HW 1

Syntax

Grammars

For each of the following three grammars:

- 1. Briefly describe the language defined by the grammar.
- 2. State whether the language is ambiguous, and if so, submit a single string and two corresponding parse trees.

1

$$S
ightarrow 0 S 1 \mid 0 1$$

✓ Answer ∨

This essentially means that S can be 01, or 0 followed by any S followed by 1.

This practically means that S is any n amount of 0s followed by n amount of 1s.

This language is not ambiguous. All pairs must be parsed from outside in, there are no other ways to parse this tree, or inner S's will fail to parse.

2

$$S
ightarrow a \ S \ b \ S \ | \ b \ S \ a \ S \ | \ \epsilon$$

✓ Answer

This means that S can be nothing, or specific combinations of a and b such that there is an equal amount of a's and b's.

This language is ambiguous.

abab for example may be parsed $(a\epsilon b(a\epsilon b\epsilon))$ or $(a(b\epsilon a\epsilon)b\epsilon)$

Where () represent a recursive node in the parse tree.

3

$$S \rightarrow S + S \mid S * S \mid (S) \mid \mathrm{id}$$

✓ Answer

This is basic arithmetic syntax for the + and * operators. It matches any expression containing +, *, balanced pairs of parenthesis (), and numbers.

This grammar is ambiguous because there is no order of operations.

```
1+2*3 could be parsed as \langle\langle 1+2\rangle*3\rangle or as \langle 1+\langle 2*3\rangle\rangle
```

Where $\langle \rangle$ represent a recursive node in the parse tree.

Syntax-Directed Translation

Construct a syntax-directed translation scheme that translates arithmetic expressions from infix notation to prefix notation in which an operator appears before its operands; e.g., -xy is the prefix notation for x - y. Give annotated parse trees for the inputs 9 - 5 + 2 and 9 - 5 * 2.

```
✓ Answer
 digit \rightarrow \d+
 expr → digit { print(digit) }
      | { print("(") } (expr) { print(")" }
     | { print("+") } expr + expr
     | { print("-") } expr - expr
     | { print("*") } expr * expr
      | { print("/") } expr / expr
 expr \— { print("+") }
       — expr \— { print("-") }
                 — expr \— digit — 9
                      ├── { print(9) }
                ├── [-]
                 —— expr \—— digit —— 5
                           \vdash \vdash \{ print(5) \}
       ├── [+]
       — expr \— digit — 2
                \vdash \vdash \{ print(2) \}
 \rightarrow + - 9 5 2
 expr \— { print("-") }
      — expr \— digit — 9
                \vdash \vdash \{ print(9) \}
          - [-]
```

```
├── expr \── { print("*") }

├── expr \── digit ── 5

├── { print(5) }

├── [*]

├── expr \── digit ── 2

├── { print(2) }

→ - 9 * 5 2
```

Static Scope

Static Scope

For the block-structured C code, indicate the values assigned to w, x, y, and z.

a

```
int w, x, y, z;
int i = 4; int j = 5;
{
    int j = 7;
    i = 6;
    w = i + j;
}
x = i + j;
{
    int i = 8;
    y = i + j;
}
z = i + j;
```

b

```
int w, x, y, z;
int i = 3; int j = 4;
{
    int i = 5;
    w = i + j;
}

x = i + j;
{
    int j = 6;
    i = 7;
    y = i + j;
}
z = i + j;
```

```
✓ Answer
int w, x, y, z; // i, j, w, x, y, z
 int i = 4; int j = 5;
                      // 4, 5, 00, 00, 00, 00
 {
   int j = 7; // 4, 7, 00, 00, 00, 00
                      // 6, 7, 00, 00, 00, 00
    i = 6;
                      // 6, 7, 13, 00, 00, 00
    W = i + j;
 }
 x = i + j;
                      // 6, 5, 13, 11, 00, 00
 {
   int i = 8; // 8, 5, 13, 11, 00, 00
                      // 8, 5, 13, 11, 13, 00
    y = i + j;
 }
 z = i + j;
                      // 6, 5, 13, 11, 13, 11
```

Symbol Table

Implement a hierarchal environment implemented as a *chained symbol table* (Figure 2.36 and 2.37). The table key is a string representing an id, and the value is unused for the time being. Create a function to print the contents of a chained symbol table.

```
✓ Answer
 from typing import Generic, TypeVar, Self
 T = TypeVar("T")
 def print_level(str: str, level: int = 0) → None:
     print("
               "*level + str)
     return
 class CST(Generic[T]):
     def __init__(self, parent: Self | None = None) → None:
          """Creates a base CST with no values"""
         self.table: dict[str, T] = {}
         self.parent: Self | None = parent
         self.children: list[CST[T]] = []
     def put(self, id: str, val: T) → Self:
          """Insert an id into the current table."""
         self.table[id] = val
         return self
     def set(self, id: str, val: T) → Self | None:
         """Set an already created id to a specific value."""
         env = self
         while env is not None:
             if id in env.table:
                  env.table[id] = val
                  return env
              env = env.parent
         return None
     def get(self, id: str) \rightarrow T | None:
         """Search for nearest definitions of id in currennt and
 enclosing environments."""
```

```
env = self
    while env is not None:
        if id in env.table:
           return env.table[id]
        env = env.parent
    return None
def make_child(self) → Self:
    """Create a child for nested environments"""
    child = self. class (self)
    self.children.append(child)
    return child
def print(self, level: int = 0):
    """Print all entries in the current environment."""
    print_level("Symbol Table:", level)
    for id in self.table:
        print_level(f"{id}: {self.table[id]}", level)
    print_level("— End of Table — ", level)
def print_down(self, level: int = 0):
    """Print this environment and all children."""
    self.print(level)
    for child in self.children:
        child.print_down(level + 1)
def print_up(self) → None:
    """Print this environment and all parents"""
    self.print()
    if self.parent:
        self.parent.print_up()
```