Compiler Theory

The 1st Program Assignment – Scanner Construction 21900628 – Sechang Jang

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Theoretical Foundations

BNF (Backus-Naur Form)

BNF is a notation technique used to express the grammar of a language in a formal way. It is widely used in the field of computer science to describe the syntax of programming languages, data structures, and document formats. BNF provides a set of derivation rules composed of a sequence of symbols, where each rule describes one of the constructs of the language. It uses ::= to denote definition, | to indicate alternatives, and terminal and non-terminal symbols to represent the basic elements and constructs of the language, respectively.

EBNF (Extended Backus-Naur Form)

EBNF is an enhancement of the original BNF, adding more expressive power through additional constructs. These include optional elements, repetitions, and groupings, which make EBNF more flexible and easier to use than standard BNF. This extended form allows for more concise and understandable grammar representations by incorporating symbols like [] for optional parts, {} for repetition, and () for grouping, thereby reducing the complexity and length of grammar definitions compared to traditional BNF.

Left Recursion Elimination

Left recursion occurs in grammars when a non-terminal symbol in a production rule refers to itself as its first element. This can be problematic for certain types of parsers, like recursive descent parsers, because it can lead to infinite recursion. To handle this, left recursion needs to be eliminated from grammar rules. This is done by transforming recursive production rules into equivalent non-recursive ones, often by introducing new non-terminal symbols and rearranging the order of production rules to ensure that recursive calls are no longer made as the first action, thus allowing parsers to handle the grammar correctly without infinite loops. Left recursion elimination is a crucial step in preparing a grammar for many parsing techniques.

BNF and **EBNF**

```
BNF -> No left recursion
     program > ::= program < identifier > <block>
      <identifier>::= <stort char> <rest char>
      <rest char'>::= < possible char> < rest char'> | &
       (block) :: = begin <statement) end
       <statement> := <conditional> <stat> | < assignment> <stat> | < print> <stat>
        <stmt> := <conditional> <stmt> | < assignment> <stmt> | < print> <stmt> | E
       <conditional> := <if-stmt> | <if-stmt> <else-if stmt) | <if-stmt> <else-stmt>
                                                    (if-stmt) (else-if stmt) (else-stmt)
        <if-stmt> := if < comparison stmt> What>
       (else-if start) ::= else_if (comparison start) (black) (new-else_if)
       <new_else_if>::= <else_if strut>|@
       (else stmt) := else (block)
      (< NumberOrld> (Comparison Op> (NumberOrld>)
       <NumberOrId> := <number> <identifier> <ussign <> := <identifier> = <assign ed> | E
           Lassigned > := < Number Or Id > Cassigned'>
              cassigned'> := < Arithematic OP> < Number OrID> < assigned'> 16
      <pri>print > ::= print_line ("<string>");
        <number > := < digit > <number' > := < digit > <number' > | 6
  <string > ::= <lettor> <string'> 
<string'>::= <letter> <string'> (6)
     <(onditional op > :: = < ( > | == | != | <= | > =
     \trianglerithematic OP \rangle := + | - | * | /
```

```
FBNF -> N. left recursion
              program > := program < identifier > < block>
                 <identifier>::= <start char> <rest char>
                  char>::={< possible char>}
                  <possible char>::= <letter>|(digit)| $ | | ____
                    <block) := begin { < statement > } end
                       <statement> := ⟨conditiona|⟩ | < assignment⟩ | < print>

\( \conditional \) \( \circ = \langle if -stmt \rangle \) \[ \langle else - if stmt \rangle \]
\( \conditional \rangle \) \( \circ = \circ stmt \rangle \) \[ \langle else - if stmt \rangle \]
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\[ \circ stmt \rangle \rangle \]
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                       (else-if stmt) ;; else_if (comparison stmt) (black)
                      (else stmt) := else (block)
                   (\(\number \text{Number RZD} \langle Comparison Op\\Mubar \(\text{Mubar RZD}\))
                       (assignment) := { (assign ) } (assign); (assign) := (identifier) = (assigned)
                   <pri>print > ::= print_line ("<string>");

<
                        (String) := < letter> { < letter}
              \angle(onditional op \geq :== \langle \langle \rangle \rangle == | \langle = \rangle =
              Arithematic OP> := + | - | * | /
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