

# CS310

## Parsing with Context Free Grammars

Today's reference:

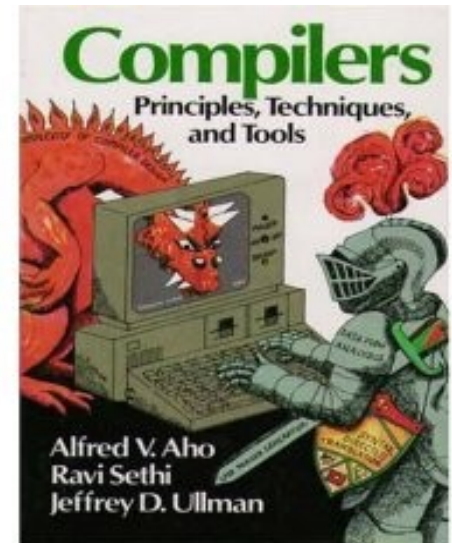
Compilers: Principles, Techniques, and Tools

by: Aho, Sethi, Ullman

aka: The Dragon Book

Section 4.4 – 4.8

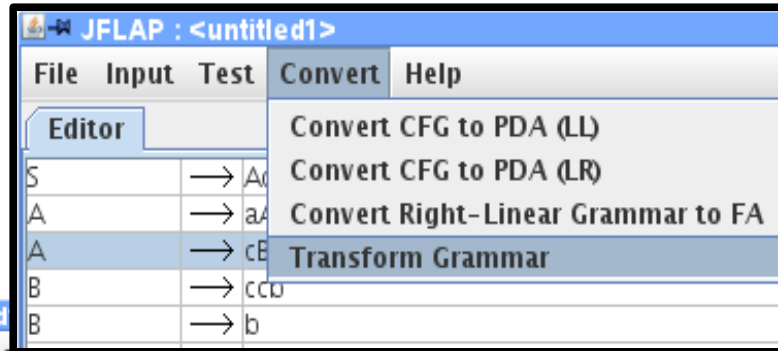
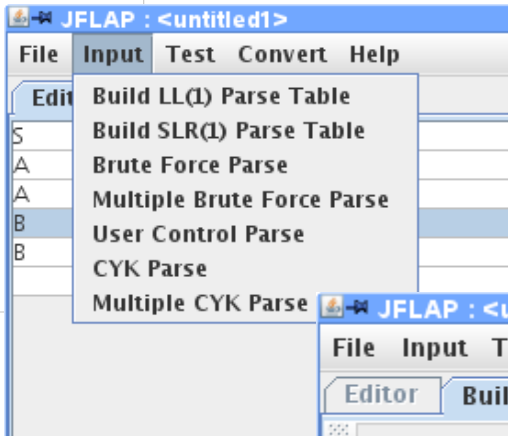
October 29, 2008



# Parsing with JFLAP

- FIRST? FOLLOW? Parse Table?

- (1)  $S \rightarrow AcB$
- (2)  $A \rightarrow aAb$
- (3)  $A \rightarrow cBb$
- (4)  $B \rightarrow ccb$
- (5)  $B \rightarrow b$



A screenshot of the JFLAP software interface. The 'Build LL(1) Parse' dialog box is open, showing the grammar rules and buttons for 'Do Selected', 'Do Step', 'Do All', 'Next', and 'Parse'. Below the dialog box, the parse table is displayed.

Parse table complete. Press "parse" to use it.

	FIRST	FOLLOW
A	{ c, a }	{ b, c }
B	{ b, c }	{ b, \$ }
S	{ c, a }	{ \$ }

	a	b	c	\$
A	aAb		cBb	
B		b	ccb	
S	AcB		AcB	

# LL(2) Parse Table

- (1)  $S \rightarrow AcB$
- (2)  $A \rightarrow aAb$
- (3)  $A \rightarrow aBb$
- (4)  $B \rightarrow ccb$
- (5)  $B \rightarrow b$

- Two lookahead symbols  
Is two enough for this grammar?  
Is one enough?

	aa	ab	ac	bb	ba	bc
S						
A						
B						

# Bottom Up Parsing

- Shift-reduce parsing
  - used in many automatic parser generators,
- *Reduce* the string to the start symbol
- *Shift* a symbol from the string on to a stack

- (1)  $E \rightarrow E + E$
- (2)  $E \rightarrow E * E$
- (3)  $E \rightarrow ( E )$
- (4)  $E \rightarrow x$

Stack	Input	Action
\$	x + x * x \$	shift
\$ x	+ x * x \$	reduce
\$ E		

# Shift/Reduce Conflict

stmt  $\rightarrow$  IF expr THEN stmt  
| IF expr THEN stmt ELSE stmt  
| somethingelse

Stack	Input	Action
... \$ IF expr THEN stmt	ELSE ... \$	???

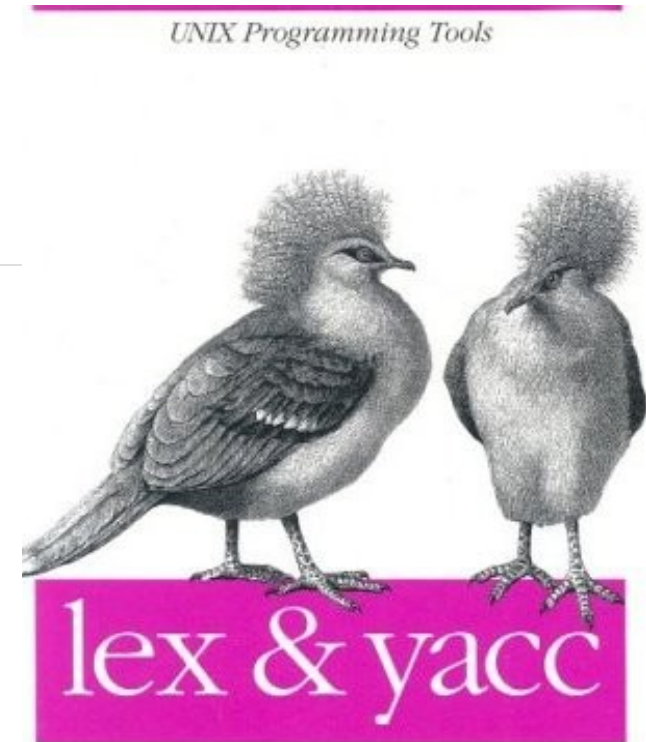
# CS310

## Lex & Yacc

Today's reference:  
UNIX Programming Tools:  
lex & yacc

by: Levine, Mason, Brown

Chapter 1, 2, 3



O'REILLY®

*John R. Levine,  
Tony Mason & Doug Brown*

# Automatic Parser Generators

- You supply the tokenizer
  - You supply the grammar
- 
- Output source code that will produce a parser
    - decorate the grammar rules with source code to perform various tasks

# Lex (Flex\*)

- Lex:
  - specify the terminals or regular expressions that represent the terminals
  - produces a C source file as output that will divide input into tokens

```
$ flex file.l
```

```
$ gcc -lfl -o file lex.yy.c
```

```
$ ./file
```

\* Flex and Bison are the GNU equivalents of Lex and Yacc



```

%{
    /* identify is and are as verbs */
%}

%%

[\\t ]+      /* ignore whitespace */
is |
are          { printf(“%s: is a verb”, yytext); }
[a-zA-Z]+   { printf(“%s: not a verb”, yytext); }

%%

main()
{
    yylex();
}

```

```

%{
    /* count verbs and nonverbs */
    int verbCount=0, nonVerbCount=0;
}%
%%

[\\t ]+      /* ignore whitespace */

is |
are          { printf(“%d verbs\\n”, ++verbCount); }
[a-zA-Z]+   { printf(“%d non-verbs\\n”, ++nonVerbCount); }

%%

main()
{
    yylex();
    printf(“%d verbs| %d nonverbs\\n”, verbCount,
           nonVerbCount);
}

```

# Yacc (Bison)

- Yacc:
  - take the tokens (terminals) from lex and apply a grammar
  - check syntax
- file.tab.c contains the C code to apply the grammar
- file.tab.h contains the data structures to be used by lex to pass data to yacc

**\$ bison file.y**

```
%{  
#include "yaccfile.tab.h"  
int lineno=1;  
%}
```

```
%%
```

```
[\t ]+          /* ignore whitespace */  
a              { return(LITTLEA); }  
b              { return(LITTLEB); }  
c              { return(LITTLEC); }  
\n             { lineno++; return(END); }  
[a-zA-Z0-9]+   { return(ERROR); }
```

```
%%
```

```
%{
#include <stdio.h>
extern FILE *yyin; extern int lineno; extern char* yytext;
%}
%token LITTLEA LITTLEB LITTLEC END ERROR
%%
start:          BIGA LITTLEC BIGB END
              { printf("\n\tThat string is accepted!", yytext); }

BIGA: LITTLEA BIGA LITTLEB
      | LITTLEC BIGB LITTLEB
BIGB: LITTLEC LITTLEC LITTLEB
      | LITTLEB

%%
int yyerror(char *msg) {
    printf("ERROR: (%d:%s) %s\n", lineno, yytext, msg);
}
main() {
    do{
        yyparse();
    }while(!feof(yyin));
}
```

```

%{
#include "yaccfile.tab.h"
int lineno=1;
%}

%%

[\\t ]+      /* ignore whitespace */
is |
are          { return(VERB); }
computer |
bob |
alice       { return(NOUN); }

\\n         { lineno++; return(END); }
[a-zA-Z0-9]+ { return(ERROR); }

%%

```

```
%{
#include <stdio.h>
extern FILE *yyin; extern int lineno; extern char* yytext;
%}

%token VERB NOUN END ERROR

%%

sentence: nounphrase verbphrase END
nounphrase: NOUN { printf("noun %s\n",yytext); }
verbphrase: VERB { printf("verb %s\n",yytext); }

%%

main() {
    do{
        yyparse();
    }while(!feof(yyin));
}

int yyerror(char *msg) {
    printf("ERROR: (%d:%s) %s\n",lineno, yytext, msg);
}
```

# Build the executable

```
bison -dv yaccfile.y
```

```
flex lexfile.l
```

```
gcc -o parser lex.yy.c yaccfile.tab.c -lfl
```

```
./parser
```

control-C to exit the parser



# Shift/Reduce Conflicts

```
stmt:  IF expr THEN stmt  
      | IF expr THEN stmt ELSE stmt
```

Solutions:

- Rewrite the grammar. (\*.y file)
- Use **precedence** to tell the parser how to handle this

```
%nonassoc LOWER_THAN_ELSE
```

```
%nonassoc ELSE
```

```
stmt:  IF expr THEN stmt %prec LOWER_THAN_ELSE  
      | IF expr THEN stmt ELSE stmt
```