

CS39003 Compilers Laboratory
Autumn 2026
Assignment 5
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Introduction to yacc

In this assignment, you continue to use the language of matrix assignments. A new operator **#** is now introduced. When applied *after* a matrix variable or a parenthesized matrix expression, it transposes the matrix. Since an LALR(1) parser will be generated by yacc, it is not necessary to avoid left recursion. In view of this, the grammar for matrix assignments is rewritten as follows. Henceforth the terminal symbols will be named in lower case.

PROG	→	LINE ln PROG LINE ln	The entire input
LINE	→	id = RVAL	A single matrix assignment
RVAL	→	[ROWLIST] EXPR	R-value in an assignment
ROWLIST	→	ROW ROWLIST ; ROW	List of rows of a literal matrix
ROW	→	num ROW , num	A single row in a literal matrix
EXPR	→	TERM EXPR + TERM EXPR - TERM	Matrix expression
TERM	→	FACTOR TERM * FACTOR	A term in a matrix expression
FACTOR	→	SCALAR MATFAC TRANS	A factor in a term
SCALAR	→	ϵ num	Optional scalar multiplier
TRANS	→	ϵ #	Optional transpose operator
MATFAC	→	id (EXPR)	The core of a factor

Write the following files.

- **A lex file**

Your lex file will keep on *returning* tokens to yacc. In this grammar, the tokens are **id** (matrix names), **num** (integers with an optional **+** or **-** sign), operators **=**, **+**, *****, and **#**, punctuation symbols (left and right parentheses, left and right brackets, comma, and semicolon), the new-line character **ln**, and **err** (an unmatched character).

In this assignment, allow expressions of the form **M1-2M2** or **M1-3(M2+2M3*M4)** without any space between the **+** or the **-** operator and a following scalar multiplier. But lex will club together the sign with the immediately following unsigned scalar multiplier. (In a literal matrix, signed numbers do not create any confusion.) Use lex and yacc carefully (change the tokens and the grammar appropriately) to solve this problem.

The lex portion of the solution can be like this. Instead of returning the token **num**, lex will return separate tokens **unum** (unsigned numbers) and **snum** (signed numbers). Yacc will handle them appropriately.

- **A yacc file**

Use the above grammar in your yacc file. You would need small changes to handle signed integers (as explained in connection with lex). For example, **M1-2M2** will let lex generate the tokens **EXPR snum TERM**. There is however no production in the grammar of this form. So yacc should interpret the expression as **EXPR + TERM**. The **snum** will be shifted to **TERM** as the scalar multiplier.

Your yacc actions must not implement any matrix operation or symbol-table utility. The yacc actions will only call the appropriate functions defined elsewhere (see below).

Write a **main()** function in your yacc file. So **y.tab.c** will be the main compilable file that will include (or link during compilation) the other source files (including **lex.yy.c**).

- **A source file for matrix utilities**

Define a suitable data type for matrices. References to matrices will reside in the yacc stack. The stack element can be of basic C types (like **char**, **int**, or **double**) or pointers to basic C types or to **struct** types. A C++-specific type (like a class) for storing a matrix cannot be used. Write all matrix-related operations in this file.

- **A source file for symbol-table management**

The organization of the symbol table (to be maintained globally) is left to you. Since symbol-table entries will not reside in the yacc stack, you can use C++-specific features to implement your symbol table. Write the relevant utilities (search, add/update/get entries, print entries) in this file.

- **Any other source/header files (optional)**

If needed, you may write the type definitions and function-prototype declarations (and possibly global variables too) in a separate source/header file.

- **A makefile**

Write a makefile with compile, run, and clean targets. The run target may assume that the interpreter is fed from the text file `input.txt`. Set the input for lex (`y Yin`) accordingly. Use the clean action before submitting.

Combine all the above files into a single tar/tgz/zip archive, and submit that archive only.

Sample Output

Input	Output			
M1 = [1,2,3,4; 5,6,7,8; 9,10,11,12]	M1	=	1234 5678 9101112	
M2 = [-1,2,-3,4; 5,-6,7,-8; -9,10,-11,12]	M2	=	-12-34 5-67-8 -910-1112	
M3 = [1,2,3; 4,5,6; 7,8,9; 10,11,12]	M3	=	123 456 789 101112	
M4 = M1 * M3	M4	=	70158246 80184288 90210330	
M5 = 2M2 * 3M3	M5	=	156-300444 168-312456 180-324468	
M6 = M3 * (M1 + 2M2)	M6	=	2173247 84174264354 6274869 104224344464	
M7 = -2M3 * (M1 - 2M2) + M6	M7	=	-146-281-416-551 76130184238 -182-371-560-749 88160232304	
M8 = -2(M3*-6(M1-2M2)+2(2M6-5M7)*2M6)	M8	=	-130824-336516-542208-747900 -1488336-3581304-5674272-7767240 -214296-540204-866112-1192020 -1906848-4602624-7298400-9994176	
M9 = 2 ((M1 + M2 - 2 M1) * M6 # * M3 + 100 M5 + 1000 M4)	M9	=	154464-149568503136 174672-157344579408 194880-165120655680	
M10 = 2(3M1 * 4M2#)	M10	=	240432624 -432-624-816 6248161008	
M10 = 2(3M1 * 4M2#)#	M10	=	240-432624 432-624816 6248161008	
M11 = ((M1-2M2) * M3 * 2(M1-M2)-M1) * (M5-M4)#	*** Incompatible matrices for multiplication			
M11 = (M5-M4)# * ((M1-2M2) * M3 * 2(M1-M2) - M1)	M11	=	EMPTY	
M12 = (((M1*-2M1#) + (M2*3M2#)) * (M2-M3#))#	M11	=	-4298458-4969616-5640774 -2469292-2828192-3187092 -5944702-6855344-7765986 -3292240-3770816-4249392	
	M12	=	-24304230-21506470 17902-677431126-1206 -974216854-863025750	