

# Program Syntax

In Text: Chapter 3 & 4

# Overview

- Basic concepts
  - Programming language, regular expression, context-free grammars
- Lexical analysis
  - Scanner
- Syntactic analysis
  - Parser

# What is a "Language"?

- A language is a set of strings of symbols that are constrained by rules
- A **sentence** is a string of symbols
- A *language* is a set of sentences

# What is a "Language"?

- **Syntax and semantics** provide a language's definition
  - **Syntax** (Grammar)
    - To describe the structure of a language
  - **Semantics**
    - To describe the meaning of sentences, phrases, or words

# Formal Definition of Languages

- **Recognizers**
  - A recognition device reads input strings over the alphabet of the language and decides whether the input strings belong to the language
  - Example: syntax analysis part of a compiler
- **Generators**
  - A device that generates sentences of a language

# Natural Languages Are Ambiguous

- "I saw a man on a hill with a telescope"
- Programming languages should be precise and unambiguous
  - Both programmers and computers can tell what a program is supposed to do

# 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

# Regular Expressions

- A regular expression is one of the followings:
  - A character
  - The empty string, denoted by  $\varepsilon$
  - 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)



# Regular Expressions (cont'd)

- The pattern of numeric constants can be represented as:

*digit*  $\longrightarrow$  0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9

*unsigned\_integer*  $\longrightarrow$  *digit digit*\*

*unsigned\_number*  $\longrightarrow$  *unsigned\_integer* ( ( . *unsigned\_integer* ) |  $\epsilon$  )  
( ( ( e | E ) ( + | - |  $\epsilon$  ) *unsigned\_integer* ) |  $\epsilon$  )

# What is the meaning of following expressions ?

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

# 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

# Context-Free Grammars

- Context-Free Grammars
  - Developed by Noam Chomsky in the mid-1950s
  - Describe the syntax of natural languages
  - Define a class of languages called context-free languages
  - Was originally designed for natural languages

# Context-Free Grammars

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

# Terminals **T**

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

# Non-terminals **N**

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

# Start Symbol **S**

- One nonterminal
- Denote the language defined by the grammar



# Production P

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

# Production P

- 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>`

# 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

# 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`

# BNF Rules

- Rules can be defined using recursion

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

- Two types of recursion

- Left recursion:

- `id_list_prefix -> id_list_prefix, id | id`

- Right recursion

- The above example

# How does BNF work?

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

# Derivation

- A grammar is a generative device for defining languages
- The sentences of the language are generated through a sequence of rule applications
- The sequence of rule applications is called a **derivation**

# An Example Grammar

$\langle \text{program} \rangle \rightarrow \langle \text{stmts} \rangle$

$\langle \text{stmts} \rangle \rightarrow \langle \text{stmt} \rangle$   
 $\quad \quad \quad | \quad \langle \text{stmt} \rangle ; \langle \text{stmts} \rangle$

$\langle \text{stmt} \rangle \rightarrow \langle \text{var} \rangle = \langle \text{expr} \rangle$

$\langle \text{var} \rangle \rightarrow a \mid b \mid c \mid d$

$\langle \text{expr} \rangle \rightarrow \langle \text{term} \rangle + \langle \text{term} \rangle$   
 $\quad \quad \quad | \quad \langle \text{term} \rangle - \langle \text{term} \rangle$

$\langle \text{term} \rangle \rightarrow \langle \text{var} \rangle$   
 $\quad \quad \quad | \quad \text{const}$



# An Exemplar Derivation

$\langle \text{program} \rangle \Rightarrow \langle \text{stmts} \rangle$

$\Rightarrow \langle \text{stmt} \rangle$

$\Rightarrow \langle \text{var} \rangle = \langle \text{expr} \rangle$

$\Rightarrow a = \langle \text{expr} \rangle$

$\Rightarrow a = \langle \text{term} \rangle + \langle \text{term} \rangle$

$\Rightarrow a = \langle \text{var} \rangle + \langle \text{term} \rangle$

$\Rightarrow a = b + \langle \text{term} \rangle$

$\Rightarrow a = b + \text{const} \leftarrow \text{sentence}$

# Sentential Forms

- Every string of symbols in the derivation is a **sentential form**
- A **sentence** is a sentential form that has only terminal symbols
- A **leftmost derivation** is one in which the leftmost non-terminal in each sentential form is the one that is expanded next in the derivation

# Sentential Forms

- A **left-sentential form** is a sentential form that occurs in the leftmost derivation
- A **rightmost derivation** works right to left instead
- A **right-sentential form** is a sentential form that occurs in the rightmost derivation
- Some derivations are neither leftmost nor rightmost

# Why BNF?

- Provides a clear and concise syntax description
- The parse tree can be generated from BNF
- Parsers can be based on BNF and are easy to maintain

# Context-Free Grammars

- The syntax of simple arithmetic expression

$$\text{expr} \rightarrow \text{id} \mid \text{number} \mid -\text{expr} \mid (\text{expr})$$
$$\mid \text{expr op expr}$$
$$\text{op} \rightarrow + \mid - \mid * \mid /$$

- What are the terminal symbols and nonterminal symbols?
- What is the start symbol?

# One Possible Derivation

`expr => expr op expr`

`=> ...`

`=> id + number`

# Parse Tree

- A **parse tree** is
  - a hierarchical representation of a derivation
  - to represent the structure of the derivation of a terminal string from some non-terminal
  - to describe the hierarchical syntactic structure of programs for any language

# An Example

- Given the simple assignment statement syntax

$\langle \text{assign} \rangle \rightarrow \langle \text{id} \rangle = \langle \text{expr} \rangle$

$\langle \text{id} \rangle \rightarrow A \mid B \mid C$

$\langle \text{expr} \rangle \rightarrow \langle \text{id} \rangle + \langle \text{expr} \rangle$   
                  |  $\langle \text{id} \rangle * \langle \text{expr} \rangle$   
                  |  $( \langle \text{expr} \rangle )$   
                  |  $\langle \text{id} \rangle$

- With leftmost derivation, how is  $A = B * (A + C)$  generated?



# Derivation for $A = B * (A + C)$

$\langle \text{assign} \rangle \Rightarrow \langle \text{id} \rangle = \langle \text{expr} \rangle$

$\Rightarrow A = \langle \text{expr} \rangle$

$\Rightarrow A = \langle \text{id} \rangle * \langle \text{expr} \rangle$

$\Rightarrow A = B * \langle \text{expr} \rangle$

$\Rightarrow A = B * ( \langle \text{expr} \rangle )$

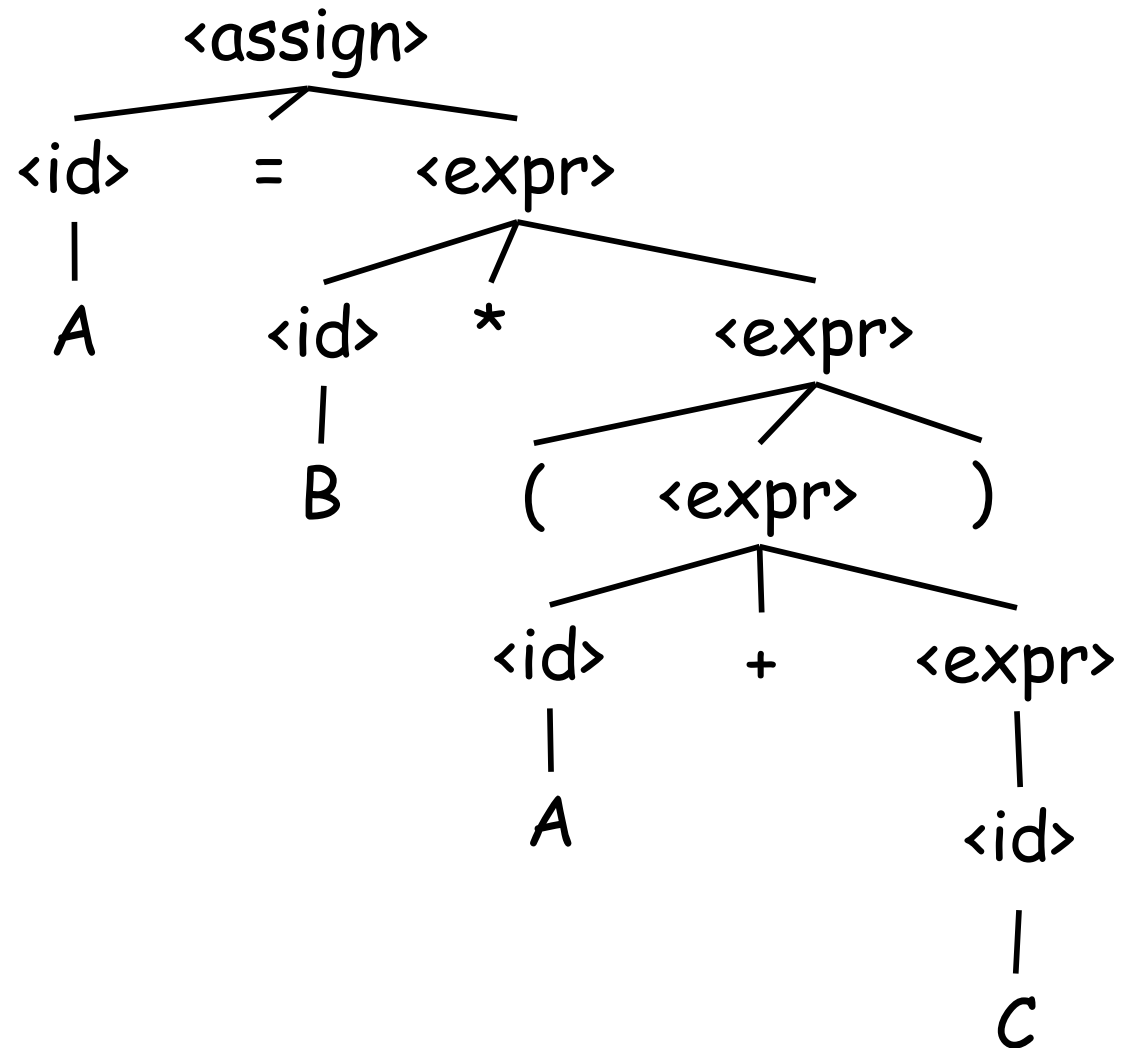
$\Rightarrow A = B * ( \langle \text{id} \rangle + \langle \text{expr} \rangle )$

$\Rightarrow A = B * ( A + \langle \text{expr} \rangle )$

$\Rightarrow A = B * ( A + \langle \text{id} \rangle )$

$\Rightarrow A = B * ( A + C )$

# The Parse Tree for $A = B * (A + C)$



# Parse Tree

- A grammar is **ambiguous** if it generates a sentential form that has two or more distinct parse trees



# What goes wrong?

- The production rules do not capture the **associativity** and **precedence** of various operators
  - **Associativity** tells whether the operators group left to right or right to left
    - Is  $10 - 4 - 3$  equal to  $(10 - 4) - 3$  or  $10 - (4 - 3)$ ?
  - **Precedence** tells that some operators group more tightly than the others
    - Is  $\text{slope} * x + \text{intercept}$  equal to  $(\text{slope} * x) + \text{intercept}$  or  $\text{slope} * (x + \text{intercept})$ ?

# Operator Associativity

- Single recursion in production rules

$\langle \text{expr} \rangle \rightarrow \langle \text{expr} \rangle - \langle \text{expr} \rangle \mid \text{const}$

**X Ambiguous**

$\langle \text{expr} \rangle \rightarrow \langle \text{expr} \rangle - \text{const} \mid \text{const}$

**✓ Unambiguous**

$\langle \text{expr} \rangle \rightarrow \text{const} - \langle \text{expr} \rangle \mid \text{const}$

**✓ Unambiguous (less desirable)**

# Operator Precedence

- Use stratification in production rules
  - Intentionally put operators at different levels of parse trees

<code>&lt;expr&gt;</code>	<code>-&gt;</code>	<code>&lt;expr&gt;</code>	<code>-</code>	<code>&lt;term&gt;</code>		<code>&lt;term&gt;</code>
<code>&lt;term&gt;</code>	<code>-&gt;</code>	<code>&lt;term&gt;</code>	<code>/</code>	<code>const</code>		<code>const</code>

# Improved Unambiguous Context-Free Grammar

1.  $\text{expr} \rightarrow \text{expr add\_op term}$   
    |  $\text{term}$

2.  $\text{term} \rightarrow \text{term mul\_op factor} \mid \text{factor}$

3.  $\text{factor} \rightarrow \text{id} \mid \text{number} \mid \text{-factor}$   
    |  $(\text{expr})$

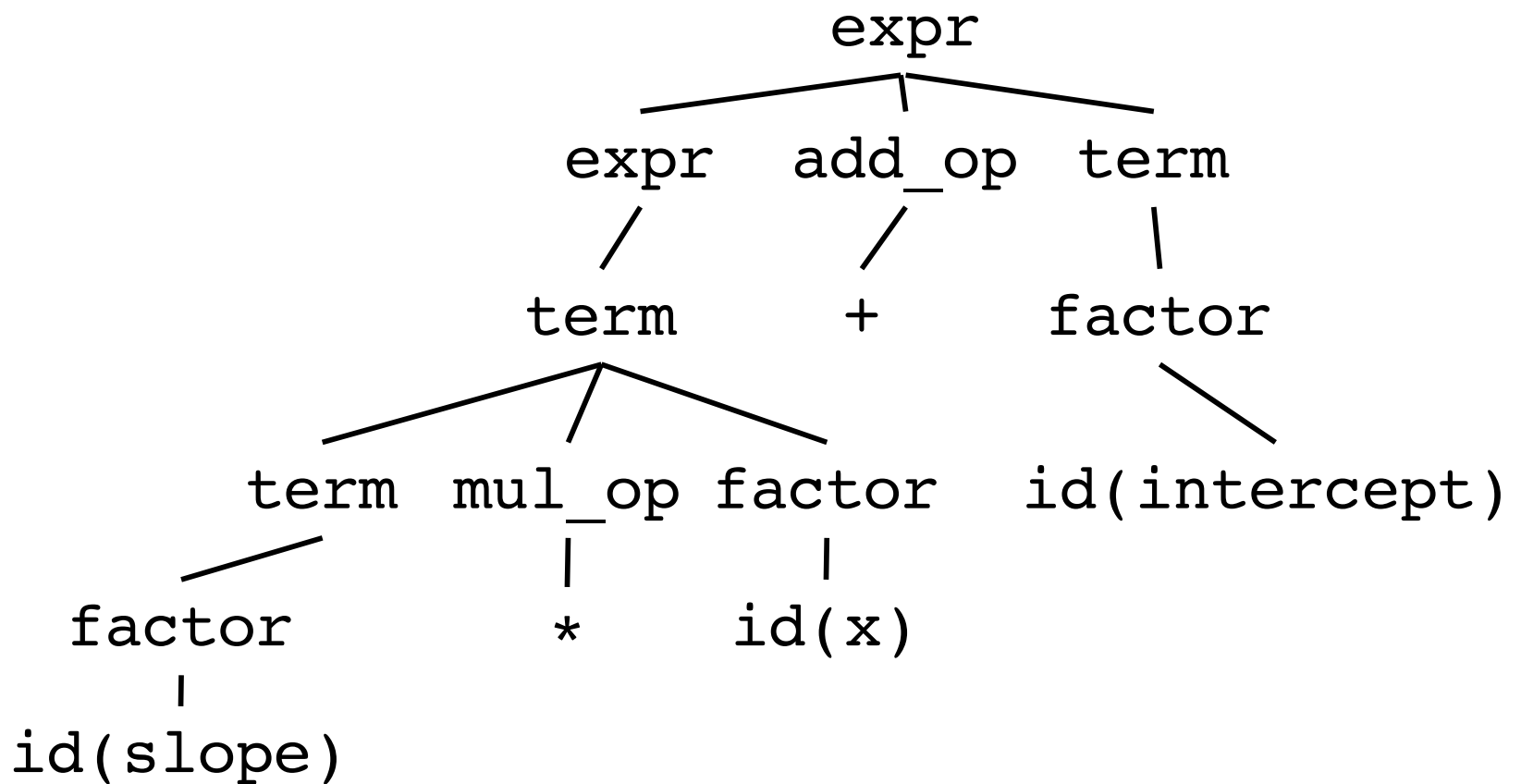
3.  $\text{add\_op} \rightarrow + \mid -$

4.  $\text{mul\_op} \rightarrow * \mid /$



# Revisit "slope \* x + intercept"

- Parse Tree



# Extended BNF (EBNF)

- There are extensions of BNF to simplify representation
  - Kleene star `*` or `{ }` to represent repetition (0 or more)
  - `()` to represent alternative parts
  - `[]` to represent optional parts
    - `proc_call -> id('[expr_list]')`

# BNF and EBNF

- BNF

$$\begin{aligned} \langle \text{expr} \rangle &\rightarrow \langle \text{expr} \rangle + \langle \text{term} \rangle \\ &| \langle \text{expr} \rangle - \langle \text{term} \rangle \\ &| \langle \text{term} \rangle \end{aligned}$$
$$\begin{aligned} \langle \text{term} \rangle &\rightarrow \langle \text{term} \rangle * \langle \text{factor} \rangle \\ &| \langle \text{term} \rangle / \langle \text{factor} \rangle \\ &| \langle \text{factor} \rangle \end{aligned}$$

- EBNF

$$\langle \text{expr} \rangle \rightarrow \langle \text{term} \rangle \{ (+ \mid -) \langle \text{term} \rangle \}$$
$$\langle \text{term} \rangle \rightarrow \langle \text{factor} \rangle \{ (* \mid /) \langle \text{factor} \rangle \}$$

# Another Example

`<program>`  $\rightarrow$  `<stmts>`

`<stmts>`  $\rightarrow$  `<stmt>`  
| `<stmt>` ; `<stmts>`

`<stmt>`  $\rightarrow$  `<var>` = `<expr>`

`<var>`  $\rightarrow$  a | b | c | d

`<expr>`  $\rightarrow$  `<term>` + `<term>`  
| `<term>` - `<term>`

`<term>`  $\rightarrow$  `<var>`  
| const

- $G = \{T, N, S, P\}$
- What are the terminals?
- What are the nonterminals?
- What is the start symbol?