

Unit 4 BNF and Syntax Diagrams

Backus-Naur form and variants

- Metasyntax: a syntax used to describe the syntax of languages,
- **BNF** (Backus–Naur Form) is a metasyntax used to express context free grammars
- BNF is widely used as a notation for the grammars programming languages, instruction sets, communication protocols and parts of natural language grammars



Backus-Naur form and variants (cont)

- A set of rules is specified. These are known as **production** rules.
- Each production rule defines the pattern that represents a named structured part of the language
- The name of such a part is called a **non-terminal** symbol in the language.
- The basic elements of the language are called **terminal** symbols.



Backus-Naur form and variants (cont)

- Each rule contains the name of the non-terminal being defined, followed by the sequence or alternative sequences allowed for that symbol. A defining sequence can contain any terminal and non-terminal symbols allowed for that language.
- The definition of a rule can also contain the symbol being defined by that rules. This is called **recursive** definition.



Example: Grammar for Arithmetic Expressions

Productions

Terminal symbols

- simple TS: "+", "-", "*", "/", "(", ")"
- terminal classes: "ident", "number"

Nonterminal symbols

- <Expr>, <Expr2>, <Expr3>, <Term>, <Term2>, <Factor>
- Start symbol
 - <Expr>



EBNF(Extended BNF)

- Terminal symbols start with lower-case letters
- Nonterminal symbols start with upper-case letters
- Metasymbols
 - | (...) separates alternatives groups
 - [...] alternatives optional part
 - {...} iterative part



```
01) Prog ::= KW_PROGRAM Ident SB_SEMICOLON Block SB_PERIOD
02) Block ::= KW_CONST ConstDecl ConstDecls Block2
03) Block ::= Block2

04) Block2 ::= KW_TYPE TypeDecl TypeDecls Block3
05) Block2 ::= Block3

06) Block3 ::= KW_VAR VarDecl VarDecls Block4
07) Block3 ::= Block4

08) Block4 ::= SubDecls Block5
09) Block5 ::= KW_BEGIN Statements KW_END
```



```
10) ConstDecls::= ConstDecl ConstDecls
11) ConstDecls::= \varepsilon
12) ConstDecl ::= Ident SB EQUAL Constant SB SEMICOLON
13) TypeDecls ::= TypeDecl TypeDecls
14) TypeDecls ::= \varepsilon
15) TypeDecl ::= Ident SB EQUAL Type SB SEMICOLON
16) VarDecls ::= VarDecl VarDecls
17) VarDecls ::= \varepsilon
18) VarDecl ::= Ident SB COLON Type SB SEMICOLON
19) SubDecls ::= FunDecl SubDecls
20) SubDecls ::= ProcDecl SubDecls
21) SubDecls ::= \epsilon
```





```
30) Type ::= KW INTEGER
31) Type ::= KW CHAR
32) Type ::= TypeIdent
33) Type ::= KW ARRAY SB LSEL Number SB RSEL KW OF Type
34) BasicType ::= KW INTEGER
35) BasicType ::= KW CHAR
36) UnsignedConstant ::= Number
37) UnsignedConstant ::= ConstIdent
38) UnsignedConstant ::= ConstChar
40) Constant ::= SB PLUS Constant2
41) Constant ::= SB MINUS Constant2
42) Constant ::= Constant2
43) Constant ::= ConstChar
44) Constant2::= ConstIdent
45) Constant2::= Number
```



```
46) Statements ::= Statement Statements2
47) Statements2 ::= KW_SEMICOLON Statement Statements2
48) Statements2 ::= ε

49) Statement ::= AssignSt
50) Statement ::= CallSt
51) Statement ::= GroupSt
52) Statement ::= IfSt
53) Statement ::= WhileSt
54) Statement ::= ForSt
55) Statement ::= ε
```



```
56) AssignSt ::= Variable SB_ASSIGN Expession
57) AssignSt ::= FunctionIdent SB_ASSIGN Expression
58) CallSt ::= KW_CALL ProcedureIdent Arguments
59) GroupSt ::= KW_BEGIN Statements KW_END
60) IfSt ::= KW_IF Condition KW_THEN Statement ElseSt
61) ElseSt ::= KW_ELSE Statement
62) ElseSt ::= EKW_ELSE Statement
63) WhileSt ::= KW_WHILE Condition KW_DO Statement
64) ForSt ::= KW_FOR VariableIdent SB_ASSIGN Expression KW_TO Expression KW_DO Statement
```



```
65) Arguments ::= SB_LPAR Expression Arguments2 SB_RPAR
66) Arguments ::= ε

67) Arguments2::= SB_COMMA Expression Arguments2
68) Arguments2::= ε

68) Condition ::= Expression Condition2

69) Condition2::= SB_EQ Expression
70) Condition2::= SB_NEQ Expression
71) Condition2::= SB_LE Expression
72) Condition2::= SB_LE Expression
73) Condition2::= SB_GE Expression
74) Condition2::= SB_GE Expression
```



```
75) Expression ::= SB_PLUS Expression2
76) Expression ::= SB_MINUS Expression2
77) Expression ::= Expression2
78) Expression2 ::= Term Expression3
79) Expression3 ::= SB_PLUS Term Expression3
80) Expression3 ::= SB_MINUS Term Expression3
81) Expression3 ::= ε
82) Term ::= Factor Term2
83) Term2 ::= SB_TIMES Factor Term2
84) Term2 ::= SB_SLASH Factor Term2
85) Term2 ::= ε
```



```
86) Factor ::= UnsignedConstant
87) Factor ::= Variable
88) Factor ::= FunctionApplication
89) Factor ::= SB_LPAR Expression SB_RPAR

90) Variable ::= VariableIdent Indexes
91) FunctionApplication ::= FunctionIdent Arguments
92) Indexes ::= SB_LSEL Expression SB_RSEL Indexes
93) Indexes ::= E
```

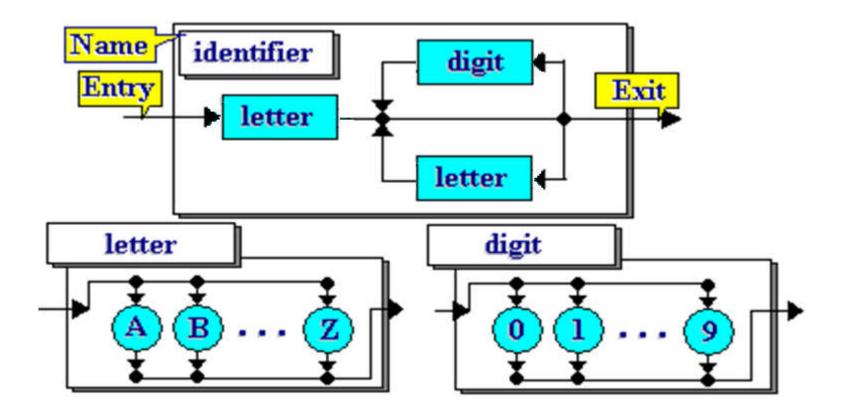


Syntax Diagram

- Each diagram defines a non-terminal
- There is a main diagram which defines the language
- Each diagram has an entry point and an end point
- Terminals are represented by round boxes
- Nonterminals are represented by square boxes.



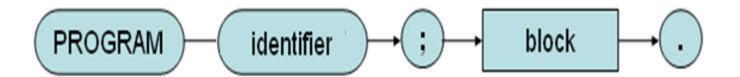
Examples of syntax diagram





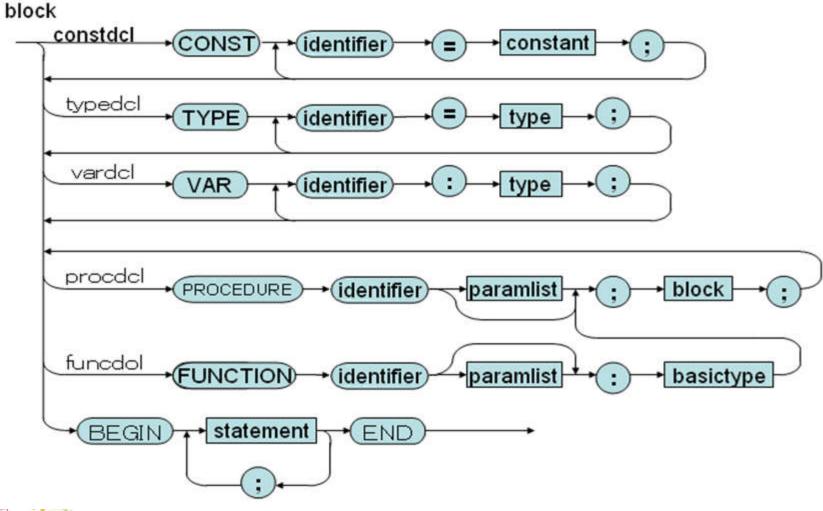
Syntax Diagrams of KPL (program)

program

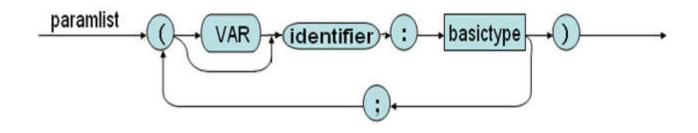


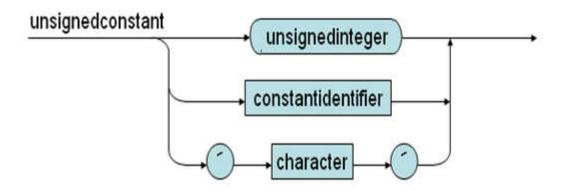


Syntax Diagrams of KPL(block)



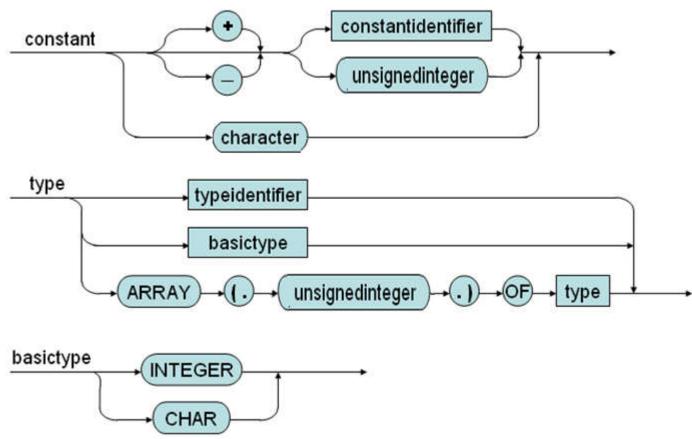
Syntax Diagrams of KPL (list of parameters, unsigned constant)





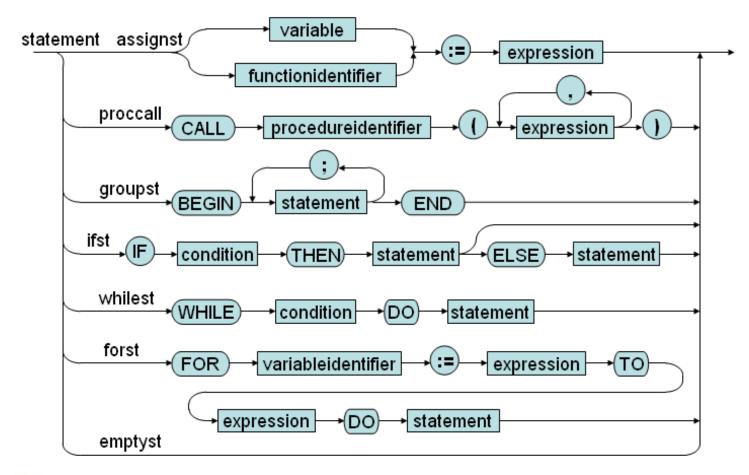


Syntax Diagrams of KPL (declarations)



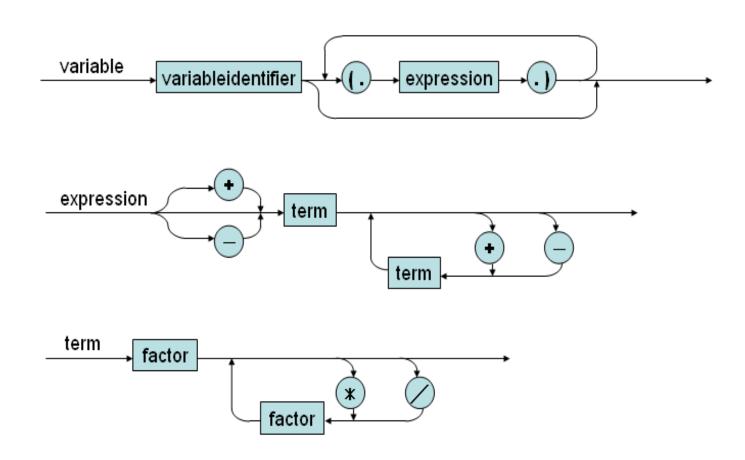


Syntax Diagrams of KPL (statement)



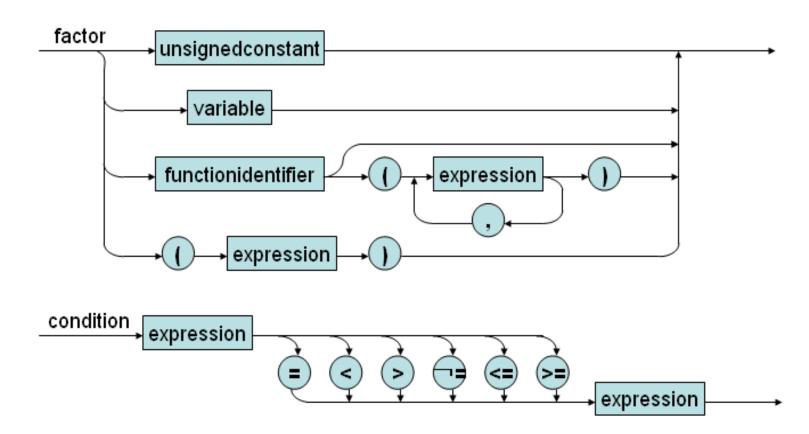


Syntax Diagrams of KPL (variable, expression, term)



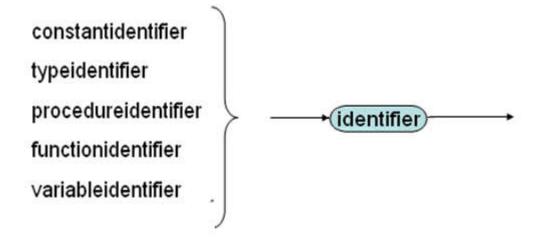


Syntax Diagrams of KPL (factor, condition)





Syntax Diagrams of KPL (identifier, unsigned integer)





Exercise: a KPL program

Write a program that asks the user to type the value of an integer and compute its factorial.

Solution 1

```
program example1; (* Factorial *)
var n : integer; i: integer; f:integer;
BEGIN

n := readi;
f:=1;
if n >=2
begin
for i:= 2 to n do
f:= f*i;
call writeln;
call writeI(f);
end;
END. (* Factorial *)
```



Solution 2 (using KPL functions)

```
program example2; (* Factorial *)
var n : integer;
function f(k : integer) : integer;
  begin
    If k = 0 Then f := 1 Else f := k * f (k
- 1);
  end;
BEGIN
     n := readI;
     call writeln;
     call writeI(f(n));
    END. (* Factorial *)
```

