CSCI3136 Assignment 6

Instructor: Alex Brodsky

Due: 9:00am, Friday, July 5, 2019

Consider the grammar for the Splat programming language in Figure 1, where the terminal int denotes an integer, the terminal symbol, and the terminal string denotes a quoted string.

S	\rightarrow	ϵ	FACT	\rightarrow	$VALUE F_{-}TAIL$
	\rightarrow	E_LIST	$F_{-}TAIL$	\rightarrow	ϵ
E_LIST	\rightarrow	$EXPR$ E_TAIL		\rightarrow	'*' $FACT$
$E_{-}TAIL$	\rightarrow	ϵ		\rightarrow	'/' FACT
	\rightarrow	E_LIST	VALUE	\rightarrow	LIST
EXPR	\rightarrow	S_EXPR		\rightarrow	UNARY
S_EXPR	\rightarrow	$ANDOP S_TAIL$		\rightarrow	LITERAL
$S_{-}TAIL$	\rightarrow	ϵ		\rightarrow	'(' EXPR ')'
	\rightarrow	' ' $SEXPR$		\rightarrow	SYMBOL
ANDOP	\rightarrow	$RELOP A_TAIL$	LIST	\rightarrow	'['ARGS']'
$A_{-}TAIL$	\rightarrow	ϵ	UNARY	\rightarrow	'-' VALUE
	\rightarrow	'&' ANDOP		\rightarrow	'!' VALUE
RELOP	\rightarrow	$TERM \ R_{-}TAIL$	ARGS	\rightarrow	ϵ
$R_{-}TAIL$	\rightarrow	ϵ		\rightarrow	$EXPR$ A_LIST
	\rightarrow	' <' RELOP	A_LIST	\rightarrow	ϵ
	\rightarrow	'>' RELOP		\rightarrow	',' EXPR A_LIST
	\rightarrow	'='RELOP	SYMBOL	\rightarrow	symbol
	\rightarrow	'#' RELOP	LITERAL	\rightarrow	integer
TERM	\rightarrow	$FACT$ $T_{-}TAIL$		\rightarrow	string
$T_{-}TAIL$	\rightarrow	ϵ		\rightarrow	'true'
	\rightarrow	'+' $TERM$		\rightarrow	'false'
	\rightarrow	'-' TERM		\rightarrow	'nil'

Figure 1: A grammar for the Splat language.

Splat, is a functional language where all programs consist of one or more expressions. For now, an expression can be one of:

```
arithmetic expressions such as 1 + 2 * 3
boolean expressions such as 1 < 2 & 3 > 2
string expressions such as "Hello " + "world!"
list expressions such as ["a", "b", "c"] and [3, 1, 2] + [4, 5, 6]
```

Expressions in Splat are evaluated in the standard way. For example,

```
1 + 2 * 3 evaluates to 7
1 < 2 & 3 > 2 evaluates to true
"Hello " + "world!" evaluates to "Hello world"
[3, 1, 2] + [4, 5, 6] evaluates to [3, 1, 2, 4, 5, 6]
```

Formally, an expression is either a literal

```
integer such as 42,
boolean such as true
string such as "Hello"
list of constants such as [1,2,3]
```

or a composition of subexpressions and operators such as above. The expression is evaluated by applying the operators just like in most programming languages. The operators in Splat are:

Operator	Description
+	add two integers
	concatenate two strings
	concatenate two lists
_	subtract one integer expression from another integer expression, e.g., 3 - 2
	negate an integer expression, e.g., -42
*, /	multiply and divide integer expressions
<, >, =, #	compare two expressions: less than, greater than, equals, not equals
&, , !	combine boolean expressions with and, or, and not

Table 1: Operators in Splat.

All expressions are evaluated in the same way as in most other languages such as Java or Python. The *list* expression is evaluated by evaluating each of the elements of the list. E.g., the evaluation of [1+2, 3+4, "Hello"] is [3, 7 "Hello"].

Using a parse tree of a Splat expression, we want to evaluate the expression.

Note: This assignment feeds directly into Assignment 7, which is released at the same time as assignment 6. In Assignment 7, you will be asked to implement the attribute grammar you develop for this assignment.

1. [5 marks] Assume that the S_EXPR symbol has a synthesized attribute called val, which stores the evaluation of an expression. Give an attribute grammar based on the grammar above that will perform the evaluation of a list of expressions. I.e., evaluate the expression represented by the parse tree whose root is S, assuming that everything below S_EXPR has already been evaluated, and that S_EXPR.val stores the result of the evaluation. I.e., assume that the leaves of the parse tree are S_EXPR symbols.

Note: All attributes are synthesized.

Symbol	Attribute
S	list
E_LIST	list
$E_{-}TAIL$	list
EXPR	val
S _ $EXPR$	val

	Pro	duction	Semantic Rule
\overline{S}	\rightarrow	ϵ	ightharpoonup S.list = []
	\rightarrow	E_LIST_1	$ hd S.list = E_LIST_1.list$
E_LIST	\rightarrow	$EXPR_1 ETAIL_1$	$ ho E_{-}LIST.list = EXPR_{1}.val + E_{-}TAIL_{1}.list$
$E_{-}TAIL$	\rightarrow	ϵ	$ hinspace E_TAIL.list = []$
	\rightarrow	E_LIST_1	$ hd E_{-}TAIL.list = E_{-}LIST_{1}.list$
EXPR	\rightarrow	S_EXPR_1	$\Rightarrow EXPR.val = S_EXPR_1.val$

2. [15 marks] Assume that the *EXPR* symbol has a synthesized attribute called *val*, which stores the evaluation of an expression. Furthermore, assume that *VALUE* also has a synthesized attribute called *val*. Give an attribute grammar based on the grammar above that will perform the evaluation of a *VALUE*. I.e., if *VALUE* is the start symbol, evaluate the expression represented by the parse tree whose root is *VALUE*.

Note: You can use pseudocode in your semantic rules. For example, if L is a list, you can add to the list using pseudocode such as L.add(e). I.e., feel free to make use of standard data structures and operations in your semantic rules.

Note: All attributes are synthesized.

Symbol	Attribute
VALUE	val
LIST	list
UNARY	val
ARGS	list
A_LIST	list
SYMBOL	val
LITERAL	val

	Pro	duction	Semantic Rule
VALUE	\rightarrow	$LIST_1$	$ ightharpoonup VALUE.val = LIST_1.list$
	\rightarrow	$UNARY_1$	$ ightharpoonup VALUE.val = UNARY_1.val$
	\rightarrow	$LITERAL_1$	$ ightharpoonup VALUE.val = LITERAL_1.val$
	\rightarrow	$'('EXPR_1')'$	$ ightharpoonup VALUE.val = EXPR_1.val$
	\rightarrow	$SYMBOL_1$	$\triangleright VALUE.val = SYMBOL_1.val$
LIST	\rightarrow	$'['ARGS_1']'_1$	$ ightharpoonup LIST.list = ARGS_1.list$
UNARY	\rightarrow	$'-'$ $VALUE_1$	$ ightharpoonup UNARY.val = -VALUE_1.val$
	\rightarrow	$'!' VALUE_1$	$\triangleright UNARY.val = !VALUE_1.val$
ARGS	\rightarrow	ϵ	ightharpoonup ARGS.list = []
	\rightarrow	$EXPR_1 A_LIST_1$	$ ightharpoonup ARGS.list = EXPR_1.val + A_LIST_1.list$
A_LIST	\rightarrow	ϵ	$ ightharpoonup A_LIST.list = []$
	\rightarrow	$',' EXPR_1A_LIST_1$	$ ightharpoonup A_LIST.list = EXPR_1.val + A_LIST_1.list$
SYMBOL	\rightarrow	$symbol_1$	ightharpoonup SYMBOL.val = symbol(s)
LITERAL	\rightarrow	$integer_1$	ightharpoonup LITERAL.val = integer(s)
	\rightarrow	$string_1$	ightharpoonup LITERAL.val = string(s)
	\rightarrow	$'true'_1$	ightharpoonup LITERAL.val = 'true'
	\rightarrow	$'false'_1$	ightharpoonup LITERAL.val = 'false'
	\rightarrow	$'nil'_1$	ightharpoonup LITERAL.val = 'nil'
			•

3. [30 marks] Assume that the VALUE symbol has a synthesized attribute called val, which stores the evaluation of an expression. Furthermore, assume that S_EXPR also has a synthesized attribute called val. Give an attribute grammar based on the grammar above that will perform the evaluation of a S_EXPR. I.e., if S_EXPR is the start symbol, evaluate the expression represented by the parse tree whose root is S_EXPR, assuming that the leaves of the tree are VALUE symbols.

Hint: You will need to use inherited attributes to do this. You can use the operators from Table 1 directly in your semantic rules.

Note: The I in the following two tables indicates inherited attributes/semantic rules.

C11	A ++:1+-	Symbol	Attribute
Symbol	Attribute	$R_{-}TAIL$	$tmp(\mathbf{I})$
EXPR	val	10_111111	- ` ,
SEXPR	$tmp(\mathbf{I})$		$op(\mathbf{I})$
	val		$\mid val \mid$
C TIATI		TERM	$tmp(\mathbf{I})$
S_TAIL	$tmp(\mathbf{I})$		$ v_{al} $
	val	m m 4 TT	
ANDOP	$tmp(\mathbf{I})$	$T_{-}TAIL$	$tmp(\mathbf{I})$
1111201	val		val
		FACT	$tmp(\mathbf{I})$
$A_{-}TAIL$	$tmp(\mathbf{I})$		- ` ,
	val		$op(\mathbf{I})$
RELOP	$tmp(\mathbf{I})$		$\mid val$
ItDDOI	- ` '	F_TAIL	$tmp(\mathbf{I})$
	$op(\mathbf{I})$		$ v_{al} $
	val	VALUE	_
	!	VALUE	$\mid val$

	\Pr	oduction		Semantic Rule
EXPR	\rightarrow	S _ $EXPR_1$		$\triangleright EXPR.val = S_EXPR_1.val$
S _ $EXPR$	\rightarrow	$ANDOP_1 STAIL_1$	I	$ ightharpoonup S_{-}TAIL_{1}.tmp = S_{-}EXPR.tmp \mid ANDOP_{1}.val$
				$ ightharpoonup S_EXPR.val = S_TAIL_1.val$
S_TAIL	\rightarrow	ϵ		$ ightharpoonup S_{-}TAIL.val = S_{-}TAIL.tmp$
	\rightarrow	$' 'S_EXPR_1$	I	$\triangleright S_EXPR_1.tmp = S_TAIL.tmp$
				$ hightharpoonup S_{-}TAIL.val = EXPR_{1}.val$
ANDOP	\rightarrow	$RELOP_1 ATAIL_1$	I	$ ightharpoonup A_{-}TAIL_{1}.tmp = ANDOP.tmp \mid RELOP_{1}.val$
				$\triangleright ANDOP.val = A_TAIL_1.val$
$A_{-}TAIL$	\rightarrow	ϵ		$ ightharpoonup A_{-}TAIL.val = A_{-}TAIL.tmp$
	\rightarrow	$'\&'ANDOP_1$	I	$ ightharpoonup ANDOP_1.tmp = A_TAIL.tmp$
				$\triangleright A_TAIL.val = ANDOP_1.val$
RELOP	\rightarrow	$TERM_1 RTAIL_1$	I	$\triangleright R_{-}TAIL_{1}.tmp = RELOP.tmp \ RELOP.op \ TERM_{1}.val$
				$ hinspace RELOP.val = R_{-}TAIL_{1}.val$
$R_{-}TAIL$			_	$ hightharpoonup R_{-}TAIL.val = R_{-}TAIL.tmp$
	\rightarrow	$' <' RELOP_1$	I	$ ho RELOP_1.tmp = RTAIL.tmp$
			I	$ ightharpoonup RELOP_1.op = ' < '$
		/ / DELOD	_	$ hightharpoonup R_{-}TAIL.val = RELOP_{1}.val$
	\rightarrow	$'>'RELOP_1$	I	$ ho RELOP_1.tmp = RTAIL.tmp$
			I	$\triangleright RELOP_1.op = '>'$
		/ / DELOD	_	$ ho R_{-}TAIL.val = RELOP_{1}.val$
	\rightarrow	$'='RELOP_1$	I	$ ho RELOP_1.tmp = RTAIL.tmp$
			I	$ ho RELOP_1.op = ' = '$
	,	III DELOD	т	$ hightharpoonup R_{-}TAIL.val = RELOP_{1}.val$
	\rightarrow	'#' RELOP ₁	I	$ ho RELOP_1.tmp = RTAIL.tmp$
			I	$ hightharpoonup RELOP_1.op = '\#'$
TFDM		$FACT$ $T_{-}TAIL_{1}$		$ \triangleright R_{-}TAIL.val = RELOP_{1}.val $ $ \triangleright T_{-}TAIL_{1}.tmp = TERM.tmp \ TERM.op \ FACT_{1}.val $
IDRM	\rightarrow	$IACI$ $I_{-}IAIL_{1}$		$ > T_{-}TAIL_{1}.tmp - TERM.tmp TERM .op TACT_{1}.val$ $ > TERM.val = T_{-}TAIL_{1}.val$
$T_{-}TAIL$		ϵ		
1 -171111		'+' TERM ₁	I	
	,	IEItHI	I	$\Rightarrow TERM_1.onp = TITTE.onop$ $\Rightarrow TERM_1.op = '+'$
			1	$ ho$ $T_{-}TAIL.val = TERM_{1}.val$
	\rightarrow	'-' TERM ₁	I	$ > TERM_1.tmp = T_TAIL.tmp $
	·	1	I	$\Rightarrow TERM_1.op = '-'$
				$ ho$ $T_{-}TAIL.val = TERM_{1}.val$
FACT	\rightarrow	$VALUE_1 FTAIL_1$	I	$ ho$ $F_{-}TAIL_{1}.tmp = FACT.tmp \ FACT.op \ VALUE_{1}.val$
		1 1		$\triangleright FACT.val = F_TAIL_1.val$
$\overline{F_{-}TAIL}$	\rightarrow	epsilon		$ ightharpoonup F_TAIL.val = F_TAIL.tmp$
	\rightarrow	'*' FACT ₁	I	$ ightharpoonup FACT_1.tmp = F_TAIL.tmp$
		-	Ι	$ ightharpoonup FACT_1.op = '*'$
				$ ightharpoonup F_{-}TAIL.val = FACT_{1}.val$
	\rightarrow	$'/'$ FACT $_1$	I	$ ightharpoonup FACT_1.tmp = FTAIL.tmp$
			I	$ ightharpoonup FACT_1.op = '/'$
				$ ightharpoonup F_{-}TAIL.val = FACT_{1}.val$

CSCI3136: Assignment 6

Summer 2019

Student Name	Login ID	Student Number	Student Signature

	Mark
Question 1	/5
Question 2	/15
Question 3	/30
Total	/50

Comments:

Assignments are due by 9:00am on the due date. Assignments *must* be submitted electronically via Brightspace. Please submit a PDF for the written work. You can do your work on paper and then scan in and submit the assignment.

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