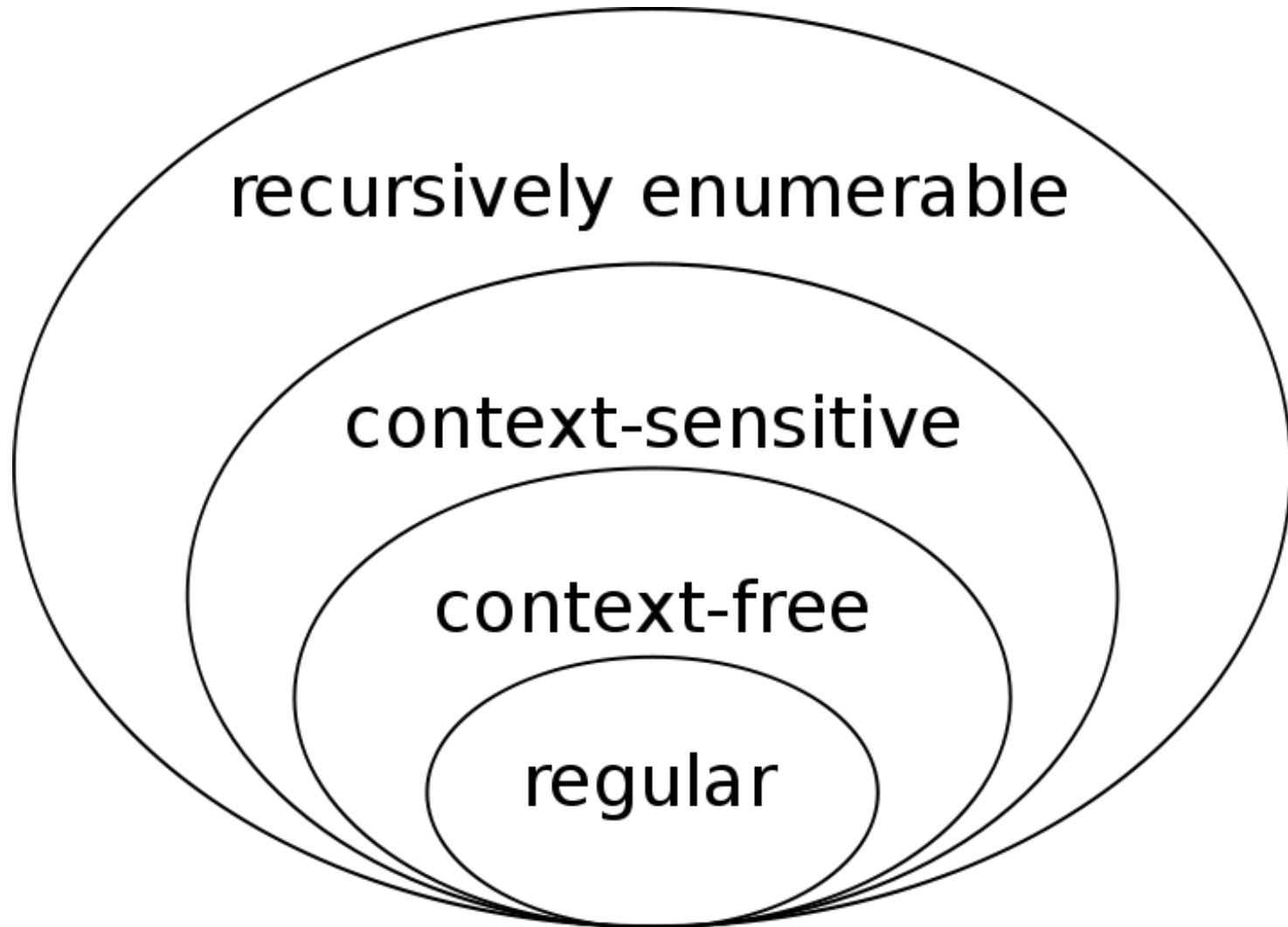


Grammer-4

COM S 319

REVIEW-1 (types of grammars)



Review-2

- Regular expressions express strings in regular language
- Regular grammar also expresses strings in regular language.
- Finite automaton is used to recognize regular expressions
- RE, RG, FA are equivalent!

ANTLR

- Antlr
 - tool to generate lexer and parser
 - we have seen how to build a lexer
- Antlr Commands

```
antlr4 Expr.g4          // generates java code for lexer/
                        parser
javac Expr*.java        // compile the code
grun Expr prog -gui    (or -tree or -tokens)
100+2*34 ^D
```

CONTEXT FREE GRAMMER

Restriction for Regular Grammar

- We cannot express a^nbc^n using regular expressions or regular grammar i.e. the number of a's and c's must match.
- We cannot use just a finite automaton to accept a^nbc^n . Because, there is no way to store the "n" when we use a finite automaton. We cannot restrict it to match the a's and c's.

Do remember that regular grammar/expression/FA are identical in what they can generate/express/accept.

Context Free Grammer

Production Rules have to be of the form

$$A \rightarrow \alpha$$

where A stand for an arbitrary variable
and α stands for a sequence of variables
and terminals.

Example:

$S \rightarrow aSc \mid abc$ This generates a^nbc^n

- CFGs can accept a^nbc^n
- They can accept all regular expressions (REs).
- Not all CFGs can be accepted by REs.
- They can accept matching parentheses and braces etc. They can accept programming languages!

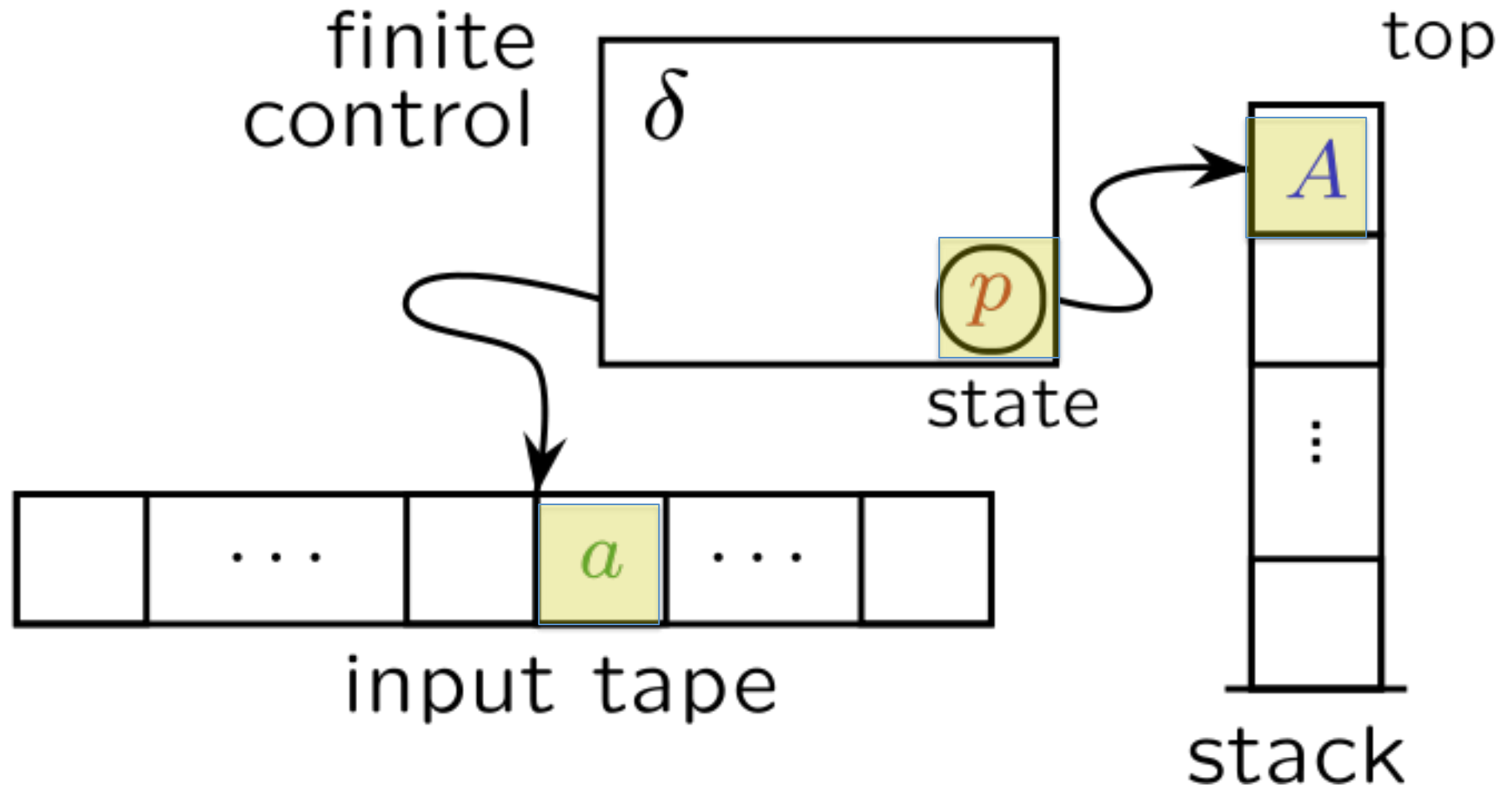
CFG: PUSH DOWN AUTOMATON

Finite Automaton has states
and transitions.

Next state depends on
current state and
input

Push Down Automata

Basic idea is that a stack is used to keep track of already seen open items that need to be closed later (say open parenthesis)



In addition to STATE and TRANSITION, Push Down Automaton has a STACK.

Next state depends on current state, input, AND top of stack (all highlighted in yellow)

Pushdown Automaton (PDA)

A PDA is formally defined as a 7-tuple:

- $M = (Q, A, A_s, T, S, I_s, F)$
- where
- Q is a finite set of *states*
- A is a finite set which is called the *input alphabet*
- A_s is a finite set which is called the *stack alphabet*
- T is the *transition relation*
- S is the *start state*
- I_s is the *initial stack symbol*
- F is the set of *accepting states*

Example for 0^n1^n

GRAMMAR: $S \rightarrow 0S1 \mid \epsilon$

PUSHDOWN AUTOMATA:

$Q = \{ p, q, r \}$, $A = \{ 0, 1 \}$, $A_S = \{ A, Z \}$, $S = p$, $I_S = Z$, $F = \{ r \}$

Transitions are:

$\langle \text{state, input, stackstate} \rangle$ gives $\langle \text{new state, new stack state} \rangle$

$p, 0, Z$ gives p, AZ (push A on stack) $0; Z/AZ$

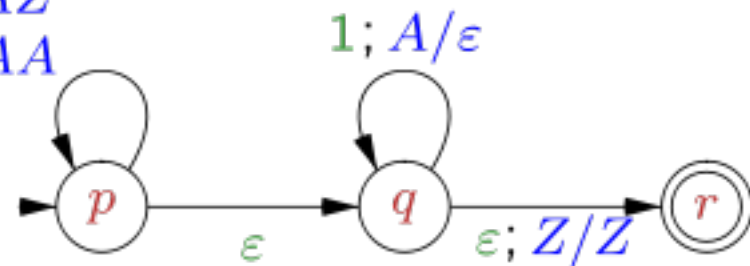
$p, 0, A$ gives p, AA (push A on stack) $0; A/AA$

p, ϵ, Z gives q, Z (move state)

p, ϵ, A gives q, A (move state)

$q, 1, A$ gives q, ϵ (pop stack)

q, ϵ, Z gives r, Z (move state)



In the diagram $0; Z/AZ$ in state p is same as $p, 0, Z$ gives p, AZ (push A on stack)

CFG: HOW TO ACCEPT CFGs

Push Down Automata

How to convert Context free grammar to PDA?

$Q = \{p, q, r\}$, $A = \{\text{terminals of CFG}\}$, $A_s = \{\text{variables and terminals of CFG and } Z\}$, $S = p$, $I_s = Z$, $F = \{r\}$

Transitions are:

0) $\langle p, \epsilon, Z \rangle$ gives $\langle q, \text{startvariable}Z \rangle$

$\langle q, \epsilon, Z \rangle$ gives $\langle r, Z \rangle$ (accept)

1) Expand variable rule: $A \rightarrow \alpha$

$\langle q, \epsilon, A \rangle$ gives $\langle q, \alpha \rangle$ (i.e. pop A and push α)

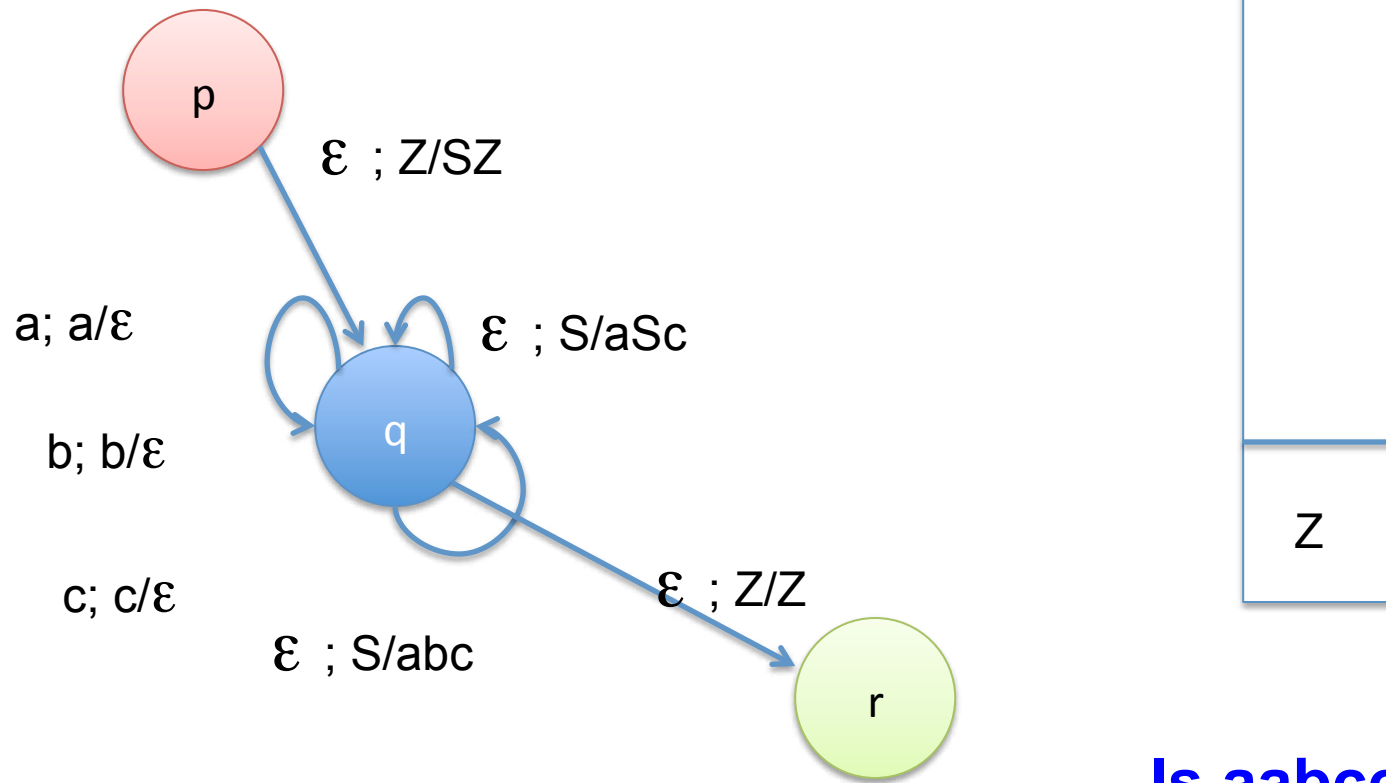
2) Match terminal rule: (all terminals)

$\langle q, a, a \rangle$ gives q, ϵ (i.e. pop) for each terminal a

Example

GRAMMAR: $S \rightarrow aAc \mid abc$

Pushdown Automata: (shown below)



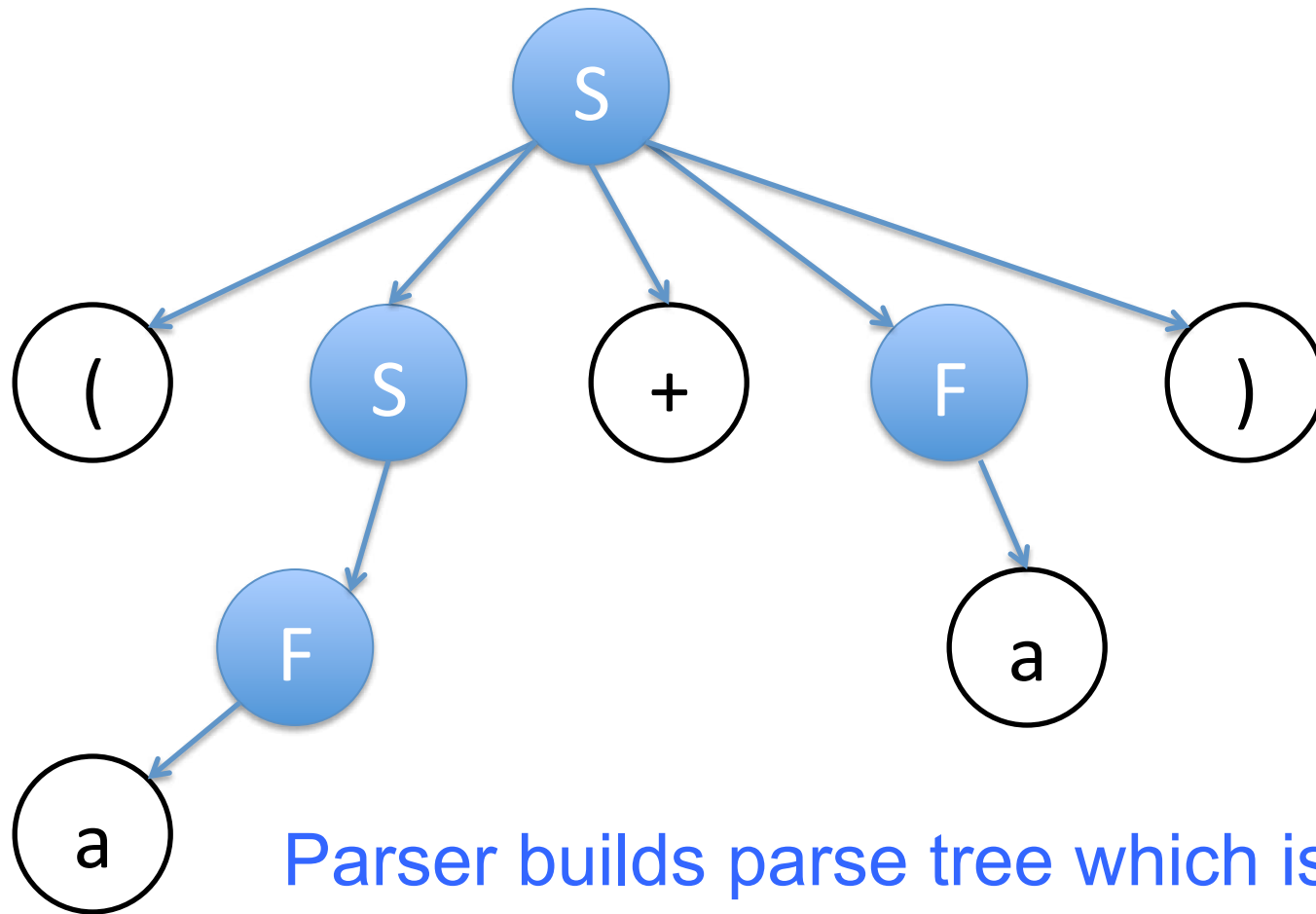
Is $aabcc$ in language?

Pushdown Automaton and
Context free grammars are
equivalent.

i.e. CFG can generate and
PDA can accept same
language.

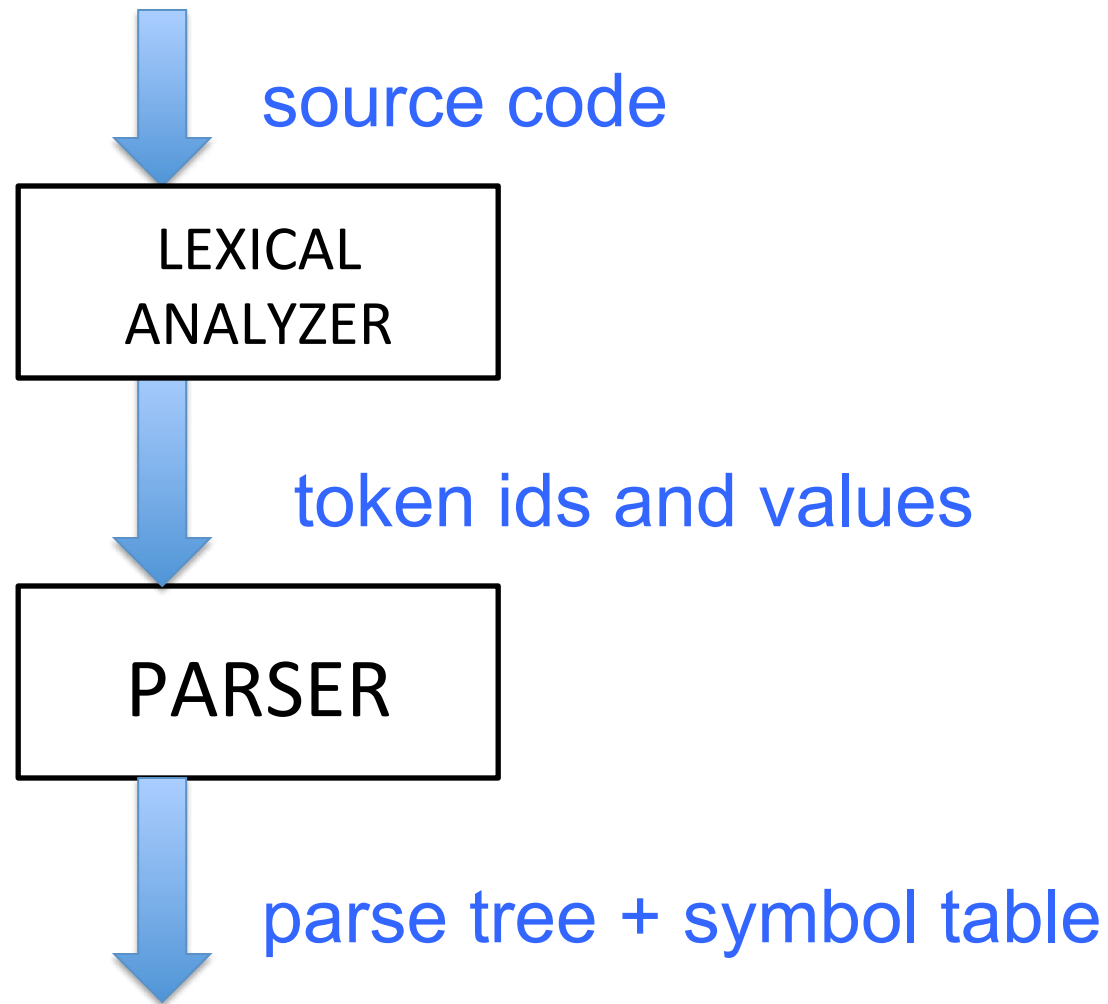
1. Create CFG and PDA for matching parentheses. Example strings: $(())$, $(())(())(())$
2. Given $S \rightarrow F$; $S \rightarrow (S + F)$; $F \rightarrow a$, create PDA

parse tree



Parser builds parse tree which is used for analysis by the compiler and then to generate code

first stages of a compiler



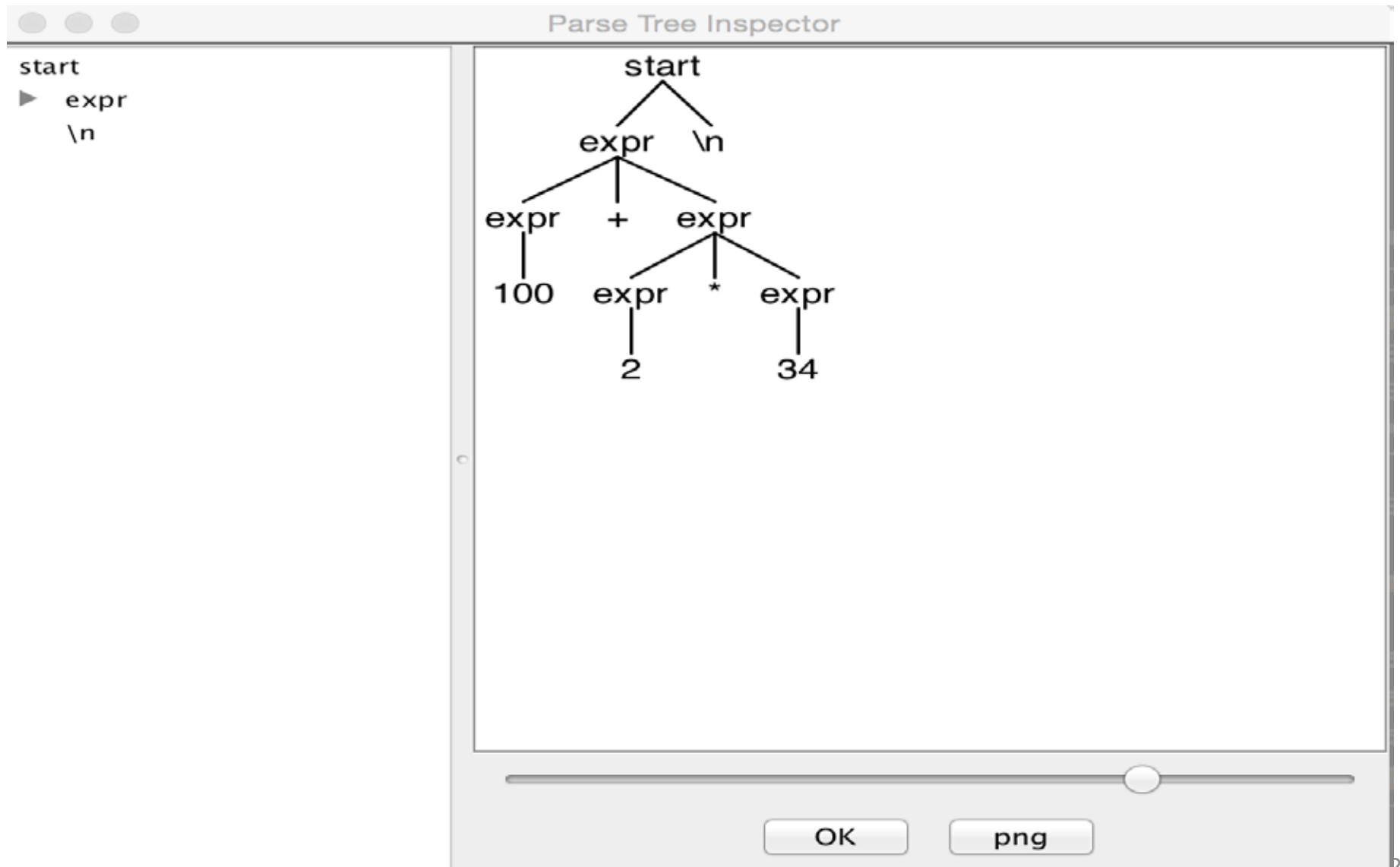
ANTLR

ANTLR

- lex and yacc – standard unix utilities to build lexer and parser (to build compilers).
 - c code
 - lexer and parser rules kept in separate files
- ANTLR
 - completely Java code.
 - Both lexer and parser rules are specified in one file.
- Antlr Commands

```
antlr4 Expr.g4          // generates java code for lexer/parser
javac Expr*.java       // compile the code
grun Expr prog -gui    (or -tree or -tokens)
100+2*34 ^D
```

using -gui option



recap – lexer rules

lexer grammar ABC;

// ***** lexer rules

//the grammar must contain at least one lexer rule

fragment OKCHAR: [a-zA-Z0-9-.] ;

SALUTATION: 'Hello world';

ENDSYMBOL: '!' ;

recap LEXER REGEX

character	meaning	example	matches
	logical OR	'a' 'b'	either 'a' or 'b'
?	optional	'a' 'b'?	either 'ab' or 'a'
*	none or more	'a'*	nothing, 'a', 'aa', 'aaa', ...
+	once or more	'a'+'	'a', 'aa', 'aaa', ...
~	negation	~('a' 'b')	any character (in the range \u0000..\uFFFF) except 'a' and 'b'
(...)	grouping	('a' 'b')+	'ab', 'abab', 'ababab', ...

Parser rules: HelloWorld.g4

grammar HelloWorld; **// notice NO lexer keyword**

// *** lexer rules:**

SALUTATION: 'Hello world';

ENDSYMBOL: '!' ;

// *** parser rules:**

//our grammer accepts only salutation followed by an

//end symbol. **non-terminal is in lowercase.**

expression : SALUTATION ENDSYMBOL;

grammar Count;

```
@members {  
    int count = 0;  
}
```

NOTE CODE
SEGMENTS
ALLOWED

```
// PARSE RULE  
start
```

```
    @after {System.out.println("Total ints Count is  
" + count);}  
    : INT {count++; } ( ',' INT {count++;} )  
    ;
```

```
// LEXER RULE
```

```
INT : [0-9]+ ;  
WS : [ \r\t\n]+ {skip();} ;
```