





```
COMP261 # 4
Examples of formal languages
latex document:
  \subquestion[7] Work out the Big-O cost of the \cd{changeList(..)} method below:
  \par\vspace{-0.4em}\begin{itemize}\setlength{\itemsep}{0.0em}
  \item working out the cost of performing each line once.
  \item working out the number of times each line will be performed.
  \item computing the total cost, giving just the most significant term.
  \end{itemize}
  Assume the size of the list in \d\{data\} is \(n\).
  \par\medskip
  \begin{answerCode}\begin{lstlisting}[style=jjcode]
```

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COMP261 # 5 **Examples of formal languages** foswiki document: ---+ Schedule ---++ %COURSECODE% : Schedule of lectures, tutorials, assignments, tests, and holidays. See the [[TimeTable]] for times and locations of lectures and labs Video recordings of lectures will be available from Panopto, which is accessible through [[https://nuku.wgtn.ac.nz/courses/12324][Nuku/Canvas]]. <!----*Week 1: 27 Feb - 5 March* || Lectures | [[%ATTACHURL%/week1.pdf][slides]] [[Assignment1][Assignment 1]] out | Parsing and interpreting a language | *Week 2: 6-12 March* || Lectures | [[%ATTACHURL%/week2.pdf][slides]] Fri 10 Mar | Deadline for withdrawing with fee refund *Week 3: 13 - 19 March* || © Peter Andreae and Xiaoving Gad



COMP261 # 7 **Formal Languages** Formal languages can be described by a grammar – a set of rules describing how to construct valid examples of the language • The grammar rules specify the structure of the text in that language. • A parser uses the grammar rules to parse a program/web page/marked-up document, and construct a data-structure containing the structure of the text. Questions: • How do we write the grammar rules for a language? • How do we represent the structure? • How can we construct a parser for a language? Assignment: parser for a programming language for a robot game. © Peter Andreae and Xiaoving Ga







COMP261 # 11 Grammars: Terminals **Terminals** • literal strings or patterns of characters that will match bits of the text. HTMLFILE ::= "<html>" [HEAD] BODY "</html>" HEAD ::= "<head>" TITLE "</head>" TITLE ::= "<title>" TEXT "</title>" BODY ::= "<body>" [BODYTAG]* "</body>" BODYTAG ::= H1TAG | PTAG | OLTAG | ULTAG H1TAG ::= "<h1>" TEXT "</h1>" PTAG ::= "" TEXT "" OLTAG ::= "<o|>" [LITAG]+ "</o|>" ULTAG ::= "" [LITAG]+ "" LITAG ::= "<|i>" TEXT "</|i>" TEXT ::= sequence of characters other than < and > © Peter Andreae and Xiaoving Gao

COMP261 # 12

Using the Grammar

```
Given some text:
```

<html>

```
<head><title> Today</title></head>
```

```
<body><h1> My Day </h1>
```

```
meetinglecture
```

```
 parsing stuff
```

```
</body>
```

```
</html>
```

```
• Question 1: Is it a valid piece of HTML?
```

```
• Does it conform to the grammar rules?
```

- Question 2: What is the structure of the text? (Needed in order to process it)
 - what are the components?
 - what types are the components?
 - how are they related?

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Concrete parse tree has too much information.	# 15
To render the web page, we don't need all that information!	
 For example, we know that every HEAD will contain "<head>" and "</head>" terminals, we only care about what TITLE there is and only the unknown string part of that title. 	t
Definition:	
 An abstract syntax tree (AST) is a tree representation of the abstract syntactic structure of the text. 	
2. Each node of the tree denotes a construct occurring in the text.	
 The syntax is 'abstract' in that it does not represent all the elements of the full syntax. 	



