

System Programming

Abhijit Mane

abhipucsd.123@gmail.com

8796194950

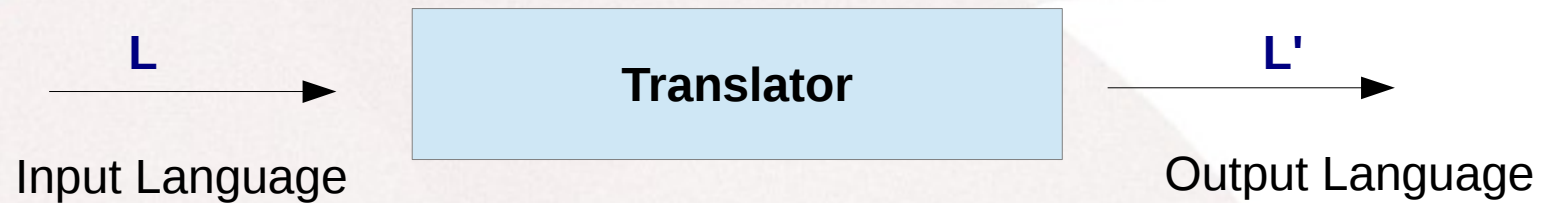
Contents

- General Compiler infra-structure
- An Introduction to LEX and YACC
 - General Structure
 - Regular Expressions
 - Lex - A lexical analyzer
 - Yacc - Yet another compiler compiler
 - Main Program

Why Study Compilers?

- To enhance understanding of programming languages
- To have an in-depths knowledge of low-level machine executables
- To write compilers and interpreters for various programming languages and domain-specific languages
 - Examples: Java, JavaScript, C, C++, C#, Modula-3, Scheme, ML, Tcl/Tk, Database Query Lang., Mathematica, Matlab, Shell-Command-Languages, Awk, Perl, your .mailrc file, HTML, TeX, PostScript, Kermit scripts,
- To learn various system-building tools : Lex, Yacc, ...
- To learn interesting compiler theory and algorithms.
- To learn the beauty of programming in modern programming lang.

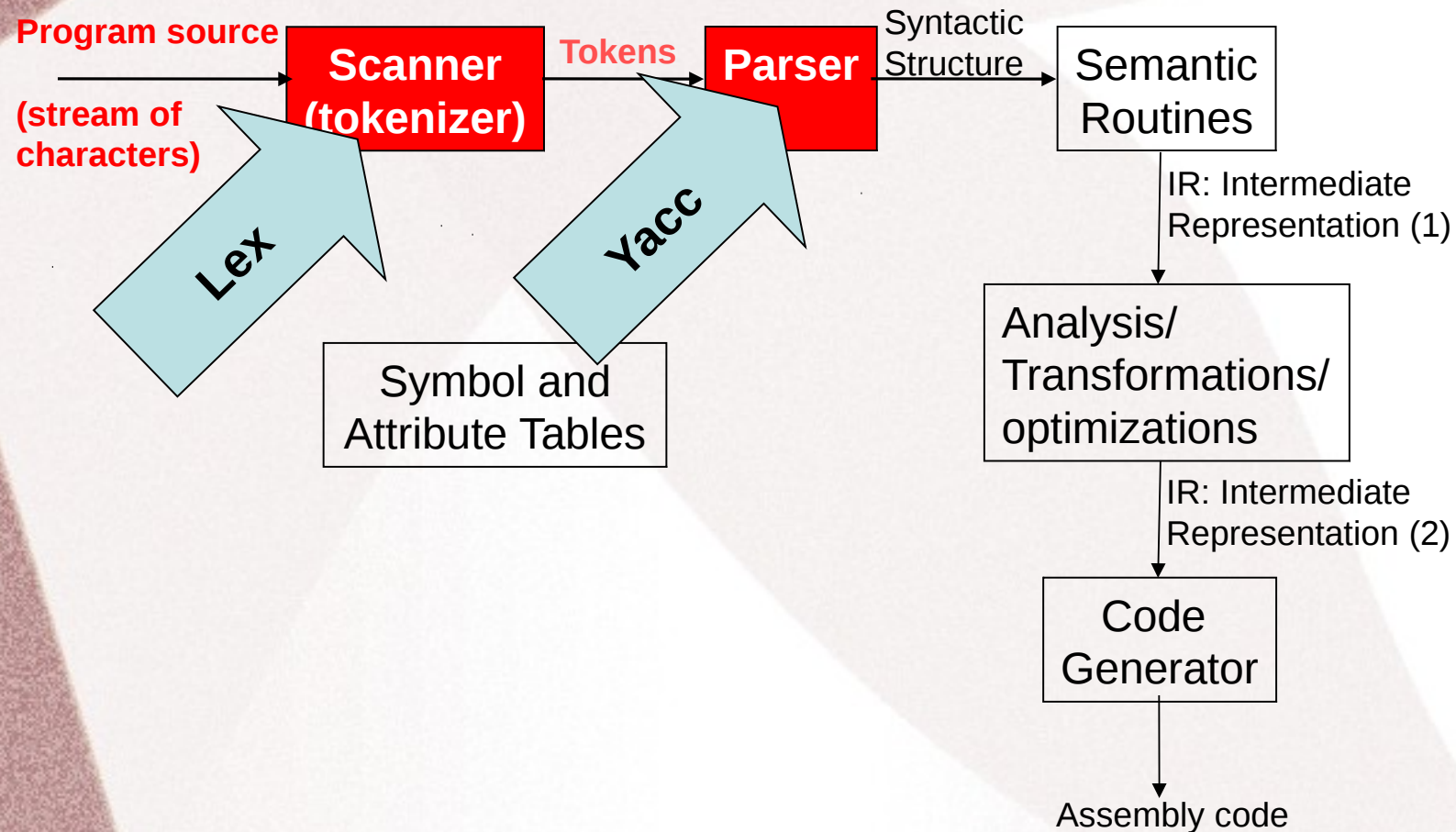
Compilers are Translators



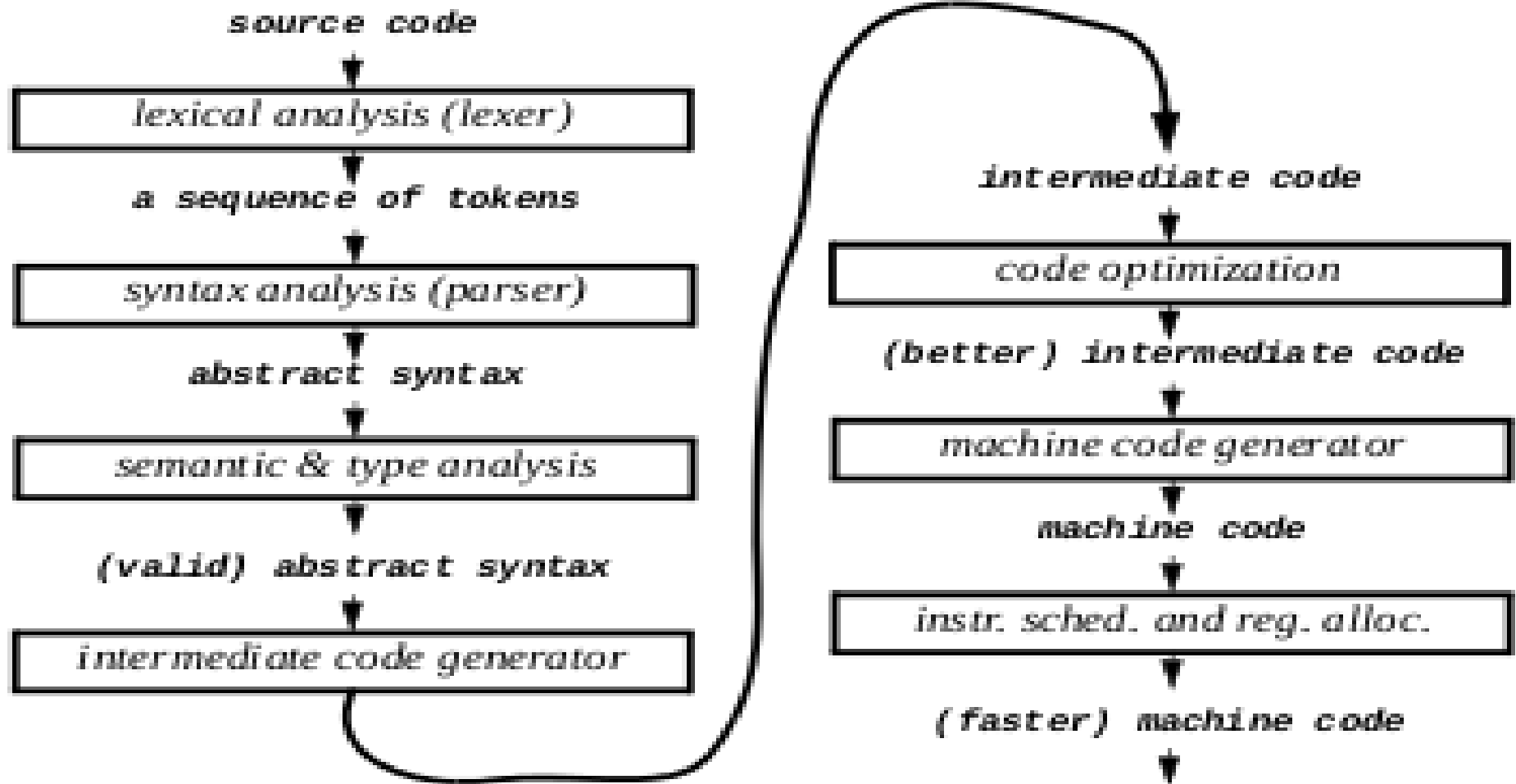
Various forms of translators

L	L'	translator
C++, ML, Java	assembly/machine code	compiler
assembly lang.	machine code	assembler
“object” code (*.o file)	“executable” code (a.out)	linker/loader
macros/text	text	macro processor (cpp)
troff/Tex/HTML	PostScript	document formatter
any file (e.g., foo)	compressed file (foo.Z)	file compressor

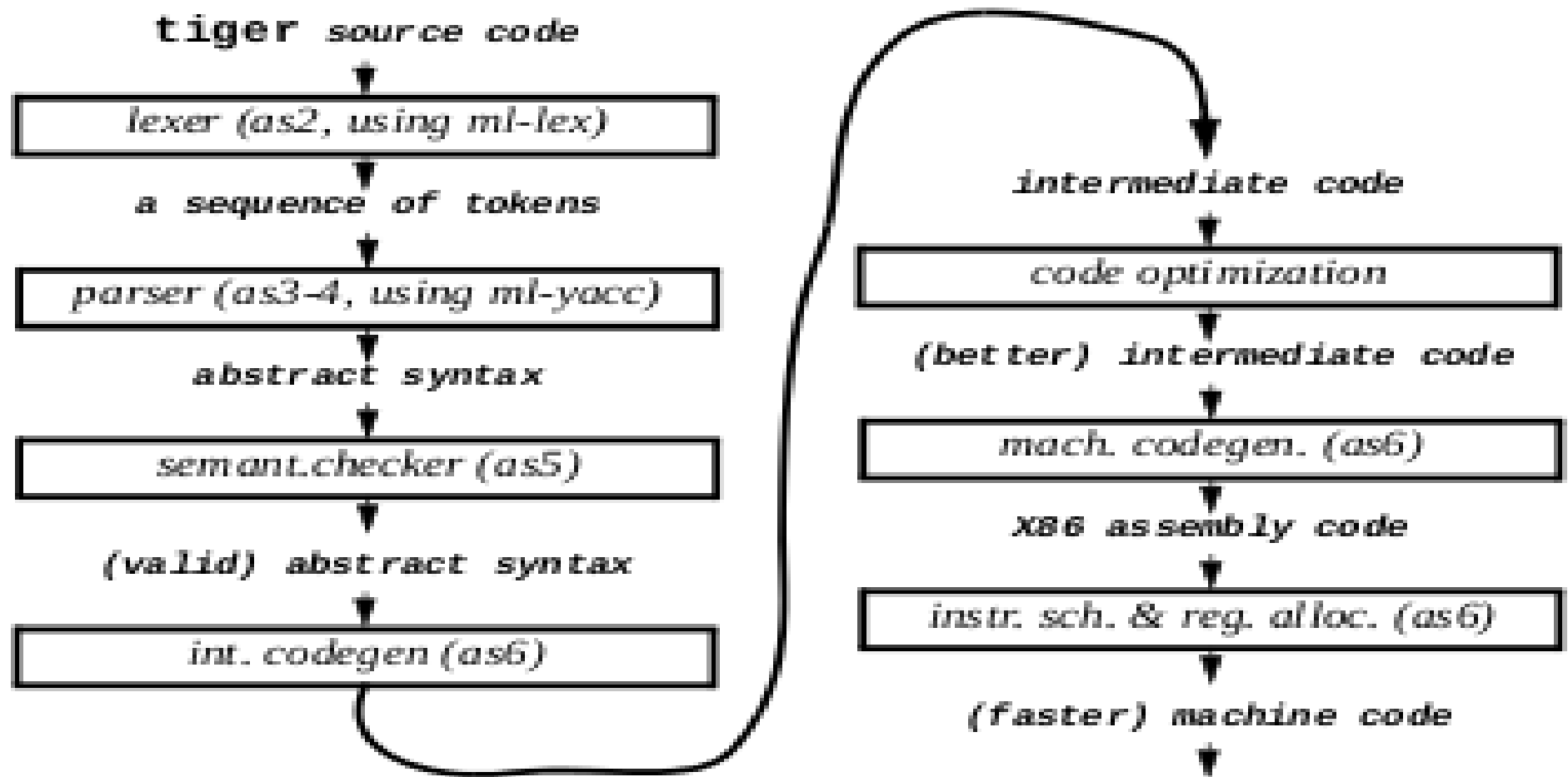
General Compiler infra-structure



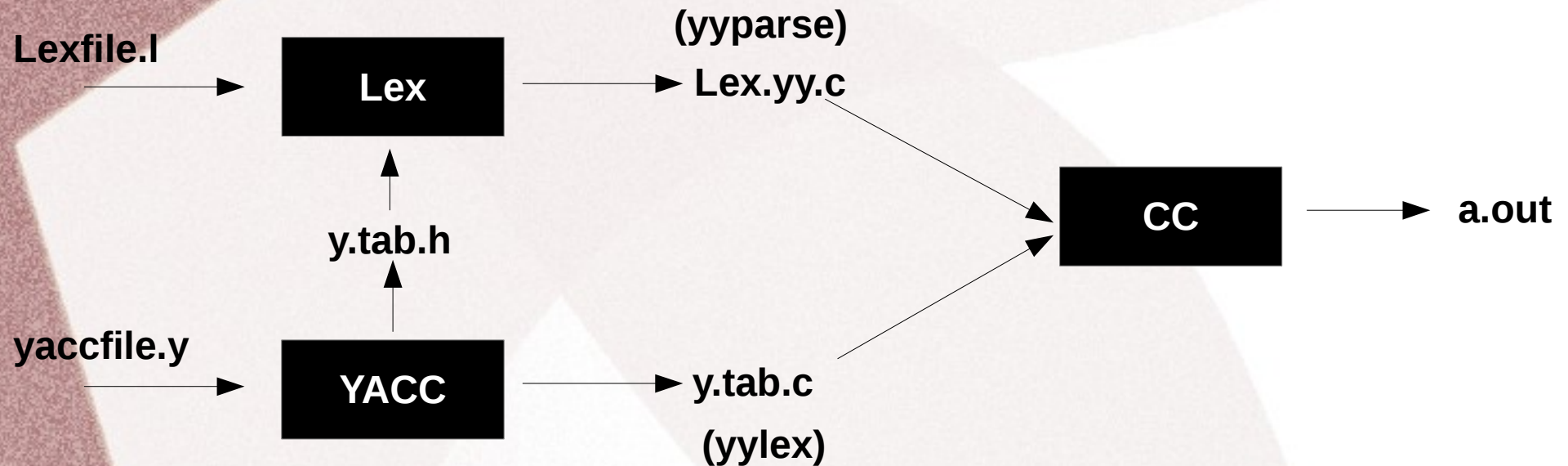
Compilation Phases



What happens internally?



General Structure



Lex

generates C code for the lexical analyzer (scanner)
Token patterns specified by regular expressions

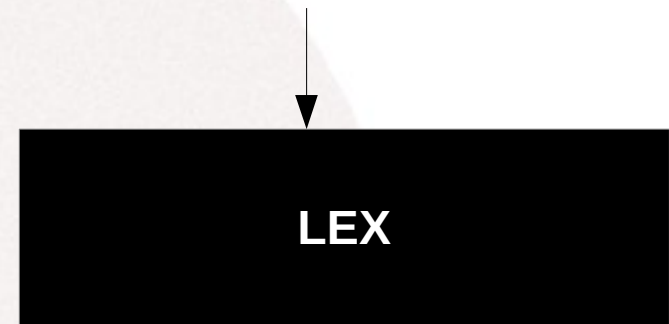
Yacc

generates C code for a LR(1) syntax analyzer (parser)
BNF rules for the grammar

Lex: A Scanner Generator

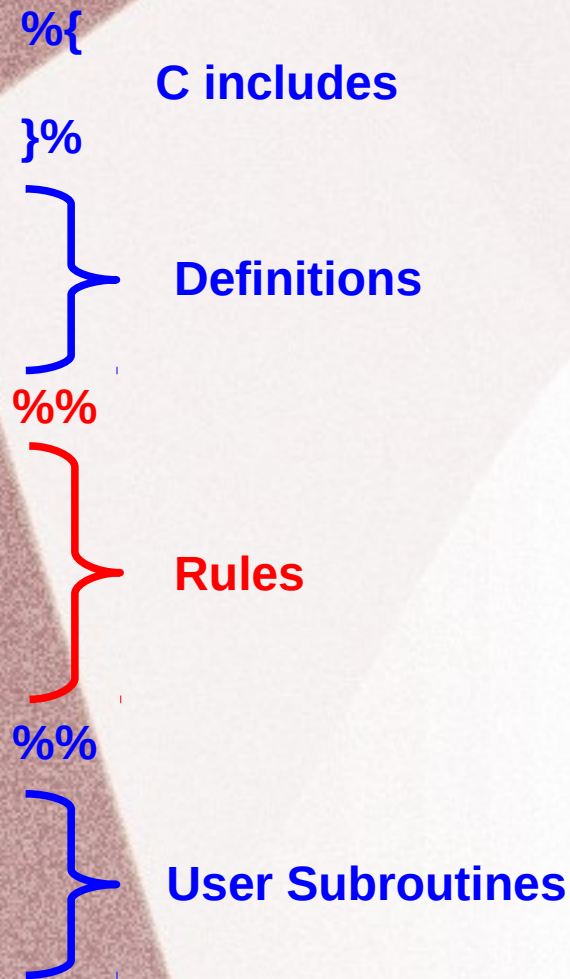
- Helps write programs whose control flow is directed by instances of regular expressions in the input stream.
- `yylex()` :
 - matches the input stream against the table of regular expressions supplied
 - carries out the associated action when a match is found.

Table of regular expressions
+ associated actions



`yylex()`
(in file `lex.yy.c`)

Structure of Lex Specification File



Red : required
Blue : optional

Rules : line oriented:

<reg . exp> <whitespace> <action>

<reg . exp > : starts at beginning of line, continues upto first un-escaped whitespace

<action> : a single C statement (multiple statements: enclose in braces { }).

unmatched input characters : copied to stdout.

Lex predefined variables and functions

Name	Function
<code>int yylex(void)</code>	call to invoke lexer, returns token
<code>char *yytext</code>	pointer to matched string
<code>yyleng</code>	length of matched string
<code>yylval</code>	value associated with token
<code>int yywrap(void)</code>	wrapup, return 1 if done, 0 if not done
<code>FILE *yyout</code>	output file
<code>FILE *yyin</code>	input file
<code>INITIAL</code>	initial start condition
<code>BEGIN</code>	condition switch start condition
<code>ECHO</code>	write matched string

Lex – Pattern Matching Primitives

Metacharacter	Matches
.	any character except newline
\n	newline
*	zero or more copies of the preceding expression
+	one or more copies of the preceding expression
?	zero or one copy of the preceding expression
^	beginning of line
\$	end of line
a b	a or b
(ab) +	one or more copies of ab (grouping)
"a+b"	literal "a+b" (C escapes still work)
[]	character class

Lex – Pattern Matching Examples

Expression	Matches
<code>abc</code>	<code>abc</code>
<code>abc*</code>	<code>ab abc abcc abccc ...</code>
<code>abc+</code>	<code>abc abcc abccc ...</code>
<code>a(bc) +</code>	<code>abc abcbc abcbcbc ...</code>
<code>a(bc) ?</code>	<code>a abc</code>
<code>[abc]</code>	one of: <code>a</code> , <code>b</code> , <code>c</code>
<code>[a-z]</code>	any letter, <code>a-z</code>
<code>[a\-z]</code>	one of: <code>a</code> , <code>-</code> , <code>z</code>
<code>[-az]</code>	one of: <code>-</code> , <code>a</code> , <code>z</code>
<code>[A-Za-z0-9] +</code>	one or more alphanumeric characters
<code>[\t\n] +</code>	whitespace
<code>[^ab]</code>	anything except: <code>a</code> , <code>b</code>
<code>[a^b]</code>	one of: <code>a</code> , <code>^</code> , <code>b</code>
<code>[a b]</code>	one of: <code>a</code> , <code> </code> , <code>b</code>
<code>a b</code>	one of: <code>a</code> , <code>b</code>

Regular Expressions

- What ,Where and How ?
- Write a regular expression that generates each of the following languages over the alphabet $\Sigma = \{0, 1\}$. In each case, explain how your answer works.
 - a) $\{x \in \Sigma^* \mid x \text{ begins with a } 0 \text{ and ends with a } 1 \}$
 - b) $\{x \in \Sigma^* \mid |x| > 3\}$
 - c) $\{x \in \Sigma^* \mid |x| \text{ is an even integer} \}$
 - d) $\{x \in \Sigma^* \mid x \text{ contains at least one of the substrings } 000 \text{ or } 111 \}$
 - e) $\{x \in \Sigma^* \mid x \text{ contains both of the substrings } 000 \text{ and } 111 \}$
 - f) Find all patterns that has at least one but no more than 3, 'a's

RE Examples

- Write the grep commands for each of the following tasks
 - a) Find all patterns that matches the pattern “ted” or “fred”
 - b) Find all patterns that matches ed, ted or fed
 - c) Find all patterns that does not begin with “g”
 - d) Find all patterns that begins with g or any digit from 0-9
 - e) Find all patterns that begins with “pucsd”
 - f) Find lines in a file where the pattern “sam” occurs at least twice
 - g) Find all lines in a file that contain email addresses
- Write a regex that matches any number between 1000 and 9999
- Write a regex that matches any number between 100 and 9999
- Write a regex that lists all the files in the current directory that was created in Nov and are txt files.

Lex program

```
%{  
... c includes ...  
%}  
... definitions ...  
%%  
... rules ...  
%%  
... subroutines ...
```

```
%{  
#include <stdio.h>  
#include "y.tab.h"  
int c;  
extern int yylval;  
%}  
  
%%  
  
" " ;  
  
[a-z] { c = yytext[0]; yylval = c - 'a';  
return(LETTER); }  
  
[0-9]* { yylval = atoi(yytext);  
return(NUMBER); }  
  
[^a-z0-9\b] { c = yytext[0]; return(c); }
```


Examples of Lex Rules

- `int` `printf("keyword: INTEGER\n");`
- `[0-9]+` `printf("number\n");`
- `"-"?[0-9]+("."[0-9]+)?` `printf("number\n");`

Choosing between different possible matches:

- When more than one pattern can match the input, lex chooses as follows:
 - The longest match is preferred.
 - Among rules that match the same number of characters, the rule that occurs earliest in the list is preferred.

Communicating with the user program

yytext : a character array that contains the actual string that matched a pattern.

yyleng : the no. of characters matched.

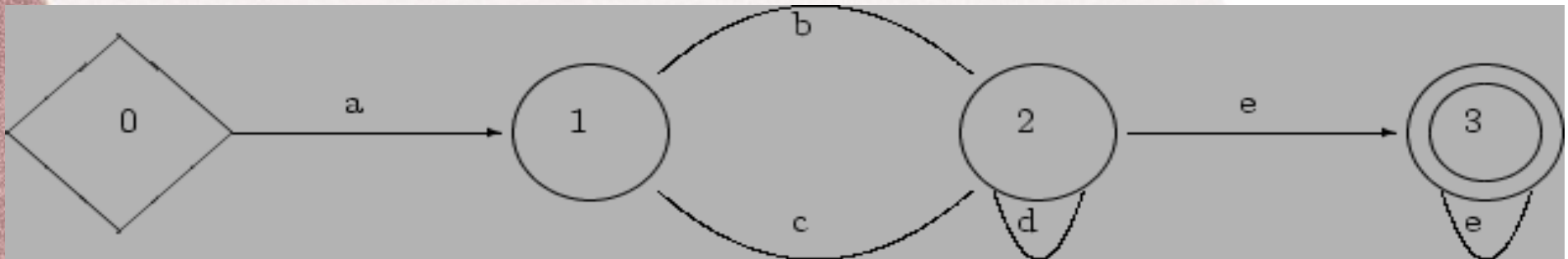
Example :

- `[a-z][a-z0-9_]*` `printf("ident: %s\n", yytext);`
- Counting the number of words in a file and their total size:
 - `[a-zA-Z]+` `{nwords += 1; size += yyleng;}`

How lexers work?

Lexers - Finite State Automata (FSA)

- Lexers are also known as scanners. LEX converts each set of regular expressions into a Deterministic FSA (DFSA) e.g. for $a(b|c)d^+e^+$



which has states 0 to 3, where state 0 is the initial state and state 3 is an accept state that indicates a possible end of the pattern.

General Algorithm

state= 0; get next input character

while (not end of input) {

 depending on current state and input character

 match: /* input expected */

 calculate new state; get next input character

 accept: /* current pattern completely matched */

 perform action corresponding to pattern; state= 0

 error: /* input unexpected */

 reset input; report error; state= 0

}

Pattern Matching and Action

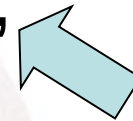
Match a character
in the a-z range



Buffer



```
[a-z] { c = yytext[0]; yylval = c - 'a';  
      return(LETTER); }
```

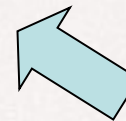


Place the offset c - 'a'
In the stack

Match a positive integer
(sequence of 0-9 digits)



```
[0-9]* { yylval = atoi(yytext);  
        return(NUMBER); }
```



Place the integer value
In the stack

Steps to Execute Lex Program

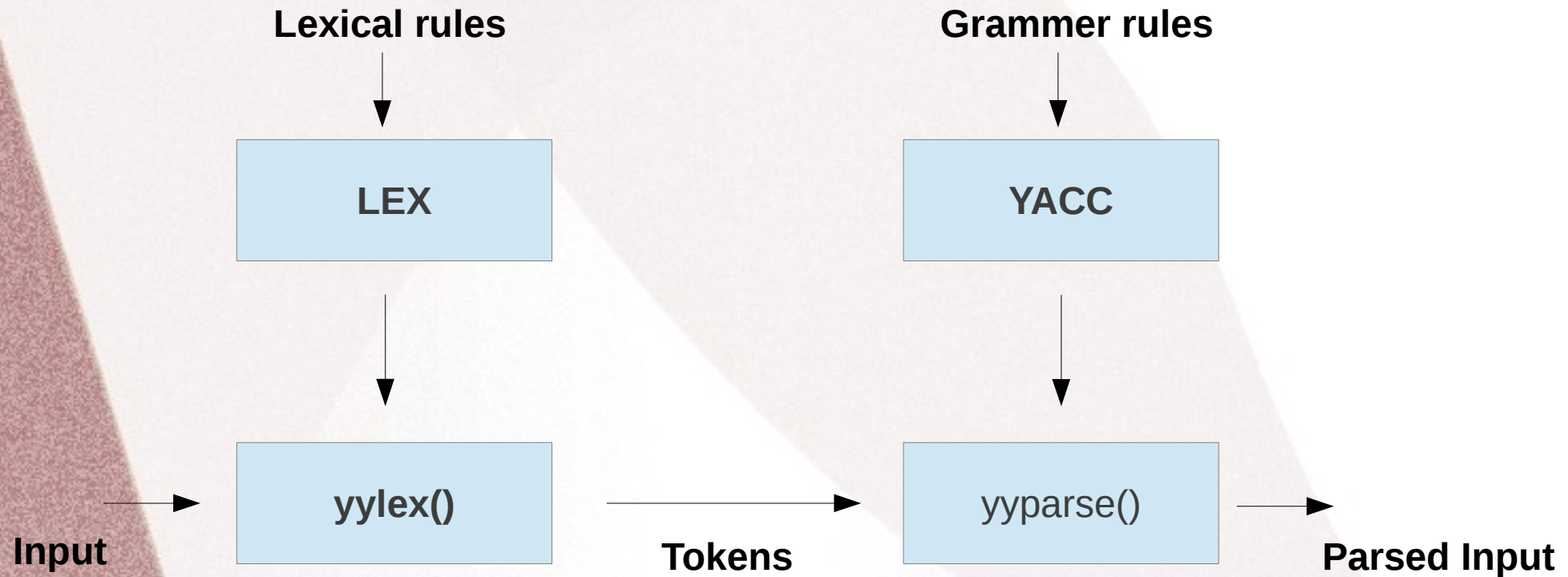
- **lex <pgm name>**
- **cc lex.yy.c -ll**
- **./a.out**

Examples: Lexical Analysis

1. Remove white space (very simple example)
2. Character, line, word counting Lex example from the slides.
3. Lex example using states: removing comments from code
4. Transforming input

Yacc: A Parser Generator

- Takes a specification for a CFG, produces an LALR parser.



Structure of Yacc Specification File

%{

C includes

%}

}

Definitions

%%

}

Rules

%%

}

User Subroutines

Red : required
Blue : optional

Yacc: Grammar Rules

- Terminals (tokens) : Names must be declared:
 - %token name 1 name 2 ...

Any name not declared as a token in the declarations section is assumed to be a nonterminal.

- Start symbol :
 - may be declared, via: %start name
 - if not declared explicitly, defaults to the nonterminal on the LHS of the first grammar rule listed.

Yacc Grammar Rules

- Productions : A grammar production $A \rightarrow B_1 B_2 \dots B_n$ is written as

- $A : B_1 B_2 \dots B_n ;$

Note: Left-recursion is preferred to right-recursion for efficiency reasons.

- Example:

- `stmt : KEYWD_IF '(' expr ')' stmt ;`

Actions

- the user may associate actions to be performed each time the rule is recognized in the input process, eg:

```
XXX : YYYY ZZZ    { printf("a message\n"); }  
;
```

- \$ is special!
 - \$n → psuedo-variables which refer to the values returned by the components of the right hand side of the rules.
 - \$\$ → The value returned by the left-hand side of a rule.

```
Expr : '(' expr ')'    { $$ = $2 ; }  
;
```

- Default return type is integer.

Declarations

- **%start** : means the whole input should match line
- **%union**: lists all possible types for values associated with parts of the grammar and gives each a field-name
- the type is generated and must be included into the lex source so that types can be associated with tokens.

```
typedef union {  
    body of union ...  
} YYSTYPE;
```

- **%type**: gives an individual type for the values associated with each part of the grammar, using the field-names from the %union declaration

Yacc program

```
%{  
... c includes ...  
%}  
... definitions ...  
%%  
... rules ...  
%%  
... subroutines ...
```

```
%{  
#include <stdio.h>  
int regs[26];  
int base;  
%}  
  
%token NUMBER LETTER  
%left '+' '-'  
%left '*' '/'  
%%  
  
list: | list stat '\n' |list error '\n' {yyerrok;} ;  
  
stat:  expr      {printf("%d\n",$1);}  
      | LETTER '=' expr      {regs[$1] = $3;};  
  
expr:  
'(' expr ')'      {$$ = $2;}      |  
expr '+' expr      {$$ = $1 + $3;}      |  
LETTER             {$$ = regs[$1];}  
  
%%  
main(){return(yyparse());}  
yyerror(CHAR *s){fprintf(stderr, "%s\n",s);}  
yywrap(){ return(1);}
```


Rule Reduction and Action

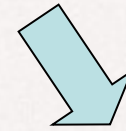
Grammar rule



stat: expr

| LETTER '=' expr

Action



{printf("%d\\n",\$1);}

{regs[\$1] = \$3;;}

expr:

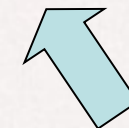
expr '+' expr

LETTER

{\$\$ = \$1 + \$3;}

{\$\$ = regs[\$1];}

|



“or” operator:
For multiple RHS

Communication between Scanner and Parser

- The user must supply an integer-valued function `yylex()` that implements the lexical analyzer (scanner).
- If there is a value associated with the token, it should be assigned to the external variable `yylval`.
- The token error is reserved for error handling.
- Token numbers : These may be chosen by the user if desired. The default is:
 - chosen by yacc [in a file `y.tab.h`]
 - the token no. for a literal is its ASCII value
 - other tokens are assigned numbers starting at 257
 - the endmarker must have a number zero or negative.
- Generate `y.tab.h` using `'yacc -d'`

Using Yacc

- Suppose the grammar spec is in a file `foo.y`. Then:
 - The command `'yacc foo.y'` yields a file `y.tab.c` containing the parser constructed by yacc.
 - The command `'yacc -d foo.y'` constructs a file `y.tab.h` that can be `#include'd` into the scanner generated by `lex`.
 - The command `'yacc -v foo.y'` additionally constructs a file `y.output` containing a description of the parser (useful for debugging).
- The user needs to supply a function `main()` to driver, and a function `yyerror()` that will be called by the parser if there is an error in the input.

Conflicts and Ambiguities

- Conflicts may be either shift/reduce or reduce/reduce:
 - In a shift/reduce conflict, the default is to shift.
 - In a reduce/reduce conflict, the default is to reduce using the first applicable grammar rule.
- Arithmetic Operators : associativity and precedence can be specified:
Associativity: use %left, %right, %nonassoc
- Precedence (Binary Operators):
 - Specify associativity using %left etc.
 - Operators within a group have same precedence. Between groups, precedence increases going down.

Conflicts and Ambiguities cont'd

- Precedence (Unary Operators): use %prec keyword. This changes the precedence of a rule to be that of the following token.
- Example:

```
%left '+' '-'
```

```
%left '*' '/'
```

```
.....
```

```
expr :    expr '+' expr
```

```
      |    expr '*' exp
```

```
      |    '-' expr  %prec '*'
```

```
      |    ID
```

Steps to execute YACC program:

- **yacc -d <yacc_pgm name>**
- **lex <lex_pgm_name>**
- **cc y.tab.c lex.yy.c -ly -ll**
- **./a.out**

Examples

- Program to recognize strings 'aaab', 'abbb', 'ab' and 'a' using $\text{grammar}(a^n b^n, n \geq 0)$

Conclusions

- Yacc and Lex are very helpful for building the compiler front-end
- A lot of time is saved when compared to hand-implementation of parser and scanner
- They both work as a mixture of “rules” and “C code”
- C code is generated and is merged with the rest of the compiler code