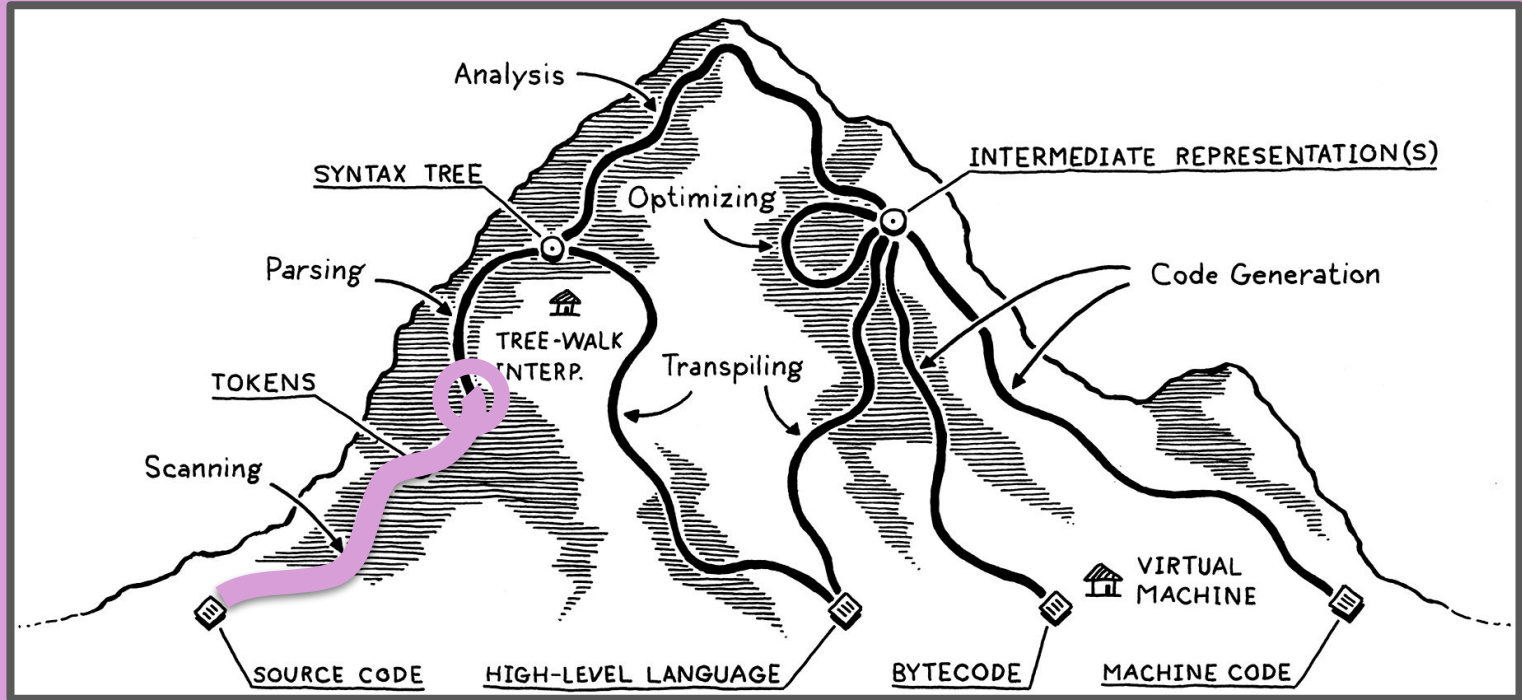




# CMPSC 201: PROGRAMMING LANGUAGES



# Lexical vs. Syntactic Grammar

	Lexical Grammar
Composed of...	Letters that form valid <u>lexemes</u>
Expressions contain...	Any number of valid <u>lexemes</u>
Are validated by...	Lexical analysis (" <u>Lexing</u> ")

Do I recognize the words?



If so, what do they mean?



# Syntactical Analysis ("Parsing")

Detects a formal language by:

- Validating a set of strings...
- Over a valid alphabet...
- By using determinate production rules...
- Represented by their formal grammar

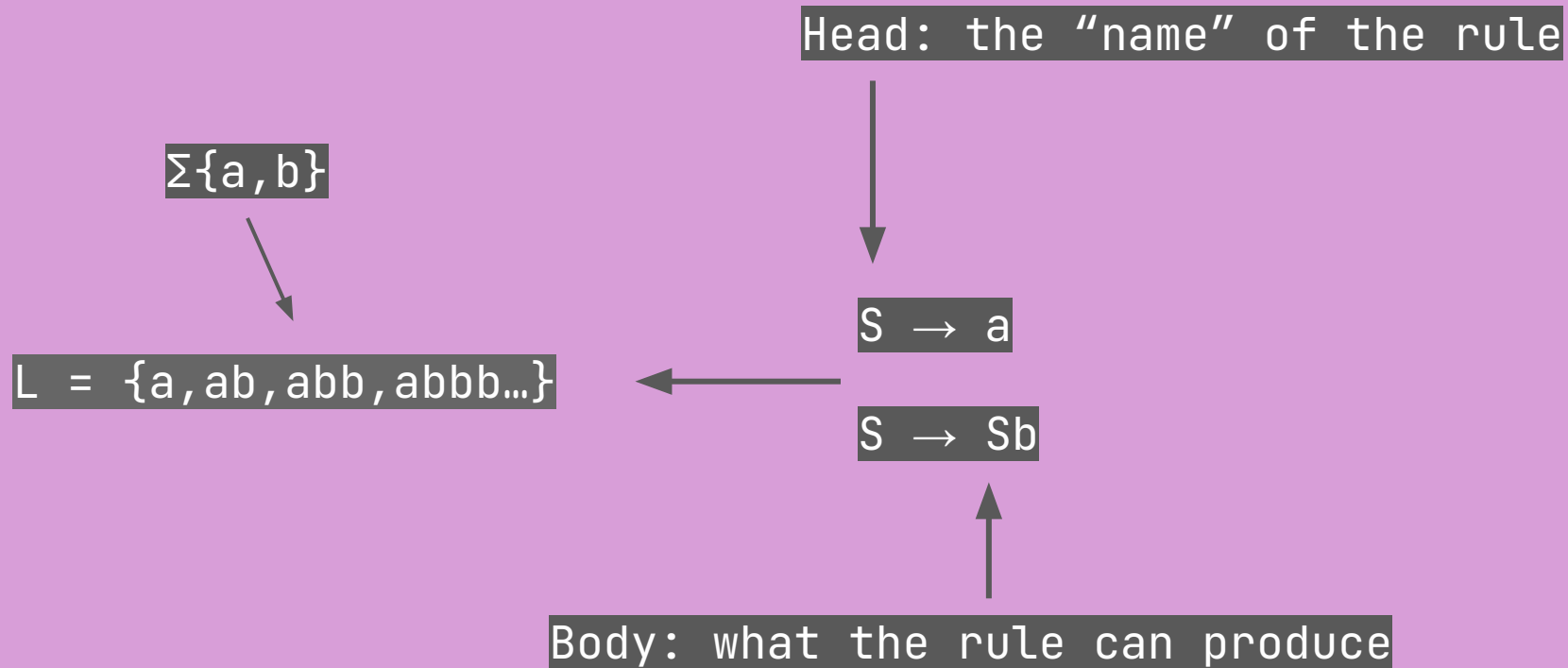
# "Parsing"

Alphabet	Strings	Production Rules
<p>A finite set (<math>\Sigma</math>), such as:</p> <p><math>\{0,1,2,3,4,5,6,7,8,9\}</math> <math>\{\text{aardvark},\dots,\text{zebra}\}</math> <math>\{\text{var},\text{print},\dots,\text{class},+,-\}</math></p>	<p>Ordered set of elements from a given <math>\Sigma</math>:</p> <p><math>\Sigma = \{a,b\}</math></p>	<p>Axioms that produce valid expressions from of given language (L).</p> <p>Each production is called a <u>derivation</u>.</p>



This only works  
for regular  
languages!

# Production Rules



# Production Rules

Symbols:

Terminal: an element from the alphabet with can't expand

$S \rightarrow Sb$



The diagram illustrates the production rule  $S \rightarrow Sb$ . A red dotted line starts from the terminal symbol 'b' in the right-hand side of the rule and points upwards and to the right towards the 'Terminal' definition box. A black dotted line starts from the non-terminal symbol 'S' in the right-hand side of the rule and points downwards and to the right towards the 'Non-terminal' definition box.

Non-terminal: References another rule of the grammar.

# Production Rules

```
breakfast → protein "with" breakfast "on the side" ;  
breakfast → protein ;  
breakfast → bread ;  
  
protein → crispiness "crispy" "bacon" ;  
protein → "sausage" ;  
protein → cooked "eggs" ;  
  
crispiness → "really" ;  
crispiness → "really" crispiness ;  
  
cooked → "scrambled" ;  
cooked → "poached" ;  
cooked → "fried" ;  
  
bread → "toast" ;  
bread → "biscuits" ;  
bread → "English muffin" ;
```

Make a breakfast!



# Production Rules

```
breakfast → protein ( "with" breakfast "on the side" )?  
          | bread ;  
protein   → "really" + "crispy" "bacon"  
          | "sausage"  
          | ( "scrambled" | "poached" | "fried" ) "eggs" ;  
bread     → "toast" | "biscuits" | "English muffin" ;
```

## Regular Expression Notation:

(...): Group

?: May or may not be used

+: One instance or more (unbounded)

|: Logical "or"

# Lox Grammar and Production

```
expression  → literal      End-of-the-line values
             | unary        Single-operand expressions
             | binary        Expressions composed of 2 operands
             | grouping ;    Any expression bounded by (...)

literal     → NUMBER | STRING | "true" | "false" | "nil" ;
grouping    → "(" expression ")" ;
unary       → ( "-" | "!" ) expression ;
binary      → expression operator expression ;
operator    → "==" | "!=" | "<" | "<=" | ">" | ">="
             | "+" | "-" | "*" | "/" ;
```

# The Visitor Pattern

Hello, I am wealthy  
socialite Childs  
Montgomery  
Hunton-Blather



# The Visitor Pattern

It is the social season, so I am currently taking callers at my residence.



# The Visitor Pattern

But! I only accept  
those callers who  
have been *invited*.



# The Visitor Pattern

Ah! A knock at my door! I must send Jeeves to see if this visitor is strictly *invited*.



VERY LOUD  
KNOCKING

# The Visitor Pattern

First, let's look at  
our guest list for  
whom to expect, tut  
tut.



```
abstract class Socialite{  
    interface Visitor<T> {  
        T visitChildsHome(person);  
    }  
}
```

# The Visitor Pattern

It looks like anyone  
who has permission to  
visitChildsHome can  
come see me!



```
abstract class Socialite{  
    interface Visitor<T> {  
        T visitChildsHome(person);  
    }  
}
```



# The Visitor Pattern

First, let us examine  
their invitation.

I accept(Duckworth)!



*Duckworth Charmington V*

```
public String visitChildsHome{  
    return "Yes, hrmph, indeed;"  
}
```



# The Visitor Pattern

Oh, good! Duckworth!  
Jolly good. Always  
glad to see a friend.



*Duckworth Charmington V*

```
public String visitChildsHome{  
    return "Yes, hrmph, indeed!";  
}
```



Yes,  
hrmph,  
indeed!

# The Visitor Pattern

Another knock! I am a  
popular socialite  
today!



VERY LOUD  
KNOCKING

# The Visitor Pattern

First, let us examine  
their invitation.



*Burt*  
Chimney Sweep

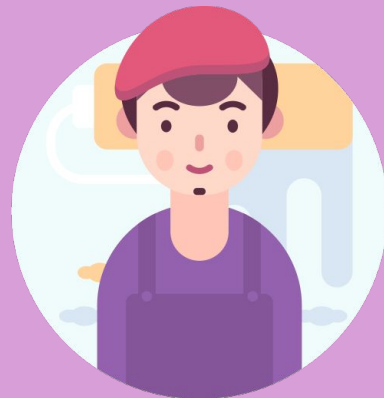


# The Visitor Pattern

That's not an invitation at all! I do not recognize you as a visitor, sir!



*Burt*  
Chimney Sweep



# The Visitor Pattern

Oh, I didn't see that  
you were a chimney  
sweep! You are in  
luck, friend, you can  
visit me for jobs!



`accept(Burt)`

*Burt*  
Chimney Sweep

```
public String visitForJobs{  
    return "Alright, guv'nor!";  
}
```



Alright,  
guv'nor!

# The Visitor Pattern

Let's add that to my  
list of social calls.



```
abstract class Socialite{  
    interface Visitor<T> {  
        T visitChildsHome(person);  
        T visitForJobs(person);  
    }  
}
```

# The Visitor Pattern

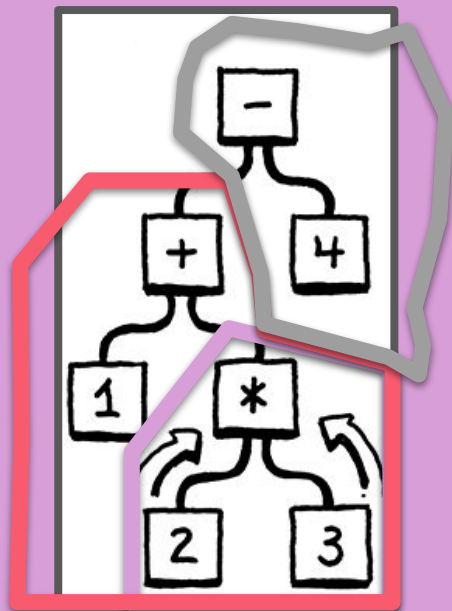
I am growing in  
influence!



```
abstract class Socialite{  
    interface Visitor<T> {  
        T visitChildsHome(person);  
        T visitForJobs(person);  
    }  
}
```



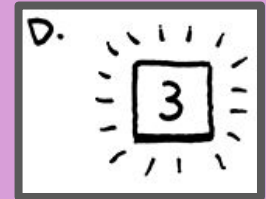
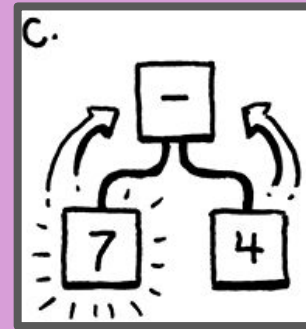
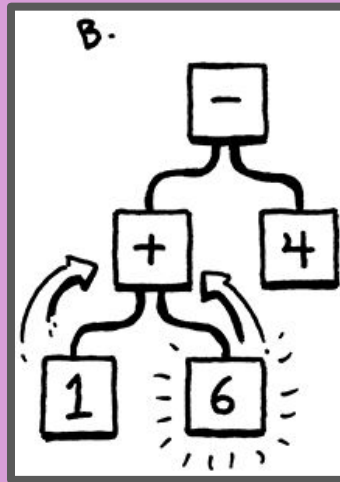
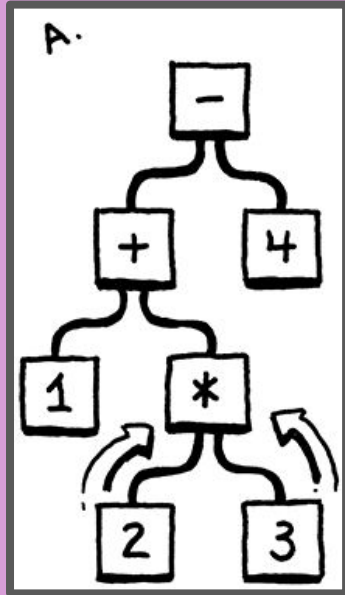
# Post-Order Traversal



1 + 2 \* 3 - 4

# Post-Order Traversal

$$1 + (2 * 3) - 4$$



# Post-Order Traversal

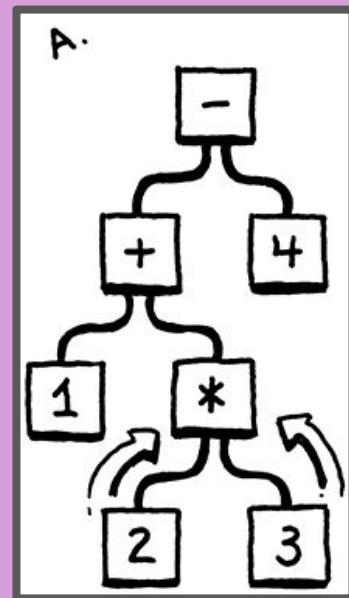
$1 + (2 * 3) - 4$

Normal Polish notation (NPN)

$(- (+ 1.0 ((* 2.0 3.0))) 4.0)$

Reverse Polish notation (RPN)

$1.0 \ 2.0 \ 3.0 \ * \ + \ 4.0 \ -$



# Post-Order Traversal (RPN)

Hint: think in binaries!

