

Assignment #2

Abstract Syntax Tree

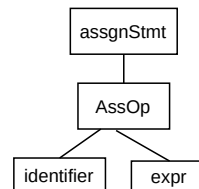
Deadline : 27/09/2020, 11:55PM

1 Task

The aim of the assignment is to create an Abstract Syntax Tree for the language used in Assignment#1 and perform queries on them.

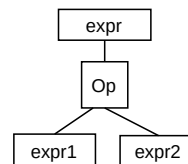
The Abstract Syntax Tree for various C constructs are as follows: (Note: $\text{expr} < i >$ are instances of 'expr' numbered just for clarity.)

- **Assignment Statement**

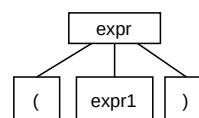
 $\text{assgnStmt} \rightarrow \text{var AssOp expr}$
 $\text{AssOp} \rightarrow \{ = \}$


- **Expressions**

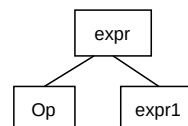
- Binary Operators

 $\text{expr} \rightarrow \text{expr1 Op expr2}$
 $\text{Op} \rightarrow \{ \text{Relational operators, Binary Operators, Logical Operators} \}$


- Parentheses expression

 $\text{expr} \rightarrow (\text{expr1})$


- Unary Operators

 $\text{expr} \rightarrow \text{Op expr1}$
 $\text{Op} \rightarrow \{ \text{Unary Operators} \}$


- **If Statement**

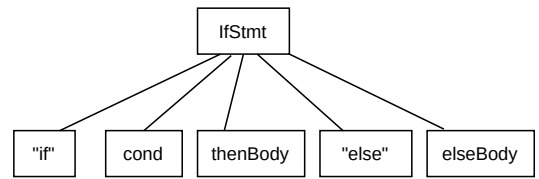
$$\text{If} \rightarrow \text{if (cond) } \{$$

$$\quad \text{thenBody}$$

$$\quad \} \text{ else } \{$$

$$\quad \text{elseBody}$$

$$\quad \}$$

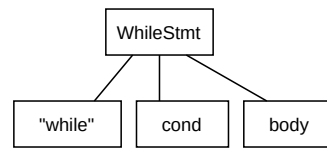


- **While Statement**

$$\text{WhileStmt} \rightarrow \text{while (cond) } \{$$

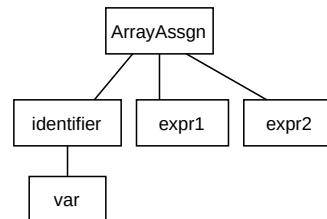
$$\quad \text{body}$$

$$\quad \}$$



- **Array Assignment Statement**

$$\text{ArrayAssgn} \rightarrow \text{var [expr1] = expr2 ;}$$



- **Variable Declaration**

$$\text{VarDecl} \rightarrow \text{type var ;}$$

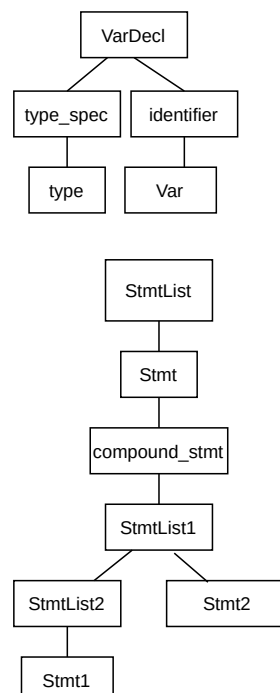
- **Block (Compound) Statement List**

$$\{$$

$$\text{Stmt1;}$$

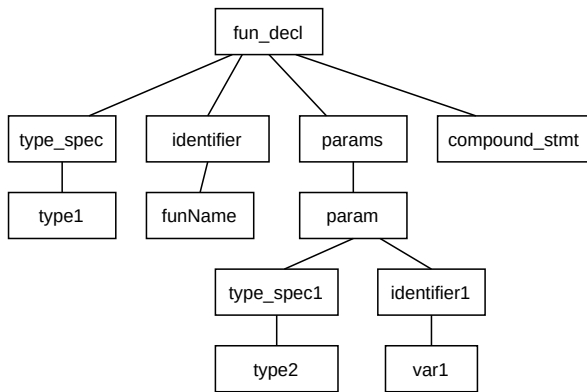
$$\text{Stmt2;}$$

$$\}$$



- **Function Definition**

```
type1 funName ( type2 var1 )
{
    stmt ;
}
```



2 Input

The input to the assignment is a subset of C programs restricted to the grammar mentioned in Section 4.

3 Output

Print the following in the same order:

- Longest Path of the Abstract Syntax Tree.
- Longest Path across all the subtrees of 'if' statement. If there are no if statements, Print '0'.
- Longest Path across all the subtrees of 'while' statement. If there are no while statements, Print '0'.
- Longest Path across all the subtrees of 'switch' statement. If there are no switch statements, Print '0'.
- Longest Path of the 'main' function subtree.

4 Grammar

Below is the grammar to be used for the assignment :

```
program → decl_list
decl_list → decl_list decl | decl
decl → var_decl | func_decl | struct_decl
struct_decl → "struct" identifier "{" local_decls "}" ";"
var_decl → type_spec identifier ";"
          | type_spec identifier "," var_decl
          | type_spec identifier "[" integerLit "]" ";"
          | type_spec identifier "[" integerLit "]" "," var_decl
type_spec → extern_spec "void" | extern_spec "int" | extern_spec "float"
          | extern_spec "void" "*" | extern_spec "int" "*" | extern_spec "float" "*"
          | "struct" identifier | "struct" identifier "*"
extern_spec → "extern" | ε
fun_decl → type_spec identifier "(" params ")" compound_stmt
params → param_list | ε
param_list → param_list "," param | param
param → type_spec identifier | type_spec identifier "[" "]"
stmt_list → stmt_list stmt | stmt
stmt → assign_stmt | compound_stmt | if_stmt | while_stmt | switch_stmt
      | return_stmt | break_stmt | continue_stmt | dowhile_stmt | print_stmt
      | incr_stmt | decr_stmt
while_stmt → "while" "(" expr ")" stmt
dowhile_stmt → "do" stmt "while" "(" "expr" ")" ";"
print_stmt → "printf" "(" format_specifier "," identifier ")" ";"
format_specifier → "%d"
compound_stmt → "{" local_decls stmt_list "}"
local_decls → local_decls local_decl | ε
local_decl → type_spec identifier ";"
            | type_spec identifier "[" expr "]" ";"
if_stmt → "if" "(" expr ")" stmt
         | "if" "(" expr ")" stmt "else" stmt
return_stmt → "return" ";" | "return" expr ";"
break_stmt → "break" ";"
continue_stmt → "continue" ";"
switch_stmt → "switch" "(" expr ")" "{" compound_case default_case "}"
compound_case → single_case compound_case
              | single_case
single_case → "case" integerLit ":" stmt_list
default_case → "default" ":" stmt_list
```

$\text{assign_stmt} \rightarrow \text{identifier "=" expr ";;"} \mid \text{identifier "[" expr "]" "=" expr ";;"} \\
\mid \text{identifier "->" identifier "=" expr ";;"} \\
\mid \text{identifier "." identifier "=" expr ";;"} \\
\text{incr_stmt} \rightarrow \text{identifier "++" ";;"} \\
\text{decr_stmt} \rightarrow \text{identifier "--" ";;"} \\
\text{expr} \rightarrow \text{Pexpr "<" Pexpr} \mid \text{Pexpr ">" Pexpr} \\
\rightarrow \text{Pexpr "<=" Pexpr} \mid \text{Pexpr ">=" Pexpr} \\
\rightarrow \text{Pexpr "||" Pexpr} \mid \text{"sizeof" "(" Pexpr ")"} \\
\rightarrow \text{Pexpr "==" Pexpr} \mid \text{Pexpr "!=" Pexpr} \mid \text{Pexpr "<=>" Pexpr} \\
\rightarrow \text{Pexpr "&\&" Pexpr} \mid \text{Pexpr "->" Pexpr} \\
\rightarrow \text{Pexpr "+" Pexpr} \mid \text{Pexpr "-" Pexpr} \\
\rightarrow \text{Pexpr "*" Pexpr} \mid \text{Pexpr "/" Pexpr} \mid \text{Pexpr "%" Pexpr} \\
\rightarrow \text{"!" Pexpr} \mid \text{"-" Pexpr} \mid \text{"+" Pexpr} \mid \text{"*" Pexp} \mid \text{"\&" Pexp} \\
\rightarrow \text{Pexpr} \\
\rightarrow \text{identifier "(" args ")"} \\
\rightarrow \text{identifier "[" expr "]"} \\
\text{Pexpr} \rightarrow \text{integerLit} \mid \text{floatLit} \mid \text{identifier} \mid \text{"(" expr ")"} \\
\text{integerLit} \rightarrow < \text{INTEGER_LITERAL} > \\
\text{floatLit} \rightarrow < \text{FLOAT_LITERAL} > \\
\text{identifier} \rightarrow < \text{IDENTIFIER} > \\
\text{arg_list} \rightarrow \text{arg_list "," expr} \mid \text{expr} \\
\text{args} \rightarrow \text{arg_list} \mid \epsilon$

5 Example

5.1 Input

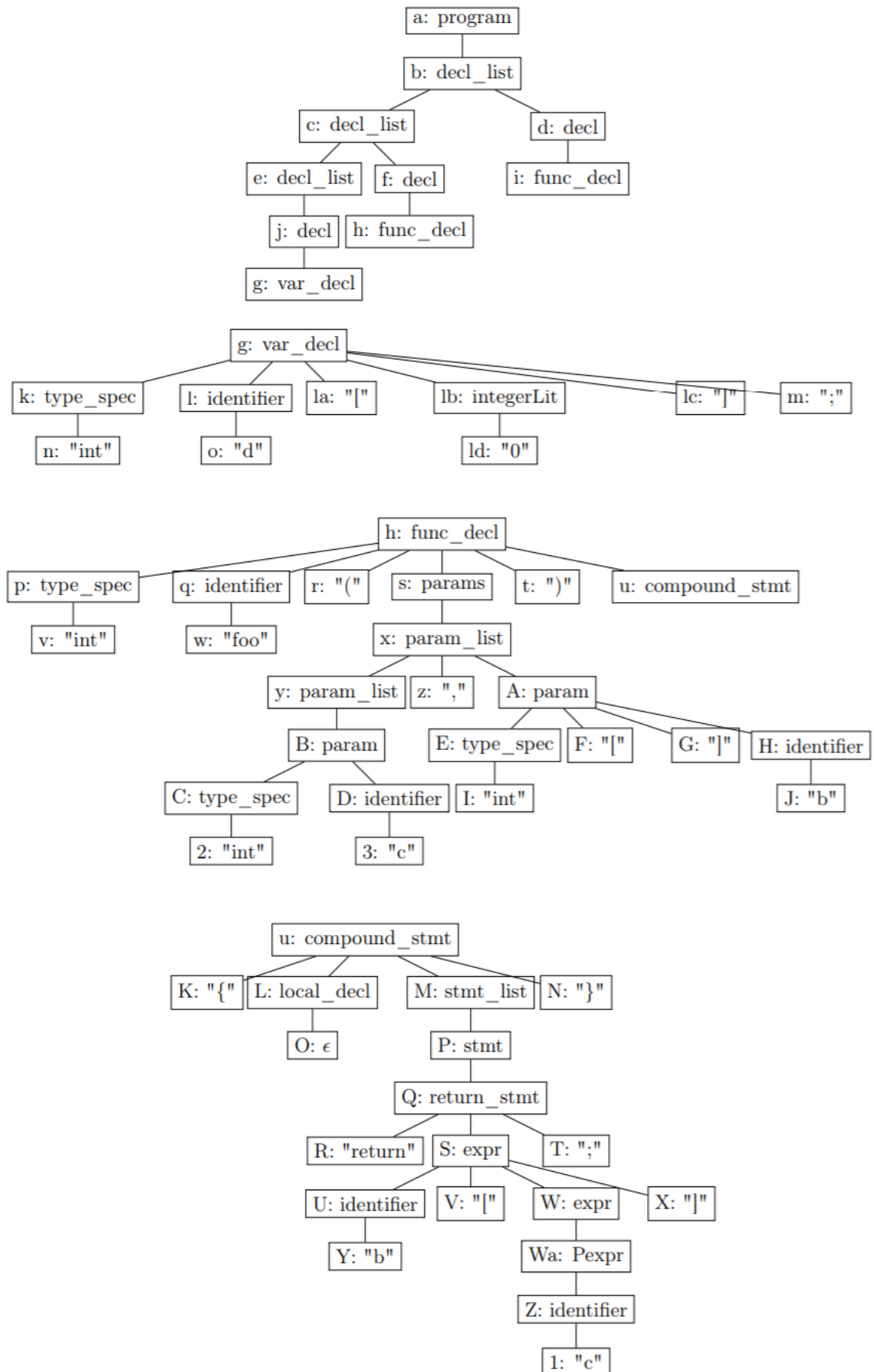
```
int d [ 10 ] ;
int foo ( int c , int [] b)
{
    return b [ c ] ;
}
int main ( )
{
    int i ;
    i = 0;
    if ( i == 0 )
        i = i + 1;
    while ( i < 10)
    {
        i = i + 1;
    }
    return foo (4 , d);
}
```

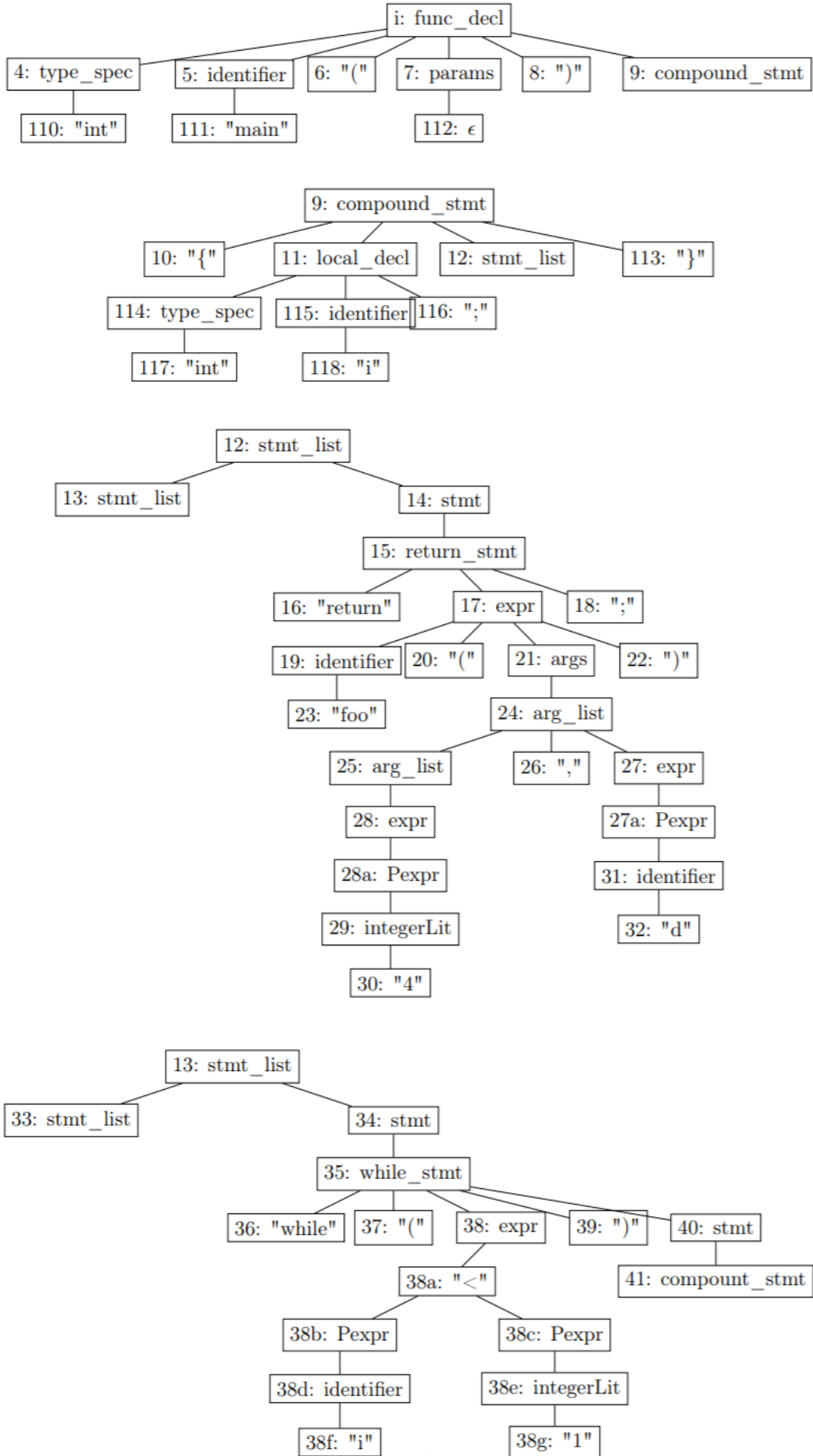
5.2 Output

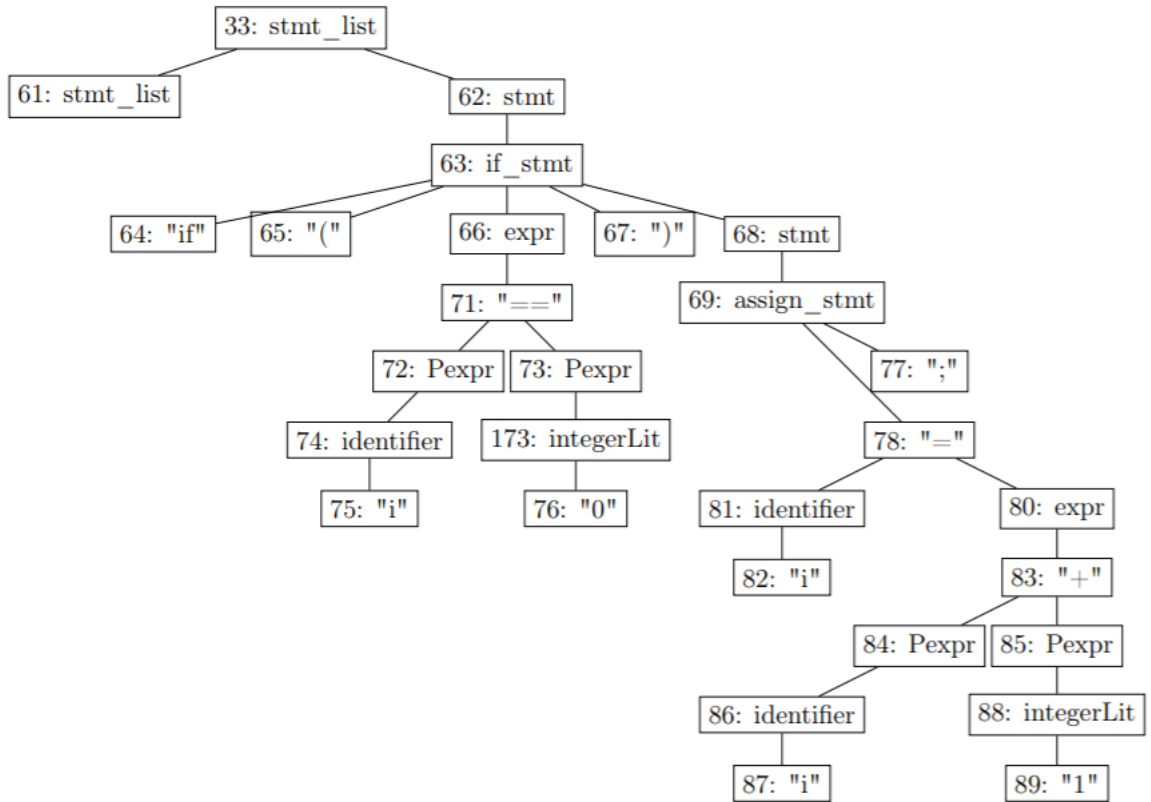
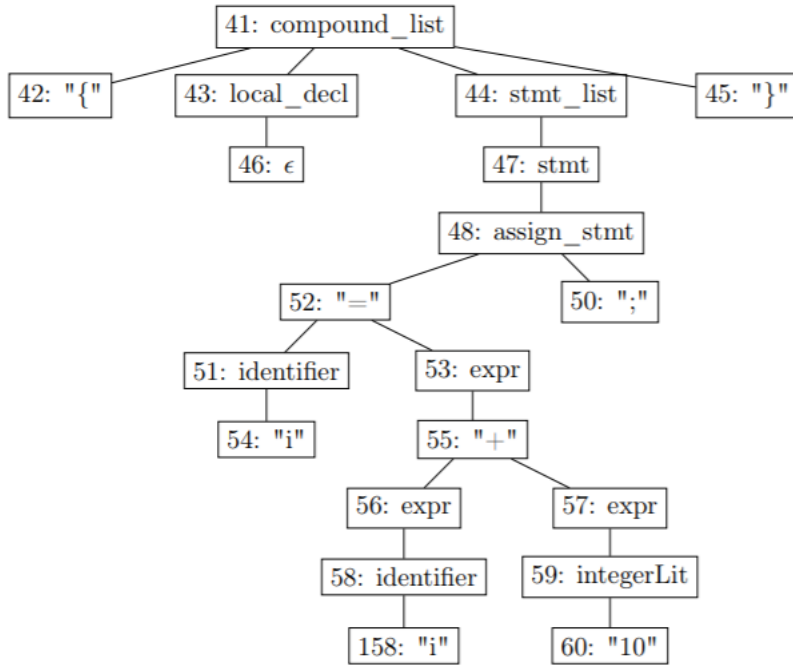
- 32 (Rooted at a)
- 14 (Rooted at 63)
- 17 (Rooted at 35)
- 0
- 25 (Rooted at i)

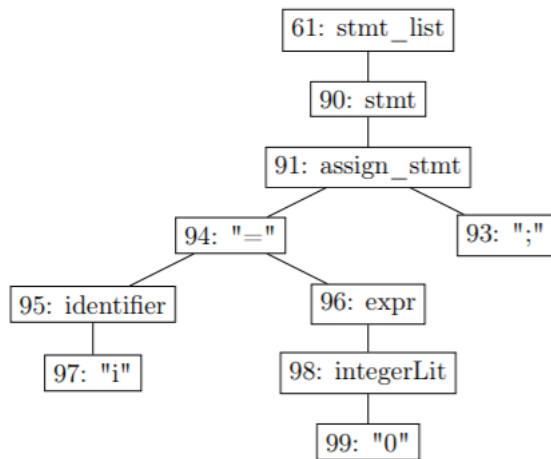
The actual output has to contain only one number on each line.

5.3 AST :









6 Submission

Submit a tar.gz file with filename as <ROLLNO>_A2.tar.gz (eg. CS15B001_A2.tar.gz) having the following structure:

- CS15B001 <directory>
 - *.l
 - *.y
 - Makefile

Note: The Makefile should run lex, yacc, compile the generated code and generate an executable a.out file.