

Understanding Context Free Grammars

Give some legal strings accepted by this grammar?

$$\begin{aligned} E &\rightarrow E + T \mid E - T \mid T \\ T &\rightarrow T * F \mid T / F \mid F \\ F &\rightarrow i \end{aligned}$$

Give some legal strings accepted by this grammar?

$$\begin{aligned} S &\rightarrow \text{procedure id } P ; \mid \varepsilon \\ P &\rightarrow (L) \mid \varepsilon \\ L &\rightarrow R : T \mid R : T ; L \\ R &\rightarrow V D \\ V &\rightarrow \text{var } \mid \varepsilon \\ D &\rightarrow D , \text{id} \mid \text{id} \\ T &\rightarrow \text{int} \mid \text{real} \end{aligned}$$

Writing Context Free Grammars

Write a grammar for predicates within if conditions,
Where the condition is a predicate or logical expression

Example legal conditions:

$x < y$

$(w == 8) \text{ and } (j < 10)$

$w > d \text{ or } m == 9$

not w

not $(w < y)$

From Regular Expression to Context Free Grammar

Regular Exprs:

b

RS

$R|S$

R^*

CFG Production Rules:

Example Regular Expression:

$I \rightarrow L(L|D)^*$

What is the equivalent context free grammar?

Derivations and Parse Trees

Consider the grammar:

$$S \rightarrow (L) \mid a$$
$$L \rightarrow L,S \mid S$$

Input string: (a, (a,a))

Question - Is this string in this language?

Important Terminology

Derivation -

Leftmost versus Rightmost derivation -

Sentential Form -

Sentence -

Parse Tree -

Concrete syntax Tree -

Abstract syntax Tree -

Ambiguous grammar -

The Chomsky Hierarchy

By Norman Chomsky 1959

Four Main Types of Grammars based on their form:

Type 0 - unrestricted grammars

Type 1 - context-sensitive grammars

Type 2 - context-free grammars

Type 3 - regular grammars

Format of a Bison Spec File

```
%{  
Prologue - macros  
%}  
Bison declarations  
%%  
Grammar rules and actions  
%%  
Epilogue - copied directly
```

Example Prologue

```
%{
#include <stdio.h>
#include "ptypes.h"
%}
%union {
long int n;
tree t; /* tree is defined in 'ptypes.h'.
*/
}
%{
static void print_token_value (FILE *,
int, YYSTYPE);
#define YYPRINT(F, N, L)
print_token_value (F, N, L)
%}
```


Example Rules Section without actions

```
expr: primary  
| primary '+' primary  
;  
primary: constant  
| '(' expr ')'  
;
```

Example Epilogue

```
int yyerror(char *msg)
{ fprintf(stderr,"Error: %s\n",msg);
  return 0;
}
```

```
int main(void)
{  yyparse();
   return 0;
}
```

A complete Example

A simple thermostat controller

Let's say we have a thermostat that we want to control using a simple language.

A session with the thermostat may look like this:

heat on

Heater on!

heat off

Heater off!

target temperature 22

New temperature set!

The Lex Spec

```
%{  
#include <stdio.h>  
#include "y.tab.h"  
%}  
%%  
[0-9]+ return NUMBER;  
heat return TOKHEAT;  
on|off return STATE;  
target return TOKTARGET;  
temperature return TOKTEMPERATURE;  
\n /* ignore end of line */;  
[ \t]+ /* ignore whitespace */;  
%%
```

The (incomplete) Bison Spec

```
commands: /* empty */  
  | commands command ;
```

```
command: heat_switch  
  | target_set ;
```

```
heat_switch: TOKHEAT STATE { printf("\tHeat turned on or off\n"); } ;
```

```
target_set: TOKTARGET TOKTEMPERATURE NUMBER  
           { printf("\tTemperature set\n"); } ;
```

The Makefile with Lex/Flex and Yacc/Bison

```
all: turtle eins.ps
```

```
eins.ps: eins.tlt turtle  
    turtle < eins.tlt > eins.ps
```

```
lex.yy.o: lex.yy.c turtle.tab.h symtab.h  
    gcc -c lex.yy.c
```

```
lex.yy.c: turtle.l  
    flex turtle.l
```

```
turtle.tab.h: turtle.y  
    bison -d turtle.y
```

```
turtle.tab.c: turtle.y  
    bison -d turtle.y
```

```
turtle.tab.o: turtle.tab.c symtab.h  
    gcc -c turtle.tab.c
```

```
turtle: turtle.tab.o lex.yy.o symtab.c  
    gcc lex.yy.o turtle.tab.o symtab.c -lfl -o turtle
```

Example Bison Spec with Actions

```
input:                                /* empty */
| input line
;
line: '\n'
| exp '\n'        { printf ("\t%.10g\n", $1); }
;
exp: NUM          { $$ = $1; }
| exp exp '+'     { $$ = $1 + $2; }
| exp exp '-'     { $$ = $1 - $2; }
| exp exp '*'     { $$ = $1 * $2; }
| exp exp '/'     { $$ = $1 / $2; }
/* Exponentiation */
| exp exp '^'     { $$ = pow ($1, $2); }
/* Unary minus */
| exp 'n'         { $$ = -$1; }
;
%%
```