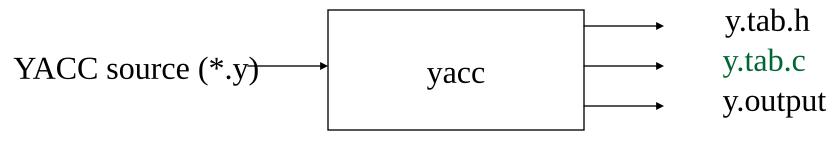
YACC Parser Generator

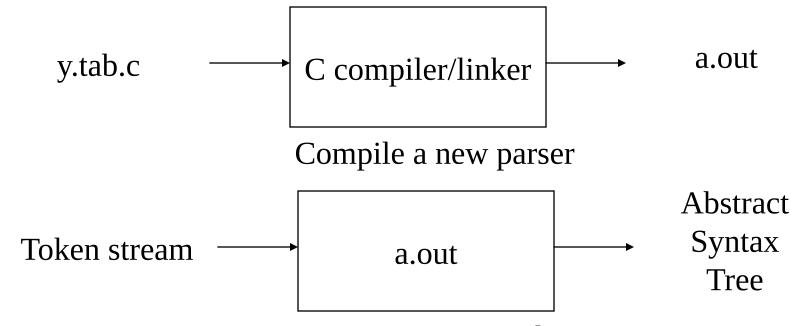
YACC

- YACC (Yet Another Compiler Compiler)
- Produce a parser for a given grammar.
 - Compile a LALR(1) grammar
- Original written by Stephen C. Johnson, 1975.
- Variants:
 - lex, yacc (AT&T)
 - bison: a yacc replacement (GNU)
 - flex: fast lexical analyzer (GNU)
 - BSD yacc
 - PCLEX, PCYACC (Abraxas Software)

How Does YACC Work?



Generate a new parser code from grammar



Parse source code

YACC Format

```
%{
  C declarations
%}
  yacc declarations
%%
  Grammar rules
%%
  Additional C code
```

YACC Example

%{ C declarations #include <stdio.h> %} %token NAME NUMBER yacc declarations statement: NAME '=' expression expression { printf("= %d\n", \$1); } Grammar rules expression: expression '+' NUMBER $\{ \$\$ = \$1 + \$3; \}$ expression '-' NUMBER { \$\$ = \$1 - \$3; } NUMBER { \$\$ = \$1; } %% int yyerror(char *s) Additional C code fprintf(stderr, "%s\n", s); return 0; int main(void) yyparse(); return 0;

YACC Declarations Section

```
%{
#include <stdio.h>
#include <stdlib.h>
%}
                         Terminal
%token ID NUM
%start expr
                    Start Symbol
```

YACC Declaration Summary

`%start'

Specify the grammar's start symbol

`%union'

Declare the collection of data types that semantic values may have

`%token'

Declare a terminal symbol (token type name) with no precedence or associativity specified

`%type'

Declare the type of semantic values for a nonterminal symbol

YACC Declaration Summary

`%right'

Declare a terminal symbol (token type name) that is right-associative

`%left'

Declare a terminal symbol (token type name) that is leftassociative

`%nonassoc'

Declare a terminal symbol (token type name) that is nonassociative

(using it in a way that would be associative is a syntax error, ex: x op. y op. z is syntax error)

Grammar Rules Section

- Normally written like this
- Example:

```
expr : expr '+' term
         term
       : term '*' factor
term
         factor
factor: '(' expr ')'
         ID
         NUM
```



Work between LEX and YACC

- Use enumeration / define
 - YACC produce y.tab.h
 - LEX include y.tab.h

- yacc -d gram.y
 - Will produce y.tab.h

YACC and Bison Command

- Yacc (AT&T)
 - □ yacc –d *xxx.y*
- Bison (GNU)
 - □ bison –d **–y** xxx.y

Produce y.tab.c, the same as above yacc command

Work between LEX and YACC

```
%{
#include <stdio.h>
#include "y.tab.h"
%}
id     [_a-zA-Z][_a-zA-Z0-9]*
%%
int      { return INT; }
char      { return CHAR; }
float      { return FLOAT; }
{id}      { return ID;}
```

```
produced
y.tab.h

# define CHAR 258
# define FLOAT 259
# define ID 260
# define INT 261
```

```
%{
#include <stdio.h>
#include <stdlib.h>
%}
%token CHAR, FLOAT, ID, INT
%%
```

Debug YACC Parser

- Use –t option or define YYDEBUG to 1.
- Set variable yydebug to 1 when you want to trace parsing status.
- 3. If you want to trace the semantic values
 - Define your YYPRINT function

```
#define YYPRINT(file, type, value) yyprint(file, type, value)
static void
yyprint (FILE *file, int type, YYSTYPE value)
{
  if (type == VAR)
    fprintf (file, " %s", value.tptr->name);
  else if (type == NUM)
    fprintf (file, " %d", value.val);
}
```

calc.l

 Specifies the lex command specification file that defines the lexical analysis rules.

calc.y

 Specifies the yacc command grammar file that defines the parsing rules, and calls the yylex subroutine created by the lex command to provide input.

- **-** %{
- #include <stdio.h>
- int regs[26];
- int base;
- **%**}
- %start list
- %token DIGIT LETTER
- %left '|'
- %left '&'
- %left '+' '-'
- %left '*' '/' '%'
- %left UMINUS /*supplies precedence for unary minus */

```
expr: '(' expr ')'
      $$ = $2;
     expr '*' expr
      $$ = $1 * $3;
     expr '/' expr
      $$ = $1 / $3;
     expr '%' expr
      $$ = $1 % $3;
     expr '+' expr
      $$ = $1 + $3;
     expr '-' expr
      $$ = $1 - $3;
     expr '&' expr
      $$ = $1 & $3;
     expr '|' expr
      $$ = $1 | $3;
```

```
'-' expr %prec UMINUS
      $$ = -$2;
    LETTER
      $$ = regs[$1];
     number
number: DIGIT
      $$ = $1;
      base = ($1==0) ? 8 : 10;
     number DIGIT
      $$ = base * $1 + $2;
```

```
%%
main()
return(yyparse());
yyerror(s)
char *s;
 fprintf(stderr, "%s\n",s);
yywrap()
 return(1);
```

```
%{
#include <stdio.h>
#include "y.tab.h"
int c;
extern int yylval;
%}
%%
[a-z] {
       c = yytext[0];
       yylval = c - 'a';
       return(LETTER);
[0-9] {
       c = yytext[0];
       yylval = c - '0';
       return(DIGIT);
[^a-z0-9]b]
          c = yytext[0];
          return(c);
```

Simple Calculator Example - Compile and Run

- bison -d -y calc.y
 - create y.tab.c and y.tab.h
- flex calc.l
 - create lex.yy.c
- gcc -g lex.yy.c y.tab.c -o calc
 - Create execution file
- ___./calc
 - Run the calculator