error, Ex: <b>x operand y operand z</b> has a syntactic error.

# Lex with Yacc



# Lex and Yacc

- Rewrite HW 1 Lex to interface with Yacc
  1. `#include "y.tab.h"`
    - `y.tab.h` defines terminal symbols
  2. Remove main function
    - The only main function is in the Yacc file
  3. Set `yy1val` in your lex actions
    - So that you can use `$1`, `$2`, ... in your Yacc file
  4. Return token or character in your lex actions
    - So that your Yacc knows what kind of token is extracted by Lex

# Homework 2 - Requirements

# Top-level Program Ingredients

- Global Variable Declarations
- Function Declarations
- Function Definitions

# Implement: Scalar Declaration

- ```type ident;"`
  - ```type"` can be either
    - ```[const] [signed|unsigned] [long long|long|short] int"`
    - ```[const] [signed|unsigned] (long long)|long|short|char"`
    - ```[const] signed|unsigned|float|double|void"`
    - ```const"`
  - ```idents"` consists of 1 or more ```ident"` separated by commas, and each ```ident"` can be either a scalar or a single-level pointer scalar
    - `int a, *b, c;`
  - ```ident"` in ```idents"` can be initialized with ```ident = expr"`
    - `int a = 123;`



# Implement: Array Declaration

- ```type arrays;"`
  - ```arrays"` consists of one or more ```ident[expr]\[[expr]...\]"`
  - ```ident[expr]\[[expr]...\]"` can be initialized with: ```ident[expr]\[[expr]...] = arr_content"`
  - ```arr_content"` format: ``{'` 1 or more ```expr"` / ```arr_content"` separated by commas ``}'`
  - E.g.
    - `int a[1][3];`
    - `float a[1], b[1 + 1][3] = {{0, 1, 2}, {3, 4, 5}};`

# Implement: Function Declaration

- ``type ident(parameters);" or ``type \*  
ident(parameters);"
- ``parameters" consists of 0 or more parameters in  
the form of ``type ident" separated by commas
  - Only support scalar/single-level pointer parameters
- Parentheses are required even if there's no  
parameter

# Implement: Function Definition

- ``type ident(parameters) compound\_stmt" or  
``type \* ident(parameters) compound\_stmt"
- Functions are global and may not be nested within other functions
- ``compound\_stmt" refers to compound statements defined in later pages

# Implement: Expression (`expr`)

- Parentheses dictate a new precedence sequence for the enclosed `expr`
- Support `expr`s constructed by other `expr`s with the following operators (some of those implemented in HW1)
  - `+ - * / % ++ -- < <= > >= == != = && || ! ~ ^ & | >> << [ ] ( )`
    - Includes (post / pre-fix) (`++` / `--`), unary (`+` / `-`), function invocation `(params...)`, array subscription, dereference (`*`), address-of (`&`), type-casting (`(type)`), including single-level pointer types)
- Also includes
  - `variable`: `ident` or `ident[expr][[expr]...]`
  - `literal`: single signless integer / signless floating-point number / char / string literal
  - `NULL`: Equal to integer `0`
- For precedence and associativity, please refer to  
<[https://en.cppreference.com/w/c/language/operator\\_precedence](https://en.cppreference.com/w/c/language/operator_precedence)>

# Implement: Statement (``stmt")

- Expression Statement: ``expr;"
- IF / IF-ELSE Statement
- SWITCH Statement
- WHILE Statement
- FOR Statement
- RETURN, BREAK, CONTINUE Statement
- Compound Statement

# IF / IF-ELSE Statement

- ``if (expr) compound\_stmt"
- ``if (expr) compound\_stmt else  
compound\_stmt"
- No ELSE-IF

# SWITCH Statement

- ``switch (expr) { switch\_clauses }"
  - ``switch\_clauses" consists of 0 or more ``switch\_clause" seperated by space / tab / newline / nothing
  - ``switch\_clause" is in the form of
    - ``case expr:" 0 or more ``stmt"
    - ``default:" 0 or more ``stmt"

# WHILE Statement

- ``while (expr) stmt"
- ``do stmt while (expr);"



# FOR Statement

- ``for ([expr\] ; [expr\] ; [expr\]) stmt"

# RETURN, BREAK, CONTINUE Statement

- ``return expr;" or ``return;"
- ``break;"
- ``continue;"

# Compound Statement

- '{' 0 or more ``stmt"s / ``var\_declaration"s `}'
- ``var\_declaration" refers to variable declarations requiring implementations in the previous pages

# Output Format

- Print the syntax tree to stdout
  - `<scalar_decl>``scalar_declaration"</scalar_decl>`
  - `<array_decl>``array_declaration"</array_decl>`
  - `<func_decl>``function_declaration"</func_decl>`
  - `<func_def>``function_definition"</func_def>`
  - `<expr>``expr"</expr>`
  - `<stmt>``stmt"</stmt>`
- In each tag, strip away all whitespaces (`[ \t\n]`), except those in char / string literals
- Literals are canonicalized
  - Integer Literals: ``atoi`` then `printf` with ```"%d"```
  - Double Literals: ``atof`` then `printf` with ```"%f"```
  - Char Literals: No Change from Input. Keep the quotes.
  - String Literals: No Change from Input. Keep the quotes.
- There should be no raw newline in the output
- Follow ``golden_parser`` in the case of ambiguity

# Formatting Output for Debug Purpose

- Our output follows the XML Format
- One can format it using an arbitrary XML formatter for debugging
  - (p.s. This one looks good:  
<<https://jsonformatter.org/xml-formatter>>

# yyerror()

- Called whenever an error is encountered during parsing
  - It must be supplied by the Yacc user
- Though **there would be no syntax error in the input**, one can supply the following:

```
``c
void yyerror(char * msg) {
    fprintf(stderr, "Error at line %d:
%s\n", lineNo, curLine)
    exit(1);
}
```

# Report

- For students who **cannot finish** the homework
  - Explain the Lex-Yacc interaction
  - Describe your understanding on the difficulties you faced
  - Describe how you tried to overcome those difficulties

# Grading Policies

- Any Yacc Conflict or Compiler Warning: -20 points
- Late Submission: -10 points/day
- Executable, but not complying to specifications: 20% off your original score if you apply for a manual review (Reviews are not guaranteed to be accepted.)
- Non-executable: A flat grade of 40 points if you turn in your codes and report (late submission penalty applies)
- **Cheating: You will receive zero credit!**



# Grading Policies

- Scalar Declarations without initialization: +10 pts
- Array Declarations without initialization: +10 pts
- Function Declarations: +10 pts
- Expressions (arithmetics, ++/--, unary +/-, (expr), function invocation, array subscription, dereference, address-of, type-casting): +10 pts
- Expressions (arithmetics, comparisons, logical operations): +10 pts
- Expressions (all operations): +10 pts
- Full Implementation of Variable Declarations: +10 pts
  - Scalar / Array Declarations with initialization
- Statements: +20 pts
- Function Definitions: +10 pts
- Note: There's dependency between these items, so exact grading is not possible.

# Submission

- Server: Source code
  - Create ``hw2`` under your home directory
    - E.g. If your home directory is ``/home/104062634``, you should have ``/home/104062634/hw2``
  - In your ``hw2`` directory, provide at least
    - The revised Lex source code of your lex scanner named ``scanner.l``
    - Your Yacc parser source code named ``parser.y``
    - A ``makefile`` for TAs to compile your code
      - We'll ``make`` in a copy of your ``hw2`` directory, so make sure you use relative paths in your makefile
  - The compiled output must be named ``parser`` and marked as an executable
- iLMS: Report (if you can't turn in a working executable)
  - Upload your code and report in PDF format to iLMS
    - File format is ``${Student_ID}_HW2.zip``
    - ``Report.pdf``, ``hw2`` (just like how it's on the server) at the root of the zip file

# Reference

- **lex & yacc**
  - by John R. Levine, Tony Mason & Doug Brown
  - O' Reilly
  - ISBN: 1-56592-000-7
- **Mastering Regular Expressions**
  - by Jeffrey E.F. Friedl
  - O' Reilly
  - ISBN: 1-56592-257-3

