Chapter 4: Syntax Analysis

Principles of Programming Languages

Contents

- Non-regular languages
- Context-free grammars and BNF
- Formal Methods of Describing Syntax
- Parsing problems
- Top-down parsing and LL grammar
- Combinator Parser in Scala

Non-Regular Language

Write regular expression for following language

```
L = \{a^nb^n \colon n \ge 0\}
```

Context-Free Grammars

- Context-Free Grammars
 - Developed by Noam Chomsky in the mid-1950s
 - Language generators, meant to describe the syntax of natural languages
 - Define a class of languages called context-free languages

Chomsky Hierarchy

| Grammars | Languages | Automaton | Restrictions (w1 → w2) |
|----------|-------------------|--------------------------------------|--|
| Type-0 | Phrase-structure | Turing machine | w1 = any string with at least 1 non-terminal w2 = any string |
| Type-1 | Context-sensitive | Bounded Turing machine | w1 = any string with at least 1 non-terminal w2 = any string at least as long as w1 |
| Type-2 | Context-free | Non-deterministic pushdown automaton | w1 = one non-terminal w2 = any string |
| Type-3 | Regular | Finite state automaton | <pre>w1 = one non-terminal w2 = tA or t (t = terminal A = non-terminal)</pre> |

Backus-Naur Form (BNF)

- Backus-Naur Form (1959)
 - Invented by John Backus to describe ALGOL 58
 - Revised by Peter Naur in ALGOL 60
 - BNF is equivalent to context-free grammars
 - BNF is a metalanguage used to describe another language

BNF Fundamentals

- Non-terminals: BNF abstractions
- Terminals: lexemes and tokens
- Grammar: a collection of rules

Rules

- A rule has a left-hand side (LHS) and a righthand side (RHS), and consists of terminal and nonterminal symbols
- A nonterminal symbol can have more than one RHS

Regular vs. Context-Free

- Regular languages are subset of context-free languages
- Languages are generated by grammars
- Regular grammars have form

$$A \rightarrow \alpha \mid \alpha B$$

Context-free grammars have form

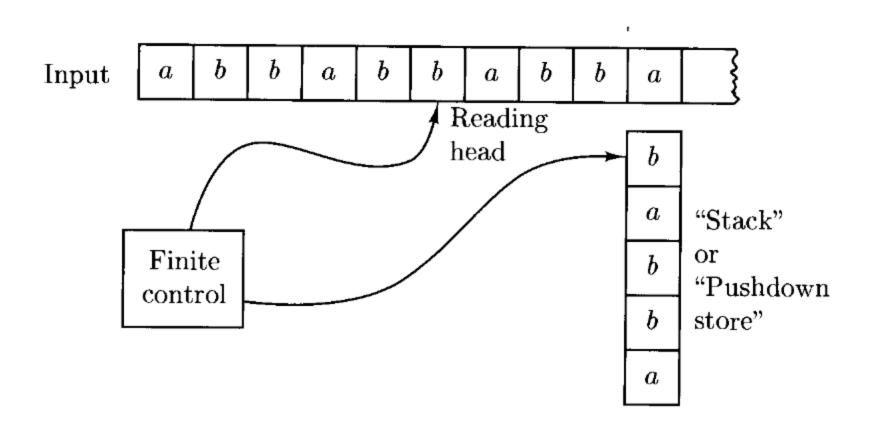
$$A \rightarrow \alpha B\beta$$

Regular vs. Context-Free

- Context-Free languages are recognized by Nondeterministic Pushdown Automata
- A Pushdown Automaton is a Finite Automaton with "pushdown store", or "stack"

```
e.g., L = \{a^nb^n : n \ge 0\}
```

Nondeterministic Pushdown Automata



Describing Lists

- List syntax: a,b,c,d,...
- Syntactic lists are described using recursion
- To describe comma-separated list of IDENT

Derivation

 A derivation is a repeated application of rules, starting with the start symbol and ending with a sentence (all terminal symbols)

An Example Grammar

```
program \rightarrow stmts
   stmts \rightarrow stmt | stmt ";" stmts
   stmt \rightarrow var "=" expr
   var \rightarrow "a" | "b" | "c" | "d"
   expr \rightarrow term "+" term | term "-" term
   term \rightarrow var | CONST
An Example Derivation
=> <var> = <expr> => a =<expr>
                     => a = <term> + <term>
                     => a = <var> + <term>
```

=> a = b + <term>

=> a = b + CONST

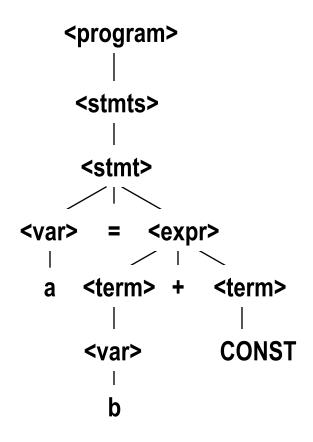
Derivation

- A leftmost (rightmost) derivation is one in which the leftmost (rightmost) nonterminal in each sentential form is the one that is expanded
- A derivation may be neither leftmost nor rightmost

Parse Tree

A hierarchical representation of a derivation

```
=> <var> = <expr>
=> a = <expr>
=> a = <term> + <term>
=> a = <var> + <term>
=> a = b + <term>
=> a = b + CONST
```



Exerices

Consider the BNF

$$S \rightarrow "("L")" | "a"$$

 $L \rightarrow L"," S | S$

Draw parse trees for the derivation of:

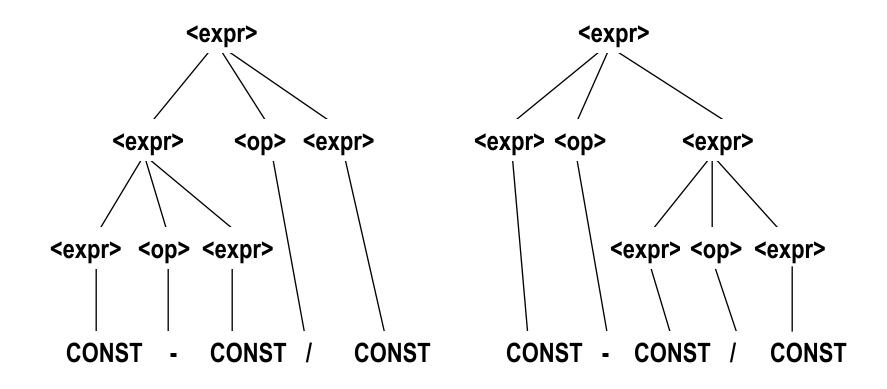
```
(a, a)
(a, ((a, a), (a, a)))
```

Ambiguity in Grammars

 A grammar is ambiguous if and only if it generates a sentential form that has two or more distinct parse trees

An Ambiguous Expression Grammar

expr
$$\rightarrow$$
 expr op expr | CONST op \rightarrow "/" | "-"



Exercises

• Is the following grammar ambiguous?

```
A \rightarrow A "and " A | "not" A | "0" | "1"
```

Exercises

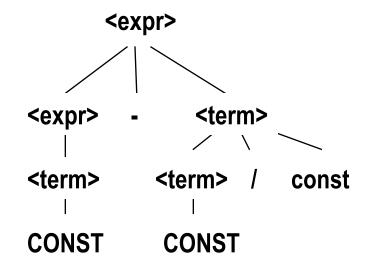
Write BNF for well-formed parentheses

```
(\ )\ ,\ (((\ )\ )\ )\ ,\ \frac{)}{(\ }\ ((\ )\ \dots
```

Precedence of Operators

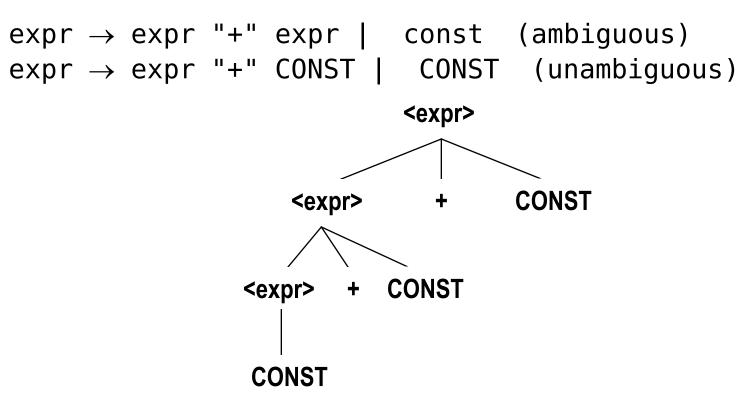
 Use the parse tree to indicate precedence levels of the operators

```
expr \rightarrow expr "-" term | term term \rightarrow term "/" CONST| CONST
```



Associativity of Operators

 Operator associativity can also be indicated by a grammar



Exercises

- Rewrite the grammar to fulfill the following requirements:
 - operator "*" takes lower precedence than "+"
 - operator "-" is right-associativity

Extended BNF

- Optional parts are placed in ()?
 proc_call → IDENT ("(" expr_list ")")?
- Alternative parts of RHSs are placed inside parentheses and separated via vertical bars term → term ("+"|"-") CONST
- Repetitions (0 or more) are placed inside braces ()*
 IDENT → letter (letter|digit)*

BNF and **EBNF**

BNF

EBNF

```
expr \rightarrow term (("+" | "-") term)*
term \rightarrow factor (("*" | "/") factor)*
```

Exercises

- Write EBNF descriptions for a function header as follow:
- The function declaration begins with a **function** keyword, then the function name, an opening parenthesis '(', a semicolon-separated parameter list, a closing parenthesis ')', a colon ':', a return type, a semi-colon and the body of the function. A function declaration is terminated by a semi-colon ';'.
- The parameter list of a function declaration may contain zero or more parameters. A parameter consists of an identifier, a colon and a parameter type. If two or more consecutive parameters have the same type, they could be reduced to a shorter form: a comma delimited list of these parameter names, followed by a colon ':' and the shared parameter type.
- For example
- **function** area(a: **real**; b: **real**; c: **real**): **real**; could be rewritten as follows
- function area(a,b,c: real): real;
- A return type must be a primitive type. A parameter type could be a primitive type or an array type. The body of a function is also simply a block statement.

Parsing

- Goals of the parser, given an input program:
 - Find all syntax errors; for each, produce an appropriate diagnostic message, and recover quickly
 - Produce the parse tree, or at least a trace of the parse tree, for the program

Parser Generator

- Parser generator: Produces a parser from a given grammar
- Works in conjunction with lexical analyzer
- Examples: yacc, Antlr, JavaCC
- Programmer specifies actions to be taken during parsing
- No free lunch: need to know parsing theory to build efficient parsers
- Scala has a built-in "combinator parser" (later slides)

Parsing

- Two categories of parsers
 - Top down produce the parse tree, beginning at the root
 - Bottom up produce the parse tree, beginning at the leaves (not mention here)
- Parsers look only one token ahead in the input

The Parsing Problem

- The Complexity of Parsing
 - Parsers that work for any unambiguous grammar are complex and inefficient (O(n³), where n is the length of the input)
 - Compilers use parsers that only work for a subset of all unambiguous grammars, but do it in linear time (O(n), where n is the length of the input)

Top-down Parsers

- Top-down Parsers
 - Given a sentential form, $xA\alpha$, the parser must choose the correct A-rule to get the next sentential form in the leftmost derivation, using only the first token produced by A
- The most common top-down parsing algorithms:
 - Recursive descent a coded implementation
 - LL parsers table driven implementation

Recursive-Descent Parsing

- There is a subprogram for each nonterminal in the grammar, which can parse sentences that can be generated by that nonterminal
- EBNF is ideally suited for being the basis for a recursive-descent parser, because EBNF minimizes the number of nonterminals

Recursive-Descent Parsing (cont.)

A grammar for simple expressions:

```
expr → term (("+" | "-") term)*
term → factor (("*" | "/") factor)*
factor → id | "(" expr ")"
```

Recursive-Descent Parsing (cont.)

- Assume we have a lexical analyzer which puts the next token code in a variable
- The coding process when there is only one RHS:
 - For each terminal symbol in the RHS, compare it with the next input token; if they match, continue, else there is an error
 - For each nonterminal symbol in the RHS, call its associated parsing subprogram

Recursive-Descent Parsing (cont.)

```
expr \rightarrow term (("+" | "-") term)*
```

Recursive-Descent Parsing (cont.)

- A nonterminal that has more than one RHS requires an initial process to determine which RHS it is to parse
 - The correct RHS is chosen on the basis of the next token of input (the lookahead)
 - The next token is compared with the first token that can be generated by each RHS until a match is found
 - If no match is found, it is a syntax error

Recursive-Descent Parsing (cont.)

```
factor \rightarrow ID | "(" expr ")"
```

Top-down Problems 1

- The LL Grammar Class
 - The Left Recursion Problem
 - If a grammar has left recursion, either direct or indirect, it cannot be the basis for a top-down parser
 - A grammar can be modified to remove left recursion

Left Recursion Elimination

- For each nonterminal, A,
 - 1. Group the A-rules as

$$A \rightarrow A\alpha_1$$
, $|...|A\alpha_m|\beta_1|\beta_2|...|\beta_n$

2. Replace the original A-rules with

A
$$\rightarrow \beta_1 A' | \beta_2 A' | ... | \beta_n A'$$

A' $\rightarrow \alpha_1 A' | \alpha_2 A' | ... | \alpha_m A' | e$

Example

```
E \rightarrow E "+" T | T
T \rightarrow T "*" F | F
F \rightarrow "(" E ")" | id
```

Top-down Problems 2

- Have to be pairwise disjointness
 - Have to determine the correct RHS on the basis of one token of lookahead
 - Def: FIRST(α) = {a | α =>* a β }
 - For each nonterminal, A, in the grammar that has more than one RHS, for each pair of rules, A $\rightarrow \alpha_{\rm i}$ and A $\rightarrow \alpha_{\rm j}$, it must be true that

$$FIRST(\alpha_i) \cap FIRST(\alpha_i) = \emptyset$$

Pairwise Disjointness

• Examples:

```
A \rightarrow a \mid bB \mid cAb

A \rightarrow a \mid aB
```

Pairwise Disjointness

Left factoring can resolve the problem

Replace

```
variable → IDENTIFIER | IDENTIFIER "[" expression "]"

with

variable → IDENTIFIER new
    new → e | "[" expression "]"

or

variable → IDENTIFIER ("["expression"]")?
```

Example

 $A \rightarrow a \mid aB$

Building Grammar Techniques

- Repetition
 - -[10][10][20]
- Repetition with separators
 - id(arg1, arg2, arg3,...)
- Operator precedence
- Operator associativity
- Avoiding left recursion
- Left factoring
- Disambiguation

Scala Combinator Parser

- Each nonterminal becomes a function
- Terminals (strings) and nonterminals (functions) are combined with operators
 - Sequence ~
 - Alternative |
 - -0 or more rep(...)
 - -0 or 1 opt (\ldots)

Combinator Parser

```
expr → term (("+" | "-") expr)?
term → factor (("*" | "/") term)?
factor → wholeNumber | "(" expr ")"

class SimpleLanguageParser extends JavaTokenParsers {
  def expr: Parser[Any] = term ~ opt(("+" | "-") ~ expr)
  def term: Parser[Any] = factor ~ opt(("*" | "/" ) ~ term)
  def factor: Parser[Any] = wholeNumber | "(" ~ expr ~ ")"
}
```

 Will replace Parser[Any] with something more useful later

Combinator Parser Results

- String returns itself
- opt(P) returns Option: Some of the result of P, or None
- rep(P) returns List of the results of P
- P ~ Q returns instance of class ~ (similar to a pair)

Example

```
val parser = new SimpleLanguageParser
val result = parser.parse(parser.expr, "3 - 4 * 5")
sets result to
((3~None)~Some((-~((4~Some((*~(5~None))))~None))))
• After changing (x~None) to x, Some(y) to y, and ~ to spaces: (3 (- (4 (* 5))))
```

Way to do it: wait until labs

Summary

- BNF and context-free grammars are equivalent meta-languages
 - Well-suited for describing the syntax of programming languages
- Syntax analyzers:
 - Detects syntax errors
 - Produces a parse tree
- A recursive-descent parser is an LL parser
 - EBNF