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Introduction to Compilers Radu Rugina

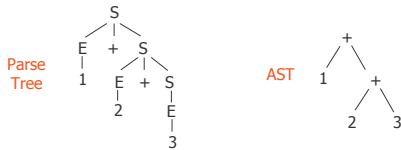
Lecture 10: Syntax-Directed Definitions 10 Feb 03

Parsing Techniques

- **LL parsing**
 - Computes a Leftmost derivation
 - Builds the derivation top-down
 - LL parsing table indicates which production to use for expanding the rightmost non-terminal
- **LR parsing**
 - Computes a Rightmost derivation
 - Builds the derivation bottom-up
 - Uses a set of LR states and a stack of symbols
 - LR parsing table indicates, for each state, what action to perform (shift/reduce) and what state to go to next
- Use these techniques to construct an AST

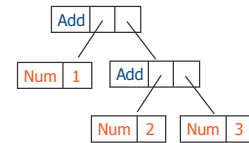
AST Review

- **Derivation** = sequence of applied productions
 $S \rightarrow E + S \rightarrow 1 + S \rightarrow 1 + E \rightarrow 1 + 2$
- **Parse tree** = graph representation of a derivation
 - Doesn't capture the order of applying the productions
- **Abstract Syntax Tree (AST)** discards unnecessary information from the parse tree



AST Data Structures

```
abstract class Expr {  
    Expr left, right;  
    Add(Expr L, Expr R) {  
        left = L; right = R;  
    }  
}  
  
class Num extends Expr {  
    int value;  
    Num(int v) { value = v; }  
}
```



Implicit AST Construction

- LL/LR parsing techniques **implicitly** build the AST
- The parse tree is captured in the derivation
 - LL parsing: AST is implicitly represented by the sequence of applied productions
 - LR parsing: AST is implicitly represented by the sequence of applied reductions
- We want to **explicitly** construct the AST during the parsing phase:
 - add code in the parser to explicitly build the AST

AST Construction

- **LL parsing**: extend procedures for nonterminals
- Example:

```
S -> E S'  
S' -> ε | + S  
E -> num | ( S )
```

```
void parse_S() {  
    switch (token) {  
        case num: case '(':  
            parse_E();  
            parse_S'();  
            return;  
        default:  
            throw new ParseError();  
    }  
}  
  
Expr parse_S() {  
    switch (token) {  
        case num: case '(':  
            Expr left = parse_E();  
            Expr right = parse_S'();  
            if (right == null) return left;  
            else return new Add(left, right);  
        default: throw new ParseError();  
    }  
}
```

AST Construction

- LR parsing
 - We need again to add code for explicit AST construction
- AST construction mechanism for LR Parsing
 - Store parts of the tree on the stack
 - For each nonterminal symbol X on stack, also store the sub-tree rooted at X on stack
 - Whenever the parser performs a reduce operation for a production $X \rightarrow \gamma$, create an AST node for X

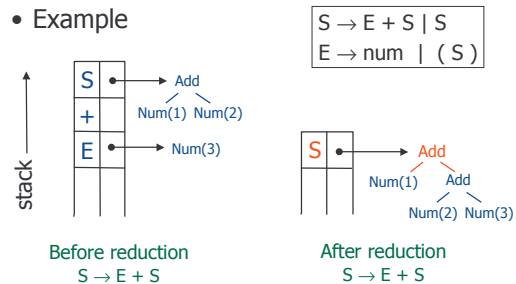
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AST Construction for LR Parsing

- Example



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Problems

- Unstructured code: mixed parsing code with AST construction code
- Automatic parser generators
 - The generated parser needs to contain AST construction code
 - How to construct a customized AST data structure using an automatic parser generator?
- May want to perform other actions concurrently with the parsing phase
 - E.g. semantic checks
 - This can reduce the number of compiler passes

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Syntax-Directed Definition

- Solution: syntax-directed definition
 - Extends each grammar production with an associated semantic action (code):

$$S \rightarrow E + S \quad \{ \text{action} \}$$

- The parser generator adds these actions into the generated parser
- Each action is executed when the corresponding production is reduced

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Semantic Actions

- Actions = code in a programming language
 - Same language as the automatically generated parser
- Examples:
 - Yacc = write actions in C
 - CUP = write actions in Java
- The actions access the parser stack!
 - Parser generators extend the stack of symbols with entries for user-defined structures (e.g. parse trees)
- The action code should be able to refer to the grammar symbols in the production
 - Need a naming scheme...

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Naming Scheme

- Need special names for grammar symbols to use in the semantic action code
- Need to refer to multiple occurrences of the same nonterminal symbol

$$E \rightarrow E_1 + E_2$$

- Distinguish the nonterminal on the LHS

$$E_0 \rightarrow E + E$$

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Use Class Hierarchy

- Can use subclassing to solve problem
 - Use an abstract class for each “interesting” set of non-terminals in grammar (e.g. expressions)

$$E \rightarrow E + E \mid E * E \mid -E \mid (E)$$

```
abstract class Expr { ... }
class Add extends Expr { Expr left, right; ... }
class Mult extends Expr { Expr left, right; ... }
// or: class BinExpr extends Expr { Oper o; Expr l, r; }
class Minus extends Expr { Expr e; ... }
```

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Another Example

$$E ::= \text{num} \mid (E) \mid E + E \mid \text{id}$$

$$S ::= E ; \mid \text{if} (E) S \mid \text{if} (E) S \text{ else } S \mid \text{id} = E ; \mid ;$$

```
abstract class Expr { ... }
class Num extends Expr { Num(int value) ... }
class Add extends Expr { Add(Expr e1, Expr e2) ... }
class Id extends Expr { Id(String name) ... }

abstract class Stmt { ... }
class IfS extends Stmt { IfS(Expr c, Stmt s1, Stmt s2) }
class EmptyS extends Stmt { EmptyS() ... }
class AssignS extends Stmt { AssignS(String id, Expr e)... }
```

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Other Syntax-Directed Definitions

- Can use syntax-directed definitions to perform **semantic checks** during parsing
 - E.g. type-checking
- **Benefit** = efficiency
 - One single compiler pass for multiple tasks
- **Disadvantage** = unstructured code
 - Mixes parsing and semantic checking phases
 - Perform checks while AST is changing

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Type Declaration Example

$$D \rightarrow T \text{ id} \quad \{ \text{AddType}(\text{id}, T.\text{type}); \text{D.type} = T.\text{type}; \}$$

$$D \rightarrow D_1 , \text{id} \quad \{ \text{AddType}(\text{id}, D_1.\text{type}); \text{D.type} = D_1.\text{type}; \}$$

$$T \rightarrow \text{int} \quad \{ T.\text{type} = \text{intType}; \}$$

$$T \rightarrow \text{float} \quad \{ T.\text{type} = \text{floatType}; \}$$

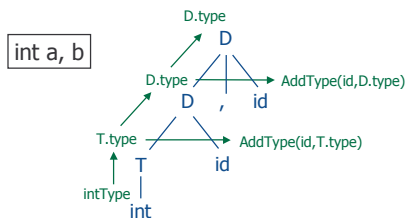
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Propagation of Values

- Propagate type attributes while building the AST



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Another Example

$$D \rightarrow T L \quad \{ D.\text{type} = T.\text{type}; L.\text{type} = T.\text{type}; \}$$

$$T \rightarrow \text{int} \quad \{ T.\text{type} = \text{intType}; \}$$

$$T \rightarrow \text{float} \quad \{ T.\text{type} = \text{floatType}; \}$$

$$L \rightarrow \text{id} \quad \{ \text{AddType}(\text{id}, ???); \}$$

$$L \rightarrow L_1 , \text{id} \quad \{ \text{AddType}(\text{id}, L_1.\text{type}); ??? \}$$

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