9-5+2 ⇝ 95-2+

expr → expr$_2$ + term { print('+'); }

expr → expr$_2$ − term { print('-'); }

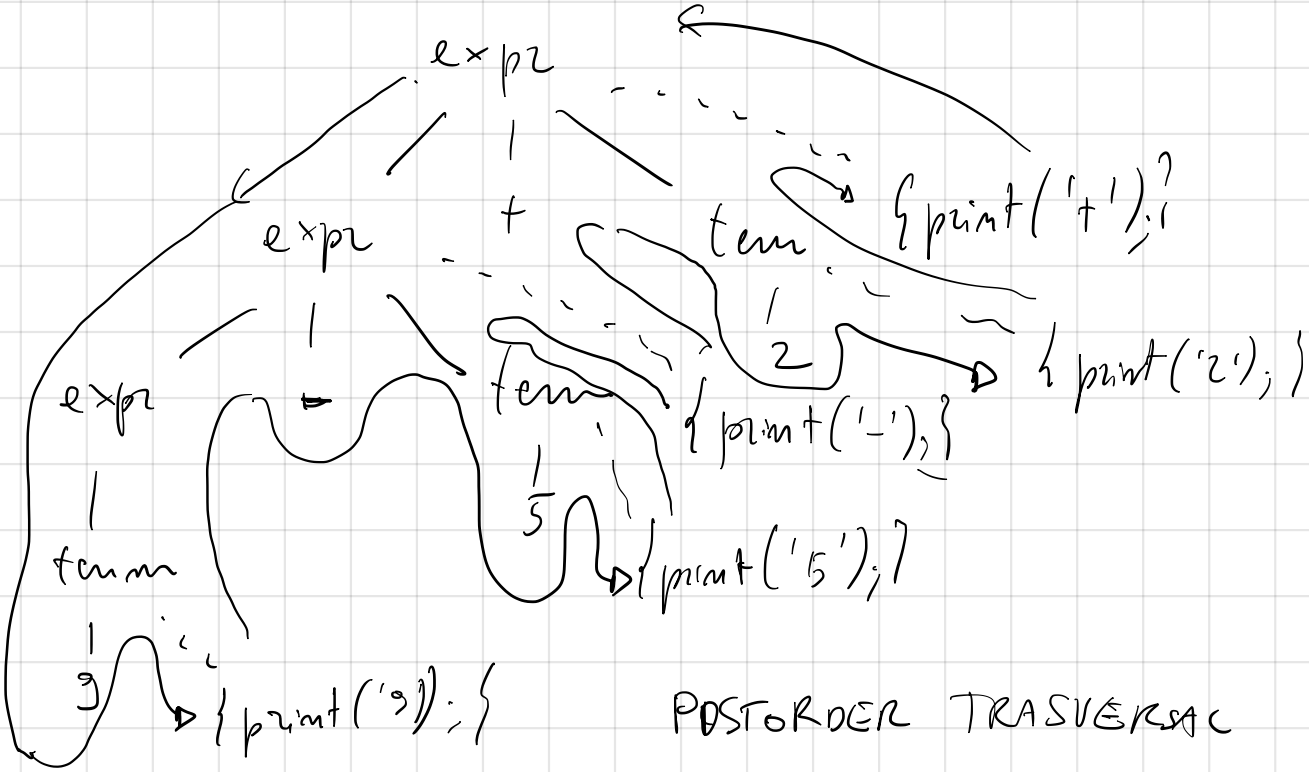
expr → term

term → 0 { print('0'); }

⋮

term → 9 { print('9'); }

9-5+2



POSTORDER TRASVERSAL

print('9'); print('5'); print('-'); print('2'); print('+');

95-2+

$L \to E \; n$	{print(E.val)} STD Postfix
$E \to E_2 + T$	$\{E.val = E_2.val + T.val\}$
$E \to T$	$\{E.val = T.val\}$
$T \to T_2 * F$	$\{T.val = T_2.val * F.val\}$
$T \to F$	$\{T.val = F.val\}$
$F \to (E)$	$\{E.val = E.val\}$
$F \to \underline{digit}$	$\{F.val = digit.lexval\}$

3*5+2 → PREFIX notation ⇝ + * 3 5 2

L → E $

E → {print('+');} E₁ + T → M₁ → ε

E → T

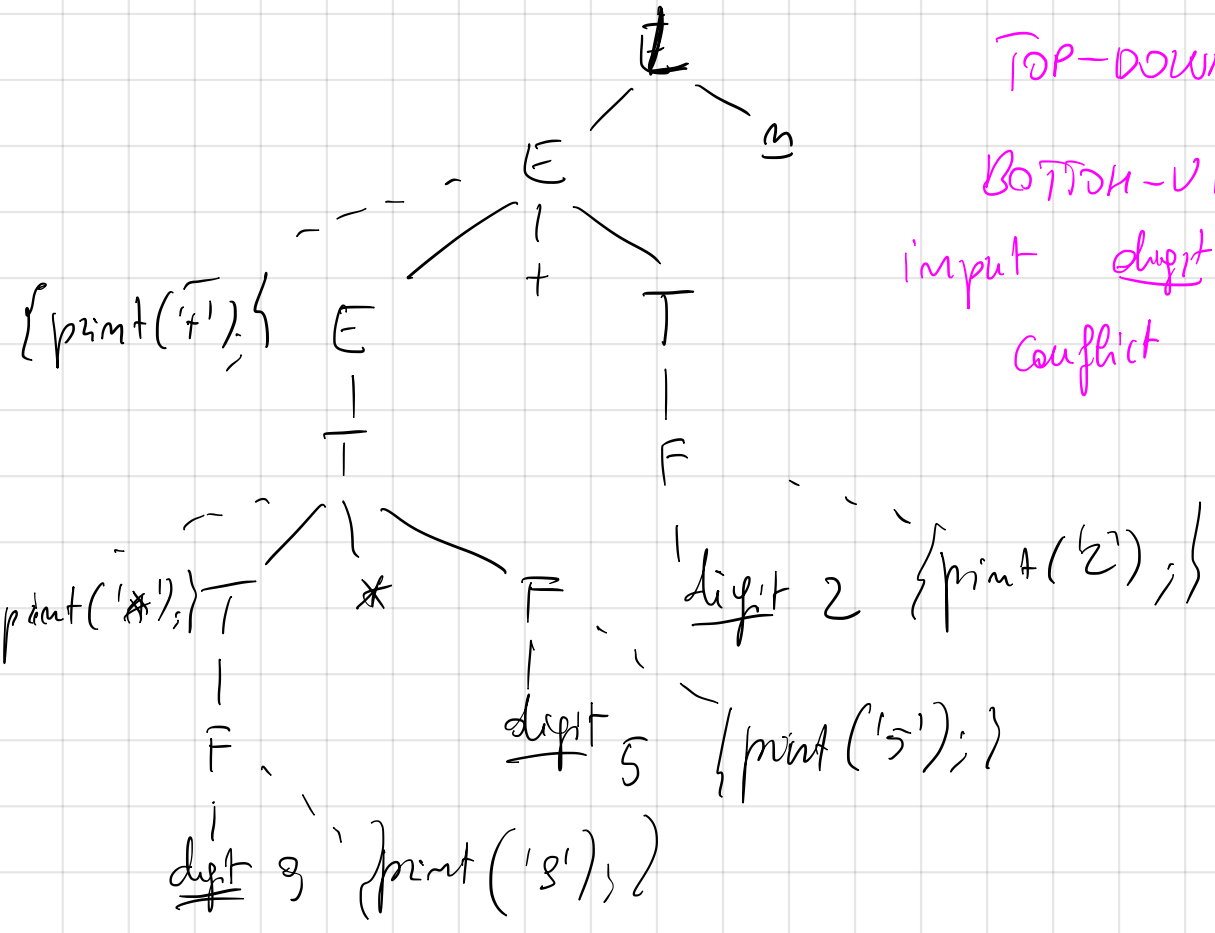
T → {print('*');} T₁ * F → M₂ → ε

T → F

F → (E) → M₃ → ε

F → digit {print(digit.lexval);}

3*5+2



TOP-DOWN (NO)

BOTTOM-UP

input digit

conflict

Reduce M₁

Reduce M₂

Shift digit

print('+'); print('*'); print('3'); print('5'); print('2');

+ * 3 5 2

$E \to E_2 + T \quad \{print('+');\}$

$E \to T$

$\{print('+');\}$ as a symbol

$A \to A\alpha$

$A \to \beta$

$\rightsquigarrow$

$A \to \beta A'$

$A' \to \alpha A' \mid \varepsilon$

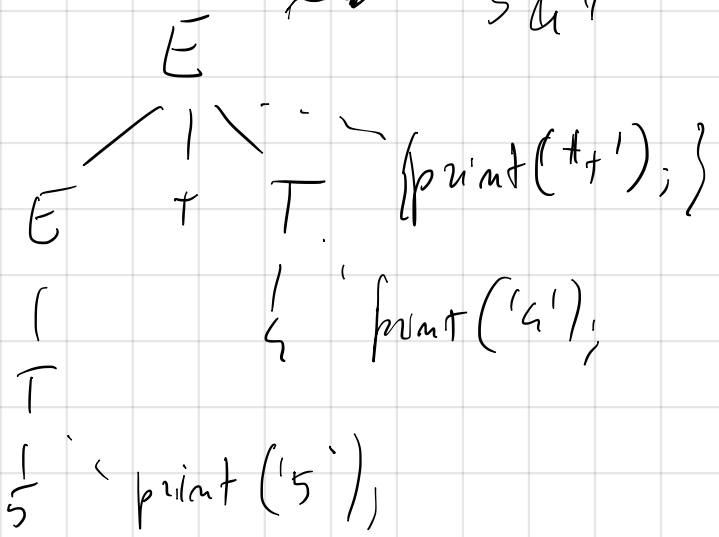
$\rightsquigarrow$

$E \to T R$

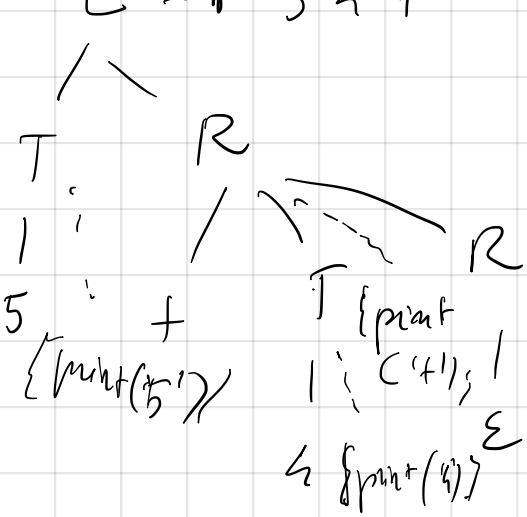
$R \to + T \{print('+');\} R$

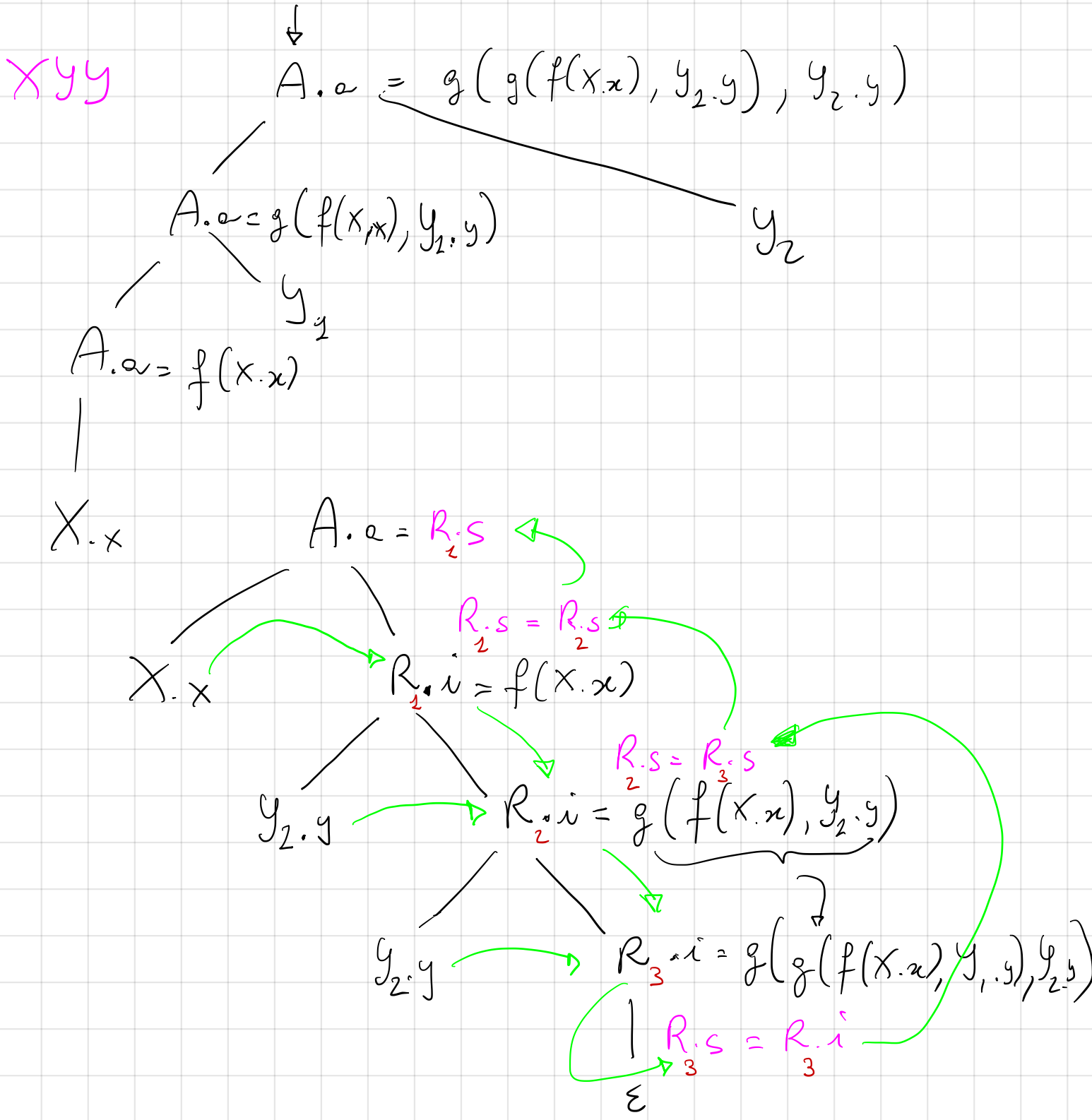
$R \to \varepsilon$

5 4 +



5 4 +




Xyy
A.a = g(g(f(X.x), y1.y), y2.y)
A.a = g(f(X.x), y1.y)
y2
y1
A.a = f(X.x)
X.x
A.a = R1.s
R1.s = R2.s
X.x
R1.i = f(X.x)
R2.s = R3.s
y2.y
R2.i = g(f(X.x), y1.y)
y2.y
R3.i = g(g(f(X.x), y1.y), y2.y)
R3.s = R3.i
ε

$\Sigma = \{ \&, A, B, C \}$

L = sequence of elements of Σ, else empty

& can be a quote to say that the next character must be interpreted as a command, unless the next character is & itself, which means that the character to translate is &

e.g. && & A && B ⟼ & Cmd(A) & B

↓ Cmd(A)

&

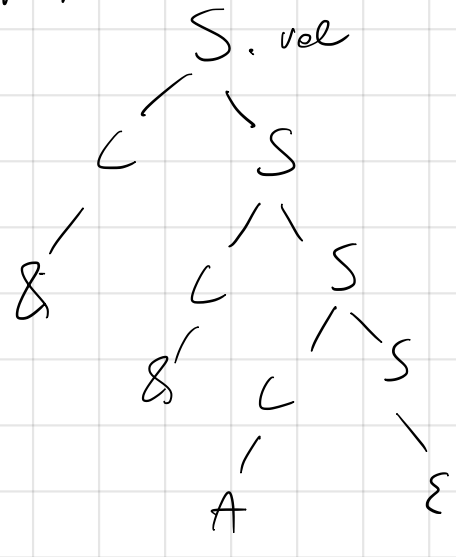
1) give a grammar for the language

2) give an SDT suitable for TOP-DOWN parsing that calculates as attribute of the initial symbol of the grammar the sequence in which the & quotes are resolved.

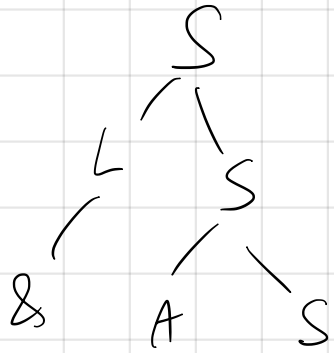
A grammar LL(1) for the language

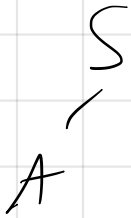
$S \to LS \mid \varepsilon$

$L \to \& \mid A \mid B \mid C$



&& A





$S.val$ synth

$S.flag$ inherited records if "before" it was seen an &

$L.val$ synth

SDD

$S' \to S$ { $S.flag = false$; }

$S \to L\ S_1$ { if ($S.flag$) then
if ($L.val = '\&'$)
then [$S.val = '\&' . S_1.val$
$S_1.flag = false$
else [$S.val = Cmd(L.val)' \cdot S_1.val$
else // before not & $S_1.flag = false$
if ($L.val \neq '\&'$)
then [$S.val = L.val \cdot S_2.val$
$S_1.flag = false$
else [$S.val = S_2.val$
$S_1.flag = true$

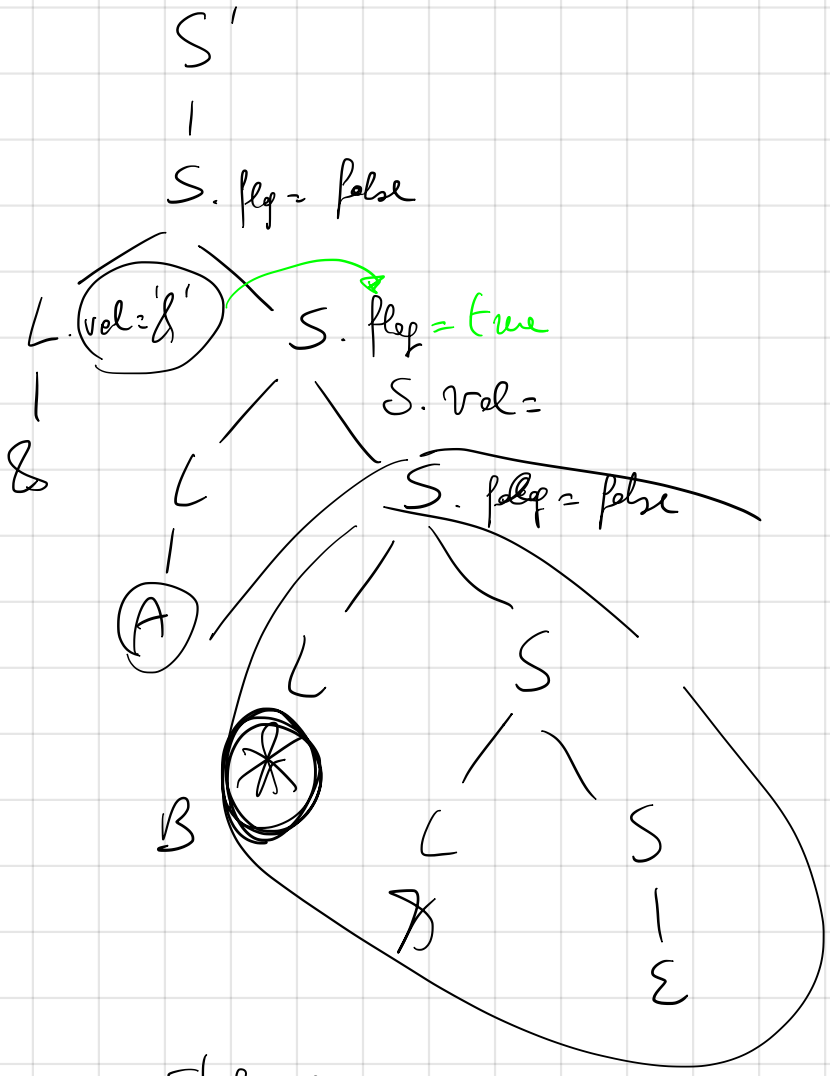
$S \to \varepsilon$

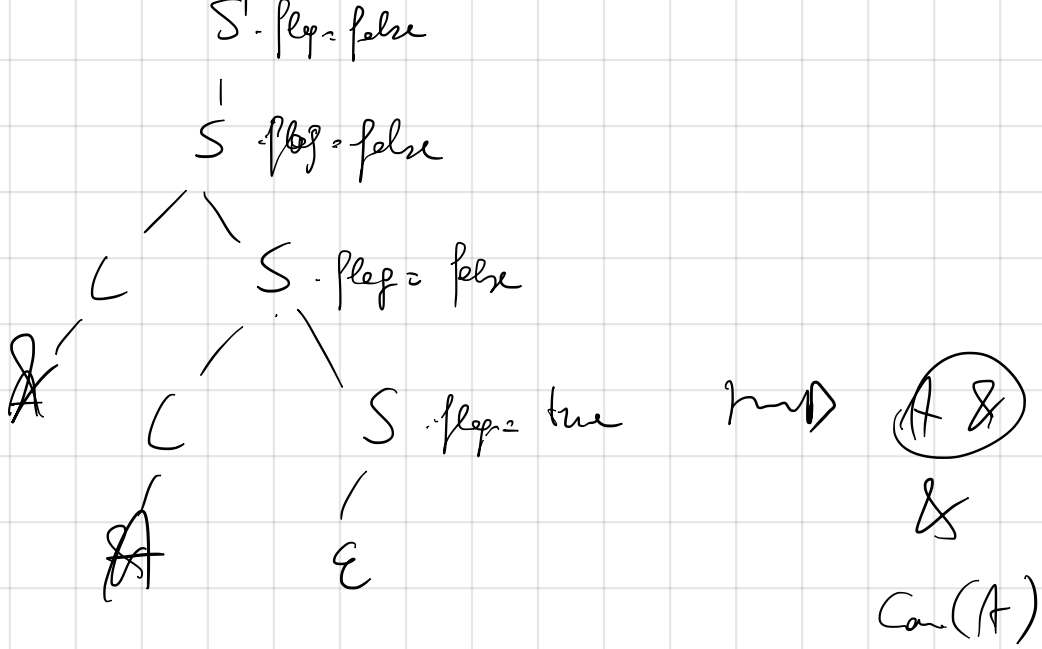
$L \to \&$

$L \to A$

$L \to B$

$L \to C$


S'
S. flag = false
L. val = '&'
S. flag = true
&
L
S. val =
S. flag = false
A
L
S
B
L
S
&
ε


S'. flag = false
S flag = false
L
S. flag = false
&
L
S. flag = true
A
ε
A &
&
Con(A)