

Programming Language Definition

- Syntax
 - To describe what its programs look like
 - Specified using **regular expressions** and **context-free grammars**
- Semantics
 - To describe what its programs mean
 - Specified using axiomatic semantics, operational semantics, or denotational semantics

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Regular Expressions

- A regular expression is one of the following:
 - A character
 - The empty string, denoted by ϵ
 - Two or more regular expressions concatenated
 - Two or more regular expressions separated by | (or)
 - A regular expression followed by the Kleene star (concatenation of zero or more strings)

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Regular Expressions

- The pattern of numeric constants can be represented as:

$digit \rightarrow 0 \mid 1 \mid 2 \mid 3 \mid 4 \mid 5 \mid 6 \mid 7 \mid 8 \mid 9$

$unsigned_integer \rightarrow digit\ digit^*$

$unsigned_number \rightarrow unsigned_integer\ ((\cdot\ unsigned_integer) \mid \epsilon)$
 $(((e \mid E) (+ \mid - \mid \epsilon)\ unsigned_integer) \mid \epsilon)$

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What is the meaning of following expressions ?

- $[0-9a-f]^+$
- $b[aeiou]^+t$
- $a^*(ba^*ba^*)^*$

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Define Regular Expressions

- Match strings only consisting of 'a', 'b', or 'c' characters
- Match only the strings "Buy more milk", "Buy more bread", or "Buy more juice"
- Match identifiers which contain letters and digits, starting with a letter

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Lexeme, Token, & Pattern [1]

- Lexeme
 - A sequence of characters in the source program with the lowest level of syntactic meanings
 - E.g., sum, +, -
- Token
 - A category of lexemes
 - A lexeme is an instance of token
 - The basic building blocks of programs

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Token Examples

Token	Informal Description	Sample Lexemes
keyword	All keywords defined in the language	if else
comparison	<, >, <=, >=, ==, !=	<=, !=
id	Letter followed by letters and digits	pi, score, D2
number	Any numeric constant	3.14159, 0, 6
literal	Anything surrounded by "s, but exclude "	"core dumped"

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Lexeme, Token, & Pattern [1]

- Pattern
 - A description of the form that the lexemes of a token may take
 - Specified with regular expressions

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Context-Free Grammars

- Using the notation Backus-Naur Form (BNF)
- A context-free grammar consists of [1]
 - A set of *terminals* T
 - A set of *non-terminals* N
 - A *start symbol* S (a non-terminal)
 - A set of *productions* P

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Terminals T

- The basic symbols from which strings are formed
- Terminals are tokens
 - if, foo, ->, 'a'

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Non-terminals **N**

- Syntactic variables that denote sets of strings or classes of syntactic structures
 - expr, stmt
- Impose a hierarchical structure on the language

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Start Symbol **S**

- One nonterminal
- Denote the language defined by the grammar

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Production P

- Specify the manner in which terminals and nonterminals are combined to form strings
- Each production has the format
 nonterminal -> a string of nonterminals and terminals
- One nonterminal can be defined by a list of nonterminals and terminals

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Production

- Nonterminal symbols can have more than one distinct definition, representing all possible syntactic forms in the language

`<if_stmt> -> if <logic_expr> then <stmt>`

`<if_stmt> -> if <logic_expr> then <stmt> else <stmt>`

Or

`<if_stmt> -> if <logic_expr> then <stmt>`

 | `if <logic_expr> then <stmt> else <stmt>`

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Backus-Naur Form

- Invented by John Backus and Peter Naur to describe syntax of Algol 58/60
- Used to describe the context-free grammars
- A **meta-language**: a language used to describe another language

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BNF Rules

- A rule has a left-hand side(LHS), one or more right-hand side (RHS), and consists of **terminal** and **nonterminal** symbols
- For a nonterminal, when there is more than one RHS, there are multiple alternative ways to expand/replace the nonterminal
 - E.g., `<stmt> -> <single_stmt>`
`| begin <stmt_list> end`

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BNF Rules

- Rules can be defined using recursion

```
<ident_list> -> ident
                | ident, <ident_list>
```

- Two types of recursion

- Left recursion:

- $\text{id_list_prefix} \rightarrow \text{id_list_prefix}, \text{id} \mid \text{id}$

- Right recursion

- The above example

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How does BNF work?

- It is like a mathematical game:
 - You start with a symbol **S**
 - You are given rules (**Ps**) describing how you can replace the symbol with other symbols (**Ts** or **Ns**)
 - The language defined by the BNF grammar is the set of all terminal strings you can produce by following these rules

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Derivation

- By repeatedly applying rules to nonterminals, we end up with strings containing only terminal symbols (**sentences**)
- All derived strings compose the language defined by the grammar