

## 16.2.1 Recursive BNF, syntax diagrams, and RPN in both directions

Name: \_\_\_\_\_ Class: \_\_\_\_\_ Date: \_\_\_\_\_

Total: 27 marks

**KEY WORDS** syntax diagram 语法图 • backus-naur form 巴科斯-诺尔范式  
• reverse polish notation 逆波兰表示法 • machine code 机器码 • infix 中缀

### Objective

Build the skills to answer the **translation software** questions at Paper 3 depth. Sheet 16.2 names the compilation stages, writes a one-line **BNF** rule and converts a short expression to **RPN** 逆波兰表示法. This sheet is the same four statements where the marks actually are: **recursive** BNF, which is how a grammar describes something of any length; **syntax diagrams** 语法图 as the same grammar drawn rather than written; and RPN in **both** directions, traced on a **stack** 栈.

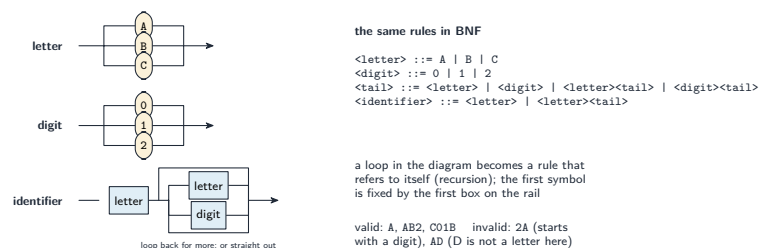
You must be able to:

- show understanding of how the grammar of a language can be expressed using **syntax diagrams** or **Backus-Naur Form** (BNF) notation, including **recursive** rules
- convert between a syntax diagram and a BNF rule
- show understanding of how RPN can be used to evaluate expressions, converting **infix to RPN** and **RPN back to infix**
- evaluate an RPN expression using a stack, showing the stack at each step

### 1 Worked examples

Study these first. Each one shows a **method** that a question later on this sheet needs.

- BNF, and the recursion that does the real work



A BNF rule defines one **non-terminal** in terms of terminals and other non-terminals:

`<digit> ::= 0|1|2|3|4|5|6|7|8|9`

That alone can only ever describe **one** character. To describe a number of **any length**, the rule must refer to **itself**:

`<integer> ::= <digit> | <digit><integer>`

Read it as: an integer is either a single digit, **or** a digit followed by another integer. That second alternative is the **recursion**, and it is what makes the rule unbounded.

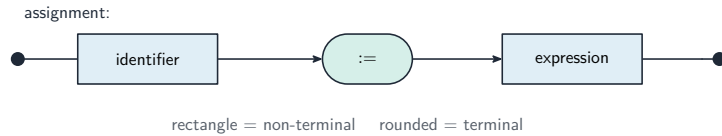
- Every recursive rule needs a non-recursive alternative** – here `<digit>` – or nothing can ever terminate. A rule written as `<integer> ::= <digit><integer>` alone defines nothing at all, and that is the error the mark scheme looks for.
- The recursive part goes on **one side**. `<digit><integer>` builds left to right; `<integer><digit>` builds right to left. Both describe the same set here, but mixing them in one alternative does not.

**Worked example.** Write BNF for an identifier that starts with a letter and then contains any number of letters or digits.

```
<letter>    ::= a|b|c|d|e|f|g|h|i|j|k|l|m|n|o|p|q|r|s|t|u|v|w|x|y|z
<digit>     ::= 0|1|2|3|4|5|6|7|8|9
<identifier> ::= <letter> | <identifier><letter> | <identifier><digit>
```

The base case is a single `<letter>`, which is what forces the first character to be a letter; the two recursive alternatives then add one character at a time to the right.

- A syntax diagram is the same grammar, drawn



The translation between the two notations is mechanical:

| In BNF                                                     | In a syntax diagram              |
|------------------------------------------------------------|----------------------------------|
| a <b>terminal</b> , such as 7                              | a <b>rounded</b> box (or circle) |
| a <b>non-terminal</b> , such as <code>&lt;digit&gt;</code> | a <b>rectangular</b> box         |
| ‘                                                          | ‘, an alternative                |
| one item after another                                     | boxes in sequence along the line |
| <b>recursion</b>                                           | a line that <b>loops back</b>    |

So a loop in a diagram is a recursive rule in BNF, and a branch is a |. A question giving you one and asking for the other is asking you to apply that table.

#### ■ RPN: why it exists, and both directions

In **Reverse Polish Notation** the operator comes **after** its two operands. It needs **no brackets** and no rules of precedence, because the order of the symbols already fixes the order of the operations – which is exactly why a compiler generates it.

**Infix to RPN.** Bracket the expression fully according to precedence, then move each operator to just after its own pair of operands.

Convert  $(3 + 4) \times 2$ .

The bracket is done first, so  $3 + 4$  becomes  $3\ 4\ +$ . That whole result is then multiplied by 2:

$3\ 4\ +\ 2\ *$

Convert  $A + B \times C$ . Multiplication binds tighter, so it is  $A + (B \times C)$ , giving  $A\ B\ C\ * +$  – **not**  $A\ B\ +\ C\ *$ , which is  $(A + B) \times C$ .

**RPN to infix.** Work left to right; every time an operator appears, take the **two most recent** items, write them with the operator between them in brackets, and put that back.

Convert  $4\ 5\ +\ 2\ 6\ -\ *$ .  $\rightarrow (4 + 5)$ , then  $(2 - 6)$ , then  $((4 + 5) * (2 - 6))$ .

#### ■ Evaluating with a stack

Read left to right. A **number is pushed**; an **operator pops two**, applies itself and pushes the result. The order matters: the **first** value popped is the **right-hand** operand.

**Worked example.** Evaluate  $5\ 2\ -\ 3\ *$ .

| Token | Action                                | Stack after |
|-------|---------------------------------------|-------------|
| 5     | push 5                                | 5           |
| 2     | push 2                                | 5, 2        |
| -     | pop 2 then 5; $5 - 2 = 3$ ; push      | 3           |
| 3     | push 3                                | 3, 3        |
| *     | pop 3 then 3; $3 \times 3 = 9$ ; push | 9           |

The answer is the single value left on the stack: **9**.

- For  $-$  and  $/$  the order is the whole question. Popping gives the **second** operand first, so it is second popped – first popped. Getting it backwards turns  $5 - 2$  into  $2 - 5$ .

## 2 Practice

Now use the methods above.

**2.1** Write a BNF rule for `<integer>`, a whole number of one or more digits. You may use `<digit>` without defining it. [2]

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**2.2** State why a recursive BNF rule must also have a **non-recursive** alternative. [1]

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**2.3** In a syntax diagram, state what is shown by a **rounded** box, by a **rectangular** box, and by a line that **loops back**. [3]

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**2.4** Convert the infix expression  $A + B \times C$  to RPN. [2]

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**2.5** Convert the RPN expression  $7\ 2\ 3\ *\ -$  back to infix, and give its value. [2]

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### 3 Exam-style questions

**3.1** A programming language defines a variable name as starting with a letter, followed by any number of letters or digits.

Write the BNF rules for `<letter>`, `<digit>` and `<identifier>`. [4]

**3.2** A student writes the rule `<integer> ::= <digit><integer>`.

Explain why this rule defines no valid integer, and correct it. [3]

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**3.3** Convert the infix expression  $(8 - 3) + (4/2)$  to Reverse Polish Notation. [3]

**3.4** Evaluate the RPN expression  $4\ 5\ +\ 2\ 6\ -\ *$  using a stack.

Show the contents of the stack after each token is processed. [5]

**3.5** State **two** reasons why a compiler converts expressions into Reverse Polish Notation. [2]

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# Solutions

Each answer shows the steps, then the **result**.

## 2.1

- $\langle \text{integer} \rangle ::= \langle \text{digit} \rangle \mid \langle \text{digit} \rangle \langle \text{integer} \rangle$
- one mark for the single-digit base case, one for the recursive alternative;  $\langle \text{integer} \rangle \langle \text{digit} \rangle$  is equally acceptable

## 2.2

- without a non-recursive alternative the rule refers to itself for ever and never reaches a terminal, so no string can be derived from it

## 2.3

- a **rounded** box is a **terminal** – a literal symbol that appears in the language itself
- a **rectangular** box is a **non-terminal** – a name defined by another rule
- a line that **loops back** is **repetition**, which in BNF is written as recursion

## 2.4

- multiplication binds more tightly, so the expression is  $A + (B \times C)$
- $A \ B \ C \ * \ +$
- $A \ B \ + \ C \ *$  is  $(A + B) \times C$  and is a different expression

## 2.5

- the  $*$  takes 2 and 3, and the  $-$  then takes 7 and that result:  $7 - (2 \times 3)$
- $= 1$

## 3.1

- $\langle \text{letter} \rangle ::= a|b|c| \dots |z$
- $\langle \text{digit} \rangle ::= 0|1|2|3|4|5|6|7|8|9$
- $\langle \text{identifier} \rangle ::= \langle \text{letter} \rangle$  as the base case, which forces the first character to be a letter
- $\mid \langle \text{identifier} \rangle \langle \text{letter} \rangle \mid \langle \text{identifier} \rangle \langle \text{digit} \rangle$  as the recursive alternatives

```
<letter>      ::= a|b|c|d|e|f|g|h|i|j|k|l|m|n|o|p|q|r|s|t|u|v|w|x|y|z
<digit>       ::= 0|1|2|3|4|5|6|7|8|9
<identifier> ::= <letter> | <identifier><letter> | <identifier><digit>
```

- a rule whose base case is  $\langle \text{letter} \rangle \langle \text{digit} \rangle$  allows an identifier to start with a digit, and loses the third mark

## 3.2

- the rule is **entirely recursive**: every alternative contains  $\langle \text{integer} \rangle$  again
- so a derivation can never terminate – there is no way to reach a string made only of terminals

- add a non-recursive alternative:  $\langle \text{integer} \rangle ::= \langle \text{digit} \rangle \mid \langle \text{digit} \rangle \langle \text{integer} \rangle$

## 3.3

- each bracket is converted first:  $8 - 3$  gives  $8 \ 3 \ -$ , and  $4/2$  gives  $4 \ 2 \ /$
- the  $+$  acts on those two results, so it comes last
- $8 \ 3 \ - \ 4 \ 2 \ / \ +$
- the value is  $5 + 2 = 7$ , which checks

## 3.4

- 4 and 5 pushed, then  $+$  pops both and pushes 9
- 2 and 6 pushed onto the 9
- $-$  pops 6 then 2, giving  $2 - 6 = -4$ , and pushes it
- $*$  pops  $-4$  then 9, giving  $9 \times (-4)$
- the stack is left holding **-36**

| Token | Stack after |
|-------|-------------|
| 4     | 4           |
| 5     | 4, 5        |
| +     | 9           |
| 2     | 9, 2        |
| 6     | 9, 2, 6     |
| -     | 9, -4       |
| *     | -36         |

- popping in the wrong order gives  $6 - 2 = 4$  and a final answer of 36, with the sign lost

## 3.5 any two:

- RPN needs **no brackets**, so the expression can be evaluated in a single left-to-right pass
- the **order of operations is fixed by the order of the symbols**, so no rules of precedence have to be applied while evaluating
- it is evaluated with a simple **stack**, which is straightforward to implement in machine code; and each operator is met only when both its operands are already available