

Programming Language Specification and Translation

ICOM 4036

Spring 2006

Lecture 3

Language Specification and Translation Topics

- Structure of a Compiler
- Lexical Specification and Scanning
- Syntactic Specification and Parsing
- Semantic Specification and Analysis

Syntax versus Semantics

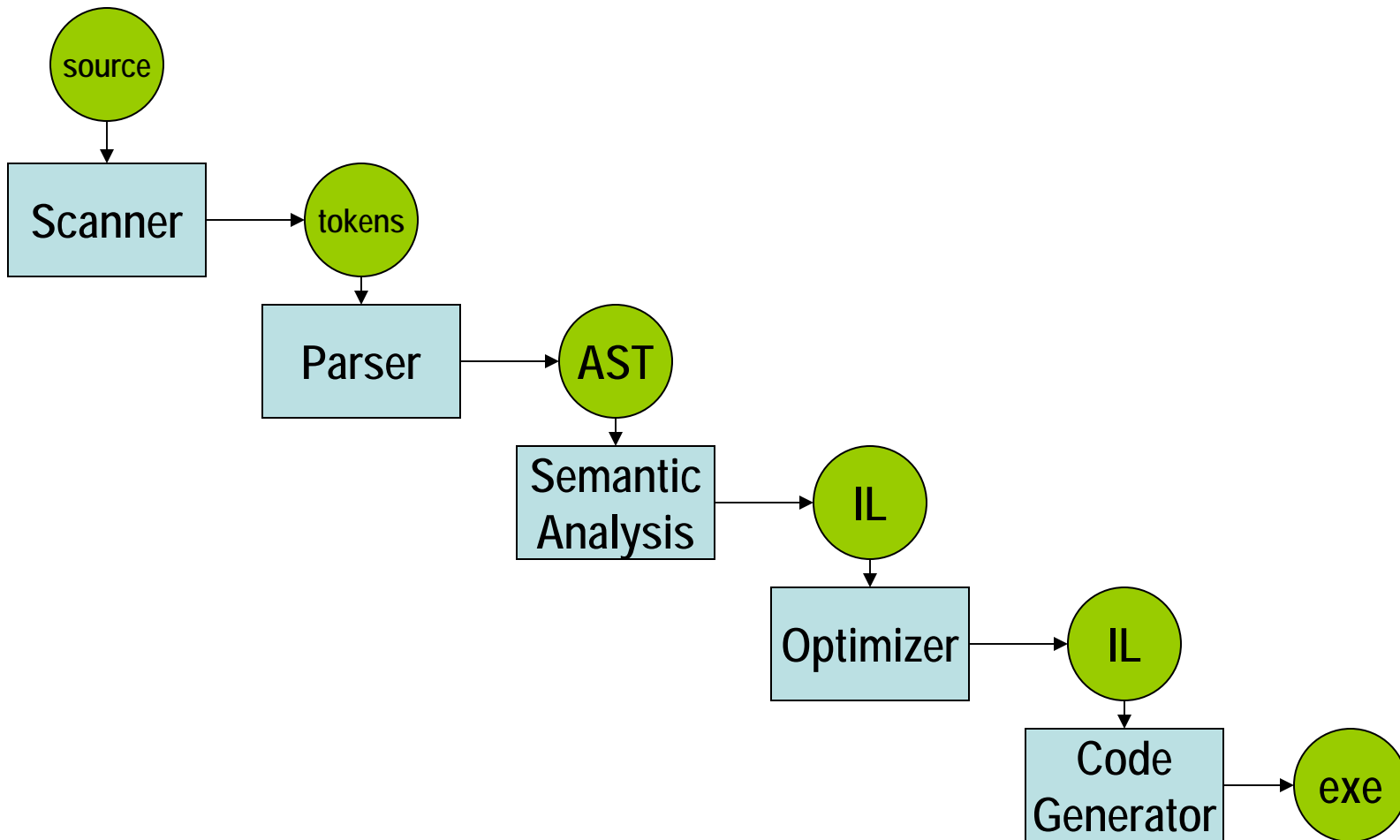
- **Syntax** - the form or **structure** of the expressions, statements, and program units
- **Semantics** - the **meaning** of the expressions, statements, and program units

The Structure of a Compiler

1. Lexical Analysis
2. Parsing
3. Semantic Analysis
4. Optimization
5. Code Generation

The first 3, at least, can be understood by analogy to how humans comprehend English.

A Prototypical Compiler



Introduction

- Reasons to separate compiler in phases:
 - **Simplicity** - less complex approaches can be used for lexical analysis; separating them simplifies the parser
 - **Efficiency** - separation allows optimization of the lexical analyzer
 - **Portability** - parts of the lexical analyzer may not be portable, but the parser always is portable

Lexical Analysis

- First step: recognize words.
 - Smallest unit above letters

This is a sentence.

- Note the
 - Capital “T” (start of sentence symbol)
 - Blank “ ” (word separator)
 - Period “.” (end of sentence symbol)

Lexical Analysis

- Lexical analysis is not trivial. Consider:

ist his ase nte nce

- Plus, programming languages are typically more cryptic than English:

*p->f ++ = -.12345e-5

Lexical Analysis

- Lexical analyzer divides program text into “words” or “tokens”

if x == y then z = 1; else z = 2;

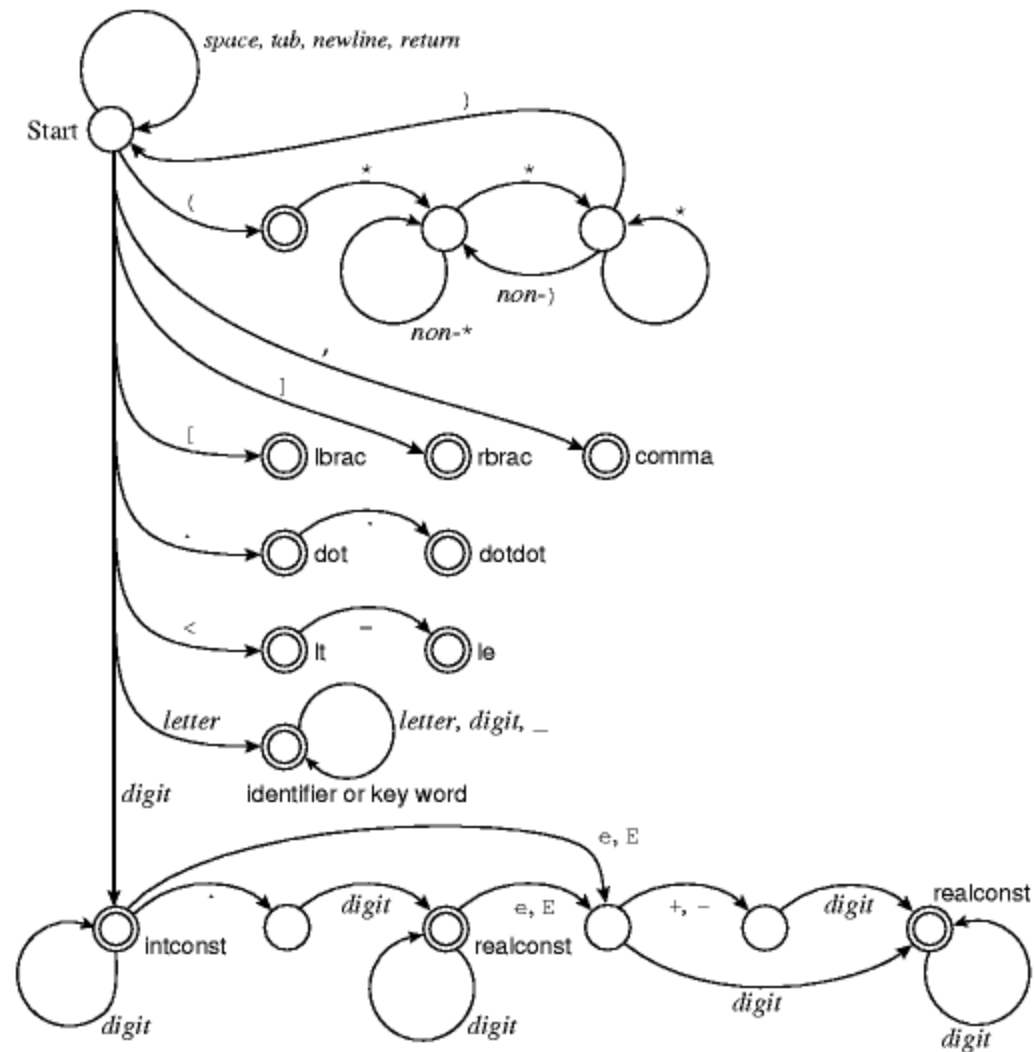
- Units:

if, x, ==, y, then, z, =, 1, ;, else, z, =, 2, ;

Lexical Analysis

- A lexical analyzer is a pattern matcher for character strings
- A lexical analyzer is a “front-end” for the parser
- Identifies substrings of the source program that belong together - **lexemes**
 - Lexemes match a character pattern, which is associated with a lexical category called a **token**
 - **sum** is a lexeme; its token may be **IDENT**

Pascal Scanner Finite State Diagram



Pascal Scanning Examples

- Find the sequence of Pascal tokens in the string:

```
X[1] := X[2] * 3.0e2;
```

- Which of the following Pascal strings have lexical errors:

```
hello?  
(* hello? *)  
x:=1.0  
x[1]] := 0
```

State Diagram Simplification

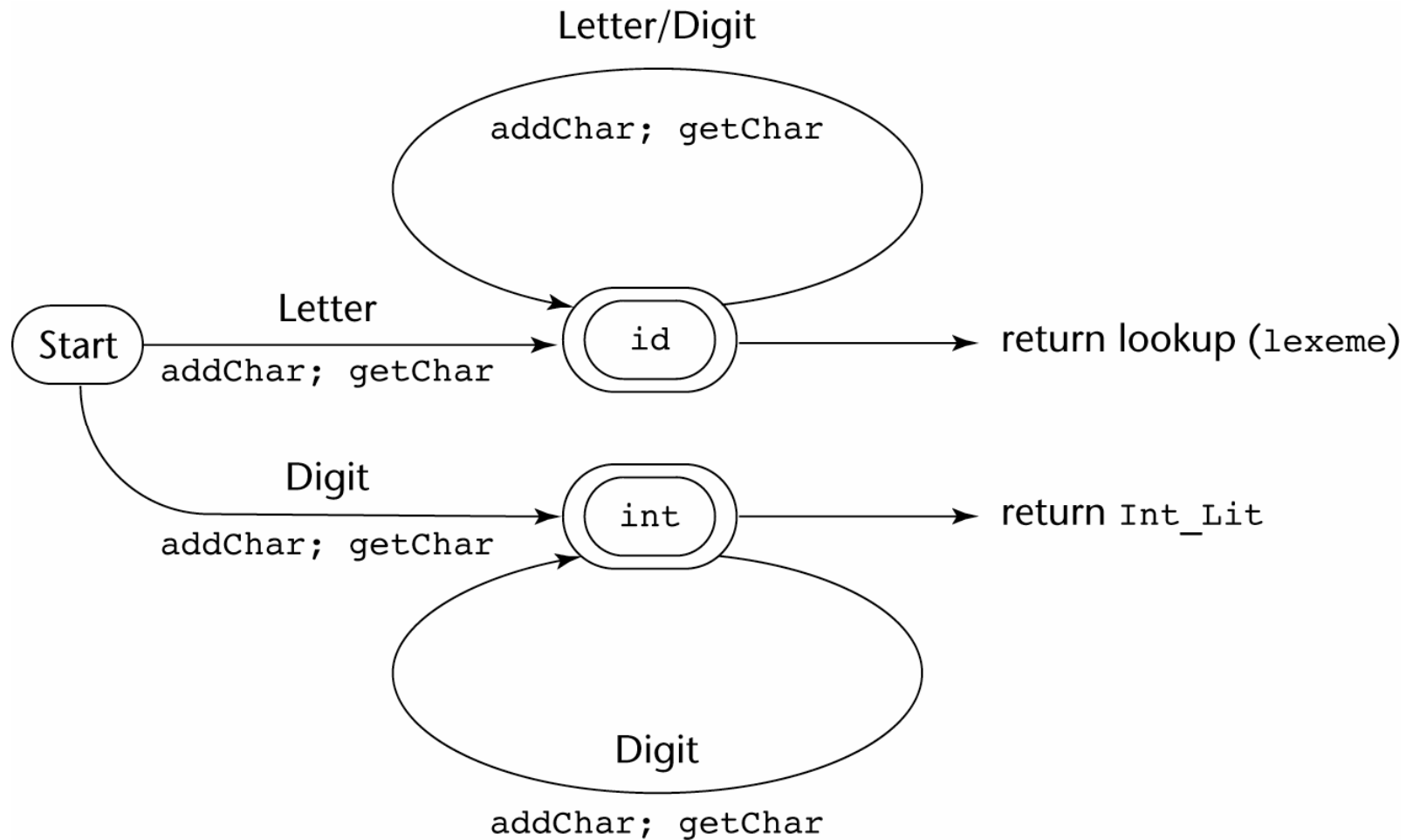
A naïve state diagram would have a transition from every state on every character in the source language - such a diagram would be very large!

- In many cases, transitions can be combined to simplify the state diagram
 - When recognizing an identifier, all uppercase and lowercase letters are equivalent
 - Use a character class that includes all letters
 - When recognizing an integer literal, all digits are equivalent - use a digit class
- Reserved words and identifiers can be recognized together (rather than having a part of the diagram for each reserved word)
 - Use a table lookup to determine whether a possible identifier is in fact a reserved word

Example Scanner Implementation

- Convenient utility subprograms:
 - **getChar** - gets the next character of input, puts it in **nextChar**, determines its class and puts the class in **charClass**
 - **addChar** - puts the character from **nextChar** into the place the lexeme is being accumulated, **lexeme**
 - **lookup** - determines whether the string in **lexeme** is a reserved word (returns a code)

State Diagram



Example Scanner Implementation

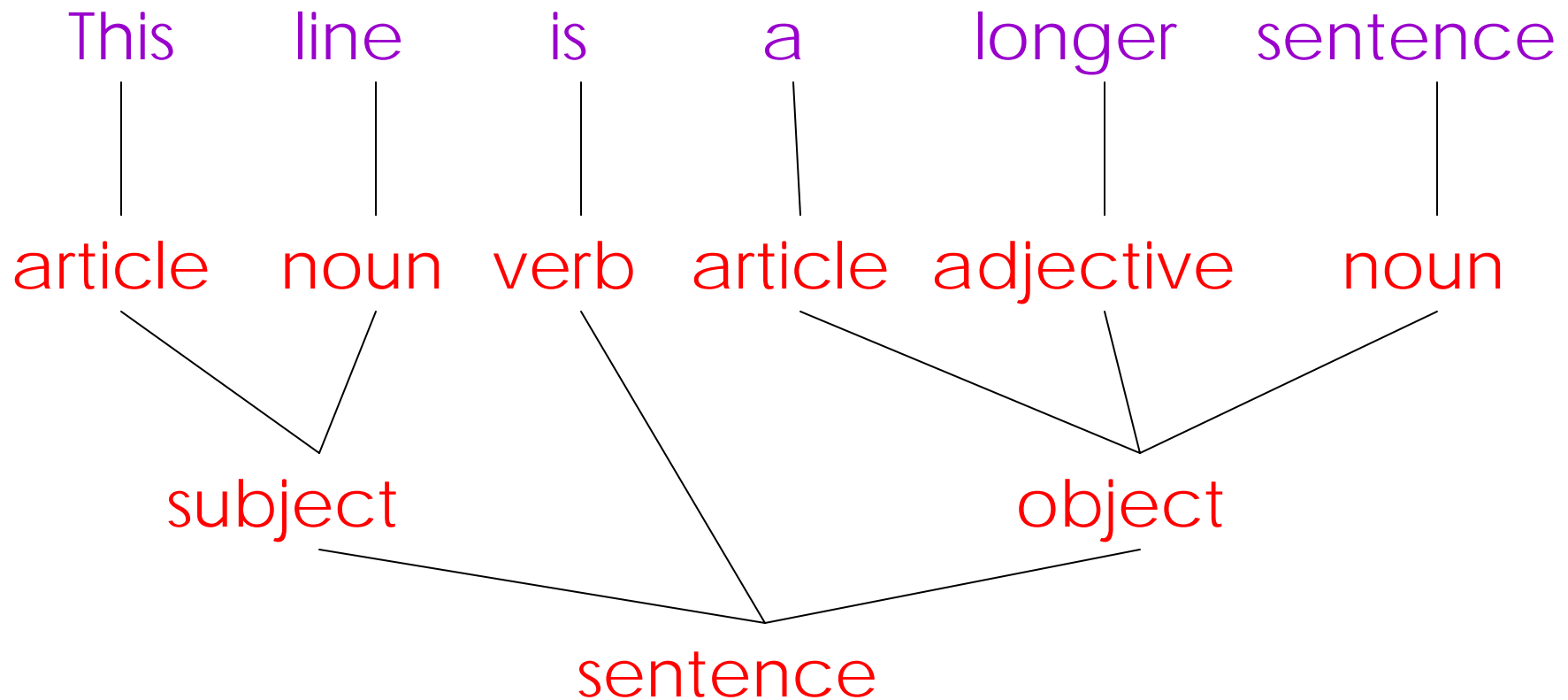
Implementation (assume initialization):

```
int lex() {
    getChar();
    switch (charClass) {
        case LETTER:
            addChar();
            getChar();
            while (charClass == LETTER || charClass == DIGIT)
            {
                addChar();
                getChar();
            }
            return lookup(lexeme);
            break;
        case DIGIT:
            addChar();
            getChar();
            while (charClass == DIGIT) {
                addChar();
                getChar();
            }
            return INT_LIT;
            break;
    } /* End of switch */
} /* End of function lex */
```


Parsing

- Once words are understood, the next step is to understand sentence structure
- Parsing = Diagramming Sentences
 - The diagram is a tree

Diagramming a Sentence

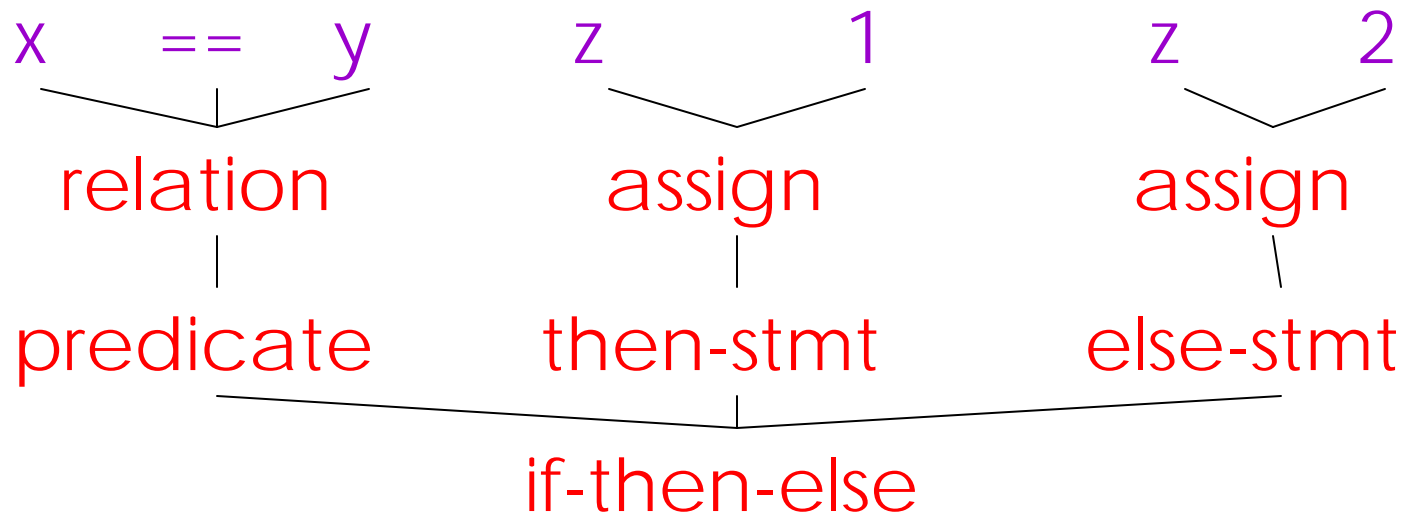


Parsing Programs

- Parsing program expressions is the same
- Consider:

If $x == y$ then $z = 1$; else $z = 2$;

- Diagrammed:



Describing Syntax

- A **sentence** is a string of characters over some alphabet
- A **language** is a set of sentences
- A **lexeme** is the lowest level syntactic unit of a language (e.g., *, sum, begin)
- A **token** is a category of lexemes (e.g., identifier)

Describing Syntax

- Formal approaches to describing syntax:
 - **Recognizers** - used in compilers (we will look at in Chapter 4)
 - **Generators** – generate the sentences of a language (what we'll study in this chapter)

Formal Methods of Describing Syntax

- Context-Free Grammars
 - Developed by Noam Chomsky in the mid-1950s
 - Language generators, meant to describe the syntax of natural languages
 - Define a class of languages called context-free languages

Formal Methods of Describing Syntax

- Backus-Naur Form (1959)
 - Invented by John Backus to describe Algol 58
 - BNF is equivalent to context-free grammars
 - A **metalanguage** is a language used to describe another language.
 - In BNF, abstractions are used to represent classes of syntactic structures--they act like syntactic variables (also called **nonterminal symbols**)

Backus-Naur Form (1959)

$\langle \text{while_stmt} \rangle \rightarrow \text{while} (\langle \text{logic_expr} \rangle) \langle \text{stmt} \rangle$

- This is a **rule**; it describes the structure of a while statement

Formal Methods of Describing Syntax

- A rule has a left-hand side (LHS) and a right-hand side (RHS), and consists of **terminal** and **nonterminal** symbols
- A **grammar** is a finite nonempty set of rules
- An abstraction (or nonterminal symbol) can have more than one RHS

$\langle \text{stmt} \rangle \rightarrow \langle \text{single_stmt} \rangle$
 $\quad | \text{begin } \langle \text{stmt_list} \rangle \text{ end}$

Formal Methods of Describing Syntax

- Syntactic lists are described using recursion

$\langle \text{ident_list} \rangle \rightarrow \text{ident}$

$\quad \mid \text{ident}, \langle \text{ident_list} \rangle$

- A **derivation** is a repeated application of rules, starting with the start symbol and ending with a sentence (all terminal symbols)

Formal Methods of Describing Syntax

- An example grammar:

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

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

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

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

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

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

Formal Methods of Describing Syntax

- An example derivation:

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

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

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

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

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

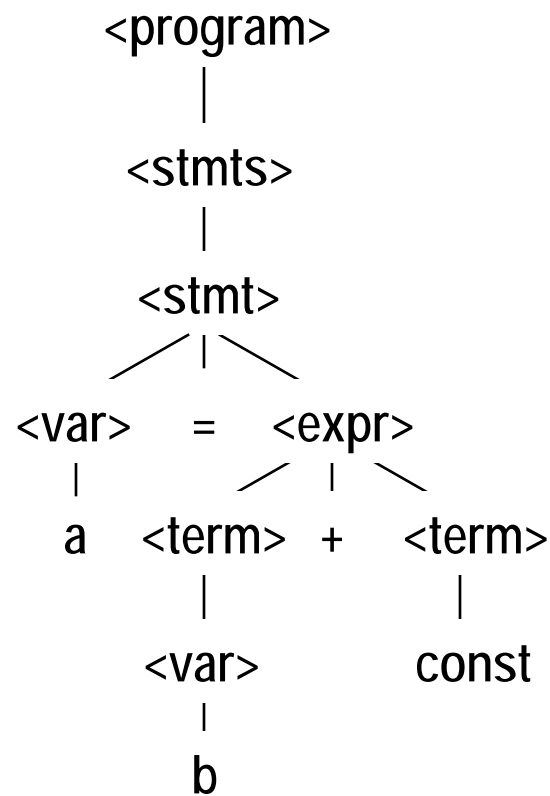
$\Rightarrow \mathbf{a} = \mathbf{b} + \text{const}$

Derivation

- Every string of symbols in the derivation is a **sentential form**
- A **sentence** is a sentential form that has only terminal symbols
- A **leftmost derivation** is one in which the leftmost nonterminal in each sentential form is the one that is expanded
- A derivation may be neither leftmost nor rightmost

Parse Tree

- A hierarchical representation of a derivation



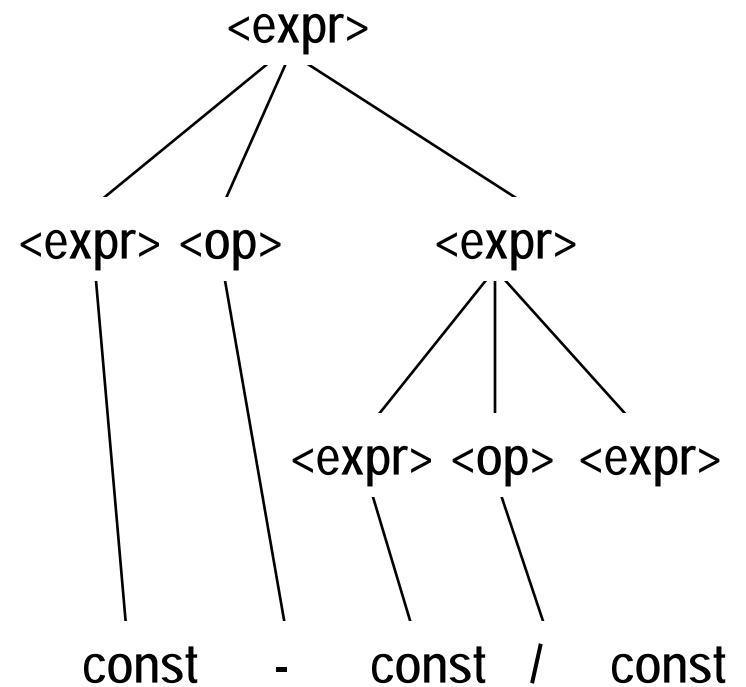
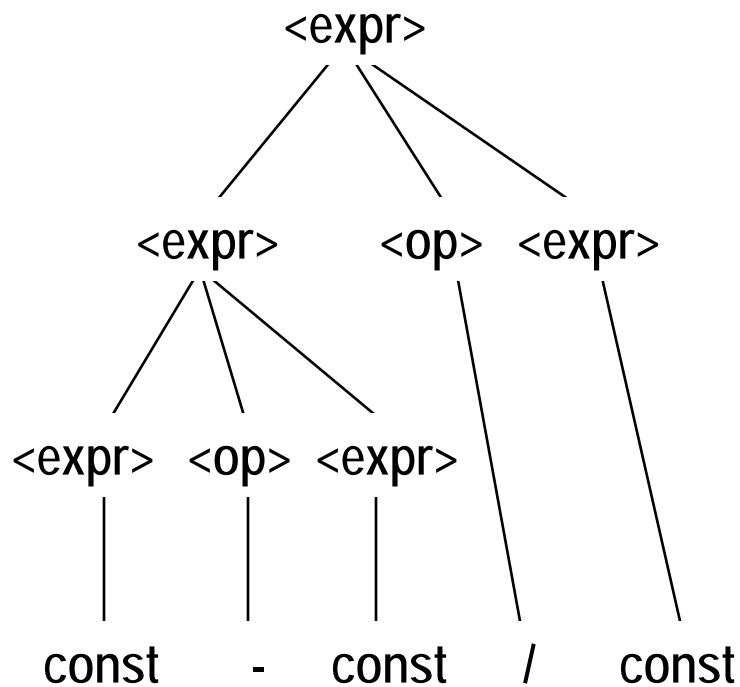
Formal Methods of Describing Syntax

- A grammar is **ambiguous** iff it generates a sentential form that has two or more distinct parse trees

An Ambiguous Expression Grammar

$\langle \text{expr} \rangle \rightarrow \langle \text{expr} \rangle \langle \text{op} \rangle \langle \text{expr} \rangle \mid \text{const}$

$\langle \text{op} \rangle \rightarrow / \mid -$

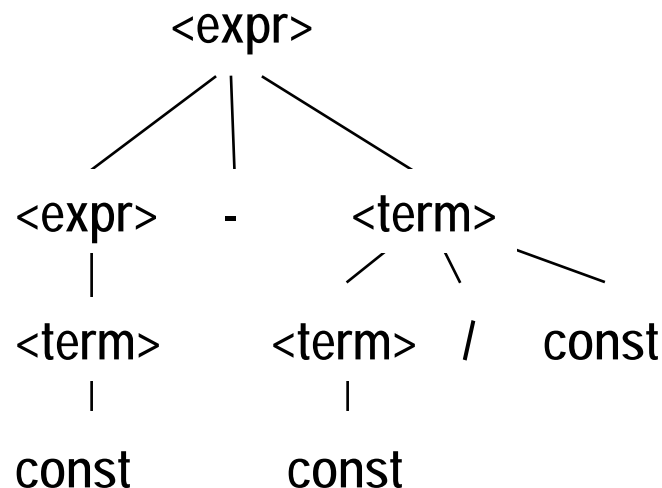


An Unambiguous Expression Grammar

- If we use the parse tree to indicate precedence levels of the operators, we cannot have ambiguity

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

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



Formal Methods of Describing Syntax

Derivation:

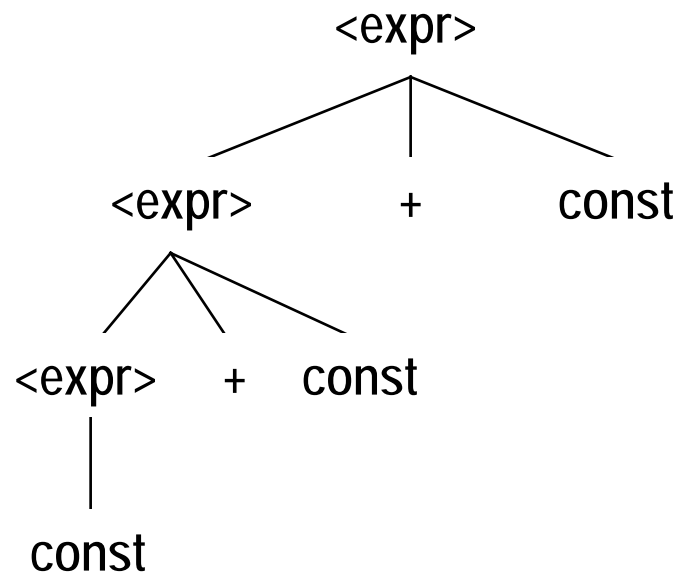
$$\begin{aligned} \langle \text{expr} \rangle &\Rightarrow \langle \text{expr} \rangle - \langle \text{term} \rangle \Rightarrow \langle \text{term} \rangle - \langle \text{term} \rangle \\ &\Rightarrow \text{const} - \langle \text{term} \rangle \\ &\Rightarrow \text{const} - \langle \text{term} \rangle / \text{const} \\ &\Rightarrow \text{const} - \text{const} / \text{const} \end{aligned}$$

Formal Methods of Describing Syntax

- Operator associativity can also be indicated by a grammar

<expr> -> <expr> + <expr> | const (ambiguous)

<expr> -> <expr> + const | const (unambiguous)



Formal Methods of Describing Syntax

- Extended BNF (just abbreviations):
 - Optional parts are placed in brackets ([])

<proc_call> -> ident [(<expr_list>)]

 - Put alternative parts of RHSs in parentheses and separate them with vertical bars
- <term> -> <term> (+ | -) const**
- Put repetitions (0 or more) in braces ({ })
- <ident> -> letter { letter | digit }**

BNF and EBNF

- BNF:

$$\begin{aligned} \langle \text{expr} \rangle &\rightarrow \langle \text{expr} \rangle + \langle \text{term} \rangle \\ &\quad | \langle \text{expr} \rangle - \langle \text{term} \rangle \\ &\quad | \langle \text{term} \rangle \end{aligned}$$
$$\begin{aligned} \langle \text{term} \rangle &\rightarrow \langle \text{term} \rangle * \langle \text{factor} \rangle \\ &\quad | \langle \text{term} \rangle / \langle \text{factor} \rangle \\ &\quad | \langle \text{factor} \rangle \end{aligned}$$

- EBNF:

$$\begin{aligned} \langle \text{expr} \rangle &\rightarrow \langle \text{term} \rangle \{ (+ \mid -) \langle \text{term} \rangle \} \\ \langle \text{term} \rangle &\rightarrow \langle \text{factor} \rangle \{ (* \mid /) \langle \text{factor} \rangle \} \end{aligned}$$

The Parsing Problem

- Goals of the parser, given an input program:
 - Find all syntax errors; for each, produce an appropriate diagnostic message, and recover quickly
 - Produce the parse tree, or at least a trace of the parse tree, for the program

The Parsing Problem

- Two categories of parsers
 - **Top down** - produce the parse tree, beginning at the root
 - Order is that of a leftmost derivation
 - **Bottom up** - produce the parse tree, beginning at the leaves
 - Order is that of the reverse of a rightmost derivation
- Parsers look only one token ahead in the input

The Parsing Problem

- Top-down Parsers
 - Given a sentential form, $xA\alpha$, the parser must choose the correct A-rule to get the next sentential form in the leftmost derivation, using only the first token produced by A
- The most common top-down parsing algorithms:
 - Recursive descent - a coded implementation
 - LL parsers - table driven implementation

The Parsing Problem

- Bottom-up parsers
 - Given a right sentential form, α , determine what substring of α is the right-hand side of the rule in the grammar that must be reduced to produce the previous sentential form in the right derivation
 - The most common bottom-up parsing algorithms are in the LR family

The Parsing Problem

- The Complexity of Parsing
 - Parsers that work for any unambiguous grammar are complex and inefficient ($O(n^3)$, where n is the length of the input)
 - Compilers use parsers that only work for a subset of all unambiguous grammars, but do it in linear time ($O(n)$, where n is the length of the input)

Recursive-Descent Parsing

- Recursive Descent Process
 - There is a subprogram for each nonterminal in the grammar, which can parse sentences that can be generated by that nonterminal
 - EBNF is ideally suited for being the basis for a recursive-descent parser, because EBNF minimizes the number of nonterminals

Recursive-Descent Parsing

- A grammar for simple expressions:

`<expr> → <term> { (+ | -) <term> }`

`<term> → <factor> { (* | /) <factor> }`

`<factor> → id | (<expr>)`

Recursive-Descent Parsing

- Assume we have a lexical analyzer named **lex**, which puts the next token code in **nextToken**
- The coding process when there is only one RHS:
 - For each terminal symbol in the RHS, compare it with the next input token; if they match, continue, else there is an error
 - For each nonterminal symbol in the RHS, call its associated parsing subprogram

Recursive-Descent Parsing

```
/* Function expr
   Parses strings in the language
   generated by the rule:
   <expr> → <term> {(+ | -) <term>}
*/

void expr() {

    /* Parse the first term */

    term();

    /* As long as the next token is + or -, call
       lex to get the next token, and parse the
       next term */

    while (nextToken == PLUS_CODE ||
           nextToken == MINUS_CODE) {
        lex();
        term();
    }
}
```

- This particular routine does not detect errors
- Convention: Every parsing routine leaves the next token in **nextToken**

Recursive-Descent Parsing

- A nonterminal that has more than one RHS requires an initial process to determine which RHS it is to parse
 - The correct RHS is chosen on the basis of the next token of input (the lookahead)
 - The next token is compared with the first token that can be generated by each RHS until a match is found
 - If no match is found, it is a syntax error

Recursive-Descent Parsing

```
/* Function factor
   Parses strings in the language
   generated by the rule:
   <factor> -> id | (<expr>) */

void factor() {

    /* Determine which RHS */

    if (nextToken == ID_CODE)

        /* For the RHS id, just call lex */

        lex();
    /* If the RHS is (<expr>) - call lex to pass
       over the left parenthesis, call expr, and
       check for the right parenthesis */

    else if (nextToken == LEFT_PAREN_CODE) {
        lex();
        expr();
        if (nextToken == RIGHT_PAREN_CODE)
            lex();
        else
            error();
    } /* End of else if (nextToken == ... */

    else error(); /* Neither RHS matches */
}
```


Recursive-Descent Parsing

- Limitations of the LL grammar classes
 - The Left Recursion Problem
 - If a grammar has left recursion, either direct or indirect, it cannot be the basis for a top-down parser
 - A grammar can be modified to remove left recursion
 - Lack of pairwise disjointness
 - The inability to determine the correct RHS on the basis of one token of lookahead
 - Def: $\text{FIRST}(\alpha) = \{a \mid \alpha \Rightarrow^* a\beta\}$
(If $\alpha \Rightarrow^* \varepsilon$, ε is in $\text{FIRST}(\alpha)$)

Recursive-Descent Parsing

- Pairwise Disjointness Test:
 - For each nonterminal, A , in the grammar that has more than one RHS, for each pair of rules, $A \rightarrow \alpha_i$ and $A \rightarrow \alpha_j$, it must be true that

$$\text{FIRST}(\alpha_i) \cap \text{FIRST}(\alpha_j) = \phi$$

- Examples:

$$A \rightarrow a \mid bB \mid cAb$$

$$A \rightarrow a \mid aB$$

Recursive-Descent Parsing

Left factoring can resolve the problem

Replace:

$$\langle variable \rangle \rightarrow identifier \mid identifier [\langle expression \rangle]$$

With:

$$\langle variable \rangle \rightarrow identifier \langle new \rangle$$
$$\langle new \rangle \rightarrow \varepsilon \mid [\langle expression \rangle]$$

Bottom-up Parsing

- The parsing problem is finding the correct RHS in a right-sentential form to reduce to get the previous right-sentential form in the derivation

Bottom-up Parsing

- The parsing problem is finding the correct RHS in a right-sentential form to reduce to get the previous right-sentential form in the derivation
- Intuition about handles:
 - Def: β is the **handle** of the right sentential form $\gamma = \alpha\beta w$ if and only if $S \Rightarrow^* \alpha A w \Rightarrow \alpha\beta w$
 - Def: β is a **phrase** of the right sentential form γ if and only if $S \Rightarrow^* \gamma = \alpha_1 A \alpha_2 \Rightarrow + \alpha_1 \beta \alpha_2$
 - Def: β is a **simple phrase** of the right sentential form γ if and only if $S \Rightarrow^* \gamma = \alpha_1 A \alpha_2 \Rightarrow \alpha_1 \beta \alpha_2$

A Bottom-up Parse in Detail (1)

int + (int) + (int)

$E \rightarrow E + (E)$ $E \rightarrow \text{int}$

int + (int) + (int)

A Bottom-up Parse in Detail (2)

int + (int) + (int)

E + (int) + (int)

$E \rightarrow E + (E)$

$E \rightarrow \text{int}$

E
|
int + (int) + (int)

A Bottom-up Parse in Detail (3)

int + (int) + (int)

E + (int) + (int)

E + (E) + (int)

$E \rightarrow E + (E)$

$E \rightarrow \text{int}$

 E E
 | |
int + (int) + (int)

A Bottom-up Parse in Detail (4)

int + (int) + (int)

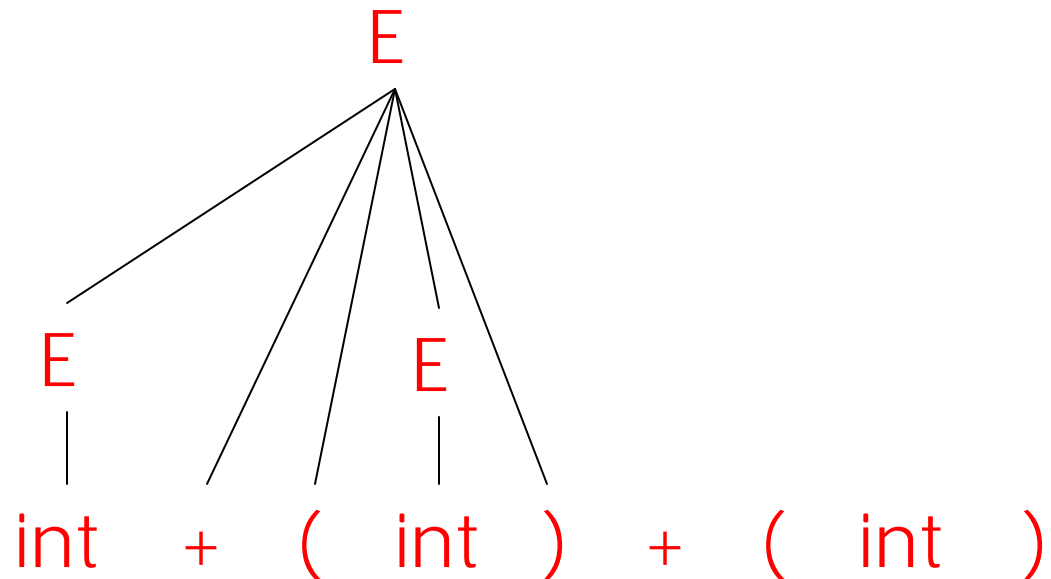
E + (int) + (int)

E + (E) + (int)

E + (int)

$E \rightarrow E + (E)$

$E \rightarrow \text{int}$



A Bottom-up Parse in Detail (5)

int + (int) + (int)

E + (int) + (int)

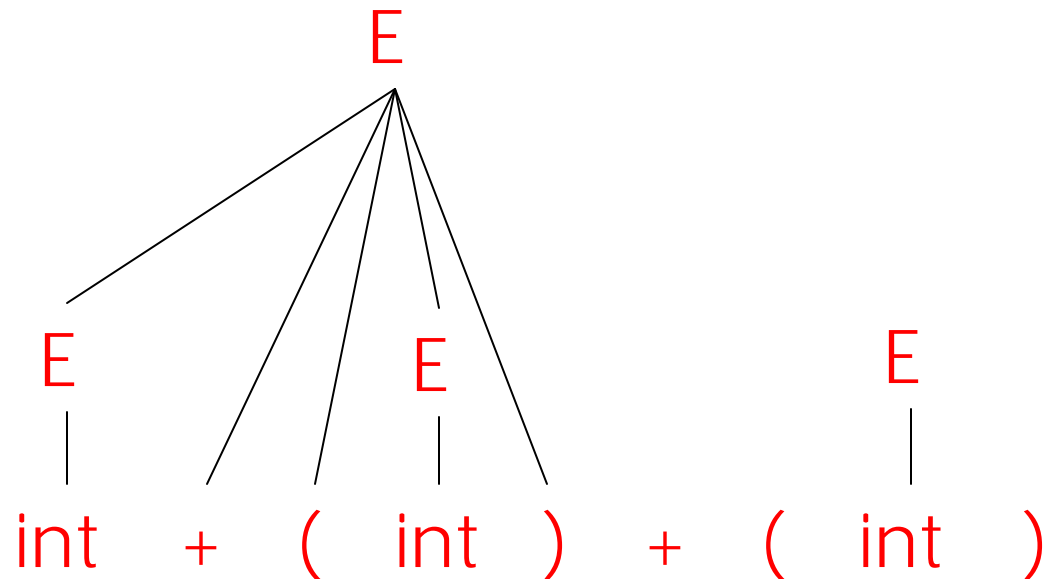
E + (E) + (int)

E + (int)

E + (E)

$E \rightarrow E + (E)$

$E \rightarrow \text{int}$

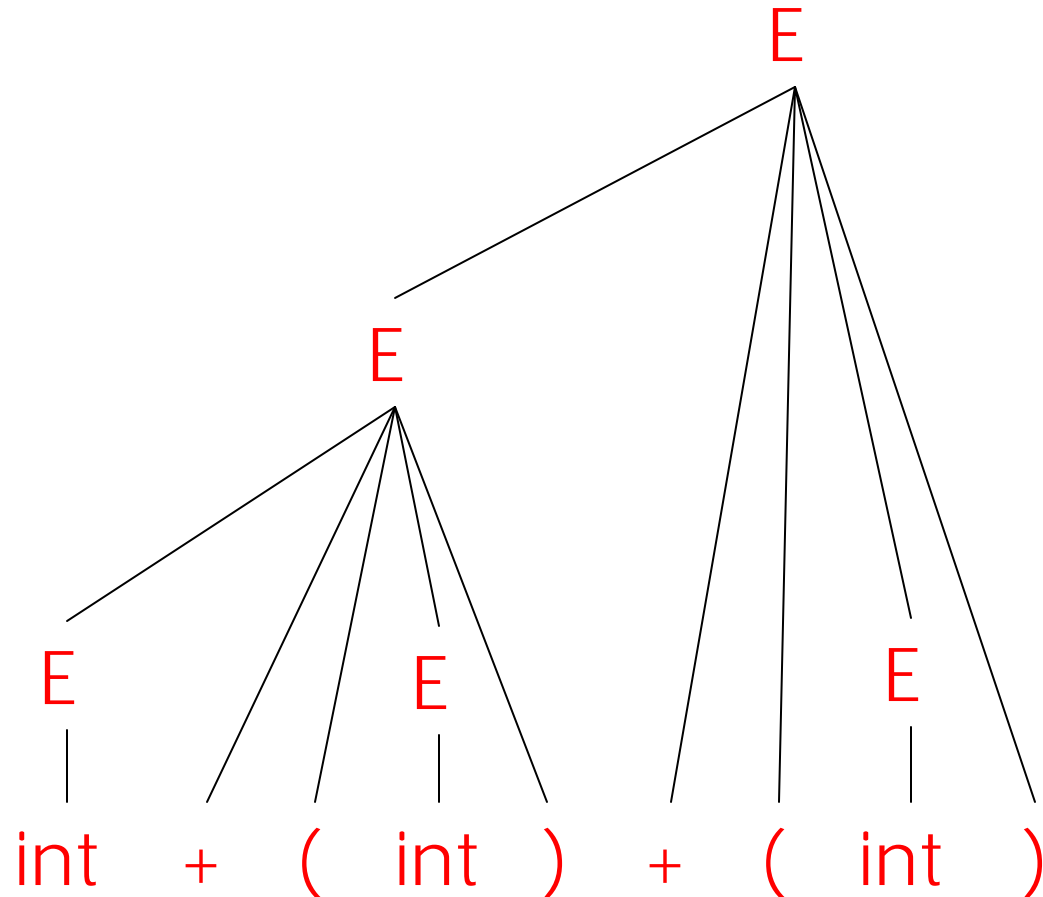


A Bottom-up Parse in Detail (6)

$E \rightarrow E + (E)$
 $E \rightarrow \text{int}$

↑
int + (int) + (int)
E + (int) + (int)
E + (E) + (int)
E + (int)
E + (E)
E

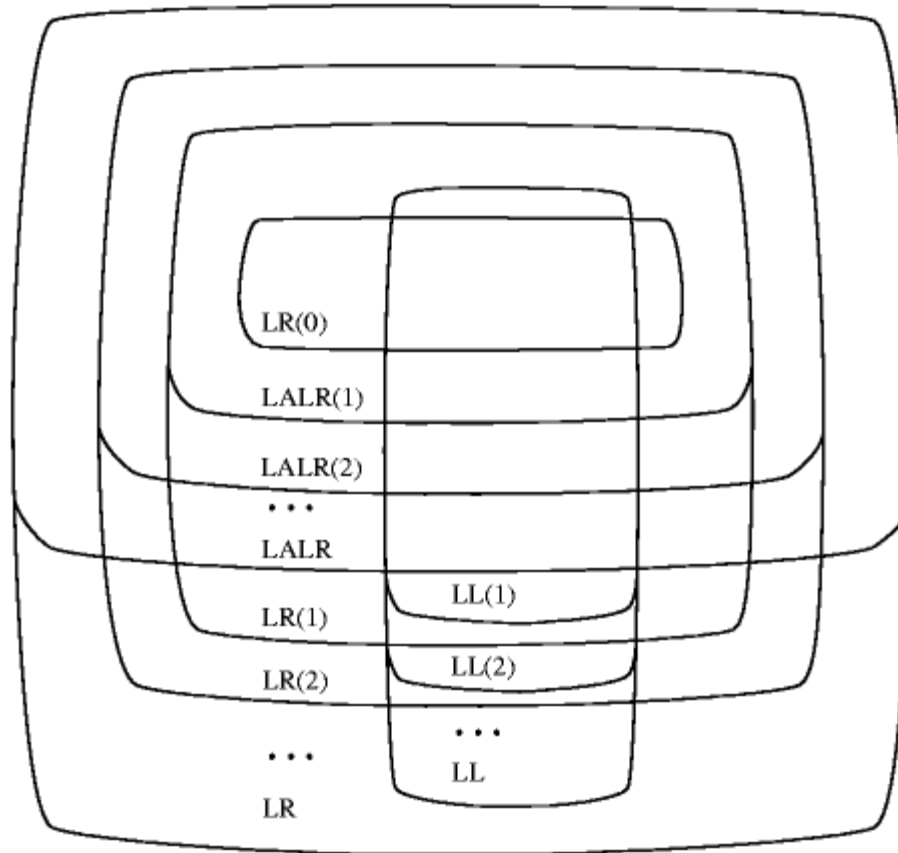
A rightmost
derivation in reverse



Bottom-up Parsing

- Advantages of LR parsers:
 - They will work for nearly all grammars that describe programming languages.
 - They work on a larger class of grammars than other bottom-up algorithms, but are as efficient as any other bottom-up parser.
 - They can detect syntax errors as soon as it is possible.
 - The LR class of grammars is a superset of the class parsable by LL parsers.

Classes of grammars



Semantic Analysis

- Once sentence structure is understood, we can try to understand “meaning”
 - But meaning is too hard for compilers
- Compilers perform limited analysis to catch inconsistencies
- Some do more analysis to improve the performance of the program

Semantic Analysis in English

- Example:

Jack said Jerry left his assignment at home.

What does “his” refer to? Jack or Jerry?

- Even worse:

Jack said Jack left his assignment at home?

How many Jacks are there?

Which one left the assignment?

Semantic Analysis in Programming

- Programming languages define strict rules to avoid such ambiguities
- This C++ code prints “4”; the inner definition is used

```
{  
    int Jack = 3;  
    {  
        int Jack = 4;  
        cout << Jack;  
    }  
}
```


More Semantic Analysis

- Compilers perform many semantic checks besides variable bindings

- Example:

Jack left her homework at home.

- A “type mismatch” between her and Jack; we know they are different people
 - Presumably Jack is male

Static Semantic Analysis

- Types of Checks conducted by compiler:
 1. All identifiers are declared
 2. Types
 3. Inheritance relationships
 4. Classes defined only once
 5. Methods in a class defined only once
 6. Reserved identifiers are not misusedAnd others . . .
- Complex languages => Complex checks
- Algorithm: Traverse the AST produced by the parser

END OF ICOM 4036 LECTURE 3

Bottom-up Parsing

- LR parsers must be constructed with a tool
- Knuth's insight: A bottom-up parser could use the entire history of the parse, up to the current point, to make parsing decisions
 - There were only a finite and relatively small number of different parse situations that could have occurred, so the history could be stored in a parser state, on the parse stack

Bottom-up Parsing

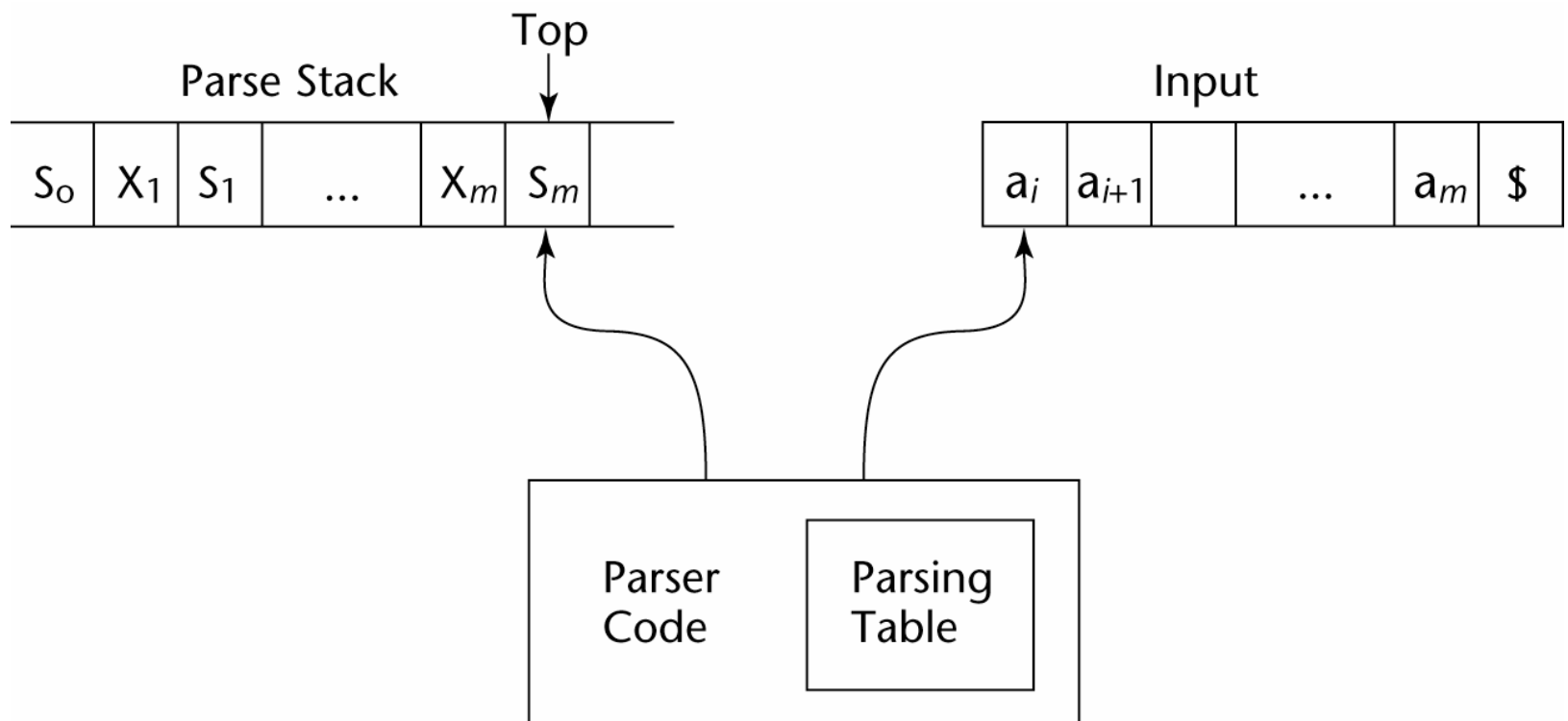
- An LR configuration stores the state of an LR parser

$(S_0 X_1 S_1 X_2 S_2 \dots X_m S_m, a_i a_{i+1} \dots a_n \$)$

Bottom-up Parsing

- LR parsers are table driven, where the table has two components, an ACTION table and a GOTO table
 - The ACTION table specifies the action of the parser, given the parser state and the next token
 - Rows are state names; columns are terminals
 - The GOTO table specifies which state to put on top of the parse stack after a reduction action is done
 - Rows are state names; columns are nonterminals

Structure of An LR Parser



Bottom-up Parsing

- Initial configuration: $(S_0, a_1 \dots a_n \$)$
- Parser actions:
 - If $\text{ACTION}[S_m, a_i] = \text{Shift } S$, the next configuration is:
$$(S_0 X_1 S_1 X_2 S_2 \dots X_m S_m a_i S, a_{i+1} \dots a_n \$)$$
 - If $\text{ACTION}[S_m, a_i] = \text{Reduce } A \rightarrow \beta$ and $S = \text{GOTO}[S_{m-r}, A]$, where $r = \text{length of } \beta$, the next configuration is
$$(S_0 X_1 S_1 X_2 S_2 \dots X_{m-r} S_{m-r} AS, a_i a_{i+1} \dots a_n \$)$$

Bottom-up Parsing

- Parser actions (continued):
 - If $\text{ACTION}[S_m, a_i] = \text{Accept}$, the parse is complete and no errors were found.
 - If $\text{ACTION}[S_m, a_i] = \text{Error}$, the parser calls an error-handling routine.

LR Parsing Table

	Action						Goto		
State	id	+	*	()	\$	E	T	F
0	S5		S4				1	2	3
1		S6				accept			
2		R2	S7		R2	R2			
3		R4	R4		R4	R4			
4	S5			S4			8	2	3
5		R6	R6		R6	R6			
6	S5			S4				9	3
7	S5			S4					10
8		S6			S11				
9		R1	S7		R1	R1			
10		R3	R3		R3	R3			
11		R5	R5		R5	R5			

Bottom-up Parsing

- A parser table can be generated from a given grammar with a tool, e.g., **yacc**

Optimization

- No strong counterpart in English, but akin to editing
- Automatically modify programs so that they
 - Run faster
 - Use less memory
 - In general, conserve some resource
- The project has no optimization component

Optimization Example

$X = Y * 0$ is the same as $X = 0$

NO!

Valid for integers, but not for floating point numbers

Code Generation

- Produces assembly code (usually)
- A translation into another language
 - Analogous to human translation

Intermediate Languages

- Many compilers perform translations between successive intermediate forms
 - All but first and last are *intermediate languages* internal to the compiler
 - Typically there is 1 IL
- IL's generally ordered in descending level of abstraction
 - Highest is source
 - Lowest is assembly

Intermediate Languages (Cont.)

- IL's are useful because lower levels expose features hidden by higher levels
 - registers
 - memory layout
 - etc.
- But lower levels obscure high-level meaning

Issues

- Compiling is almost this simple, but there are many pitfalls.
- Example: How are erroneous programs handled?
- Language design has big impact on compiler
 - Determines what is easy and hard to compile
 - Course theme: many trade-offs in language design

Compilers Today

- The overall structure of almost every compiler adheres to our outline
- The proportions have changed since FORTRAN
 - Early: lexing, parsing most complex, expensive
 - Today: optimization dominates all other phases, lexing and parsing are cheap

Trends in Compilation

- Compilation for speed is less interesting. But:
 - scientific programs
 - advanced processors (Digital Signal Processors, advanced speculative architectures)
- Ideas from compilation used for improving code reliability:
 - memory safety
 - detecting concurrency errors (data races)
 - ...

Lexical Analysis

- The lexical analyzer is usually a function that is called by the parser when it needs the next token
- Three approaches to building a lexical analyzer:
 - Write a formal description of the tokens and use a software tool that constructs table-driven lexical analyzers given such a description (e.g. lex)
 - Design a state diagram that describes the tokens and write a program that implements the state diagram
 - Design a state diagram that describes the tokens and hand-construct a table-driven implementation of the state diagram
- We only discuss approach 2

State diagram = Finite State Machine