

Assignment 2

Programming Languages

1. [30 pts, grammars] Consider the following unambiguous grammar for expressions,

```
<assign> → <id> = <expr>
<id> → A | B | C
<expr> → <expr> + <term> | <term>
<term> → <term> * <factor> | <factor>
<factor> → ( <expr> ) | <id>
```

- (a.) Modify the above BNF to give + precedence over * and force + to be right associative
- (b.) Modify the above BNF to add the ++ and the -- unary operators of Java
- (c.) Modify the above BNF to add a unary minus operator that has higher precedence than either + or *

2. [30 pts, grammars] Prove that the following grammar is ambiguous

```
<S> → <A>
<A> → <A> + <A> | <id>
<id> → a | b | c
```

3. [10 pts, ply.lex and ply.yacc to build a lexer/tokenizer]

Use the Python ply library to build a calculator using the resource from the Ply web page (<http://www.dabeaz.com/ply/ply.html>)

Your lex and yacc scripts must be able to parse the following expression:

`-1 + (2*3 + 4) * -5`

A few pitfalls to avoid during the implementation:

- (i) Follow the lex and yacc examples on the Ply web page
- (ii) The yacc needs your lexer Python file in the same directory, e.g. named as `mylexer.py`, then `myyacc.py` would have the line:
`from mylexer import tokens`
- (iii) Anaconda 3 has ply library (in case, you can also install the downloaded `ply-3.11.tar.gz` after unzip with `python setup.py install`)
- (iv) Python 3 must have `input()` instead of `raw_input()` in the yacc example



4. [30 pts, semantics] Consider the following grammar:

1. Syntax rule: $\langle \text{assign} \rangle \rightarrow \langle \text{var} \rangle = \langle \text{expr} \rangle$
Semantic rule: $\langle \text{expr} \rangle.\text{expected_type} \leftarrow \langle \text{var} \rangle.\text{actual_type}$
2. Syntax rule: $\langle \text{expr} \rangle \rightarrow \langle \text{var} \rangle[2] + \langle \text{var} \rangle[3]$
Semantic rule: $\langle \text{expr} \rangle.\text{actual_type} \leftarrow \text{if } (\langle \text{var} \rangle[2].\text{actual_type} = \text{int}) \text{ and } (\langle \text{var} \rangle[3].\text{actual_type} = \text{int}) \text{ then int else real end if}$
Predicate: $\langle \text{expr} \rangle.\text{actual_type} == \langle \text{expr} \rangle.\text{expected_type}$
3. Syntax rule: $\langle \text{expr} \rangle \rightarrow \langle \text{var} \rangle$
Semantic rule: $\langle \text{expr} \rangle.\text{actual_type} \leftarrow \langle \text{var} \rangle.\text{actual_type}$
Predicate: $\langle \text{expr} \rangle.\text{actual_type} == \langle \text{expr} \rangle.\text{expected_type}$
4. Syntax rule: $\langle \text{var} \rangle \rightarrow A \mid B \mid C$
Semantic rule: $\langle \text{var} \rangle.\text{actual_type} \leftarrow \text{look-up}(\langle \text{var} \rangle.\text{string})$

Modify the attribute grammar in the above BNF above to have: data types cannot be mixed in expressions, but assignment statements need not have the same types on both sides of the assignment operator.

Note that Attribute Grammars have:

actual_type - synthesized for $\langle \text{var} \rangle$ and $\langle \text{expr} \rangle$

expected_type - inherited for $\langle \text{expr} \rangle$

env - inherited for $\langle \text{expr} \rangle$ and $\langle \text{var} \rangle$

