Grammer-3

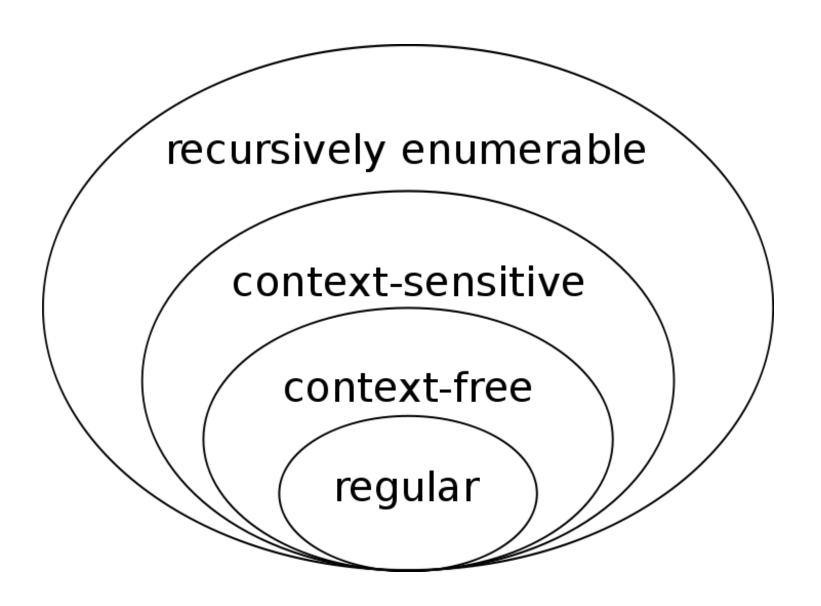
COM S 319

REVIEW-1 (grammer)

- Grammer is formally defined as follows. A
 grammer G is a four tuple { V, T, P, S} where V and
 T are finite sets of variables and terminals (or
 symbols). V and T are disjoint. P is a finite set of
 production rules. S is a special variable called the
 start symbol.
- Example:

```
G1 = {V, T, P, S} where V = {E}, T = {+, -, (, ), id},
S = E, P = rules below
(rule1) E \rightarrow E + E, (rule2) E \rightarrow E - E,
(rule3) E \rightarrow (E), (rule4) E \rightarrow id
```

REVIEW-2 (types of grammers)



REVIEW-3 Regular Grammer

- Production Rules have to have one of the forms
 - 1. $A \rightarrow a$
 - 2. $A \rightarrow aB$
 - 3. $A \rightarrow \epsilon$

where A and B stand for arbitrary variables and a stands for an arbitrary terminal (could also be empty). Epsilon is the empty string.

Note: There is an equivalent form, where middle rule is A → Ba

Review-4

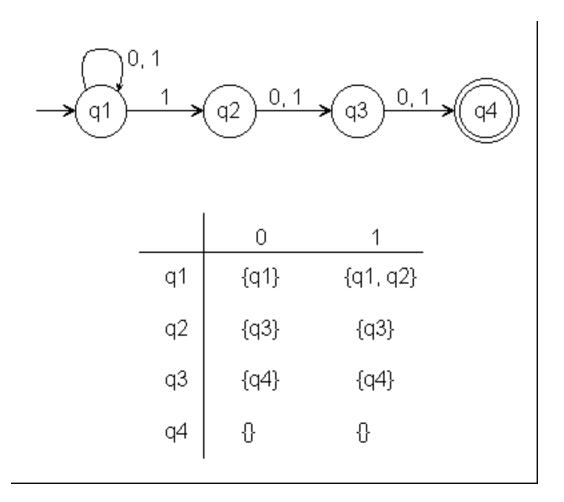
- Regular expressions express strings in regular language
- Regular grammer also expresses strings in regular language.
- Finite automaton is used to recognize regular expressions
- RE, RG, FA are equivalent!

Review-5 Non-deterministic FA

- A NFA is a 5-tuple (Q, A, T, S, F)
 - Q is a FINITE set of states
 - A is the alphabet
 - T is the transition function
 - $Q \times A + \varepsilon \rightarrow P(Q)$ (i.e. state & alphabet gives state
 - S is the start state
 - F is set of final states
- NFA (non-deterministic finite automaton) can
 - 1. transition to multiple states on the same input and
 - 2. can also transition on epsilon

easier to express in NFA vs DFA (note DFA and NFA are equivalent)

Review-6: Transition table



LEX (LEXER OR LEXICAL ANALYSER)

lex & yacc

- describe rules for language in a file
- lex automatically generates lexical analyzer.
- yacc generates parser.

Format of lex rules file:

```
{definitions}
%%
{rules}
%%
{user subroutines}
```

Example Lex file

```
%{
#include <stdio.h>
%}
%%
[a-zA-Z][a-zA-Z0-9]* printf("WORD");
[a-zA-Z0-9\/.-]+ printf("FILENAME");
             printf("QUOTE ");
             printf("OBRACE ");
             printf("EBRACE");
             printf("SEMICOLON");
             printf("\n");
\n
              /* ignore whitespace */;
[\t]+
%%
```

ANTLR

http://www.antlr.org

ANTLR (ANother Tool for Language Recognition) is a powerful parser generator for reading, processing, executing, or translating structured text or binary files. It's widely used to build languages, tools, and frameworks. From a grammar, ANTLR generates a parser that can build and walk parse trees.

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
```

LEXER RULES

• RULE_NAME: RULE_CONTENTS;

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',

Example: ABC.g4

```
lexer grammar ABC;
options
 // antlr will generate java lexer and parser
 language = Java;
      ******* lexer rules
//the grammar must contain at least one lexer rule
SALUTATION: ('Hello world');
ENDSYMBOL: '!';
```

Parser rules: HelloWorld.g4

```
grammar HelloWorld;
options
// antlr will generate java lexer and parser
 language = Java;
  ****** lexer rules:
//the grammar must contain at least one lexer rule
SALUTATION: ('Hello world');
ENDSYMBOL: '!';
  ****** parser rules:
//our grammer accepts only salutation followed by an end symbol
expression: SALUTATION ENDSYMBOL;
```

using -gui option

