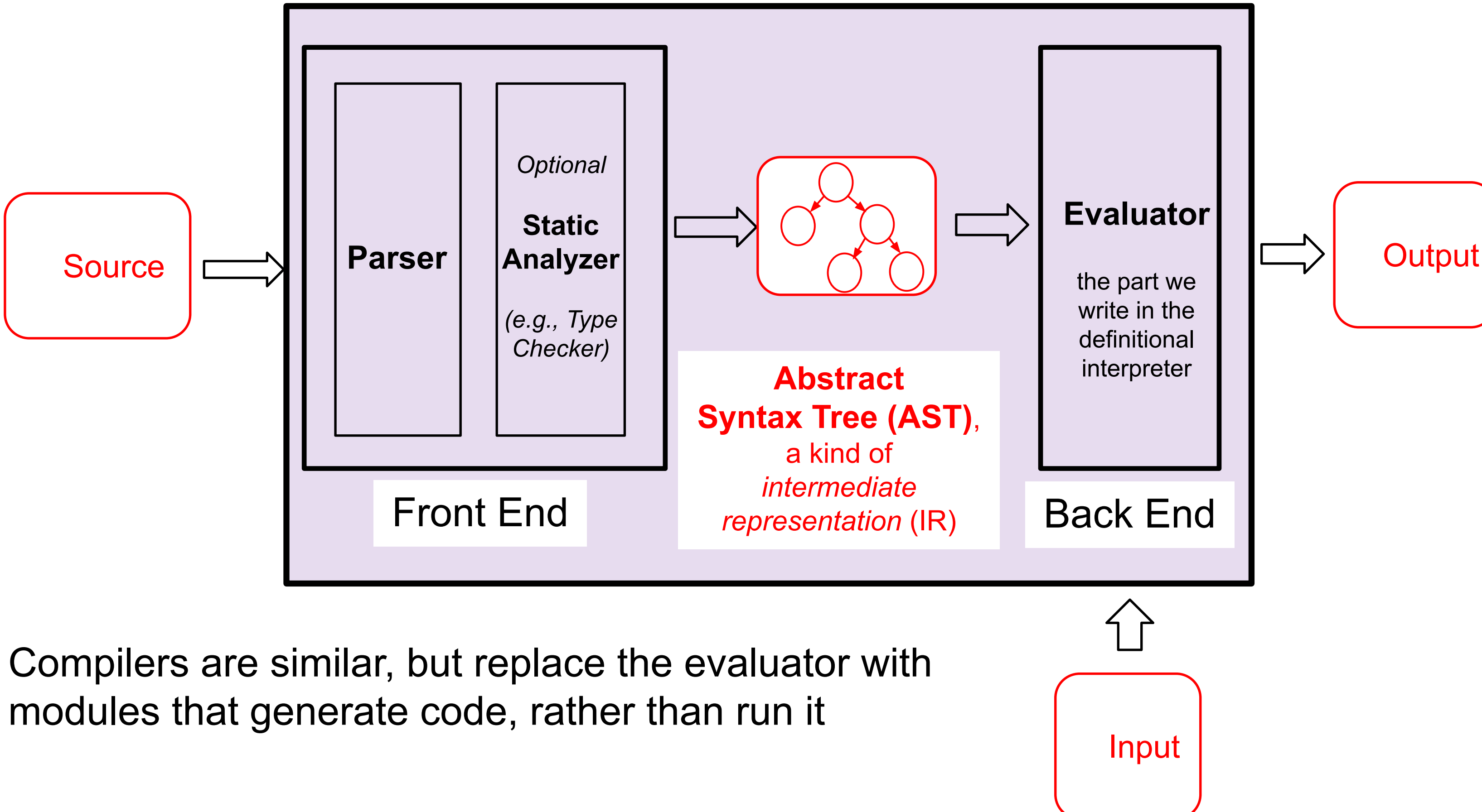
CMSC 330: Organization of Programming Languages

Context Free Grammars

Interpreters

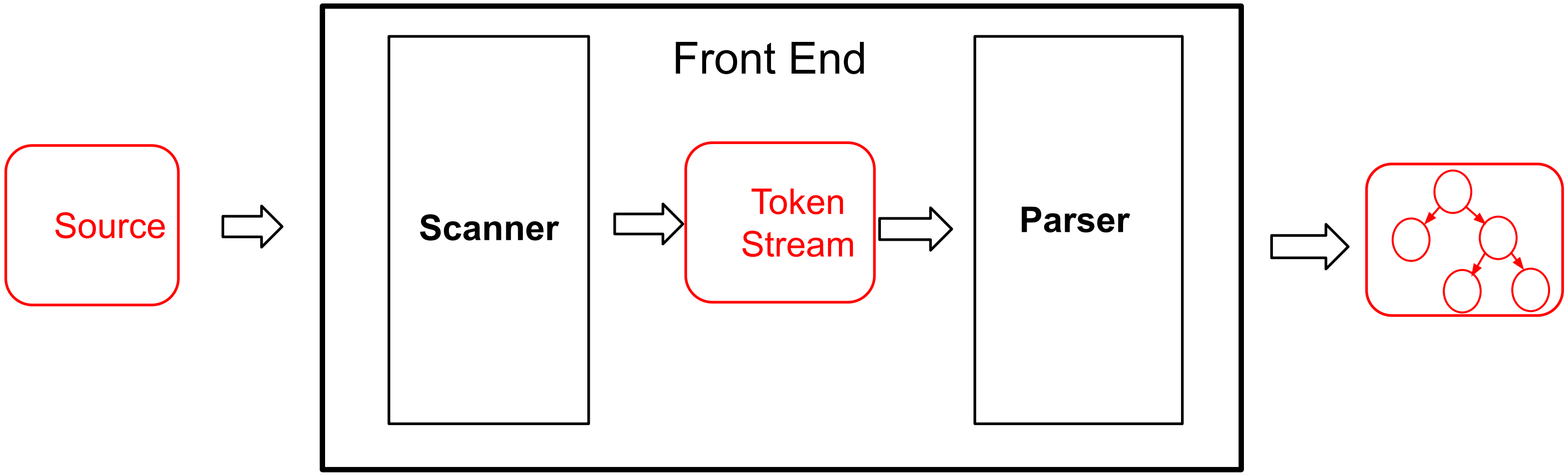


Compilers are similar, but replace the evaluator with modules that generate code, rather than run it

Implementing the Front End

- Goal: Convert program text into an Abstract Syntax Tree
- ASTs are easier to work with
  - Analyze, optimize, execute the program
- Do this using regular expressions?
  - Won't work!
  - Regular expressions cannot reliably parse paired braces {{ … }}, parentheses (((…))), etc.
- Instead: Regexps for tokens (**scanning**), and Context Free Grammars for **parsing** tokens

Front End – Scanner and Parser



- Scanner / lexer converts program source into tokens (keywords, variable names, operators, numbers, etc.) using regular expressions

- Parser converts tokens into an AST (abstract syntax tree). Parsers recognize strings defined as context free grammars

Context-Free Grammar (CFG)

- A way of describing sets of strings (= languages)
  - Write L(G) the language of strings defined by grammar G
- Example grammar G is

  $S \rightarrow \varepsilon \mid 0S \mid 1S$

  which says that string s' ∈ L(G) iff
  - s' = ε, or
  - ∃ s ∈ L(G) such that s' = 0s, or s' = 1s
- Grammar is same as regular expression (0|1)*
  - Generates / accepts the same set of strings

CFGs Are Expressive

- CFGs subsume REs (and DFAs, NFAs)
  - There is a CFG that generates any regular language
  - But: REs are often better notation for those languages

- And CFGs can define languages regexps cannot
  - $S \rightarrow (S) \mid \varepsilon$ // represents balanced pairs of ( )'s

- As a result, CFGs often used as the basis of parsers for programming languages

Parsing with CFGs

- CFGs formally define languages, but they do not define an *algorithm* for accepting strings
- Several styles of algorithm; each works only for less expressive forms of CFG
  - LL(k) parsing ← We will discuss this next lecture
  - LR(k) parsing
  - LALR(k) parsing
  - SLR(k) parsing
- Tools exist for building parsers from grammars
  - JavaCC, Yacc, etc.

Formal Definition: Context-Free Grammar

- A CFG G is a 4-tuple (Σ, N, P, S)
  - Σ – alphabet (finite set of symbols, or terminals)
    - Often written in lowercase
  - N – a finite, nonempty set of nonterminal symbols
    - Often written in UPPERCASE
    - It must be that $N \cap \Sigma = \varnothing$
  - P – a set of productions of the form $N \rightarrow (\Sigma|N)^*$
    - Informally: the nonterminal can be replaced by the string of zero or more terminals / nonterminals to the right of the →
    - Can think of productions as rewriting rules (more later)
  - $S \in N$ – the start symbol

Notational Shortcuts

$S \rightarrow aBc$ $S \rightarrow aBc$ // S is start symbol
$A \rightarrow aA$
  | b   // $A \rightarrow b$
  | // $A \rightarrow \varepsilon$

- A production is of the form
  - left-hand side (LHS) → right hand side (RHS)
- If not specified
  - Assume LHS of first production is the start symbol
- Productions with the same LHS
  - Are usually combined with |
- If a production has an empty RHS
  - It means the RHS is ε

Aside: Backus-Naur Form

- Context-free grammar production rules are also called Backus-Naur Form or BNF
  - Designed by John Backus and Peter Naur
    - Chair and Secretary of the Algol committee in the early 1960s. Used this notation to describe Algol in 1962

- A production A → B c D
  is written in BNF as <A> ::= <B> c <D>
  - Non-terminals written with angle brackets; uses ::= instead of →
  - Often see hybrids that use ::= instead of → but drop the angle brackets on non-terminals, favoring *italics*

Generating Strings

- Think of a grammar as generating strings by rewriting
  - Beginning with the start symbol, repeatedly rewrite a nonterminal per a production in the grammar (replace LHS with RHS)
- Example grammar G

  $S \to 0S \mid 1S \mid \varepsilon$
- Generate string 011 from G as follows:

  $S \Rightarrow 0S$ // using $S \to 0S$

  $\Rightarrow 01S$ // using $S \to 1S$

  $\Rightarrow 011S$ // using $S \to 1S$

  $\Rightarrow 011$ // using $S \to \varepsilon$

Accepting Strings (Informally)

- Checking if $s \in L(G)$ is called acceptance
  - Algorithm: Find a rewriting from G's start symbol that yields s
    - 011 $\in L(G)$ according to the previous rewriting
- Terminology
  - Such a sequence of rewrites is a derivation or parse
  - Discovering the derivation is called parsing

Derivations

- Notation
  - $\Rightarrow$ indicates a derivation of one step
  - $\Rightarrow^+$ indicates a derivation of one or more steps
  - $\Rightarrow^*$ indicates a derivation of zero or more steps
- Example
  - $S \rightarrow 0S \mid 1S \mid \varepsilon$
- For the string 010
  - $S \Rightarrow 0S \Rightarrow 01S \Rightarrow 010S \Rightarrow 010$
  - $S \Rightarrow^+ 010$
  - $010 \Rightarrow^* 010$

Language Generated by Grammar

- L(G) the language defined by G is

$$L(G) = \{ s \in \Sigma^* \mid S \Rightarrow^+ s \}$$

  - S is the start symbol of the grammar
  - Σ is the alphabet for that grammar

- In other words
  - All strings over Σ that can be derived from the start symbol via one or more productions

Quiz #1

- Consider the grammar

  $S \rightarrow bS \mid T$

  $T \rightarrow aT \mid U$

  $U \rightarrow cU \mid \varepsilon$

- Which of the following is a derivation of the string aac?

A. $S \Rightarrow T \Rightarrow aT \Rightarrow aTaT \Rightarrow aaT \Rightarrow aacU \Rightarrow aac$

B. $S \Rightarrow T \Rightarrow U \Rightarrow aU \Rightarrow aaU \Rightarrow aacU \Rightarrow aac$

C. $S \Rightarrow aT \Rightarrow aaT \Rightarrow aaU \Rightarrow aacU \Rightarrow aac$

D. $S \Rightarrow T \Rightarrow aT \Rightarrow aaT \Rightarrow aaU \Rightarrow aacU \Rightarrow aac$

Quiz #1

- Consider the grammar

  $S \to bS \mid T$

  $T \to aT \mid U$

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C. $S \Rightarrow aT \Rightarrow aaT \Rightarrow aaU \Rightarrow aacU \Rightarrow aac$

D. $S \Rightarrow T \Rightarrow aT \Rightarrow aaT \Rightarrow aaU \Rightarrow aacU \Rightarrow aac$

Quiz #2

Consider the grammar

$S \rightarrow bS \mid T$

$T \rightarrow aT \mid U$

$U \rightarrow cU \mid \varepsilon$

Which of the following strings is generated by this grammar?

A. aba
B. ccc
C. bab
D. ca

Quiz #2

Consider the grammar

$S \rightarrow bS \mid T$

$T \rightarrow aT \mid U$

$U \rightarrow cU \mid \varepsilon$

Which of the following strings is generated by this grammar?

A. aba
B. ccc
C. bab
D. ca

Quiz #3

Consider the grammar

$S \rightarrow bS \mid T$

$T \rightarrow aT \mid U$

$U \rightarrow cU \mid \varepsilon$

Which of the following regular expressions accepts the same language as this grammar?

A. (a|b|c)*

B. b*a*c*

C. (b|ba|bac)*

D. bac*

Quiz #3

Consider the grammar

$S \rightarrow bS \mid T$

$T \rightarrow aT \mid U$

$U \rightarrow cU \mid \varepsilon$

Which of the following regular expressions accepts the same language as this grammar?

A. (a|b|c)*

B. b*a*c*

C. (b|ba|bac)*

D. bac*

Practice

- Given the grammar

  $S \rightarrow aS \mid T$

  $T \rightarrow bT \mid U$

  $U \rightarrow cU \mid \varepsilon$

  - Provide derivations for the following strings
    - b $\quad S \Rightarrow T \Rightarrow bT \Rightarrow bU \Rightarrow b$
    - ac $\quad S \Rightarrow aS \Rightarrow aT \Rightarrow aU \Rightarrow acU \Rightarrow ac$
    - bbc $\quad S \Rightarrow T \Rightarrow bT \Rightarrow bbT \Rightarrow bbU \Rightarrow bbcU \Rightarrow bbc$
  - Does the grammar generate the following?
    - $S \Rightarrow^+ ccc$ Yes
    - $S \Rightarrow^+ bab$ No
    - $S \Rightarrow^+ bS$ No
    - $S \Rightarrow^+ Ta$ No

Practice

- Given the grammar

  $S \rightarrow aS \mid T$

  $T \rightarrow bT \mid U$

  $U \rightarrow cU \mid \varepsilon$

  - Name language accepted by grammar
    - a*b*c*
  - Give a different grammar accepting language

$S \rightarrow ABC$
$A \rightarrow aA \mid \varepsilon$ // a*
$B \rightarrow bB \mid \varepsilon$ // b*
$C \rightarrow cC \mid \varepsilon$ // c*

Designing Grammars

1. Use recursive productions to generate an arbitrary number of symbols

   $A \rightarrow xA \mid \varepsilon$ // Zero or more x's

   $A \rightarrow yA \mid y$ // One or more y's

2. Use separate non-terminals to generate disjoint parts of a language, and then combine in a production

   a*b* // a's followed by bs

   $S \rightarrow AB$

   $A \rightarrow aA \mid \varepsilon$ // Zero or more a's

   $B \rightarrow bB \mid \varepsilon$ // Zero or more b's

Designing Grammars

3. To generate languages with matching, balanced, or related numbers of symbols, write productions which generate strings from the middle

   $\{a^n b^n \mid n \geq 0\}$ // N a's followed by N b's

   $S \rightarrow aSb \mid \varepsilon$

   Example derivation: $S \Rightarrow aSb \Rightarrow aaSbb \Rightarrow aabb$

   $\{a^n b^{2n} \mid n \geq 0\}$ // N a's followed by 2N b's

   $S \rightarrow aSbb \mid \varepsilon$

   Example derivation: $S \Rightarrow aSbb \Rightarrow aaSbbbb \Rightarrow aabbbb$

Designing Grammars

4. For a language that is the union of other languages, use separate nonterminals for each part of the union and then combine

$\{ a^n(b^m|c^m) \mid m > n \geq 0\}$

Can be rewritten as

$\{ a^nb^m \mid m > n \geq 0\} \cup \{ a^nc^m \mid m > n \geq 0\}$

$S \rightarrow T \mid V$

$T \rightarrow aTb \mid U$

$U \rightarrow Ub \mid b$

$V \rightarrow aVc \mid W$

$W \rightarrow Wc \mid c$

Practice

- Try to make a grammar which accepts
  - 0*|1*   S → A | B
    A → 0A | ε
    B → 1B | ε
  - 0^n1^n where n ≥ 0
    S → 0S1 | ε
- Give some example strings from this language
  - S → 0 | 1S
    - 0, 10, 110, 1110, 11110, …
  - What language is it, as a regexp?
    - 1*0

Quiz #4

Which of the following grammars describes the same language as 0^n1^m where $m \leq n$?

A. $S \rightarrow 0S1 \mid \varepsilon$
B. $S \rightarrow 0S1 \mid S1 \mid \varepsilon$
C. $S \rightarrow 0S1 \mid 0S \mid \varepsilon$
D. $S \rightarrow SS \mid 0 \mid 1 \mid \varepsilon$

Quiz #4

Which of the following grammars describes the same language as 0^n1^m where $m \leq n$?

A. $S \rightarrow 0S1 \mid \varepsilon$ *same number of 0 and 1*

B. $S \rightarrow 0S1 \mid S1 \mid \varepsilon$ *more 1's*

C. $S \rightarrow 0S1 \mid 0S \mid \varepsilon$ *more 0's*

D. $S \rightarrow SS \mid 0 \mid 1 \mid \varepsilon$ *no control of the number*

Parse Trees

- Parse tree shows how a string is produced by a grammar
- Will be useful for spotting ambiguity; discussed later

Parse Tree Example

S

S

Root node of parse tree is the start symbol

$S \rightarrow aS \mid T$

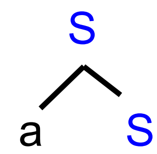
$T \rightarrow bT \mid U$

$U \rightarrow cU \mid \varepsilon$

Parse Tree Example

$S \Rightarrow$
aS

$S \rightarrow aS \mid T$
$T \rightarrow bT \mid U$
$U \rightarrow cU \mid \varepsilon$

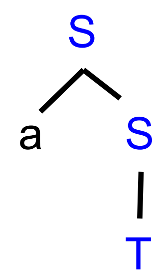


Children of a node are symbols on RHS of production applied to the node's nonterminal

Parse Tree Example

S ⇒ aS ⇒ aT

S → aS | T
T → bT | U
U → cU | ε

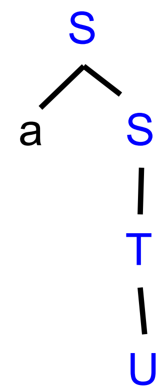


Internal nodes are always nonterminals. Leafs are terminals

Parse Tree Example

$S \Rightarrow aS \Rightarrow aT \Rightarrow$
aU

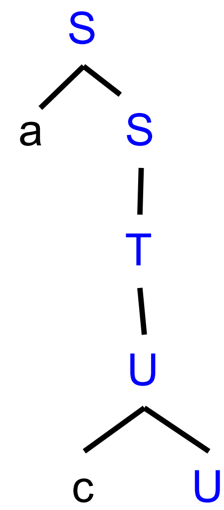
$S \rightarrow aS \mid T$
$T \rightarrow bT \mid U$
$U \rightarrow cU \mid \varepsilon$



Parse Tree Example

$S \Rightarrow aS \Rightarrow aT \Rightarrow aU \Rightarrow acU$

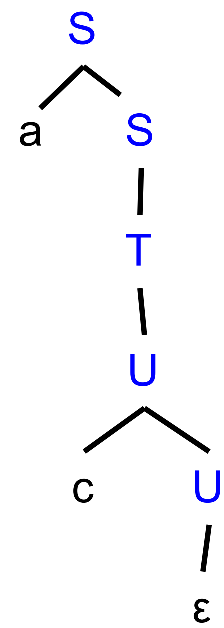
$S \rightarrow aS \mid T$
$T \rightarrow bT \mid U$
$U \rightarrow cU \mid \varepsilon$



Parse Tree Example

$S \Rightarrow aS \Rightarrow aT \Rightarrow aU \Rightarrow acU \Rightarrow$
ac

$S \rightarrow aS \mid T$
$T \rightarrow bT \mid U$
$U \rightarrow cU \mid \varepsilon$



Reading the leaves left to right shows the string corresponding to the tree

Arithmetic Expressions

- E → a | b | c | E+E | E-E | E*E | (E)
  - An expression E is either a letter a, b, or c
  - Or an E followed by + followed by an E
  - etc…

- This describes (or generates) a set of strings
  - {a, b, c, a+b, a+a, a*c, a-(b*a), c*(b + a), …}

- Example strings not in the language
  - d, c(a), a+, b**c, etc.

Formal Description of Example

- Formally, the grammar we just showed is
  - Σ = { +, -, *, (,), a, b, c }   // terminals
  - N = { E }   // nonterminals
  - P = { E → a, E → b, E → c,   // productions
    E → E-E, E → E+E,
    E → E*E,
    E → (E)
    }
  - S = E   // start symbol

CFGs and ASTs

- An abstract syntax tree (AST) is a data structure that represents a parsed input, e.g., a program expression
  - An AST can be expressed with an OCaml datatype that is very close to the CFG that describes the language syntax

<u>CFG for arithmetic expressions:</u>

- E → a | b | c | d
  | E+E
  | E-E
  | E*E
  | (E)

<u>AST (in OCaml):</u>

```
type expr = A | B | C | D
  | Plus of expr * expr
  | Minus of expr * expr
  | Mult of expr * expr
```

Eventual Goal: Parse a CFG to get an AST

CFG (string):

- E → a | b | c | d
  | E+E
  | E-E
  | E*E
  | (E)

AST definition (OCaml):

```
type expr = A | B | C | D
   | Plus of expr * expr
   | Minus of expr * expr
   | Mult of expr * expr
```

a-c	parses to	`Minus (A, C)`
a-(b*a)	parses to	`Minus (A, Mult (B,A))`
c*(b+d)	parses to	`Mult (C, Plus (B,D))`

Parse Trees not the same as ASTs

- A parse tree shows the structure of the parse of an expression according to productions in the grammar
- An abstract syntax tree is a data structure that is used by the compiler or interpreter
  - To type check it, compile it, optimize it, run it, etc.

Parse Trees for Expressions

- A parse tree shows the structure of the parse of an expression according to productions in the grammar

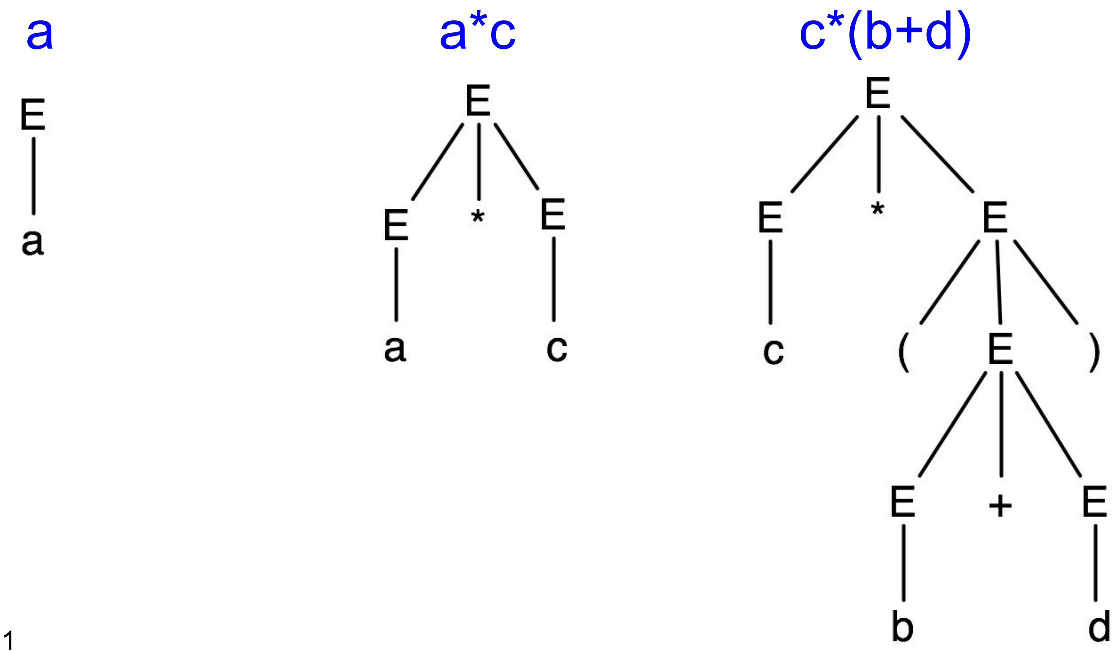
$E \rightarrow a \mid b \mid c \mid d \mid E+E \mid E-E \mid E*E \mid (E)$

a　　　　a*c　　　　c*(b+d)

Parse Trees for Expressions

- A parse tree shows the structure of the parse of an expression according to productions in the grammar

$E \rightarrow a \mid b \mid c \mid d \mid E+E \mid E-E \mid E*E \mid (E)$

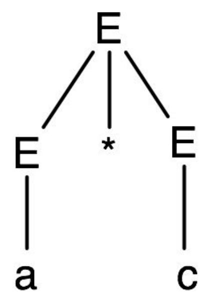


Abstract Syntax Trees

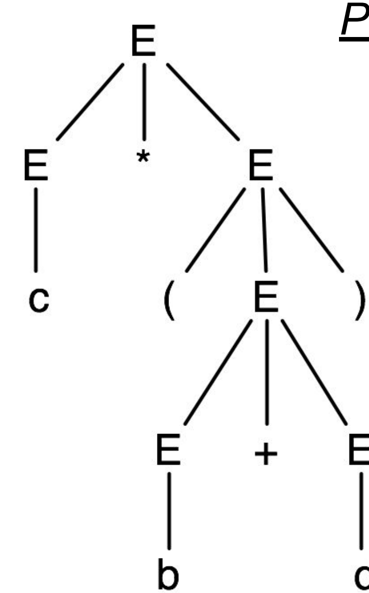
We will show how to parse to an AST in the next lecture

- A parse tree and an AST are similar, but not the same
  - The former *describes* parsing, the latter is a *result* of it

a*c

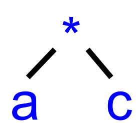


c*(b+d)

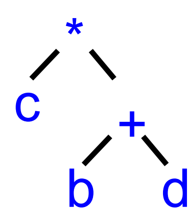


Parse trees

ASTs



Mult(A,C)



Mult(C,Plus(B,D))

Practice

$E \rightarrow a \mid b \mid c \mid d \mid E+E \mid E-E \mid E*E \mid (E)$

Make a parse tree for…

- a*b
- a+(b-c)
- d*(d+b)-a
- (a+b)*(c-d)
- a+(b-c)*d

Leftmost and Rightmost Derivation

- Leftmost derivation
  - Leftmost nonterminal is replaced in each step
- Rightmost derivation
  - Rightmost nonterminal is replaced in each step
- Example
  - Grammar
    - $S \rightarrow AB$, $A \rightarrow a$, $B \rightarrow b$
  - Leftmost derivation for "ab"
    - $S \Rightarrow AB \Rightarrow aB \Rightarrow ab$
  - Rightmost derivation for "ab"
    - $S \Rightarrow AB \Rightarrow Ab \Rightarrow ab$

Parse Tree For Derivations

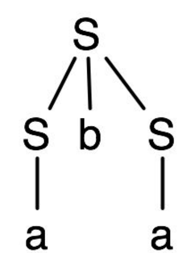
- Parse tree may be same for both leftmost & rightmost derivations
  - Example Grammar: S → a | SbS   String: aba

    Leftmost Derivation

    S ⇒ SbS ⇒ abS ⇒ aba

    Rightmost Derivation

    S ⇒ SbS ⇒ Sba ⇒ aba



  - Parse trees don't show order productions are applied
- Every parse tree has a unique leftmost and a unique rightmost derivation

Parse Tree For Derivations (cont.)

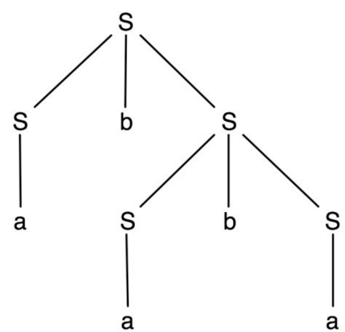
- Not every string has a unique parse tree
  - Example Grammar: S → a | SbS   String: ababa

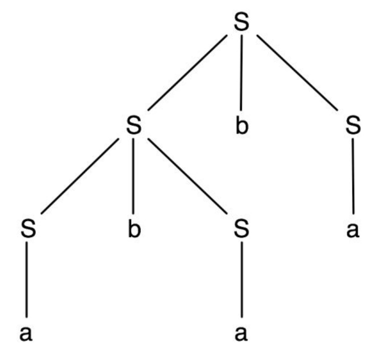
    Leftmost Derivation

    S ⇒ SbS ⇒ abS ⇒ abSbS ⇒ ababS ⇒ ababa

    Another Leftmost Derivation

    S ⇒ SbS ⇒ SbSbS ⇒ abSbS ⇒ ababS ⇒ ababa





Ambiguity

- A grammar is ambiguous if it accepts a string via multiple leftmost derivations

I saw a girl with a telescope.

Ambiguity

- A grammar is ambiguous if it accepts a string via multiple leftmost derivations
  - Equivalent to multiple parse trees
  - Can be hard to determine

1. $S \to aS \mid T$
   $T \to bT \mid U$
   $U \to cU \mid \varepsilon$

   No

2. $S \to T \mid T$
   $T \to Tx \mid Tx \mid x \mid x$

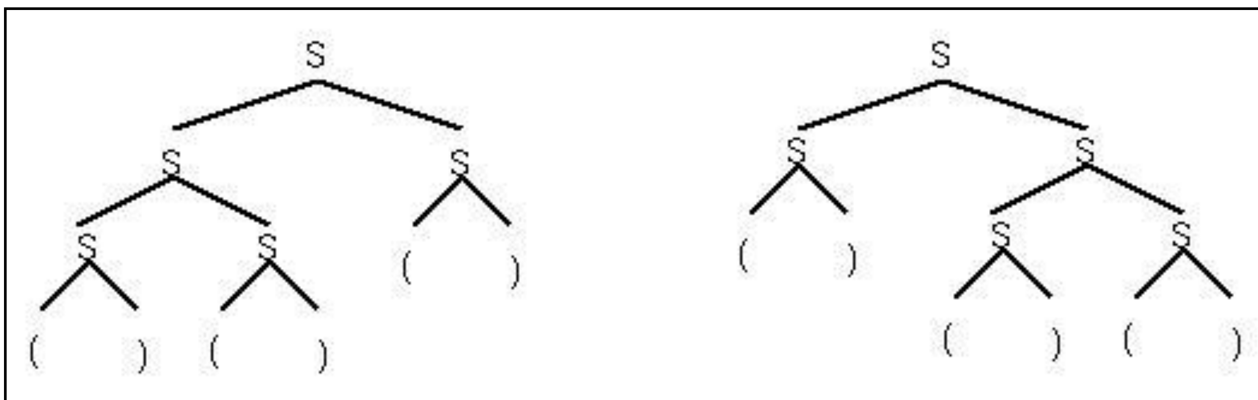
   Yes

3. $S \to SS \mid () \mid (S)$

   ?

Ambiguity (cont.)

- Example
  - Grammar: S → SS | () | (S)   String: ()()()
  - 2 distinct (leftmost) derivations (and parse trees)
    - S ⇒ <u>S</u>S ⇒ <u>S</u>SS ⇒()<u>S</u>S ⇒()()<u>S</u> ⇒()()()
    - S ⇒ <u>S</u>S ⇒ ()<u>S</u> ⇒()<u>S</u>S ⇒()()<u>S</u> ⇒()()()



CFGs for Programming Languages

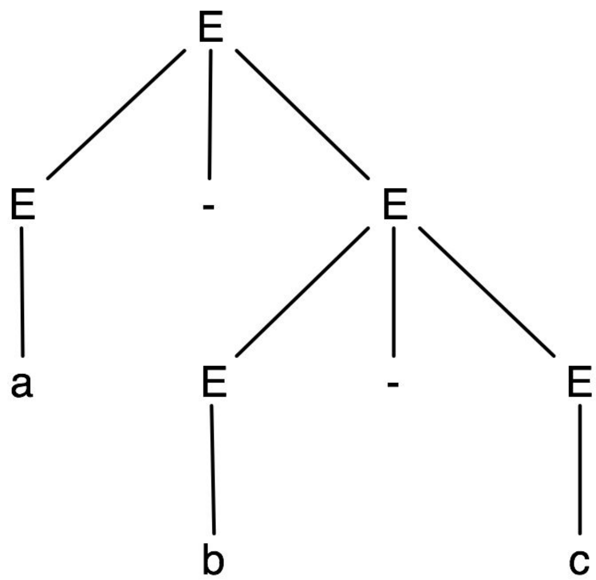
- Recall that our goal is to describe programming languages with CFGs
- We had the following example which describes limited arithmetic expressions

  E → a | b | c | E+E | E-E | E*E | (E)

- What's wrong with using this grammar?
  - It's ambiguous!

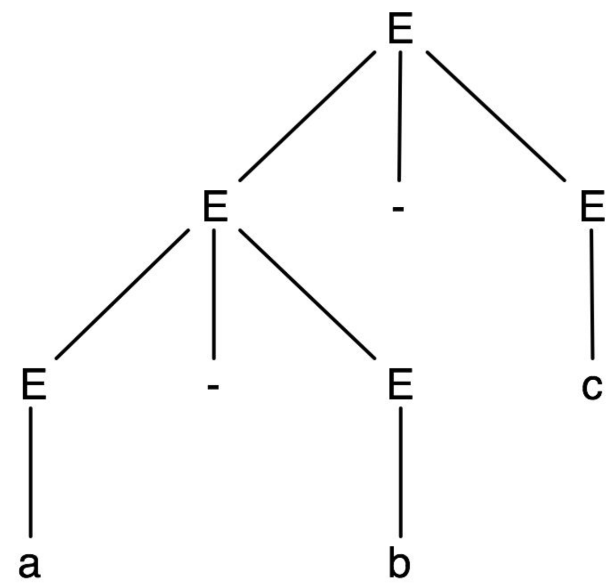
Example: a-b-c

E ⇒ E-E ⇒ a-E ⇒ a-E-E ⇒
a-b-E ⇒ a-b-c



Corresponds to a-(b-c)

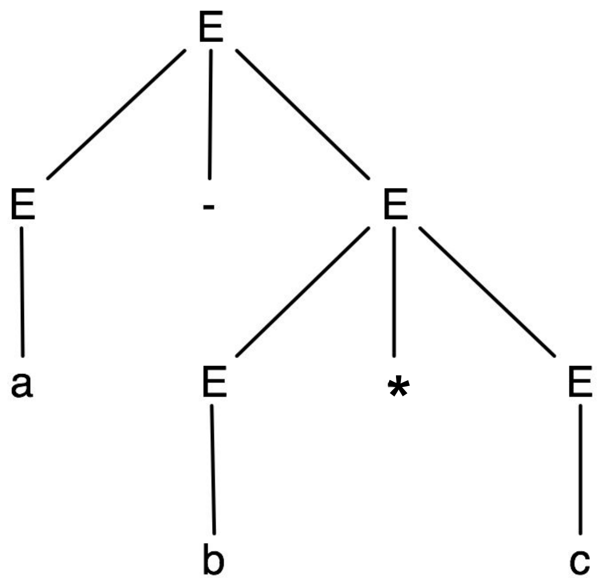
E ⇒ E-E ⇒ E-E-E ⇒
a-E-E ⇒ a-b-E ⇒ a-b-c



Corresponds to (a-b)-c

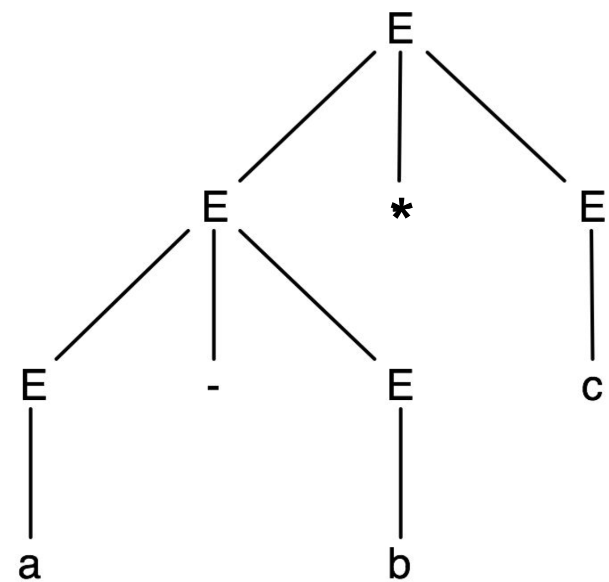
Example: a-b*c

E ⇒ E-E ⇒ a-E ⇒ a-E*E
⇒ a-b*E ⇒ a-b*c



Corresponds to a-(b*c)

E ⇒ E-E ⇒ E-E*E ⇒
a-E*E ⇒ a-b*E ⇒ a-b*c



Corresponds to (a-b)*c

Another Example: If-Then-Else

Aka the dangling else problem

<stmt> → <assignment> | <if-stmt> | ...

<if-stmt> → if (<expr>) <stmt> |

if (<expr>) <stmt> else <stmt>

(Recall < >'s are used to denote nonterminals)

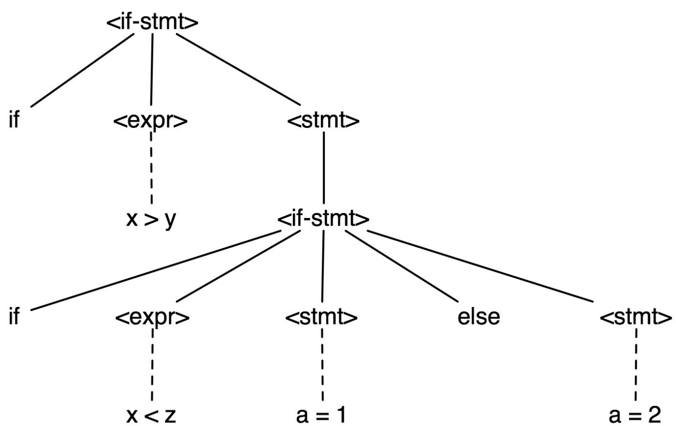
- Consider the following program fragment

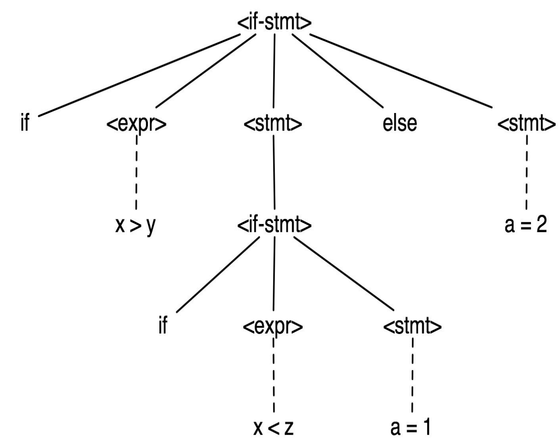
```
if (x > y)
  if (x < z)
    a = 1;
  else a = 2;
```

(Note: Ignore newlines)

Two Parse Trees

```
if (x > y)
    if (x < z)
        a = 1;
    else a = 2;
```





Quiz #5

Which of the following grammars is ambiguous?

A. $S \rightarrow 0SS1 \mid 0S1 \mid \varepsilon$

B. $S \rightarrow A1S1A \mid \varepsilon$

   $A \rightarrow 0$

C. $S \rightarrow (S, S, S) \mid 1$

D. None of the above.

Quiz #5

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   $A \rightarrow 0$

C. $S \rightarrow (S, S, S) \mid 1$

D. None of the above.

Dealing With Ambiguous Grammars

- Ambiguity is bad
  - Syntax is correct
  - But semantics differ depending on choice
    - Different associativity (a-b)-c vs. a-(b-c)
    - Different precedence (a-b)*c vs. a-(b*c)
    - Different control flow if (if else) vs. if (if) else
- Two approaches
  - Rewrite grammar
    - **Grammars are not unique** – can have multiple grammars for the same language. But result in different parses.
  - Use special parsing rules
    - Depending on parsing tool

(Non-)Uniqueness of Grammars

- Different grammars generate the same set of strings (language)

- The following grammar generates the same set of strings as the original expression grammar

$$E \rightarrow E+T \mid E-T \mid T$$
$$T \rightarrow T*P \mid P$$
$$P \rightarrow (E) \mid a \mid b \mid c$$

Fixing the Expression Grammar

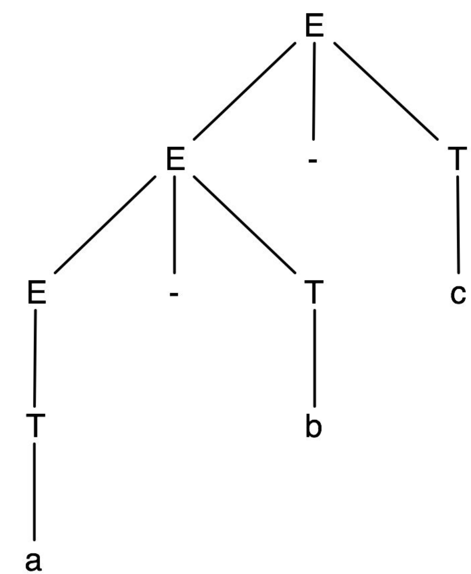
- Require right operand to not be bare expression

  E → E+T | E-T | E*T | T

  T → a | b | c | (E)

- Corresponds to left associativity

- Now only one parse tree for a-b-c
  - Find derivation



What if we want Right Associativity?

- Left-recursive productions
  - Used for left-associative operators
  - Example

    E → E+T | E-T | E*T | T

    T → a | b | c | (E)
- Right-recursive productions
  - Used for right-associative operators
  - Example

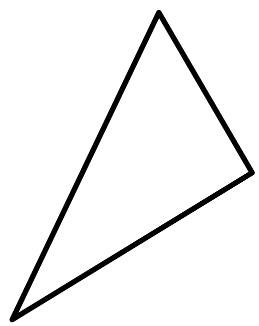
    E → T+E | T-E | T*E | T

    T → a | b | c | (E)

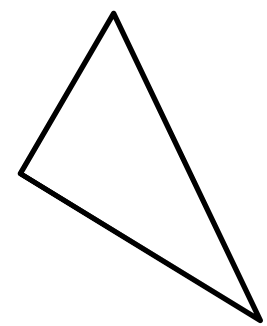
Parse Tree Shape

- The kind of recursion determines the shape of the parse tree

left recursion



right recursion

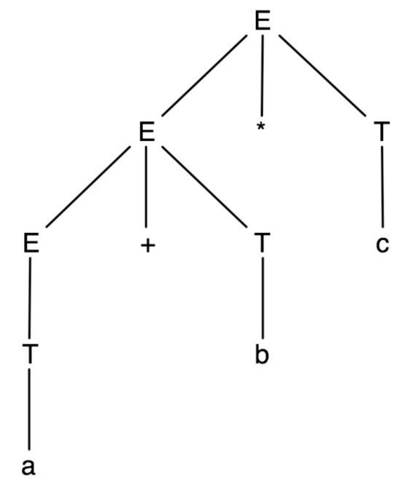


A Different Problem

- How about the string a+b*c ?

  E → E+T | E-T | E*T | T

  T → a | b | c | (E)



- Doesn't have correct precedence for *
  - When a nonterminal has productions for several operators, they effectively have the same precedence
- Solution – Introduce new nonterminals

Final Expression Grammar

$E \rightarrow E+T \mid E-T \mid T$	lowest precedence operators
$T \rightarrow T*P \mid P$	higher precedence
$P \rightarrow a \mid b \mid c \mid (E)$	highest precedence (parentheses)

- Controlling precedence of operators
  - Introduce new nonterminals
  - Precedence increases closer to operands
- Controlling associativity of operators
  - Introduce new nonterminals
  - Assign associativity based on production form
    - $E \rightarrow E+T$ (left associative) vs. $E \rightarrow T+E$ (right associative)
      - But parsing method might limit form of rules

Conclusion

- Context Free Grammars (CFGs) can describe programming language syntax
  - They are a kind of formal language that is more powerful than regular expressions
- CFGs can also be used as the basis for programming language parsers (details later)
  - But the grammar should not be ambiguous
    - May need to change more natural grammar to make it so
  - Parsing often aims to produce abstract syntax trees
    - Data structure that records the key elements of program