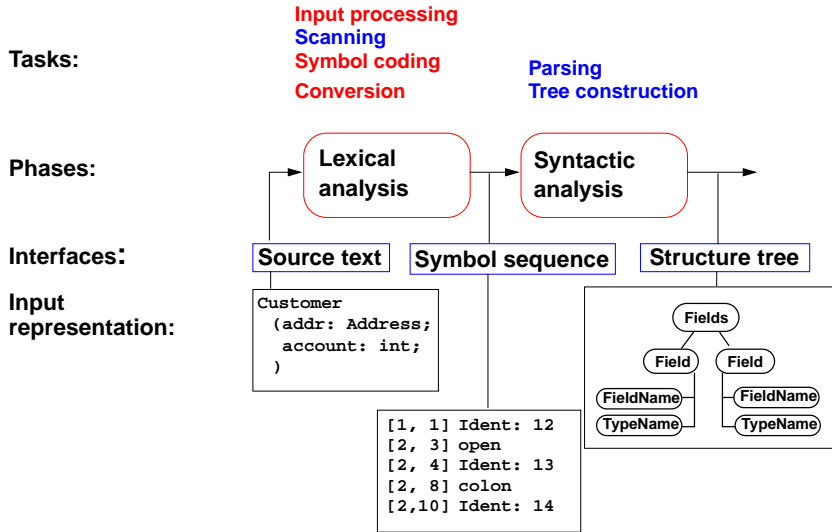
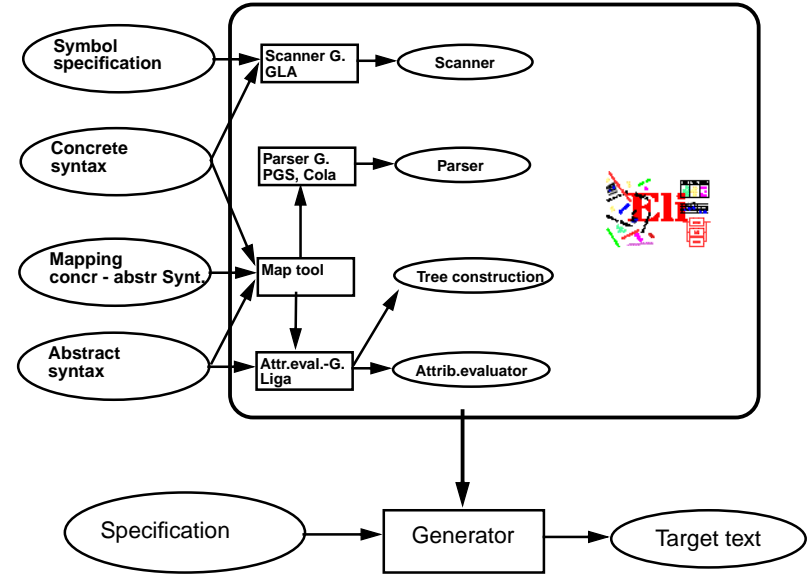


2. Constructing Trees - Overview

Check the notation and the structure of the input and represent it as a tree.



Eli: Specification of the Tree Construction



Specifications for the Structure Generator

<p>Symbol specifications</p> <p>Notations of non-literal tokens .gla</p>	<pre>Ident: PASCAL_IDENTIFIER FileName: C_STRING_LITERAL C_COMMENT</pre>
<p>Concrete syntax</p> <p>Structure of input, literal tokens .con</p>	<pre>Descriptions:(Import / Structure)*. Structure: StructureName '(' Fields ')'. Fields: Field*. Field: FieldName ':' TypeName. ...</pre>
<p>Mapping concr - abstr Synt</p> <p>.map</p>	<p><i>is empty if concret and abstract syntax coincide</i></p>
<p>Abstract syntax</p> <p>Structure of trees .lido</p>	<pre>RULE: Descriptions LISTOF Import Structure COMPUTE ... SYMBOL FieldName COMPUTE ... SYMBOL TypeName COMPUTE ... <i>Only those symbols and productions, which need computations</i></pre>

Calendar Example: Structuring Task

A new example for the specification of the structuring task up to tree construction:

Input language: Sequence of calendar entries:

1.11.	20:00	"Theater"
Thu	14:15	"GSS lecture"
Weekday	12:05	"Dinner in Palmengarten"
Mon, Thu	8:00	"Dean's office"
31.12.	23:59	"Jahresende"
12/31	23:59	"End of year"

Design of a Concrete Syntax

GSS-2.4a

1. Develop a **set of examples**, such that all aspects of the intended language are covered.
2. Develop a **context-free grammar using a top-down strategy** (see PLaC-3.4aa), and update the set of examples correspondingly.
3. Apply the **design rules** of PLaC-3.4c - 3.4f:
 - Syntactic structure should **reflect semantic structure**
 - **Syntactic restrictions** versus semantic conditions
 - Eliminate **ambiguities**
 - Avoid **unbounded lookahead**
4. Design notations of **non-literal tokens**.

Concrete Syntax

GSS-2.5

specifies the **structure of the input** by a context-free grammar:

```
Calendar:      Entry+ .
Entry:         Date Event.

Date:          DayNum '.' MonNum '.' /
               MonNum '/' DayNum /
               DayNames / GeneralPattern.

DayNum:        Integer.
MonNum:        Integer.

DayNames:      DayName /
               DayNames ',' DayName.
DayName:       Day.

GeneralPattern: SimplePattern /
                SimplePattern Modifier.
SimplePattern: 'Weekday' / 'Weekend'.
Modifier:      '+' DayNames / '-' DayNames.
Event:         When Description / Description.
When:          Time / Time '-' Time.
```

Notation:

- Sequence of productions
 - literal terminals between ' '
 - EBNF constructs:
 - / alternative
 - () parentheses
 - [] option
 - +, * repetition
 - // repetition with separator
- (for meaning see GPS)

Example:	1.11.	20:00	"Theater"
	Thu	14:15	"GSS lecture"
	Weekday	12:05	"Dinner in Palmengarten"
	Mon, Thu	8:00	"Dean's office"
	31.12.	23:59	"Jahresende"
	12/31	23:59	"End of year"

Literal and Non-Literal Terminals

GSS-2.6

Definition of notations of

- **literal terminals** (unnamed):
in the concrete syntax
- **non-literal terminals** (named):
in an additional
specification for the scanner generator

```
Calendar:      Entry+ .
Entry:         Date Event.

Date:          DayNum '.' MonNum '.' /
               MonNum '/' DayNum /
               DayNames / GeneralPattern.

DayNum:        Integer.
MonNum:        Integer.

DayNames:      DayName /
               DayNames ',' DayName.
DayName:       Day.

GeneralPattern: SimplePattern /
                SimplePattern Modifier.
SimplePattern: 'Weekday' / 'Weekend'.
Modifier:      '+' DayNames / '-' DayNames.
Event:         When Description / Description.
When:          Time / Time '-' Time.
```

Specification of Non-Literal Terminals

GSS-2.7

The generator GLA generates a scanner from

- notations of literal terminals, extracted from the concrete syntax by Eli
- specifications of non-literal terminals in files of type .gla

Form of specifications:

```
Name:          $ regular expression           [Coding function]
Day:           $ Mon|Tue|Wed|Thu|Fri|Sat|Son   [mkDay]
Time:          $ ([[0-9]|1[0-9]|2[0-3]]:[0-5][0-9]) [mkTime]
```

Canned specifications:

```
Description:  C_STRING_LIT
Integer:      PASCAL_INTEGER
```

Scanner Specification: Regular Expressions

Notation	accepted character sequences
<code>c</code>	the character <code>c</code> ; except characters that have special meaning, see <code>\c</code>
<code>\c</code>	space, tab, newline, <code>\". [] ^ () ? + * { } / \$ <</code>
<code>"s"</code>	the character sequence <code>s</code>
<code>.</code>	any single character except newline
<code>[xyz]</code>	exactly one character of the set <code>{x, y, z}</code>
<code>[^xyz]</code>	exactly one character that is not in the set <code>{x, y, z}</code>
<code>[c-d]</code>	exactly one character, the ASCII code of which lies between c and d (incl.)
<code>(e)</code>	character sequence as specified by <code>e</code>
<code>ef</code>	character sequences as specified by <code>e</code> followed by <code>f</code>
<code>e f</code>	character sequence as specified by <code>e</code> or by <code>f</code>
<code>e?</code>	character sequence as specified by <code>e</code> or empty sequence
<code>e+</code>	one or more character sequences as specified by <code>e</code>
<code>e*</code>	character sequence as specified by <code>e+</code> or empty
<code>e {m,n}</code>	at least <code>m</code> , and at most <code>n</code> character sequences as specified by <code>e</code>

`e` and `f` are regular expressions as defined here.

Each regular expression **accepts the longest character sequence**, that obeys its definition.

Solving ambiguities:

1. the **longer accepted sequence**
2. equal length: the **earlier stated rule**

Scanner Specification: Programmed Scanner

There are situations where the to be accepted character sequences are very difficult to define by a regular expression. A function may be implemented to accept such sequences.

The begin of the sequence is specified by a regular expression, followed by the name of the function, that will accept the remainder. For example, line comments of Ada:

```
$-- (auxEOL)
```

Parameters of the function: a pointer to the first character of the so far accepted sequence, and its length.

Function result: a pointer to the character immediately following the complete sequence:

```
char *Name(char *start, int length)
```

Some of the available programmed scanners:

<code>auxEOL</code>	all characters up to and including the next newline
<code>auxCString</code>	a C string literal after the opening <code>"</code>
<code>auxM3Comment</code>	a Modula 3 comment after the opening <code>(*</code> , up to and including the closing <code>*)</code> ; may contain nested comments parenthesized by <code>(*</code> and <code>*)</code>
<code>Ctext</code>	C compound statements after the opening <code>{</code> , up to the closing <code>}</code> ; may contain nested statements parenthesized by <code>{</code> and <code>}</code>

Scanner Specification: Coding Functions

The **accepted character sequence** (`start`, `length`) is passed to a coding function.

It computes the code of the accepted token (`intrinsic`) i.e. an **integral number, representing the identity of the token**.

For that purpose the function may **store and/or convert** the character sequence, if necessary.

All coding functions have the same **signature**:

```
void Name (char *start, int length, int *class, int *intrinsic)
```

The **token class** (terminal code, parameter `class`) may be changed by the function call, if necessary, e.g. to distinguish keywords from identifiers.

Available coding functions:

<code>mkidn</code>	enter character sequence into a hash table and encode it bijectively
<code>mkstr</code>	store character sequence, return a new code
<code>c_mkstr</code>	C string literal, converted into its value, stored, and given a new code
<code>mkint</code>	convert a sequences of digits into an integral value and return it value
<code>c_mkint</code>	convert a literal for an integral number in C and return its value

Scanner Specification: Canned Specifications

Complete canned specifications (regular expression, a programmed scanner, and a coding function) can be instantiated by their **names**:

Identifier: `C_IDENTIFIER`

For many tokens of several programming languages canned specifications are available (complete list of descriptions in the documentation):

```
C_IDENTIFIER, C_INTEGER, C_INT_DENOTATION, C_FLOAT,
C_STRING_LIT, C_CHAR_CONSTANT, C_COMMENT
```

```
PASCAL_IDENTIFIER, PASCAL_INTEGER, PASCAL_REAL,
PASCAL_STRING, PASCAL_COMMENT
```

```
MODULA2_INTEGER, MODULA2_CHARINT, MODULA2_LITERALDQ,
MODULA2_LITERALDQ, MODULA2_COMMENT
```

```
MODULA3_COMMENT, ADA_IDENTIFIER, ADA_COMMENT, AWK_COMMENT
```

`SPACES`, `TAB`, `NEW_LINE`
are only used, if some token begins with one of these characters, but, if these characters still separate tokens.

The used coding functions may be overridden.

Abstract Syntax

specifies the **structure trees** using a context-free grammar:

```

RULE pCalendar:   Calendar LISTOF Entry   END;
RULE pEntry:      Entry ::= Date Event   END;
RULE pDateNum:   Date ::= DayNum MonNum  END;
RULE pDatePattern: Date ::= Pattern      END;
RULE pDateDays:  Date ::= DayNames       END;
RULE pDayNum:    DayNum ::= Integer      END;
RULE pMonth:     MonNum ::= Integer      END;
RULE pDayNames:  DayNames LISTOF DayName  END;
RULE pDay:       DayName ::= Day         END;
RULE pWeekday:   Pattern ::= 'Weekday'   END;
RULE pWeekend:   Pattern ::= 'Weekend'   END;
RULE pModifier:  Pattern ::= Pattern Modifier END;
RULE pPlus:      Modifier ::= '+' DayNames END;
RULE pMinus:     Modifier ::= '-' DayNames END;
RULE pTimedEvent: Event ::= When Description END;
RULE pUntimedEvent: Event ::= Description END;
RULE pTime:      When ::= Time           END;
RULE pTimeRange: When ::= Time '-' Time  END;
  
```

Notation:

- Language *Lido* for computations in structure trees
- optionally named productions,
- no EBNF, except LISTOF (possibly empty sequence)

Example for a Structure Tree

- Production names are node types
- Values of terminals at leaves

Tree output produced by Eli's unparser generator

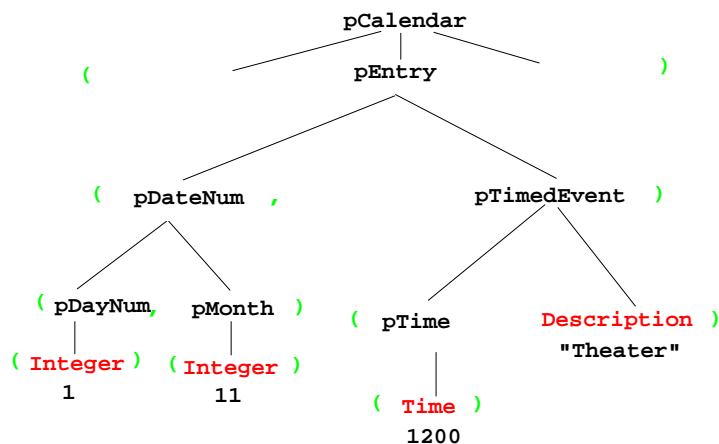
```

pEntry( pDateNum(pDayNum(1),pMonth(11)),
        pTimedEvent(pTime(1200),"Theater")),
pEntry( pDateDays(pDay(4)),pTimedEvent(pTime(855),"GSS lecture")),
pEntry( pDatePattern(pWeekday()),
        pTimedEvent(pTime(725),"Dinner in Palmengarten")),
pEntry( pDateDays(pDay(1),pDay(4)),pUntimedEvent("Dean's office")),
pEntry( pDateNum(pDayNum(31),pMonth(12)),
        pTimedEvent(pTime(1439),"Jahresende")),
pEntry( pDateNum(pDayNum(31),pMonth(12)),
        pTimedEvent(pTime(1439),"End of year"))
  
```

Graphic Structure Tree

- Names of productions as node types
- Values of **terminals** at leaves

Output produced by
Eli's unparser generator,
Tree structure given by **parentheses**



Symbol Mapping: Concrete - Abstract Syntax

concrete syntax:

```

SimplePattern: 'Weekday' / 'Weekend'.
GeneralPattern: SimplePattern /
                 SimplePattern Modifier.
  
```

simplify to create
abstract syntax:

Set of nonterminals of the
concrete syntax mapped to
one nonterminal of the
abstract syntax

mapping:

```

MAPSYM
Pattern ::= GeneralPattern
           SimplePattern.
  
```

abstract syntax:

```

RULE pWeekday:   Pattern ::= 'Weekday'   END;
RULE pWeekend:   Pattern ::= 'Weekend'   END;
RULE pModifier:  Pattern ::= Pattern Modifier END;
  
```

Rule Mapping

Concrete Syntax:

```
Date:   DayNum '.' MonNum '.' /
        MonNum '/' DayNum .
```

Mapping:

MAPRULE

```
Date: DayNum '.' MonNum '.' < $1 $2 > .
```

```
Date: MonNum '/' DayNum < $2 $1 > .
```

Abstract syntax:

```
RULE pDateNum:   Date ::= DayNum MonNum END;
```

Different productions of the concrete syntax

are **unified** in the abstract syntax

Generate Tree Output

Produce structure trees with node types and values at terminal leaves:

```
pEntry( pDateNum(pDayNum(1), pMonth(1)),
        pTimedEvent(pTime(1200), "Theater")),
```

Pattern constructor functions are called in tree contexts to produce output.

Specifications are **created automatically** by Eli's **unparser generator**:

Unparser is generated from the specification:

```
Calendar.fw
Calendar.fw:tree
```

Output at grammar root:

```
SYMBOL ROOTCLASS COMPUTE
  BP_Out(THIS.IdemPtg);
END;
```

Output of non-literal terminals:

```
Idem_Day:   $ int
Idem_Time:  $ int
Idem_Integer: $ int
```

Use predefined PTG patterns:

```
$/Output/PtgCommon.fw
```