

## Foundations: program definition

- **Syntax**
  - "... the rules and principles that govern the sentence structure of any individual language" -- Wikipedia
  - Standard: base a programming language syntax on a *context free grammar*
- **Semantics**
  - "the meaning or relationship of meanings of a sign or set of signs" -- Merriam-Webster Dictionary
  - Standards for defining semantics vary

## Context free grammar

- **Nonterminal symbols** for key syntactic categories
- **A start symbol** (a nonterminal)
- **Terminal symbols**, which appear in "sentences"
- **Productions**, rules showing how symbols compose to form sentences

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  - **Productions**, rules showing how symbols compose to form sentences
- Example nonterminals:
- $P$  - programs ← start
  - $S$  - statements
  - $e$  - expressions
- Example terminals:
- 0 3.14 15 'a' "hi" ... *literals*
  - if then else end... *keywords*
  - x y time len ... *identifiers*
  - < => + \* / ... *operators*
- Our examples will use:
- num* - for numeric literals
  - id* - for identifiers
  - op* - for operators

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  - **Terminal symbols**, which appear in "sentences"
  - **Productions**, rules showing how symbols compose to form sentences
- Example productions
- ```

e ::= num
   | id
   | e op e
   | ( e )
S ::= read id
   | write e
   | id := e
   | S ; S
   | if e then S else S
   | while e do S
   | { S }
P ::= prog S end

```

## Derivation

A sequence of replacement steps, starting from the start symbol and producing a string of nonterminals

$P \rightarrow$  prog  $S$  end  
 $\rightarrow$  prog  $S$ ;  $S$  end  
 $\rightarrow$  prog read  $x$ ;  $S$  end  
 $\rightarrow$  prog read  $x$ ; if  $e$  then  $S$  else  $S$  end  
 $\rightarrow$  prog read  $x$ ; if  $e > e$  then  $S$  else  $S$  end  
 $\rightarrow$  prog read  $x$ ; if  $x > e$  then  $S$  else  $S$  end  
 $\rightarrow$  prog read  $x$ ; if  $x > 0$  then  $S$  else  $S$  end  
 $\rightarrow$  . . .  
 $\rightarrow$  prog read  $x$ ; if  $x > 0$  then write 0 else write 1 end

## Derivation

A sequence of replacement steps, starting from the start symbol and producing a string

$P ::= \text{prog } S \text{ end}$

$P$   $\rightarrow$  prog  $S$  end  
 $\rightarrow$  prog  $S$ ;  $S$  end  
 $\rightarrow$  prog read  $x$ ;  $S$  end  
 $\rightarrow$  prog read  $x$ ; if  $e$  then  $S$  else  $S$  end  
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$S ::= S; S$

## Derivation

A sequence of replacement steps, starting from the start symbol and producing a string of nonterminals

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 $\rightarrow$  prog  $S$ ;  $S$  end  
 $\rightarrow$  prog read  $x$ ;  $S$  end  
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 $\rightarrow$  . . .  
 $\rightarrow$  prog read  $x$ ; if  $x > 0$  then write 0 else write 1 end

$S ::= \text{read id}$

## Derivation

A sequence of replacement steps, starting from the start symbol and producing a string of nonterminals

$P \rightarrow$  prog  $S$  end  
 $\rightarrow$  prog  $S$ ;  $S$  end  
 $\rightarrow$  prog read  $x$ ;  $S$  end  
 $\rightarrow$  prog read  $x$ ; if  $e$  then  $S$  else  $S$  end  
 $\rightarrow$  prog read  $x$ ; if  $e > e$  then  $S$  else  $S$  end  
 $\rightarrow$  prog read  $x$ ; if  $x > e$  then  $S$  else  $S$  end  
 $\rightarrow$  prog read  $x$ ; if  $x > 0$  then  $S$  else  $S$  end  
 $\rightarrow$  . . .  
 $\rightarrow$  prog read  $x$ ; if  $x > 0$  then write 0 else write 1 end

$S ::= \text{if } e \text{ then } S \text{ else } S$

## Parsing

Parse tree:

- Root represents start symbol
- Nodes represent
  - Non-leaf ~ nonterminal
  - Leaf ~ terminal
- Parent-children represent application of a production
  - Parent ~ nonterm on LHS
  - Children ~ RHS of prod

Represents derivation(s)

- first litmus test for syntactic well-formedness
- shows the structure of the program

