

## 15. Recursion 2

Building a Calculator, Streams, Formal Grammars, Extended Backus Naur Form (EBNF), Parsing Expressions

### Motivation: Calculator

Goal: we build a command line calculator

#### Example

```
Input: 3 + 5
Output: 8
Input: 3 / 5
Output: 0.6
Input: 3 + 5 * 20
Output: 103
Input: (3 + 5) * 20
Output: 160
Input: -(3 + 5) + 20
Output: 12
```

- binary Operators +, -, \*, / and numbers
- floating point arithmetic
- precedences and associativities like in C++
- parentheses
- unary operator -

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### Naive Attempt (without Parentheses)

```
double lval;
std::cin >> lval;

char op;
while (std::cin >> op && op != '=') {
    double rval;
    std::cin >> rval;

    if (op == '+')
        lval += rval;
    else if (op == '*')
        lval *= rval;
    else ...
}

std::cout << "Ergebnis " << lval << "\n";
```

```
Input 2 + 3 * 3 =
Result 15
```

### Analyzing the Problem

#### Example

Input:

$$13 + 4 * (15 - 7 * 3) =$$

Needs to be stored such that evaluation can be performed

“Understanding” expressions requires a lookahead to upcoming symbols!

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## As Preparation: Streams

A program takes inputs from a conceptually infinite input stream.

So far: command line input stream `std::cin`

```
while (std::cin >> op && op != '=') { ... }
```

↑  
Consume `op` from `std::cin`,  
reading position advances.

In the future we also want to be able to read from files.

$$3 + 5 - 6 * 10 + 800 - 70$$

## Example: BSD 16-bit Checksum with a File

```
#include <iostream>
#include <fstream>

int main () {
    std::ifstream fileStream ("loremispum.txt");
    char c;
    int checksum = 0; ← returns false when file end is reached.
    while (fileStream >> c) {
        checksum = checksum / 2 + checksum % 2 * 0x8000 + c;
        checksum %= 0x10000;
    }
    std::cout << "checksum = " << std::hex << checksum << "\n";
}
```

output: 67fd

## Example: BSD 16-bit Checksum

```
#include <iostream>
```

```
int main () {
```

```
    char c;
    int checksum = 0;
    while (std::cin >> c) {
        checksum = checksum / 2 + checksum % 2 * 0x8000 + c;
        checksum %= 0x10000;
    }
    std::cout << "checksum = " << std::hex << checksum << "\n";
}
```

Requires a manual termination of the input at the console

Output: 67fd

<sup>3</sup>Ctrl-D(Unix) / Ctrl-Z(Windows) at the beginning of a line that is concluded with ENTER

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## Example: BSD 16-bit Checksum

Reuse of common functionality?

Correct: with a function. But how?

## Example: BSD 16-bit Checksum Generic!

```
#include <iostream>
#include <fstream>

int checksum (std::istream& is)
{
    char c;
    int checksum = 0;
    while (is >> c) {
        checksum = checksum / 2 + checksum % 2 * 0x8000 + c;
        checksum %= 0x10000;
    }
    return checksum;
}
```

Reference required: we modify the stream.

## Equal Rights for All!

```
#include <iostream>
#include <fstream>

int checksum (std::istream& is) { ... }

int main () {
    std::ifstream fileStream("loremipsum.txt");

    if (checksum (fileStream) == checksum (std::cin))
        std::cout << "checksums match.\n";
    else
        std::cout << "checksums differ.\n";
}
```

input: Lorem Yps with Gimmick  
output: checksums differ

## Why does that work?

- `std::cin` is a variable of type `std::istream`. It represents an input stream.
- Our variable `fileStream` is of type `std::ifstream`. It represents an input stream on a file.
- A `std::ifstream` *is also a* `std::istream`, with more features.
- Therefore `fileStream` can be used wherever a `std::istream` is required.

## Again: Equal Rights for All!

```
#include <iostream>
#include <fstream>
#include <sstream>

int checksum (std::istream& is) { ... }

int main () {
    std::ifstream fileStream ("loremipsum.txt");
    std::stringstream stringstream ("Lorem Yps mit Gimmick");

    if (checksum (fileStream) == checksum (stringstream))
        std::cout << "checksums match.\n";
    else
        std::cout << "checksums differ.\n";
}
```

input from `stringStream`  
output: checksums differ

## Back to Expressions

$$13 + 4 * (15 - 7 * 3)$$

“Understanding an expression requires lookahead to upcoming symbols!

We will store symbols elegantly using recursion.

We need a new formal tool (that is independent of C++).

## Formal Grammars

- Alphabet: finite set of symbols  $\Sigma$
- Strings: finite sequences of symbols  $\Sigma^*$

A formal grammar defines which strings are valid.

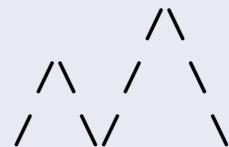
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## Mountains

- Alphabet:  $\{/,\}$
- Mountains  $\mathcal{M} \subset \{/,\}^*$  (valid strings)

$$m' = /\backslash\backslash\backslash\backslash\backslash\backslash$$



## Forbidden Mountains

- Alphabet:  $\{/,\}$
- Mountains:  $\mathcal{M} \subset \{/,\}^*$  (valid strings)

$$m''' = /\backslash\backslash\backslash\backslash \notin \mathcal{M}$$

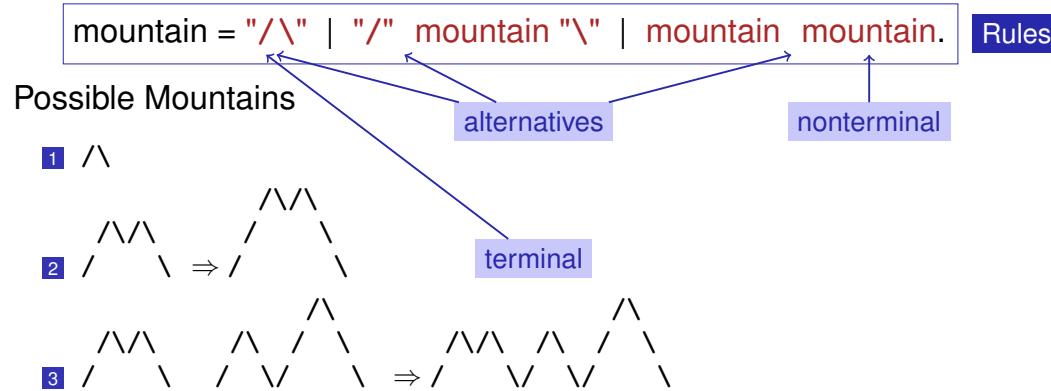


Both sides should have the same height. A mountain cannot fall below its starting height.

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## Mountains in Backus-Naur-Form (BNF)



It is possible to prove that this BNF describes “our” mountains, which is not completely clear a priori.

## Expressions

$$-(3-(4-5))*(3+4*5)/6$$

What do we need in the BNF?

- Number , ( Expression )  
-Number, -( Expression )
- Factor \* Factor, Factor  
Factor \* Factor / Factor , ...
- Term + Term, Term  
Term - Term, ...

Factor

Term

Expression

## The BNF for Expressions

A factor is

- a number,
- an expression in parentheses or
- a negated factor.

```
factor      = unsigned_number
            | "(" expression ")"
            | "-" factor.
```

## The BNF for Expressions

A term is

- factor,
- factor \* factor, factor / factor,
- factor \* factor \* factor, factor / factor \* factor, ...
- ...

We need repetition!

## EBNF

Extended Backus Naur Form: extends the BNF by

- option [] and
- optional repetition {}

```
term = factor { "*" factor | "/" factor }.
```

Remark: the EBNF is not more powerful than the BNF. But it allows a more compact representation. The construct from above can be written as follows:

```
term = factor | factor T.  
T = "*" term | "+" term.
```

## The EBNF for Expressions

```
factor      = unsigned_number  
           | "(" expression ")"  
           | "-" factor.  
  
term        = factor { "*" factor | "/" factor }.  
  
expression = term { "+" term | "-" term }.
```

## Parsing

- **Parsing:** Check if a string is valid according to the (E)BNF.
- **Parser:** A program for parsing.
- **Useful:** From the (E)BNF we can (nearly) automatically generate a parser:
  - Rules become functions
  - Alternatives and options become if-statements.
  - Nonterminal symbols on the right hand side become function calls
  - Optional repetitions become while-statements

## Functions

## (Parser with Evaluation)

Expression is read from an input stream.

```
// POST: extracts a factor from is  
//       and returns its value  
double factor (std::istream& is);  
  
// POST: extracts a term from is  
//       and returns its value  
double term (std::istream& is);  
  
// POST: extracts an expression from is  
//       and returns its value  
double expression (std::istream& is);
```

## One Character Lookahead...

... to find the right alternative.

```
// POST: leading whitespace characters are extracted
//       from is, and the first non-whitespace character
//       is returned (0 if there is no such character)
char lookahead (std::istream& is)
{
    if (is.eof())
        return 0;
    is >> std::ws;           // skip whitespaces
    if (is.eof())
        return 0;             // end of stream
    return is.peek();        // next character in is
}
```

## Cherry-Picking

... to extract the desired character.

```
// POST: if ch matches the next lookahead then consume it
//       and return true; return false otherwise
bool consume (std::istream& is, char ch)
{
    if (lookahead(is) == ch){
        is >> ch;
        return true;
    }
    return false;
}
```

## Evaluating Factors

```
double factor (std::istream& is)
{
    double v;
    if (consume(is, '(')){
        v = expression (is);
        consume(is, ')');
    } else if (consume(is, '-'))
        v = -factor (is);
    else
        is >> v;
    return v;
}
```

```
factor = "(" expression ")"
         | "-" factor
         | unsigned_number.
```

## Evaluating Terms

```
double term (std::istream& is)
{
    double value = factor (is);
    while(true){
        if (consume(is, '*'))
            value *= factor (is);
        else if (consume(is, '/'))
            value /= factor (is)
        else
            return value;
    }
}
```

```
term = factor { "*" factor | "/" factor }
```

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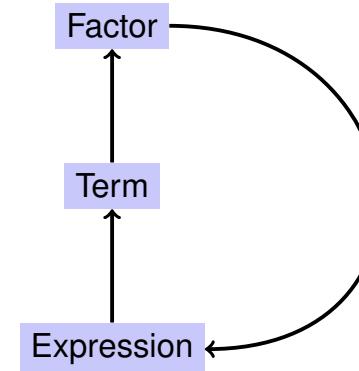
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## Evaluating Expressions

```
double expression (std::istream& is)
{
    double value = term(is);
    while(true){
        if (consume(is, '+'))
            value += term (is);
        else if (consume(is, '-'))
            value -= term(is)
        else
            return value;
    }
}
```

expression = term { "+" term | "-" term }

## Recursion!



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## EBNF — and it works!

EBNF (calculator.cpp, Evaluation from left to right):

```
factor    = unsigned_number
          | "(" expression ")"
          | "-" factor.

term      = factor { "*" factor | "/" factor }.

expression = term { "+" term | "-" term }.

std::stringstream input ("1-2*3");
std::cout << expression (input) << "\n"; // -4
```

## BNF — and it does **not** work!

BNF (calculator\_r.cpp, Evaluation from right to left):

```
factor    = unsigned_number
          | "(" expression ")"
          | "-" factor.

term      = factor | factor "*" term | factor "/" term.

expression = term | term "+" expression | term "-" expression.

std::stringstream input ("1-2*3");
std::cout << expression (input) << "\n"; // 2
```

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## Analysis: Repetition vs. Recursion

Simplification: sum and difference of numbers

### Examples

3, 3 - 5, 3 - 7 - 1

EBNF:

sum = value {"-" value | "+" value}.

BNF:

sum = value | value "-" sum | value "+" sum.

Both grammars permit the same kind of expressions.

## value

```
double value (std::istream& is){  
    double val;  
    is >> val;  
    return val;  
}
```

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## EBNF Variant

```
// sum = value {"-" value | "+" value}.  
double sum(std::istream& is) {  
    double v = value(is);  
    while(true){  
        if (consume(is, '-'))  
            v -= value(is);  
        else if (consume(is, '+'))  
            v += value(is);  
        else  
            return v;  
    }  
}
```

## We test: EBNF Variant

- input: 1-2  
output: -1 ✓
- input: 1-2-3  
output: -4 ✓

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## BNF Variant

```
// sum = value | value "-" sum | value "+" sum.  
double sum(std::istream& is){  
    double v = value(is);  
    if (consume(is, '-'))  
        return v - sum(is);  
    else if (consume(is, '+'))  
        return v + sum(is);  
    return v;  
}
```

## We test: BNF Variant

- input: 1-2  
output: -1 ✓
- input: 1-2-3  
output: 2 😞

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## We Test

❓ Is the BNF wrong ?

```
sum = value  
    | value "-" sum  
    | value "+" sum.
```

- No, it does only determine the **validity** of expressions, not their **values!**
- The evaluation we have put on top naively.

## Getting to the Bottom of Things

```
double sum (std::istream& is){  
    double v = value (is);  
    if (consume (is, '-'))  
        v -= sum (is);  
    else if (consume (is, '+'))  
        v += sum(is);  
    return v;  
}  
...  
std::stringstream input ("1-2-3");  
std::cout << sum (input) << "\n"; // 4
```

3	3
2 - "3"	-1
1 - "2 - 3"	2
"1 - 2 - 3"	2

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## What has gone wrong?

The BNF

- does officially not talk about values
- but it still suggests the wrong kind of evaluation order.

```
sum = value | value "-" sum | value "+" sum.
```

naturally leads to

$$1 - 2 - 3 = 1 - (2 - 3)$$

## A Solution: Left-Recursion

```
sum = value | sum "-" value | sum "+" value.
```

Implementation pattern from before does not work any more.  
Left-recursion must be resolved to right-recursion.

This is what it looks like:

```
sum = value | value s.  
s = "-" sum | "+" sum.
```

Cf. calculator\_1.cpp