

Formality of Expressions

Mathematical expressions are made up of two things: values and operators.

Values may be either variables (`x`, `stockPrice`) or literal values (3, 14, 3.14E2).

(Binary) operators are: addition, subtraction, multiplication (*), division (/), modulus (%), and exponentiation (**).

- ▶ Binary operators always take two arguments, conventionally called the **lhs** and **rhs**.

`lhs + rhs`

- ▶ All binary operators have two important properties: **precedence** and **associativity**.

Mathematical Precedence

Faced with a programming language expression such as:

$$a * b + 3 ** x / 2$$

in what order are the operations performed?

Mathematical Precedence

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in what order are the operations performed?

When?	Precedence	Operations
First	Highest	** (exponentiation)
		* / % (multiplicative class)
Last	Lowest	+ - (additive class)

We are sure you remember this as “**please excuse my dear aunt sally.**”

Operator Associativity

Faced with a programming language expression such as:

$$a - b - c$$

in what order are the **same-precedence** operations performed? Yes, you already know this because it has been drilled into your brain along with “Aunt Sally”: left-to-right evaluation!

$$(a - b) - c$$

Left-to-right evaluation comes from the **left-associative property** of addition and multiplicative class operations.

Why? Because the **middle term b is associated with the operator to its left.**

Right Associativity

Left-associative operators are pretty common in both mathematics and programming, what are some **right-associative** operators?

Exponentiation

5^{x^y} in programming \rightarrow $5 ** x ** y$ right associative \rightarrow $5 ** (x ** y)$

The **middle term** is associated with the operator **on its right**.

Right Associativity

Left-associative operators are pretty common in both mathematics and programming, what are some **right-associative** operators?

Assignment (=) in C, C++, Python, Java, ...

The following two code samples are equivalent, due to the right-associativity of value assignment

```
a = c = 3
```

```
c = 3
```

```
a = c
```

The **middle term** is associated with the operator **on its right**.

The Shunting Yard Algorithm (Ex 1)

3 + a + b ** 5 ** q

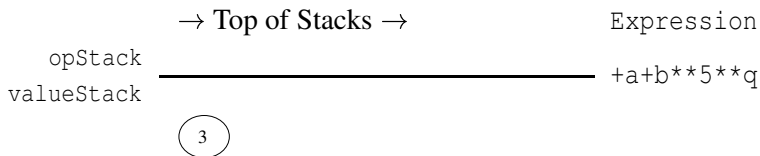
We begin with an empty `valueStack` and `opStack`, and traverse the elements of an expression from left to right.

	→ Top of Stacks →	Expression
opStack	_____	3+a+b**5**q
valueStack		

Begin...

The Shunting Yard Algorithm (Ex 1)

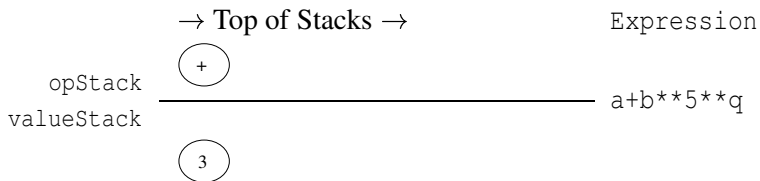
3 + a + b ** 5 ** q



Push value 3 onto valStack

The Shunting Yard Algorithm (Ex 1)

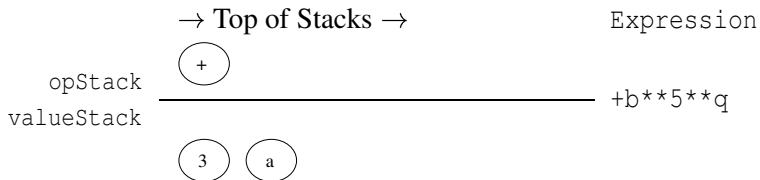
3 + a + b ** 5 ** q



Push operation + onto opStack

The Shunting Yard Algorithm (Ex 1)

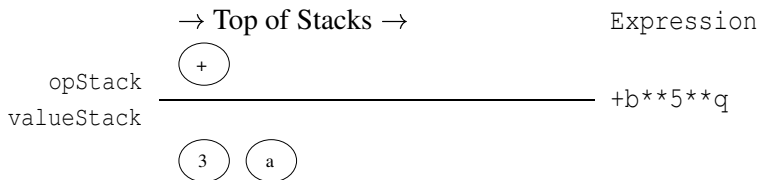
3 + a + b ** 5 ** q



Push value a onto valStack

The Shunting Yard Algorithm (Ex 1)

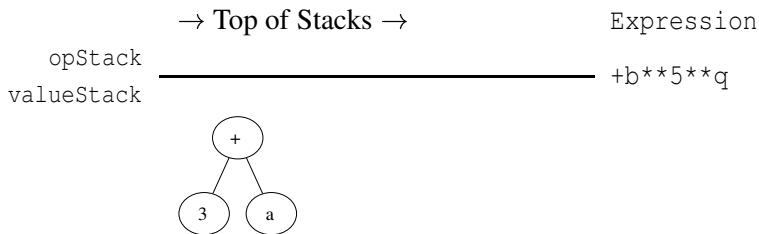
3 + a + b ** 5 ** q



Expression's **left-associative** + precedence is
 \leq + (opStack) precedence \rightarrow pop the opStack

The Shunting Yard Algorithm (Ex 1)

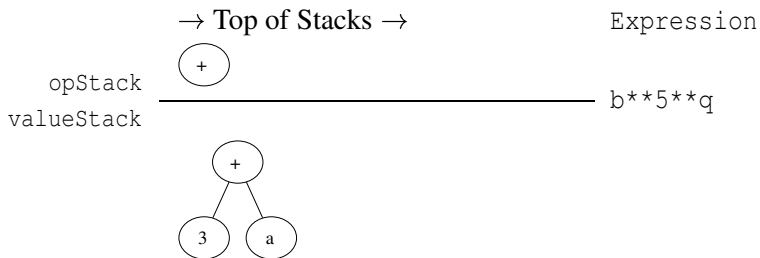
3 + a + b ** 5 ** q



The top operation on the opStack binds with the top two elements of the valueStack the result is a new value that is pushed onto the valueStack.

The Shunting Yard Algorithm (Ex 1)

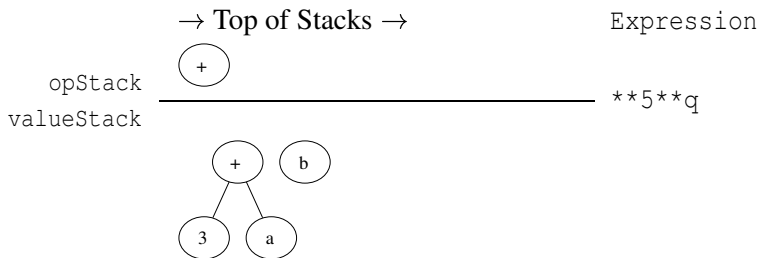
3 + a + b ** 5 ** q



Push operation + onto opStack

The Shunting Yard Algorithm (Ex 1)

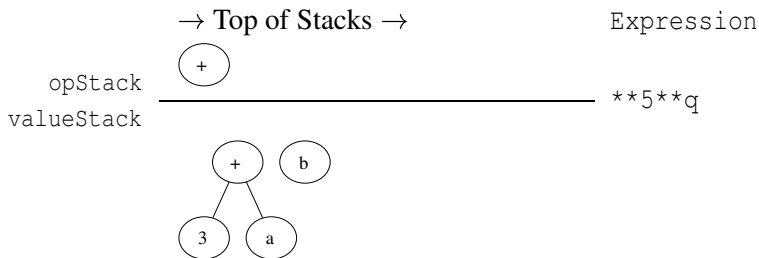
3 + a + b ** 5 ** q



Push value b onto valStack

The Shunting Yard Algorithm (Ex 1)

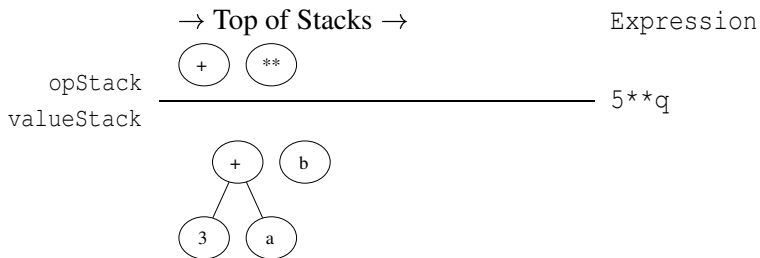
3 + a + b ** 5 ** q



Expression's **right-associative** ** precedence is \geq + (opStack) precedence

The Shunting Yard Algorithm (Ex 1)

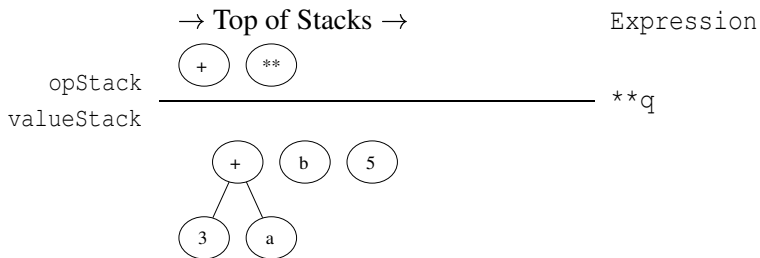
3 + a + b ** 5 ** q



Push operation ****** onto opStack

The Shunting Yard Algorithm (Ex 1)

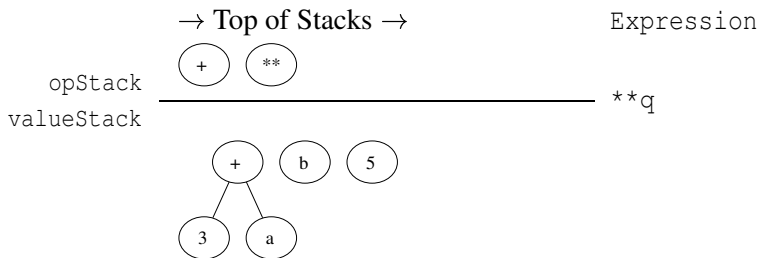
3 + a + b ** 5 ** q



Push value 5 onto valStack

The Shunting Yard Algorithm (Ex 1)

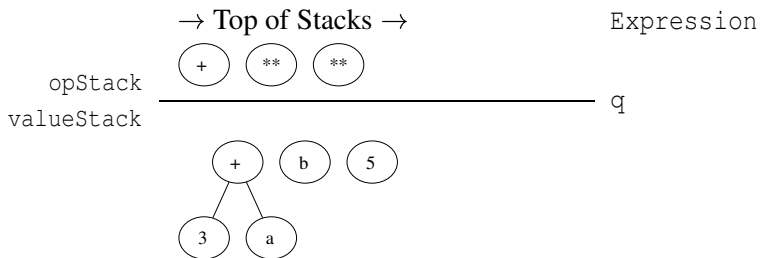
3 + a + b ** 5 ** q



Expression's **right-associative** ****** precedence is \geq ****** (opStack) precedence

The Shunting Yard Algorithm (Ex 1)

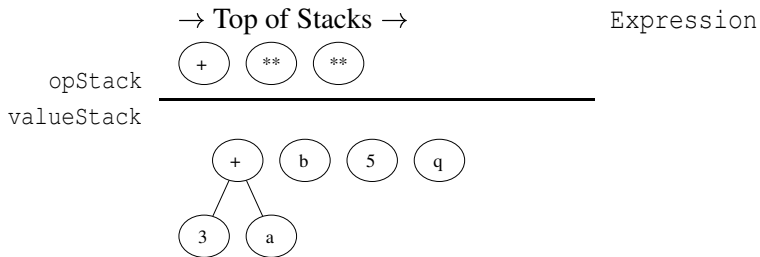
3 + a + b ** 5 ** q



Push operation ****** onto opStack

The Shunting Yard Algorithm (Ex 1)

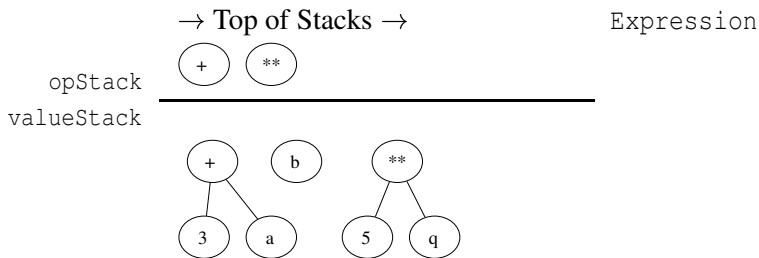
3 + a + b ** 5 ** q



Push value q onto valStack

The Shunting Yard Algorithm (Ex 1)

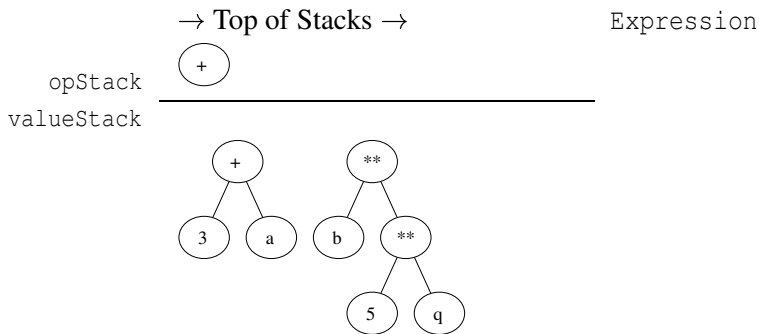
3 + a + b ** 5 ** q



The top operation on the `opStack` binds with the top two elements of the `valueStack` the result is a new value that is pushed onto the `valueStack`.

The Shunting Yard Algorithm (Ex 1)

3 + a + b ** 5 ** q



The top operation on the opStack binds with the top two elements of the valueStack the result is a new value that is pushed onto the valueStack.

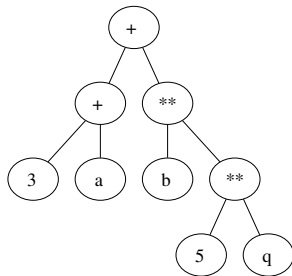
The Shunting Yard Algorithm (Ex 1)

3 + a + b ** 5 ** q

→ Top of Stacks →

Expression

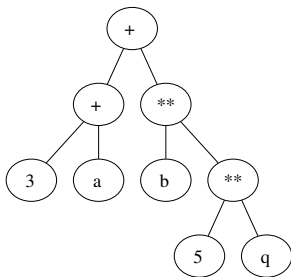
opStack
valueStack



The top operation on the opStack binds with the top two elements of the valueStack the result is a new value that is pushed onto the valueStack.

The Shunting Yard Algorithm (Ex 1)

3 + a + b ** 5 ** q



← Expression Tree!

Notice how right-associative exponentiation must be calculated **first** — results of higher precedence operations are the **children** of lower precedence ops.

The Shunting Yard Algorithm (Ex 2)

$$-x * a / (b + 5) ** q$$

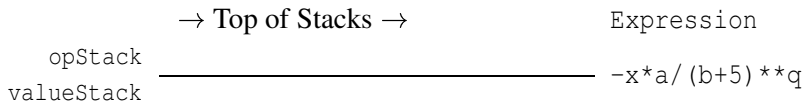
Try drawing the expression tree first ...

can you predict the algorithm results?

The Shunting Yard Algorithm (Ex 2)

$$-x * a / (b + 5) ** q$$

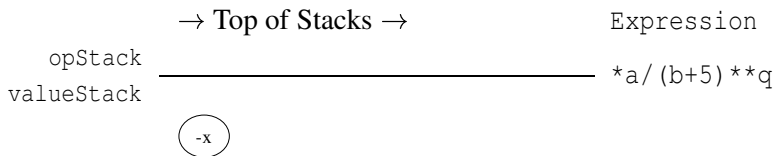
We begin with an empty `valueStack` and `opStack`, and traverse the elements of an expression from left to right.



Begin...

The Shunting Yard Algorithm (Ex 2)

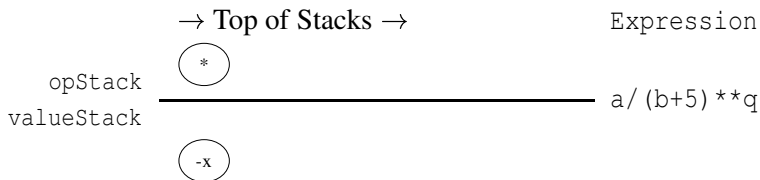
$-x * a / (b + 5) ** q$



Push value $-x$ onto valStack

The Shunting Yard Algorithm (Ex 2)

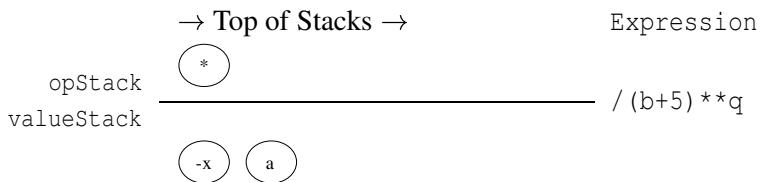
$-x * a / (b + 5) ** q$



Push operation * onto opStack

The Shunting Yard Algorithm (Ex 2)

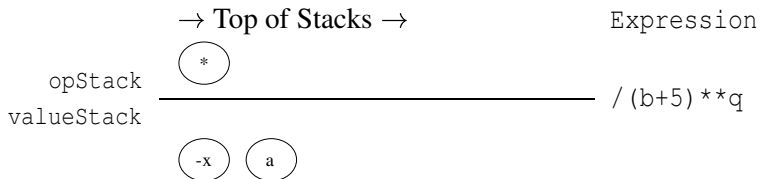
$-x * a / (b + 5) ** q$



Push value a onto valStack

The Shunting Yard Algorithm (Ex 2)

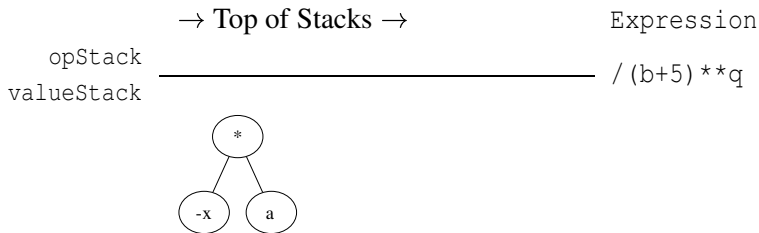
$-x * a / (b + 5) ** q$



Expression's **left-associative** / precedence is
 \leq * (opStack) precedence → pop the opStack

The Shunting Yard Algorithm (Ex 2)

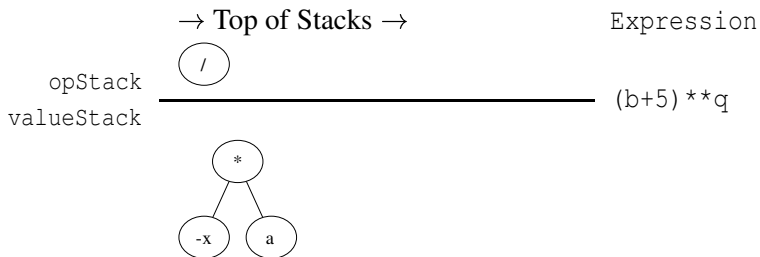
$-x * a / (b + 5) ** q$



The top operation on the opStack binds with the top two elements of the valueStack the result is a new value that is pushed onto the valueStack.

The Shunting Yard Algorithm (Ex 2)

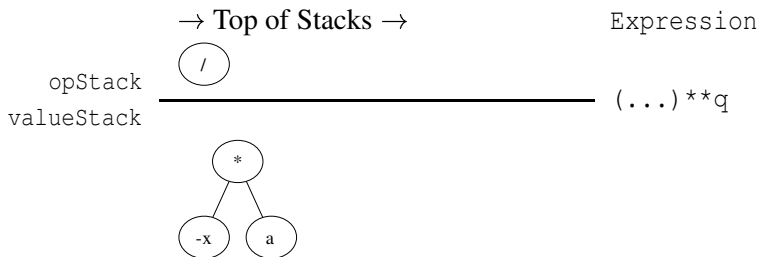
$-x * a / (b + 5) ** q$



Push operation / onto opStack

The Shunting Yard Algorithm (Ex 2)

$-x * a / (b + 5) ** q$



Recursive call for parenthetical grouping

The Shunting Yard Algorithm (Ex 2)

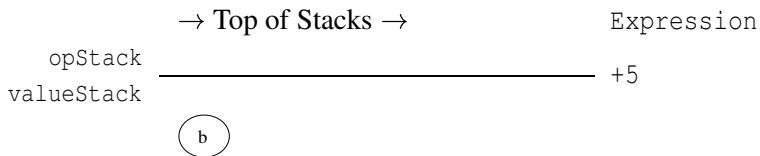
`-x * a / (b + 5) ** q`

	→ Top of Stacks →	Expression
opStack		
valueStack	_____	b+5

Begin the recursive call for subexpression tree

The Shunting Yard Algorithm (Ex 2)

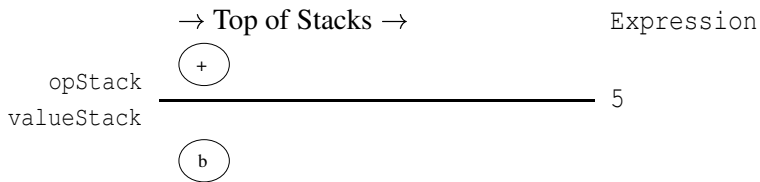
$-x * a / (b + 5) ** q$



Push value b onto valStack

The Shunting Yard Algorithm (Ex 2)

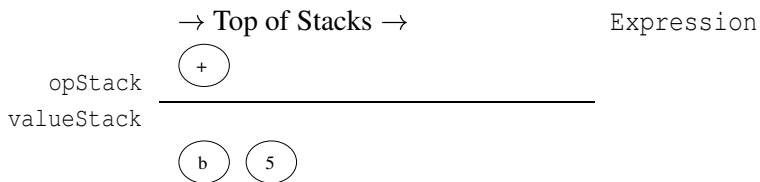
$-x * a / (b + 5) ** q$



Push operation + onto opStack

The Shunting Yard Algorithm (Ex 2)

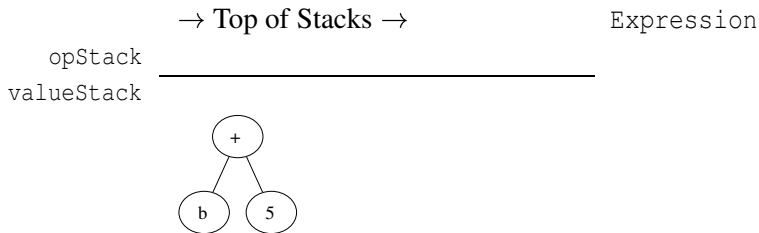
$-x * a / (b + 5) ** q$



Push value 5 onto valStack

The Shunting Yard Algorithm (Ex 2)

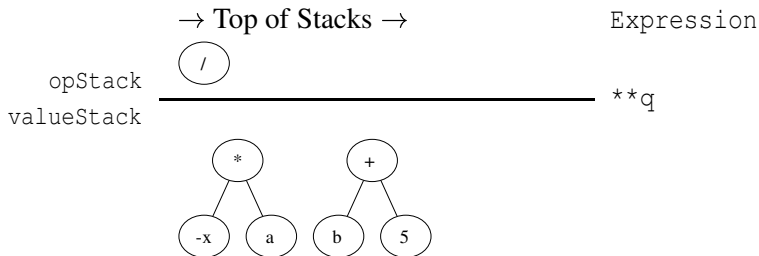
$-x * a / (b + 5) ** q$



The top operation on the opStack binds with the top two elements of the valueStack the result is a new value that is pushed onto the valueStack.

The Shunting Yard Algorithm (Ex 2)

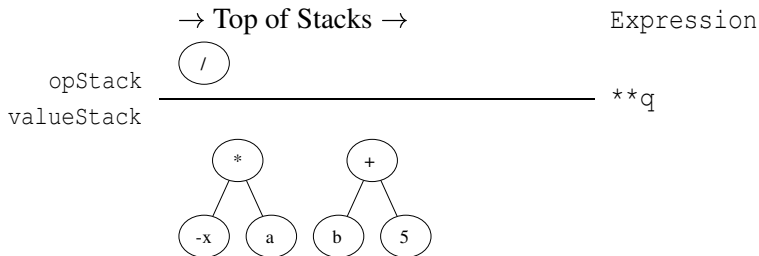
$-x * a / (b + 5) ** q$



Recursive call returns — place subexpression tree on valStack

The Shunting Yard Algorithm (Ex 2)

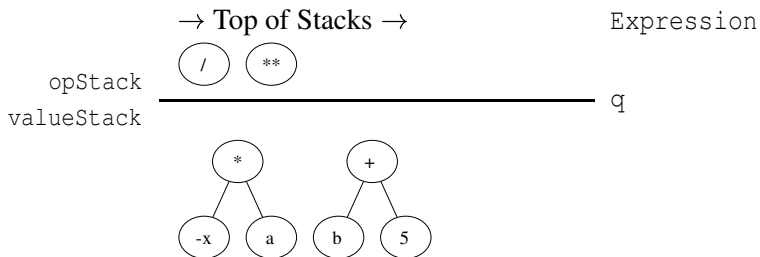
$-x * a / (b + 5) ** q$



Expression's **right-associative** $**$ precedence is \geq / (opStack) precedence

The Shunting Yard Algorithm (Ex 2)

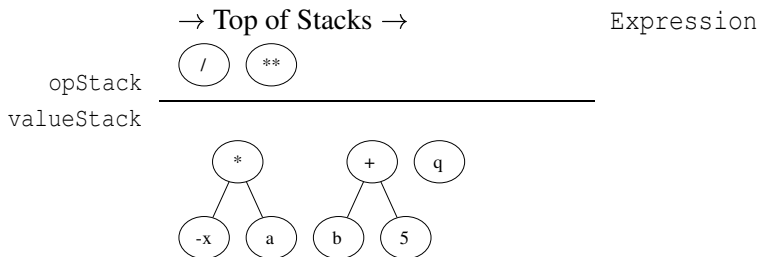
$-x * a / (b + 5) ** q$



Push operation ****** onto opStack

The Shunting Yard Algorithm (Ex 2)

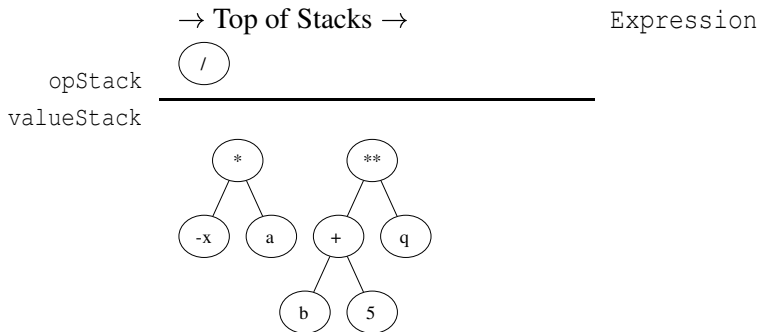
$-x * a / (b + 5) ** q$



Push value **q** onto valStack

The Shunting Yard Algorithm (Ex 2)

$-x * a / (b + 5) ** q$



The top operation on the opStack binds with the top two elements of the valueStack the result is a new value that is pushed onto the valueStack.

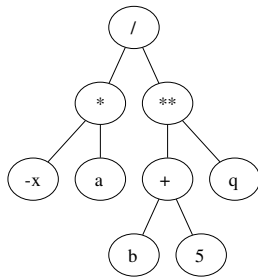
The Shunting Yard Algorithm (Ex 2)

$-x * a / (b + 5) ** q$

→ Top of Stacks →

Expression

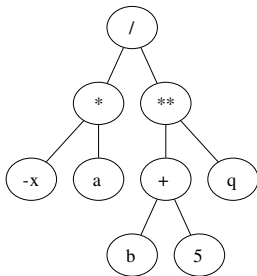
opStack
valueStack



The top operation on the opStack binds with the top two elements of the valueStack the result is a new value that is pushed onto the valueStack.

The Shunting Yard Algorithm (Ex 1)

$-x * a / (b + 5) ** q$

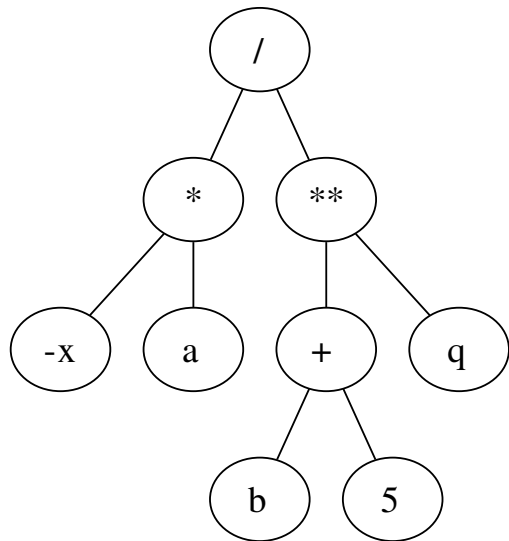


← Expression Tree!

Notice how we handled parenthetical grouping with recursion — (...) results are always “low” on the tree.

The Next Step ...

$-x * a / (b + 5) ** q$



Now that we can generate **expression trees**, how do we take advantage of the tree structure to methodically generate **machine code**?