CvP - Werkcollege 1

Exercise 1 Consider the following grammar G:

$$\langle assign \rangle \to \langle id \rangle = \langle expr \rangle$$

$$\langle expr \rangle \to \langle expr \rangle + \langle expr \rangle \mid \langle expr \rangle * \langle expr \rangle \mid (\langle expr \rangle) \mid \langle id \rangle$$

$$\langle id \rangle \to A \mid B \mid C$$

- (a) List all lexemes, tokens, terminals, and non-terminals used in G.
- (b) Give two distinct right-most derivations of "A = A + B * C", and conclude the ambiguity of this grammar.
- (c) Count the number of sentential forms in each of the derivations in (b).
- (d) Rewrite G to make it unambiguous. Argue (no full proof) why your grammar is unambiguous.

Exercise 2 Consider the following grammar G:

$$\begin{split} \langle assign \rangle &\to \langle id \rangle = \langle expr \rangle \\ \langle expr \rangle &\to \langle expr \rangle + \langle expr \rangle \\ & | \langle id \rangle \\ \langle id \rangle &\to A \mid B \mid C \mid D \end{split}$$

- (a) Draw a parse tree of "A = B + C + D".
- (b) Prove grammar G is ambiguous.
- (c) Suppose that + associative. Does this change the ambiguity of the expression "A = B + C + D" in G? Explain your answer.
- (d) Rewrite G into an unambiguous grammar where + right-associative.
- (e) Starting from G, write an attribute grammar, where
 - types cannot be mixed in expressions, and
 - types of both sides of an assignment match.

Exercise 3 Translate the following rules from EBNF to BNF:

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(a) \langle A \rangle \to \langle B \rangle [\langle C \rangle]

(b) \langle id\_list \rangle \to \langle id \rangle \{, \langle id \rangle \}

(c) \langle T \rangle \to \langle T \rangle (+ | - | 9) \langle F \rangle
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Exercise 4 Consider the attribute grammar in Figure 1.

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EXAMPLE 3.6
                         An Attribute Grammar for Simple Assignment Statements
                         1. Syntax rule: <assign> → <var> = <expr>
                            Semantic rule: <expr>.expected_type ← <var>.actual_type
                         2. Syntax rule: \langle \exp r \rangle \rightarrow \langle var \rangle [2] + \langle var \rangle [3]
                            Semantic rule: <expr>.actual_type ←
                                                           if (<var>[2].actual_type = int) and
                                                                  (<var>[3].actual_type = int)
                                                          then int
                                                        else real
                                                        end if
                            Predicate:
                                            <expr>.actual_type == <expr>.expected_type
                         3. Syntax rule: \langle \exp r \rangle \rightarrow \langle var \rangle
                            Semantic rule: <expr>.actual_type ← <var>.actual_type
                            Predicate:
                                            <expr>.actual_type == <expr>.expected_type
                         4. Syntax rule: \langle var \rangle \rightarrow A \mid B \mid C
                            Semantic rule: <var>.actual_type ← look-up (<var>.string)
                         The look-up function looks up a given variable name in the symbol table and
                         returns the variable's type.
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Figure 1: Attribute grammar.

- (a) In this grammar, point out a synthesized attribute, an inherited attribute, and an intrinsic attribute.
- (b) Draw the parse tree of the expression "A = A + B" and decorate the parse tree (add the flow of attributes to the tree).
- (c) Consider the expression "A = A + B". What would happen if the actual type of A is int and the actual type of B is real?