

CSL302: Compiler Design

Syntax Analysis

Vishwesh Jatala

Assistant Professor

Department of CSE

Indian Institute of Technology Bhilai

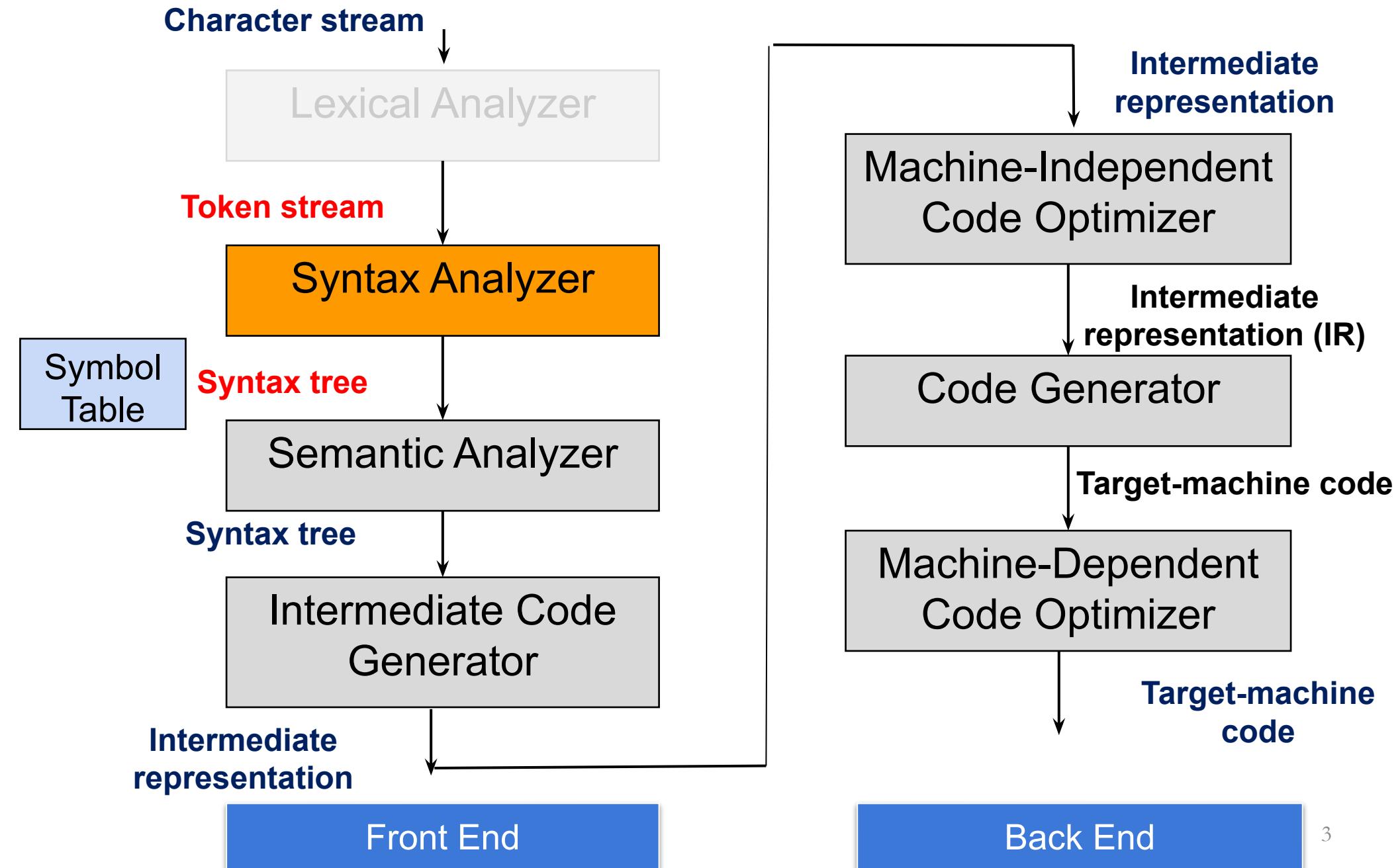
vishwesh@iitbhilai.ac.in



Acknowledgement

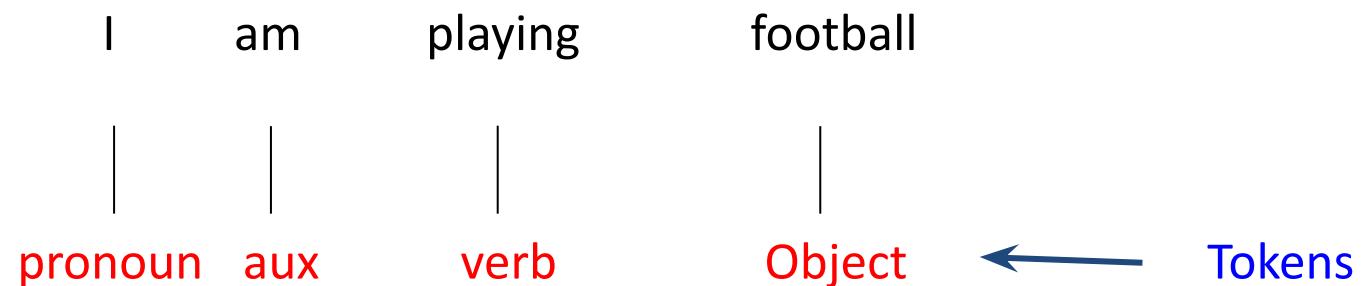
- References for today's slides
 - *Stanford University:*
 - <https://web.stanford.edu/class/archive/cs/cs143/cs143.1128/>
 - *Lecture notes of Prof. Amey Karkare (IIT Kanpur) and Late Prof. Sanjeev Aggarwal (IIT Kanpur)*

Compiler Design



Example (English Lang)

- We understood the token (words), the next step is to understand the structure of the sentence
- The process is known as *syntax checking* or *parsing*

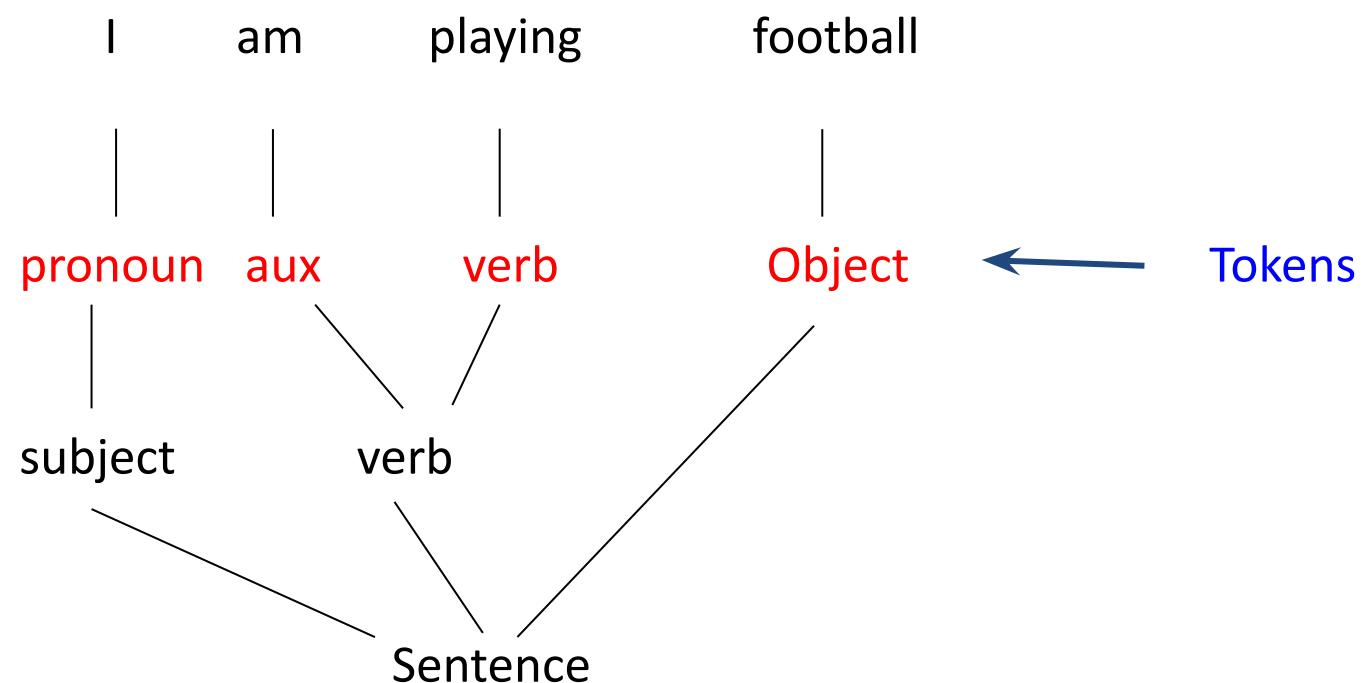


Example (English Lang)

Sentence → Subject Verb Object

Subject → pronoun

Verb → aux Verb



Example (Programming Lang)

```
while (ip < z)
    ++ip;
```

w	h	i	l	e		(i	p		<		z)	\n	\t	+	+	i	p	;
---	---	---	---	---	--	---	---	---	--	---	--	---	---	----	----	---	---	---	---	---

```
while (ip < z)
    ++ip;
```

WhileStmt -> **T WHILE (Exp) Stmt**

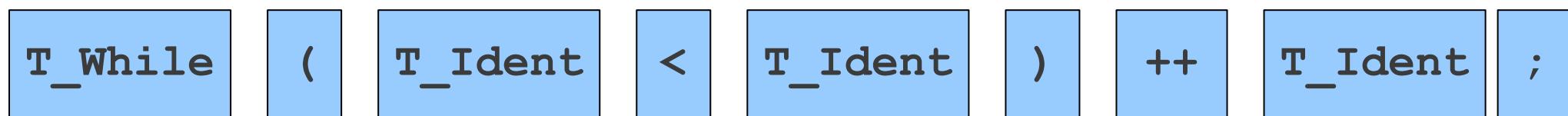
Stmt -> **Exp ;**

Exp -> **++Exp**

Exp -> **Exp < Exp**

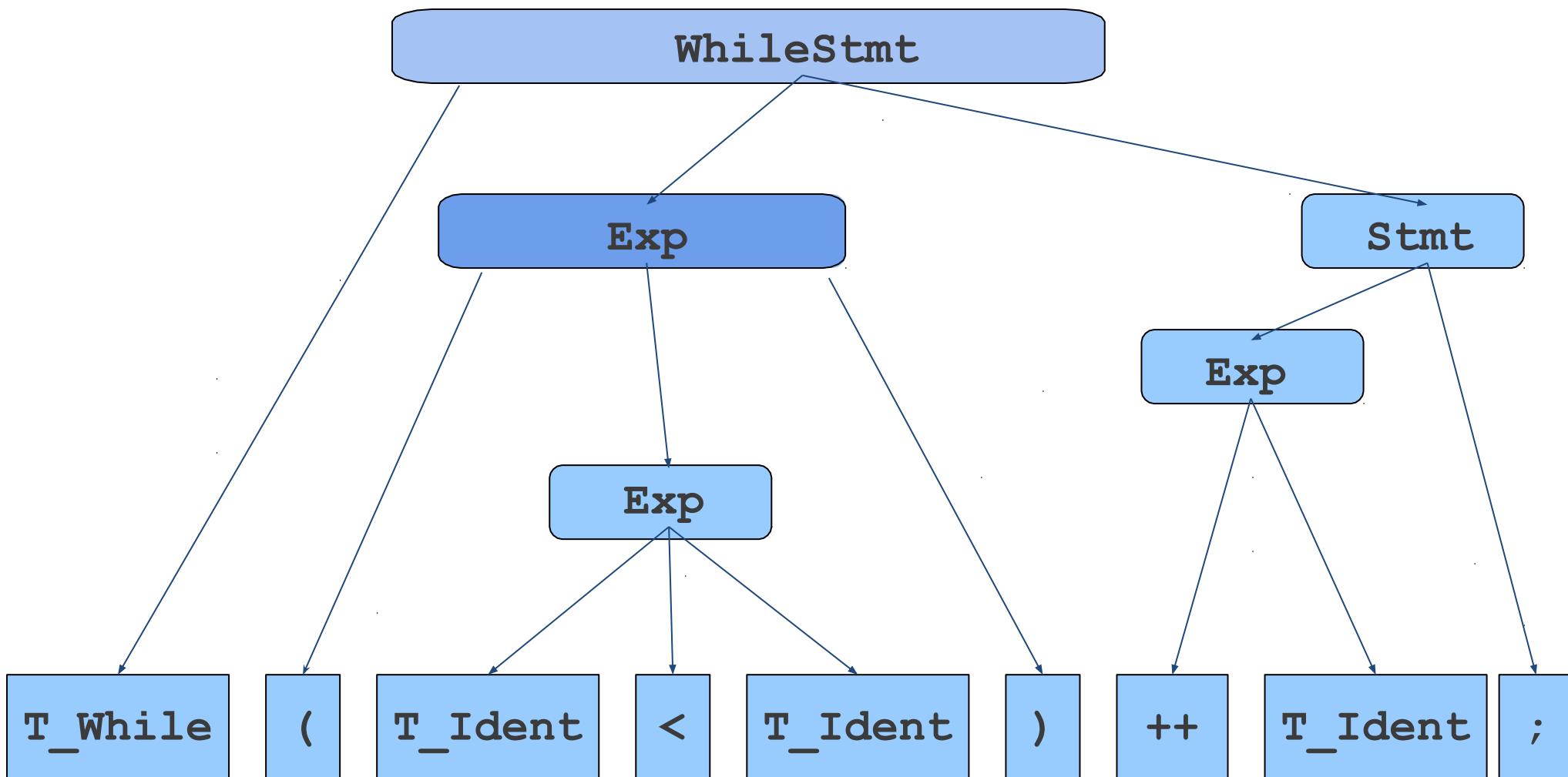
Exp -> **T Ident**

.....



w	h	i	l	e		(i	p		<		z)	\n	\t	+	+	i	p	;
---	---	---	---	---	--	---	---	---	--	---	--	---	---	----	----	---	---	---	---	---

while (ip < z)
 ++ip;



w	h	i	l	e		(i	p		<		z)	\n	\t	+	+	i	p	;
---	---	---	---	---	--	---	---	---	--	---	--	---	---	----	----	---	---	---	---	---

`while (ip < z)
 ++ip;`

What is Syntax Analysis?

- After lexical analysis (scanning), we have a series of tokens.
- In **syntax analysis** (or **parsing**), we want to interpret what those tokens mean.
- Goal:
 - Recover the *structure* described by that series of tokens
 - Report *errors* if those tokens do not properly encode a structure.

Outline

- **Next 2 Lectures:** Formalisms for syntax analysis.
 - Context-Free Grammars Derivations
 - Ambiguity
- **Next Week:** Parsing algorithms.
 - Top-Down Parsing
 - Bottom-Up Parsing

The Limits of Regular Languages

- In lexical analysis, we used regular expressions to define each token.
- Unfortunately, regular expressions are (usually) too weak to define programming languages.
 - A finite automata may repeat states, however, it cannot remember the number of times it has been to a particular state
 - Cannot define a regular expression matching all expressions with properly balanced parentheses.
 - Cannot define a regular expression matching all functions with properly nested block structure.
- We need a more powerful formalism.
 - Context Free Languages (CFL)

Context-Free Grammars

- A **context-free grammar** (or **CFG**) is a formalism for defining languages.
- Can define the **context-free languages** , a strict superset of the the regular languages.
- CFGs are best explained by example...

Context-Free Grammars

- Formally, a context-free grammar is a collection of four objects:
 - A set of **nonterminal symbols** (or **variables**),
 - A set of **terminal symbols** ,
 - A set of **production rules** saying how each nonterminal can be converted by a string of terminals and nonterminals,
 - and
- A **start symbol** that begins the derivation.

Arithmetic Expressions

- Make an attempt to write a CFG to express all legal arithmetic expressions using addition, subtraction, multiplication, and division.

Arithmetic Expressions

- Suppose we want to describe all legal arithmetic expressions using addition, subtraction, multiplication, and division.
- Here is one possible CFG:

$E \rightarrow \text{int}$

$E \rightarrow E \text{ Op } E$

$E \rightarrow (E)$

$\text{Op} \rightarrow +$

$\text{Op} \rightarrow -$

$\text{Op} \rightarrow *$

$\text{Op} \rightarrow /$

int / int

E

$\Rightarrow E \text{ Op } E$

$\Rightarrow E \text{ Op } \text{int}$

$\Rightarrow \text{int} \text{ Op } \text{int}$

$\Rightarrow \text{int} / \text{int}$

Arithmetic Expressions

- Suppose we want to describe all legal arithmetic expressions using addition, subtraction, multiplication, and division.
- Here is one possible CFG:

$E \rightarrow \text{int}$

$E \rightarrow E \text{ Op } E$

$E \rightarrow (E)$

$\text{Op} \rightarrow +$

$\text{Op} \rightarrow -$

$\text{Op} \rightarrow *$

$\text{Op} \rightarrow /$

$\text{int} * (\text{int} + \text{int})$
 E
 $\Rightarrow E \text{ Op } E$
 $\Rightarrow E \text{ Op } (E)$
 $\Rightarrow E \text{ Op } (E \text{ Op } E)$
 $\Rightarrow E * (E \text{ Op } E)$
 $\Rightarrow \text{int} * (E \text{ Op } E)$
 $\Rightarrow \text{int} * (\text{int} \text{ Op } E)$
 $\Rightarrow \text{int} * (\text{int} \text{ Op } \text{int})$
 $\Rightarrow \text{int} * (\text{int} + \text{int})$

A Notational Shorthand

$E \rightarrow \text{int}$

$E \rightarrow E \text{ Op } E$

$E \rightarrow (E)$

$\text{Op} \rightarrow +$

$\text{Op} \rightarrow -$

$\text{Op} \rightarrow *$

$\text{Op} \rightarrow /$

A Notational Shorthand

$$\begin{aligned} E &\rightarrow \text{int} \mid E \text{ Op } E \mid \\ &(\textcolor{blue}{E}) \\ \text{Op} &\rightarrow + \mid - \mid * \mid / \end{aligned}$$

Small Exercise-1

- Write a CFG for expression in C language, involving identifiers and constants. Operators are +,-,/,*..etc

CFGs for Programming Languages

EXPR → **identifier**
| **constant**
| **EXPR + EXPR**
| **EXPR – EXPR**
| **EXPR * EXPR**
| ...

Small Exercise-2

- Write a CFG for C language for the following
 - Statement -- which is a single statement containing an expression followed by semicolon
 - Block -- single statement (or) group of statements enclosed within { }

CFGs for Programming Languages

```
STMT      → EXPR;  
  
EXPR      → identifier  
          | constant  
          | EXPR + EXPR  
          | EXPR - EXPR  
          | EXPR * EXPR  
          | ...  
BLOCK     → STMT  
          | { STMTS }  
  
STMTS    → ε  
          | STMT STMTS
```

Small Exercise-3

- Write a CFG for Statement in C language.
 - Statement can be Simple stmt, If-else stmt, While stmt, do-while

CFGs for Programming Languages

STMT	→	EXPR ;
		if (EXPR) BLOCK
		while (EXPR) BLOCK
		do BLOCK while (EXPR) ;
		BLOCK
		...
EXPR	→	identifier
		constant
		EXPR + EXPR
		EXPR - EXPR
		EXPR * EXPR
		...

CFGs for Programming Languages

```
BLOCK → STMT
      | { STMTS }

STMTS → ε
      | STMT STMTS

STMT → EXPR ;
      | if (EXPR) BLOCK
      | while (EXPR) BLOCK
      | do BLOCK while (EXPR) ;
      | BLOCK
      |
      | ...

EXPR → identifier
      | constant
      | EXPR + EXPR
      | EXPR - EXPR
      | EXPR * EXPR
      |
      | ...
```

Some CFG Notation

- Capital letters at the beginning of the alphabet will represent nonterminals.
 - i.e. **A, B, C, D**
- Lowercase letters at the end of the alphabet will represent terminals.
 - i.e. **t, u, v, w**
- Lowercase Greek letters will represent arbitrary strings of terminals and nonterminals.
 - i.e. α, γ, ω