

# Programming Languages and Compilers (CS 421)

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Based in part on slides by Mattox Beckman, as updated by Vikram Adve and Gul Agha



# EOH!

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- Engineering Open House is Friday and Saturday
- They are taking this room
  
- On Friday only, we will meet in Zoom only:
- **Zoom Info:** Meeting Id: 838 6324 1301  
**Passcode:** cs421  
**URL:** <https://illinois.zoom.us/j/83863241301?pwd=U2dtRm9RUmhVQUw4d3dFOVJxNHY4UT09>



## Example : test.ml

---

```
{ type result = Int of int | Float of float |  
  String of string }
```

```
let digit = ['0'-'9']
```

```
let digits = digit +
```

```
let lower_case = ['a'-'z']
```

```
let upper_case = ['A'-'Z']
```

```
let letter = upper_case | lower_case
```

```
let letters = letter +
```



# Example : test.ml

---

```
rule main = parse
```

```
  (digits)'. 'digits as f { Float (float_of_string f) }
```

```
| digits as n           { Int (int_of_string n) }
```

```
| letters as s          { String s }
```

```
| _ { main lexbuf }
```

```
{ let newlexbuf = (Lexing.from_channel stdin) in
```

```
  print_newline ();
```

```
  main newlexbuf }
```



# Example

---

```
# #use "test.ml";;
```

```
...
```

```
val main : Lexing.lexbuf -> result = <fun>
```

```
val __ocaml_lex_main_rec : Lexing.lexbuf -> int ->  
  result = <fun>
```

```
hi there 234 5.2
```

```
- : result = String "hi"
```

What happened to the rest?!?



# Example

---

```
# let b = Lexing.from_channel stdin;;
```

```
# main b;;
```

```
hi 673 there
```

```
- : result = String "hi"
```

```
# main b;;
```

```
- : result = Int 673
```

```
# main b;;
```

```
- : result = String "there"
```



# Problem

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- How to get lexer to look at more than the first token at one time?
- Answer: *action* has to tell it to -- recursive calls
  - Not what you want to sew this together with ocaml yacc
- Side Benefit: can add “state” into lexing
- Note: already used this with the \_ case



# Example

---

rule main = parse

(digits) '.' digits as f { Float

(float\_of\_string f) :: main lexbuf }

| digits as n { Int (int\_of\_string n) ::  
main lexbuf }

| letters as s { String s :: main  
lexbuf }

| eof { [] }

| \_ { main lexbuf }





# Example Results

---

hi there 234 5.2

- : result list = [String "hi"; String "there"; Int 234; Float 5.2]

#

Used Ctrl-d to send the end-of-file signal



# Dealing with comments

---

## First Attempt

```
let open_comment = "("*
```

```
let close_comment = "*"
```

```
rule main = parse
```

```
  (digits) '.' digits as f { Float (float_of_string  
f) :: main lexbuf }
```

```
| digits as n          { Int (int_of_string n) ::  
main lexbuf }
```

```
| letters as s        { String s :: main lexbuf }
```



# Dealing with comments

---

| **open\_comment** { comment lexbuf }

| eof { [] }

| \_ { main lexbuf }

and comment = parse

**close\_comment** { main lexbuf }

| \_ { comment lexbuf }



# Dealing with nested comments

---

```
rule main = parse ...
| open_comment      { comment 1 lexbuf }
| eof               { [] }
| _ { main lexbuf }
and comment depth = parse
  open_comment      { comment (depth+1) lexbuf }
  }
| close_comment     { if depth = 1
                       then main lexbuf
                       else comment (depth - 1) lexbuf }
| _                 { comment depth lexbuf }
```



# Dealing with nested comments

---

rule main = parse

(digits) '.' digits as f { Float (float\_of\_string f) ::  
main lexbuf }

| digits as n { Int (int\_of\_string n) :: main  
lexbuf }

| letters as s { String s :: main lexbuf }

| open\_comment { (comment 1 lexbuf )

| eof { [] }

| \_ { main lexbuf }



# Dealing with nested comments

---

and comment depth = parse

```
open_comment      { comment (depth+1) lexbuf  
}
```

```
| close_comment   { if depth = 1  
                    then main lexbuf  
                    else comment (depth - 1) lexbuf }
```

```
| _               { comment depth lexbuf }
```



# Types of Formal Language Descriptions

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- Regular expressions, regular grammars
- Context-free grammars, BNF grammars, syntax diagrams
  
- Finite state automata
- Pushdown automata
- Whole family more of grammars and automata – covered in automata theory



# BNF Grammars

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- Start with a set of characters, **a,b,c,...**
  - We call these *terminals*
- Add a set of different characters, **X,Y,Z,...**
  - We call these *nonterminals*
- One special nonterminal **S** called *start symbol*





# Sample Grammar

---

- Language: Parenthesized sums of 0's and 1's
- $\langle \text{Sum} \rangle ::= 0$
- $\langle \text{Sum} \rangle ::= 1$
- $\langle \text{Sum} \rangle ::= \langle \text{Sum} \rangle + \langle \text{Sum} \rangle$
- $\langle \text{Sum} \rangle ::= (\langle \text{Sum} \rangle)$



# BNF Grammars

---

- BNF rules (aka *productions*) have form

$$\mathbf{X} ::= y$$

where  $\mathbf{X}$  is any nonterminal and  $y$  is a string of terminals and nonterminals

- BNF *grammar* is a set of BNF rules such that every nonterminal appears on the left of some rule



# Sample Grammar

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- Terminals: 0 1 + ( )
- Nonterminals:  $\langle \text{Sum} \rangle$
- Start symbol =  $\langle \text{Sum} \rangle$
  
- $\langle \text{Sum} \rangle ::= 0$
- $\langle \text{Sum} \rangle ::= 1$
- $\langle \text{Sum} \rangle ::= \langle \text{Sum} \rangle + \langle \text{Sum} \rangle$
- $\langle \text{Sum} \rangle ::= (\langle \text{Sum} \rangle)$
- Can be abbreviated as  
$$\langle \text{Sum} \rangle ::= 0 \mid 1$$
$$\mid \langle \text{Sum} \rangle + \langle \text{Sum} \rangle \mid (\langle \text{Sum} \rangle)$$



# BNF Derivations

---

- Given rules

$$\mathbf{X} ::= y\mathbf{Z}w \text{ and } \mathbf{Z} ::= v$$

we may replace  $\mathbf{Z}$  by  $v$  to say

$$\mathbf{X} \Rightarrow y\mathbf{Z}w \Rightarrow yvw$$

- Sequence of such replacements called *derivation*
- Derivation called *right-most* if always replace the right-most non-terminal



# BNF Semantics

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- The meaning of a BNF grammar is the set of all strings consisting only of terminals that can be derived from the Start symbol



# BNF Derivations

---

- Start with the start symbol:

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



# BNF Derivations

---

- Pick a non-terminal

**<Sum>** =>

# BNF Derivations

- Pick a rule and substitute:

- $\langle \text{Sum} \rangle ::= \langle \text{Sum} \rangle + \langle \text{Sum} \rangle$

$\langle \text{Sum} \rangle \Rightarrow \langle \text{Sum} \rangle + \langle \text{Sum} \rangle$





# BNF Derivations

---

- Pick a non-terminal:

$\langle \text{Sum} \rangle \Rightarrow \langle \text{Sum} \rangle + \langle \text{Sum} \rangle$

# BNF Derivations

- Pick a rule and substitute:

- $\langle \text{Sum} \rangle ::= ( \langle \text{Sum} \rangle )$

$$\langle \text{Sum} \rangle \Rightarrow \langle \text{Sum} \rangle + \langle \text{Sum} \rangle$$

$$\Rightarrow ( \langle \text{Sum} \rangle ) + \langle \text{Sum} \rangle$$



# BNF Derivations

---

- Pick a non-terminal:

$$\begin{aligned}\langle \text{Sum} \rangle & \Rightarrow \langle \text{Sum} \rangle + \langle \text{Sum} \rangle \\ & \Rightarrow ( \langle \text{Sum} \rangle ) + \langle \text{Sum} \rangle\end{aligned}$$

# BNF Derivations

- Pick a rule and substitute:

- $\langle \text{Sum} \rangle ::= \langle \text{Sum} \rangle + \langle \text{Sum} \rangle$

$\langle \text{Sum} \rangle \Rightarrow \langle \text{Sum} \rangle + \langle \text{Sum} \rangle$

$\Rightarrow ( \langle \text{Sum} \rangle ) + \langle \text{Sum} \rangle$

$\Rightarrow ( \langle \text{Sum} \rangle + \langle \text{Sum} \rangle ) + \langle \text{Sum} \rangle$



# BNF Derivations

---

- Pick a non-terminal:

$\langle \text{Sum} \rangle \Rightarrow \langle \text{Sum} \rangle + \langle \text{Sum} \rangle$

$\Rightarrow ( \langle \text{Sum} \rangle ) + \langle \text{Sum} \rangle$

$\Rightarrow ( \langle \text{Sum} \rangle + \langle \text{Sum} \rangle ) + \langle \text{Sum} \rangle$

# BNF Derivations

- Pick a rule and substitute:

- $\langle \text{Sum} \rangle ::= 1$

$$\langle \text{Sum} \rangle \Rightarrow \langle \text{Sum} \rangle + \langle \text{Sum} \rangle$$

$$\Rightarrow ( \langle \text{Sum} \rangle ) + \langle \text{Sum} \rangle$$

$$\Rightarrow ( \langle \text{Sum} \rangle + \langle \text{Sum} \rangle ) + \langle \text{Sum} \rangle$$

$$\Rightarrow ( \langle \text{Sum} \rangle + 1 ) + \langle \text{Sum} \rangle$$



# BNF Derivations

---

- Pick a non-terminal:

$\langle \text{Sum} \rangle \Rightarrow \langle \text{Sum} \rangle + \langle \text{Sum} \rangle$

$\Rightarrow ( \langle \text{Sum} \rangle ) + \langle \text{Sum} \rangle$

$\Rightarrow ( \langle \text{Sum} \rangle + \langle \text{Sum} \rangle ) + \langle \text{Sum} \rangle$

$\Rightarrow ( \langle \text{Sum} \rangle + 1 ) + \langle \text{Sum} \rangle$

# BNF Derivations

- Pick a rule and substitute:

- $\langle \text{Sum} \rangle ::= 0$

$$\langle \text{Sum} \rangle \Rightarrow \langle \text{Sum} \rangle + \langle \text{Sum} \rangle$$

$$\Rightarrow ( \langle \text{Sum} \rangle ) + \langle \text{Sum} \rangle$$

$$\Rightarrow ( \langle \text{Sum} \rangle + \langle \text{Sum} \rangle ) + \langle \text{Sum} \rangle$$

$$\Rightarrow ( \langle \text{Sum} \rangle + 1 ) + \langle \text{Sum} \rangle$$

$$\Rightarrow ( \langle \text{Sum} \rangle + 1 ) + 0$$





# BNF Derivations

---

- Pick a non-terminal:

$$\begin{aligned}\langle \text{Sum} \rangle & \Rightarrow \langle \text{Sum} \rangle + \langle \text{Sum} \rangle \\ & \Rightarrow ( \langle \text{Sum} \rangle ) + \langle \text{Sum} \rangle \\ & \Rightarrow ( \langle \text{Sum} \rangle + \langle \text{Sum} \rangle ) + \langle \text{Sum} \rangle \\ & \Rightarrow ( \langle \text{Sum} \rangle + 1 ) + \langle \text{Sum} \rangle \\ & \Rightarrow ( \langle \text{Sum} \rangle + 1 ) + 0\end{aligned}$$



# BNF Derivations

---

- Pick a rule and substitute

- $\langle \text{Sum} \rangle ::= 0$

$\langle \text{Sum} \rangle \Rightarrow \langle \text{Sum} \rangle + \langle \text{Sum} \rangle$

$\Rightarrow ( \langle \text{Sum} \rangle ) + \langle \text{Sum} \rangle$

$\Rightarrow ( \langle \text{Sum} \rangle + \langle \text{Sum} \rangle ) + \langle \text{Sum} \rangle$

$\Rightarrow ( \langle \text{Sum} \rangle + 1 ) + \langle \text{Sum} \rangle$

$\Rightarrow ( \langle \text{Sum} \rangle + 1 ) 0$

$\Rightarrow ( 0 + 1 ) + 0$



# BNF Derivations

---

- $( 0 + 1 ) + 0$  is generated by grammar

$$\begin{aligned} \langle \text{Sum} \rangle & \Rightarrow \langle \text{Sum} \rangle + \langle \text{Sum} \rangle \\ & \Rightarrow ( \langle \text{Sum} \rangle ) + \langle \text{Sum} \rangle \\ & \Rightarrow ( \langle \text{Sum} \rangle + \langle \text{Sum} \rangle ) + \langle \text{Sum} \rangle \\ & \Rightarrow ( \langle \text{Sum} \rangle + 1 ) + \langle \text{Sum} \rangle \\ & \Rightarrow ( \langle \text{Sum} \rangle + 1 ) + 0 \\ & \Rightarrow ( 0 + 1 ) + 0 \end{aligned}$$



# Extended BNF Grammars

---

- Alternatives: allow rules of form  $X ::= y \mid z$ 
  - Abbreviates  $X ::= y, X ::= z$
- Options:  $X ::= y [v] z$ 
  - Abbreviates  $X ::= y v z, X ::= y z$
- Repetition:  $X ::= y \{v\}^* z$ 
  - Can be eliminated by adding new nonterminal  $V$  and rules  $X ::= y z, X ::= y V z, V ::= v, V ::= v V$



# Parse Trees

---

- Graphical representation of derivation
- Each node labeled with either non-terminal or terminal
- If node is labeled with a terminal, then it is a leaf (no sub-trees)
- If node is labeled with a non-terminal, then it has one branch for each character in the right-hand side of rule used to substitute for it



# Example

---

- Consider grammar:

$$\langle \text{exp} \rangle ::= \langle \text{factor} \rangle$$
$$| \langle \text{factor} \rangle + \langle \text{factor} \rangle$$
$$\langle \text{factor} \rangle ::= \langle \text{bin} \rangle$$
$$| \langle \text{bin} \rangle * \langle \text{exp} \rangle$$
$$\langle \text{bin} \rangle ::= 0 \mid 1$$

- Problem: Build parse tree for  $1 * 1 + 0$  as an  $\langle \text{exp} \rangle$



## Example cont.

---

- $1 * 1 + 0$ :  $\langle \text{exp} \rangle$

$\langle \text{exp} \rangle$  is the start symbol for this parse tree



## Example cont.

---

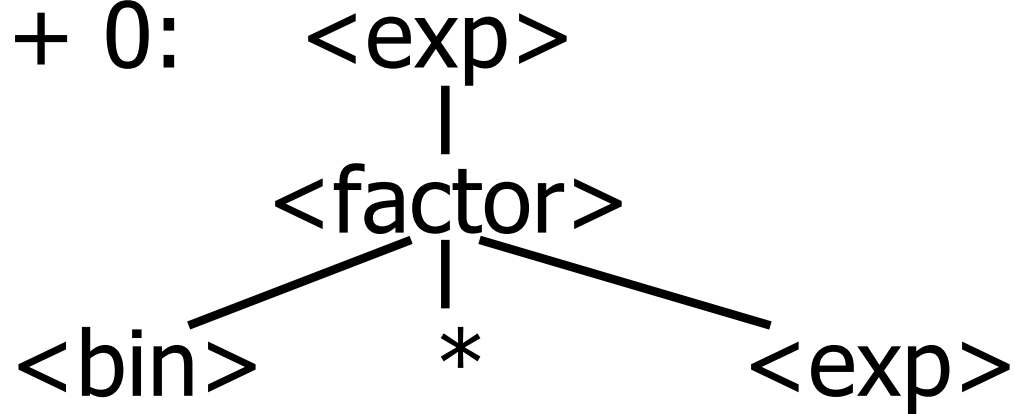
■  $1 * 1 + 0$ :  $\langle \text{exp} \rangle$   
|  
 $\langle \text{factor} \rangle$

Use rule:  $\langle \text{exp} \rangle ::= \langle \text{factor} \rangle$



## Example cont.

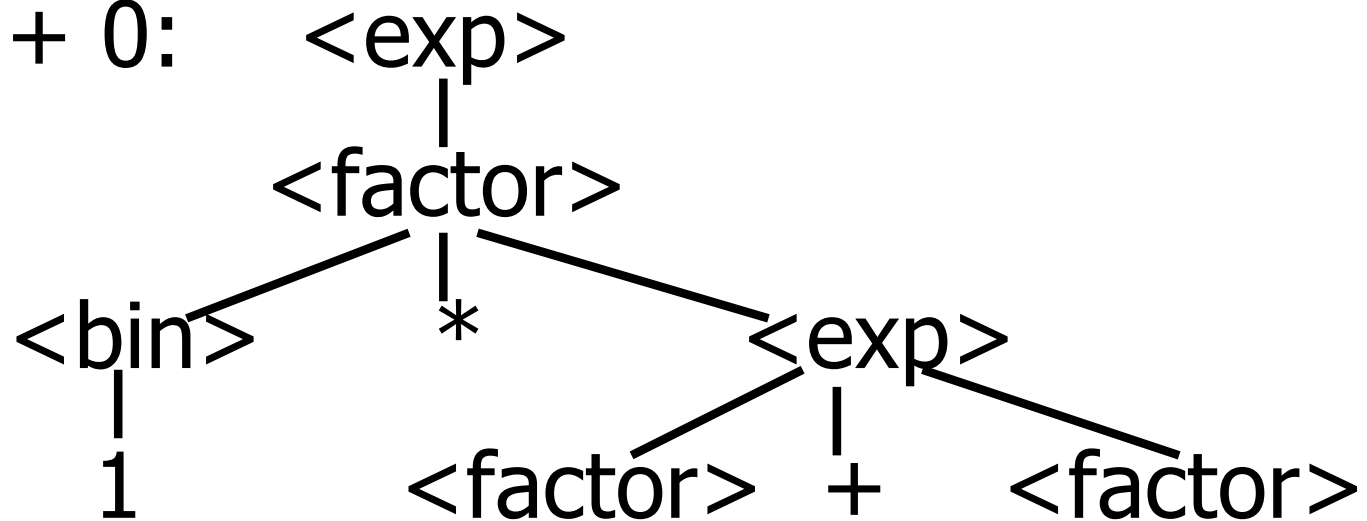
- $1 * 1 + 0$ :



Use rule:  $\langle \text{factor} \rangle ::= \langle \text{bin} \rangle * \langle \text{exp} \rangle$

## Example cont.

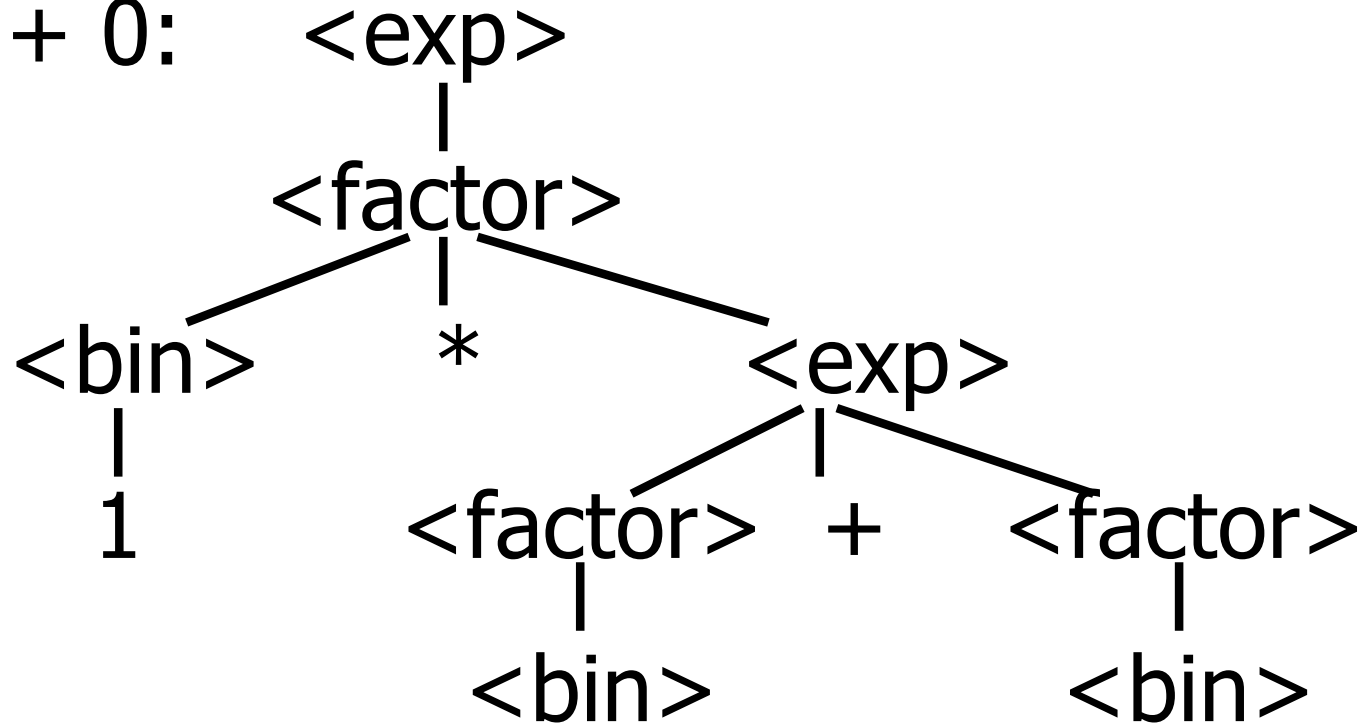
- 1 \* 1 + 0:



Use rules:  $\langle \text{bin} \rangle ::= 1$  and  
 $\langle \text{exp} \rangle ::= \langle \text{factor} \rangle + \langle \text{factor} \rangle$

## Example cont.

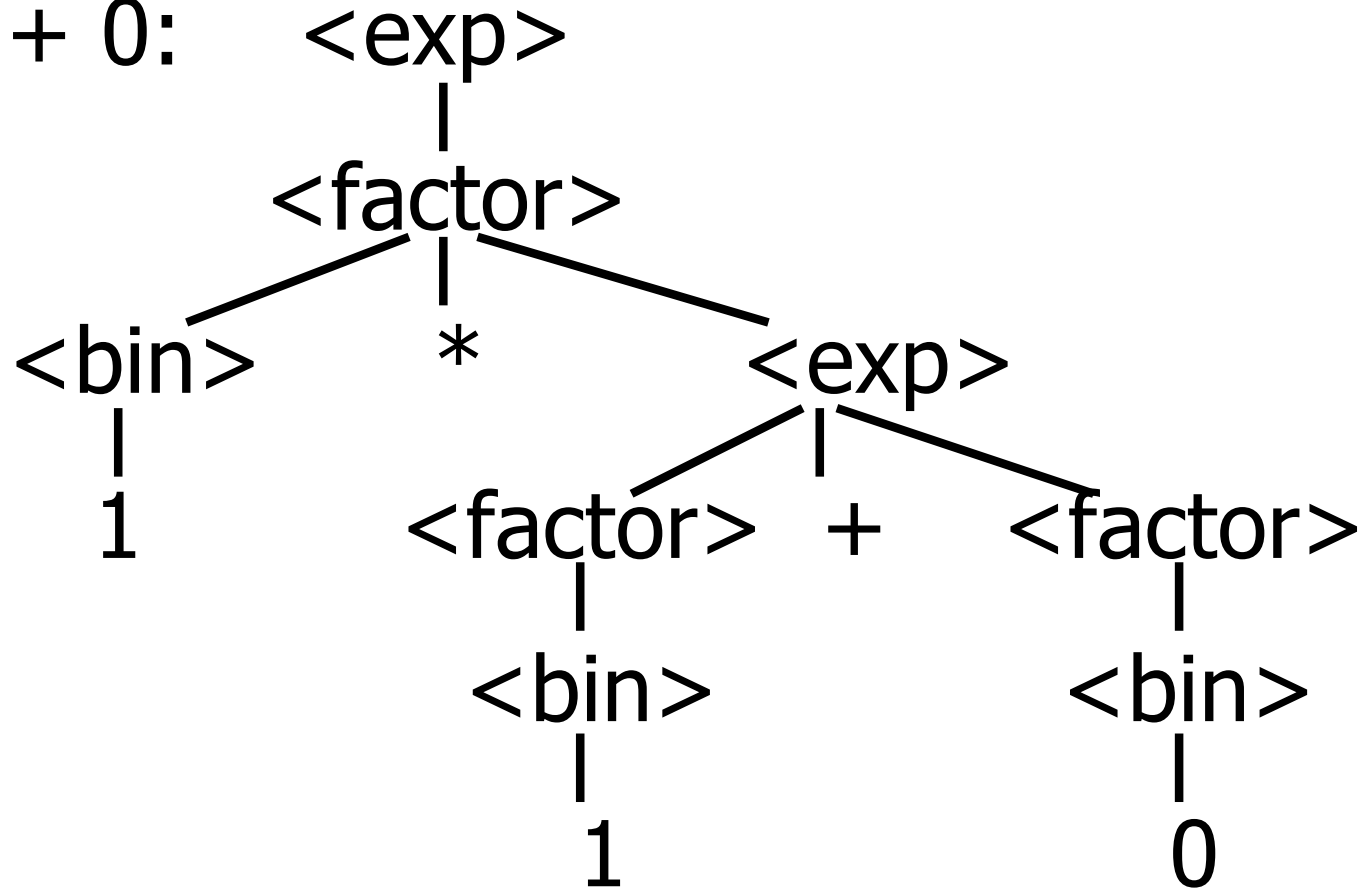
- $1 * 1 + 0$ :



Use rule:  $\langle \text{factor} \rangle ::= \langle \text{bin} \rangle$

# Example cont.

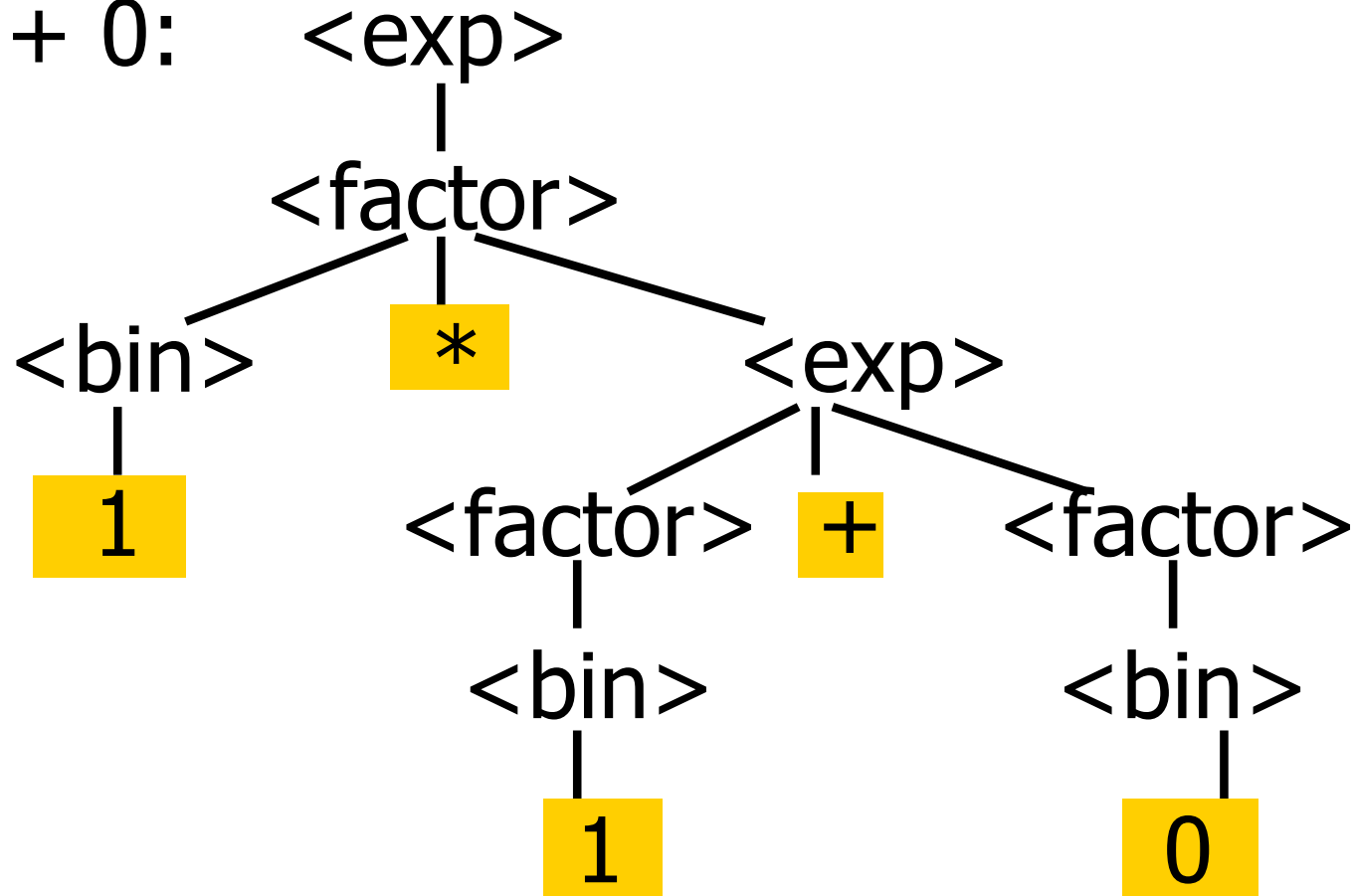
- $1 * 1 + 0$ :



Use rules:  $\langle \text{bin} \rangle ::= 1 \mid 0$

## Example cont.

- 1 \* 1 + 0:



Fringe of tree is string generated by grammar

# Your Turn: $1 * 0 + 0 * 1$

