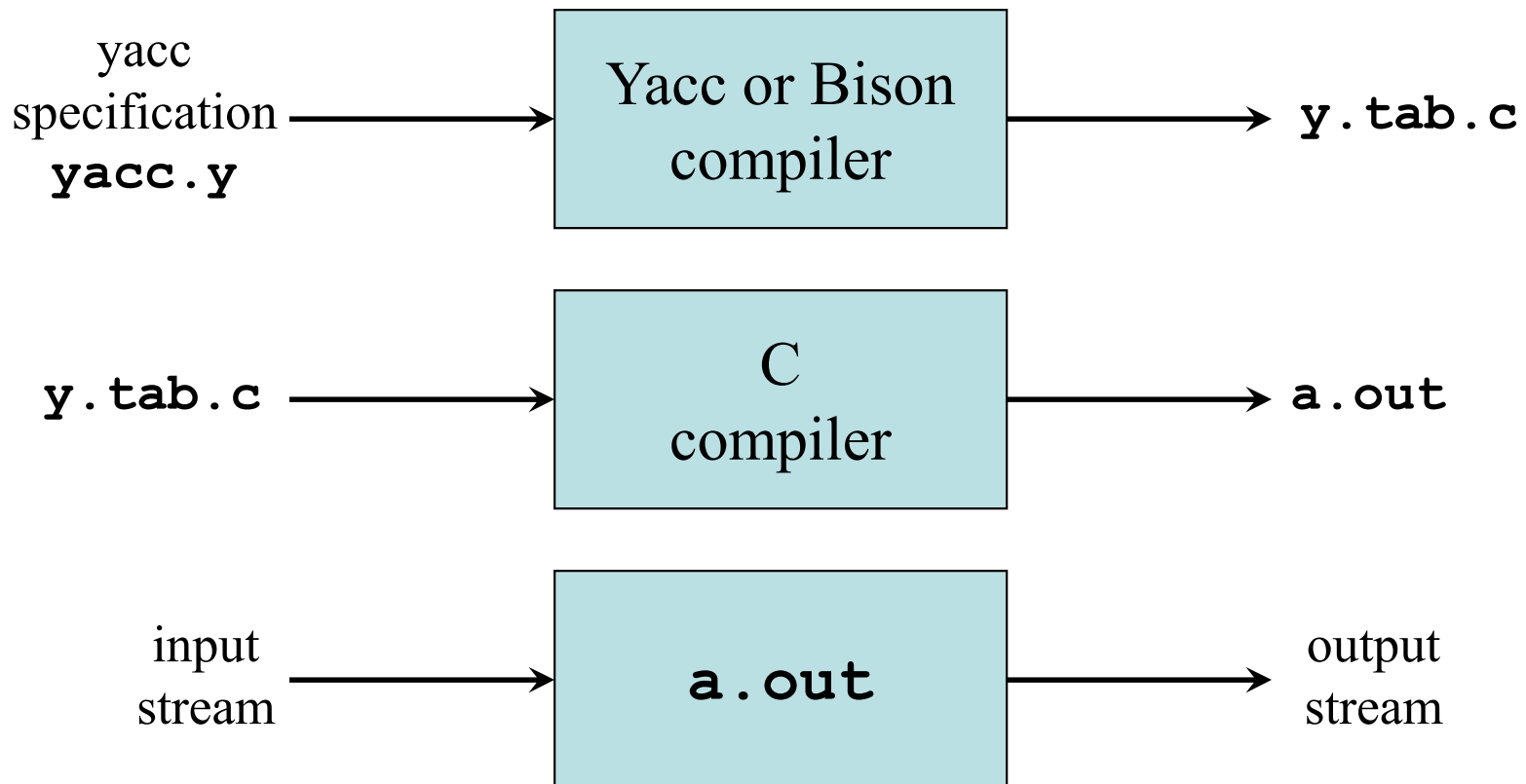


# ANTLR, Yacc, and Bison

- *ANTLR* tool
  - Generates LL( $k$ ) parsers
- *Yacc* (Yet Another Compiler Compiler)
  - Generates LALR parsers
- *Bison*
  - Improved version of Yacc

# Creating an LALR(1) Parser with Yacc/Bison



# Yacc Specification

- A *yacc specification* consists of three parts:
  - yacc declarations, and C declarations within* `% { % }`
  - `%%`
  - translation rules*
  - `%%`
  - user-defined auxiliary procedures*
- The *translation rules* are productions with actions:
  - production*<sub>1</sub>    { *semantic action*<sub>1</sub> }
  - production*<sub>2</sub>    { *semantic action*<sub>2</sub> }
  - ...
  - production*<sub>n</sub>    { *semantic action*<sub>n</sub> }

# Writing a Grammar in Yacc

- Productions in Yacc are of the form

```
Nonterminal : tokens/nonterminals { action }  
              | tokens/nonterminals { action }  
              ...  
              ;
```
- Tokens that are single characters can be used directly within productions, e.g. ‘+’
- Named tokens must be declared first in the declaration part using

```
%token TokenName
```

# Synthesized Attributes

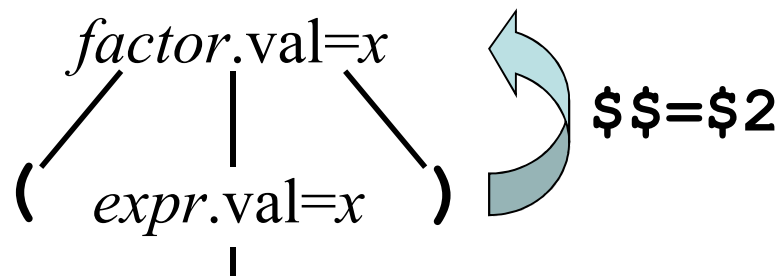
- Semantic actions may refer to values of the *synthesized attributes* of terminals and nonterminals in a production:

$$X : Y_1 Y_2 Y_3 \dots Y_n \{ \text{action} \}$$

- $\$\$$  refers to the value of the attribute of  $X$
- $\$i$  refers to the value of the attribute of  $Y_i$

- For example

**factor** : ‘ ( ’ **expr** ‘ ) ’ {  $\$\$ = \$2 ;$  }



# Example 1

```

%{ #include <ctype.h> %}
%token DIGIT
%%
line      : expr '\n'                { printf(“= %d\n”, $1); }
          ;
expr      : expr '+' term            { $$ = $1 + $3; }
          | term                    { $$ = $1; }
          ;
term      : term '*' factor          { $$ = $1 * $3; }
          | factor                  { $$ = $1; }
          ;
factor    : '(' expr ')'             { $$ = $2; }
          | DIGIT                   { $$ = $1; }
          ;
%%
int yylex()
{ int c = getchar();
  if (isdigit(c))
  { yylval = c-'0';
    return DIGIT;
  }
  return c;
}

```

Also results in definition of **#define DIGIT xxx**

Attribute of **term** (parent)

Attribute of **factor** (child)

Attribute of token (stored in **yylval**)

Example of a very crude lexical analyzer invoked by the parser

# Dealing With Ambiguous Grammars

- By defining operator precedence levels and left/right associativity of the operators, we can specify ambiguous grammars in Yacc, such as  $E \rightarrow E+E \mid E-E \mid E * E \mid E/E \mid (E) \mid -E \mid \mathbf{num}$
- To define precedence levels and associativity in Yacc's declaration part:

```
%left '+' '-'  
%left '*' '/'  
%right UMINUS
```

# Example 2

```

%{
#include <ctype.h>
#include <stdio.h>
#define YYSTYPE double
%}

%token NUMBER
%left '+' '-'
%left '*' '/'
%right UMINUS
%%

lines      : lines expr '\n'          { printf(“= %g\n”, $2); }
           | lines '\n'
           | /* empty */
           ;

expr       : expr '+' expr           { $$ = $1 + $3; }
           | expr '-' expr           { $$ = $1 - $3; }
           | expr '*' expr           { $$ = $1 * $3; }
           | expr '/' expr           { $$ = $1 / $3; }
           | '(' expr ')'            { $$ = $2; }
           | '-' expr %prec UMINUS   { $$ = -$2; }
           | NUMBER
           ;

%%


```

Double type for attributes and **yyval**



## Example 2 (cont' d)


```
%%  
int yylex()  
{ int c;  
  while ((c = getchar()) == ' '  
    ;  
  if ((c == '.') || isdigit(c))  
  { ungetc(c, stdin);  
    scanf("%lf", &yylval);  
    return NUMBER;  
  }  
  return c;  
}  
int main()  
{ if (yyparse() != 0)  
  fprintf(stderr, "Abnormal exit\n");  
  return 0;  
}  
int yyerror(char *s)  
{ fprintf(stderr, "Error: %s\n", s);  
}
```



Crude lexical analyzer for  
fp doubles and arithmetic  
operators



Run the parser

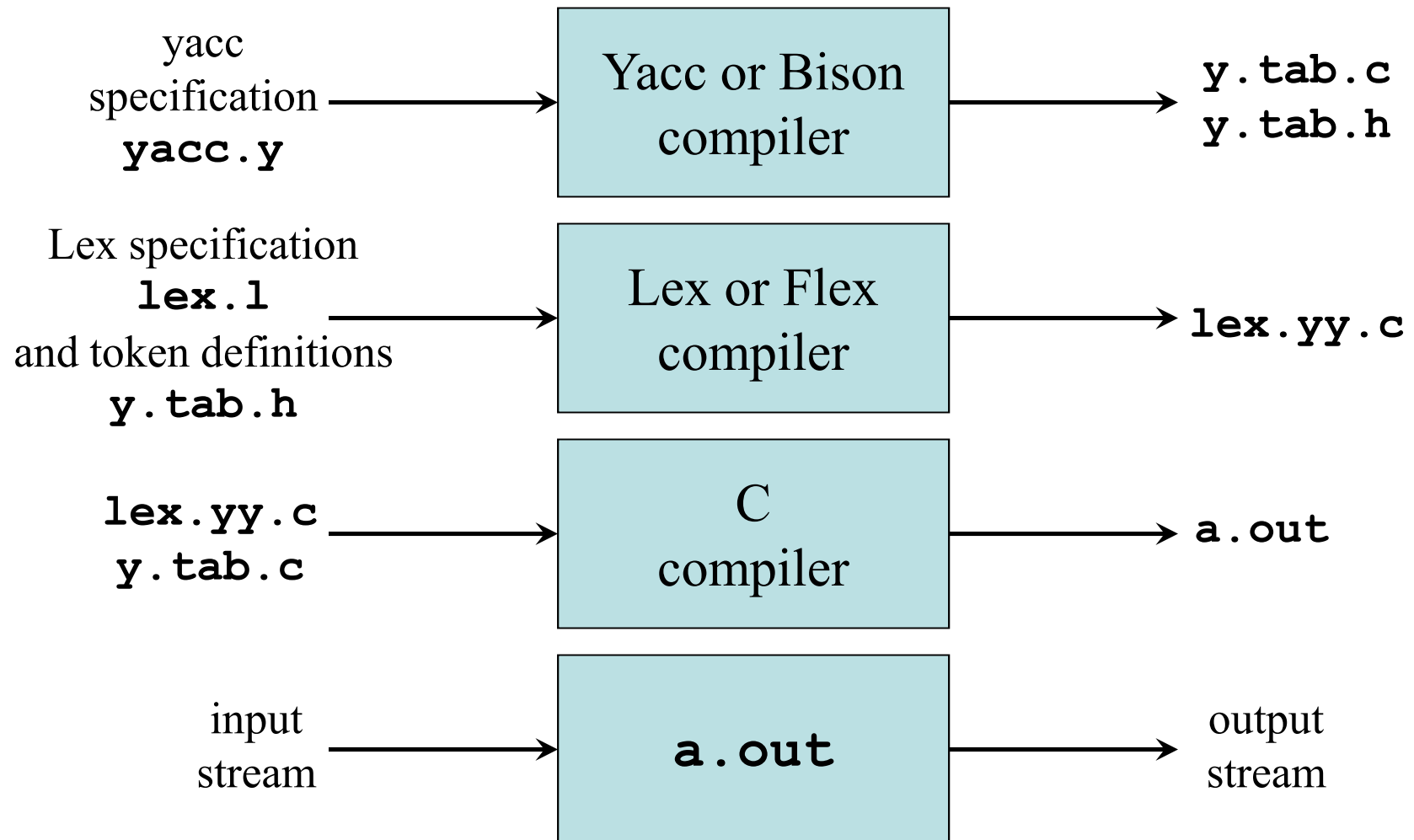


Invoked by parser  
to report parse errors

# Resolve Parsing Action Conflicts

- Two default rules
  - A reduce/reduce conflict is resolved by choosing the conflicting production listed first
  - A shift/reduce conflict is resolved in favor of shift.
- Using precedence and associativity to resolve a shift/reduce conflict between shifting input symbol **a** and reducing by production  $A \rightarrow \alpha$ 
  - Reduces if the precedence of the production is greater than that of **a**, or if the precedences are the same and the associativity of the production is left
  - Otherwise, shift

# Combining Lex/Flex with Yacc/Bison



# Lex Specification for Example 2

```

%option noyywrap
%{
#define YYSTYPE double
#include "y.tab.h"
extern double yylval;
}%
number [0-9]+\.|[0-9]*\.[0-9]+
%%
[ ]          { /* skip blanks */ }
{number}    { sscanf(yytext, "%lf", &yylval);
              return NUMBER;
            }
\n|.        { return yytext[0]; }

```

Generated by Yacc, contains **#define NUMBER xxx**

Defined in **y.tab.c**

```

yacc -d example2.y
lex example2.l
gcc y.tab.c lex.yy.c
./a.out

```

```

bison -d -y example2.y
flex example2.l
gcc y.tab.c lex.yy.c
./a.out

```

# Error Recovery in Yacc

```

%{
...
%}
...
%%
lines : lines expr '\n'      { printf("%g\n", $2; }
      | lines '\n'
      | /* empty */
      | error '\n'
;
...

```

Error production:  
set error mode and  
skip input until newline

Reset parser to normal mode