

Chapter 3 Describing Syntax and Semantics

3.1 Introduction

- Providing a concise yet understandable description of a programming language is difficult but essential to the language's success.
 - ALGOL 60 and ALGOL 68 were first.
- For programming language implementors
- Language reference manual

3.1 Introduction (Cont'd)

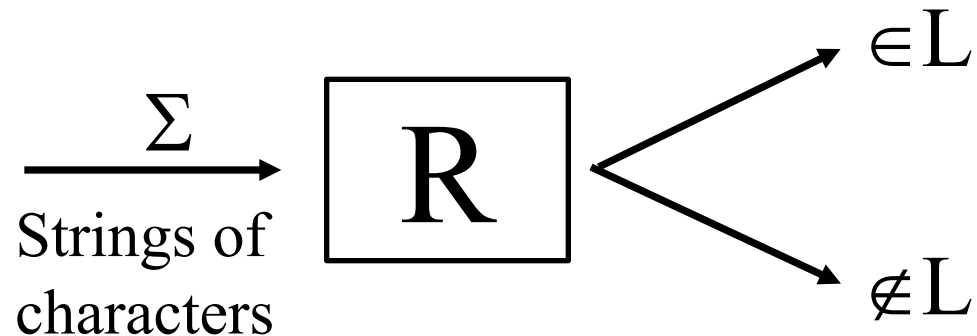
- Definition of Syntax and Semantics
 - Syntax:
 - Form, context-free
 - Semantics:
 - Meaning, context-sensitive

3.2 The General Problem of Describing Syntax

- Alphabet, Strings, Sentences, Language
- Lexemes and Tokens

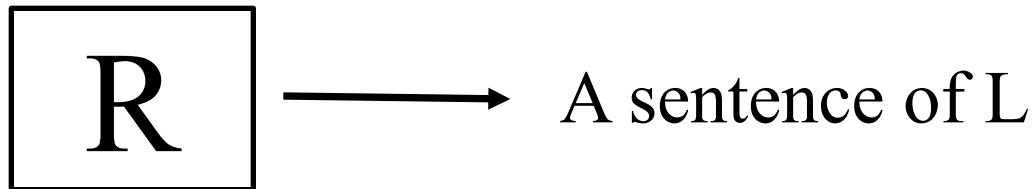
3.2.1 Language Recognizers

- R: Recognition device



3.2.1 Language Recognizers

- G: Language generator



3.3 Formal Methods of Describing Syntax

- Backus-Naur Form and Context-free Grammars
 - Appeared in late 1950s
 - Context-free Grammars
 - Chomsky, a noted linguist, advised it.
 - Context-free and regular grammars turned out to be useful for describing the syntax of programming languages
 - » Context-free grammar: Syntax
 - » Regular grammar: Token

3.3 Formal Methods of Describing Syntax

– Backus-Naur Form

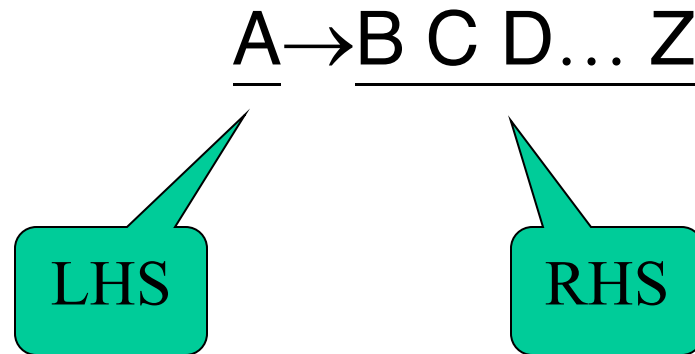
- Shortly after Chomsky's work
- John Backus and Peter Naur
- Describing the syntax of ALGOL 58
- BNF

Backus-Naur Form and Context-free Grammars

- Fundamentals
 - A metalanguage is a language that is used to describe another language.
 - E.g., BNF

Context-free grammar (CFG)

- CFG consists of a set of production rules,



LHS must be a single **nonterminal**

RHS consists 0 or more **terminals** or **nonterminals**

Context-free grammar (CFG)

- Two kinds of symbols
 - Nonterminals
 - Delimited by `<` and `>`
 - Represent syntactic structures
 - Terminals
 - Represent tokens
- E.g.
 - `<program>` → **begin** `<statement list>` **end**
- Start or goal symbol
- λ : empty or null string

Context-free grammar (Cont'd)

- E.g.

`<statement list>` → `<statement><statement tail>`

`<statement tail>` → λ

`<statement tail>` → `<statement><statement tail>`

Context-free grammar (Cont'd)

- Extended BNF: some abbreviations

1. **optional:** [] 0 or 1

`<stmt> → if <exp> then <stmt>`

`<stmt> → if <exp> then <stmt> else <stmt>`

can be written as

`<stmt> → if <exp> then <stmt> [else <stmt>]`

2. **repetition:** { } 0 or more

`<stmt list> → <stmt> <tail>`

`<tail> → λ`

`<tail> → <stmt> <tail>`

can be written as

`<stmt list> → <stmt> { <stmt> }`

Context-free grammar (Cont'd)

- Extended BNF: some abbreviations

3. **alternative:** | or

`<stmt> → <assign>`

`<stmt> → <if stmt>`

can be written as

`<stmt> → <assign> | <if stmt>`

- Extended BNF \equiv BNF
 - Either can be transformed to the other.
 - Extended BNF is more compact and readable

```
telnet.csie.ntnu.edu.tw [88x23]
GREP(1)
NAME
    grep, egrep, fgrep, rgrep - print lines matching a pattern

SYNOPSIS
    grep [OPTIONS] PATTERN [FILE...]
    grep [OPTIONS] [-e PATTERN | -f FILE] [FILE...]

DESCRIPTION
    grep searches the named input FILEs (or standard input if no files are named,
    or if a single hyphen-minus (-) is given as file name) for lines containing a
    match to the given PATTERN. By default, grep prints the matching lines.

    In addition, three variant programs egrep, fgrep and rgrep are available.
    egrep is the same as grep -E. fgrep is the same as grep -F. rgrep is the
    same as grep -r. Direct invocation as either egrep or fgrep is deprecated,
    but is provided to allow historical applications that rely on them to run
    unmodified.

--More--
```

The Syntax of Micro (Cont'd)

1. <program> → **begin** <statement list> **end**
2. <statement list> → <statement> {<statement>}
3. <statement> → ID := <expression> ;
4. <statement> → **read** (<id list>) ;
5. <statement> → **write** (<expr list>) ;
6. <id list> → ID {, ID}
7. <expr list> → <expression> {, <expression>}
8. <expression> → <primary> {<add op> <primary>}
9. <primary> → (<expression>)
10. <primary> → ID
11. <primary> → INTLITERAL
12. <add op> → PLUSOP
13. <add op> → MINUSOP
14. <system goal> → <program> SCANEOF

Figure 2.4 Extended CFG Defining Micro

- The **derivation** of

begin ID := ID + (INTLITERAL – ID); end

<program>

- ⇒ **begin <statement list> end** (Apply rule 1)
- ⇒ **begin <statement> {<statement>} end** (Apply rule 2)
- ⇒ **begin <statement> end** (Choose 0 repetitions)
- ⇒ **begin ID := <expression> ; end** (Apply rule 3)
- ⇒ **begin ID := <primary> {<add op> <primary>} ; end** (Apply rule 8)
- ⇒ **begin ID := <primary> <add op> <primary> ; end** (Choose 1 repetition)
- ⇒ **begin ID := <primary> + <primary> ; end** (Apply rule 12)
- ⇒ **begin ID := ID + <primary> ; end** (Apply rule 10)
- ⇒ **begin ID := ID + (<expression>) ; end** (Apply rule 9)
- ⇒ **begin ID := ID + (<primary> {<add op> <primary>}) ; end** (Apply rule 8)
- ⇒ **begin ID := ID + (<primary> <add op> <primary>) ; end** (Choose 1 repetition)
- ⇒ **begin ID := ID + (<primary> – <primary>) ; end** (Apply rule 13)
- ⇒ **begin ID := ID + (INTLITERAL – <primary>) ; end** (Apply rule 11)
- ⇒ **begin ID := ID + (INTLITERAL – ID) ; end** (Apply rule 10)

Backus-Naur Form and Context-free Grammars

- Describing Lists
 - Variable-length lists in mathematics are often written using an **ellipsis** (...)
 - For BNF, the alternative is **recursion**

```
<id_list> → id  
           | id, <id_list>
```

Backus-Naur Form and Context-free Grammars

- Grammars and Derivations
 - start symbol
 - derivation
 - sentential form & leftmost derivations
 - See next slice

- A grammar

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

$\langle \text{stmts} \rangle \rightarrow \langle \text{stmt} \rangle \mid \langle \text{stmt} \rangle ; \langle \text{stmts} \rangle$

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

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

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

$\langle \text{term} \rangle \rightarrow \langle \text{var} \rangle \mid \text{const}$

- A derivation

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

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

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

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

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

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

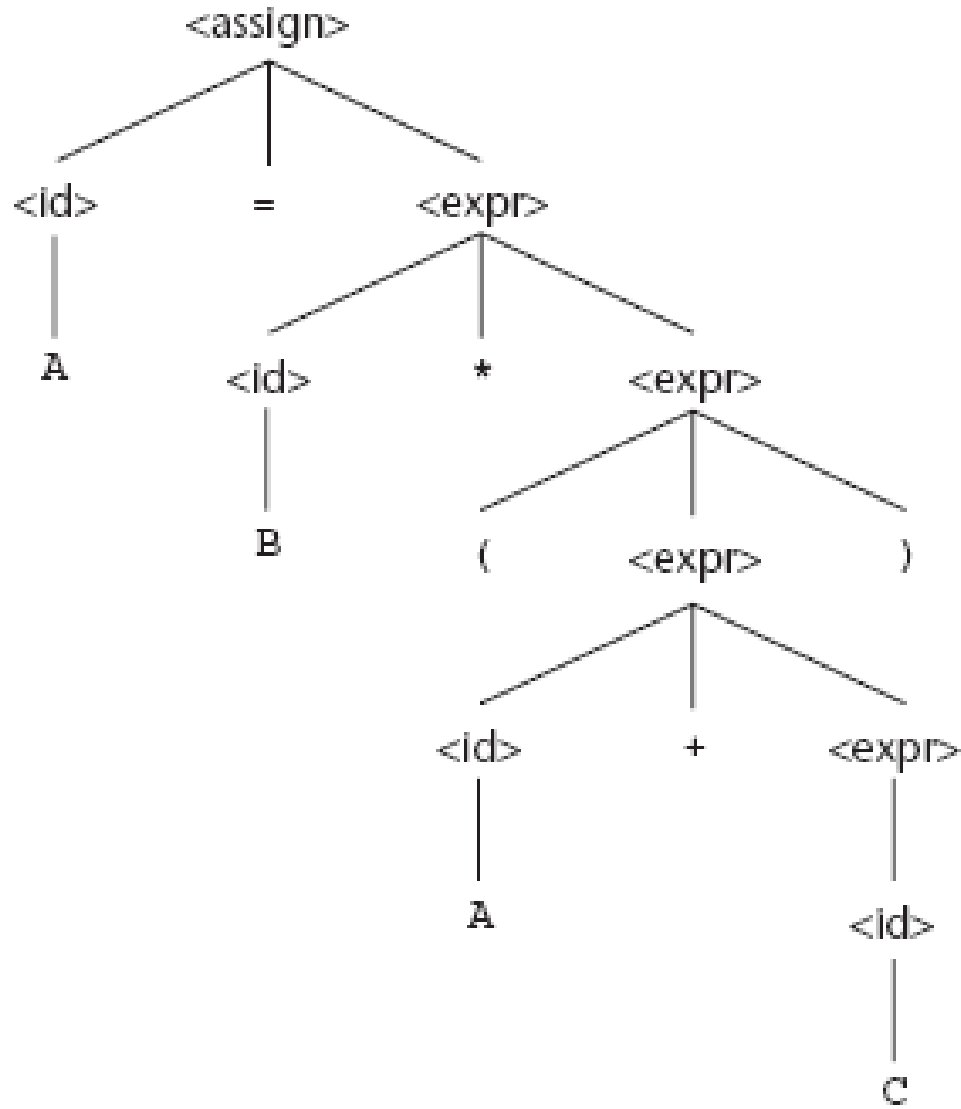
$\Rightarrow a = b + \text{const}$

Backus-Naur Form and Context-free Grammars

- Parse trees
 - One of the most attractive features of grammars is that they naturally describe the **hierarchical syntactic structure** of the sentences of the languages they define.
 - Internal node: nonterminal symbol
 - Leaf node: terminal symbol

Figure 3.1

A parse tree for the
simple statement
A = B * (A + C)

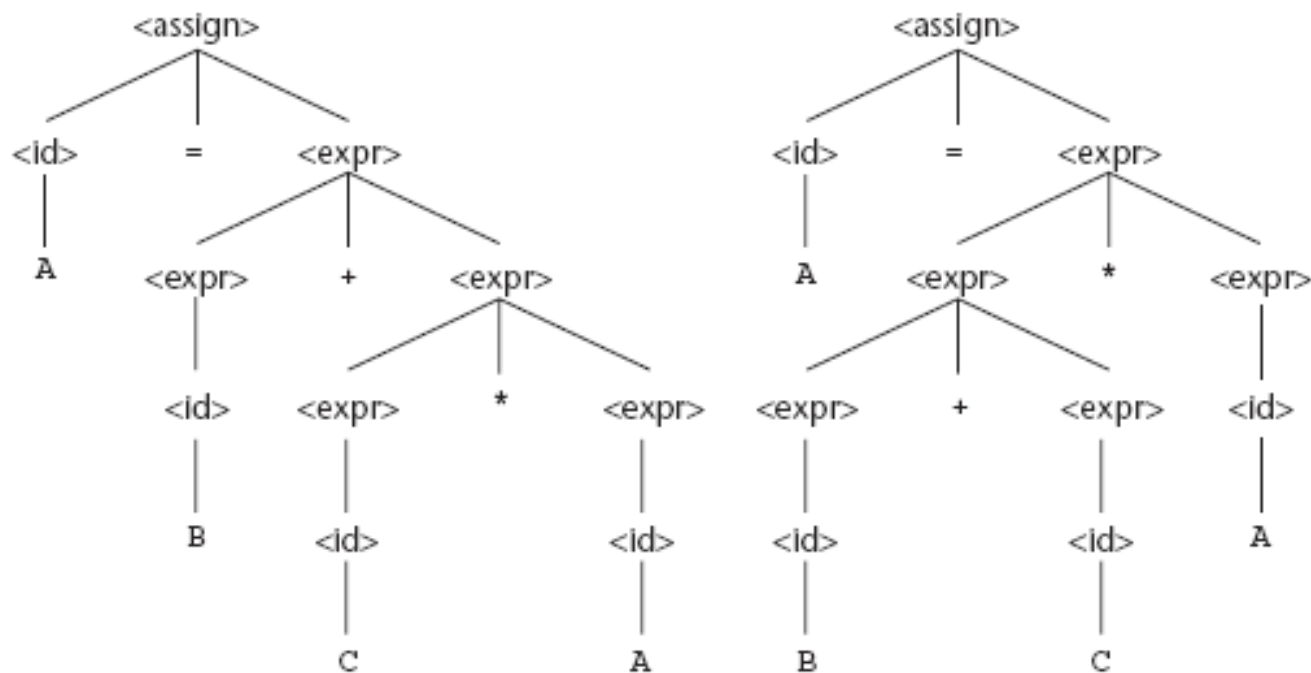


Backus-Naur Form and Context-free Grammars

- Ambiguity
 - A grammar that generates a sentential form for which there are two or more distinct parse tree is said to be **ambiguous**
 - See next slide
 - Why may ambiguity cause problem?
 - Code generation for compilers

Figure 3.2

Two distinct parse trees
for the same sentence,
 $A = B + C * A$

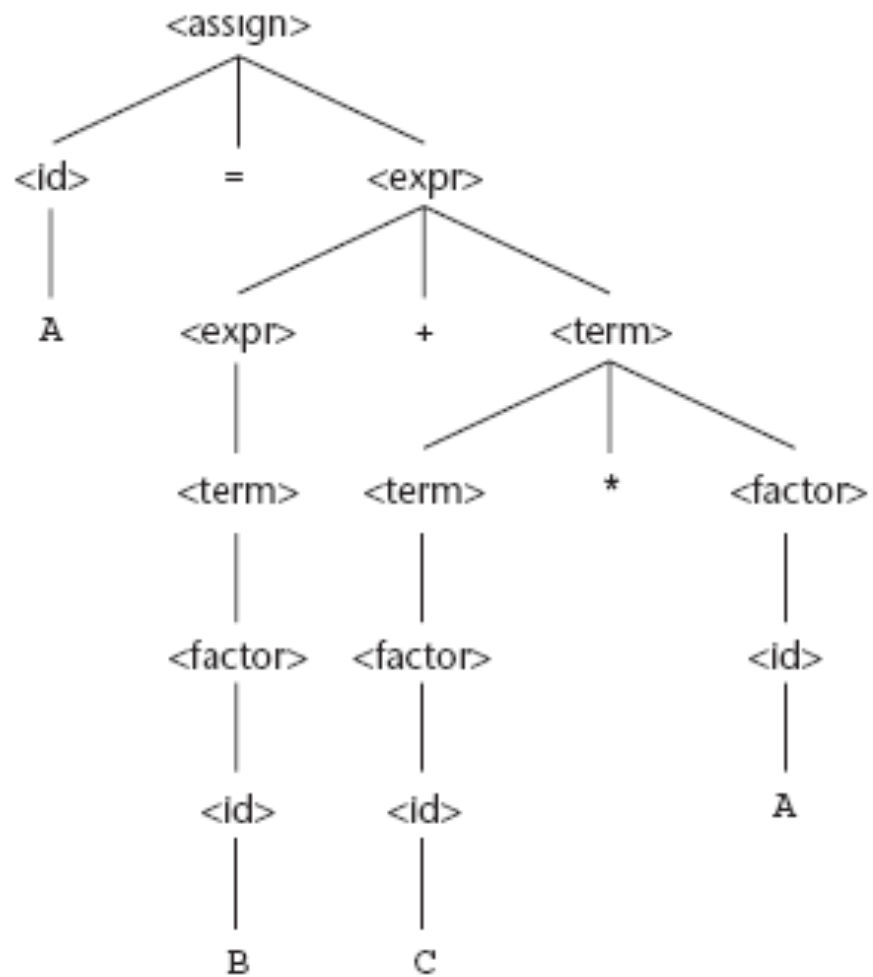


Backus-Naur Form and Context-free Grammars

- Operator precedence
 - The order of evaluation of operators
 - Can the BNF demonstrate the operator precedence?
 - See EXAMPLE 3.4 and the derivation of $A=B+C *A$

Figure 3.3

The unique parse tree for $A = B + C * A$ using an unambiguous grammar

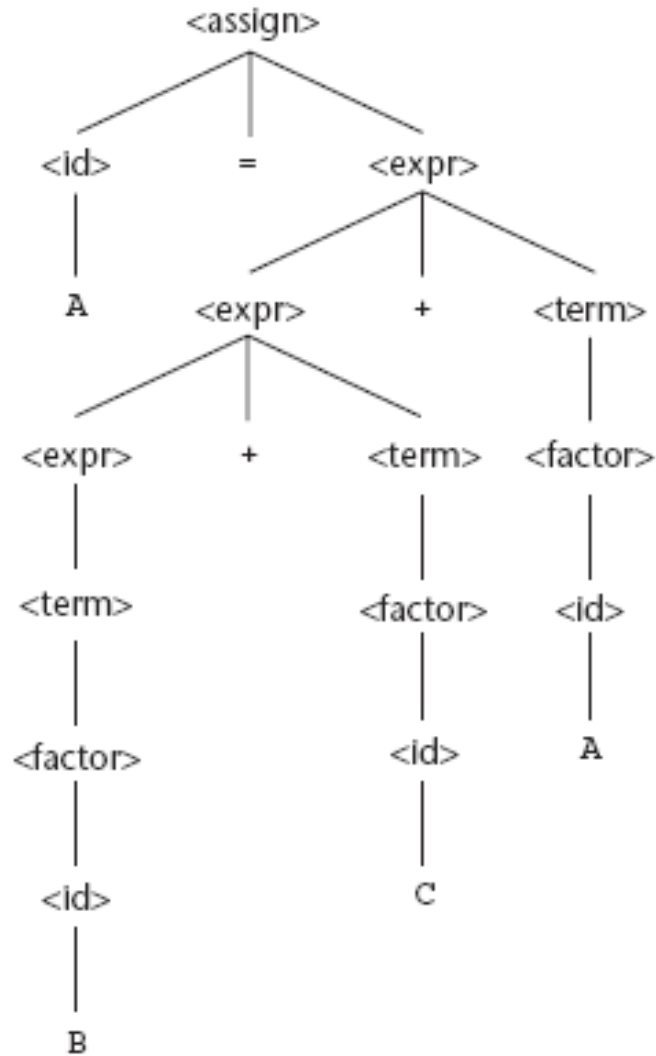


Backus-Naur Form and Context-free Grammars

- Associativity of operators
 - When an expression includes two operators that have the same precedence, a semantic rule is required to specify which should have precedence
 - The left recursion specifies left associativity

Figure 3.4

A parse tree for $A = B + C + A$ illustrating the associativity of addition



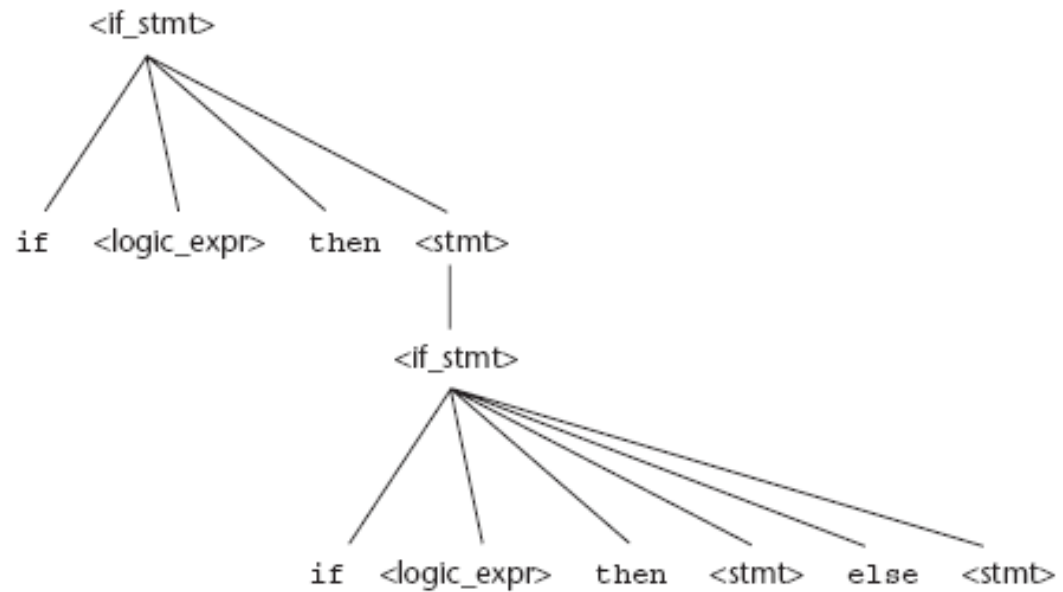
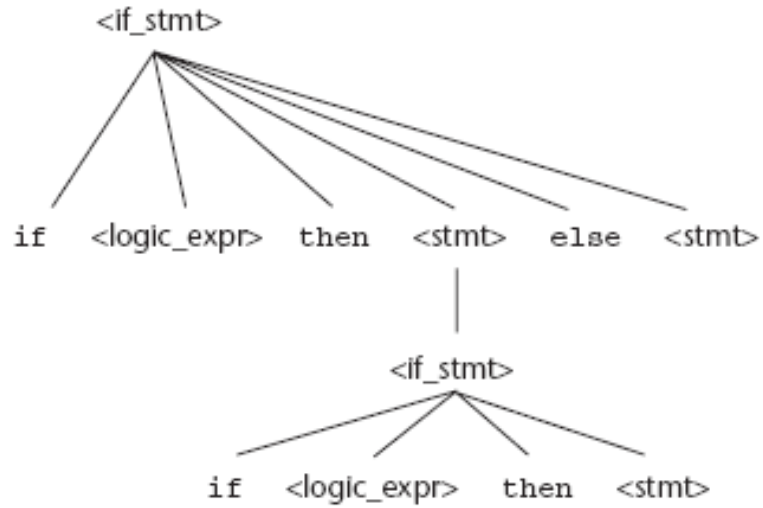
An unambiguous grammar for if-then-else

- An intuitive BNF for if-then-else

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

Figure 3.5

Two distinct parse trees for the same sentential form



An unambiguous grammar for if-then-else

- The unambiguous grammar

`<stmt> → <matched> | <unmatched>`

`<matched> → if <logic_expr> then <matched> else <matched>
| <any_non-if_statement>`

`<unmatched> → if <logic_expr> then <stmt>
| if <logic_expr> then <matched> else <unmatched>`