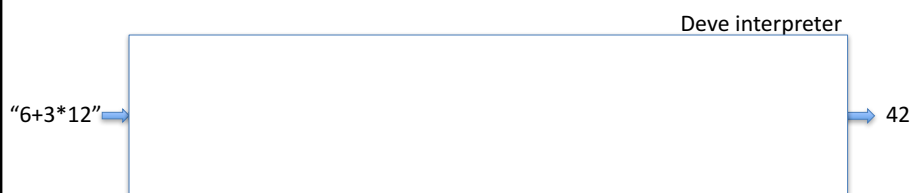


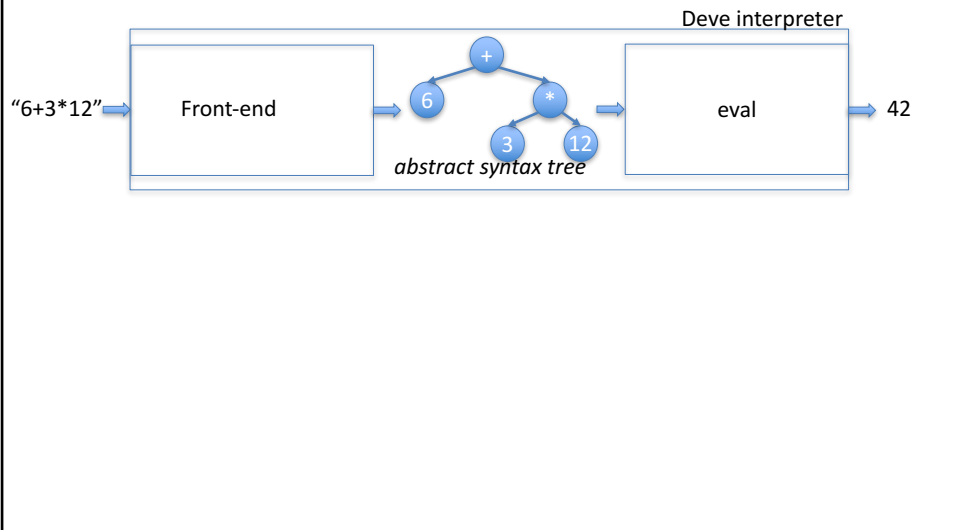
# Parsing

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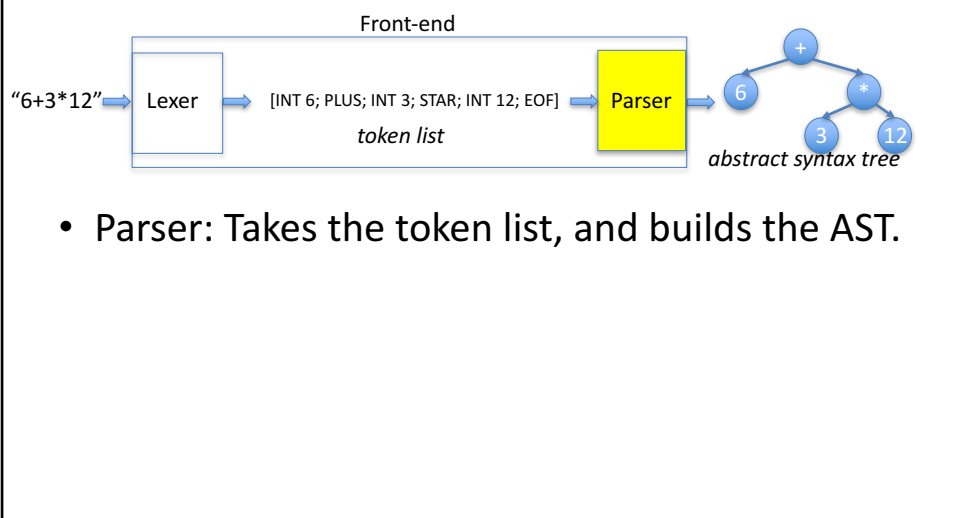
## The Big Picture



# The Big Picture



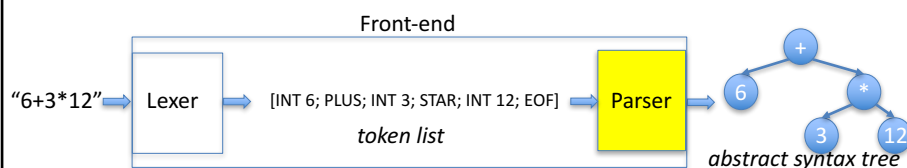
# The Front-End



## Language Grammar

- All languages (natural ones such as Turkish, English, Korean, etc. as well as artificial ones such as Java, OCaml, Python) have a grammar that describe a viable structure for the programs/text written in that language.
- Grammatical rules are about what makes a syntactically correct program.
- A grammatically correct input is not necessarily meaningful (i.e. semantically correct).
  - In terms of grammar, the sentence below is fine. But semantically it has problems
  - “The weather tomorrow was a green bazinga.”

## The Front-End



- Parser: Takes the token list, and builds the AST.
- Parsing is about checking whether the input is a **syntactically** correct program; it does not perform semantic checks.

## Context-Free Grammars

```
main ::= exp EOF
exp  ::= INT
      | NAME
      | exp PLUS exp
      | exp STAR exp
      | LET NAME EQ exp IN exp
      | IF exp THEN exp ELSE exp
```

**Note:** This is not runnable code. It is a notation to express grammars.  
This notation is called the Backus-Naur Form (BNF).

## Context-Free Grammars

```
main ::= exp EOF           Terminals (tokens)
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## Context-Free Grammars

```
main ::= exp EOF           Terminals (tokens)
exp  ::= INT               Non-terminals
      | NAME
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      | exp STAR exp
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## Context-Free Grammars

```
A main ::= exp EOF           Terminals (tokens)
B exp  ::= INT               Non-terminals
C      | NAME                 Productions
D      | exp PLUS exp
E      | exp STAR exp
F      | LET NAME EQ exp IN exp
G      | IF exp THEN exp ELSE exp
```

**Note:** This is not runnable code. It is a notation to express grammars.  
This notation is called the Backus-Naur Form (BNF).

## Context-Free Grammars

A	<code>main</code>	<code>::=</code>	<code>exp EOF</code>	<i>Terminals (tokens)</i>
B	<code>exp</code>	<code>::=</code>	<code>INT</code>	<i>Non-terminals</i>
C			<code>NAME</code>	<i>Productions</i>
D			<code>exp PLUS exp</code>	<i>Start symbol</i>
E			<code>exp STAR exp</code>	
F			<code>LET NAME EQ exp IN exp</code>	
G			<code>IF exp THEN exp ELSE exp</code>	

**Note:** This is not runnable code. It is a notation to express grammars.  
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## Derivation

- Start with the starting symbol.
- At each step, pick a non-terminal, and expand it by applying one of the productions.
- Stop when no more non-terminals remain (i.e. all we have are terminals).
- The result is a grammatically correct input according to the specified grammar.

```

graph TD
    main --> exp1[exp]
    main --> EOF[EOF]
    exp1 --> exp2[exp]
    exp1 --> PLUS[PLUS]
    exp1 --> exp3[exp]
    exp2 --> NAME[NAME]
    NAME --> x["x"]
    exp3 --> INT[INT]
    INT --> 5[5]

```

A) main ::= exp EOF  
 B) exp ::= INT  
 C) | NAME  
 D) | exp PLUS exp  
 E) | exp STAR exp  
 F) | LET NAME EQ exp IN exp  
 G) | IF exp THEN exp ELSE exp

- This is called the “derivation tree” or “concrete syntax tree”.
- So, NAME PLUS INT EOF is a valid input in this grammar. E.g. “x + 5”

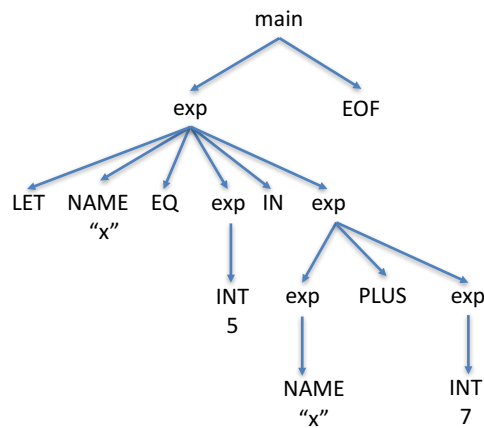
```

graph TD
    main -- A --> exp1[exp]
    main --> EOF[EOF]
    exp1 -- D --> exp2[exp]
    exp1 -- D --> PLUS[PLUS]
    exp1 -- D --> exp3[exp]
    exp2 -- C --> NAME[NAME]
    NAME --> x["x"]
    exp3 -- B --> INT[INT]
    INT --> 5[5]

```

A) main ::= exp EOF  
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```

A) main ::= exp EOF
B) exp  ::= INT
C)      | NAME
D)      | exp PLUS exp
E)      | exp STAR exp
F)      | LET NAME EQ exp IN exp
G)      | IF exp THEN exp ELSE exp
  
```

- LET NAME EQ INT IN NAME PLUS INT EOF is a valid input in this grammar.
  - “let x = 5 in x + 7”

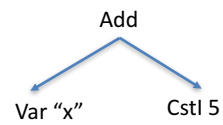
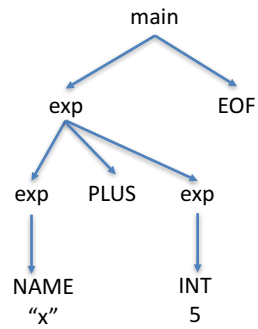
## Parsing

- Parsing is the activity of finding whether a given input has a derivation according to the grammar. And, if so, what’s that derivation?
- During parsing, we also perform some actions to build an **abstract syntax tree (AST)**. We do not keep the **concrete syntax tree (CST)**, because AST is more useful for evaluation. CST contains lots of unnecessary info that we can throw away.



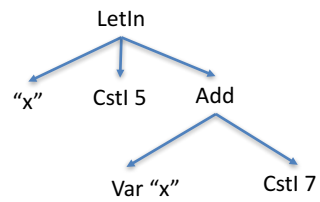
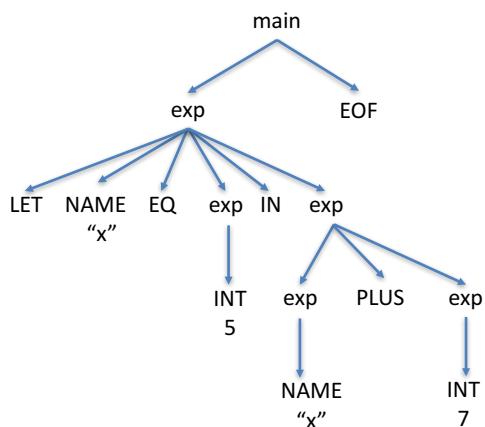
## Concrete vs. Abstract Syntax Tree

"x + 5"



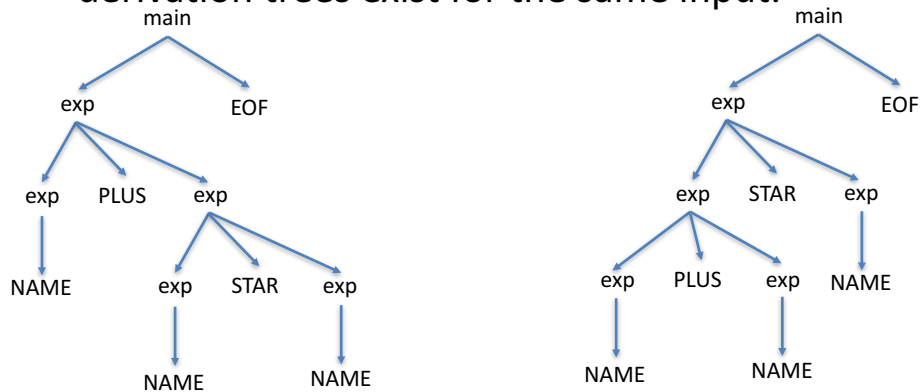
## Concrete vs. Abstract Syntax Tree

"let x = 5 in x + 7"



# Ambiguity

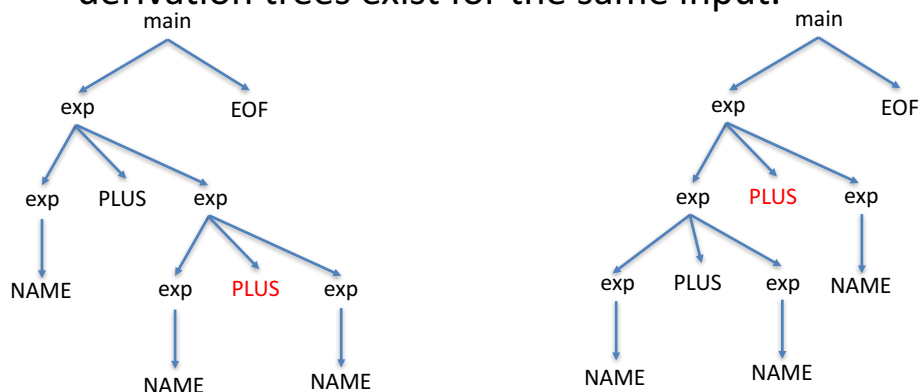
- A grammar is ambiguous if more than one derivation trees exist for the same input.



E.g. "x + y \* z"

# Ambiguity

- A grammar is ambiguous if more than one derivation trees exist for the same input.



E.g. "x + y + z"

## Ambiguity

- Derive two different parse trees for each:
  - “let  $x = 5$  in  $x + 9$ ”
  - “if  $c$  then  $42$  else  $5 + x$ ”
  - “ $9 - 3 - 2$ ”
- We need **precedence** and **associativity** of the operators defined precisely.