



CSCI 742 - Compiler Construction

Lecture 2

Describing Syntax

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Compiler Phases

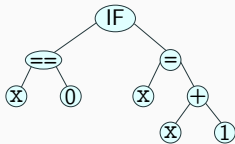
Source Code
(concrete syntax)

```
if (x == 0) x = x + 1;
```

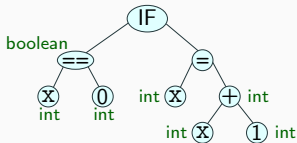
Token Stream

```
if ( x == 0 ) x = x + 1 ;
```

Abstract Syntax Tree
(AST)

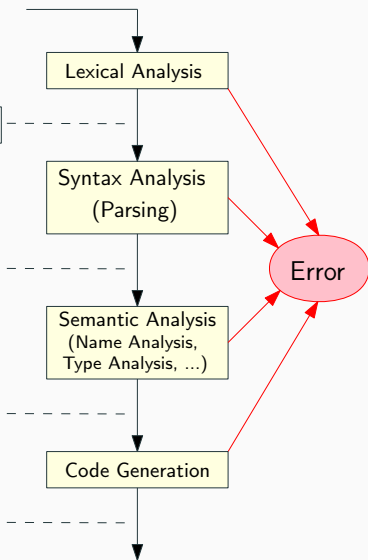


Attributed AST



Machine Code

```
16: iload_2  
17: ifne 24  
20: iload_2  
21: iconst_1  
22: iadd  
23: istore_2  
24: ...
```



How to describe a programming language?

- We need to provide:
 1. **Syntax:**
which strings of symbols are valid expressions in the language?
 2. **Semantics:**
what do valid expressions actually mean, or how do they behave?

Example

Some Java syntax rules:

- Use a semicolon (“;”) to separate two statements
- Enclose the condition of an IF expression inside parentheses

Some semantics rules for valid Java expressions:

- `x++` increment the value of variable `x` by 1
- `x + 1` calculate the sum of `x` and 1

Describing Syntax

- Informal description using natural languages (English)

Pros.

- Explain high-level concepts to beginners

Cons.

- Imprecise, vague, tedious and repetitive
 - Impossible to develop tools to analyze such descriptions
- List all valid programs

Cons:

- There exists arbitrarily long valid programs even for small languages

- **Formal languages and automata:**
 - Branch of CS that formalizes the properties of “languages” over strings and their syntax
- Benefits of precise descriptions based on formal languages theory
 - Document what programs a compiler should accept or reject
 - Develop compiler phases (lexer, parser) using compiler generating tools



John Backus was the first to employ a formal technique for specifying the syntax of programming languages (Algol 60)

While Language

- While-Language is a small language we use to illustrate basic concepts
- “While” because it has `while` and `if` as the only control statements
 - no procedures, no exceptions
- All variables are of type integer
- Variables not declared, they are initially zero
- No objects, No pointers, No arrays

Convert `if` to `while`

- How to express conditional statement

```
if (cond) {  
    expr  
}
```

- using a `while` statement?

Convert `if` to `while`

- While-language is Turing-complete! (although looks very simple)
- Does this program always terminate for any initial value of `x`?

```
while (x > 1) {  
  if (x % 2 == 0) {  
    x = x / 2;  
  } else {  
    x = 3 * x + 1;  
  }  
}
```

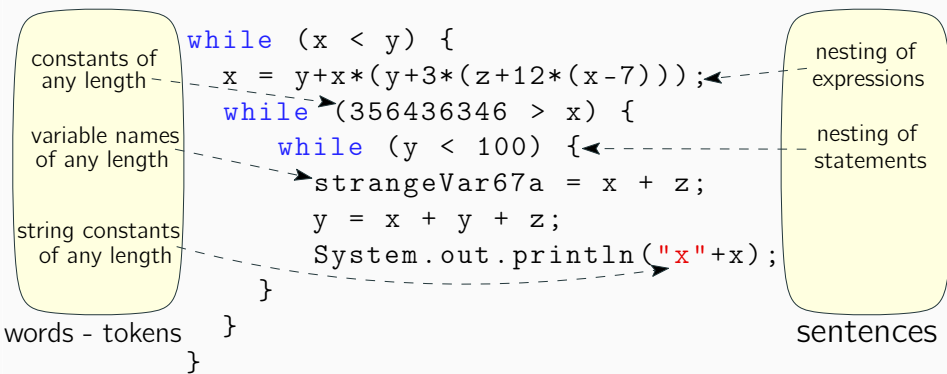
Convert `if` to `while`

- While-language is Turing-complete! (although looks very simple)
- Does this program always terminate for any initial value of `x`?

```
while (x > 1) {  
    if (x % 2 == 0) {  
        x = x / 2;  
    } else {  
        x = 3 * x + 1;  
    }  
}
```

- Collatz Conjecture - open!
- Paul Erdős: “Mathematics may not be ready for such problems.”

Reasons for Unbounded Program Size



Tokens (Words) of the While Language

Regular Expressions

Ident ::= letter (letter | digit)*

integerConst ::= digit digit*

stringConst ::= "AnySymbolExceptQuote*"

keywords ::=

if | else | while | println

special symbols ::=

() && < == + - * / % ! - { } ; ,

letter ::= a | b | c | ... | z | A | B | C | ... | Z

digit ::= 0 | 1 | ... | 8 | 9

Identifiers

```
while (x < y) {  
    x = y+x*(y+3*(z+12*(x-7)));  
    while (356436346 > x) {  
        while (y < 100) {  
            strangeVar67a = x + z;  
            y = x + y + z;  
            System.out.println("x"+x);  
        }  
    }  
}
```

letter (letter | digit)*

Compiler Phases

Source Code
(concrete syntax)

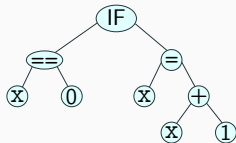
```
if (x==0) x=x+1;
```

↓ Regular Expressions for Tokens

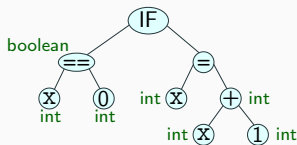
Token Stream

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Abstract Syntax Tree
(AST)



Attributed AST



Machine Code

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Lexical Analysis

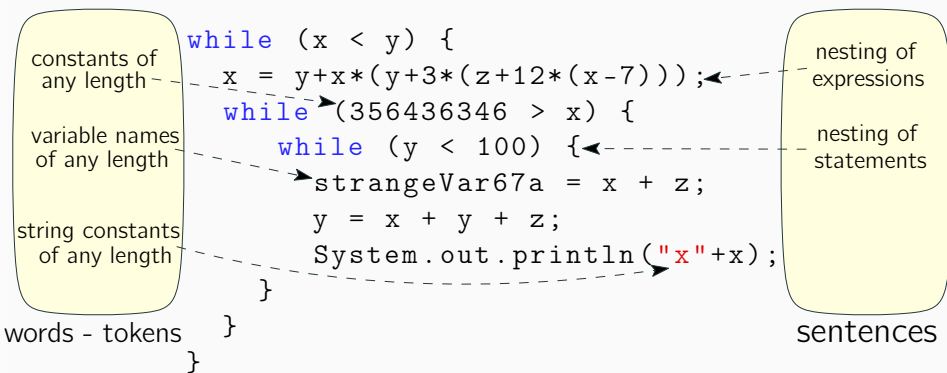
Syntax Analysis
(Parsing)

Semantic Analysis
(Name Analysis,
Type Analysis, ...)

Code Generation

Error

Reasons for Unbounded Program Size



Sentences of the While Language

- Describe sentences using (possibly recursive) rules of a context-free grammar

```
program ::= statmt*
statmt  ::= println( stringConst , ident )
        | ident = expr
        | if ( expr ) statmt (else statmt)?
        | while ( expr ) statmt
        | {statmt* }
expr    ::= intLiteral | ident
        | expr ( && | < | == | + | - | * | / | % ) expr
        | ! expr | - expr
```


While Language without Nested Loops

```
statmt ::= println( stringConst , ident )
        | ident = expr
        | if ( expr ) statmt (else statmt)?
        | while ( expr ) statmtww
        | {statmt* }
statmtww ::= println( stringConst , ident )
          | ident = expr
          | if ( expr ) statmtww (else statmtww)?
          | {statmtww* }
```

Compiler Phases

Source Code
(concrete syntax)

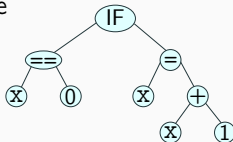
```
if (x == 0) x = x + 1;
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↓ Regular Expressions for Tokens

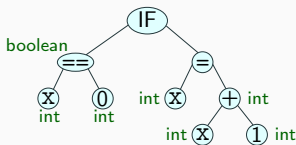
Token Stream `if (x == 0) x = x + 1 ;`

↓ Context-Free Grammar

Abstract Syntax Tree
(AST)



Attributed AST



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Lexical Analysis

Syntax Analysis
(Parsing)

Semantic Analysis
(Name Analysis,
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Code Generation

Error

Abstract Syntax Trees

To get abstract syntax trees:

- Start from context-free grammar for tokens
- Remove punctuation characters
- Interpret rules as tree descriptions, not string descriptions

<code>statmt ::= println(stringConst , ident)</code>	<code>PRINT(string,ident)</code>
<code> ident = expr</code>	<code>ASSIGN(ident,expr)</code>
<code> if (expr) statmt (else statmt)?</code>	<code>IF(expr,statmt,statmt)</code>
<code> while (expr) statmt</code>	<code>WHILE(expr,statmt)</code>
<code> {statmt* }</code>	<code>BLOCK(List[statmt])</code>