



# Lex and Yacc

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More Details



# “Calculator” example

From <http://byaccj.sourceforge.net/>

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```
%{
    import java.lang.Math;
    import java.io.*;
    import java.util.StringTokenizer;
}%
/* YACC Declarations; mainly op prec & assoc */
%token NUM
%left '-' '+'
%left '*' '/'
%left NEG /* negation--unary minus */
%right '^' /* exponentiation */
/* Grammar follows */
%%
...
```

```

...
  /* Grammar follows */
%%
input: /* empty string */
  | input line
  ;

```

input is one expression per line;  
output is its value

```

line: '\n'
  | exp '\n' { System.out.println(" " + $1.dval + " "); }
  ;

```

```

exp: NUM          { $$ = $1; }
  | exp '+' exp   { $$ = new ParserVal($1.dval + $3.dval); }
  | exp '-' exp   { $$ = new ParserVal($1.dval - $3.dval); }
  | exp '*' exp   { $$ = new ParserVal($1.dval * $3.dval); }
  | exp '/' exp   { $$ = new ParserVal($1.dval / $3.dval); }
  | '-' exp %prec NEG { $$ = new ParserVal(-$2.dval); }
  | exp '^' exp   { $$=new ParserVal(Math.pow($1.dval, $3.dval)); }
  | '(' exp ')'   { $$ = $2; }
  ;

```

```
%%
```

```
...
```

```
%%
String ins;
StringTokenizer st;
void yyerror(String s){
    System.out.println("par:"+s);
}
boolean newline;
int yylex(){
    String s; int tok; Double d;
    if (!st.hasMoreTokens())
    if (!newline) {
        newline=true;
        return '\n'; //So we look like classic YACC example
    } else return 0;
    s = st.nextToken();
    try {
        d = Double.valueOf(s); /*this may fail*/
        yylval = new ParserVal(d.doubleValue()); //SEE BELOW
        tok = NUM; }
    catch (Exception e) {
        tok = s.charAt(0);/*if not float, return char*/
    }
    return tok;
}
```

```
void dotest(){
    BufferedReader in = new BufferedReader(new InputStreamReader(System.in));
    System.out.println("BYACC/J Calculator Demo");
    System.out.println("Note: Since this example uses the StringTokenizer");
    System.out.println("for simplicity, you will need to separate the items");
    System.out.println("with spaces, i.e.: '( 3 + 5 ) * 2'");
    while (true) {
        System.out.print("expression:");
        try {
            ins = in.readLine();
        }
        catch (Exception e) { }
        st = new StringTokenizer(ins);
        newline=false;
        yyparse();
    }
}

public static void main(String args[]){
    Parser par = new Parser(false);
    par.dotest();
}
```



# Parser “states”

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- Not exactly elements of PDA’s “Q”, but similar
- A yacc “state” is a set of “dotted rules” – a grammar rules with a “dot” somewhere in the right hand side. (In some yacc printouts, “\_” is the dot.)
- Intuitively, “ $A \rightarrow \alpha\_ \beta$ ” in a state means this rule, up to and including  $\alpha$  is consistent with input seen so far; next terminal in the input might derive from the left end of  $\beta$ . E.g., before reading any input, “ $S \rightarrow \_ \beta$ ” is consistent, for every rule  $S \rightarrow \beta$  (S = start symbol)
- Yacc deduces legal shift/goto actions from terminals/nonterminals following dot; reduce actions from rules with dot at rightmost end. See examples below

## Yacc Output: Random Example

```

0  $accept : S $end
1  S : 'a' 'b' C 'd'
2    | 'a' 'e' F 'g'
3  C : 'h' C
4    | 'h'
5  F : 'h' F
6    | 'h'

```

```

state 0
$accept : . S $end (0)

'a' shift 1
. error

S goto 2

state 1
S : 'a' . 'b' C 'd' (1)
S : 'a' . 'e' F 'g' (2)

'b' shift 3
'e' shift 4
. error

state 2
$accept : S . $end (0)

$end accept

```

```

state 3
S : 'a' 'b' . C 'd' (1)

'h' shift 5
. error

C goto 6

state 4
S : 'a' 'e' . F 'g' (2)

'h' shift 7
. error

F goto 8

state 5
C : 'h' . C (3)
C : 'h' . (4)

'h' shift 5
'd' reduce 4

C goto 9

state 6
S : 'a' 'b' C . 'd' (1)

'd' shift 10
. error

```

```

state 7
F : 'h' . F (5)
F : 'h' . (6)

'h' shift 7
'g' reduce 6

F goto 11

state 8
S : 'a' 'e' F . 'g' (2)

'g' shift 12
. error

state 9
C : 'h' C . (3)

. reduce 3

state 10
S : 'a' 'b' C 'd' . (1)

. reduce 1

state 11
F : 'h' F . (5)

. reduce 5

state 12
S : 'a' 'e' F 'g' . (2)

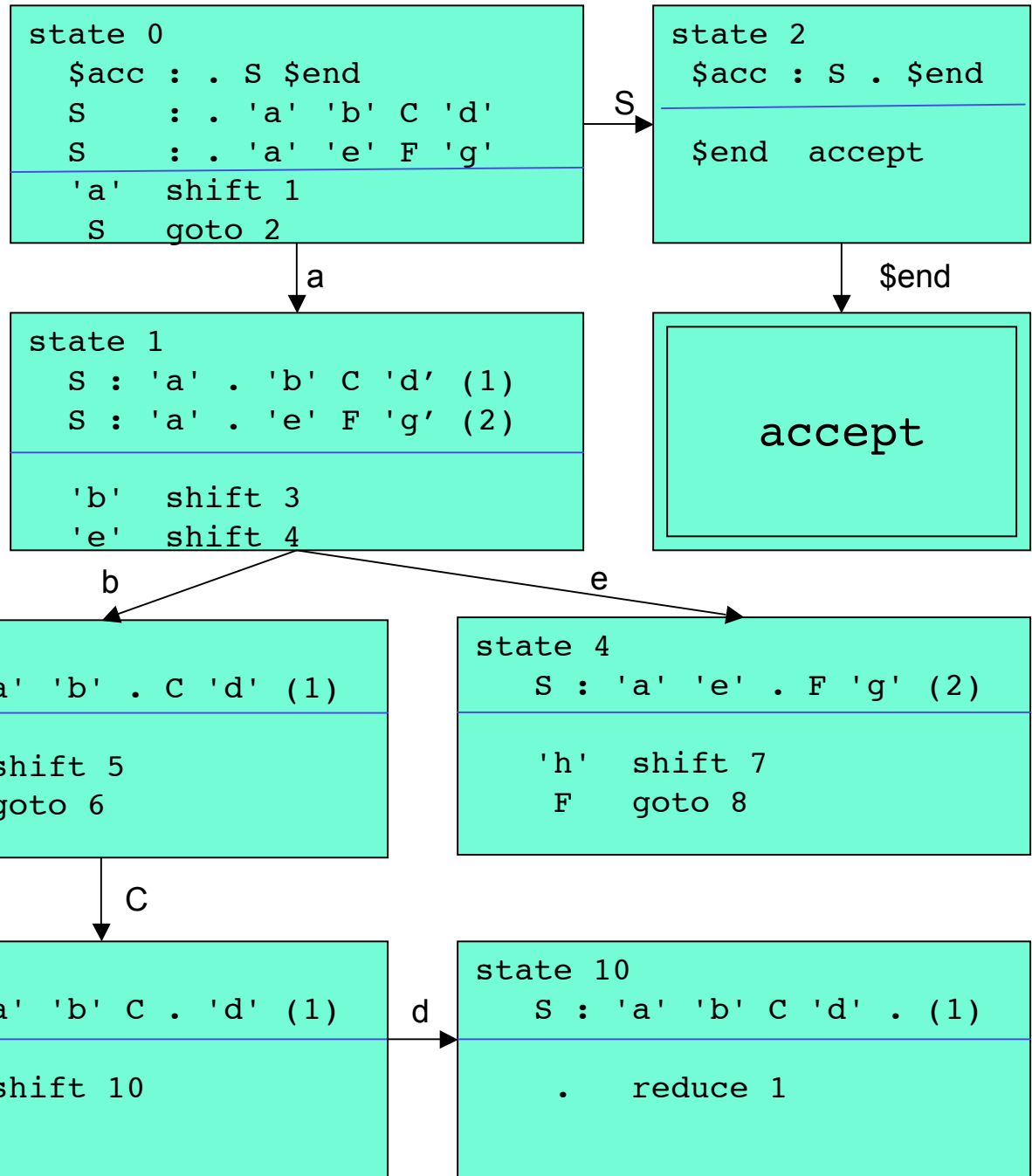
. reduce 2

```

# State Diagram (partial)

```

0  $accept : S $end
1  S : 'a' 'b' C 'd'
2  | 'a' 'e' F 'g'
3  C : 'h' F
4  | 'h'
5  F : 'h' F
6  | 'h'
  
```









# Yacc Output

“shift/goto #”	– # is a state #
“reduce #”	– # is a rule #
“A : $\beta$ _ (#)”	– # is this rule #
“.”	– default action

state 0

\$accept : \_expr \$end

( shift 4

A shift 5

. error

expr goto 1

term goto 2

fact goto 3

state 1

\$accept : expr\_\$end

expr : expr\_+ term

\$end accept

+ shift 6

. error

state 2

expr : term\_ (2)

term : term\_\* fact

\* shift 7

. reduce 2

...



# Implicit Dotted Rules

---

state 0

\$accept : \_expr \$end

( shift 4

A shift 5

. error

expr goto 1

term goto 2

fact goto 3

\$accept: \_expr \$end

expr: \_expr '+' term

expr: \_term

term: \_term '\*' fact

term: \_fact

fact: \_ '(' expr ')'

fact: \_ 'A'

# Goto & Lookahead

state 0

\$accept : \_expr \$end

\$accept: \_expr \$end  
expr: \_expr '+' term  
expr: \_term  
term: \_term '\*' fact  
term: \_fact  
fact: \_ '(' expr ')'  
fact: \_ 'A'

( shift 4  
A shift 5  
. error

expr goto 1  
term goto 2  
fact goto 3



using the unambiguous  
expression grammar

## Example: input "A + A \$end"

Action:

Stack:

Input:

shift 5

0

A + A \$end

reduce fact  $\rightarrow$  A, go 3

state 5 says reduce rule 6 on +; state 0  
(exposed on pop) says goto 3 on fact

0 A 5

+ A \$end

reduce fact  $\rightarrow$  term, go 2

0 fact 3

+ A \$end

reduce expr  $\rightarrow$  term, go 1

0 term 2

+ A \$end

shift 6

0 expr 1

+ A \$end

Action:	Stack:	Input:
shift 6	0 expr 1 + 6	A \$end
shift 5	0 expr 1 + 6 A 5	\$end
reduce fact $\rightarrow$ A, go 3	0 expr 1 + 6 fact 3	\$end
reduce term $\rightarrow$ fact, go 9	0 expr 1 + 6 term 9	\$end
reduce expr $\rightarrow$ expr + term, go 1	0 expr 1	\$end
accept		



## An Error Case: "A ) \$end":

Action:	Stack:	Input:
	0	A ) \$end
shift 5	0 A 5	) \$end
reduce fact → A, go 3	0 fact 3	) \$end
reduce fact → term, go 2	0 term 2	) \$end
reduce expr → term, go 1	0 expr 1	) \$end
error		