

# EECS 368

## Programming Language Paradigms

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# Summary of Last Class

## Machine Codes to Modern Languages

Improving levels of abstraction over time.

- The ability to write using mnemonics, not binary codes
- The ability to write formulas
- The ability to structure code in terms of objects
- The ability to create objects, and have them automatically disposed of after you have finished with them

## Syntax for Languages

- Different flavors and families of syntax
- Understanding a language starts with understanding its syntax
- There are tools and techniques for expressing and understanding syntax

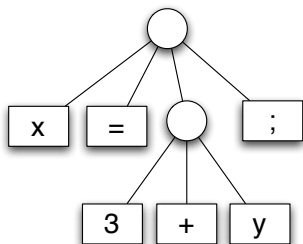
**Syntax trees are a fundamental data structure used to understand and implement computer languages**

Backus-Naur Form (BNF) is way of expressing valid concrete syntax trees

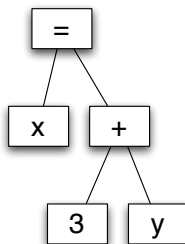
# What is a Syntax Tree?

A tree that represents the syntactical structure of a specific program written in a specific language.

**$x = 3 + y;$**



Concrete Syntax Tree

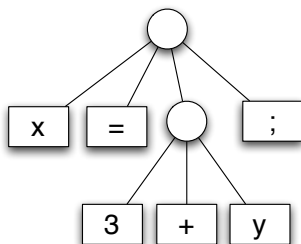


Abstract Syntax Tree

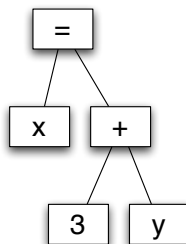
# Concrete and Abstract Syntax Trees

**Concrete Syntax Trees** contains the original textual information

**Abstract Syntax Trees** have an abstracted, idealized view of a program

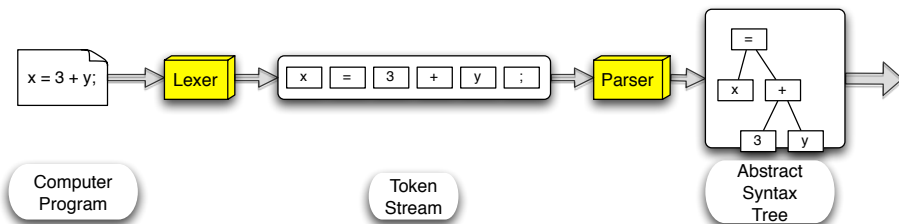


Concrete Syntax Tree

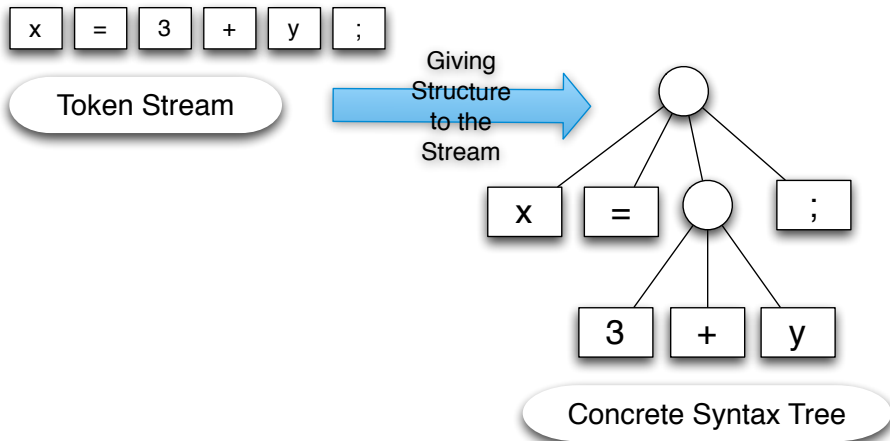


Abstract Syntax Tree

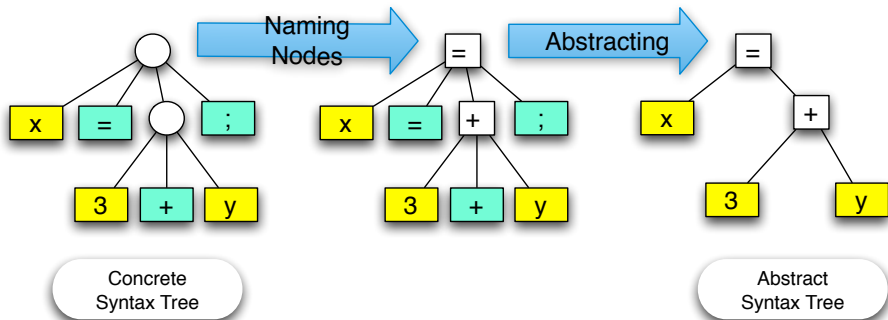
# Generating Syntax Trees



# Discovering Structure in Tokens



# Concrete to Abstract Trees





Inside real compilers, we

- Turn our computer program into a stream of tokens
- Understand the hidden structure of our stream using a notation that expresses valid concrete syntax trees
- When discovering this structure, we build an abstract syntax tree internally

Backus-Naur Form (BNF) is way of expressing valid concrete syntax trees

# Backus-Naur Form

- **Non Terminals** are **internal nodes** in a concrete syntax
- S and E are the **Non Terminals**
- **Terminals** are **leaf nodes** in a concrete syntax
- id, =, ;, num, +, \*, ( and ) are the **Terminals**
- id and num are special terminals, with a payload

Our token stream for our example

x = 3 + y;

Actually is a stream of terminals, with optional payloads.



## Example BNF

S ::= id = E ;

E ::= id

| num

| E + E

| E \* E

| ( E )

# Discovering Structure



## BNF for Statements

$S ::= id = E ;$

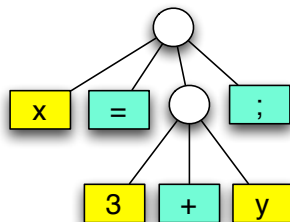
$E ::= id$

| num

| E + E

| E \* E

| ( E )



Concrete  
Syntax Tree

How do we take a token stream, and turn it into a concrete syntax tree?

# Production Rules

$S \rightarrow \text{id} = E ;$

$E \rightarrow \text{id}$

$E \rightarrow \text{num}$

$E \rightarrow E + E$

$E \rightarrow E * E$

$E \rightarrow ( E )$

## BNF for Statements

$S ::= \text{id} = E ;$

$E ::= \text{id}$

| num

|  $E + E$

|  $E * E$

|  $( E )$

# Finding Structure

**S**  $\rightarrow$  **id** = **E** ;

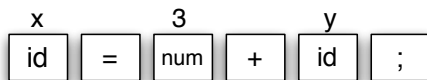
**E**  $\rightarrow$  id

**E**  $\rightarrow$  num

**E**  $\rightarrow$  **E** + **E**

**E**  $\rightarrow$  **E** \* **E**

**E**  $\rightarrow$  ( **E** )



**S**

# Finding Structure

$S \rightarrow id = E ;$

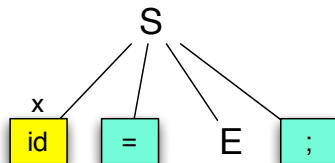
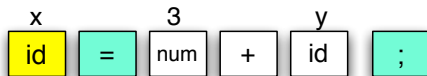
$E \rightarrow id$

$E \rightarrow num$

$E \rightarrow E + E$

$E \rightarrow E * E$

$E \rightarrow ( E )$



# Finding Structure

$S \rightarrow id = E ;$

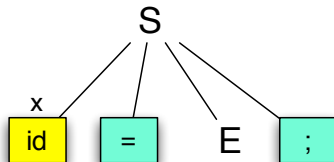
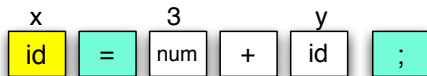
$E \rightarrow id$

$E \rightarrow num$

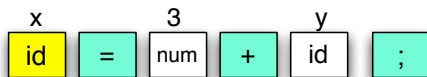
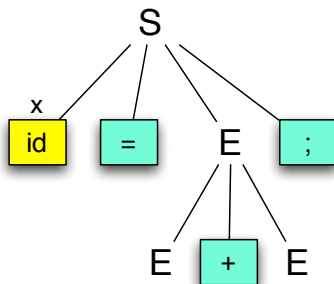
$E \rightarrow E + E$

$E \rightarrow E * E$

$E \rightarrow ( E )$

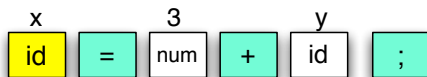
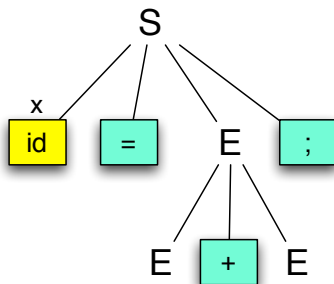


## Finding Structure

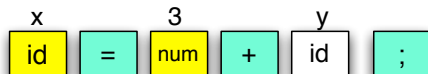

$$S \rightarrow \text{id} = E ;$$
$$E \rightarrow \text{id}$$
$$E \rightarrow \text{num}$$
$$E \rightarrow E + E$$
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## Finding Structure


$$S \rightarrow \text{id} = E ;$$
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# Finding Structure



$S \rightarrow id = E ;$

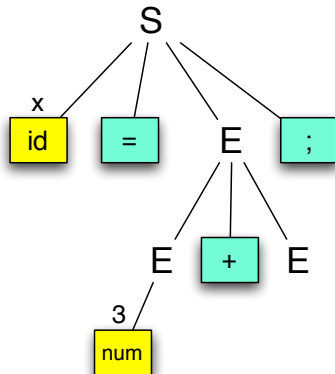
$E \rightarrow id$

$E \rightarrow num$

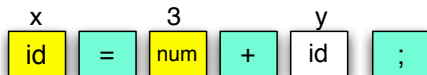
$E \rightarrow E + E$

$E \rightarrow E * E$

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# Finding Structure



$S \rightarrow id = E ;$

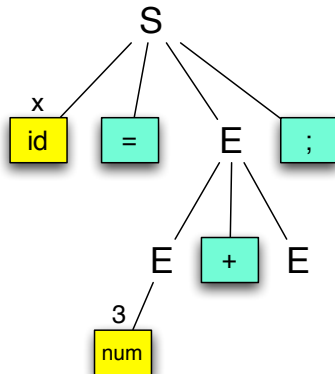
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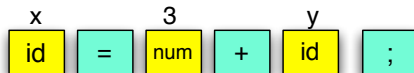
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# Finding Structure



$S \rightarrow id = E ;$

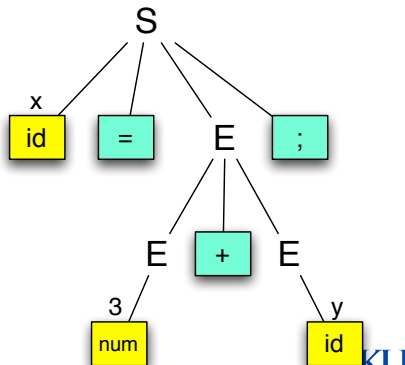
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$E \rightarrow E + E$

$E \rightarrow E * E$

$E \rightarrow ( E )$



# Summary

- Syntax Trees are used to represent programs
- BNF is way of expressing possible concrete syntax trees
- BNF can be used to guide turning a token stream into a concrete syntax tree

Exercise: Use our BNF example to find the concrete syntax tree

`x = ( 2 * ( 3 * y ) ) ;`

## Example BNF

`S ::= id = E ;`

`E ::= id`

`| num`

`| E + E`

`| E * E`

`| ( E )`