# Abstract Syntax Tree

Lembit Jürimägi

### Production Rules (Regular Grammar)

- Rules can be recursive, meaning the same nonterminal can appear on both sides of the rule
- However a nonterminal can appear only once on the right side and either left or right from nonterminal for every rule in grammar (left-recursive vs right-recursive)

$$G = {S, N, T, R}; N : {S, A}; T : {a}; R :$$

S -> A

A -> aA

A -> Ø

• During parsing this can be represented with a straight sequence:

aaa -> aaaØ -> aaaA -> aaA -> aA -> S

### Production Rules (Contex-Free Grammar)

• Rules can be recursive and there is no restriction on the number and order of nonterminals on the right side of production rule

G = {S, N, T, R}; N : {S, E}; T : {+, -, x, {num} }; R :

S -> E

- E -> {num}
- E -> E + E
- E -> E E

E -> E x E

 A sequence is no longer enough to show the parsing process, a tree is needed

2 + 3 x 7 + 5 – 2 x 4



#### Parse Tree

- Contains all terminal and nonterminal elements
- Original sentence can be reconstructed
- Useful for visualizing the parse process
- Parser usually omits building it
- If grammar is unambiguous then operations are correctly ordered

#### Abstract Syntax Tree



### Abstract Syntax Tree

- Gets rid of most nonterminal elements and unimportant terminal elements
- Primary focus is execution so some terminals may be altered
- Original sentence usually cannot be reconstructed
- Necessary to build for most interpreters and all compilers

## Multiple Token Types in Bison and Flex

- By default the token type is int
- This can be changed by union clause:

%union{

```
int val;
char *s;
t_node *node;
```

• Tokens (and nonterminals) can now have a type:

%token <val> NUM

%type <node> expr

• yylval becomes union so Flex rules need to account for that:

```
yylval.val = atoi(yytext);
```

### Dangling Else Problem

#### • Suppose we have grammar:

• The IF-ELSE has 2 stmt parts and each could be another IF stmt

IF (a < b) THEN IF (b < c) THEN PRINT c; ELSE PRINT a;

• Which IF does the ELSE belong to?