

Abstract Syntax Tree

Dr. Nguyen Hua Phung

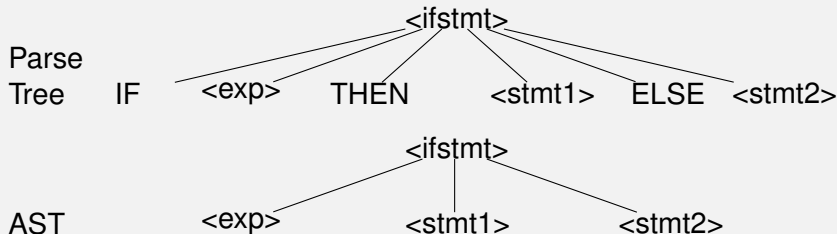
phung@cse.hcmut.edu.vn

HCMC University of Technology, Viet Nam

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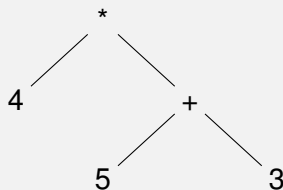
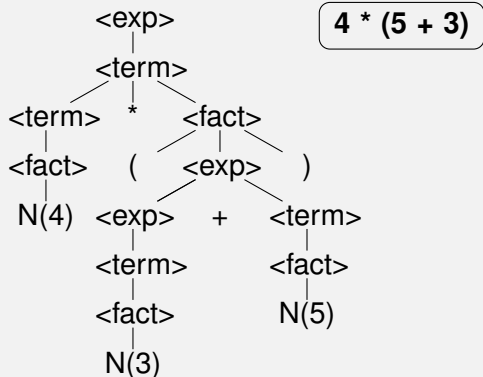
Definition

- tree representation of the abstract syntax structure of source code.
- differ from concrete syntax tree (parse tree) by some details ignored
- help subsequence phases not depend on parse process



Example

exp \rightarrow exp + term | term
term \rightarrow term * fact | fact
fact \rightarrow (exp) | ID | N



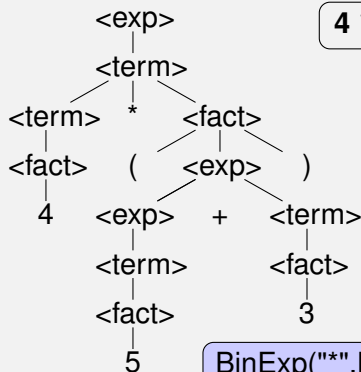
Expression AST

```
trait Exp
```

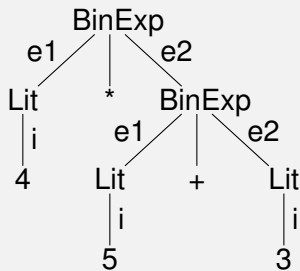
```
case class BinExp(op:String,e1:Exp,e2:Exp) extends Exp
```

```
case class UnaExp(op:String,e:Exp) extends Exp
```

```
case class Lit(i:Int) extends Exp
```



`4 * (5 + 3)`



`BinExp("...",Lit(4),BinExp("+",Lit(5),Lit(3)))`

A grammar => a class

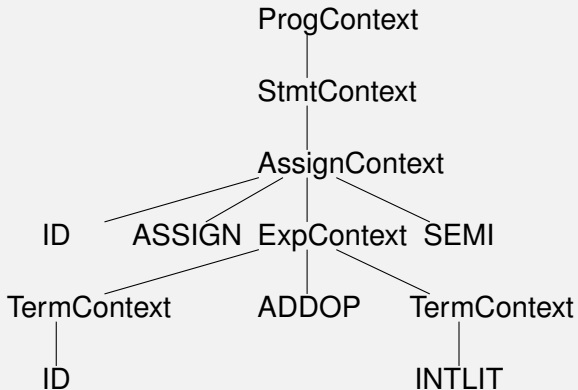
A nonterminal => an inner class

```
grammar MC;
prog  : stmt+ ;
stmt  : assign | ifstmt ;
assign: ID ASSIGN exp SEMI ;
ifstmt: IF exp THEN stmt
        ELSE stmt ;
exp    : term (ADDOP term)*;
term   : ID | INTLIT
        | LP exp RP ;
```

```
class MCParser {
    class ProgContext
    class StmtContext
    class AssignContext
    class IfstmtContext
    class ExpContext
    class TermContext
}
```

a = a + 4 ;

```
grammar MC;  
prog  : stmt+ ;  
stmt  : assign | ifstmt ;  
assign: ID ASSIGN exp SEMI ;  
ifstmt: IF exp THEN stmt  
       ELSE stmt ;  
exp    : term (ADDOP term)+ ;  
term   : ID | INTLIT  
       | LP exp RP ;
```



Each symbol on RHS => one or two methods in the inner class

```
class AssignContext {  
    TerminalNode ID() {...}  
    TerminalNode ASSIGN() {...}  
    ExpContext exp() {...}  
    TerminalNode SEMI() {...}  
}  
  
assign: ID ASSIGN exp SEMI ;  
  
class StmtContext {  
    AssignContext assign() {...}  
    IfstmtContext ifstmt() {...}  
}  
  
stmt: assign | ifstmt ;
```

Same symbol appears many times in RHS => 2 methods

```
class IfstmtContext {  
    List<StmtContext> stmt() {...}  
    StmtContext stmt(int i) {...}  
    ExpContext exp() {...}  
    TerminalNode IF () {...}  
    ...  
}
```

ifstmt: IF exp THEN stmt
 ELSE stmt;

```
class ProgContext {  
    List<StmtContext> stmt() {...}  
    StmtContext stmt(int i) {...}  
}
```

prog: stmt+ ;

RuleContext getChild(int i): i^{th} child

```
stmt: assign          if (assign() != null)
                       //do something on assign()
      | ifstmt;        else
                       //do same thing on ifstmt()

                       //do something on getChild(0)
```

```
int getChildCount(): number of children
```

```
term: ID                if (getChildCount() == 3)
                        //do something on exp()
  | INTLIT
  | LP exp RP;          else
                        //do something on getChild(0)
```

- Use option -visitor
- Method **accept** generated in each inner class
- <grammar name>+Visitor.java and
 <grammar name>+BaseVisitor.java generated
 grammar MC; => MCVisitor.java;MCBaseVisitor.java
- Each nonterminal symbol a => visitA(ctx:AContext)

```
interface MCVisitor<T> extends ParseTreeVisitor<T>
    T visitProg (MCParser.ProgContext ctx );
    T visitStmt (MCParser.StmtContext ctx );
    T visitAssign (MCParser.AssignContext ctx );
    T visitIfstmt (MCParser.IfstmtContext ctx );
    T visitExp (MCParser.ExpContext ctx );
    T visitTerm (MCParser.TermContext ctx );
}
```

```
/* term: ID | INTLIT | LP exp RP*/
override def visitTerm(ctx:TermContext) =
  if (ctx.getChildCount() == 3)
    ctx.exp().accept(this)
  else ctx.getChild(0).getText

/* exp: term (ADDOP term)* */
override def visitExp(ctx:ExpContext) = {
  val len = ctx.ADDOP.size()
  var res = ctx.term(0).accept(this)
  for (i <- 1 to len) res = res + ' ' +
    ctx.term(i).accept(this) + ' ' +
    ctx.ADDOP(i-1).getText
  res
}
```

To distinguish RHS, naming all RHS of a nonterminal

exp: ID	#ident	visitIdent (ctx : IdentContext)
INTLIT	#lit	visitLit (ctx : LitContext)
LP exp RP	#pexp	visitPexp (ctx : PexpContext)
exp ADD exp	#addexp	visitAddexp (ctx : AddexpContext)
exp MUL exp	#mulexp	visitMulexp (ctx : MulExpContext)

There is no **visitExp** anymore

```
trait AST
case class Prog(sl:List[Stmt]) extends AST
trait Stmt extends AST
case class Assign(id:String,e:Exp) extends Stmt
case class IfStmt(e:Exp,s1:Stmt,s2:Stmt) extends Stmt
trait Exp extends AST
case class BinOp(op:String,e1:Exp,e2:Exp) extends Exp
case class Id(id:String) extends Exp
case class Intlit(lit:Int) extends Exp
```

```
/* term: ID | INTLIT | LP exp RP*/  
override def visitTerm(ctx:TermContext) =  
  if (ctx.getChildCount() == 3)  
    ctx.exp().accept(this)  
  else if (ctx.ID != null) Id(ctx.ID.getText)  
  else Intlit(ctx.INT.getText.toInt)
```



```
/* exp: term (ADDOP term)* */  
override def visitExp(ctx:ExpContext) = {  
  val len = ctx.ADDOP.size()  
  var res = ctx.term(0).accept(this)  
  for (i <- 1 to len) res = BinOp(  
    ctx.ADDOP(i-1).getText,  
    res.asInstanceOf[Exp],  
    ctx.term(i).accept(this).asInstanceOf[Exp])  
  res  
}
```

Recognizer

```
def fact: Parser[Any] = wholeNumber | "(" ~ exp ~ ")"
```

Parser

```
def fact: Parser[Exp] =  
  wholeNumber ^^ {case x => Lit(Integer.parseInt(x))}  
  | "(" ~> exp <~ ")"
```

12 => Lit(12)

(120) => Lit(120)

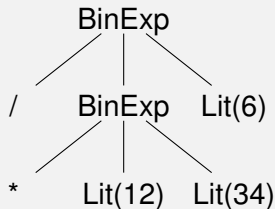
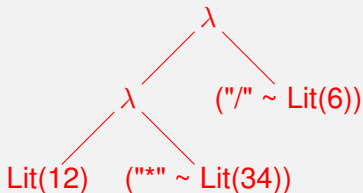
Recognizer

```
def term: Parser[Any] = fact ~ rep(("*"|"/") ~ fact)
```

Parser

```
def term: Parser[Exp] = fact ~ rep(("*"|"/") ~ fact) ^^ {  
  case a ~ il => il.foldLeft(a)((b,x) => x match {  
    case c ~ d => BinExp(c,b,d) })
```

12 * 34 / 6 => Lit(12) ~ [("*" ~ Lit(34)); ("/" ~ Lit(6))]



BinExp("/",BinExp("*",Lit(12),Lit(34)),Lit(6))

- AST vs. Parse tree
- AST representation in Scala
- how to build AST in Scala